

M-Fiesta'26

The Management Marvel of RKU City Campus

12th September, 2026

Event Rules – Puzzle-O-Mania

Event Name: Puzzle-O-Mania

Event One-liner: Decode or Die

Event Date: 12th September, 2026

Event Venue: RKU City Campus, Rajkot

Event Coordinator: Dr. Rashmi Gotecha (9624025908)

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PRIZES:

Winner: Cash Prize + Trophy + winning Certificates + Gift hampers

1st Runner up: Cash Prize + Trophy + winning Certificates + Gift hampers

2nd Runner up: Cash Prize + Trophy + winning Certificates + Gift hampers

Event Brief

Team Formation:

Each team should consist of 3 members from the same school/college/University.

General Rules & Regulations for the Puzzle-O-Mania Competition 2023:

- ✓ All the teams will be allowed to play till the 2nd round irrespective of their wins or losses.
- ✓ Total points of all the four rounds are 130. Round -1 consists of 30 pts, Round - 2 consists of 40 pts, Round -3 consist of 30 pts and Round -4 consist of 30 pts.
- ✓ Top 30 teams based on the score/points will be selected to perform in the 3rd round.
- ✓ Top 10 teams based on the score/points will be selected to perform in the 4th round.
- ✓ Winner will be decided on the basis of total points obtained by the team.
- ✓ Volunteers will be there to guide each team before the beginning of each of the three rounds.
- ✓ The Decision of event coordinators will be final

ROUND-1(Game of Puzzle):

Rules & Regulation for the Round -1

- ✓ Round -1 consists of three games.
- ✓ Players will play individually each game at the same time.
- ✓ The team can decide the player from their respective team of 3 members to play any particular game out of the 3 games.
- ✓ Time limit for each game is 10 minutes.
- ✓ At the end of round -1 each player will score 10 pts if they complete their task properly within the given time period, else they will be scored according to the rubrics.

Briefing of games (Round -1)

1. **Sudoku-** In its simplest and most common configuration, sudoku consists of a 9×9 grid with numbers appearing in some of the squares. The object of the puzzle is to fill the remaining squares, using all the numbers 1–9 exactly once in each row, column, and the nine 3×3 subgrids.
2. **Spot the difference:** It is a type of puzzle where players must find a set number of differences between two otherwise similar images, whether they are illustrations or photographs that have been altered with photo manipulation
3. **Jigsaw puzzle:** It is a tiling puzzle that requires the assembly of often regularly shaped interlocking and mosaiced pieces, each of which typically has a portion of a picture. When assembled, the puzzle pieces produce a complete picture.

ROUND-2 (The world of Enigma):

Rules & Regulation for the Round - 2

- ✓ Round -2 consists of two games.
- ✓ First two participants who have completed the first round will need to participate in Riddle and the last one will be participating in Hopscotch.
- ✓ Both the games can be played parallelly at the same time.
- ✓ Solving riddles would be a time bound 15 minutes challenge.
- ✓ Each riddle carries two marks.
- ✓ At the end of round -2 the participant will score 10 pts if he/she clears the hopscotch at the first attempt. If the player cannot complete his/her task in the first attempt, 2 marks will be deducted in every additional trial. (Maximum 3 trials will be allowed).
- ✓ If the task is not attempted/answered properly within the given time period, marks will be assigned accordingly as per the rubrics.
- ✓ Each riddle must be answered within the given time. If the answer is correct, you will receive marks as per the rubrics. There will be no negative marking for incorrect answers.

Briefing of games (Round -2)

1. **Hopscotch:** This is a mat board game. The Hands and Feet Positions are provided and everyone can easily Jump on the squares.
2. **Riddle-contests:** This game is all about smart thinking and quick problem solving. Participants will face different types of riddles – guessing, mathematical, logical, and reasoning puzzles.

ROUND-3 (Hurdle Hustle):

Rules & Regulation for Round – 3

- ✓ Top 30 finalists can play this round. (finalist will be decided based on the total points secured in round 1 & 2)
- ✓ The challenges in this round are mysterious. Thus, the briefing of the tasks would be provided by the coordinators before the round starts.
- ✓ The team can decide which player will perform which task, but it is compulsory that all team members participate in at least one task. The team's performance will be judged on how quickly and correctly they complete all four challenges.
- ✓ At the end of round – 3: Top 10 teams to score highest after completion of the 4th round will move to the next mega round of **Aag ka dariya**.

Briefing of game (Round -3) Hurdle Hustle

In this exciting challenge, students will face four connected tasks that must be completed one after the other. The game is timer-based, which means the faster you finish, the better your score. If you make a mistake, you will have to repeat that task until you do it correctly, following the given rules.

The game involves a team of three participants, and each one will complete a different task in sequence:

1. **Threading Needles:** The first player must **thread 5 needles** successfully before the team can move to the next challenge.
2. **Balloon Burst Challenge:** The second player must **burst 5 balloons** to complete the round and move ahead.
3. **Coconut Collection Challenge:** Two team members will participate together. They must **tie one leg together and balance a ball between them while holding it without using their hands. They must move from the starting point to the collection point** and carefully place the ball inside the basket.
❖ If the ball falls at any point, the team must return to the starting point and repeat the task until it is successfully completed.

4. **Three-Legged Reverse Race:** Three members of the team must participate in the final challenge. They will compete in a three-legged race, moving from the end point back to the starting point. The team that completes all four challenges successfully in the **shortest time wins!**

ROUND-4 (Aag ka Dariya):

Rules & Regulation for Round – 4

- ✓ The top 10 finalists, determined by the shortest completion time in Round 3, will advance to play this round.
- ✓ Players must remain in the assigned lanes throughout the race.
- ✓ Until the first player crosses his/her hurdles/obstacles and reaches the next player, the second player cannot start his/her game.
- ✓ At the end of round –4: The one who crosses the finishing line first will be the ruler of aag ka dariya and that team will be the winner of the mega event Puzzle-O-Mania.

Briefing of game (Round -4)

Aag Ka Dariya

This thrilling mega event is designed as a relay race where each team must cross a “river of challenges.” A special track will be prepared with three unique tasks placed at fixed distances apart. Team members take turns performing their part, and the team that finishes all tasks in the shortest time will be declared the winner.

The three challenges are:

1. **Ignition Round – Blow the Glass with a Balloon:** The first participant must use the force of a blown-up balloon to knock over or move the glass. The challenge begins by successfully completing this task.
2. **Frog Across the Pond:** Two participants, **tied together**, must move objects from one point to another without letting their legs touch the ground. They must coordinate carefully and complete the challenge as a team.

3. **Reverse Sack Race – Build & Shoot:** The participant must complete a reverse sack race by moving backward from the starting point to the designated challenge area. After reaching the point, the participant must build a pyramid using glasses and then **shoot it down by hitting it with a ball**. The player will get **three attempts** to knock down the pyramid successfully.
4. **Final Finish:** The team must complete all three challenges successfully in **the shortest possible time to win the game**.

Rule: The event is timer-based. Every team member must take part in at least one challenge, and the sequence of who performs which task must be decided by the team before the race begins.

The winning team will be the one that completes all three challenges correctly in the shortest time.

Tips for participants:

- ✓ Mystery is wrapped inside, so act smartly.
- ✓ Follow the Etiquettes throughout the event.
- ✓ Respect your opponents and volunteers.
- ✓ Enjoy the wins and learn from the losses.
- ✓ Wear comfortable attire suitable for playing in the event. Make sure your outfit does not reveal any body parts.