



# STUDY GUIDE

## PAWN TO E3 (MISCELLANEOUS)

### Category Overview

Pawn to E3 is a game that changes shape as you go. It consists of a three-part contest: the first round is a fast quiz on Kahoot, the second round uses wordplay in a unique card game, and the final round is a life-sized board game with trivia, riddles, and performance tasks. Each round changes the challenge, and only the most well-versed and sharpest teams reach the end.

### Round 1

Duration: 2 hours

Delegate cap: 5

One question might test a Shakespeare play, the next a photography term. You could be asked about Orwell, a painting style, or a pop culture reference. The paradigm keeps shifting, and the scoreboard might move just as quickly.

This round is a Kahoot quiz with 60 questions split into three levels of difficulty. Expect a mix of English literature, drama, media, art, and pop culture. The faster you answer, the more points you score — hesitation costs your team points.

- Format: 60 questions in three tiers of difficulty
- First, second and third answers gain the most points
- Focus Areas:
  - English literature: authors, movements, and recurring themes, poetry and prose,
  - Drama: modern theatre, stagecraft, characters, famous lines
  - Media: basics of photography: camera use, framing, simple editing.
  - Popular Culture: film, television, iconic characters, tropes etc.
  - Art: classical and contemporary works; major artists, styles, and cultural influence

**Note:** This will be an elimination round. Elimination, delegate caps, and round timings are open to change on the day of the event. Category head decisions on such are final.



# STUDY GUIDE

## Round 2:

Duration: 2 hours 30 minutes

Delegate cap: 4

Words come alive from the page and onto the stage in this round. Test your creativity in two discrete tests:

### Section A – Curtains Up!

A literary and pop culture word-based challenge with clues. Delegates can choose how to present each prompt: either act it out in a traditional charades style or sketch it for their teammates. The rest of the team must guess correctly without any spoken words. Teams may also choose to turn in a still picture conveying the idea, provided it does not include letters, numbers, or written hints.

### Section B – Echoes in Verse

This section will consist of a card game. There will be 60 cards in the deck with 15 each for Drama, Art, Literature and Media; these cards will have a specific term or concept printed on them, which the participants will be asked to define or elaborate upon, e.g. 'Soliloquy', 'Aperture', 'Abstract Expressionism' etc. with each correct definition gaining them points. There will be an additional 8 'MUSE' Cards as well which will come up within the course of the game. 6 Teams will play at a time and will be dealt 5 cards each with the remaining deck of 30 in the middle. Teams will be asked to draw one card from the deck and place another one facing up, this will continue until all cards have been exhausted. Teams' points will be recorded.

Creativity, interpretation, and presentation are all important.

**Note:** This will be an elimination round. Elimination, delegate caps, and round timings are open to change on the day of the event. Category head decisions on such are final.

### Judging Criteria - Section A:

- Accuracy of guesses
- Creativity of acting/sketching/still image
- Clarity of communication without words
- Team coordination and engagement

### Judging Criteria - Section B:

- Accuracy of definitions/explanations
- Depth of understanding
- Creativity in elaboration
- Strategic play and teamwork



# STUDY GUIDE

## Round 3:

Duration: 2 hours

Delegate cap: Minimum 3

The final round brings teams to a life-sized board game. One member plays as the pawn while the others make the decisions. Each roll of the die leads to either a trivia square or a challenge block. Trivia squares ask direct questions on authors, books, genres, and pop culture references whereas Challenge blocks may ask for a monologue, a song, or a quick riddle. Incorrect answers on trivia blocks or inadequate performance of challenges will prevent teams from moving ahead. The game continues until a team reaches the finish.

- Trivia Squares: Questions on English literature, drama, media, art, and pop culture.
- Challenge Blocks: Tasks that must be performed on the spot. These may include delivering a short monologue, singing or humming a movie jingle, solving a riddle under time pressure, or other performance-based challenges.