

6th NATIONAL SCIENCE BEE



ESCAPE ROOM

MODULE GUIDELINES

INTRODUCTION

Can you think on your feet? Can you outsmart the game? Test your mantle in Science Bee's most interesting module to date, Escape room.

The Escape room promises to be the most beguiling 20 minutes of your Science Bee experience. Where you'll be put to the test in the oddest of conditions surrounded by misleading clues in a zero visibility environment. If you think that's taking it too far, you can't imagine what we have planned next!

Each team will be marked on the number of clues they're able to figure out and how quickly they can manage to make it out of Tartarus, I mean 'room'.

See you there!

Each team will get to:

- ☒ Figure a way out of the locked room in 20 minutes
- ☒ Look around for clues
- ☒ Make use of everything provided inside the room

Rules:

- ☒ Teams can consist of 3-5 members.
- ☒ The task will be revealed on the day of the event and there will be no prerequisites.
- ☒ No electronics or outside help of any kind is allowed.
- ☒ The decision of usher's on matters during the event are final and to be respected.
- ☒ Damaging anything belonging to the building would lead to strict action.
- ☒ Each team will be subject to the same amount of time inside the room.
- ☒ Each team will be judged on the number of clues they collect as well as the time it takes them to escape.