

# **ASSOCIATION FOR COMPUTING MACHINERY** **(ACM, BITS PILANI)**

## **RULE BOOK** **CHECKMATE 2014**

The game consists of 40 questions. The user has to select a question randomly and then without seeing the question, he has to bet which multiplier he wants to use. There are 3 things to be taken care of while choosing a multiplier:-

- No. of slots left.
- Success percentage.
- Multipliers.

### **Slots left:-**

One slot of a question is exhausted when any user submits a correct answer. So, if a question has X slots, it means only X successful submission of that question is possible.

### **Success percentage:-**

If it shows X% succeeded, it means that out of total attempts, X were successful attempts.

### **Multiplier:-**

Based on these two information, you have to set a multiplier(2X, 3X, 4X, 5X) for a question. Clicking on a question tile, you will be asked to click on the multiplier which you want to use for the question first. Then, after setting the multiplier, you can view and solve that question. Once a multiplier is set, you cannot change that multiplier for that question.

There is one more catch. You can only use the multipliers on a limited number of questions. So, you have to use the multipliers judiciously.

**Multiplier set on a question is final and cannot be reset.**

**Only one attempt per question is allowed.**

***THE WINNER WILL BE DECIDED SOLELY ON THE BASIS OF TOTAL POINTS.***

**ALL ANSWERS SHOULD BE WRITTEN IN LOWERCASE WITH NO BLANK SPACE.  
IN CASE OF MULTIPLE ANSWERS, SUBMIT ONLY 1 POSSIBLE ANSWER.**

**USE OF MOBILE PHONES AND CALCULATORS WILL LEAD TO IMMEDIATE DISQUALIFICATION.**

**IN CASE OF DISCREPANCY, THE DECISION OF THE ORGANIZERS WILL BE FINAL.**

**Scoring scheme :-**

<b><u>TYPE</u></b>	<b><u>COLOR</u></b>	<b><u>POINTS</u></b>	<b><u>NEGATIVE</u></b>
1	Blue	5*multiplier	-1*multiplier
2	Yellow	10*multiplier	-2*multiplier
3	Red	15*multiplier	-3*multiplier