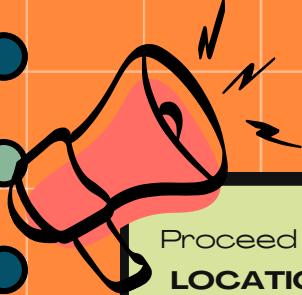




INFORMAL RULES & REGULATIONS



Proceed with caution — fun levels may exceed expectations !!

LOCATION: ETERNIA 2025 Fest ##AIIMS GUWAHATI##





FIND THE ONE PTECE

- 1. Team Formation:** Participants will be divided into teams of 4 members
 - 2. Goal:** Each team will receive a list of quirky items or tasks to collect, complete or present within a limited time frame (usually 30-60 minutes). These items could range from a hat to a selfie with a stranger--whatever adds to the fun!
 - 3. Beg, Borrow, Steal:** Teams can only beg or borrow items from people nearby friends, event participants, or even strangers). Stealing is only figurative and means getting things through creative persuasion or charm! Do not take anything without permission.
 - 4. Points:** Each item/task has points. Teams earn points for every completed item or task and extra points for creativity or unique finds.
 - 5. Deadline:** All teams must report back to the starting point by the end of the time limit. Late returns may lose points!
 - 6. Judging:** Judges will review each team's collection and tally points. The team with the highest points wins!
 - 7. Safety & Fun First:** Respect others' belongings, and no forcing people to lend items. Play fair, stay safe, and have a blast!
- Get ready to beg, borrow, and "steal" your way to victory! Let the scavenger hunt begin!

Get ready to team up, hustle, and bring out your inner resourcefulness





PIRATES OF NEXUS

- 1) Each team of 4 members will start the game.
- 2) Each team will receive a starting question or clue.

Objective - The goal is to follow a series of clues and challenges to reach the final 'treasure'

Teams must compete each task in the correct order to unlock the next clue.

Clues and Challenges -

Clues may be puzzles, riddles or physical challenges.

Teams would get the next clue only if they solve the previous one.

There would be some surprise tasks, failure to do them within a certain time limit would result in elimination of that particular team.

Rules of Play -

All players of the team should stay together during the hunt.

Mobile phones are allowed only when asked to use.

Participants will be answering the clues via photos/videos (media sharing) on Whatsapp Groups.



Winning the treasure -

The first team to reach the treasure by completing all tasks wins the game !



CULLING GAMES

Who has the endurance to outlast everyone else? Join the ultimate test of patience focus, and strategy!

1. **Challenge Setup:** Participants must stay within a designated area (a marked circle, room, or taped-off section) for as long as possible.

2. **Objective:** The goal is to be the last person remaining within the area without stepping out or being disqualified.

3. **Gameplay:** Participants must remain within the boundaries at all times—no part of their body can cross the line.

(There will be periodic challenges or tasks announced to make the game more difficult e.g., balancing on one leg, holding an object)

4. **Breaks & Temptations:** Short breaks may be allowed at intervals, but anyone who leaves outside of these times is out.

Surprise "temptations" (snacks, rewards) might be offered to encourage people to leave voluntarily.

5. **Disqualification:** Stepping out of bounds, falling asleep, or not following challenge rules will lead to disqualification.

Last player left standing wins!

6. **Play Fair and Have Fun:** Respect others, and remember it's all in good fun. Show your endurance, focus, and sportsmanship!



Who will be the last to leave? Let's find out who has what it takes!



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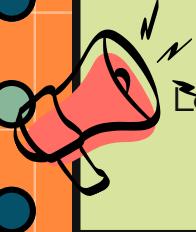


PEPSI PONG

Get your aim ready and prepare for a friendly (and splashy) competition!

