

CHESS

DESCRIPTION - CHESS IS A BOARD GAME PLAYED BY TWO PEOPLE. EACH PLAYER CONTROLS SIXTEEN PIECES OF EITHER BLACK OR WHITE COLOUR ON A SQUARE BOARD THAT HAS 64 SQUARES. THE MAIN GOAL IS TO PUT THE OPPONENT'S KING IN "CHECKMATE," WHICH MEANS THE KING IS UNDER ATTACK AND CANNOT ESCAPE CAPTURE IN CHESS, PIECES MOVE IN DIFFERENT WAYS, AND THE GAME IS A MIX OF STRATEGY AND SKILL, WITH NO LUCK INVOLVED. THE FIRST PLAYER TO CHECKMATE THEIR OPPONENT'S KING WINS THE GAME

CHESS RULES

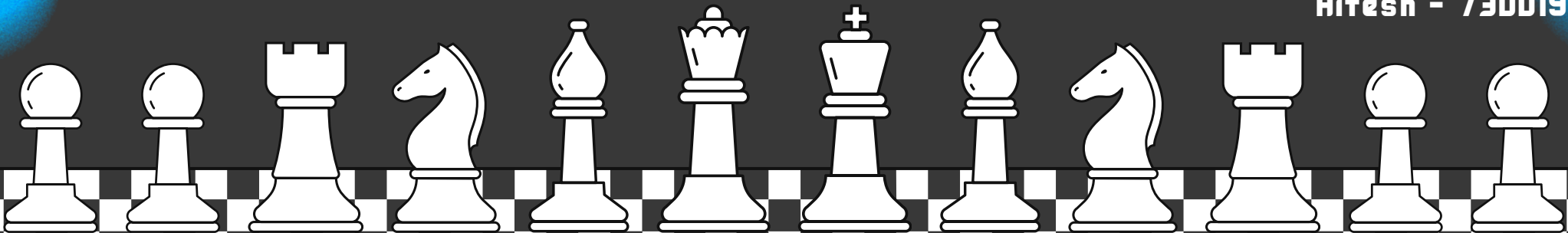
- **PLAYERS TAKE TURNS. MOVE ONE PIECE PER TURN (EXCEPT WHEN CASTLING).**
- **HOW PIECES MOVE:**
 - **KING: ONE SQUARE ANY DIRECTION**
 - **QUEEN: ANY NUMBER OF SQUARES ANY DIRECTION**
 - **ROOK: ANY NUMBER OF SQUARES STRAIGHT**
 - **BISHOP: ANY NUMBER OF SQUARES DIAGONALLY**
 - **KNIGHT: L-SHAPE; CAN JUMP OVER PIECES**
 - **PAWN: MOVES FORWARD, CAPTURES DIAGONALLY**
- **EACH GAME: 5 MINUTES PER PLAYER**
- **SIDES DECIDED BY A FAIR COIN TOSS BEFORE EACH MATCH**
- **IF DRAWN: PLAY A 3-MINUTE BLITZ TIEBREAK UNDER THE SAME RULES**

Coordinators

Harsh - 6350648335

Saransh - 8743092382

Hitesh - 7300196441



Poster Making Competition

Paint your thoughts and let colors speak your message.
Creativity is your canvas and imagination your brush.

Description:

Poster Making encourages creativity and expression through visual art. Participants will create handmade posters on a given theme, highlighting awareness, innovation, and presentation skills. The event aims to promote artistic thinking and social messaging.

Rules and Regulation:

- * The theme will be provided on the spot.
- * Participants must bring their own art supplies such as colors, brushes, markers, and sheets.
- * Only handmade posters are allowed; no digital or printed elements.
- * Poster size should be 18 x 24 inches (A2 size).
- * Time limit: 1 hour for completion.
- * Participants can work individually or in pairs.
- * The poster must include a title or slogan.
- * Evaluation will be based on creativity, relevance to theme, neatness, and presentation.
- * Any form of plagiarism or copied design will lead to disqualification.

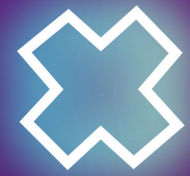
Note:

Any changes in the event are up to the discretion of the organizer.

