



Words Up 6.0

COMICVERSE:

**WHERE EVERY PANEL
PACKS A**

PUNCH!



Department Of English



WordsUp 6.0

ATTENTION! People of Earth and beyond the multiverse. The Department of English at St. Xavier's College, Mapusa has proudly whipped up the Sixth Edition of its National-level Inter-Collegiate Word Fest - WORDSUP 6.0 - brought to you on the 22nd, 24th and 25th of February 2025.

WordsUp is where the English language meets the thrill of competition. Whether the participants' interest lies in academia, fine arts or under the limelight, WordsUp is packed with tons of events, joy and memories. From Letter Writing to Debate and Theatre to Treasure Hunt, there is something to pique everyone's interest. There's something extraordinary waiting for you at this celebration of all things "Wordy"!

COMICVERSE

Through the many forms of literature, one would seldom recognise the phenomenon that took the world by storm, from its ability to arouse emotion with pictures and words, where every panel packs a pow, every sketch with a story untold. Come along as we traverse, across the varied expanse of the comicverse.

Starting from the Titans of DC and Marvel to the Tinkle tales of Suppandi and Shambu Shikari, taking a backseat with Archie and the Gang with Tintin on the wheel, newspapers in the air catching glimpses of Snoopy and Garfield. Finally stopping at the modern day with the indie artists that challenge convention. We see that comics are more than just heroes and villains, and indulge in this sect of literature in all its glory.

Writer's Corner

Writer's Corner on Day 0 offers a unique platform for creative thinkers to engage with seasoned experts. This experience combines an inspiring session with an interactive workshop designed to hone and elevate our creative abilities. This year WordsUp invites you to delve into the captivating world of comics and explore the intricate processes behind their creation.

That's not all! Get ready to showcase your talent at our Open Mic! We set the stage for budding artists and aspiring creators, giving a chance for rising stars. So pen down your poetry and hum your tunes as we gear up for a day that unites learning with fun...

Book Donation for Charity

This year at WordsUp 6.0, join us where festivity meets generosity! Amid competitions, we offer a space for support and impact. We wish to give back to a community that gives us so much. By joining us on Day 0, the 22nd of February 2025 in this Book Donation Drive, each contingent can earn up to 150 points maximum. The greater the donations, the greater the points earned by the contingents.

Contingents donating books must ensure the books aren't damaged, torn or with missing pages or covers. No magazines, newspapers or study journals/digests will be considered. Books must be in good condition. Annotated books are welcome

Books	Points
Novels	10
Children's Literature	5
Comic books	5

Books must be put in a bag and labelled with the team name.



Rules And Regulations

Eligibility and Registration Rules

1. Each college (within the state of Goa) can send only 1 team (Contingent) consisting of a maximum of 40 members.
2. This competition is open to bonafide students of both, professional and non-professional colleges belonging to any stream.
3. The competition is open to both undergraduate and postgraduate students.
4. A contingent can consist of both UG and PG students.
5. Colleges and institutions will be specially invited. The invitee list is solely at the discretion of the organisers.
6. Colleges must confirm participation by the 5th of February, 2025 through email to wordsupofficial@gmail.com after which a Google form at the end of the brochure must be filled out to complete the registration process. Each team must have a Contingent Leader, and an Assistant Contingent Leader and their name and communication details (phone number, email) must be submitted via email.
7. All further communications will be sent to the teams through their CL and the ACL. All queries about registration, et cetera, must go to the Organisers through the team's CL and ACL.
8. Each team will be assigned a volunteer of Team Hospitality from St. Xavier's College who will communicate with the CL and the ACL and help answer the respective team's queries.

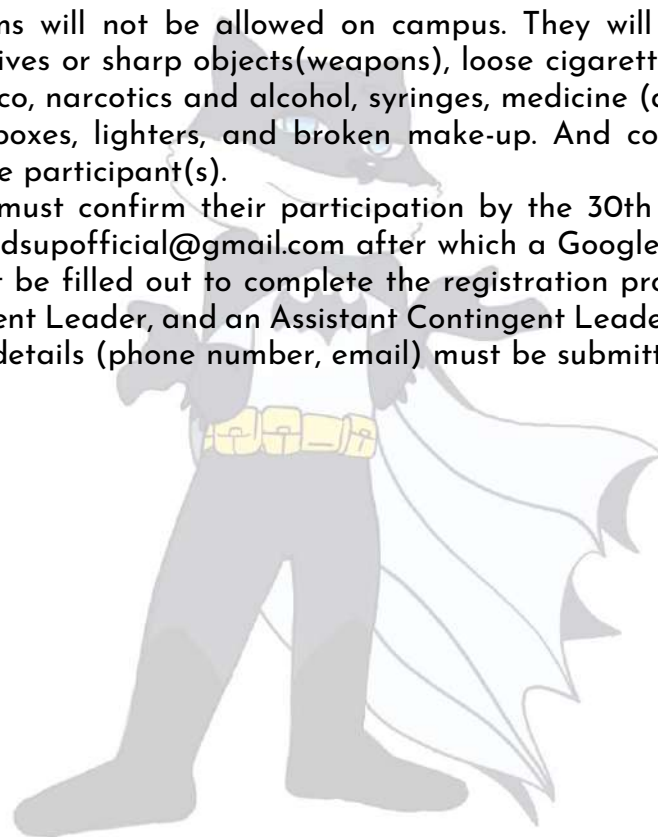
General Rules

1. The main days of WordsUp 6.0 are the 24th and the 25th of February 2025.
2. The contents of the events will be based on comic books and the English language; they will not be related to the syllabus of English Literature as studied by BA/MA English Major/Minor Students.
3. Participants must keep in mind that all events are in English. Hence, all performances must be in English as well.
4. Physical registration will be conducted at the venue near the seminar hall on the day of the event.
 - a. The CL must register every member of the contingent, as well as the participants for the individual events.
 - b. No changes to the team/participants in any event will be allowed after the 20th of February 2025.
 - c. The Contingent Leaders must ensure that no student is registered for simultaneous or consecutive events (on-stage or off-stage). Events will not be stopped/delayed for a participant held up in another event.
5. Reporting on Day 1 and Day 2 will be from 8.30 to 9.30 am.
 - a. All participants must present with their College/University Identity Card at the registration desk at the time of check-in. If not an I.D Card then a letter from the Principal of the respective college authenticating the student's identity will also be accepted.
 - b. Failure to hand over the College/University I.D. card or a letter of authentication from the respective Principal will result in the disqualification of the student concerned.
 - c. Participants should not reveal the identity of their institution which may ultimately result in their disqualification.

- d. Each team should have a hat (made from scratch), reflecting their team name/team slogan, for which participation points (100 points) will be awarded. The respective team members should wear the hat at all times on Day 1 and Day 2.
6. Participants must adhere to the dress code stipulated by St. Xavier's College
 - a. Dress code is strictly to be followed. Indecent dressing which among other aspects, includes plunging necklines, low waist/distressed jeans, miniskirts, and cropped tops shall not be tolerated.
 - b. Any participants wearing shorts or dresses shorter than knee length or dresses with slits will not be allowed on campus.
 - c. All participants, sports or otherwise must carry a change of clothes should their Sports attire lies above knee-length and subsequently, they will have to change if they wish to roam on campus.
7. Promiscuous or Vulgar behaviour in any form will lead to disqualification of the participant(s) in the event concerned, subject to the discretion of the Organisers.
8. The following items will not be allowed on campus. They will be permanently confiscated: Swiss knives or sharp objects(weapons), loose cigarettes, cigars, or any other forms of tobacco narcotics and alcohol, syringes, medicine (allowed only with prescription), matchboxes, lighters, and broken make-up. And could result in the disqualification of the participant(s).
9. Verbal abuse and name-calling in a threatening manner will not be tolerated.
10. All original works are taken in good faith. Plagiarism/ Cheating in any form will not be tolerated and may result in the disqualification of the participant concerned.
11. Any submissions to be made for submission-based events need to be done at the registration desk.
12. Participants must be responsible for their property and props. The Organisers and St. Xavier's College will not be held responsible for loss/theft/damage.
13. Indiscipline of any form or damage caused to St. Xavier's College property by any team/participant will result in disqualification of the participant(s).
14. No TA/DA will be provided.
15. Lunch will not be provided. Participants may avail of the food stall set up on campus or carry their lunch. Lunch will only be provided to volunteers.
16. No queries made by phone or text after 09:00 pm to the organisers will be entertained.
17. Events will start exactly on schedule with/without the participating colleges.
18. Organisers withhold the right to change or revise the rules or schedule of the event. Hence, no argument shall be entertained based on these decisions.
19. Any disrespectful behaviour toward the judges or organisers will result in disqualification. Students who engage in any physical acts of violence, will be responsible for the disqualification of the entire team.
20. No vulgar chants will be accepted. Violation of this could result in disqualification.
21. The decisions of the judges and organisers are final and binding.

Rules for External Colleges

1. All aforementioned **General Rules** are applicable to the external college unless the below-mentioned rules differ.
2. Each external college may send only 1 team (Contingent) consisting of a maximum of 30 members.
3. A contingent needs to be accompanied by a minimum of two bona fide faculty members.
4. Organisers shall provide accommodation and breakfast from Saturday 23rd February 2025 till Wednesday, 26th February 2025.
5. Transportation from the station/airport to the accommodation as well as transport from the accommodation to the venue will be provided. The organiser will **NOT** be providing Interstate travel allowance, tickets or daily allowance.
6. Organisers will not be held liable for any untoward incidents or unforeseen events outside the campus.
7. The following items will not be allowed on campus. They will be permanently confiscated: Swiss knives or sharp objects(weapons), loose cigarettes, cigars, or any other forms of tobacco, narcotics and alcohol, syringes, medicine (allowed only with prescription), matchboxes, lighters, and broken make-up. And could result in the disqualification of the participant(s).
8. External colleges must confirm their participation by the 30th of January,2025 through email to wordsupofficial@gmail.com after which a Google form at the end of the brochure must be filled out to complete the registration process. Each team must have a Contingent Leader, and an Assistant Contingent Leader and their name and communication details (phone number, email) must be submitted via email.