1. **Setup:** Two opponents stand at opposite ends of a table. Each player has a row of cups filled with water or any designated drink on their end.
2. **Objective:** Players take turns tossing a ping pong ball across the table, aiming to land it in one of the opponent's cups. Every time a ball lands in a cup, that cup is eliminated and removed from the game.
3. **Elimination:** The first player to eliminate all of their opponent's cups is the winner. If there's a tie (one cup each remaining), players enter Sudden Death, where each has only one cup, and the first successful shot wins.
4. **Rules of Play:** Players must throw from behind their end of the table—no leaning or crossing the table edge. Bouncing shots are allowed but can be blocked by the opponent.
5. **Fun and Fair Play:** No aggressive throws or disrespectful behavior. Encourage cheering but keep it sportsmanlike!

Let the games begin, and may the best aim win!





BOTTLE FLIP BATTLE

It's time to test your skills in the ultimate bottle flip showdown! Are you ready to flip your way to victory?

1. **Setup:** Participants are divided into teams or can compete individually. Each player has a partially filled water bottle for optimal flipping.
2. **Objective:** Flip the bottle onto a flat surface so it lands upright. Each successful flip earns a point.
3. **Gameplay:** Players take turns attempting a bottle flip within a time limit (usually 30 seconds per turn). The player/team with the highest points by the end of all rounds wins!
4. **Challenges:** After each successful flip, players may be given progressively tougher challenges, such as:
Flipping onto a smaller target. Performing multiple flips in a row.
Flipping with their non-dominant hand.
5. **Scoring:** 1 point per successful flip. Extra points for completing bonus challenges! In case of a tie, a "sudden death" round will determine the winner.
6. **Fair Play:** No tampering with the bottle or surface. Respect everyone's attempts and celebrate each success!

Let the bottle flipping begin! May the best flipper win!





ESCAPE ROOM

Escape room will be held in 3 rounds

Round 1

On reaching the venue, each registered participant would be given a particular number. This number would be their identity for rest of the game.

It is a screening round . Out of 40 players registered only 30 will go to Round 2.

Round 2

Participants would be divided into 2 groups. The final screening would be done.

Only 24 participants will enter the final round - 'Escape Room'

Round 3 – The Escape Room

Participants would be trapped in the college and would have to solve tasks and challenges in a stressful environment and conditions in order to come out of the trap.

There will be a __Cult_Ceremony__ followed by a briefing session before the Round 3 for final and further instructions, where surprise elements would be revealed

Warning ! – The Escape room would be a horrifying and thrilling game so enter on your own risk.

Restrictions

Entering the faculty cabins, washrooms, demo rooms and meeting rooms is strictly prohibited **🚫** . Anyone found doing this will be on the spot eliminated.

Note - Further rules and instructions can't be disclosed and will be told during the game.





PICTIONARY

Would be conducted in 3 rounds and a final showdown

Round 1

Each team would have to guess 2 words.

*[Each word = 5 points.]

Time given for each word= 60seconds

* Ranking of teams would be done based on points and shortest time taken

Half of the teams top of the leaderboard would go through to the next round.

Round 2

Two teams compete against each other (selected on a random basis.) Each team has to guess 2 words again.

Only 1 team goes to the next round.

Round 3

Same format as round 1

Each team has to guess 3 words.

Top 2 teams are selected



Final showdown

Last two teams compete against each other at the same time

guessing the same word. Whoever guesses first wins.

Team composition

Minimum 2 members

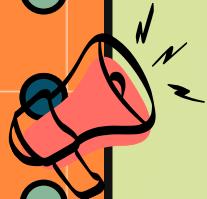
Maximum 5 members



WATER DANCE OF SAMURAI

Event : Paper Fold

- Each duo gets one large sheet of newspaper or chart paper.
- Place the paper flat on the floor before starting.
- 2. There will be several rounds with twists
- After every round (or when music stops), the paper must be folded in half.
- If any part of a participant's foot touches the floor outside the paper, that duo is out.
- The last duo remaining on the paper without stepping out wins!



Winning the treasure -
The first team to reach the treasure by completing all tasks
wins the game !