

# Event Description

## The Locked Library

The **Abhivyakt Literary Escape Room** is a structured, riddle-based group activity conducted during *Pragyan*, the Open Day at IIT Jammu, for school students from **Classes 6 to 12**.

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### Group Formation

- Students will be divided into **4–5 groups**
  - Each group will have **10–12 members**
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### Event Setup

- The activity space will be arranged as an **escape-room-style classroom**
- The room will include:
  - **Academic textbooks (NCERT)**
  - **Popular novels, storybooks, and mythological texts**
  - **Printed riddle sheets**
  - **Hidden clues, envelopes, coded slips, and tags**
  - Visual hints placed on **walls, desks, shelves, and boards**

Each group will be provided:

- A **starting riddle**
  - Instructions explaining rules, hint usage, and time limits
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### Riddle Structure

- Each group will attempt a **sequential chain of riddles**
- Solving one riddle leads to the next clue
- A total of **6–7 interconnected riddles** will be available, designed to accommodate different age groups and difficulty levels
- Riddles may reference:
  - Academic concepts
  - Familiar literary works
  - Logical and observational clues

- If a reference is unfamiliar, **clear contextual hints** will be embedded within the riddle or environment
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### Time Limitation

- Each group will have a **maximum of 10 minutes** to solve their riddle chain
  - A visible timer will be maintained by the facilitators
  - Groups must move through the riddles within this time window
  - If a group is unable to proceed, facilitators may provide **controlled hints** to ensure progression within the allotted time
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### Clue Validation & Progression

- After solving a riddle, the group must:
    - Present the answer to an **Abhivyakt volunteer**
    - On verification, receive access to the next clue
  - Direct access to subsequent riddles is restricted without validation
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### Completion

- The activity for a group concludes when:
  - The group completes their riddle chain within 10 minutes, or
  - The 10-minute time limit expires
- At the end of the slot, final riddles and solutions may be briefly discussed
- If more than one teams find all their clues, the team with best time wins
- In case of none of the team finding all the answers, the team with maximum solved riddles under minimum possible time will win,