



MALNAD COLLEGE OF ENGINEERING

(AN AUTONOMOUS INSTITUTION UNDER VTU, BELAGAVI)
HASAN, KARNATAKA



THE MALNAD TECHNICAL CLUB

PRESENTS

ENIGMA'24

UNLEASH THE MYSTERY
OF TECHNOLOGY

RULEBOOK



GENERAL RULES FOR ALL EVENTS



GENERAL RULES



1. Participants can team up from different institutions .
Each participant should carry identity proof.
2. Students taking part in the events can register even on the day of the fest at the registration desk or virtually.
3. Students should refrain from abusive language, obscene display and revealing costumes during the competitions, failing which they will be disqualified.
4. Smoking, drinking and consumption of any such 'substances' are prohibited.
5. The judges' and organisers decision stands final.
6. Participants should go through the event rules and adhere to the specifics. All the events will commence at the scheduled time. Punctuality will be appreciated.
7. Any delays, even after announcement leads to disqualification.
8. Rules are subject to changes at the discretion of the Management and Organizers.



NATIONAL LEVEL PAPER PRESENTATION



1. Participation is exclusively open to B.E and M.Tech students holding valid college ID cards.
2. Papers may have maximum of 4 authors, with presentation is limited to a maximum 4 individuals per paper.
3. Participants must ensure they carry 3 photocopies of their paper, in addition to a soft copy and a PowerPoint presentation.
4. Adherence to format specified by The Malnad Technical Club is compulsory for both abstracts and papers.
5. Each team is permitted to submit only one paper; any additional submissions will result in disqualification.
6. Collaboration among participants from different institutions is permitted and encouraged.
7. Participants are expected to adhere to the highest standards of academic integrity and professional conduct throughout the event.

FOR MORE DETAILS
CONTACT

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ROBOTIC EVENTS



AERONAUTICA

**AN EXHILARATING FAST-PACED DRONE RACE WHERE
SKILLED PILOTS NAVIGATE CUSTOM BUILT DRONES,
SHOWCASING THEIR PRECISION, SPEED, AND AGILITY
IN A THRILLING AERIAL DISPLAY.**



AERONAUTICA



EVENT RULES

1. Each team or individual must use a unique drone, no teams are allowed to use the same drones.
2. Only custom-built drones are allowed; prebuilt drones or commercial kits are not permitted.
3. Charging accessories and extra batteries are allowed, and sockets are available upon request.
4. Participants must arrive 30 minutes before the event, with drones ready 15 minutes before the race.
5. No practice sessions will be provided; the race is purely based on timing.
6. Participants can move freely inside the arena but must address any doubts or discussions with organizers only.
7. Organizers are not responsible for damages caused by obstacles.



AERONAUTICA



8. Disqualification will occur for those not following the rules and timely completion determines the winners.
9. Crossing obstacles with precise movements is required; +10 seconds for contact and +30 seconds for skipping obstacles.
10. A technical timeout of 150 seconds will be provided (once) if the drone crashes . (Participants are required to restart from the beginning and the crashed race won't be considered).
11. Mandatory takeoff and landing on the launchpad; timing starts when the drone is armed and stops on landing.
12. Participants can use any mode of their choice such as acro, stabilize, altitude, loiter, etc.
13. Technical specifications: Prop size 3" to 5", Battery size 3s to 5s, Frame type - True x, Dead cat,Cinewhoop, VTX - Analog or Digital, Prop material - Anything except carbon fiber.

FOR MORE DETAILS

CONTACT

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ROBO KOMBAT

THE FIERCE ARENA IS PERFECTLY POISED TO
FULFIL YOUR BOT'S QUEST FOR SUPREMACY.
GEAR UP TO WITNESS PULSE-POUNDING
ATTACKS IN THE ROBOKOMBAT ARENA.



ROBO KOMBAT



EVENT RULES

1. Contestants will have to register online. On spot registration can also be done.
2. The bot has to be submitted to organizers 90 min before the event.
3. The machine would be checked for safety during registrations. In case of unsafe bots, the team will be allowed to modify the bot within 90min. If the team fails, it will be disqualified.
4. Only three persons(team members)are allowed to take part in the competition(within the demarcated area).
5. The wire coming out of the bot should be contained in a pipe (or other alternatives). Any kind of exposed wiring should be held together by cello tape.
6. Any kind of damage to the arena will not be entertained, a warning will be given and if done after the first warning, the robot will be disqualified.



