

# Veil of Secrets

Hidden truths , Twisted paths , One winner!!

## Rules and Regulations :

- This event will be conducted on 27<sup>th</sup> October, 2025 at 1:30 pm.
- Each team must consist of exactly 2 students to maximize rapid problem-solving and collaboration.
- Use of mobile phones, calculators, and any unfair tools is strictly prohibited within the play zones.
- Teams must arrive at the venue at least 15 minutes prior to the scheduled start time for a mandatory briefing and registration process.
- Each challenge is strictly time-bound, with a time limit typically set to 15–20 minutes per stage (organizers may adjust as needed).
- Any form of misconduct, cheating, or violation of instructions will lead to immediate disqualification from the event.
- All clues, materials, and instructions for each stage will be provided to teams at the beginning of every challenge.
- Teams who finish a stage early must wait in a designated cool down area until all teams complete the challenge or the time runs out.

## Challenge progression :

- For the 1<sup>st</sup> round event consists of 3–4 challenge stages ; only teams that clear each stage can advance to the next round.
- As rounds progress, challenges become more technical and layered, but the rules remain the same for all teams at each stage
- Players need some basic technical knowledge and presence of mind (common sense matters a lot).

## Player Requirements :

- All necessary materials will be provided by the organizers.
- Teams are not allowed to bring or use any external items except for allowed stationery provided at the event.
- Software and computers required for technical rounds will be arranged and no external software or files may be used.
- The participants should bring valid college ID card.

**Venue : ECE Seminar Hall.**

**Date : 27<sup>th</sup> October , 2025**

## Game specific rules :

### 1<sup>st</sup> ACT – Gateway Trials :

- **"Tech Charades":**

- Teams take alternating turns acting and guessing technical terms using non-verbal clues only; speaking is not allowed.
- Most correct guesses within the time limit win the round.
- **"Blind Drawing":**
  - One member describes a given image while the other draws, without looking at the image.
  - Scoring is based on drawing accuracy and communication.
- **"Code Logic Race":** ( This is the qualifier round to move for the 2<sup>nd</sup> ACT.)
  - Teams solve logic/programming questions on paper without electronic devices.
  - Answers must be submitted within the set time; speed and correctness determine progression.

## **2<sup>nd</sup> ACT – Algorithmic Labyrinth :**

- **"MATLAB Execution Game":**
  - Teams run preloaded MATLAB scripts to extract passwords from program output and use these to unlock subsequent scripts.
  - Only the top three teams qualify for the final act based on performance.

## **3<sup>rd</sup> ACT – The Final Revelation :**

- **"Cryptic Code Breaker":**
  - Teams decode answer's using hidden clues in circuit diagrams and code snippets/comments, then discover the correct key in designated area based on the obtained answer and unlock a physical mystery box.
  - The first team to unlock the box with the hidden key wins the event.