Point System for Overall Events

1st Place	60 points
2nd Place	40 points
3rd Place	20 points
Participation	10 points

1. Participants must abide by the minimum and maximum time limit specified by the Organisers in the rules.
2. Judges will be intimated if a team exceeds the time limit, which will result in the deduction of points. Hence, participants are requested to abide by the time limits.
3. Teams must abide by the minimum or maximum number of participants in any event to avoid disqualification without participation points.
4. Starred Events(★): Comic Book Making
End Parade
Quiz
Theatre
Treasure Hunt

Joker who came from Gotham

1. Each team will be allowed to place 2 Jokers, one to be placed each day. Teams placing a joker on any event and successfully winning, placing 1st, 2nd or 3rd will double their points for the event
60 becomes 120
40 becomes 80
20 becomes 40.
2. CL and ACL can select to place their jokers during the time of registration. The CL and ACL also have the right to decide not to play the Joker.
3. If the participants are unable to secure the first three positions in the event they have placed the Joker on, they will not receive the participation points either.
4. The use of the Joker is optional.

Prizes

1. Every participant (except members of the overall winning contingents) will be awarded a Participation Certificate.
2. 1st, and 2nd place winners in individual events will be awarded a certificate of merit and medals.
3. Rolling trophies will be awarded to the overall winning team, and to the 1st and 2nd runners up as well as a cash prize of Rs 20,000 (1st place), Rs 15,000 (2nd place), Rs 10,000 (3rd place).

4. In case of a tie, the team with the maximum 1st place wins in the starred events, will be declared the winner.

5. Teams participating in all events, including The Writer's Corner/Workshop, will get 200 points as a bonus. Additionally, participation in the Book Donation can add up to 150 points to the overall score.

6. In case a discrepancy is found in the calculations, organisers reserve the right to change the winners of any event or the overall competition. Any change in the scoring as a result of such a discrepancy, if found immediately, will be notified at the event. If any discrepancy is found later, the organisers will inform the changes within 7 days, after which all results will stand binding.



Day One

Seminar Hall		Chaotic Redemption 10:30 am-1:00 pm		Break	The Joker's Jesters 2:00 pm-3:30 pm	
Reporting time 08:30 am- 09:30 am	Inaugural 09:30 am- 10:30 am	Recreational Hall	Darkseid's Debate Dominion 11:00 am-1:30 pm		Three Panel Trial 2:00 pm-3:30 pm	
		Post-grad Conference hall ground floor	The Question 10:30 am-1:00 pm		Ancient Gaulish Tales 2:00 pm-3:30 pm	
		Post-grad Conference hall 1st floor	Gwenpool Merge Mania 10:30 am-1:30 pm		Blue Period 2:00 pm-3:30 pm	
		Campus	Red Rackham's Treasure 10:30 am-2:30 pm			
		Theatre Space	Verse-at-ile Panels 12:00 pm-1:30 pm		Break	
		Lecture Hall 1	Heroic Epistles 10:30 am-12:00 pm	Snoopy's Snippets 12:00 pm-1:00 pm	Break	
		Ark hall	Up Against the Wall 10:30 am-3:30 pm			
		Saldanha Lawn	Garfield's Monday Munchies 10:30 am-12:30 pm		Break	

Day Two

Seminar Hall		Josie and the Pussycats 10:00 am-12:00 pm	Fastest Man Alive 12:30 pm-2:00 pm		Valedictory 4:15 pm onwards
Reporting Time 09:30 am- 10:30 am	Recreational Hall	Aboard the Unicorn 10:00 am-12:00 pm		Break	
	Post-grad Conference hall ground floor	Victory in a Flash 10:00 am-12:00 pm	Shredder's Sixty Second Showdown 12:30 am-2:00 pm		
	Post-grad Conference hall 2nd floor	Spellbound Heroes 10:30 am-12:30 pm		Break	
	Campus	Triathlon 10:00 am-11:30 pm			
	Ark hall			Squadron of Mayhem 2:00 am-4:00 pm	
	Saldanha Lawn				

IS THAT A MONKEY?

HE'S GOT A GUN!

BLAM
BLAM
BLAM

WHEN MY MEN REPORTED A CRAZY BLACK MAN IN THE FANTASTIC FOUR'S CRAFT, I KNEW IT HAD TO BE YOU!

YOU CAN REWRITE DNA ON THE FLY, AND YOU'RE USING IT TO TURN PEOPLE INTO DINOSAURS? BUT WITH TECH LIKE THAT, YOU COULD CURE CANCER!

BUT I DON'T WANT CURE CANCER. I WANT TO TURN PEOPLE INTO DINOSAURS!

WHERE'S MY MONEY, HONEY?

THERE IS ALWAYS HOPE.

MEDIA

NOW TAKE US TO YOUR THRONE ROOM!

WE ARE THERE!

HAPPY BIRTHDAY, KRYPTONIAN.

BURN.

MILADY, 'TIS CLOBBERING HOUR.

HE'S GOT A GUN!

BLAM
BLAM

IS THAT A MONKEY?

HAPPY BIRTHDAY, KRYPTONIAN.

I GIVE YOU OBLIVION.

BUR

Dark Knight Rises (Introductory Video)

Arm up Shadow Warrior,
The darkness calls to thee,
When every street breeds vendetta
Can you capture what you see?
Forget the dawn you wait for
This is the twilight decree
Walk into the heart of evil
Raise a kingdom from debris.

RULES:

- Focus on bringing out the “Anti-Hero” aspect of comics. Even a hero can be a villain if portrayed correctly! (darkness resides within us all)
- Introduce your contingent and your character but with a dark twist. Explore and incorporate the “villainous” angle of the comic assigned to you.
- Once the Contingent Leader of your college team (contingent) has been added to a group where the organising team can further converse with them, the teams will be given a list of dance forms. Each contingent must pick a dance form that must be performed in the video.
- It must be noted that these dance forms will be chosen on a first-come-first-serve basis. To get the dance form you can pull off the best, get in touch with our team as soon as registration has been completed.
- All the participating members of the contingent must be featured in the video at least once.
- Kindly adhere to the timings given. If a participant is not featured in the video they will be prohibited from participating in any event.
- The video must be taken by a participant and not by a professional videographer.
- The video must be in landscape orientation and must be sent in HD quality.
- The contingent name should be specified at the start and the names of all participants (including the director and editor) have to be specified at the end of the video.
- Video must be submitted to the link provided below: [DARK KNIGHT RISES \(Introductory Video\)](#)
- Contingents must upload their video with their name and WordsUp 6.0. Eg: TINTIN-WordsUp6.0.
- The video must be posted on your college/department Instagram account in collaboration with @wordsupofficial.
- The medals and certificates will be presented only to the director and editor of the video and not the entire team.

Duration: Minimum-3 minutes Maximum-6 minutes

Submission: 15th February 2025, 12:00 pm - 20th February 2025 03:00 pm

Judging Criteria: Adherence to the theme with reference to your team name, creativity, clarity, costume (eco-friendly items used in the making of the costume), originality, and overall performance.

For any clarifications or doubts, please contact the event heads

Event Head: Sumaiya Khan (9823184600)

Subhead: Alexia Pereira (9130530237)

Parker's Lens (Photo Caption)

In the era of comics,
if you had to assist
To capture iconic poses,
will you persist?

Assemble, O fellow Peter Parkers
for we require your nimble spidey senses.
Our great characters await your arrival
to bring their stories to life through your lenses.

Wordy has awoken and demands for individuals capable of Photographic Jujutsu.

RULES:

- A single photograph is to be captured in or within the view of the college.
- Capture an iconic Coverpage-styled photograph of your team (depicting the overall theme; Comicverse).
- The photograph should include a relevant caption compulsorily relating to a quote or phrase of your choice; however, it should be relatable to the overall theme and the composition of the photograph taken.
- The photograph must be shot in landscape (16:9 ratio) and should **not exceed 1MB**. It must be in jpeg format.
- The caption has to be submitted as a Word file or Text document. Both the jpeg image and caption text file are to be renamed as the Contingent Name.
- Submission has to be done at the registration desk through a pen drive on Day 2 before 10:00 am on 25th February 2025. There will be no extension to the deadline for the submission.
- Late submission will result in negative marking.
- The use of a phone camera is not allowed.
- Logos or watermarks are not permitted. Digital manipulation that distorts the reality of the image will be disqualified.
- St. Xavier's College and WordsUp reserve the right to use the submitted photograph and caption in any future promotion or college/event-related article. (Due credit will be given when used).

Number of Participants: 1

Submission: At reporting time before 10:00 am, 25th February 2025

Judging Criteria: Creativity, Relevance to the caption, Relevance to the theme, Photo composition, Detail and quality, and Storytelling.

For any clarifications or doubts, please contact the event heads

Event Head: Vedh Naik (9373077058)

Subhead: Ramona Fernandes (7798320954).

Mikey's Mutative Memes (Meme Making)

Join a world where laughter echoes in the tunnels,
Where words spoken are in grids.
Make everyone giggle from the depths of their bowels.
From their imagination to their Instagram feeds.

Clash the world of comics
With the unstoppable memes.
To take to paper as humorous cynics,
To entertain with side-splitting scenes.