Coordinators: Goldy, Vaishnavi Contact no. 9825503950

Co-coordinators: Sumbul, Shruti Contact no. 6392987336

TAXILA BUSINESS SCHOOL



SIMULATION GAMING



The Simulation Game is an interactive, fast-paced activity designed to test participants decision-making, teamwork, strategy and real-world problem-solving skills. In this game, players step into a real-life scenerio-such as running a business, managing a crisis, or handling a resource challenge-and make stategic choices to reach the best outcome. Participants experince a realistic environment where every decision has consequences. The goal is to think smart, plan ahead, communicate effectively.



RULES & REGULATIONS

ROUND 1 AND ROUND 2-ONLINE (Play from home)



- These two games must be played remotely using the provided game links/apps
- Each round must be completed within the given timeframe.
- Participants must play the game individually and honestly.
- Scores from Round 1 and Round 2 will be combined for leadership ranking
- Only 3 attempts are allowed per round unless the organizers specify otherwise.



RULES & REGULATIONS

ROUND 3- FINAL ROUND (ON CAMPUS)



- The top-performing participants from the leaderboard of Round 1 & Round 2 will qualify.
- In case of a tie, the participant with the faster completion time or higher accuracy will move up.
- Scores will be verified by the organizing committee before finalizing the leaderboard.
- Any technical failure from the participants side will not result in extra time or retries.

Co-Ordinators

Harsh Srivastava | Contact: +91-9721360971

Ravi Patidar | Contact: +91-7024480148



STAND-UP COMEDY!

Description - Get ready for an evening full of wit and laughter as Lamhe presents its Stand-Up Comedy competition! Participants bring their best jokes, sharp observations, and original stories to entertain and impress. With clever punchlines and engaging stage presence, this event promises unforgettable moments and non-stop fun.

Rules and Regulations –

1. Each performer will have 5-7 minutes on stage.
2. Abusive language, vulgar jokes, double-meaning content, or obscene gestures are strictly prohibited.
3. Failure to appear on stage even after being called twice will result in disqualification.
4. Judging will be based on originality, comic timing, fluency, spontaneity, stage presence, confidence, presentation, sense of humour, and audience engagement.
5. Performances may be delivered in Hindi, English, or Hinglish, and participants may choose any topic they prefer.
6. Remarks targeting or insulting any individual, religion, community, caste, gender, or group will not be permitted under any circumstances.
7. Evaluation will be based on originality, comic timing, fluency, spontaneity, stage presence, confidence, presentation quality, sense of humour, and audience engagement.
8. The decision of the judging panel will be final and binding.

Note – Violations of these rules will not be entertained.

Coordinators:

Stuti- 9993813054

Udit- 8168793256

Abhishek- 9131100957

THE GLAM STREET (FASHION SHOW)

EVENT DESCRIPTION - The Glam Street Fashion Show celebrates individuality, creativity, and confidence. Every participant brings their own style, and this uniqueness is what makes the stage vibrant. The goal is to express who you are through fashion, presence, and personality.

RULES AND REGULATIONS:

- No. of Rounds in Total – 3
 - 1st Round- Ramp Walk
 - 2nd Round- Introduction (45 – 60Sec)
 - 3rd Round- Q&A (45 – 60Sec)
- Exceeding the time limit will lead to a deduction of points.
- Eliminations may occur after any round based on performance.
- English is allowed.
- Indian or Western attire as chosen by the participant.
- Outfits must be decent and campus-appropriate. Extremely revealing costumes are not allowed.
- No inappropriate behavior, gestures, or language.
- Coordinators will provide ramp walk music. No personal tracks allowed unless approved 24 hours prior.
- No participant is allowed to carry a phone during any round.
- The Winners will be titled **Mr.** and **Mrs.** LAMHE, and the 1st runner-up.

JUDGEMENT CRITERIA

- Attire & Styling
- Confidence
- Communication/Question Handling
- Creativity
- Stage Presentation

COORDINATORS

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Anupriya +91 9319533478

Bhavya +91 8764316155



YOUTH PARLIAMENT

RULE SHEET

Objectives

- Encourage democratic dialogue and structured debate.
- Improve understanding of parliamentary procedures.
- Build leadership and crisis management skills.
- Promote teamwork, diplomacy, and public speaking.

