

# Tech Scavenger Hunt

## 1. Introduction

For the puzzle aficionados, we bring to **Scavenger hunt** competition where you can challenge your puzzle-solving skills and strategy.

## 2. Contest Details:

- Open to all
- Mode: Online
- Duration: 48 hours
- Platform: **Discord.**

## 3. Prizes Worth:

- Total prize pool: **35,000 INR**
  - 1st Prize: **20,000 INR**
  - 2nd Prize: **10,000 INR**
  - 3rd Prize: **5,000 INR**



PROMETEO

# Tech Scavenger Hunt

## 4. Event Structure

- Team size: 1-4 Members.
- The objective of this competition is to solve as many problems with the clues provided and as quickly as possible.
- Any external source of information can be used throughout the duration of the competition.
- There can be multiple answers to a single problem, the competition is branched in nature, you can enter a loop or face a dead end, from which you may have to backtrack to a point that you believe is not a part of a loop/dead branch.
- You can utilize various alternate means to solve riddles which include but are not limited to clue exchange, information gathering on other participants. Details of which are mentioned in the rules.

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## Rules:

1. Participants have to register for the competition on the Prometeo website. A category will be visible for the participants to register. Make sure to add all team members on the registration portal in the website.
2. A platform where questions will be distributed and progress will be tracked will be shared in the opening session of the event.
3. It is compulsory for the participants to join the opening session of the event where an overview of the competition will be given along with a short demo and short QnA.
4. The participants will start from a point and may solve puzzles to arrive at the next point. A participant may end up arriving at the same point twice. There might be multiple paths leading from the starting point to other points.
5. To decide the winner of the competition, the following criteria will be used -
  - The team which has reached all the points in the competition first.
  - If no team is able to reach all the points, the team which reaches the most number of unique points will be placed above.
  - In case of a tie between teams, the team which has taken the least average time to solve the problems will be declared the winner.
6. Clue exchange - Participants can use this mechanic to gain an edge over others and strategize accordingly. During any part of the competition, 2 participants/teams are allowed to share a clue with each other.

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*All decisions taken by the organizing team will be deemed as final, and no more changes will be encouraged, thus holding the full authority to change any of the above rules as per circumstances.*



# PROMETEO

**Prometeo '22**

Indian Institute of Technology, Jodhpur