RULES:

- Participants must create a meme in three panels similar to a newspaper comic strip.
- The meme should be based on a scene they find 'meme-able' on Day 1 of WordsUp (24th February 2025) and relevant to the theme of WordsUp 6.0.
- Participants must upload the meme on their college/department page by 8:00 pm, 24th February 2025.
- The participant must also submit their meme on the Google form by 8:30 pm, 24th February 2025 (<https://forms.gle/hmAPgQbmdgEXUsQu5>).
- Late entry submission through the Google form will result in negative marking.
- Meme should be submitted in either JPEG, PNG or PDF format.
- Files should **not exceed 20 MB** in size.
- The participants are also requested to collaborate with @wordsupofficial.
- Vulgar language is strictly forbidden and will result in immediate disqualification.
- AI-generated content is strictly forbidden and will lead to disqualification.
- Content that could offend any particular culture is off-limits and will result in immediate disqualification.

Number of Participants: 1

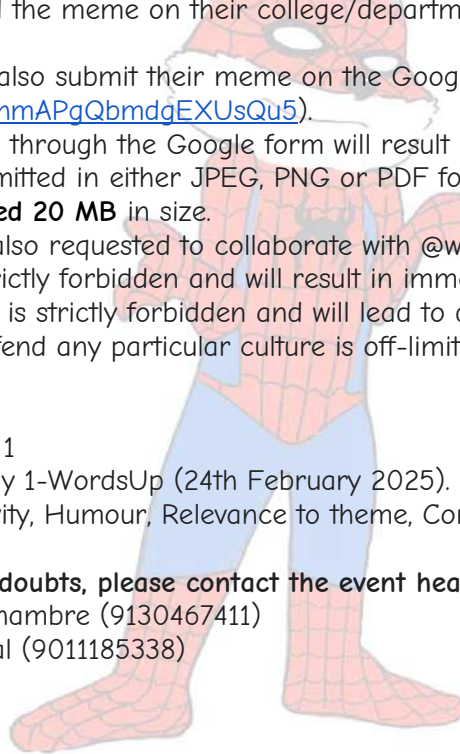
Submission: 8:30 pm, Day 1-WordsUp (24th February 2025).

Judging Criteria: Creativity, Humour, Relevance to theme, Concept and quality,

For any clarification or doubts, please contact the event heads:

Event Head: Janhavi Mhambre (9130467411)

Subhead: Antonio Amaral (9011185338)



Metropolis in Motion (Vlogging)

In the heart of the city, dreams take flight.
Heroes rise with dawn's first light.
Each story whispers of courage untold,
In every way struggles a spirit bold.
Metropolis is in motion where dreams unfold.

Hence, we invite the finest of Metropolis to join us in recording their experience here at WordsUp 6.0.

RULES:

- Vlogs should be in a landscape orientation and of the highest quality possible. Either 1080p(1920×1080) or 720p (1280×720).
- All entries must start with a 5-second full-screen title page with the following information:
 - i. Title of the vlog
 - ii. Contingent Name
- Participants are required to post their vlogs on their college/department's official Instagram account in collaboration with @wordsupofficial by 10:00 am on Day 2.
- Vlogs containing any sort of plagiarism, foul language or inappropriate content are subject to immediate disqualification.
- Participants need to cover the entirety of Day 1 of WordsUp 6.0 (i.e. 24th February 2025).
- All vlogs need to be submitted via pendrive before 10:15 am on Day 2 (i.e 25th February 2025) The entries must be given to the Head or Subhead of the event posted at the registration table after which the vlog will be copy-pasted onto their device and later judged.
- Late submission will result in a negative marking.

Number of participants: 1

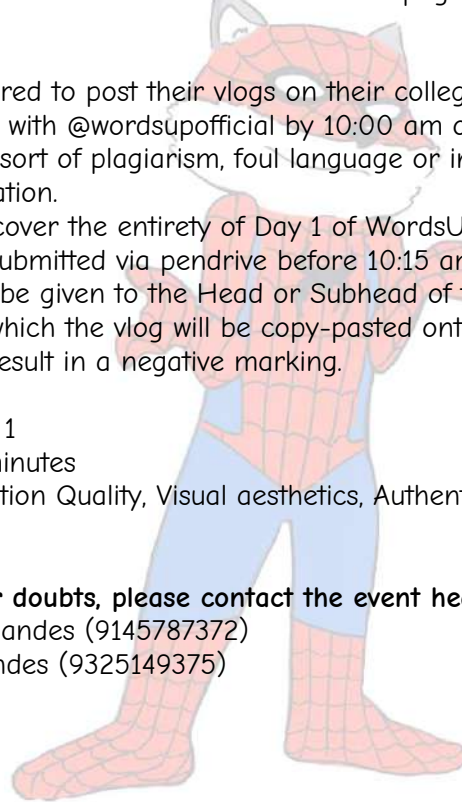
Max vlog time limit: 7 minutes

Judging criteria: Production Quality, Visual aesthetics, Authenticity, Creativity, Overall presentation

For any clarifications or doubts, please contact the event heads

Event Head: Abner Fernandes (9145787372)

Subhead: Joshua Fernandes (9325149375)



GODZILLA GOT BUSY.



do
What will the Joker do to get out of Batgirl's trap?
How will he act to get out of the trap?

I did a very clever thing.
HA! HA! What I have done is
make Batgirl laugh.
She let me go.



THIS
IS NO
TIME TO
FLOUNDER.



FINE ARTS



I CALL
A BATTERY.



NO, YOU
@#@#
DOWN.



I AM THE
VANISHER...

...AND I
TAKE WHAT
BOOKS I
WANT.

★ **Gwenpool's Merge Mania** (Comic Book Design)

Comic lines have begun to rupture,
As the multiverse comes to a collision.
These brand-new stories need an author,
With great power create them a new canon.

From the unlikeliest of alliances
To wacky mayhem ensued.
Awaken your cartoonist with your sketches,
This great responsibility you cannot elude.

RULES:

- Participants must create a comic book based on the name of their contingent.
- The comic cannot be printed or digital art.
- The comic book should have a total of seven pages (its cover and six pages).
- Points will be deducted if the number of pages is less than six. No supplementary points will be allotted for additional pages.
- The use of offensive or foul language, gestures or jokes will not be tolerated and will lead to immediate disqualification.
- Vulgar and explicit sketches are strictly prohibited and will result in immediate disqualification.
- The comic should not hurt the sentiments of any religion, culture or caste as it will result in immediate disqualification.
- The event will be divided into two parts

Part One: Submission

- Participants can do the necessary panelling, sketching, colouring, and adding text in speech bubbles for the first three pages before the event.
- Participants can't complete the cover and the last three pages of the comic before the event.
- However, participants are allowed to make rough sketches and rough panelling for the last three pages and the cover. Colouring is not allowed for these pages.

Part Two: At Venue

- Participants are expected to work on the last three pages and cover of the comic book at the venue.
- Participants are requested to show the number of pages completed to the event in-charges who will mark them, to be later shown to the judges.
- Doesn't it seem simple? However, we have a comic plot twist of our own.
In Part Two of this event, you must merge the story of your chosen team character with another character chosen at the start of the event at 10:30 am by lots.
- Use of mobile phones or any other electronic devices is prohibited

Number of Participants: 1

Time Limit: 3 hours at the venue

Judging Criteria: Creativity, Overall artistic skill, Narrative and story, Dialogue and use of Characters

For any clarifications or doubts, please contact the event heads

Event Head: Shane Pereira/Jewel Miranda (8208218959)

Subhead: Liquesha Fernandes (9511232795)

Blue Period (Tote Bag Painting)

The tote bag awaits, so blank, so bare,
Let's bring it to life with comic flair.

Paint with passion, let the colours sing,
And watch your character spread their wings.

Could it be Tintin and Snowy across the globe?
Or Asterix and Obelix tugging at Caesars' robe?

Will it be Batman, cloaked in the night?
Or Wonder Woman in a thrilling fight?

Perhaps Iron Man, or a villain's grin,
The choice is yours—let the art begin

Let your creativity run loose.
Bring forth your arsenal of paints and brushes, and brace yourselves up as you paint a popular comic character in one of their iconic poses.

RULES:

- A tote bag of 15in x 15in will be provided. It will be a plain cotton bag, in an off-white colour.
- The comic character to be painted will be the same as the contingent name.
- Participants must carry their art supplies.
- Use of mobile phones or any other electronic devices is not permitted.
- Participants may carry a rough sketch for reference.
- Vulgar or obscene paintings are strictly prohibited.
- Only fabric paints are permitted for painting, no other medium is allowed.
- Water may be used to mix the paint.
- No participant will be allowed to leave their workspace before the completion of the event.

Number of participants: 1

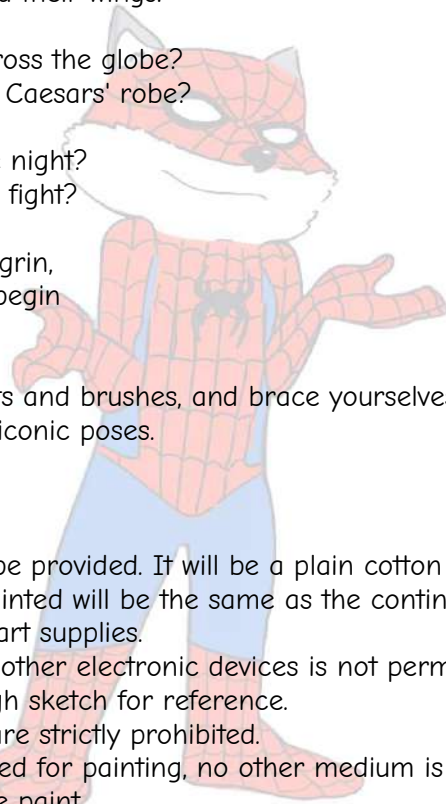
Time limit: 2 hours

Judging criteria: Creativity, Accuracy to theme, overall artistic skill and impression of the painting.

