

# Abhyudaya



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WELCOME TO ABHYUDAYA

RULE BOOK

**RULE 1-** Abhyudaya is a 5-day long; coding, cryptography, CTF, gaming & trading based event.

**RULE 2-** The participation is in the form of teams.

**RULE 3-** There can be a maximum of 3 members in a team, and the minimum team size is 1 member.

**RULE 4-** The teams will be assigned distinct nations randomly by MSC.

**RULE 5-** These nations belong to 3 different continents- Asia, Europe & America (having countries from both North and South America).

**RULE 6-** The teams will get crisis updates which will in turn depreciate the resources. The updates will be followed by questions.



**RULE 7-** The updates will be given at regular intervals (3 per day) at 12 pm, 4 pm and 8 pm.

**RULE 8-** The updates will be given at the user panel only. Updates will be of 2 kinds- Global and Continent and the teams will be encountering a combination of the two.

**RULE 9 -** Global updates will be same for all the teams while the continent updates will be different for each continent.



**RULE 10-** You cannot submit answers for the updates of other continents, but you can solve it and trade the answers with them.

**RULE 11-** Teams will be provided an initial set of resources (uniform for all) in the form of MSCBits (Virtual Currency), Food, Medicines, and Technology.

**RULE 12-** All the resources provided will start depreciating at a default rate as soon as the event starts and will continue throughout the event

**RULE 13-** As soon as a crisis update is given, the depreciation rate increases by a particular value (in accordance with the crisis, which has been equalised over the span of 5 days for all the countries). This added depreciation rate will be removed as soon as there is a correct submission to the question provided.



**RULE 14-** For every wrong submission, there will be a hike in depreciation rate, which can be ended as soon as there is a correct submission.

**RULE 15-** On solving global updates, a boost will be given to the resources of every team, which will be some percent of their GDP

**RULE 16-** Trading- you can trade answers of questions for resources such as MSCBits, Food & Medicines, but NOT Technology





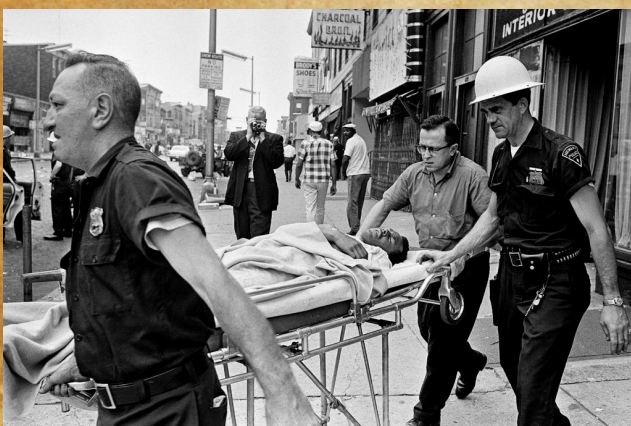
**R**ULE 17- You can also trade resources for each other, BUT Technology rating can only be traded for MSCBits.

**R**ULE 18- All the trade transactions will take place through our trading panel, and these can be done only in the time interval of 10 am- 5 pm

**R**ULE 19- All the negotiations and trade discussions will take place in the DISCORD SERVER of ABHYUDAYA and will be monitored by a MSC Trade Centre Representative.

**R**ULE 20- It is mandatory to inform a MSC Trade Centre Representative before finalising a trade. No trade can be authorised without an MSC TC Rep.

**R**ULE 21- Another way of getting resources is from the supreme organisation of MSC Bank, you can loan resources, but that will add to the depreciation rate, which will be removed once the resources are repaid to the MSC Bank.



**R**ULE 22- The team with the highest GDP (a total value of all the resources calculated using a hypothetical formula defined by MSC) at the end of Day 5, wins the competition. The teams can constantly observe their as well as other teams' positions on the real time leaderboard provided on the user panel.

**R**ULE 23- The teams can keep an eye on all of their resources in the user panel, which will be constantly updated given the depreciation. Other countries GDP will be visible too but not their resources.