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## *Treasure Hunt Rulebook*

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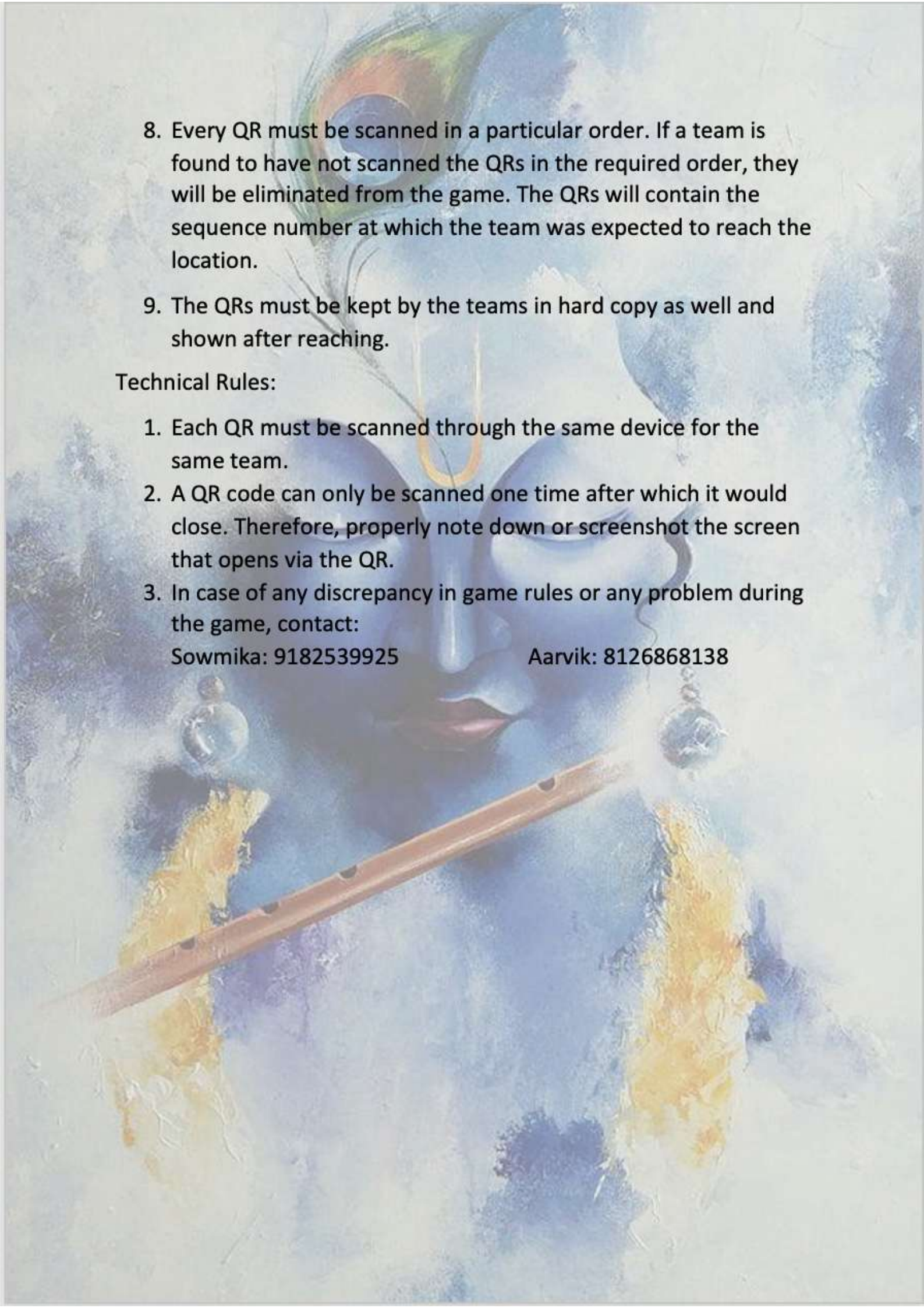
### Game Objective

The participating teams shall compete to reach a secret place in the campus before the other teams with the help of a series of clues where each clue leads to the location for the next.

### General Rules

1. Each team will have 5-7 members. All members should be of the same year. The composition of the team will be as per the discretion of the respective members.
2. Only the first 50 teams to register will be allowed to participate on first-come-first-serve basis.
3. No changes shall be made to the team composition later. Alliances or rivalries are strictly prohibited.
4. All the participating teams shall gather at the specified venue on time.
5. The first clue shall be provided at the gathering location (Village Square Area) which will lead the teams to their respective first destinations. At the first destination, the teams will get a QR code that'll open only via an OTP given in the initial clue which will confirm that the team has reached the expected location.
6. The QR at the first destination shall contain the clue and OTP for the next location and the game will proceed in a similar manner for subsequent locations.
7. At each stage, a fraction of teams that reach the last shall be eliminated in the following manner:  
50 → 40 → 20 → 10 → Final Location.  
Therefore, reaching early at every location matters.



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8. Every QR must be scanned in a particular order. If a team is found to have not scanned the QRs in the required order, they will be eliminated from the game. The QRs will contain the sequence number at which the team was expected to reach the location.
  9. The QRs must be kept by the teams in hard copy as well and shown after reaching.

**Technical Rules:**

1. Each QR must be scanned through the same device for the same team.
2. A QR code can only be scanned one time after which it would close. Therefore, properly note down or screenshot the screen that opens via the QR.
3. In case of any discrepancy in game rules or any problem during the game, contact:

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