



Shri SiddheshwarDevasthan,Solapur.

Shree Siddheshwar Women's College of Engineering,Solapur.

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KALPAK-2K26

TECHNICAL TREASURE HUNT

- All Branches

KALPAK - RULEBOOK

|Entry Fee: 400 per Group (100₹ per individual)|

|Team Size: 4 Members compulsory |

|Number of Rounds: 5 |

*|Team Name is **COMPULSORY** |*

|Name should be creative and unique|

|Only First 40 Registrations will be selected for the Treasure Hunt Event |

|It is requested to fill the Google forms immediately |

GAME ROUNDS:

Round 1: THE CLUE CHRONICLES

- **What it is:** A location-scouting rush where teams decode their first physical clue to kick off the treasure hunt.
- **How to Play:**
 - Each team receives a chit containing a riddle pointing to a specific college location.
 - Solve the riddle and identify the location.
 - Reach the correct location and find the QR code placed there.
 - Scan the QR code and submit the required Google Form.
 - The submission must include the Group Leader's Name, Group Name, a team selfie showing all 4 members, the solved chit, and the

location/spot.

- **Elimination & Selection:**

- Out of the participating groups, only the first 25 groups to successfully complete and submit the required form will qualify for Round 2.
- Selection will be first-come, first-served, based on the form submission timestamp.

Round 2: IMAGE DECODING - CRACK THE TECH

- **What it is:** A high-speed visual-decoding and coding challenge designed to test technical vocabulary, logical thinking, and programming speed.

- **How to Play:**

- Teams must decode 10 visual/Rebus puzzles within 10 minutes to form technical keywords.
- Teams meeting the required criteria will proceed to a designated location and collect a coding problem statement.
- The coding problem may be solved using C, C++, Java, Python, etc.

- **Elimination & Selection:**

- The top 20 groups from the image-decoding challenge proceed to the coding sprint.
- From the coding sprint, the top 15 groups qualify for Round 3.
- Selection is based on:
 - i. Time taken for final code submission
 - ii. Accuracy
 - iii. Correctness of code and time taken

Round 3: HOTSPOT HUNT

- **What it is:** A Hotspot tracking hunt combined with logical reasoning, physical activity, and teamwork.

- **How to Play:**

- Teams track hidden volunteers across the campus by monitoring Hotspot signal strength using their permitted phone/hotspot

connection.

- Once the volunteer is located, solve the logical reasoning question given by the volunteer.
- Proceed to the instructed location.
- Build a paper-cup tower using only one hand and completely deconstruct it.
- Report back after completing the task.

- **Elimination & Selection:**

- The first 10 teams to successfully complete the required challenge and report back qualify for Round 4.
- **Criteria:** Accuracy of the logical reasoning answer, successful completion of the cup challenge, and overall completion speed.

Round 4: IMPOSTER - THE TRUST TRAP

- **What it is:** A multi-checkpoint navigation challenge involving deceptive directions, reverse-code debugging, and strategic decision-making.

- **How to Play:**

- Teams race through multiple checkpoint chits to reach the final problem.
- Four volunteers will provide directions: 2 allies giving correct directions and 2 imposters giving misleading directions.
- Teams must identify the correct route and reach the final challenge.
- At the final checkpoint, teams must reverse-engineer the given code snippet and produce the correct output.

- **Elimination & Selection:**

- The top 5 groups that successfully submit the correct reverse-engineered code qualify for the Grand Finale.
- **Criteria:** Correctness of the reverse-engineered code, correct output, and speed of completion.

