

# HYPNOSPACE: Quest for the Key

## Escape Room

### Introduction

Step into the world of retro where secrets of the past await discovery. Unlock your curiosity and creativity as you explore and uncover hidden mysteries. As you immerse yourself in this retro realm and rewind to the past, you'll embark on a thrilling adventure where every clue, puzzle, and challenge brings you closer to unlocking the room's mysteries.

Gather your team for an opportunity to blend your wits, creativity, and collaboration to tackle intricate puzzles and unravel the secrets that lie within. Ready to Step Back in Time and Relive the Fun? Embrace the excitement of solving enigmas and experience retro like never before. The Mysteries are calling—are you ready to answer?

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### Specific Guidelines

1. Teams can consist of up to five (5) members each. A maximum of five (5) teams may register across all year levels.
2. All teams must complete registration on or before September 28, 2024. Registration will be **FIRST COME, FIRST SERVE**.
3. Each team is required to have a unique group name.
4. Teams will be given a designated time slot. Each team must arrive at least ten (10) minutes before their designated time slot.
5. All team members must remain together throughout the duration of the game.
6. Once the game starts, team members are not permitted to leave the room.
7. Each team is given 25 minutes upon entrance to complete a series of puzzles to escape the room.
8. Teams will receive a set of clues prior to the start of the game.
9. Clues are in sequential order and are related to the items needed to escape.
10. Teams are required to complete all tasks; skipping any tasks is not permitted.
11. No cellphones allowed while in the game unless a clue specifies otherwise.
12. Players are prohibited from damaging or breaking any items within the room.
13. All participants must adhere to a code of conduct that emphasizes respect, sportsmanship, and fair play.



14. Allow the event organizers ten (10) to fifteen (15) minutes to reset the room in between teams.

### Sanctions

1. Thirty (30) seconds add to the team's final time for every violation of the specific guidelines.
  2. Any violation of conduct as per the Student Handbook shall disqualify the offending player/s from the event and shall be subjected to the appropriate disciplinary action.
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### Scoring

1. The team that has the shortest time to escape the room will be declared the winner.
  2. In the event of a tie, the tied teams must solve a tie-breaker puzzle provided by the organizers. The team with the shortest time will be declared the winner.
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### Awards

- Champion
  - 1st Runner-Up
  - 2nd Runner-Up
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*Note: Any problem encountered must be addressed to the corresponding Officers-in-Charge for the event before, within the course, or after the competition but before the awarding ceremony takes place. Otherwise, the concern will no longer be entertained.*



Contact Persons

If there are queries or concerns, you may contact the following.

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Councilor for Events Management

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