



SQUID GAME

₹

ENTRY FEES

₹ 100/- Per Person



TEAM

1



Rs

7000/-

THIS EVENT IS BASED ON NETFLIX'S FAMOUS WEB SERIES "SQUID GAME".

Round 1 : Red Light, Green Light

- It Is The Round Where Participants Stand In Front Of A Doll And When The Doll Says "Green Light," They Must Begin Moving In The Direction Of The Finish Line.
- When The Doll Says "Red Light", Players Must Stop Immediately. If Participant Is Seen Moving, They Will Be Eliminated Immediately From The Round,
- The Participant Who Finishes The Track Will Be Moved To Round 2 Based On Time.

Round 2 : Tug of War

- Then The Players Who Qualified In The Previous Round Will Be Divided Into Teams Of 5 Members.
- Then Two Teams Will Compete With Each Other In Tug Of War And The Team That Wins Will Move To Round 3.



Round 3 : Rock the World

- It Is The Final Round Which Is Divided Into 4 Sub Rounds.
- It Starts With The Starting Line And On That There Are Many Obstacles Were Made With The Tyres. Players Have To Cross That Path Without Touching The Tyers With Their Hands. Also, They Can Not Stand On The Tyers And After Crossing This They Will Find Numbers In A Chit.
- Then The Player Will Continue The Track And Now There Will Be Obstacles Made With The Wire With Hanging Soft Drink Cans. The Player Have To Cross That Track Without Touching The Wires And Cans. When Players Cross This They Will Find The Another Chit With A Different Number.
- The Player Will Follow The Track And Will Find A Bucket Filled With Bean Bag Balls In Which We Will Hide A Chit With Another Number. They Will Proceed Once They Have Found A Chit.
- After Finding All 3 Chits From The Above Three Rounds. The Players Will See A Box That Will Be Locked. Players Need To Use The Chits They Were Given In Earlier Rounds To Unlock That Box. The Code To Unlock That Lock Was Made With The 3 Numbers That They Found In Chits.

Rules And Regulations

- It Is Compulsory For Every Participant To Wear Shoes.
- All Of The Players Will Receive Numbers From Us, And These Numbers Will Stick To Their Backs.
- In Round 1, When The Doll Will Say “Green Light” Only Then Players Can Move And When The Doll Will Say “Red Light” Then The Player Have To Stop. If Any Volunteer Or Coordinator Find Any Movement In Any Player Then That Player Is Eliminated.
- Decision Of The Volunteers And Coordinators Is The Final Decision. Players Can Not Fight Or Do Arguments On The Ground With The Coordinators Or Volunteers.



- If The Player Completes Round 1 Without Being Caught This Doesn't Means That Every Player Will Go To Round 2. We Will Send Only 25-30 Players In The Round 2 According To The Time (Who Completes First Will Be In The Next Round).
- In Round 2, We Will Make Teams In The Tug Of War According To The Numbers Allotted To The Players.
- Round 3 Will Be A Completely Time-Based Round So We Will Note The Time From The Starting Point Itself To The Last Point.
- In Round 3, At Starting When The Player Is Crossing The Track, They Just Have To Cross That Track Without Touching The Tyre If They Touch The Tyres With Their Hands Or Stand On The Tyre Then 5 Sec Penalty Will Be Added To Their Total Time.
- In Round 3, 2 Sub Rounds Will Be Conducted In Which Players Have To Cross The Track With The Obstacles Made Of Wires And Cans. If Any Player Touch The Wire By Mistake Then It Will Count As A Penalty. The Penalty Will Be Of 5 Sec Which Will Be Added To Their Total Time.
- In Round 3, The Timmer Will Stop When The Player Will Unlock The Box And Open It.
- The Player Who Completes The 3rd Round In The Shortest Time Period Will Be Announced As The "Winner".

Event Coordinators

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