

TECH MAZE

ABOUT EVENT

Are you ready for the ultimate tech-infused escape room challenge? Test your problem-solving and teamwork skills in our immersive Escape Room Tech Challenge! Dive into a high-tech adventure and race against the clock to escape and win exciting cash prizes and swags.

REGISTRATION

TEAM REQUIREMENTS:

- All the team members must be full-time students at an accredited University/College/School.
- Students from multiple Colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- The team should have 2 members in total.
- Each participant may only be a part of one team.
- Participants should get their school/college ID card.

REGISTRATION METHOD

Registrations are open on the official SOSC website (<https://codeblaze.sosc.org.in/>)

REGISTRATION FEES:

Free registrations

COMPETITION RULES

This event consists of 3 rounds

Round 1

PDF Puzzle Dash: In this round, participants will be provided with a series of PDF documents at 11:30am sharp in event whatsapp group, each locked with a password. They must

decipher clues in the first document to unlock the second, and so on. The final

unlocked PDF will contain the passcode to enter the next round.

- The top 25 teams who successfully unlock the final PDF and enter the passcode within 30 minutes advance to the next round.

Round 2

Visual Word Puzzle Challenge: In this round, participants will receive four clues, each leading to a word. These words must be combined to unlock a set of four images. The challenge is to deduce a single word related to the content of these images and come up with a single image which represents the word.

- The top 10 teams to present the correct image will advance to the next round.

Round 3

Rapid Riddle: In this round, teams face a central puzzle that must be solved under a strict time limit. Additional time can be earned by solving smaller puzzles scattered throughout the room. The first and second teams to successfully solve the central puzzle within the allotted time, with or without time extensions, will be declared winners of this event.

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Stalemate Case and Tiebreaker Rules

Round 1

PDF Puzzle Dash: If there is a stalemate in this round, where no teams successfully unlock the final PDF within the allotted 30 minutes, the tiebreaker will be determined based on the time taken to unlock the second-to-last PDF. The team that unlocked the second-to-last PDF in the shortest time will advance.

Round 2

Visual Word Puzzle Challenge: In the event of a stalemate, where no teams correctly identify the image-related word within the 1-hour duration, the tiebreaker will be decided based on the time taken to complete Round 1 (PDF Puzzle Dash). The team that completed Round 1 in the fastest time will advance.

Round 3

Rapid Riddle: In case of a stalemate in the final round, where no teams successfully solve the central puzzle within the specified time, the tiebreaker will be based on the results of Round 2 (Visual Word Puzzle Challenge). The team that advanced from Round 2 with the highest score or in the shortest time will be declared the winner of the event.

GENERAL RULES:

1. Phone Usage: Participants are allowed to use their own phones during the event for purposes permitted by the organizers. Any usage beyond the specified event purposes may result in disqualification.
2. No Team Communication: Teams are strictly prohibited from communicating with other teams during the event. Collaboration between teams is not allowed.
3. Organizer's Final Decision: The decision of the event organizers is considered final in all matters related to the event, including rule interpretation and dispute resolution.
4. Foul Play Disqualification: In the event of foul play, a team found to be violating the rules, engaging in unfair practices, or attempting to gain an unfair advantage will be disqualified from the competition.

JUDGING CRITERIA:

1. Time: The winner will be decided primarily based on the time it takes each team to complete all rounds and challenges. Teams that finish all rounds faster will have an advantage.
2. Success in Rounds: If more teams complete all rounds in the same amount of time, the teams' success in individual rounds will be considered. Teams that perform better in earlier rounds will be favoured.

CONTACT INFORMATION:

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