Round 5: BLINDFOLD - THE FINAL QUEST

- **What it is:** The Grand Finale combining blind navigation, coded communication, scanner assembly, and a final treasure hunt.
- **How to Play:**
 - One team member is blindfolded and guided by teammates using coded voice commands to locate the first chit.
 - Once the chit is found, the blindfold is removed.
 - Collect all 6 chits with 6 scanner pieces.
 - Identify the 4 genuine pieces and discard the 2 decoy pieces.
 - Assemble the correct scanner/QR code and scan it.
 - Follow the clues to find hidden treasure across campus.
 - Recover the treasure and deliver it to the Main Coordinator.
- **Elimination & Selection:**
 - **1st Place:** The first team to successfully recover the required treasure and deliver it to the Main Coordinator.
 - **Criteria:** Accuracy of QR/scanner reconstruction, correct identification of genuine pieces, successful completion of the final clues, and final arrival/completion speed.

RULES & REGULATIONS

1. General Rules

- Each group must consist of exactly 4 members.
- Each group requires at least one technical coder.
- All members must join the official WhatsApp group for important updates.
- Participants must maintain safety and security throughout the event.
- Participants must not damage any college property.
- No arguments, misbehavior, or disrespect towards organizers, coordinators, volunteers, or other participating teams will be tolerated.

- **Participants must not enter any restricted areas of the college.**

Restricted areas:

- **Classrooms**
- **Laboratories**
- **HoD Cabins**
- **Food Area**
- **Main Parking**
- **Hostel**
- All round-specific instructions and rules will be announced by the coordinators before the respective round begins.
- Team Name is **COMPULSORY**.
- Name should be creative and unique.
- Only First 40 Registrations will be selected for the Treasure Hunt Event.
- It is requested to register immediately.

2. Mobile Phone Rules:

- At the beginning of the event, participants must submit their phones to the coordinators as instructed.
- Phones will be permitted/returned only when required for an authorized round or activity.
- During coding activities, only one phone per group may be used.
- Participants may use their own mobile data when permitted.
- No Wi-Fi hotspot will be provided by the organizers.
- Unauthorized use of additional phones during a round will be considered a rule violation.

3. Laptop & Coding Rules

- Each group must bring a laptop for the coding round.
- One laptop per group is compulsory.
- Laptops must not be borrowed or shared between different groups.
- Teams may use the permitted programming language specified for the particular challenge.

- Internet usage during coding is allowed only through the one permitted phone.
- Sharing coding solutions or answers between groups is strictly prohibited.

4. Disqualification Criteria

- Any form of cheating.
- Sharing answers or solutions with another group.
- Using unauthorized phones, devices, or resources.
- Borrowing/sharing laptops between groups.
- Damaging college property.
- Entering restricted areas.
- Breaking event rules or deliberately ignoring coordinator instructions.
- Disrespecting, threatening, or misbehaving with volunteers, organizers, or other participants.
- Engaging in any unfair practice intended to gain an advantage.
- Failure to cooperate with volunteers or coordinators.

SELECTION & ELIMINATION STRUCTURE

Round	Name	Qualifying Teams
Round 1	The Clue Chronicles	25 groups
Round 2	Image Decoding - Crack the Tech	15 groups
Round 3	Hotspot Hunt	10 groups
Round 4	Imposter - The Trust Trap	5 groups
Round 5	Blindfold - The Final Quest	Winner 🎉

Selection will generally be based on:

- Accuracy
- Correctness
- Completion time
- Successful completion of the assigned task
- Round-specific qualifying criteria

WINNER DECLARATION

- Only one group will be declared the Final Winner.
- The decision taken by the Judges/Organizers/Coordinators will be final and binding.
- The organizers reserve the right to disqualify a team that violates the rules or engages in unfair practices.

IMPORTANT PARTICIPANT INFORMATION

Detail	Requirement
Team Size	4 Members compulsory
Entry Fee	400 per Group (100₹ per participant)
Laptop	1 laptop per group compulsory
Coder	At least 1 coder is required
Rounds	5
Venue	As announced by the organizers

Final Note :

Participants are expected to maintain fair play, discipline, teamwork, and sportsmanship throughout the event. All participants must follow the instructions of the coordinators and volunteers at every stage of the competition.

The organizers' decision regarding eligibility, selection, disqualification, and final results shall be final.

Name & Sign
Student Coordinator

Name & Sign
Faculty Coordinator