

CIPHER ZONE

TIMINGS AND SLOTS:

Timing: 10 am – 12.30 pm

Slots: 2

DESCRIPTION:

Groups of 2-3 participants will enter a room containing puzzles and challenges related to topics like circuits, electronics, systems, and programming. Teams must decode clues and solve all riddles successfully to escape the room.

RULES

- Team should contain the maximum count of 2 - 3 participants
- 12-15 minutes allotted per team attempt. Manage time effectively.
- An ECE student instructor provides guidance, hints if needed, and monitors progress. Listen to the instructor.

FLOW OF EVENT:

A team of 3 participants will be given maximum of 15 mins to solve three puzzles. The team will be provided with clues which will be around the venue and will have to use the clues to solve the puzzles.

JUDGING CRITERIA:

The winners will be judged based on the maximum number of puzzles solved and time taken to solve the puzzles.