



**KPR Institute of  
Engineering and  
Technology**  
(Autonomous, Affiliated to Anna University)



**MI QUINIX**  
Mechatronics Student Association

~~chakravyuha~~

# TREASURE HUNT



## 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.

## Evaluation Criteria

- **First team to find the final treasure by solving all clues correctly will be declared the winner.**
- **In case of a close finish, time taken and accuracy of answers will determine the winner.**

## Event Protocol

- **Participants must maintain discipline and decorum inside labs and classrooms.**
- **Running, pushing, or creating disturbance is strictly prohibited.**

## Evaluation and Jury Decision

- **Faculty coordinators' decision will be final and binding.**
- **Any team found guilty of unfair practices or violating rules will face immediate disqualification.**