

The background of the page features a delicate, watercolor-style illustration of cherry blossom branches with pink flowers. In the center, there's a faint, stylized outline of a traditional Japanese building with a curved roof, possibly a torii gate or a shrine. The overall aesthetic is soft and dreamlike.

THE RULEBOOK
Literary Festival
ETERNIA 2025

About MIRAG : The Literary Club of AIIMS Guwahati has been named MIRAG . This club is a haven for expression, creativity and passion for literary works . It brings together students who share a enthusiasm for words- whether written, spoken, or performed. Through a variety of events such as debates, creative writing, poetry recitals, and storytelling, the committee nurtures both artistic imagination and intellectual depth, It aims to inspire participants to think beyond convention, articulate with clarity, and celebrate the power of language in shaping ideas and culture.

In the college fest Eternia, MIRAG becomes the voice of artistic expression and intellectual elegance amidst the celebrations. The club curates events that celebrate the beauty of language—ranging from slam poetry, stage plays, and storytelling sessions to multilingual open mics and literary quizzes. These events not only provide a platform for students to express their thoughts, emotions, and creativity, but also add depth and cultural richness to the fest. MIRAG ensures that alongside music, dance, and festivities, the power of words and ideas also takes centre stage, giving Eternia a soul rooted in thought, imagination, and dialogue.

List of Events :

1. Write your Hearts out :

- Kotoba no Umi: *Creative Writing*
- Shinsekai stories: *What If*

2. Charm your way to the top :

- Monogatari no Yume: *Story Telling*
- Sakura Verses - *Poem Recital*
- Samurai Stand Up: *Stand-Up Comedy*

3. Stake your tongue against the sword :

- Shōgun's Council: *Turncoat Debate*
- Kamikaze Clash: *Parliamentary Debate*

4. Step into the cerebral dōjō :

- The Otaku Oracle: *The Fandom Showdown*
- The Hokage Trials: *The Sports Quiz*
- Hayakute Curious: *The General Quiz*
- The Exquizite: *The Ultimate Medical Quiz*

5. None of the Above? We've got you covered:

- Karaoke Diagnosis: *Provisional Diagnosis @ Bollywood/Hollywood*
- Mimu Bungakukan: *Shakespeare X Memes (Online)*

Kotoba no umi

[Creative Writing]

Date-27/11/2025

Event Overview: Participants are invited to express themselves creatively on a given prompt. The objective is to produce a piece that resonates emotionally, shows originality, and demonstrates the writer's style.

Rules & Guidelines:

- Open to all registered participants.
- Each participant must write their piece independently (no teams).
- A unique prompt or theme will be provided at the start of the event.
- Participants should base their writing on the prompt but are encouraged to interpret it creatively.
- Participants will have 30 minutes to complete their piece.
- The submission should be between 250-350 words. Exceeding the word limit may be viewed unfavourably by the judges.
- All entries should be handwritten on the provided sheets.
- Plagiarism or copying will result in immediate disqualification.
- Participants must not use mobile devices or reference materials.
- The organizer's discretion will be taken as final

Judging Criteria:

- Originality and Creativity: How unique and imaginative is the piece?
- Relevance to Theme: Does the piece clearly relate to the prompt?
- Writing Quality: Grammar, coherence, and style.
- Emotional Impact: Is the piece engaging and resonant?

For Registration and further information you can contact

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Shinsekai Stories

[What if workshop]

Date-28/11/2025

Event Overview: Participants are given the ending of a famous book or story and an opportunity to add their own twists and turns as to what happens next. The goal is to expand the narrative in an original yet believable direction, evading/maintaining the essence of the original story.

