



Learn Beyond

(Autonomous, Affiliated to Anna University)

**KPR Institute of
Engineering and
Technology**



IEEE
Robotics &
Automation
Society
KPRIET SBC



Connecting the Mobile World
KPRIET SBC

MI QUINIX

Mechatronics Student Association

 **chakravyuha** 

TREASURE HUNT



Basic Guidelines

- Each team can consist of a maximum of 4 members.
- Team members should stay together throughout the hunt.
- The treasure hunt will be based on mechatronics-themed clues hidden at different locations.
- Each clue will lead to the next location, and teams must solve the riddle/puzzle correctly to proceed.
- Clues must not be damaged, misplaced, or taken by multiple teams.

Rules and Regulations

- The hunt will start at the designated starting point after instructions are given.
- Teams will receive the first clue at the start.
- The winner will be decided based on who finds the final treasure first; time taken will be considered in case of a tie.
- Clues are hidden in specific labs/classrooms/equipment areas as per the theme.
- Teams must search carefully without disturbing or damaging any equipment.
- If a team is found tampering with instruments or causing disturbance, they will be disqualified.
- No use of mobile phones, internet, or outside help is allowed.
- Teams cannot exchange clues or copy answers from other teams.
- Only the team leader can collect and present the clue to the coordinator when required.

Evaluation Criteria

- First team to find the final treasure by solving all clues correctly will be declared the winner.
- In case of a close finish, time taken and accuracy of answers will determine the winner.

Event Protocol

- Participants must maintain discipline and decorum inside labs and classrooms.
- Running, pushing, or creating disturbance is strictly prohibited.

Evaluation and Jury Decision

- Faculty coordinators' decision will be final and binding.
- Any team found guilty of unfair practices or violating rules will face immediate disqualification.