CO-ORDINATORS:

- Akshi Vyas: 7742780608
- Chetna: 7389071645
- Shubham: 9828603901

Team Composition & Duration

- Team Size: Each institute may nominate 8–10 members.
- Reporting: Participants must report 30 minutes before the start.
- Total Event Time: 2 Hours 30 Minutes.
- *Note: Awards will be declared after the event, not during.*

Rules & Regulations

- Decorum: Maintain parliamentary decorum.
- Language: No offensive language or personal attacks.
- Speaking: Speak only when recognized by the Speaker.
- Arguments: Use facts, data, and logical arguments.
- Online Events: Camera ON and proper name must be used.
- Scoring Criteria

Performance is evaluated on:

- Content & logic
- Clarity & communication
- Use of facts & data
- Rebuttal quality
- Crisis handling
- Leadership & diplomacy
- Procedure adherence
- Disqualification

Participants may be disqualified for:

- Use of abusive language
- Disruption of session
- Violating Speaker's orders
- Plagiarized speeches

Misconduct

Final Authority: Decisions made by the Speaker, Judges, and Event Committee are final and binding.



DANCE TILL DAWN

Description - Step into Lamhe, where colleges unite, talent shines, and every beat creates a moment to remember. Witness electrifying dance performances that capture the spirit of youth, creativity, and celebration.

Rules and Regulations –

1. Participants can perform either solo, duet or in a group.
2. Performance time must be strictly followed: solo 2–3 minutes, duet 3–4 minutes, group 4–5 minutes. Only one member per team needs to register.
3. Participants may perform in any dance style of their choice. (like Bollywood, Hip Hop, Classical, etc.)
4. A team can have a groups can include 2 to 10 members with their own props and costume support. Participants must inform coordinators about any special setup required.
5. Music tracks must be submitted in the required format with the coordinators before the event. No live edits or changes will be entertained after final submission.
6. Participants must remain available until the event officially concludes. If a participant fails to report to the stage even after their name is called twice, they will be disqualified.
7. Performances will be judged on choreography, creativity, costume, energy, formation and synchronization.
8. Judge's decision will be final and binding, and any rule changes lie at the discretion of organizing committee.
9. Participants must ensure their performance is decent and free from any offensive or inappropriate content.

Note- Any violations of rules will not be entertained and lead to strict action.

Coordinator :

Shweta Yadav- 9368112486

Oishee Biswas- 7980186081

Aashi Mishra- 9329281619

Ritika Mathur- 9772774623

E-SPORTS (BGMI)

Battle in the digital arena where reflexes rule. Only the sharpest gamers will survive the lag and the pressure.

Match Format (3-Match Tournament)

The tournament will consist of 3 matches, each on a different map:

- Match 1 – Erangel
- Match 2 – Miramar
- Match 3 – Rondo

All teams must play all three matches.

Scoring System:

Points will be awarded based on:

- Placement points
- Finish points (kills)

A detailed scoring table (e.g., +15 for WWCD, +1 per finish, etc.) will be shared before the matches begin.

After all 3 matches, points will be added and the team with the most points win.

General Rules:

- Squads of 4 players (1 substitute optional).
- Players must carry their own device & stable internet.
- Teams must report to the venue on time; late arrivals may miss the match.
- No rematch for technical or network issues.

Winner Declaration

- The winner will be the team with the most total points after all the matches .
- In case of a tie, the tie-breaker will be:
A TDM match between the two teams. The Team that wins the TDM match will be declared the Winner.

Student Coordinators

Krish Lodha (+91 97270 12084)

Akash Singh (+91 62650 81501)

Student Co-Coordiators

Parag Pareek (+91 73000 99223)



THE ORATOR'S CLUB (EXTEMPORE)

Description:

- The word extemporaneous means “without planning” and is considered to be a synonym for the word impromptu. However, an extemporaneous speech is actually a well- prepared speech that relies on research, clear organization of ideas, and practiced delivery. It is neither read nor memorized, so it is never delivered exactly the same way.