Rules & Guidelines:

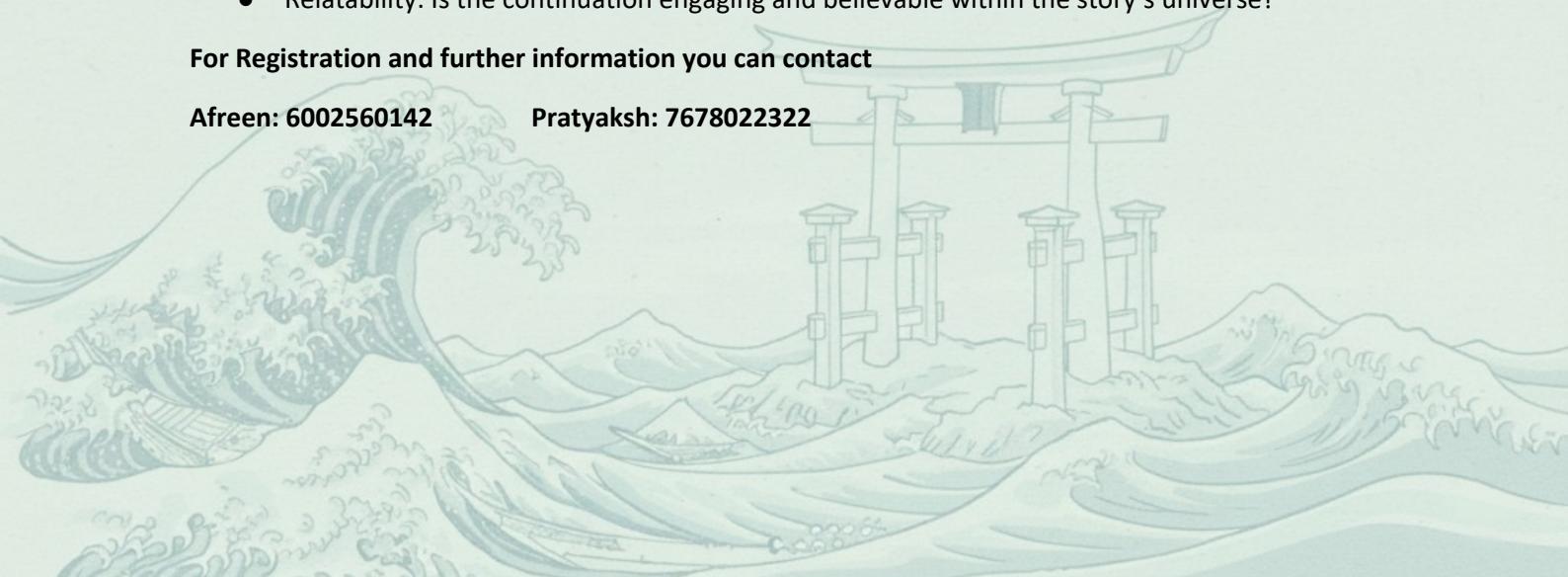
- Open to all registered participants.
- Each participant must write their continuation independently (no teams).
- The continuation must start from the given ending point and flow logically from the original story.
- Participants are encouraged to retain the tone, characters, and setting of the original but introduce a unique twist or insight.
- Participants will be given 1 hour to write their story continuation.
- The continuation should be between 200-300 words. Exceeding the word limit may be viewed unfavourably by the judges.
- All entries should be handwritten on the provided sheets.
- Participants must write their names and allotted participant number on the back of their sheet, not on the front.
- Plagiarism or copying will result in immediate disqualification.
- Participants must not use mobile devices or reference materials.
- Winners will be announced on the event day and awarded prizes.
- Participants will be provided with a brief summary of three books/movies, including key plot points, main characters, and themes. They are encouraged to select one of the given option .

Judging Criteria:

- Creativity and Originality: How fresh and imaginative is the continuation?
- Adherence to Theme: Does the continuation logically extend the original story?
- Writing Quality: Grammar, coherence, and style.
- Relatability: Is the continuation engaging and believable within the story's universe?

For Registration and further information you can contact

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Monogatari no Yume - Story telling

Event Overview: Participants will narrate an original or adapted story through spoken word. They are encouraged to use voice modulation, expressions, and narrative flow to bring the tale to life. The aim is to enthrall the audience while maintaining coherence, creativity, and emotional impact.

