# VELAMMAL ENGINEERING COLLEGE OZMENTA'25

## CREWMATES AND CONSPIRACIES

Category: Individual

#### **Schedule:**

- **Round 1:** 10:30 PM 11:30 PM [Classic Mode (Mobile/PC) Played within the campus]
- **Round 2:** 1:30 PM 2:30 PM [Real-Time Among Us (Physical game) Played in a designated area]

# **Rules & Gameplay**

### **Round 1: Classic Mode (Mobile/PC)**

- **Platform:** Mobile/PC (Players must have the game installed).
- **Game Mode:** Classic Mode Crewmates vs. Impostors.
- Location: Played within the college campus.
- **Game Time:** 10-15 minutes per sub-round.
- Roles:
  - Crewmates: Complete tasks or identify and eject all impostors.
  - **Impostors:** Eliminate crewmates without getting caught or sabotage the mission.
- Rules & Gameplay:
  - 1. **Communication:** Players must stay silent except during in-game meetings using the discussion box.
  - 2. **Fair Play:** No cheating, ghosting, or external communication (stream-sniping).
  - 3. Winning Conditions:
    - Crewmates win if they complete all tasks or successfully eject all impostors.
    - Impostors win if they eliminate enough crewmates or sabotage the mission.

#### 4. Scoring System:

- Sub-Round 1:
  - If Crewmates win, each crewmate gets 1 point, and impostors get 0 points.
  - If Impostors win, each winning impostor gets 3 points, and crewmates get 0 points.
- Sub-Round 2:
  - If Crewmates win, they get 1 point per survivor + 1 point for task completion.
  - If Impostors win, each winning impostor gets 3 points.
- Advancement to Round 2:

• After both sub-rounds, scores will be tallied, and the top players will qualify for Round 2.

## Round 2: Real-Time Among Us Game (Physical, No Mobile/PC)

- **Platform:** Real-world (No mobile/PC required).
- **Location:** Played physically in the campus.
- **Game Time:** 1 hour (Meetings every 10 minutes).
- Roles:
  - Crewmates: Perform real-world mini-games as tasks and try to identify impostors.
  - o **Impostors:** Secretly eliminate crewmates while completing their own tasks.

## • Gameplay & Task System:

1. **Task Difficulty:** 10 mini-games will be played, easy for anyone to participate in.

#### 2. Task Completion:

- Crewmates must complete all 10 tasks.
- Impostors have separate tasks to complete.
- Once an impostor completes a task, they can secretly eliminate a crewmate by informing the game in charge.

#### 3. Meetings and Eliminations:

- Every 10 minutes, a discussion meeting is held where players can vote to eliminate a suspected impostor.
- If a player is eliminated, the game host reveals whether they were an impostor or not.
- If an impostor eliminates someone, they are also eliminated from the game.

#### 4. The game continues until either:

- All impostors are caught.
- The 1-hour time limit is reached.

#### • Winning Criteria:

- If all impostors are caught before time runs out, the top 3 highest-scoring players win.
- If time runs out and at least one impostor is still left, that impostor wins first place, followed by the top two highest-scoring players as second and third place.
- If multiple impostors survive, they will be awarded as first and second place, followed by either another impostor or the highest-scoring player as third place.

# **Rules and Regulations**

- **Registration:** All players must register individually before the game.
- Round 1 (Mobile/PC) Rules:
  - Players must install the game and play fairly.
  - o No external communication or cheating is allowed.
  - o Players must follow the scoring system for advancement.
- Round 2 (Physical) Rules:

- Players must follow real-world game rules and complete mini-games as assigned.
- o Impostors must discreetly inform the game in charge when eliminating a player.
- o Voting meetings every 10 minutes must be taken seriously.

## • Elimination Consequences:

- o If a player is eliminated, they must stop playing immediately.
- o If an impostor is eliminated, they are out of the game as well.
- **Time Management:** Players should manage their time effectively to complete tasks.

## For further details, contact the event coordinators.

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