TEXEPHYR '14

CONQUERING HORIZONS

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Techno Dumbs
21st and 22ndfeb

INTRODUCTION

Basically: A 'Technical' version of dumb charades. Items/ Objects/ Things to be guessed are strictly supposed to be engineering products or related to Engineering.

For example: Resistor, Cathode Ray Tube, Microprocessor, Engine, Carburettor, Motherboard, RADAR, Flywheel, Transducer, Governor,Hacking,Linux etc.

Rules

Each team will have to send forward ONE member to pick-up a chit and read the contents.

The same member, then, will have to enact the name of his clue to the rest of his team.

Each Team will be given 90 seconds to guess the object/ contents of the chit (clue).

Succession into subsequent rounds and declaration of the winning team shall be at the sole discretion of the organisers.

The game shall follow the tracks of the original game of dumb charades.

Teams are allowed to designate symbols (like a simple thumbs-up or raising a hand) to determine the field or an idea about their clue.

Use of such methods to signal specific letters of the Alphabet is NOT permitted.

REGISTRATION FEES : 100/- (upto 4 members) + 50/- per extra member (*Maximum members allowed: 5*)

Date of Event: 21st and 22nd February 2014

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