ROBO KOMBAT



EVENT RULES

7. All the required accessories have to be bought by the participants. The robot should not vary for each round.
8. No technical assistance will be provided by the coordinators during the time of the event.
9. No practice runs will be provided.
10. Provision must be made by the participants to show the internal circuit when demanded by organizers for inspection.
11. Jumping and hopping are not allowed.
12. **ONLY WEDGE BOTS ARE ALLOWED.**



ROBO KOMBAT



Robot Specifications(Wired)

1. The maximum dimensions of the bot should not exceed 600mmX600mmX600mm(+5%tolerance)(excluding remote controls and control wire).
2. Weight of the robot should not exceed 50 kg (+or-10% tolerance is allowed including remote controls and control wire).

Robot specifications(Wireless)

1. The maximum dimensions of the bot should not exceed 600mmX600mmX600mm (+5% tolerance) (excluding remote controls).
2. Weight of the robot should not exceed 50 kg (+-10% tolerance is allowed) (including Battery, excluding Remote control).



ROBO KOMBAT



BATTERY AND POWER

1. The bot should be self-powered with a battery not exceeding 48V.
2. Battery should be properly protected from external damage.
3. Immobilized electrolyte types (such as gel cells, lithium, NiCad or dry cells) are not allowed.
4. 230-volt AC source will be provided. Teams have to bring their own battery eliminators.
5. Also multiple rounds may be conducted back-to-back so the batteries are advised to be kept fully charged with backup batteries.

ARENA SPECIFICATIONS

1. Combat arena specifications: 10x10 ft roughed steel battle surface, surrounding 8 feet height mesh protection.
2. Participants have to get helmets for protection.



ROBO KOMBAT

ROBOT CONTROL REQUIREMENTS



1. The robot can be wired or wireless.
2. For wired robots, all the controlling wires should be bound into a single strip and properly insulated for at least 3 cm in length from the robot base. It shouldn't get tangled with the opponent's wires.
4. For wireless robots, use a four-frequency remote control circuit or two dual control circuits to avoid the interface.
5. Remote controls that are readily available in the market may also be used with suitable modifications if needed.
6. The teams should pair up the wireless remote with the machine before putting it into the arena.
7. In the case of wired bots, the wire should be at least 10 m long and the wires should remain slack at any instant during the fight. All the wires coming out of the machine should be stacked as a single unit.
8. The wire coming out of the bot should be contained in a pipe (or other alternatives). Any kind of exposed wiring should be held together by cello tape.
9. Only three persons (team members) are allowed to take part in the competition (within the demarcated area)



ROBO KOMBAT

TEAM REGULATIONS



1. Teams of 2-5 Members.
2. Multiple number of teams from same college are allowed.
3. The participants must carry valid student ID cards of their college which they will be required to produce at the time of registration.
4. An individual cannot be a member of more than one team.
5. A robot cannot be shared by two or more teams.
6. The robot should follow the specifications provided. Any deviation from the mentioned specifications will lead to direct disqualifications.
7. Changes to structure between matches are not allowed.
8. Bots with wired controls should have a dedicated person to hold the wires and prevent it from entangling.
9. Wireless radio controllers shouldn't interfere with opponent's transmitter.
10. The decisions made by the Judge panel will be final.

FOR MORE DETAILS
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DRIFT BLITZ

STEP INTO THE THRILLING UNIVERSE OF ENIGMA'S DRIFT BLITZ, WHERE ADEPT DRIVERS CONQUER DEMANDING TRACKS WITH PRECISION AND VELOCITY, UNLEASHING MESMERIZING DRIFTS. PREPARE FOR AN EXHILARATING VOYAGE THROUGH THE DYNAMIC REALM OF RC CAR RACING!



DRIFT BLITZ

GENERAL RULES



1. A team should have minimum of 2 or maximum of 3 participants.
2. No two teams can use the same car in the event.
3. All the participants must be present 1 hour prior to the event schedule.
4. Everyone must have their cars ready to race 15 minutes prior.
5. Any additional facilities needed shall be informed to the organizers.
6. Charging sockets can be provided for charging batteries and other accessories on demand.
7. The race will be purely based on timings and the fastest to complete the track will be considered as winner.
8. Only race marshal can enter the track ,if the car topples over.
9. The organizer's decisions are final and not following any of the above-mentioned rules can lead to disqualification.
10. The track will be of a cross country race style.
11. The track is a coarse ground with small jumps, puddles, gravel and corners.



