



TECHNOVANZA

Taking technology to society



~SHERLOCKED~

THE ADVENTURE OF THE ZODIAC

INTRODUCTION:-

Present Day, London:

A serial killer is on the loose. The people of the classified group who work under the name “ZoDiaC” are the obvious targets. The safety of the remaining people is now upon Mr. Sherlock Holmes and Dr. John Watson. Solve the murder mystery and save people by catching the dangerous and cold-blooded murderer.

GAMEPLAY

- This event must have two players- “Sherlock Holmes and Dr. Watson.”
- There will be THREE Rounds.
- To win the event, the players have to successfully complete all the tasks in time.
- Required skills are Good logic, and knowledge about encryption and decryption, Puzzle solving.





DESCRIPTION

1) ROUND 1- “The Only Way In”:

The participants would be given a set of evidences found on the victims’ bodies, based on which they have to guess the password of the victim’s desktop/ laptop. If the participants are unable to guess the password, they can ask the organizers for a hint. The hints would be puzzles at the end of which, a new information would be acquired about the password.

- **Time** : 20 minutes.
- **Initial Points** : 100 points
- **One Hint** : Minus 20 points
- **25%** of the candidates will be selected based on the ascending order of their points and time taken to crack the password.
- In case of a **Tie**, the concerned participants would be required to answer rapid fire questions.
- Points **will not** be carried forward.





2) ROUND 2- “There Is Nothing More Deceptive Than An Obvious Fact”:

Sherlock and Watson will now be able to access the files in the victim’s desktop/ laptop. The files would be password protected. All the files contain the encrypted information about the next targets of the serial killer. The participants will have to create a simple code in any language (C, C++, Java, etc.) in order to decrypt the information in the files. If they find the next target before the killer reaches the target, they can proceed to the next round.

- **Time** : 50 minutes.
- In case of a **Tie**, the concerned participants would be required to solve logical puzzles.





3) ROUND 3- “To A Great Mind, Nothing Is Little”:

Sherlock and Watson will be required to have great analysing skills in this round. Both of them have to solve clues which would be scattered across the premises of the college, in order to hunt down the killer. The one who reaches the killer first, would be declared the **WINNER**.

- **Time** : 40 minutes.
- In case of a **Tie**, the concerned participants would be required to answer a quiz.

No cheating would be tolerated, obviously because Sherlock and Watson wouldn't like it.

MAY THE BEST DETECTIVES WIN!

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