

NIRMALA COLLEGE OF HEALTH SCIENCE, CHALAKUDY

Flag Name: Zumab

Competition name: PHARMA-MYSTERY

GENERAL GUIDELINES

- Open to all Pharmacy college students and no restrictions from number of teams from each college
- Team should consist of 3 members
- Treasure hunt game will be last for 3 to 4 hour
- The judge's decision will be final
- Rules may be changed or modified at any time
- Teams must not damage any property during the hunt.

Total no. of rounds: 04

ROUND 1: TREASURE TRIVIA TREK

- Answer the pharmacy related questions
- Teams with the most correct answer advance to next level
- Number of questions: 15
- Each question carries 3 points
- Team will use a buzzer to signal their answer
- The first team to buzz in get to answer the questions
- The team have 10 second to answer the questions after buzzing in.
- If a team member answers a question without buzzing in, their team will receive a penalty of -1 mark

ROUND 2: MATCHY- MATCHY

- The game starts with a deck of cards, each with a unique image or symbol
- Players take turns flipping two cards at a time to reveal the image
- If the card match, they get 5 points

- When a player touches a card, only the specific card flips over to reveal its image
- Duration 1 hour

ROUND 3: SECRET STASH

- Collect and identify as many items on the list as possible
- Duration 30 minutes
- The team with most items collected advance to round 4

ROUND 4: MYSTERY OF THE MAP

- A series of pharmacy related clues each leading to the next
- Solve each clue and find the final treasure
- The first team to solve the final clue wins the treasure hunt