Rules & Guidelines:

- Open to all registered participants.
- Solo participation only (no teams or group acts)
- Participants may narrate an *original story* or an *adapted tale from folklore, fiction, mythology, etc.*, but originality in presentation will be given more weightage.
- If adapting an existing story, participants must add their own interpretation or creative twist rather than repeating it word-for-word.
- Time limit for each performance is 3–5 minutes. Exceeding the time limit may lead to deduction of points.
- Script reading is allowed.
- Content must be respectful and should not contain hate speech, explicit language, or defamation.
- Judges' decisions will be final and binding.

Judging Criteria:

- Story Content: Creativity, originality, plot structure, and message.
- Narration & Delivery: Voice modulation, clarity, expressions, and engagement.
- Emotional Impact: Ability to connect with the audience and evoke feelings.
- Overall Impression: Stage presence and storytelling charm.

For registration and further information please contact

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Sakura verses

Event Overview: This competition is dedicated to celebrating the beauty, emotion, and rhythm of the **Hindi and Assamese languages**.

Participants will have the opportunity to present either their **original composition** or a poem written by a **renowned Hindi or Assamese poet**.

The aim is to bring emotions to life through words and to touch the hearts of the audience.

Note: The recitation and poetry content must be **strictly in Hindi or Assamese**.

Poems in any other language will not be accepted.

Rules and Guidelines

- The competition is open to all registered participants.
- Each participant must give a **solo performance** (no group recitations).
- The poem must be recited **only in Hindi or Assamese**.
- Participants may perform their **own poem** or that of a **famous poet**, but the poet's name must be clearly mentioned if not original.
- **Time limit:** 3 to 5 minutes. Exceeding the limit may result in mark deduction.
- The poem should be **memorized**; reading from paper or mobile is discouraged.
- **Facial expressions and gestures** may be used moderately; avoid over-dramatization.
- The content should be **decent, cultured, and appropriate** for a college-level event. Any **offensive, political, or discriminatory material** will lead to disqualification.
- **Use of musical instruments or background tracks is not permitted**.
- The **order of performances** will be determined by the organizers.
- The **decision of the judges and organizers** will be final and binding.

Judging Criteria

- **Expression and Presentation:** Voice, pronunciation, emotional delivery.
- **Poem Quality:** Language, originality, thematic depth.

- **Relevance to Theme:** Clarity and effectiveness of the message.
- **Stage Presence:** Confidence, composure, and audience engagement.
- **Overall Impact:** Emotional or inspirational appeal.

For Registration and further information, please contact —

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Samurai Stand Up

[*Stand- Up Comedy (Bilingual)*]

Date-26/11/2025

Event Overview : Participants are invited to bring out their wit, humor, and storytelling skills in this laughter-packed event. The aim is to engage the audience through clever observations, relatable experiences, and a confident stage presence. The event celebrates the art of comedy — not just jokes, but perspective, timing, and originality.

Rules & Guidelines :

- Open to all registered Participants
- Participants can perform either Solo or in Duet
- Each participant will be given a time of 7 minutes to perform their set .
- Participants are allowed to use jokes or content inspired by well-known comedians or public sources.
- The content must remain **appropriate for a college audience**. Use of overtly explicit, offensive, or discriminatory remarks related to gender, religion, race or caste may result in disqualification .
- Light adult humor is allowed if used intelligently and in good taste.
- Participants can perform in **English, Hindi, or a mix of both**, but clarity and delivery will be judged.
- No use of background music or external aids is permitted — only the mic and your voice!
- The sequence of performances will be decided by the organizers.
- Participants may read from a paper or phones during the act.
- The organizer's decision will be **final and binding**.

Judging Criteria:

- **Content Quality:** Engaging, relatable, and appropriate storytelling.
- **Originality and Humor:** How fresh, clever, and genuinely funny is the material?
- **Delivery and Stage Presence:** Confidence, timing, body language, and audience connection.
- **Language and Flow:** Smoothness of bilingual delivery and clarity of expression.
- **Audience Reaction:** Genuine laughter and engagement during the act.

