Basic Guideline:

- Each team must consist of 2 members.

Theme:

- Vintage college time (the photos should be in sepia and vintage colors when the photo is being taken).

Time Allocation:

- Maximum 1 hour to complete the capturing.

Rules and Regulations:

- Only mobile photographs are allowed.
- The photos should be taken only inside the campus.
- One should not colour Grade the photos (lightings can be adjusted).
- 3 photos per team is allowed.
- Use of color grading will lead to disqualification.
- Using previously taken photos will lead to disqualification.

Event Protocol:

- Teams should report at the venue/hall within 10 minutes after the coordinator's announcement.
- No delays are allowed. Any change in timing must be informed to the coordinator in advance.
- Failure to report on time or absence without prior notification will lead to disqualification.

Evaluation and Jury Decisions:

- Composition and lighting - The framing of each photos taken.
- Theme Co-relation - how close the photos relate to the theme given.
- The jury's decision will be final and binding.
- Any doubts or concerns regarding decisions should be directed only to the event officials.
- Non-compliance with rules or instructions from officials will result in disqualification.

Basic Guidelines

- Each team can consist of a maximum of 4 members.
- Team members should stay together throughout the hunt.
- The treasure hunt will be based on mechatronics-themed clues hidden at different locations.
- Each clue will lead to the next location, and teams must solve the riddle/puzzle correctly to proceed.
- Clues must not be damaged, misplaced, or taken by multiple teams.

Rules and Regulations

- The hunt will start at the designated starting point after instructions are given.
- Teams will receive the first clue at the start.
- The winner will be decided based on who finds the final treasure first; time taken will be considered in case of a tie.
- Clues are hidden in specific labs/classrooms/equipment areas as per the theme.
- Teams must search carefully without disturbing or damaging any equipment.
- If a team is found tampering with instruments or causing disturbance, they will be disqualified.
- No use of mobile phones, internet, or outside help is allowed.
- Teams cannot exchange clues or copy answers from other teams.
- Only the team leader can collect and present the clue to the coordinator when required.