Rules and Regulation:

- The speech is intended to reveal a competitor's ability to develop a point of view on a general topic and to deliver an impromptu speech.
 - Communication is allowed only in English. (Only Hindi punchlines or Quotations are allowed)
 - The topic shall be given on the spot.
 - The participants will be given (2) minutes to prepare and (3-5) minutes to deliver.
 - Participants will not be allowed to carry any study material with him/her during the speech.
 - Paper will be provided to make notes about the topic, but they will not be allowed to carry the notes with them during the speech.
 - The participants are not allowed to carry any gadgets during their presentations.
 - There will be a 1-point deduction for every 30-seconds taken extra by the participants.
 - The style of the delivery shall be oratorical.
 - Use of sound effects, microphones and props is disallowed.
- Criteria For Judging: Content, Pronunciation, and diction Stage Presence (eye contact, poise, personality)

Coordinators:

Stuti - 9993813054.

Darshini - 7624859799.

Co - Coordinators:

Gourav: 9031227132

Jinesh: 9407151640



KABADDI

Strength, stamina, and strategy collide in this classic test of grit. One breath can make or break your game.

Description:

Kabaddi is a high-intensity contact team sport that combines strength, strategy, and agility. The objective is for a “raider” to enter the opposing team’s half, tag as many defenders as possible, and return safely to their side without being tackled. The event celebrates teamwork, stamina, and tactical skills.

Rules and Regulations:

- Each team shall consist of 7 players on the court and up to 3 substitutes.
- The match will be played in two halves of 10 minutes each with a 3-minute break.
- A coin toss will decide which team raids first.
- A successful raid earns 1 point; tackling the raider earns 1 point for the defending team.
- Bonus and super tackle points will follow standard Kabaddi Federation rules.
- Players stepping beyond the boundary line will be declared out.
- Rough or unsportsmanlike behaviour will result in disqualification.
- Teams must report 15 minutes before the match time.
- The referee’s decision will be final and binding.

Note:

- Any changes in the event are up to the discretion of the organizer.
- Extra time would be allotted based on the score at the end of 20 minutes.

Student Coordinators

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Arihant Jain

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Student Co-Coordinator

Jinesh Khasgiwala

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RULE BOOK

DESCRIPTION

Prashnotree is a fun and interactive quiz designed to Challenge your knowledge across diverse fields, encouraging critical thinking and teamwork. It offers a platform to enhance your awareness and expand your horizons, making it a valuable experience for all participants.

RULES AND REGULATION:

ROUND 1: RAPID FIRE ROUND

- Teams will have a series of multiple-choice questions in a rapid-fire round.

ROUND 2: AUDIO AND VISUAL ROUND

- Teams will have a mix of question including audio & visual.

ROUND 3: ONE LINERS

- The final round will feature one word or one sentence answer.

BUSINESS QUIZ GUIDELINES

1. Team Composition:

- Each team must consist of a minimum of 3 members and a maximum of 5 members.
- Team members can be from different institutions.

2. Answer Time:

- Teams will have 15 seconds to respond to each question.

3. Institution Participation:

- A maximum of 2 teams per institute will be allowed to participate.

4. Registration Details:

- Registrations can be completed online or offline.

5. Judging and Results:

- The final winners will be evaluated and declared discreetly by the panel of judges.
- The judgement provided by the judges committee will be considered full and final.

DISCIPLINARY GUIDELINES

- Participants must address the judges and event organizers with respect and follow any instructions they provide.
- Any form of cheating, such as using unauthorized materials (e.g., mobile Phones, laptops, books, or internet searches), will result in immediate Disqualification.
- Loud or disruptive behaviour, including making distracting noises, arguing, or creating disturbances, is not allowed. This includes talking during the quiz or while others are answering.

NOTE: ensure timely registration and thorough preparation to secure your spot in this prestigious competition. Any changes in the event are up to the discretion of the organizer.

CORDINATORS -

- Anjali Sharma-7357361745
- Samiksha Parashar- 9039680260

~ Best Of Luck ~

GOLDEN RACKETS (BADMINTION)

**Date and Timings: 12 December, 2025;
10:30AM-01:00PM**

DESCRIPTION

Badminton is a precision-based racket sport that involves players using racquets to propel a shuttlecock over a central net. While the game can accommodate larger teams, its most prevalent formats are singles, where one player competes against another and doubles, where two players form teams on either side. Esteemed for its combination of agility, strategy, and endurance, badminton demands a harmonious blend of technical skill and athleticism, making it a captivating discipline in both recreational and competitive arenas.