For Registration and further information you can contact

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Shōgun's Council - Bilingual Parliamentary Debate

[Parliamentary Debate]

Date-28/11/2025

Event Overview

"Shōgun's Council " is a two-round, competitive Bilingual (Hindi and English) Parliamentary Debate with teams representing both Government and Opposition sides. This debate format will allow participants to engage in structured, critical argumentation and rebuttal, defending or negating the motion based on their team alignment. The competition will progress through preliminary and final rounds, with the top two teams from the first round advancing to the finals to compete for the championship.

Rules and Regulations

- ROUND 1 (Preliminary Round)

Topics shall be released one day prior.

Two teams from round 1 qualify to proceed to round 2 where they face off to secure the 1st position.

- ROUND 2 (Final Round)

A few topics will already be disclosed to the teams. They will be given 15 minutes to finalise and formulate their arguments.

The Participants can use both Hindi and English simultaneously

Teams:

There two opposing teams in Parliamentary format of debate:

Government side- proposes and defends the motion;

Opposition side- refute and negates the motion.

Each side is composed of three members.

The Members of the government side are the following:

1. Prime minister (PM)- opens the debate, defines the motion and advances arguments;
2. Deputy Prime Minister(DPM)- refute at first instance the case of the opposition, reestablish the government's claim, and advances arguments;
3. Government whip (GW)- makes an issue-based rebuttal of the opposition's case and summarises the case of the government.

The Members of the Opposition side are the following:

1. Leader of the Opposition(LO)- responds directly to the case of the government by giving a direct clash, and advances arguments. May challenge the motion if the definition is challengeable;

2. Deputy Leader of the Opposition(DPL)- refutes the case of the DPM, reestablishes the case of the opposition, and advances an argument;

3. Opposition Whip (OW)- makes an issues-based rebuttal of the government's and summarises the case of the opposition.

The speakers will be speaking in the following order:

1. Prime Minister - 4 minutes
2. Leader of the opposition - 4 minutes
3. Deputy Prime Minister - 5 minutes
4. Deputy Leader of the Opposition - 5 minutes
5. Government Whip - 3 minutes
6. Opposition whip - 3 minutes

After the completion of all the speeches by both the teams there will be a round for cross questions for a duration of 3 minutes. Questions may be forwarded by members of each team.

Judges' questions will also be included. There is no limit on the number of questions.

There shall be negative marking if speaker exceeds the time limit

Speaker Roles in Parliamentary Debate

Government:

1. Prime Minister (PM)

- Define context and parameters of debate. For example, in an open motion like "This House Would Support Musicians", the debate could be contextualized into whether music should be a commodity for trade, or it should be available gratis (i.e. free music download and transfer)
- Provide concise background or history leading to the issue
- Give framework of government bench's case. I.e. mechanisms (if any), argumentation flow (what the government's first argument is and what the Deputy Prime Minister will talk about)
- Introduce 1st argument
- Assert Government stand

2. Deputy Prime Minister (DPM)

- Rebut first argument from Leader of Opposition
- Rebut rebuttals to PM's argument
- Introduce 2nd and 3rd argument
- Reassert Government stand and case



3. Government Whip

- Rebut Deputy Leader of Opposition, and Leader of Opposition
- Rebut rebuttals to DPM and PM arguments
- Provide a deeper level of analysis for previous arguments and rebuttals •

No new arguments, but new angles of arguments should be given

- Summary of entire case of Government
- Reassert Government stand and case

Opposition:

1. Leader of Opposition

- Agree or disagree with context/ parameters of debate (any definitional challenges,
- accusations of squirreling, or unfair set up should be made from the LO speech and no later)
- Rebut Prime Minister's argument
- Give framework for Opposition case (if Opp agrees to problem, then their case should provide solution, or at least effectively highlight how Government proposal will worsen the situation)
- Introduce first Opposition argument
- Assert Opposition stand

2. Deputy Leader of Opposition

- Rebut DPM and PM arguments
- Rebut rebuttals to LO arguments
- Introduce 1st and 2nd (if any) argument
- Reassert Opposition stand and case

3. Opposition Whip

- Rebut DPM and PM arguments
- Rebut rebuttals to LO & DLO arguments
- Provide a deeper level of analysis for previous arguments and rebuttals •

No new arguments, but new angles of arguments should be given

- Reassert Opposition stand and case

PLEASE NOTE REGISTRATION TO THIS EVENT IS ON A FIRST-COME-FIRST BASIS.