DRIFT BLITZ



RACE RULES:

1. In the initial round, the number of participants will determine the number of tracks available, and the maximum number of laps completed in prescribed time will advance to the second round.
2. In the second round, the organizer will specify the number of laps. Participants who cover the maximum number of laps in the least amount of time will be considered winners.

TECHNICAL SPECIFICATIONS:

1. All commercially available hobby grade and built cars are allowed in the event.
2. The rule regarding the type of system, whether 2WD or 4WD, is subject to change based on the number of participants.
3. Both brushed and brushless systems are allowed to participate.
4. Cars, buggies are allowed to participate.
5. 3s and 4s batteries are allowed.
6. All models less than 1\10 scale are allowed.

FOR MORE DETAILS
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MYSTIQUE LOCOMOTAR

THE TRACK, CRAFTED BY ORGANIZERS, FEATURES VARIOUS OBSTACLES INCLUDING PIPE SECTIONS, STONES, MUD, AND SLIPPERY TERRAIN. THE OBJECTIVE FOR THE CONTESTANTS IS TO GUIDE THEIR ROBOTS THROUGH THE COURSE AS QUICKLY AS POSSIBLE OBEYING ALL THE RULES, WITH THE FASTEST COMPLETION TIME DETERMINING THE WINNER.



MYSTIQUE LOCOMOTAR

MACHINE SPECIFICATION



1. Machine should fit in a box of dimensions 300 mm x 300 mm x 300 mm (l^*b^*h) at any moment. The external device which is used to control the machine is not included in the size constraint.
2. The machine should be controlled by a wired/wireless remote-control mechanism throughout the race.
3. Weight of the bot should be under 3 kg with +5% tolerance inc. battery if powered on board.
4. The machine must not be made from Lego parts or any ready-made assembly kits other than the parts mentioned below.
5. The machine may consist of: Gears, Differential gear, springs, shock absorbers, servo motors, batteries, wheels, wheel hub, Belt drives, Chain drives are allowed.
6. AC power supply of 240 volts will be provided. The machine must use only mechanical power generated by DC motors. Use of any other sources such as IC Engines, chemicals, compressed gas, rockets etc. is not allowed.



MYSTIQUE LOCOMOTAR



7. The machine will be inspected and if found to be dangerous, the team will be disqualified. This decision rests solely with the judges and the organizers.
8. Use of pneumatic and hydraulic tools is not allowed.

TRACK SPECIFICATIONS

1. The track will be an all-terrain track with sharp turns and jumps. The machine should be able to cross, bumps, rough patches on the track.
2. Although organizers make efforts to maintain the track's quality, it is inevitable that the track will undergo wear and tear from the machines running on it. As a result, the machines must be able to perform well on the weakened track.
3. Track may consist of following obstacles: Any type of rough terrains like Sand path, Sack Bridge, Slippery surface, Gravel, Small bumps, Ramps, Hole traps, Bridges, Valleys, etc.



MYSTIQUE LOCOMOTAR

RULES



1. All the team members must be full-time students at an accredited University/college.
2. Only students from the same college can form a team.
3. Individual cannot be a member of more than one team and Robots cannot be shared by two or more teams.
4. The machines must undergo bot check by the organizers 90 minutes before the event.
5. Only one person can control the machine and one person can stay near the arena for monitoring the machine (Includes electrical)
6. The track will have check points at regular intervals. If a bot tumbles, or halts, or goes off the track at any point, one of the organizers will reset the bot to the previous checkpoint. The time shall still be running in the meantime.
7. If the bot is unable to pass through any obstacle, the bot will be permitted to skip up to 2 obstacles (with the operator consent) with a penalty of 90 seconds and 180 seconds respectively, to the time taken by the bot to complete the whole track.
8. The obstacles' skipping rule is valid only after spending 30 seconds on that particular obstacle.



MYSTIQUE LOCOMOTAR



9. Each participant is limited to the completion of only a single lap during the event.
10. The robot should complete the lap in 12 minutes. If not, the last checkpoint reached will be considered for evaluation.
11. Participants are allowed to take a 2-minute technical time only once in a lap for any repairs. After that the track timer will resume.
12. The machine which reaches the destination in the least time will be declared as the winner.
13. Team members are not permitted to touch their machines during the race. In case of any minor damage to the bot, the team members will be permitted to repair their bot.
14. Organizers will not provide any kind of accessories during or before the event.



