Event structure:

- Round 1: Screening Round
  - 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.
  - Teams will engage in a 5-step puzzle-solving journey comprising of 3 questions per step, with each step leading to the next. There may be another surprise step after solving the 5-step journey.
  - 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.

Rules for Round-2:

1. **Team Requiremen**t: This is a team-based event, and each team must have at least one laptop.
2. **Internet Access**: Contestants are allowed to browse the internet or use any software/program/AI-tool to solve the puzzles in Round 2.
3. **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.
4. **Integrity**: Teams are expected to solve the puzzles without outside assistance.
5. **Equipment**: Bring necessary devices (laptop, tabs and mobile phones) as they are essential for the event.