ONLY A LIMITED NUMBER OF SLOTS ARE AVAILABLE.

The organisers' discretion will be taken as final.

For Registration and further information you can contact

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Kamikaze Clash- Bilingual Turncoat Debate

[Turncoat Debate]

Date-29/11/2025

Event Overview : In a Turncoat Debate, participants must argue both sides of a topic within a set time limit. This format assesses flexibility, critical thinking, and the ability to adapt arguments quickly.

The Participants can use both Hindi and English simultaneously

- **Competition Structure**

Each participant will be assigned a topic prior to their turn.

Topics will generally be statements or questions that allow for clear "for" and "against" positions.

- **Rules for Participants**

1. Preparation Time: Participants will be given 3 minutes to prepare before they begin their speech.
2. Speaking Time: The total time for each participant's speech is 3 minutes.

Participants can choose if they wish to speak "for" the topic or "against" it and then switch whenever the judge indicates, alternating until the time ends.

- **Judging criteria**

Participants will be judged on their fluency, swiftness of switching, continuity, content, modulation and audience interaction.

- **Penalties**

Overtime: If a participant exceeds the total time limit by more than 60 seconds, they will receive a penalty of up to 5 points.

Missed Switch: Failing to switch stances when prompted will result in a penalty of 3 points per missed switch.

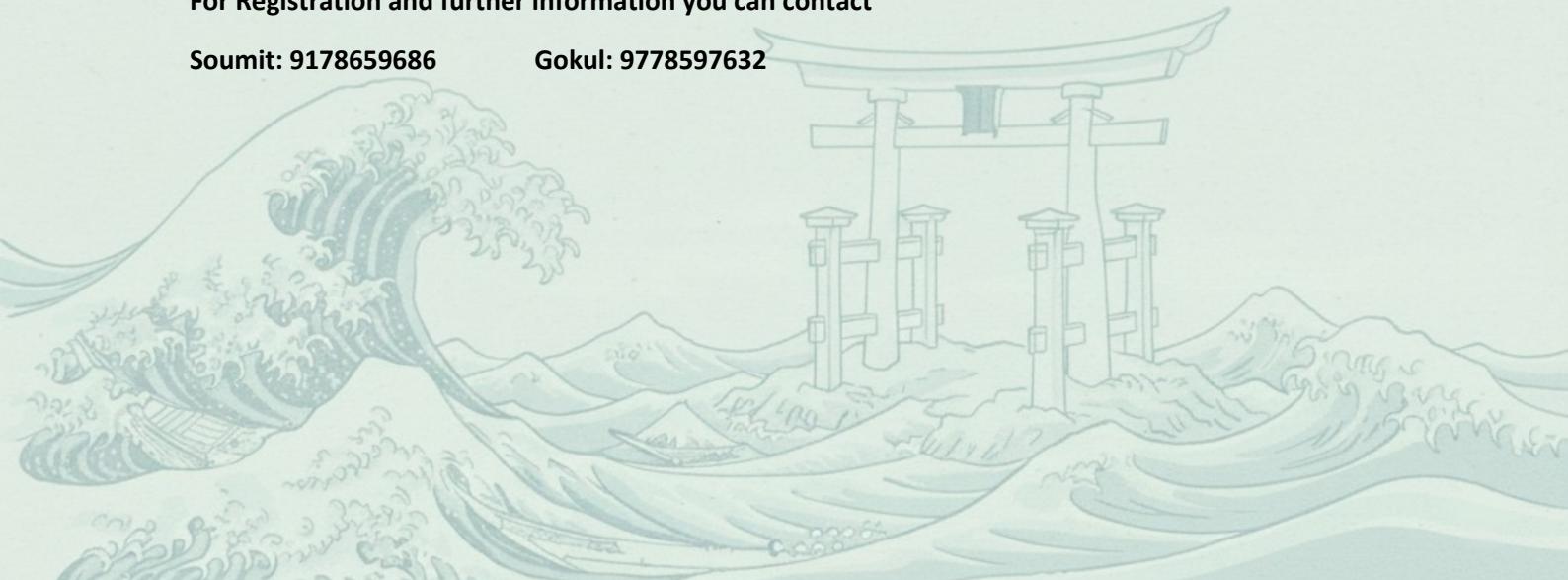
Inappropriate Language: Any use of inappropriate or offensive language will lead to disqualification.

