

## Kaleidoscope

(Miscellaneous category)

### Description

As with any good category at this year's edition of Muse, we plan on a-muse-ing you till the end (Pun Intended). Kaleidoscope, by it's name, should bring out your inner Curious George, and ours too. It is fully intended on bamboozling you and seeing how quick and how articulately you develop your thoughts during each round in this majorly self developed and general Literature, Drama, Digital and Graphical Art and 'Amateur' Sculpture Art Category.

### Round 1

**Time-** 2 hours (The timing for the round of 2 teams will be approximately 15 to 20 minutes)

**Delegate Cap-** Minimum 2, Maximum 5

**Elimination-** No Elimination, all teams will progress to the next round.

### Round Details

Two teams will face head on against each other for trivia questions (these will include general knowledge questions) based on categories of their choosing, ranging from art, music, literature, theater, and media and the listed point range of the question will be drawn from a bowl. The team that taps the table or presses the buzzer first will get priority to answer the question. If their answer is correct, they gain suitable points, but if it is incorrect or they are unable to answer it within 10 seconds of performing the action, then they forfeit and the opposing team is given a chance to answer. If neither team is able to answer, both teams will perform dares that will be drawn from bowls with time limits, if they perform the dare within the time frame then they keep their current points and move on (these will be appropriate and harmless dares that will be chosen by the category heads), if they don't attempt the dares a suitable number of points are deducted from their scoreboard. If one team is able to successfully answer the question that the opposing team couldn't then the opposing team must perform a drawn dare within the timeframe in the same manner, if they succeed in performing the dare in time, they keep their points without deduction. Once the dare is completed or the time of the dare ends, the round will proceed as normal, and the above listed cycle will keep repeating till the questions have run out.

### Judging Criteria :

Teams must strive to achieve and collect as many points as possible. All teams will progress to the next round.

***Important Note:*** The rules could be subject to change based on the circumstances during, before and after the round. Delegates will be informed if drastic changes are made to the Guidelines of this round.

## Round 2

Time- 2 hours

Delegate Cap- Minimum 3 ,Maximum 5

Preferred Timing- 1 pm to 3 pm

Elimination- 50%

### Round Details

Delegates will be provided with a classic movie that will be ensured to have a cliffhanger conclusion. Delegates must enact a plot (similar to a play or drama) to continue the movie from the point of conclusion as they feel fit with a plot of their choice. The plot must be sensible and relatable to some portion of the movie or the theme of the movie. Delegates will be provided with a clip of that movies conclusion and its name, they are free to watch the movie during the category if they so wish to do.

### Judging Criteria:

The team that is able to produce the most sensible story with a stable plot that is most relevant to the movie itself along with convincing acting will be awarded the most points.

***Important Note:*** The rules could be subject to change based on the circumstances during, before and after the round. Delegates will be informed if drastic changes are made to the Guidelines of this round.



### Round 3: *THIS WILL BE A MYSTERY ROUND FOR DELEGATES*

Time- 1 Hour and 30 minutes

Delegate Cap- Minimum 3 , Maximum : No limit

Preferred Timing- 12 pm to 1:30 pm