For any clarifications or doubts, please contact the event heads

Event Head: Dielle Lobo (8459295578)

Subhead: Azelia Rodrigues (8010166235)



Up Against the Wall (Wall Painting)

What if Batman wasn't out at night,
Not saving the day, no fight
What if Spider-man wasn't swinging all day,
No helping hand, no hero way
What if Hulk's rage didn't take control,
No green monster, no superhero role.

What if Diana never left home?
No wonder woman, no heroic might
They are normal people with struggles and tests
They'd still make a difference, they'd do their best
For heroes, are just like you and me
Just Normal people who make a difference you see?

Keeping the general essence of the character, recreate a superhero of your choice living life as a normal person without any extraordinary powers making a difference in people's lives. The storyline needs to be your own original idea. At the time of judging, you will have to name the comic book character you have chosen and present your story.

RULES:

- The working area provided will be 4ft x 4ft
- Participants need to carry their own art supplies.
 - Use of mobile phones, smartwatches or any other electronic devices is not allowed. However, you are permitted to carry a rough sketch.
 - Participants will not be provided with any materials by the organizers.
 - Use of spray paints and stencils is allowed.
 - All forms of nudity, obscenity or explicit art will not be tolerated and will lead to immediate disqualification.
 - Participants will not be allowed to leave their workspace before the completion of the event.
 - A 30-minute break will be given for refreshments. During this break, participants are restricted from using any electronic devices.
- Participants are requested to carry a bottle of water for drinking, a cap and/or sunscreen.

Number of participants: 1

Time limit: 5 hours

Judging criteria: Originality, Creativity, Interpretation and Clarity to theme, Overall impression of the art.

For any clarifications or doubts, please contact the event heads.

Event Head: Avril Monteiro (7219170664)

Subhead: Lizanne D'souza (7517234636)



CULINARY ARTS



CONFIRM VOICE AUTHORIZATION.

THERE IS ALWAYS HOPE.

Garfield's Monday Munchies (Cooking)

With malt milkshakes
and strawberry phosphates
Flipped with slider plates
Down at the diner.
Clark Kent and Bruce Wayne share a slice of apple pie.
Pop Tates finished his shift and said his goodbye.
Now it is your turn to cook up a bite;
To call an end to Garfield's Italian appetite.

RULES:

- Participants must prepare one dish, either sweet or savoury.
- The dish must be inspired by any comic or comic book character of choice
- The dish should be presented with a reference picture or comic panel related to the character or story that inspired it and the name of the mystery ingredient.
- Participants must use the mystery ingredient in their dish, allotted to them on Day 0 by lots and put a spin to their dish.
- The ingredients used must be accessible and related to the dish, keeping true to the comic's appearance or style.
- Time allotted is for assembling and plating only. No cutlery, refrigerator, oven or other culinary equipment will be provided by the institution.

Number of participants: 2

Time Limit: 20 minutes

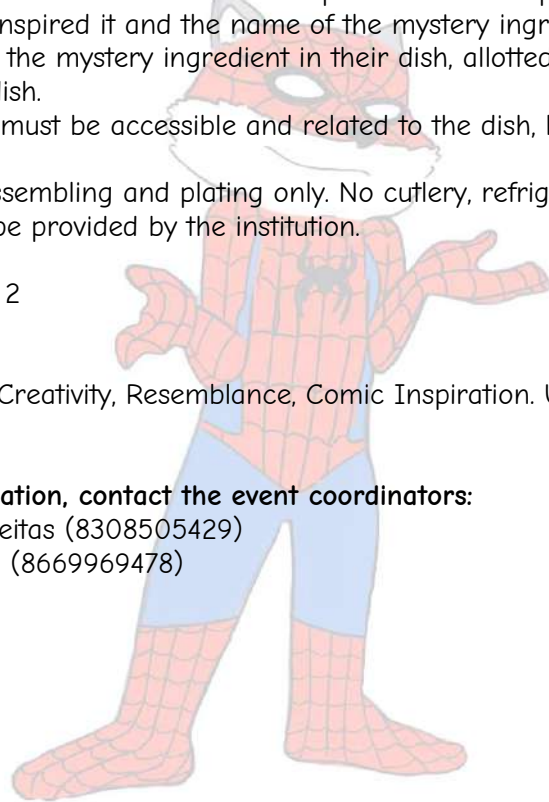
Servings: 2

Judging Criteria: Taste, Creativity, Resemblance, Comic Inspiration. Use of the mystery Ingredient

For questions or clarification, contact the event coordinators:

Event Head: Amanda Freitas (8308505429)

Subhead: Sheryl D'souza (8669969478)



Heroic Epistles (Letter Writing)

In Secret Identities they write by night
Letters of justice shining with all their might.
Wonder Woman's wisdom guides heroic
declaration.
Thor's Asgardian script is filled with hope
And salvation.
Their pens are mighty, their words divine
Saving lives, one letter at a time.

In this world of chaos and destruction. Wordy has chosen you as humanity's last hope. You are a superhero, write a letter to your arch nemesis on how the misuse of power is destroying humanity titled 'The Dark Side of Ambition'.

RULES:

- The allotment of superheroes along with their arch nemesis will be done by picking lots.
- The participants must stick to a word limit of 300 words.
- The letter should be written using a contemporary informal format.
- Participants are not allowed to seek help from any person, device, app or any other source while writing the letter.
- Participants have to compulsorily carry their own writing boards and stationery.
- Participants are not allowed to leave their seats once the event starts.
- Participants are not allowed to carry with them any electronic devices such as smartphones, smartwatches et cetera.
- No abbreviation or internet slang language is allowed.
- Vulgarity and foul language will result in disqualification.

Number of participants: 1

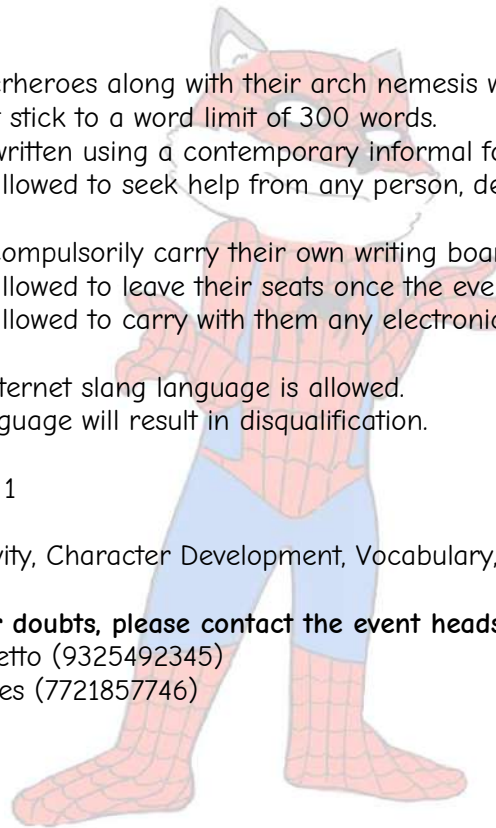
Time Limit: 60 minutes

Judging Criteria: Creativity, Character Development, Vocabulary, Relevance and Overall Impact.

For any clarifications or doubts, please contact the event heads

Event Head: Reyes Barretto (9325492345)

Subhead: Gizane Menezes (7721857746)



Ancient Gaulish Tales (Two can Tell a Tale)

A Tale ago in France where wild boars roam
Two grand ixes call Gaul their home
With potions in hand, set on adventures galore
They bring two tales of each land they explore

To Julius Caesar, they exist as his bane
For those of Gaul received food and fame
Villains or heroes, it's all on perspective
Two Tales, one story, it must be conclusive

RULES:

- A team of two participants will elaborate on the topic they pick from the lot. Each participant is permitted to say only one word at a time.
- The competition will not include any superhero comics.
- Use of foul language will not be tolerated.

Round 1: Comic Adventures

- Pick up a lot comprising of a phrase.
- Identify the comic from which it is taken and narrate a story.
- Make it as interesting and as short as possible.
- A warning bell will be rung at 2 minutes. A final bell will be rung at 2 minutes 30 seconds.
- You will lose points if you fail to complete it within the time.
- Only one instance of a participant saying more than one word will be ignored. However, a repeat offence will result in a deduction of points.
- The highest-scoring 8 teams in Round 1 will progress to Round 2.

Round 2: Describe and Conquer

- Describe the character that you pick from the lot.
- You cannot use the name of the character in your description.
- A warning bell will be rung at 1 minute 30 seconds. A final bell will be rung at 2 minutes. You will lose points if you fail to complete within the time limit.
- In case of a tie, the team that had managed to complete the story/ description in a shorter period will be preferred.

Number of participants: 2

Judging criteria: Creativity, adherence to the time constraints, grammatical correctness, fluency.

For any clarification or doubts, please contact the event heads

Event Head: Rachel Gauncar (7498229232)

Subhead: Angelina Fernandes (83690 94361)

Snoopy's Snippets (Terribly Tiny Tales)

From Snoopy's typewriter comes a tale so small,
Linus bespeaks his thousand thoughts
With just a few lines, conquer them all
How many words will you use to enthrall?

RULES:

- Each participant has to pen down a Terribly Tiny Tale relating to comic-book characters by lots offered to the participants
- However, if you are dissatisfied with your pick, you are allowed to pick only once more.
- As well as five points will be cut from the total score if the participant decides to pick once more.
- If you pick for the second time and are still displeased by your new option. Nonetheless, you have to stick to your second lot.
- The Participants can pen down a Terribly Tiny Tale on any of the following:
 - i. Meeting the character
 - ii. Creating a whole new adventure for the character.
 - iii. Expanding the paradigm of the character.
 - iv. Creating a new character to the paradigm.
- The participants have to stick to a word limit of 100 words.
- No reference material will be allowed.
- Use of mobile phones or any other electronic devices is prohibited
- The Terribly Tiny Tale must be original.