The organizer's discretion will be taken as final.

For Registration and further information you can contact

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The Otaku Oracle - Pop trivia quiz

Event overview : Get ready for the ultimate pop culture face-off! *Cinephile Scrimmage* is a team-based trivia challenge designed to test your knowledge across movies, series, anime, and the latest pop trends. Here's what you need to know: ready for the clash of fans!

Rules and Regulations

- 1) Teams can contain a max of 4 members; lone wolves are allowed
- 2) Questions will be based on audio and video clips
- 3) Single set of 35-40 questions with NO ELIMINATION ROUND
- 4) These 35-40 questions are distributed in following rounds

R1) Movies+series: 20 questions R2) Anime: 10 questions R3) pop trends: 10 questions 5) PEN PAPER BASED

- 6) you can only use 3-4 words for answering a question
- 7) There will be negative markers and bonus questions

The organizer's discretion will be taken as final.

For registration and further information please contact:

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The ExQUIZite – *Medquiz*

Event Overview : ExQUIZite is the medical quiz competition hosted by AIIMS Guwahati, inviting medical students from across the country to challenge themselves, expand their knowledge, and showcase their competitive edge. The event features three progressive rounds, covering essential areas of medical knowledge, critical thinking, and clinical problem-solving.

Join us in the journey of discovery, learning, and excellence. Compete against the nation's best and make your mark at ExQUIZite!

General Rules and Regulations

1. Quiz Format

o PHASE 1: SCREENING (Offline at AIIMS Guwahati)

This initial round will be conducted on campus via the 'SLIDO' app at the designated venue of AIIMS Guwahati

Each registered team will join via the app and compete.

Top 6 teams will be selected to progress to the Main Round(s)

A dedicated WhatsApp group will be created for communication purposes, where instructions and updates will be provided.

o PHASE 2: DIAGNOSE or DIE (Offline at AIIMS Guwahati)

Qualified teams will compete in-person at AIIMS Guwahati

The top 6 teams will battle it out for the ExQUIZite championship. Expect complex clinical cases, real-world scenarios, and high-level interdisciplinary questions.

This round will be hosted live and judged by a panel of esteemed faculty from AIIMS Guwahati. This phase of the quiz will have multiple rounds like: Audio-Visual Rounds Buzzer Round, Connecting the Dots Round etcetera.

Questions will cover a broader scope of medical knowledge, including clinical scenarios and interdisciplinary medical questions.

o NOTE:

All the rounds will be hosted live and will be judged by a panel of Students and Faculty from AIIMS Guwahati.

2. Team Composition

- o** Each team can have up to 4 members.
- o** Solo participants (lone wolves) are welcome and encouraged.
- o** Inter-college and inter-batch teams are allowed, giving flexibility to collaborate with peers from different backgrounds.
- o** No limit on the number of teams that can register from a single college.



- o The competition is open for all the MEDICAL students/professionals, NURSING students/professionals and HEALTHCARE professionals

3. Question Types

- o Participants will face a mix of questions designed to test different skill sets: Multiple-Choice Questions (MCQs) – both single and multiple correct answers. Matrix Match – linking and connecting related concepts.

Connect Questions – identify the common thread among clues provided. Short Answer Questions (SAQs) – precise responses to direct questions. Video-Based Questions – analysis of medical videos or images.

Artificial Intelligence-Based Connect Questions – questions exploring applications of AI in medicine.

4. Syllabus Coverage

- o The syllabus will extensively cover all the 19 subjects adhering to the standard MBBS curricula, with added emphasis on clinical problem-solving.

5. Replacement and Absentee Policy

- o In case a qualifying team cannot participate in the next round, the next highest-ranked team will be invited to fill their spot.

