

# Techno Dumbs

*No. of Team Members: 4-5*

*Description:* Basically, a 'Technical' version of dumb charades. Items/ Objects/ Things to be guessed are strictly supposed to be engineering products, including, but not limited to field of Electronics and Telecommunication Engineering.

**For example:** Resistor, Cathode Ray Tube, Microprocessor, Engine, Carburettor, Motherboard, RADAR, Flywheel, Transducer, Governor 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 organizers.
- 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.