Number of participants: 1

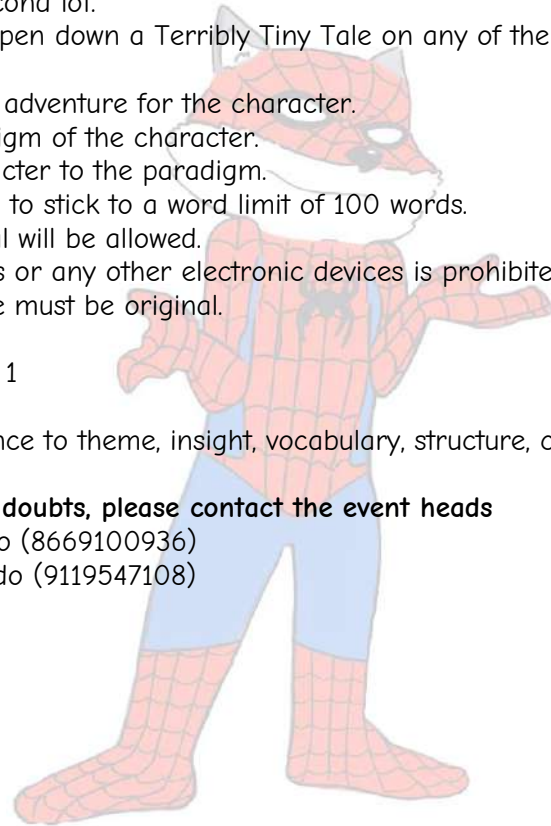
Time limit: 30 minutes

Judging criteria: relevance to theme, insight, vocabulary, structure, creativity and originality.

For any clarification or doubts, please contact the event heads

Event head: Joshua Lobo (8669100936)

Subhead: Reuella Azavedo (9119547108)



Darkseid's Debate Dominion (Debate)

Two minds per team, a clash of might,
Villains rise in the opening fight.
Placards raised, your turn to speak,
Make your case strong, never weak.

Ninety seconds to strike and sway,
Only the sharpest will see the next day.
The Top four will earn their place,
To duel with heroes, face to face.

Keep it clean, keep it tight,
Words are your weapons, wield them right.

RULES:

- The Organizers reserve the right to modify rules at any time.
- Personal attacks and foul language are strictly prohibited; violations will lead to immediate disqualification.
- Time limits are non-negotiable—stick to them!

Round 1: Villain Showdown

Format:

- Each team will be assigned a legendary supervillain from Marvel or DC.
- Opening Act: Teams get 2 minutes to showcase why their villain is the ultimate evil mastermind.
- Clash of Titans: A heated 30-minute open debate. To speak, participants must raise a placard. — Each turn to speak is limited to 90 seconds, and teams must make strategic use of their time to argue and counter.
- Advancement: Only the top 4 teams will move on to Round 2. Bring your A-game!

Round 2: Heroic Duel - Classic 1 vs. 1 Showdown

Debate Structure:

- Opening Statement: 2 minutes per debater to lay out their argument.
- Rebuttal: 2 minutes to strike back at your opponent's points.
- Open Debate: 8 minutes of intense back-and-forth where debaters fight for control of the narrative.
- Closing Statement: 2 minutes to deliver a final blow, wrapping up the argument with precision and impact.

Number of participants: 2

Judging Criteria: Strength of arguments, Effectiveness of counter-attacks, Clarity and delivery, Persuasion skills, Factual accuracy from Marvel and DC comics,

For any clarification or doubts, please contact the event heads

Event Head: Joseph Samuel (7507431329)

Subhead: Shivang Shirodkar (76203 86780)

Victory in a Flash (Just A Minute)

Travel through all troubles my fellow speedster
Make your way and break the flow of space and time.
You've got a minute, so make it count mister
These levels will need more than just your CSI mind.

This competition aims to crown a winner who will speak fluently and creatively.

RULES:

- The competition will consist of two rounds
- The first will be an elimination Round.
- The participants will be randomly divided into two groups (susceptible to change depending on the number of participants) for the elimination round. Each player will draw a chit when it's their turn.
- This chit will contain a word that the participant must talk about for one minute.
- If the participant commits certain violations during their minute, they will be stopped, and the person who calls out the violation will take over the topic.
- All participants will be given a maximum of 5 minutes to prepare after they receive their chit.

Violations:

- Repetition: repeating any word on the chit is not allowed unless used for emphatic purposes.
- Hesitation: a momentary pause before resumption of the subject/tripping over one's words
- Deviation: deviation from the subject
- Tempo: slowing down statements to stall
- Grammar: any grammatical errors or fumbles.
- The use of any kind of abusive language or insult will lead to immediate disqualification.

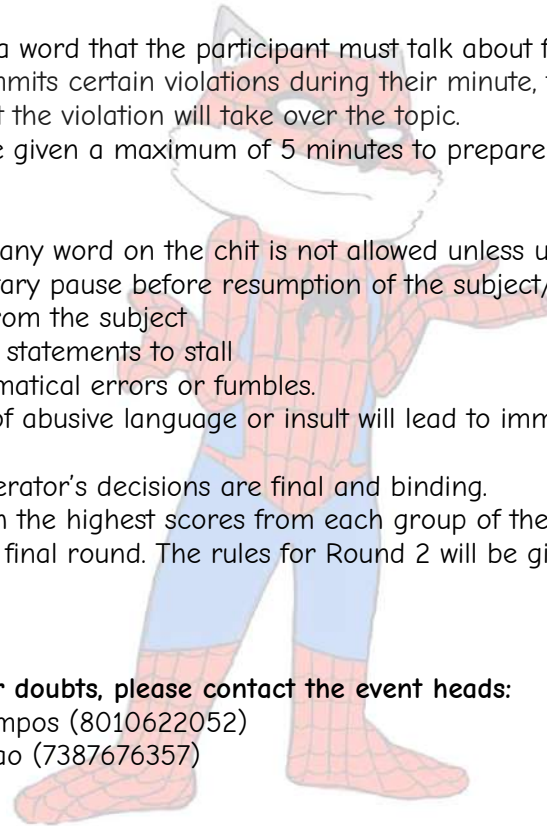
- The organisers'/moderator's decisions are final and binding.
- The top 3 players with the highest scores from each group of the elimination round will proceed to the 2nd and final round. The rules for Round 2 will be given to the participants on the spot.

Number of Participants:

For any clarifications or doubts, please contact the event heads:

Event Head: Tessica Campos (8010622052)

Subhead: Luerecia Ferrao (7387676357)



Aboard the Unicorn (Shipwrecked)

Unicorn, the master of the sails,
Holds treasures only a few can claim.
Red Rackham draws his sword to fight,
While Haddock stakes his name.

Sparks fly as swords meet in sight
The ship begins to sink in blight.
With courage bold, they fight to save
The Unicorn from the ocean's grave.
You alone must find your way and save the ship to greet the day.

RULES:

What happens when characters from different comics, each with their backgrounds and personalities, are pulled from their worlds and moved to a new one? Chaos ensues—You must fight for your right for the only life jacket as the ship beneath you sinks, all part of a plan created by The Captain..

Brace yourself, bring out your best swashbuckling self— veil your flaws, defend your will and prepare to sly your way out. Mock the rest, lest you lose the battle for survival. Reveal your opponent's blunders in a battle of wit with roasts.

All hands on deck matey! Abandon ship! Buccaneer overboard!

Seal the hatches with your best bet to persuade the judges of your fate— why you deserve to get to the higher ground.

Round 1

— Introduce your impish self, embody them, and convince everyone why your character should be given preference and saved.

— Elimination round- Only the lasting impression stays, failure in convincing The Masterminds of this underwater realm of your character and competence will lead to being thrown off into the gaping maw of the ferocious sea.

— Only the top 10 participants will move on to Round 2

Round 2

— Contestants gather for a “war of roasts” where they must craftily roast their fellow competitors. — Clever Jabs and sharp wit, tear down your opponents and elevate your chances of survival.

— Only the top 8 participants will continue to the final round

Round 3

— Finalists are questioned by Captain a.k.a the judges of their character's fate and the contest.

— Will you be the one to satisfy the judge's scrutiny and claim the ultimate victory?

Rules:

— On this chaotic deck of eccentric beings, contestants must select the personas of characters from a designated list of comic books during registration on day 0.

— Once a character is chosen by a team, no other team may claim that persona, ensuring a unique representation of each entity.

— To accumulate power (earning additional points), one must obliterate their rival's ego with wit and sarcasm, this is akin to unearthing the ocean's secrets.

— Despite the chaos of underwater worlds, a universal code of conduct prevails. Any breach of this order, such as violent impulses or unruly behaviour, will result in immediate expulsion from the ship.

- Aboard this ship, vile or destructive language destroys the spirit of sailing and is strictly prohibited.
- Once these sea laws are set, an elimination event will decide who moves forward through the chaos and who will be erased from this storm-filled contest.

Judging criteria: Introduction, defence, humour, portrayal, fluency, overall presentation.

Number of participants: 1

For any clarifications or doubts, please contact the event heads:

Event Head: Amiti Pujari (9822597251)

Sub Head: Andrea Rosario (7349311825)

Spellbound Heroes (Spelling bee)

Where spellings are spelled,
And secrets are spilled,
Where powers are profound,
And mysteries unbound,
Our only saviours here are heroes spellbound

RULES:

- The spelling bee will consist of 2 rounds: a written round and a verbal round.
- The written round is the qualifier round wherein a list of 15 words will be read out and the participants will have to write them on the sheet of paper provided.
- One point will be allotted for each word that is spelt correctly.
- The participants with more than 10 points, will qualify for the next round, which is the verbal round.
- In the verbal round, a rapid-fire round will be held where participants will have to spell the word that is read out to them.
- Failing to spell the given word will result in it being passed to the next participant. Correct answers will be rewarded with 1 point. Wrong answers will lead to the termination of the word.
- Points will be allotted for each word spelt correctly and 2 points will be deducted for every wrong spelling.
- The participant may ask for a word to be repeated once and may ask for it to be used in a sentence.
- The participant is not allowed to write on a paper anytime during the verbal round.
- In case of a tie, each participant involved will participate in the sudden endgame round. The participants will each have to pick out a chit consisting of a number and will have to spell the word relative to the number.
- Participants are expected to carry their stationery for the written round.