6. Prizes and Certificates

Certificates of merit will be awarded to the top 3 teams along with exciting prizes.

7. Dispute Resolution and Authority

- o In the event of discrepancies or disputes, the decision of the organizing committee is final and binding. The committee reserves the right to interpret or change rules if necessary.

Registration Details

1. How to Register

- o Only one team member is required to complete the registration.
- o Scan the QR code provided below or visit the designated registration link to complete the process.
- o Upon registering, ensure the accuracy of your WhatsApp number, as this will be used to add one team member to the exclusive WhatsApp group for the event.

2. Registration Fees

- o The fee per team, per quiz is ₹100

Code of Conduct

1. Integrity and Fair Play

- o Any form of cheating, including collaboration with others outside the team or use of prohibited aids, will result in immediate disqualification.

2. Technical Requirements for Online Rounds



- o Ensure a stable internet connection during online rounds.
- o Use of any external devices, assistance, or unfair practices will lead to disqualification.

3. Adherence to Timelines

- o Participants are required to adhere strictly to all timelines, both for the registration process and each quiz round.
- o Latecomers to any round will not be permitted to participate.

4. Communication and Updates

- o All official communications, including instructions and updates, will be made via the WhatsApp group. Make sure at least one team member is actively checking messages.
- o Participants are encouraged to carry their college Identity Card for ExQUIZite at AIIMS Guwahati.

5. The organizer's discretion on any matter of concern will be final.

For registration and further information please contact

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Hayakute Curious - General Quiz

Event Overview : *The Fast and The Curious* is a high-energy general quiz event hosted by AIIMS Guwahati, designed to challenge participants' knowledge across a range of topics. With multiple rounds and unique scoring opportunities, this quiz will test both knowledge and strategic thinking. Compete to outwit and outscore the best!

General Rules and Regulation:

1. Format of the Quiz

- o The quiz consists of four rounds in total, each with distinct rules and scoring methods.
- o Rounds are designed to test knowledge, speed, and risk-taking abilities.

2. Round Structure and Scoring

Screening Round: The screening round will be held on the 'SLIDO' / 'KAHoot' app.

All the registered teams will compete against each other for their spot in the top 6 teams. The top scoring 6 teams will Qualify for the main rounds.

- o Rounds 1 & 2: Pounce and Bounce Format

- These rounds will use the Pounce and Bounce format with direct questions worth +20/0.
- Scoring:
 1. Bounce: +10 for correct answers on the bounce, 0 for incorrect or missed attempts.
 2. Pounce: +20 for correct answers on the pounce, -10 for incorrect pounces.
- The first round will proceed in a clockwise direction, while the second round will go counterclockwise.

- o Round 3: Direct Questions

- In this round, each team will receive a direct question worth +30 for correct answers.
- There will be no negative marking in this round.

- o Round 4: Gambling Round

- This is a high-stakes round where teams can gamble points on their answers.
- Teams may choose to bet any number of points they currently hold.
- Correct answer: Team gains the number of points they gambled.
- Incorrect answer: Team loses the number of points they gambled.
- The team with the lowest score at the start of the round will gamble first.

3. Team Composition

- o Each team can consist up to 4 members.
- o Teams are allowed to collaborate only within their team; no outside assistance is permitted.

4. Quiz Conduct and Rules

- o No use of electronic devices (phones, tablets, etc.) during the quiz rounds.

- o Teams must adhere to the time limits provided for each question. If a team fails to respond within the time limit, they forfeit the opportunity to answer.
- o Respectful behavior towards other participants, the quizmaster, and the organizing committee is expected at all times.

5. Decision Authority

- o The quizmaster's decision is final and binding in all matters related to the quiz.
- o Any disputes or issues should be directed to the organizing committee immediately after the round in question.

6. Prizes and Recognition

- o Prizes will be awarded to the top 3 teams based on cumulative scores at the end of all rounds.