MYSTIQUE LOCOMOTAR



15. Only the participants of the team whose match is on are allowed to stay near the arena during the event and if there are any clarifications, only the participants are expected to communicate with the judges/organizers, in case any person other than participants interferes, the team will be disqualified at the spot without any further discussions.
16. The organizers reserve the right to change any or all of the above rules as they deem fit.
17. Violation of any of the above rules will lead to disqualification
18. The judges' decision shall be final binding on all.

FOR MORE DETAILS
CONTACT
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SPUDZOOKA

PREPARE FOR A THRILLING POTATO-FLINGING ADVENTURE WITH THE SPUDZOOKA! WITH SAFETY GEAR ON AND SPUDS LOADED, WE'RE SET TO LAUNCH THESE TUBERS INTO THE SKY. THE SPUDZOOKA PROMISES UNFORGETTABLE FUN, COMBINING INNOVATION AND CAMARADERIE. GET READY FOR LAUGHTER AND EXCITEMENT!.



SPUDZOOKA



GENERAL RULES

1. Participation is exclusively open to B.E students with valid college ID cards.
2. Each team may consist of a maximum of 2 members.
3. All projectiles fired must remain intact until they impact the ground for an official measurement.
4. No part of the launching mechanism should cross the firing line.
5. No explosives are allowed.
6. Disqualification occurs for breaking any safety or general rules, resulting in exclusion from awards.
7. One shot per round of competition may be made up.
8. Launching mechanisms can be made of plastic pipes and may consist of swinging or fixed counterweights.
9. Before firing, a horn or sound provided by the technical committee members must be set off to signal readiness for the launch.

FOR MORE DETAILS

CONTACT

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ROBO SOCCER



ROBO SOCCER



GAMEPLAY

1. This is a 1 on 1 type of game.
2. The balls used will be a tennis balls.
3. Robots will be placed in different halves of the arena with ball in the center of the arena.
4. Each team will try to score a goal by pushing the ball.
5. Team with the greater number of goals wins the match.
6. If the ball goes out of the arena, it will be placed in the center and the match will resumed.
7. In case of a tie, a penalty time of 2 more minutes will be given.
8. If the tie is not yet broken, 3 penalty kicks will be provided.
9. The robot has to hit/strike the ball (placed on the penalty line of the arena) such that the bot should not cross the penalty line while striking the ball.



ROBO SOCCER



ROBOT SPECIFICATIONS

1. The following size limitations apply for each robot, including whatever kick mechanisms the bot have:
 2. Width – 300mm max
Length – 300mm max
Height – 300mm max
3. An error of ($\pm 5\%$) is permitted.
4. Weight: 5 kg (Tolerance of $\pm 5\%$)
5. The robot cannot have a potential more than 12V between any two points.
6. The external device, which is used to control the machine, is not included in the size constraint.
7. The machine can be wired/wireless.
8. The machine must not be made from Lego parts, or any ready-made assembly kits, however participants are allowed to use their own creativity for the kick mechanism.



ROBO SOCCER



BATTERY AND POWER SUPPLY

1. The robot can be powered by a source such as a battery fixed on the robot or by a stationary power source connected to the robot by a cord.
2. Participants should keep spare batteries. If they require any power supply or batteries, it should be informed 3 days prior (prior to the date of Enigma). If this is not informed to the organizers earlier and any new scenes created regarding this will lead to invitation of penal action as decided by the event organizers.
3. The length of the wire (for wired bots) should be long enough to cover the whole arena and wire should remain slack during the complete game.

ARENA DIMENSIONS

1. The arena is made up of plywood of dimensions 8 feet in length and 6 feet in width.
2. The arena has a 40 cm wide goal post on either side.
3. The arena is bounded from all sides.



ROBO SOCCER



RULES AND REGULATIONS

1. A team can have a maximum of 4 members and minimum 2 members.
2. Only 2 members of each team may be present at a time in the arena. All other team members must remain outside the game zone.
3. Once the weight of bot is finalized no modifications in the weight will be allowed
4. Weight of the bot will be checked before the start of each match.
5. Each team will be given a time span of 2 minutes at the beginning of each half to make any changes or modifications to the bot (modification in weight is not allowed)
6. Every match will consist of 2 rounds of 2 minutes each and each subsequent round will have a time gap of 1 minute.