Number of Participants: 1

For any clarifications or doubts, please contact the event heads:

Event head: Anshika Thakur (7769043841)

Sub-head: Erica Heredia (8329954377)

★ The Question (Quiz)

You are just a call away
From saving the day
Give us the right answer
Batman's got no dirt on ya
The Detective investigation will be easier
with your answers

RULES

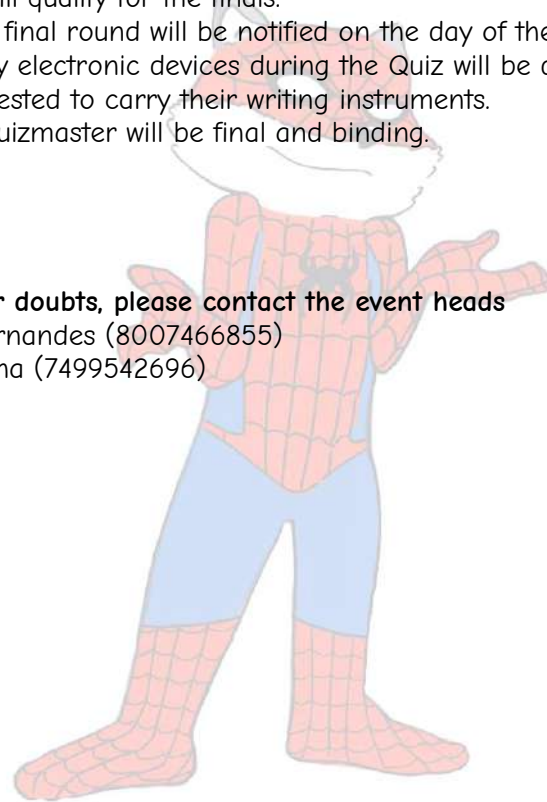
- Each college can send only one team for the Quiz.
- Participants will be quizzed on comics and comic book history, the English language, pop culture, and General Knowledge (scientific knowledge, famous personalities and current affairs).
- The Quiz will have two rounds: a Preliminary and a Final Round.
- The Preliminary Round will be a written round with twenty questions.
- The top four teams will qualify for the finals.
- Details regarding the final round will be notified on the day of the event.
- Participants using any electronic devices during the Quiz will be disqualified.
- Participants are requested to carry their writing instruments.
- The decision of the quizmaster will be final and binding.

No. of Participants: 2

For any clarifications or doubts, please contact the event heads

Event Head: Christie Fernandes (8007466855)

Subhead: Aloma Saldanha (7499542696)



Shredder's Sixty-Second Showdown (Minute to Win it)

The clock is ticking, time is slipping away,
You have sixty seconds to seize the day.
The ninja turtles share a look-
A minute to act or the chance is forsaken.
Defeat the Shredder in sixty seconds or less;
To gain Master Splinter's respect and prove your finesse.

Participants must complete the challenges assigned to them within 60 seconds.
This is a triad of challenges, and during each of these, a series of trivia questions based on our theme "comics" will be asked.
It is compulsory to respond to every question asked during the challenge.

For example: A challenge is presented where you are given a single stack of plastic cups and must stack them into a pyramid and then back into a single stack all within a minute. While this is happening, the trivia questions will be asked. The participant has to answer these questions, even if it means answering them incorrectly, to pass on to the next round.

RULES:

- There are three rounds, each with a time limit of 60 seconds.
- Trivia questions will be asked while the challenge is being done.
- There will be 5 trivia questions asked in each round, each question will have a time limit of 12 seconds.
- Out of the 15 questions throughout the 3 rounds, 2 questions will be star questions of +3 points- which will not be disclosed to the participants and the remaining 13 will be of +2 points each.
- If all 5 questions in any round are answered correctly, the participant will gain an additional +1 point at the end of that round.
- No negative marking for wrong answers; however, for every question not attempted by the participant, 1 point will be deducted.
- In case of a tie, participants will face each other in a tie-breaker challenge.

Number of Participants: 1

Time limit: 1 minute for each round.

For any clarification or doubts, please contact the event heads

Event Head: Tanshi Choudhary (7058825650)

Subhead: Pearl Menezes (7588966042)



PERFORMING ARTS

GENTLEMEN.

IT'S ALL OVER.

I MADE A MISTAKE.

...WAS THAT GREAT DETECTIVE HUH?

HE COMES AFTER YOU.

JOCKEY

... AND I'M TIRED-- VERY TIRED.

The Joker's Jesters (Stand Up Comedy)

"Why so serious?"

Bring in your jokes and make everyone delirious
Come lighten this comical land.
Make everyone chuckle till they're unable to stand.

Fill the room with the chaos of laughter.
Carve a smile on every gloomy face.
Be creative, be unique, and try on a new madness
Create a nuisance, but don't lead the crowds astray.

And there's no need for another clown
When the Joker is in play.

RULES:

- Participants must integrate the theme of "Comics" into their material for at least 4 minutes.
- After fulfilling this requirement, they may present additional content unrelated to the theme. The total performance **should not exceed 6 minutes**.
- Participants may include humour about pop culture, current events, technology and social media, memes, generations X, Y and Z, gender, sport, business and economy, self-depreciation, et cetera.
- Participants can incorporate props, sing songs, or/and play instruments.
- Foul language, obscenity and jokes related to caste, religion, politics, and St. Xavier's College will not be permitted and lead to disqualification.
- Plagiarised content will result in disqualification.
- Negative marking will be given if the participant exceeds the time limit.
- The decision of the judges and organisers will be final and binding.

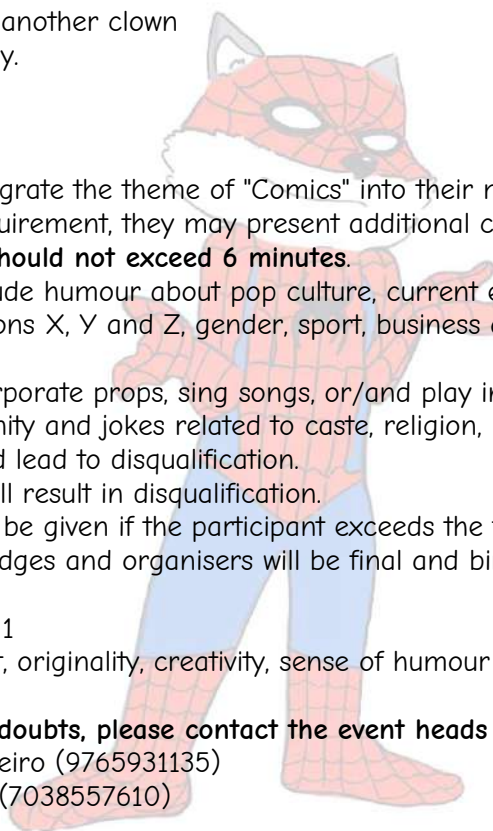
Number of Participants: 1

Judging criteria: content, originality, creativity, sense of humour and overall presentation.

For any clarification or doubts, please contact the event heads

Event head: Viveka Cordeiro (9765931135)

Subhead: Natalie D'cruz (7038557610)



★ Chaotic Redemption (Theatre)

Rogues emerge from darkened skies,
Bend your will where fate now lies.
Heroes fall, villains rise— What a spin!
In Chaotic Redemption, the bad guys win!

Come forth, Lovers of the stage! Unleash your imagination and dive into the action! Choose a villain from the list below and transform them to be the hero, in a thrilling act packed with drama (tragedy/comedy) and jaw-dropping twists! Embrace your creativity and light up the stage like never before!

RULES:

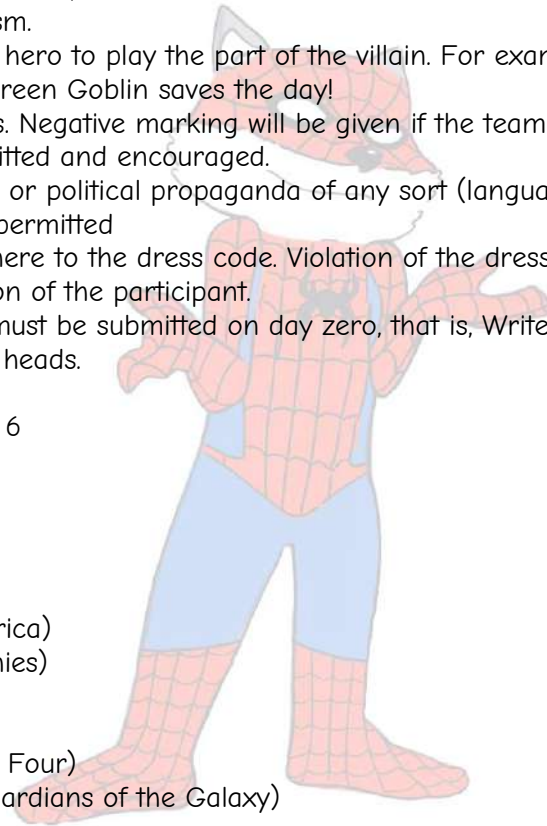
- While revamping the villain, maintain core traits that make them recognizable, but explore their potential for heroism.
- Similarly, revamp the hero to play the part of the villain. For example: Spider-Man is the antagonist here, while Green Goblin saves the day!
- Timing is 6-8 minutes. Negative marking will be given if the team exceeds the time limit.
- Use of props is permitted and encouraged.
- No vulgarity, religious or political propaganda of any sort (language/ themes/ mannerisms/ dressings, et cetera.) is permitted
- Participants must adhere to the dress code. Violation of the dress code will lead to immediate disqualification of the participant.
- A copy of the script must be submitted on day zero, that is, Writer's Corner to be reviewed thoroughly by the event heads.

