MADMEN

(Sell your Madness!)

- 1. One round consists of two players
- 2. The two players will be Random selection from the registrations.
- 3. One of the two players will be asked to pick up a chit. (Round 1)
- 4. The topics of the chits will be down right random and get more bizzare as the game progresses.
- 5. Its topic will have to perspectives contrasting each other and the player will be given their perspective of the topic by the moderator.
- 6. The players will then have to approach a random person from the audience; it could be anyone except the moderator.
- 7. The person approached has to be convinced by the players about their perspective of the topic.
- 8. Each player we'll be given a time of 90 seconds to convince the person about the idea. The player has to '**sell**' their idea to this person.
- 9. The final judge of the round would be this person. That player will be declared as the winner who has successfully convince this person about their perspective of the idea.
- 10. Winners will then proceed to the next round where the topics will get even harder and the competition even tougher.

Note- The ideas to be sold in this game will be completely random and will and will be mostly related the products and services that could be brought up into the market.

Venue: Old CRC Lawns

Registration Fees: Rs 30 per person

For further queries

Co Heads

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