

ASSOCIATION FOR COMPUTING MACHINERY (ACM, BITS PILANI)
RULE BOOK
CHECKMATE 2014

Initial Remarks

THE WINNER WILL BE DECIDED SOLELY ON THE BASIS OF TOTAL POINTS.

**ALL ANSWERS SHOULD BE WRITTEN IN “LOWERCASE” WITH NO BLANK SPACE.
IN CASE OF MULTIPLE ANSWERS, SUBMIT ONLY 1 POSSIBLE ANSWER.
USE OF MOBILE PHONES AND CALCULATORS WILL LEAD TO IMMEDIATE
DISQUALIFICATION.
IN CASE OF DISCREPANCY, THE DECISION OF THE ORGANIZERS WILL BE FINAL.**

Gameplay

The game consists of two levels (**LEVEL I & LEVEL II**).

The **LEVEL I** consists of 20 questions, solving which you will get 30 points for each question.

After earning 200 minimum points(You can choose to play more in **LEVEL I**), you can choose to shift to **LEVEL II**.

The **LEVEL II** consists of questions of different difficulty levels(each of which is mentioned alongside) fetching different amount of points.

Market Place

In transition between LEVEL I and LEVEL II, you will have an option to buy power-ups (explained below) from the market place on the expense of points earned till now.

You may choose to spend all your points on the power-ups or may even choose not to buy any of the power ups.

Click on submit button to continue.

Once into marketplace you will not be able to go back to level 1.

Power Ups

Two power ups are available.

Type 1: '**Flip**'- Flips the question

Can be used once per question

Type 2: '**Double dip**'- Lets you answer twice for a particular question

Can be used once per question
Can also be used on a flipped question

There are two ways to buy power ups:

1. Through market place before LEVEL II.
2. In between LEVEL II (power ups will be expensive through this method. This means if purchased at the market place price will be lower and if purchased during LEVEL II price will be higher).

ALL THE BEST !!