Number of participants: 6

Prompts:

Ares (Wonder Woman)
Joker (Batman)
Loki (Thor)
Julius Caesar (Asterix)
Red Skull (Captain America)
Reggie Mantle (the Archies)
Sabretooth (Wolverine)
Ajax (Deadpool)
Doctor Doom (Fantastic Four)
Ronan the Accuser (Guardians of the Galaxy)
Griffith (Berserk)
Ultron (Iron Man)
Lex Luthor (Superman)
Kingpin/Wilson Fisk (Daredevil/Matt Murdock)
Robert Rastapopoulos (Tintin)
Tantri (Tantri the Mantri)
Majin Buu (Dragon Ball Z)
Frieza (Dragon Ball Z)
Blackbeard (One Piece)
Imu (One Piece)

Judging criteria: Script and creativity, acting/expression, usage of stage and involvement of characters, costumes and props, relevance to the theme and overall performance.



For any clarifications or doubts, please contact the event heads

Event Head: Kelly D'souza (9067467127)

subhead: Kimberly Vales (95276 07462)

Verse-atile Panels (Performance Poetry)

Comic frames to poetic verses

In Tintin's world adventure immerses,
Casca's lament shatters rose-tinted glasses,
Guts's abhorrence for Griffith amasses,
While Suppandi is renowned for his stupidification,
Luffy is driven by his conviction.

In the realm of comics, heroes rise
As the symphony of panels synchronize
A tapestry of stories woven so grand
Work your magic and dive into this comic land
Thence write and let your spirit soar,
Like the pen outshines the sharpest sword.

RULES:

— Participants can choose to write their poem based on any one of the prompts provided below:

1. Casca's point of view reflecting on her experiences of profound vulnerability, loss of liberty and emotional anguish.
2. What would happen if One Piece's world merged with another fictional universe?
3. Compose a poem highlighting and celebrating Suppandi's hilarious blunders.
4. The everlasting and loyal bond between Tintin and Snowy throughout all their adventures.
5. It's no secret that Mondays are Garfield's enemy. Come up with a poem expressing your own battle with the start of the week. Are you also dreading it as much as Garfield?
6. As the Joker observes Batman saving Gotham City, he unexpectedly feels admiration for the Dark Knight. Write from the Joker's perspective as he struggles with these feelings of respect while questioning his chaotic choices.
7. In the quiet moment after a battle ends and no one is watching, what goes through a hero's mind as they take off their cape? Write about these moments when they're no longer heroes, but just humans.

- Participants must perform their poems before the judges.
- Offensive language, slang, or inappropriate gestures will lead to disqualification.
- Poems must be original, no AI-generated work will be accepted.
- Poems should be between three and six stanzas.
- There shall be negative marking for exceeding the time limit.
- Participants must submit three hard copies of their poems at the registration desk at the time of registration.
- The poem must be relevant to the above-mentioned prompts.
- The poems must not discriminate against any race, religion, or culture.
- Creativity and imagination must be implemented.

Number of participants: 1

Time limit: 5 minutes

Judging criteria: Originality, Relevance to Theme, Creativity, Performance, Clarity of Speech.

For any queries or clarifications, please contact the event heads.

Event Head: Diksha Tupkar (8766782581)

Subhead: Ridaa Shah (72766 89896)

Fastest Man Alive (Rap Battle)

In Gotham's shadows, it's a battle of wits;
With great rhymes comes great hits.
With the speed of Flash, let your verses ignite,
In this Rap showdown, show us your might.

With great power comes great responsibility,
No room here for mediocrity.

The event will have two rounds: an elimination and a final round. The elimination round is open-themed. For the final round, qualifying participants will be given a popular comic book character through lots. Participants have to prove through their rap song why their character is the best and the other is not.

RULES:

- There will be a total of two rounds, an elimination and a final round (the battle round).
- Participants can use recorded beats (copyright-free beats from YouTube or original) for the elimination round. However, the beat must not contain any form of vocals or adlibs.
- Participants are required to submit their backing tracks for the elimination round on the day of the event at the registration table on a pen drive. The audio file should be saved as the contingent name.
- Qualifying participants will be given 15 minutes for preparation for the final round. The beats will be provided for round two along with the topic.
- No vulgarity is allowed. The use of foul language will lead to disqualification. Friendly banter is welcome.

Number of participants: 1

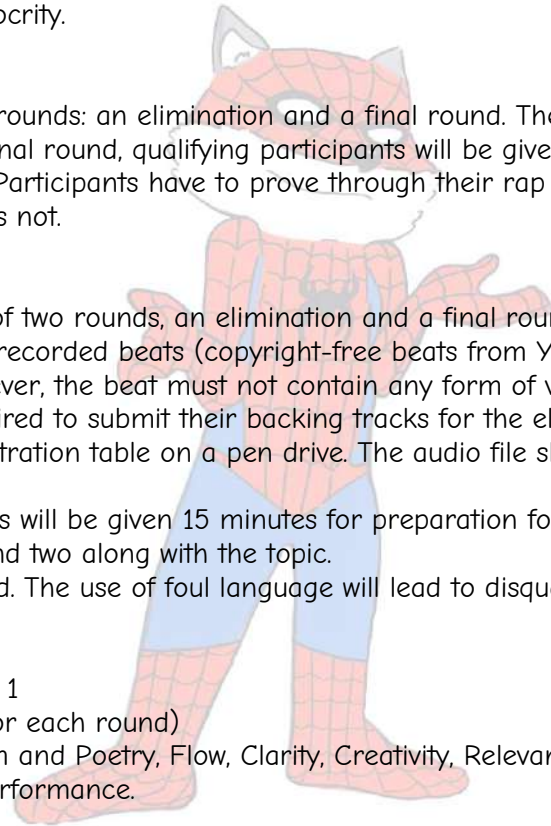
Time limit: 2 minutes (for each round)

Judging criteria: Rhythm and Poetry, Flow, Clarity, Creativity, Relevance to topic, Audience response and overall performance.

For any clarifications or doubts, please contact the event heads

Event Head: Shrutika Padte (7498591046)

Subhead: Ricardo Menezes (7448027880)



Josie and the Pussycats (Singing)

The stage is set, the lights are bright
Voices are ready to take flight
Each contestant will give us more
Through melodies, we can't ignore

With irony stitched in every seam,
We find our joy, we share a dream
From the ink and line, a universe is born,
Where villains plot and heroes are sworn

From satire sharp to whimsy sweet,
A clever twist, a quick retreat.

The participants must compose and perform an original song depicting the clash, friendship or romance between two or more characters from the comic world assigned to your team.

RULES:

- A maximum of 2 accompanists (musicians) are allowed or a backing track (without vocals) must be submitted on a pen drive at the time of registration on Day 2.
- The maximum duration of the song must be 6 minutes (set-up time included). A warning bell will be rung at 5 minutes. Failure to adhere to the time limit will result in a deduction of points.
- The participants are encouraged to wear costumes corresponding to the theme of their song, but must dress appropriately
- 3 copies of the lyrics must be submitted during registration on Day 2.
- The use of foul language will lead to immediate disqualification.

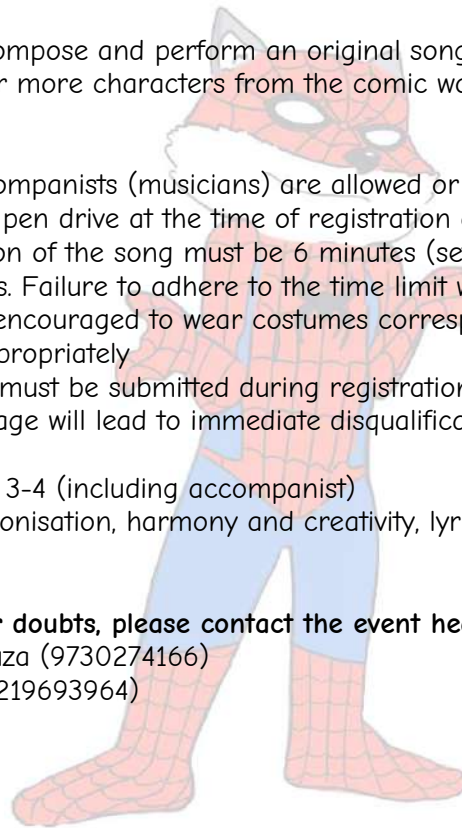
Number of Participants: 3-4 (including accompanist)

Judging criteria: Synchronisation, harmony and creativity, lyrics and melody, stage presence and overall impact.

