

GAME OF TETRONS

The Game of Tetrons, an electrifying showdown of logic, speed, and strategy where every move counts! Teams will battle against the clock to solve challenges, decode broken logic, and face intense buzzer rounds that test their technical mastery and presence of mind. With quick thinking, sharp teamwork, and coding brilliance as your weapons, rise above the chaos and prove your dominance. In this ultimate war of wits and code.

ROUND I CODE & CURIOUS

- Each teams get 15 minutes to answer all 15 questions.
- Teams will have to sit one behind the other.
- The first participant will be given the paper with “Game of Tetrons” questions.
- The first participant should answer the known questions and pass the paper to the next participant behind.
- The second participant must answer the remaining questions and can change the answers of the previous participant.
- The same repeats (passing only once to one participant, NOT in circular direction) until the time is up.

GAME OF TETRONS

RULES

- Team of 3 to 5 participants (minimum of 3 and maximum of 5 participants)
- Teams will be given 15 minutes for 15 questions in this round.
- Teams are not allowed to communicate with each other before or after answering the questions.
- Only one chance will be given to one participant.
- Those who answered the questions are not allowed to answer again, and the paper cannot be sent in the reverse direction.
- Team members can edit the answers of the previous participants.
- The answers from the last participant are final.
- In case of a tie, Time will be considered for qualifying for the next round.

CODE VS TIME

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ROUND 2 PIRATES OF PSEUDOCODE

- The team will be divided into 3 designations (Captain, first mate, and crew)
- Each team will be designated a ship of equal distance from the shore
- The captain will be given a key piece and a pack of 11 jumbled pieces, having a pseudocode from which he must recognise his concept that matches the key piece and pass it to the crew through the first mate.
- After all the pieces are completed, a verification is done for the right pieces by the coordinators.
- Then the unrelated pieces are asked to put them into a box from which the captain of each team must recognise their piece and pass until all the pieces of the puzzle are gathered.
- After all the pieces are gathered by the team, a verification is done, then the first mate and the crew must solve the puzzle according to the pseudocode.
- Then the puzzle is flipped, and the team must decode the graphic to find the code word
- First 10 teams to get the code word are the finalists

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RULES

- Team of 3 to 5 participants (minimum of 3 and maximum of 5 participants)
- Teams will be given 45 minutes. The jury's verdict is final.
- Teams are required to coordinate and cooperate without having any conflict amongst each other.
- Puzzles must be handled with care; any mishandling team will be disqualified immediately.

THE CURSE OF BROKEN CODES

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ROUND 3 GOBLET OF FIRE

- The Final Round of “Game of Tetros”.
- A Buzzer Round.
- The first one to buzz gets the chance to answer.
- There are 4 sub-rounds in “The Goblet of Fire”
 - i. Pictorial Round
 - ii. Technical Round
 - iii. Crossword Round
 - iv. Rapid Fire Round
- There will be negative marking in the “Rapid Fire” round.

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RULES

- Only one person from the team can answer a particular question.
- If multiple answers are given, that question will be omitted.
- If answered before the buzzer or not in priority order, a penalty of 2 marks is applied.
- If all the members of the team answer in this round, a bonus of 5 marks is given; if not, a penalty of 10 marks is applied.

FETCH - DEPLOY - BATTLE