ROBO SOCCER



JUDGING CRITERIA

1. For each goal scored by a team, 4 points will be awarded.
2. If the bot damages the arena or the opponent bot (major damage), 2 points will be deducted
3. A warning will be given for not following the rules after which 2 points will be deducted for every warning
4. The winner shall be declared on the basis of the points scored.
5. The opponent team must be treated with the sportsmanship spirit. Non compliance of this rule shall invite penal action which is decided by the organizers.
6. In case of any argument, any chaos or any confusion in between the event, the organizers decision will be ultimate and no further compromise will be held on the topic.

FOR MORE DETAILS

CONTACT

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PAPER EVENTS



INGENIUM

UNLEASH YOUR CREATIVITY AND PUSH THE BOUNDARIES OF POSSIBILITY TO CREATE THE CRAZIEST THING EVER. DIVE INTO THE REALMS OF PHYSICS, CHEMISTRY, AND BIOLOGY TRIVIA AS YOU EMBARK ON A JOURNEY TO ACHIEVE GROUNDBREAKING CHALLENGES AT THIS EXTRAORDINARY EVENT.



INGENIUM

RULES

1. Participation is open to B.E and PU students with valid ID cards, forming teams with a minimum of 2 and a maximum of 4 participants.
2. The preliminary round evaluates basic Science (PCB) concepts, with shortlisted teams advancing to the next round, details of which will be disclosed during the event.
3. All team members must be present for the subsequent round, where the use of mobiles or electronic gadgets is strictly prohibited.
4. Once registered, participant substitutions are not permitted.
5. Any evidence of malpractice or rule violations will result in immediate disqualification.
6. The organizing committee retains the authority to make necessary modifications.

FOR MORE DETAILS
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IN-QUIZ-ITIVE

**ENGAGE IN A STIMULATING QUIZ ENCOMPASSING
VARIOUS DOMAINS AND CONTEMPORARY TOPICS.
TEST YOUR KNOWLEDGE AND COMPETE AGAINST
FELLOW PARTICIPANTS IN AN EXCITING AND
INTELLECTUALLY CHALLENGING ENVIRONMENT.
STAY SHARP, DISPLAY YOUR SKILLS, AND TRIUMPH
IN THIS EXCITING COMPETITION.**



IN-QUIZ-ITIVE

RULES TO BE FOLLOWED



ROUND 1 : GENERAL ROUND

1. This round consists of 5 questions with 4 options.
2. Participants should choose one among the 4 options.
3. For each correct answer, the team gets +5 points and 0 for incorrect answer.
4. No negative marking and no passing of the question.

ROUND 2 : RAPID FIRE ROUND

1. Each team will have a duration of 1 minute to answer 5 rapid-fire questions.
2. +5 points for correct answer and 0 for incorrect.



IN-QUIZ_ITIVE



ROUND 3: BUZZER ROUND

1. This round consists of 6 questions.
2. Each team is given a buzzer and who ever press it first will be given chance to answer first and gets +5 points in case of correct answer.
3. If the first team fails to answer then the question is passed to the 2nd buzzard team and gets +3 points in case of correct answer.

ROUND 4 : AUDIO-VISUAL-VIDEO ROUND

1. Each team will receive a prompt that may include multimedia elements, such as an image, video, or audio file.
2. For each correct answer, the team gets +5 points and 0 for incorrect answers.
3. No negative marking and no passing of the question.

FOR MORE DETAILS

CONTACT

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RESONANCE

**SETTING UP THE STAGE IN WHICH LAUGHTER
RESONATES LOUDER WITH TRUE FRIENDSHIPS.
A BFF CARNIVAL!**



RESONANCE



RULES

1. The event is all about calculating the level of understanding between two friends.
2. Students pursuing PU, BE/B.Tech with valid college ID cards are allowed to participate in the event.
3. The event consists of 2 rounds.
4. Number of participants in each team must be 2 .
5. First round will be a written test where two friends will be seated in different classrooms and will be asked the same questions about each other.
6. Shortlisted teams with highest scores in the first round will enter the final round for which details will be revealed during the event.
7. Participants are not allowed to use their mobiles or any other electronic gadgets during the event.



RESONANCE



8. Once the team gets registered, replacement of any participant in the team is not allowed.
9. Any evidence of malpractice or violation of above rules will lead to on spot elimination.
10. Organising committee has all the rights to do any modifications.

