

EUREKA!

Event Structure

Round 1

- This round tests teams on mathematical, analytical, and aptitude skills.
- It will essentially be a pen-paper test.
- Teams will have 60 questions to answer in 50 minutes.
- The top 10 highest-scoring teams will qualify for Round 2.

Round 2, (final round)

- This round will be hosted on the Eureka website and is primarily web-based.

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- Teams will engage in a 5-step puzzle-solving journey comprising of 3 riddles per step, with each step leading to the next. There may be another surprise step after solving the 5-step journey.
- Teams will be entitled to 3 hints in total, applicable to individual riddles, but limited to 1 hint per step.
- Puzzles involve code-breaking, clue-finding, logical challenges and brainstorming activities designed by the organising team.
- Contestants must bring at least one laptop per team (mandatory) and use of mobile phones and tablets are allowed. Additionally, bring one headset per team.
- Any discrepancies arising during the Finals will be resolved at the sole discretion of the organizing Team.

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Rules for Round 2 (the final)

- Team Requirement: This is a team-based event, and each team must have at least one laptop.
- Internet Access: Contestants are allowed to browse the internet or use any software/program/AI-tool to solve the puzzles in Round 2.
- Time Constraint: The team that completes the final step first in Round 2 will be declared the winner. Subsequent runner-up's will be decided based on how many steps they have completed and in what time.
- Integrity: Teams are expected to solve the puzzles without outside assistance
- Equipment: Bring necessary devices (laptop, tabs, mobile phones and headsets) as they are essential for the event