Labyrinth

inspired by SQUID GAME

A good old game of tradition? Or a game that's as jittery as the popular series itself? Green Light. Red Light. That's all that matters.
Fairly simple. Or is it? Join us in our own take of the well renowned adaptation.

Team Size: 2	**Rounds: 3**
Date/Time: 19th April, 9:45 am	**Venue: Playground**
Teams per college: Unlimited	**Registration: Online/On-spot**

Rules:

❖ Elimination ~Players who fail to complete a game or do not follow the rules are eliminated. Eliminated players are removed from the game and are not allowed to return.

❖ The organizing team maintains the right to modify certain rules.

❖ After the event, any disagreements won't be taken into consideration.

Round 1:

❖ Objective: The objective of the game is to reach the finish line without getting caught by the "doll" (the robotic voice that says, "Red Light" and "Green Light").

❖ Starting Line: All players must start behind the starting line.

❖ Movement: Players can only move forward when the "doll" says "Green Light." When the "doll" says "Red Light," players must stop moving immediately.

❖ Elimination: If a player is caught moving after the "doll" says "Red Light," they are eliminated from the game. Our team will be detecting any movement, even the slightest.

❖ Finish Line: The finish line is located at the other end of the playing area.

- Rounds: The game is played in rounds, and players who reach the finish line without getting caught by the dolls move on to the next round.
- Time Limit: There is a time limit for each round, and players who do not reach the finish line before the time limit is up eliminated.

Round 2:

- Objective: The objective of the game is to carefully cut out a specific shape from a honeycomb without breaking it or disturbing the bees.
- Honeycomb: The honeycomb is enchanted to be sturdy and difficult to cut.
- Tools: Players are provided with magical cutting tools that can cut through the honeycomb. The tools are designed to make precise cuts and require a steady hand to use.
- Shapes: The honeycomb contains various shapes that players must cut out.
- Time Limit: Players have a limited amount of time to cut out the shape from the honeycomb, and if they fail to do so before the time is up, they are eliminated.
- Elimination: If a player breaks the honeycomb, they are eliminated from the game.
- The player who successfully cut out their assigned shape without breaking the honeycomb is up for next round.

Round 3:

- A surprise on the spot task is to be accomplished.

Event Coordinators

Nikhil Kalyani   Khushi Mastiholi   Harshita Jamadade

9731511250   9535921075