Everyone has seen the Avengers in Action. Everyone loves it when the Avengers Win. But do you know HOW the Avengers really win? All you see is the badass fighting, but Below the Surface, there is a support task force that works 24x7 to provide them with logistics and tactical information in real-time and on the go. Now we might not have any powers, but this is our chance to be a part of the Avengers. This is your chance to be a part of the task force and help the avengers.

RULES

- Participants must have knowledge of DBMS i.e. MySQL.
- Participants are not allowed to bring any media devices such as pen drives, CDs, etc.
- Marking scheme and rounds are subject to change on-site depending on the participation strength.
- Only Fair means will be considered while gameplay.
- Using unfair means will instantly result in disqualification from the event with zero-tolerance.
- The decision of the organizers is final and binding.

ROUND 1
(The Test)

This entrance test is for getting recruited into the technical support force for the Avengers. If you want to be in the Force, then prove that you are amongst the best by qualifying the MCQ round.

- There will be 3 sections, easy, medium and difficult with sectional marks.
- There will be Negative Marking for a few questions.

ROUND 2
(Finding the Stone)
Congratulations! You have been successfully recruited into the Avenger’s Support Task Force. The entire task force is happily en route to the Avengers HQ when suddenly the engines give away and the plane crash lands in the forest and the avengers are fighting their foes. Unfortunately, certain objects of power being carried in the aircraft have fallen into the forest below. It is up to you to cover for the Avengers, and retrieve the objects.

Prove your skills in a team and find the Time stone before our enemies find it.

- Each team will be assigned an object which will represent that particular team and the first clue will be given.
- A trail of clues will lead all the teams to the Time stone.
- Picking other opponents' clue or misplacing them will result in disqualification.
- There will be a time-constraint for every team.
- The use of mobile is prohibited.
- Only two teams will qualify to the next part of Round 2.

TIME TO FILL YOUR TIME JAR:

Didn't get the Time stone but still got qualified for this round? No problem! This is the chance to redeem yourself.

- This round will give a chance to individual players to get closer to being a member of Avenger’s Support Task Force.
- Here, the players will be given some erroneous codes and they need to solve them.
- The one who solves the most erroneous codes will be given time points that will fill their Time Jar.

ROUND 3
(Do Or Die)

The Avengers are fighting Thanos and have lost contact with their support force due to their systems being corrupted in an electromagnetic impulse unleashed by Thanos’ foes. The Avengers are
outgunned and outnumbered. They badly need the logistic support provided by the task force to win. Now it is up to the force to repair everything and quickly make contact with the Avengers and help them win before it is too late. We are in the endgame now.

Wong: We swore an oath to protect the Time Stone with our lives.

Doctor Strange: Now we need to protect our stone or Thanos will grab them and be the most powerful person in the whole universe. Don’t let anyone take the Time stone from you my winning team or else you will regret losing it.

- In the Final Round, Contestants will be given a few problems to solve like error detection or complete implementation.
- The problems will be encoded within some chits. Every contestant will choose a problem and challenge another contestant to solve the problem. This way every contestant will choose a problem and get the chance to solve at least one problem.
- If the challenged contestant solves a given problem successfully, he/she will get +10 minutes in their Time Jar.
- If he/she fails to do so then the challenger has to solve it. If the challenger succeeds, he/she gets +10 minutes and their corresponding opponent gets -10 minutes.
- If both challenger and challenged contestants fail to solve the problem, 5 minutes will be deducted from their respective Time Jars.

WANT TO BE A PART OF AVENGERS? THEN LEARN TO CONTROL TIME. ONCE TIME IS IN YOUR HAND NO ONE CAN DEFEAT YOU...

For clarification of queries or more information, Contact us:
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