



**GOVERNMENT ENGINEERING COLLEGE VAISHALI**

(dept. of science and technology & technical education)

PHULPURA, CHAKSIKANDAR, VAISHALI, BIHAR 844115



**EXTRAVAGANZA'24**

ANNUAL CULTURAL FEST

**DUMB CHARADES**

*"No talking, just flailing - Let the confusion begin!"*

Venue: MPH, G.E.C. VAISHALI

Date: 23<sup>rd</sup> to 25<sup>th</sup> November, 2024

FOR MORE DETAILS CONTACT:

(6209117985)

# **RULES FOR DUMB CHARADES:**

## **Objective:**

To act out a movie name for your team to guess without speaking.

## **Setup:**

- 1. Players:** Divide into two teams. Each team should consists of 4 players.
- 2. Materials:** Slips of paper with movies name.

## **Rules:**

- 1. Turns:** Teams take turns choosing a player to act.
- 2. Acting:** The chosen player cannot speak or use props.
- 3. Time Limit:** Timer well be set of 3 minutes for each turn.
- 4. Guessing:** Teammates shout guesses until they get it right or time runs out.
- 5. Scoring:** Award points for each correct guess. The team with the most points at the end of all rounds wins!

## **DISCLAIMER:**

- You have to reach the venue at least half an hour before the game starts.
- Judge's decision will be the final and irrevocable.
- No nuisance behaviour will be tolerated.
- Participants should take care of their own belongings.

Have fun and let the laughter begin!



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# EXTRAVAGANGA'24

## ANNUAL CULTURAL FEST

### GUESS THE PRODUCT

*"Think Fast, Guess Faster: Can You Crack the Mystery Product?"*

**Venue: Academic Building G.E.C. VAISHALI**

**Date: 23 to 25 November, 2024**

FOR MORE DETAILS CONTACT:

(6209117985)

## **RULES FOR GUESS THE PRODUCT**

### **Objective:**

Guess the product based on hints provided by other host.

### **Setup:**

1. Players: 3 or more.

### **Rules:**

- One player (the "Clue Giver") thinks of a product (e.g., a brand, item, or service). The Clue Giver gives up to 3 hints about the product. Hints can be descriptive but should avoid using the product's name or brand.
- Other players take turns guessing the product after each hint. Players can pass if they don't want to guess.
- If a player guesses correctly, they earn 1 point. The round ends after 3 hints or when the product is guessed.
- Rotate the role of Clue Giver clockwise. Repeat until a predetermined number of rounds or a set score is reached.
- The player with the most points at the end of the game wins.
- Timer will be set for 30 seconds to guess a product.
- Players cannot guess the same product again within a round.

### **DISCLAIMER:**

- You have to reach the venue at least half an hour before the game starts.
- Judge's decision will be the final and irrevocable.
- No nuisance will be tolerated.
- Participants should take care of their own belongings.

**ENJOY THE GAME!**