

# Cryptic Hunt: Event Format and Rules

## Event Format:

Cryptic Hunt is an exciting and challenging treasure hunt where teams must decode cryptic clues, race through various locations on the college campus, and retrieve flags to advance to the next round. The difficulty increases as the hunt progresses, making it both engaging and competitive for all participants.

## Team Composition:

- Each team must have a minimum of **2 members** and a maximum of **4 members**.

## Clue & Flag Retrieval:

- Each round will contain **one cryptic clue per team** (every team will receive a unique clue).
- Teams must **decode the clue, find the flag**, and then **return to the starting point** to qualify for the next round.
- Clues can be riddle-based, logic-based, or code-based.

## Event Rounds:

The event will be conducted in **four rounds**, with an elimination process in each round:

1. **Round 1:** The first **50 teams** to successfully retrieve a flag will qualify for the next round.  
In this round, each team must send **only 2 members** to decode the clue.
2. **Round 2:** The top **20 teams** from this round will advance to the third round.
3. **Round 3:** The best **5 teams** will secure a place in the final round.
4. **Final Round:** The top **5 teams** will compete against each other to find the ultimate treasure.

## Time Constraints:

- Rounds may last up to **40 minutes**.
- The entire event is expected to last **up to three hours**.

## Rules & Restrictions:

- **No mobile phones** are allowed during the event.
- Teams **must not** communicate with members of other teams. Seeking help from non-participants or outsiders is **strictly prohibited**.
- Any form of unfair means or external assistance will lead to **immediate disqualification**.

- Teams must adhere to campus guidelines and event coordinators' instructions at all times.
- Any disputes regarding results will be resolved at the discretion of the event coordinators.
- All teams must report **30 minutes before the event** starts for briefing.
- Teams should not cause damage to campus property or disrupt ongoing classes/activities.
- All clues and flags will be placed within designated areas on the campus. Teams must not go outside the permitted zones.
- Teams must **not** follow or spy on other teams to gain an advantage. Any team caught doing so will be disqualified.
- Teams should **not move, hide, or destroy** any clues or flags. If a team is caught tampering with clues/flags, they will face immediate disqualification.
- After finding the flag, teams must **return to the starting point** within the given time limit to qualify for the next round.
- Teams must not interfere with other teams by blocking or taking their flags. Any form of **pushing, pulling, or physical interference** will lead to disqualification.
- If a clue leads to a location that has faculty members, teams **must take permission** before entering.