

BITS AND AMBITS

MYSTERY EVENT

RULES:

- A team must consist of three members.
- The use of mobile phones is strictly prohibited.
- Participants must have competed in at least two departmental events to be eligible for the mystery event.

Flow of Event:

This event works like a life size board game with the contestants as the piece.

- The game board consists of different slots: some with questions and others with special instructions (e.g., "move 2 blocks ahead" or "miss a turn").
- Participants must move based on the points earned from answering questions, with the number of points determining how many blocks they move.
- Participants take turns moving between component piles on the board.
- Movement is based on points earned by answering questions on designated question slots.

The number of points corresponds directly to the number of blocks the player moves.

- Some slots have special instructions (e.g., "move 2 blocks ahead" or "miss a turn"). These can alter the player's movement after they have earned points.
- If a player lands on a question slot, they draw a question card from the deck. Each card has a different point value based on difficulty. Correct

answers allow the player to move forward the number of blocks matching the points earned.

- Upon landing on a component space, participants collect a component card from that pile.
- If a player does not land on a component space, they can choose to spend points to acquire components from their assigned pile.
- When participants land on a question space, they draw a question card and answer it.
- The points associated with each question vary depending on its difficulty. If the player answers correctly, they move forward the number of blocks corresponding to the points earned.
- If they answer incorrectly, they remain in the same position.
- Participants must assemble collected components on their circuit board to successfully build the circuit.
- Components can only be assembled once a player has gathered all the required parts by landing on component spaces or spending points to acquire them.

JUDGING CRITERIA:

- Students earn points based on the complexity and rarity of the components used in their circuits.
- The player who completes a valid circuit with the required components and has the highest number of points by the end of the time limit wins the game.