FOR MORE DETAILS
CONTACT
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PLAYBYTES

SHOWCASE YOUR CODING PROFICIENCY AND PROBLEM-SOLVING ACUMEN. IMMERSE IN THE DYNAMIC REALM OF TECHNOLOGY THROUGH CHALLENGING ACTIVITIES AND TASKS WHICH IS OPEN TO STUDENTS OF ALL BACKGROUNDS.



PLAYBYTES



RULES TO BE FOLLOWED

1. The event is open to students of any branch with valid ID cards, and participants compete individually.
2. Participants must adhere to the rules and guidelines set forth for each specific challenge.
3. To take part in the event, participants are required to register in advance.
4. Registration details, including deadlines and procedures, will be communicated through official channels (website, social media, etc.).
5. Specific registration requirements for certain challenges will be clearly stated.
6. Participants must follow the instructions provided by the event organizers and comply with their decisions.
7. The event consists of 2 rounds.
8. Round 1 consists of 30 multiple-choice questions (MCQs) and coding challenges.



PLAYBYTES



RULES TO BE FOLLOWED

9. The questions will encompass subjects pertaining to computer science and C programming.
10. Participants will have a total of 60 minutes to complete the round.
11. Mobile phones or any electronic devices are strictly prohibited during the event.
12. On-the-spot elimination will be enforced for any instances of malpractice or violation of the above rules.
13. Scores are calculated based on the total number of correct answers and coding challenge performance.
14. The Organizing committee reserves the right to make modifications as deemed necessary and the decisions rendered by the judges stay final.
15. Participants shortlisted with the highest scores in the first round will advance to the final round and details regarding the final round will be disclosed during the event.

FOR MORE DETAILS

CONTACT

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FACTUAL REEL

A VISUAL NARRATIVE ADVENTURE!!.
**ENSURE THE USE OF UNIQUE MATERIAL, STAY
TRUE TO THE CONCEPT, AND STEER CLEAR OF
IMITATION TO QUALIFY. UNLEASH YOUR
IMAGINATION AND SEIZE THE OPPORTUNITY TO
ENCAPSULATE MOMENTS**



FACTUAL REEL

RULES

1. Submission deadline must be adhered to for the Factual Reel event.
2. Videos should be between 30-45 seconds in length.
3. The theme provided must be the basis for the video creation.
4. Only original video footage is allowed to be used.
5. Any plagiarized content will result in disqualification.

FOR MORE DETAILS
CONTACT
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MEGASTRUCTURE

IT IS CONSTRUCTION TIME. NOW, YOU ARE THE
NEW BOB THE BUILDER AND LET'S SEE HOW
FIRM YOUR BRIDGE CAN STAY.



MEGASTRUCTURE

RULES TO BE FOLLOWED

1. Teams can have a maximum of 3 participants.
2. Only materials provided on-site can be used.
3. The provided materials are limited.
4. The competition topic will be disclosed at the start, and teams will have 3 hours for construction.
5. Decisions made by the judges are final.
6. Organizers retain the right to modify rules during the event.
7. Only wooden popsicle sticks and white glue are permissible for construction.
8. Teams are allowed a maximum of 120 popsicle sticks.
9. Decorating and painting are allowed, but the judge will evaluate if they provide an unfair advantage.

FOR MORE DETAILS

CONTACT

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MYSTERY MILES

EMBARK ON THE ADVENTURE OF MYSTERY MILES, A CAPTIVATING TREASURE HUNT ACROSS THE CAMPUS! DECODE CLUES, FOLLOW THE TRAIL, AND UNCOVER SECRET LOCATIONS TO EARN THE GLORY OF BEING THE ULTIMATE CAMPUS EXPLORER.



MYSTERY MILES



GENERAL RULES:

1. Team size: 4 members
No. of rounds: 3
3. College ID is mandatory for every participant.
4. Judges' and organizers' decisions shall be final.
5. No trespassing on any college buildings and properties.

ROUND 1:

1. It will be a round containing 5 clues for 5 locations.
2. Only top 10 teams will be qualified for round 2.

ROUND 2:

1. This round will contain 3 clues for next 3 locations.

ROUND 3:

1. Top 4 teams will be qualified into final round.
2. An initial event briefing will be given to the finalists over the rules that need to be strictly followed.
3. The team reaching the goal first will be the winner.