<u>Rule Book</u>

LICENSE TO KILL: THE LASER WAR (EL1)

Date: 26/09/2024 & 27/09/2024   Entry Fees: Rs.225/- (Per Team)

Venue: Room No 104

PRIZES: 1st Prize: Rs. 5000   2nd Prize: Rs.3000

Ever played Counter Strike? Want to play it in real life?! Your teenage fantasy is here. Come let's kill some enemies because you have the LICENSE TO KILL!!

Rules:

- Maximum 3 members are allowed in a group.
- Each player shall be given a jacket embedded with three sensors and a laser gun, which is to be assembled in the given time (according to the procedure given).
- The sensor consists of a LED and buzzer which will be activated once you are shot.
- 4 shots and you are dead.
- A play time of 10 minutes (3 minutes for assembly and 7 minutes for Play). Extra time in case of tie. (2 minutes)
- Referees decision shall be the final decision.
- Some of the rules related to game will be disclosed on the spot.

ShockScape (EL2)

Date: 27/09/2024   Entry Fees: Rs.225/-(Per Team)

Venue: Room No 244 (Seminar Hall, Electrical Dept.)

PRIZES: 1st Prize: Rs. 5000   2nd Prize: Rs.3000

"Woah…woah…here we are at the Shockscape maze!! I would warn you this is not a regular maze…So, now the question is, Can you find a way to escape this maze or will the shocks get to you..? Let's find out!! "

Rules:

- Maximum 3 members are allowed in a group.
- There is a maze designed.
- Players will get a handle, which they have to pass from the maze, without letting the handle have contact with the maze.
- Penalties will be added if there is contact between handle and maze.
- Fastest team to complete the maze wins.
- This game will be played in levels.
- The rules related to the levels will be disclosed on the spot.
- Any malpractices/arguments during the game will lead to direct disqualification.
- Co-ordinator's decision will be final.

Chamber Of Secrets (EL3)

Date: 26/09/2024 & 27/09/2024   Entry Fees: Rs.300/-(Per Team)

Venue: Room No. 205 & 206

PRIZES: 1st Prize: Rs. 5000   2nd Prize: Rs.3000

Welcome to Hogwarts….! Are you a master of riddles? Because we've got many! Join us at the ultimate chamber of secrets to test your mastery. Let's see if you are good…and FAST!

Rules per Level:

- No. of levels will be decided according to the entries and coordinators.
- There will be 2 teams of 4 members each.
- The game will start with a toss and the winning team will get a chance to choose the chamber. (among the 2 chambers)
- Each team has to decode/solve the clue/riddle/puzzle in order to get out of the chamber.
- The first team to escape from the chamber will be qualified for next level.
- If both the teams fail to escape the chamber within given time, then none of the team will be qualified for the next level.
- Any malpractices/arguments during the game will lead to direct disqualification.
- Final decision will be taken by coordinators.

	Mr. R. S. Shinde	Dr. A. A. Godbole
ET Coordinator	Faculty ET Coordinator	Head of Department