# **KONAMI CODE 1.0**

UP, UP, DOWN, DOWN, B, A; This is the Konami Code.

First used in 1986, the code has appeared in over 100 video games and has since become a part of the pop culture lexicon.

The Konami Code got popularized by mainstream console games, such as Contra, Teenage Mutant Ninja Turtles, Tengen Tetris, Castlevania, etc.

#### **Prelims:**

- 1. Identify the game from the minimalistic poster or logo.
- 2. List It: List as many you know in a limited time.
- 3. Match the following.

### \*Top 10 teams will be selected for the Mains.

#### **Mains:**

1. Guess the game- partner based *taboo*:

The objective of this game is for a player to have their partners guess the game on the player's card without using the word itself or five additional words listed on the card.

- 2. Gaming Quiz.
- 3. Mini game competition
  - (a) Pocket Tanks.
  - (b) Getting Over It.
  - (c) Nonogram.

### **BUDGET**:

For A4 paper and pens- Rs. 500/-

1<sup>st</sup> prize- Rs. 1200/-

2<sup>nd</sup> prize- Rs. 800/-

3<sup>rd</sup> prize- Rs. 500/-

Total Budget - Rs. 3000/-

# Organizers:

- 1. Swagat S. Bhuyan (18-15-059)
- 2. Mayur Raj Bharati (18-15-026)
- 3. Kunal Rabha (18-15-042)
- 4. Anamitra Saikia (18-15-060)