RULES AND REGULATIONS

- Each college is allowed to send a maximum of two teams for participation in the tournament.
- Matches will strictly follow the official Badminton Doubles Rules.
- Participants must compete in pairs; single entries are not permitted under any circumstances.
- Separate matches will be organized for boys' and girls' categories, ensuring fair competition.
- Service errors, including incorrect positioning or improper technique, will result in the point being awarded to the opposing team.
- All players are required to report to their assigned courts at least 15 minutes before the scheduled match time; failure to do so may result in disqualification.
- Players must maintain discipline and sportsmanship throughout the tournament. Unsporting behavior, arguing with officials, or use of inappropriate language will lead to penalties or disqualification.
- **Every game should be played in 15 minutes. Whoever has highest score till last minute will be the winner of the match.**
- **The referee's Decision will be Final and binding on all participants.**

FORMAT

- The tournament will follow a knockout format, with teams being eliminated after a single
- Each match will consist of one game played to 1 point, following rally scoring
- rules, where a point is scored on every rally.
- Teams will switch sides after one team reaches 6 points to ensure fairness in
- court conditions.

Coordinators

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IRON GRIP (ARM WRESTLING)

DESCRIPTION:

Arm Wrestling is a test of strength, technique, endurance, and mental focus, where two opponents lock hands and attempt to force the other's arm down to a designated pad. A sport rooted in discipline and fair play, arm wrestling demands a blend of power, grip control, wrist stability, and strategic movement. Known for its intensity and spectator excitement, the sport encourages competitive spirit, respect, and physical resilience, making it a highlight event at Lamhe 2025.

RULES & REGULATIONS:

- Each college is allowed to send maximum of two participants for the tournament.
- Matches will follow the official Arm Wrestling Competition Rules.
- Participants must compete individually; team entries are not permitted.
- Separate matches will be organized for boys' and girls' categories to ensure fair-play: Players must keep their elbow in contact with the pad throughout the match. Lifting the elbow results in a foul.
- All players must report to their assigned match area at least 15 minutes before the scheduled time, failure to do so may result in disqualification.
- Unsportsmanlike behaviours—such as arguing with officials, aggressive conduct, or use of inappropriate language—will result in penalties or disqualification.
- Any form of cheating, intentional slip, or illegal leverage will lead to immediate foul or match loss.
- Competitors must remove rings, watches, or sharp accessories before the match.
- Referee's decision will be final and binding.



Coordinators

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Ronit:- +91 6268377729

Chayan:- +91 9890978855

Ujjwal:- +91 7413879471

Ahishbhek:- +91 9131100957

Description

“All activities involved in presenting to a group a non-personal, oral or visual, openly sponsored identified message regarding a product, service, or idea” - William Stanton. The definition can be even broader than this, extending to any paid communication designed to inform or influence.

Rules and Regulations

Round 1: Handmade Poster Advertisement

- Participants may select any product or service of their choice for this round.
- Participants must come prepared with a handmade advertisement that can be displayed to the judges.
- Any stationary material may be used (paints, colours, etc.) for the handmade poster advertisement.
- Poster size: 18 inches × 24 inches
- Each participant will get 2–3 minutes to present their Poster-Ad.

Round 2: Spot-On Advertisement

- After clearing Round 1, participants will be given a product or service name on which they must prepare an advertisement act.
- (Examples: Dairy product, Soap, Consultancy services)
- Each participant will get 30 minutes to prepare their advertisement.
- Each participant will get 5–7 minutes to perform and showcase their commercial ad on stage.
- Participants may use props, jingles, taglines, and logos to enhance their performance (items must be brought or prepared by the participants).
- **Evaluation will be based on:**
 - Ad concept
 - Creativity
 - Ad appeal
 - Stage performance
 - Entertainment/Fun elements
- The act must be performed in a decent and respectful manner. Participants must ensure that no culture, religion, caste, or section of society is disrespected.
- No vulgarity will be entertained.