Registration Details:

1. How to Register

- o Only one team member is required to complete the registration.
- o Scan the QR code provided below or visit the designated registration link to complete the process.
- o Upon registering, ensure the accuracy of your WhatsApp number, as this will be used to add one team member to the exclusive WhatsApp group for the event.

2. Registration Fees

- o The fee per team, per quiz is ₹100

Preparation Tips for Participants

1. Strategize for the Pounce and Bounce Rounds: Weigh the risks and rewards of pouncing based on your confidence in the answer.
2. Prepare for the Gambling Round: Think about how many points you are willing to risk, especially if you're trailing. This round can change the entire game.
3. Brush Up on General Knowledge: Since this is a general quiz, prepare broadly across subjects, from current events to history, science, and more.

The organizer's discretion will be taken as final.

For registration and further information please contact

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The Hokage Trials – Sports Quiz

Event overview : Get ready to test your sports knowledge in *Sports Smarts: "Chak De Quiz!"*, a competitive quiz designed for sports enthusiasts of all levels! This quiz will cover a range of sports topics, from historical moments and legendary athletes to recent records and championships. Whether you're passionate about cricket, football, basketball, or the Olympics, this quiz is the perfect arena to showcase your expertise and challenge fellow sports aficionados.

Rules and Guidelines

- 1) Teams can range from one to a max of 4 members; lone wolves are allowed.
- 2) Questions will be based on audio and visual cues.
- 3) A single round with 40 questions
- 4) PEN PAPER BASED
- 5) There will be negative markers and bonus questions Further details will be provided soon! The organizer's discretion will be taken as final.

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KARAOKE DIAGNOSIS

[Provisional Diagnosis]

Date-29/11/2025

Event Overview: It is a literary-medical quiz designed to test participants' knowledge, wit, and presence of mind through innovative diagnosis-based rounds. Teams will compete across two rounds combining visuals, logic, and music — all with a clinical twist.

Team Composition

- Each team shall consist of **2 participants**.
- Teams must register with a unique team name.

General Rules

1. All participants must report to the venue **15 minutes before the scheduled start time**.
2. Use of **mobile phones, smart devices, or reference materials** during the event is strictly prohibited.
3. Teams must maintain decorum throughout the event.
4. In case of any **tie or ambiguity**, the **Quiz Master's decision shall be final and binding**.
5. Any form of misconduct or malpractice will lead to **immediate disqualification**.

Round 1 – “Pictures & Connect the Diagnosis”

This round assesses observation, interpretation, and creative thinking.

Structure

- The round is divided into **two sections**:
 - **Section A: Image-Based Diagnosis**
Each team will be shown a series of clinical or symbolic images. Teams must identify the correct diagnosis or condition represented.
 - **Section B: Fruit and Animal-Based Diagnosis**
Fun and lateral-thinking questions where clues are based on **fruits or animals** that relate metaphorically or literally to medical diagnoses (e.g., “Strawberry tongue” or “Elephantiasis”).

Rules

1. Each team will answer a set of questions within a time limit (usually 20–30 seconds per question).
2. **No negative marking** in this round.
3. Points will be awarded for each correct answer.
4. The **top scoring teams** will qualify for Round 2.
5. In case of a tie, a **tie-breaker question** will be conducted.

Round 2 – “Song-Based Diagnosis” (Buzzer Round)

This round tests quick reflexes, associative memory, and medical interpretation through music.

Structure

- A portion of a **song will be played**, and teams must **identify the diagnosis or medical condition** that the lyrics or mood symbolically suggest.
- The round follows a **buzzer format**.

Rules

1. Only the team that **buzzes first** gets the chance to answer.
2. **Correct answer:** +10 points.
Incorrect answer: -5 points (negative marking applies).
3. Teams must answer **within 10 seconds** after buzzing.
4. Pass: If the first buzzer answer is wrong, the song will be replayed and a second chance given to the rest of the teams for 5 points
5. In the event of simultaneous buzzes, the **Quiz Master’s decision** on who buzzed first shall be **final**.

Final Decision Clause

In all matters of scoring, interpretation, or conduct, the decision of the Quiz Master remains final and binding.

No objections or appeals will be entertained once the results are declared.

For registration and further information please contact

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