ANONYMOUS 0478

General Guidelines:

- Teams will progress to the final round based off of the scores of Round 1 and 2.
- Winners are to be decided on a cumulative basis.
- Team members cannot be switched between rounds.
- All rules mentioned above are preliminary and may be subject to change at the day of the event.
- The decision of the category heads is final.

Round 1: Buzzer Round

Delegate Cap: 2
Duration: 3 Hours

Welcome to the *Sci-Fi Cipher Showdown*, where your STEM knowledge and puzzle-solving skills collide with the world of iconic movies. In this fast-paced buzzer game, teams will face encrypted questions inspired by popular STEM-themed films. Your challenge is to crack the code, buzz in, and provide the correct answer before anyone else.

The questions will vary in difficulty, with some being **easy**, testing your general knowledge of famous STEM moments in cinema, others **medium**, requiring a deeper understanding of specific scientific concepts, and a few **hard**, designed to push the limits of your expertise. Whether you're deciphering the laws of physics in *Interstellar*, cracking algorithms from *The Imitation Game*, or exploring the technology of *Iron Man*, every question will bring its own unique challenge.

The first three teams to buzz in with the correct answer will earn bonus points, so speed is key. But don't worry if you're not the quickest—teams that provide the correct answer within the given time frame will still earn points, ensuring that every team has a fair chance to compete and score.

With a dynamic mix of easy, medium, and hard questions, the *Sci-Fi Cipher Showdown* promises a fun and competitive atmosphere where knowledge of both STEM and cinema will determine the champions.

The grading criteria is attached below.

Difficulty	Points
Easy	5
Medium	10
Difficult	15

Order of Buzzing	Advantage
First Buzz	5
Second Buzz	3
Third Buzz	2

Round 2: Quest for the Code: Online Edition
Delegate Cap: 3
Duration: 2 Hours

In this round, delegates will follow a series of cryptic clues, puzzles, and challenges scattered across the digital world. From exploring mysterious websites to solving riddles, finding hidden objects in videos, or decoding secret messages in emails, every turn will test problem-solving skills. Each team will need to think outside the box while searching through web pages, social media posts, and digital platforms to uncover the next clue, while also answering tech related questions and move one step closer to the victory.

Each clue will lead to the next, with some requiring teamwork, while others will challenge individual wit and creativity. As the round progresses, the difficulty will ramp up, with more complex puzzles and time-sensitive tasks to navigate. Whether cracking codes, deciphering images, or hunting down hidden treasures in virtual spaces, staying sharp and working fast will be key to staying ahead of the competition.

Teams will be graded on how fast they complete this quest, along with the number of questions answered correctly.

Round 3:
Delegate Cap: 3
Duration: 3 Hours 30 Minutes

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Delegates may be required to know the following ciphers:

- Caesar Cipher
- PigPen Cipher
- Tic Tac Toe Cipher
- Rot-13/ Rot-18
- ADFGVX/ ADFGX
- Atbash
- Vigenere
- Beaufort
- Gronsfeld Cipher
- Playfair
- Hill Cipher
- Polybius Square Cipher
- Affine Cipher
- Morse Code
- Braille
- Rail fence
- Binary
- Hexadecimal
- ASCII Code