Additional Information

- The best performance will be awarded.
- All participants will receive a participation certificate.

Note

Minimum participants: 3

Maximum participants: 7 in a group

Coordinators

Puneesh
9704899705

Yashasvi Sharma
7424941182

Shreyansh Jain
7470720249



CARROM TOURNAMENT

Ease comes not only from practice but also from concentration and goal for which you are ready so if you have the art of leaving someone behind then leave everyone behind and become famous in carrom with incredible LAMHE platform.

Rules and Regulation:

- It's individual's game not a team game.
- 4 players for 1 board.
- A carrom board and 9 black pieces, 9 white pieces, 1 red piece and striker.
- White coin holds 20 points, Black coins holds 10 points, red points contain 50 points.
- The one who gets more points among the four players will qualify for the next round.

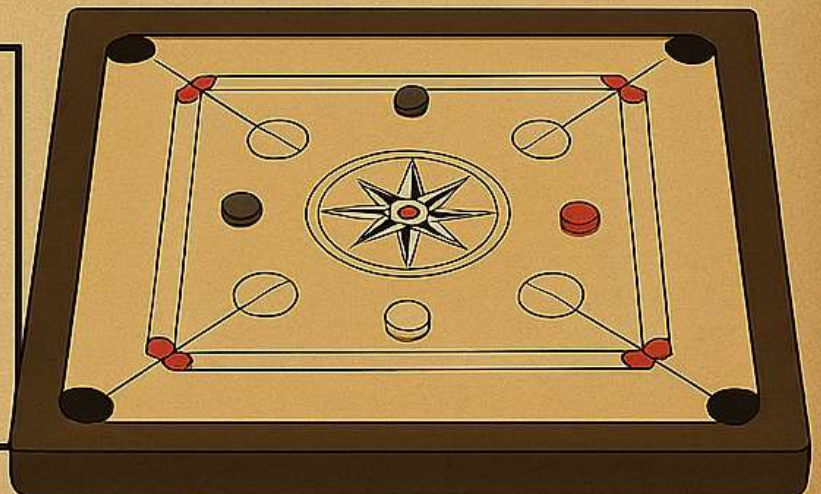
Note: Any changes in the event are up to the discretion of the organizer.

COORDINATORS

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GALA music

Description

Singing is the act of creating musical sounds with the voice. A person who sings is called a singer or vocalist (in jazz and/or popular music). Singers perform music (arias, recitatives, songs, etc.) that can be sung with or without accompaniment by musical instruments.

Rules and Regulation:

There will be solo performances and group performances.

1. Solo performances will be given 3 min each and group performances will be given 4 min each.
2. Use of karaoke is allowed. Participants can perform with a single instrument only; judgement shall be based on vocal performance.
3. Performance languages: - Hindi, Punjabi or English songs.
4. Exceeding time limits would lead to negative marking.
5. Performance can be solo as well as group.
6. Participants must bring their own instruments if required.
7. Participants in group can be minimum 2 and maximum 4 members.

Judgement Criteria:

Voice quality
Notes
Pitch and lyrics
Stage presentation

Coordinators

LATIKA- 8103873063

PRANJAL- 7878667496

RAVI - 7024480148



Cooking Without Flame

Description

Cooking without flame means preparing food without using gas stoves, induction cookers, or any kind of fire. It's a safe, quick, and creative way of making dishes using simple methods like mixing, blending, or chilling. This method is great for snacks, salads, beverages, and desserts.

Instructions for Participants

- Each team must consist of exactly 2 members.
- The time duration for each team is 1 hour.
- Participants must be present 30 minutes prior to the commencement at the venue.
- Participants should not bring any pre-cooked items.
- All dishes must be purely vegetarian.
- Participants are not allowed to use mobile phones, electronic devices, or books for reference once the competition begins.
- Each team must display a chart with a unique name of their dish set.
- No external assistance is allowed during the competition.
- All items required for cooking must be brought by the participants themselves, including water. Only the working table will be provided.
- Participants must not bring any cut, chopped, or grated raw materials. All processing must be done on the spot within the allotted time.
- Participants may bring non-electric equipment such as a mixer, chopper, juicer, grater, etc.
- Evaluation will be based on taste, nutritional value, cleanliness, presentation, and the uniqueness of the dish name.
- Participants must clean their work area after the competition.
- Participants must prepare at least 4 dishes and 1 beverage.
- Participants must arrange separate straws, spoons, and glasses for the judges.

