Legends of hidden network (E Treasure hunt)

20th and 21st feb

Legends of the hidden network

INTRODUCTION

The very famous scavenger hunt/treasure hunt, but this time you play it on a network.

Participants are given clues which are deciphered to find the location/hint for the next clue on the computer/network, which in turn leads to another clue.

The process continues until all clues have been solved and the treasure has been discovered by the winner.

EVENT FORMAT

Online Round:
- The online round starts from 14th feb on www.texephyr.com.
- Participants can create account and solve clues to find solutions.
- The cumulative marks scored will provide an added advantage to the participant in the final round.

LAN Round (To be played at MIT):
- A Two player game which starts with each member simultaneously solving his own puzzle and finding his 'key'.
- Combining these two will lead to the next question for the team.
- Goal is to find hidden locations or places in computer by using a series of clues.
- However, the members sit on non-adjacent computers with no communication except provided for key exchange.
- Two lifelines are provided for each team.
- No matter of what branch you are, what year you are in, with basic day to day knowledge of Computers, you can dive in this exciting game.
- Remember its Computer Treasure Hunt and not Computer Engineering treasure hunt!!

RULES

- Two player game.
- Time limit 1 hour.
- Each question carries 10 Points.
- Two lifelines (for team not for each member).
- Call your partner (-10 points).
- Skip the question (-20 points).
- No lifeline for the Final Question.
- No cellphones, No internet, No communication

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SKILL SET REQUIRED

- Average Computer Knowledge of Windows.
- General Knowledge/Current Affairs.
- Aptitude and Puzzle solving

Judges decision will be final.

GENERAL RULES

- Participants should only be from recognized educational institutes/universities
- Participants have to bring their College ID cards and the receipt of registration during reporting
- Time slots will be given and participants are expected to follow it strictly
- Participants are expected to give their correct contact details, so as to inform them about the results
- Rules may be changed without prior intimation. Participants are requested to check the TEXEPHYR website regularly for updates

REGISTRATION FEES - 200 (for team of two)

FAQ's

1. What is the team structure?
   - Team may consist of at most 2 members. Members can be from same or different institutions. No person may be a part of multiple teams for the same event. However, participants should only be from recognized educational institutes/universities.

2. What things are the participants expected to bring?
   - College ID cards and Receipts of registration.

3. Can I register on the day of the event?
   - We normally keep registrations open even on the event day. But if we feel that the number of teams is exceeding the limit set by us, we may have to close on-spot registrations. It is highly recommended that registration be done prior to the event day.

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