Coordinators

- Diksha Rawat 9079894107
- Hritik Jain 704702014
- Dhruv Bhatti 7096487012



Taxila business school Presents

DODGE ARTFUL DODGERS BALL



Description:-

Dodgeball is a team sport in which players on two teams try to throw balls and hit opponents, while avoiding being hit themselves. There are 4 balls, split into 2 even groups near the ends of the center line. During the opening rush (when the game starts), you may only grab the balls to your right.

RULES & REGULATIONS:-

- You're Out if: You step on or cross any boundary line A live ball hits your body or hand Your thrown ball gets caught by an opponent
- Dead Balls: Balls touching ground, walls, or objects before hitting opponents don't count as outs
- Catching: Catch a live ball = thrower is out Drop after catching or failed catch = you're eliminated
- Resurrection Line: Eliminated players wait in order; teammate catches a ball = first player re-enters immediately
- Ball Holding: Hold balls max 10 seconds



co-ordinators:- Granav(T-29)-+91 73001 33025, Chirag(T-29)-
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HOT SHOTS FUTSAL

— #LAMHE —

RULES AND REGULATION:

Futsal is an association football-based game played on a hard court smaller than a football pitch. Each team will have 3 active players (including the goalkeeper). The Maximum squad size is 5 players.

RULES AND REGULATION:

- Matches will be of 2 halves of 7 min each for initial stages and 10 min each for finals. 2 min of break will be taken after each h
- Extra time of 3 min will be played in case of tie after full time. Penalties will follow if there is no result even after extra time.
- Rolling substitutions are allowed.
- Kick-ins will be taken instead of throw-ins when in possession.
- The players are not allowed to hit the ball above the head height. No punts, no rough tackles, otherwise a free kick will be awarded to the opposing team.
- Only interceptions, blocks and clean tackles are allowed.
- At free kicks and corners, the opposing team has to maintain a min of 5 yards away from the ball.

Note: Any changes in the event are up to to the discretion of the organizer.

Coordinators

Deepak: 9511350868 | Chirag: 6375706675 | Puneet: 8003518728
Dev: 7742710978 | Samanvay: 9119306840

TABLE TENNIS TOURNAMENT

LAMHE 2025

Rules & Regulations:

- » Alternate serves every two points
- » Toss the ball straight up when serving
- » The serve that touches on the way over is a "let"
- » Touching at the ball with your net is allowed
- » Volleys not allowed
- » You may not touch with your paddle hand is allowed
- » An "edge" ball bouncing off the horizontal tabletop surface is good.



CONCEPT:

- 3 matches of 11 per set for the Qualifying matches
- 3 matches of 21 set with semi-finals and finals.

Coordinators:

Shweeta (93681 12486)
Neelanshu (62609 04055)

TAXILA BUSINESS SCHOOL

TREASURE HUNT

2025

"Join the fun, race against time, and unlock the secrets to win the prize!"

RULES & REGULATIONS

TEAM & REGISTRATION

- Only 16 teams allowed (one team per college)
- 5 members per team
- Entry on first-come, first-served basis

ELIMINATION ROUNDS

- Round 1: 16 teams ~ Top 8 survive
- Round 2: 8 teams ~ Top 4 survive
- Final Round: 4 teams ~ Top 2 survive

GAMEPLAY RULES

- Every team receives different riddles (no repeats)
- Do not touch another team's clue → Instant disqualification
- All tasks must be completed before moving ahead
- Only fair methods allowed



A thrilling adventure across campus where teams decode clues, solve puzzles, complete tasks, and navigate mystery locations to reach the final prize.

TEAMWORK • STRATEGY
SPEED • INTELLIGENCE

COORDINATORS

Chanchal (Coordinator):
9782163729

Sahil(Co-Coordinator):
8107078884

Saloni(Co-Coordinator):
7014767766

Mansi
(Co-Coordinator):
8619318016