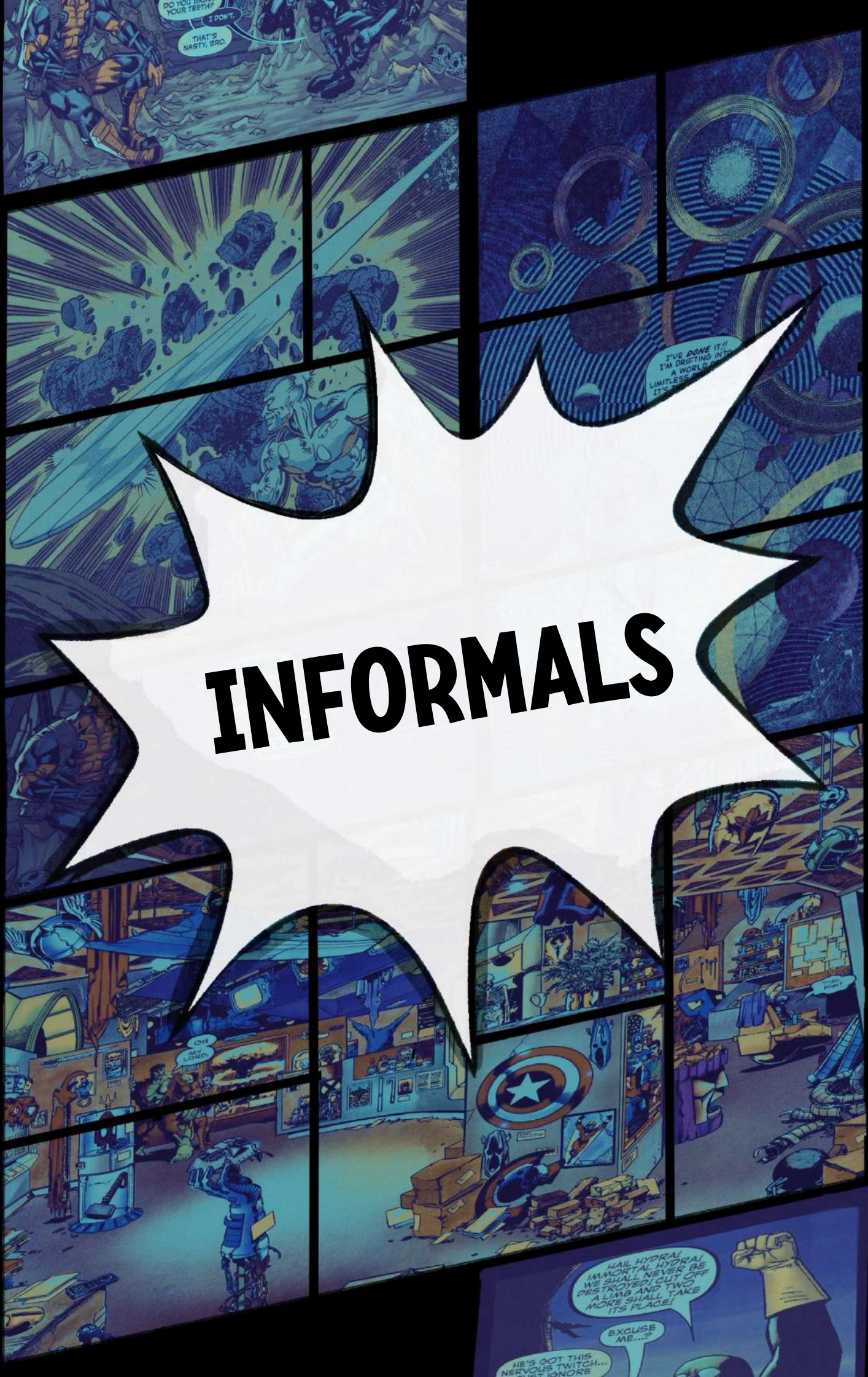
For any clarifications or doubts, please contact the event heads

Event Head: Clera D'Souza (9730274166)

Subhead: Tricia Mani (7219693964)



INFORMALS



Riddler's Literary Ruin (Grammathon)

A Hero's duty is one of endurance and might
With sharpened minds, let not words be their plight
To speak a message keep its meaning true
Give it the pauses and stops that are it's due

Be firm dear hero the situation is tense
These challenges will test your language sense
Lest your grammar, be your disdain
For the Riddler's hostages, it spells their Bane

Be cautious of who your hero is,
as the path in front of you isn't as easy as it reads.
So pick wisely.
Your hero should be the sharpest when it comes to words
And strongest when we increase the standards.

RULES:

- This triathlon is a continuous circuit consisting of three stages in which the heroes will be tested for brain and brawn.
- Each challenge consists of two sections, one physical and one grammatical, both must be completed for the hero to earn a token.
- Only after earning said token, can they advance to the next challenge, the hero is solely responsible for his/her token.
- The heroes will progress through each stage continuously, without wasting any time.

Stage 1: "PUSH THE LIMITS"

- Each hero will receive a chit containing a set of English grammatical problems. On successful completion, the hero will be tasked with a physical challenge that they would need to complete to receive a token.
- Upon completing the grammar problem, each hero will have to do a total of 10 burpees with proper form. Upon satisfactory completion of the physical challenge, they will have to collect their token and proceed to the next stage.

Stage 2: "DAMSEL IN DISTRESS"

- The hero will have to run to the scorching barrens where they need to deposit the token to progress to the second stage where they first will be provided with a problem to solve and then they will need to save a hostage, carrying them across the breadth of the ground however possible. — Upon reaching the other side, they will be handed their token and will be allowed to make their way to the next stage.

Stage 3: "KILL SWITCH"

- After reaching the site, they will need to deposit the token to gain access and from a set distance, they need to hit the target with the given projectile. For this stage, they will need to complete the physical challenge before the grammatical one.
- Upon successful completion, the hero needs to collect their final token and sprint as fast as possible back to the start point of the triathlon to finish the race successfully.

GENERAL RULES:

- Upon intended harm (physical or verbal) the responsible person will be disqualified right away.
- As heroes, sabotage will not be tolerated.

- In case of unsportsmanlike behaviour, the responsible person will be frozen for 45 seconds. This will only be decided by the grammar-masters (overseers). Their decision is final.
- Challenges must be completed on their merit and not with any help from others including any type of gadgets.
- DO NOT LOSE YOUR TOKEN(S)

Note

The following event requires tremendous amounts of upper-body and lower-body strength along with speed and stamina. Not to forget, wits and brain.

Number of Participants: 1

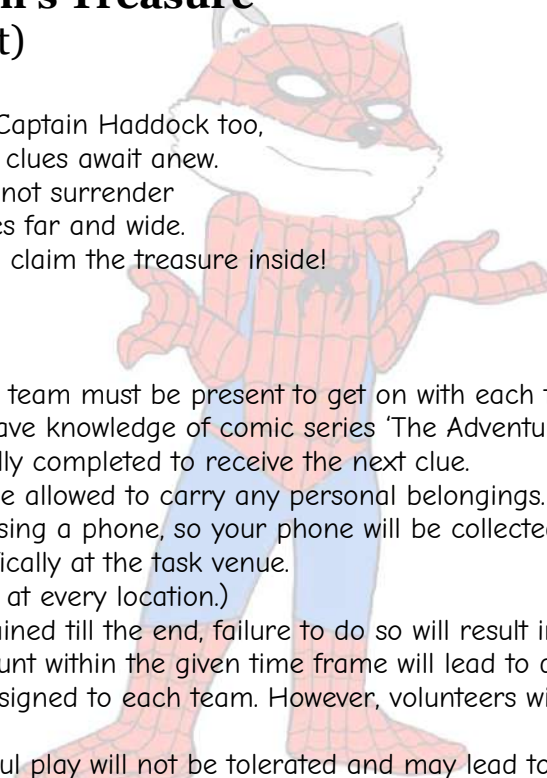
For any doubts and clarifications contact the ultimate grammar-masters

Event Head: Shane Savio Fernandes (+91 8698395739)

Subhead: Jaherul Mallick (+91 8799940488)

★ **Red Rackham's Treasure** (Treasure Hunt)

Join Tintin, Snowy, and Captain Haddock too,
On a quest for treasure, clues await anew.
Sail the Unicorn but do not surrender
In the shadows of pirates far and wide.
Solve the mysteries, and claim the treasure inside!



RULES:

- Both members of the team must be present to get on with each task.
- Participants should have knowledge of comic series 'The Adventures of Tintin' by Herge.
- Each task must be fully completed to receive the next clue.
- Participants will not be allowed to carry any personal belongings. Although certain tasks need to be completed using a phone, so your phone will be collected prior to the event and will be handed to you specifically at the task venue.
(Water will be provided at every location.)
- All clues must be retained till the end, failure to do so will result in disqualification.
- Not completing the hunt within the given time frame will lead to disqualification.
- A volunteer will be assigned to each team. However, volunteers will not assist the team in any way.
- Foul language and foul play will not be tolerated and may lead to disqualification.
- Participants must ensure that they do not misuse/damage the property of St. Xavier's College in any way. The contingent would then be liable for the damage caused.
- Based on the tasks, additional rules may be given on the spot.
- In case no team completes the hunt within the given time frame, the team with the maximum clues wins.
- Wear comfortable clothing that is modest and shoes that you can run with.

Note

The following event requires tremendous amounts of speed and stamina. Not to forget, wits and brain.

Number of Participants: 2

Time Limit: 4 hours.

For any clarifications or doubts, please contact the event heads

Event head: Tavia De Souza (9511704120)

Subhead: Vinashree Sonurlekar (77670 67647)

Three-Panel Trial! **(Cassata)**

In comic worlds where heroes soar,
Three epic panels we have in store.
With simple trials, bold and true,
Each task will bring out the best in you.
Like capes that flutter, and battles won,
We'll face each challenge, one by one.
So sharpen your wit, let stories ignite,
In this comic realm, we'll shine so bright!

RULES:

- This event is a triad. It will consist of 3 rounds.
- A team of two participants are required.
- Any form of cheating or prompting will result in negative marking.
- Use of foul or vulgar language, actions, gestures, obscene symbols or drawings will lead to disqualification.
- Answers given after the time limit is up will not be considered.

Round One: Charades

- One participant will act; while the other will guess.
- Participants will have 2 minutes to guess the maximum number of Comic book Characters from a given list.
- The actor cannot speak or vocalize.
- Movements, gestures and certain symbols are allowed.
- Each answer correctly guessed will gain 2 points.

Round Two: Pictionary

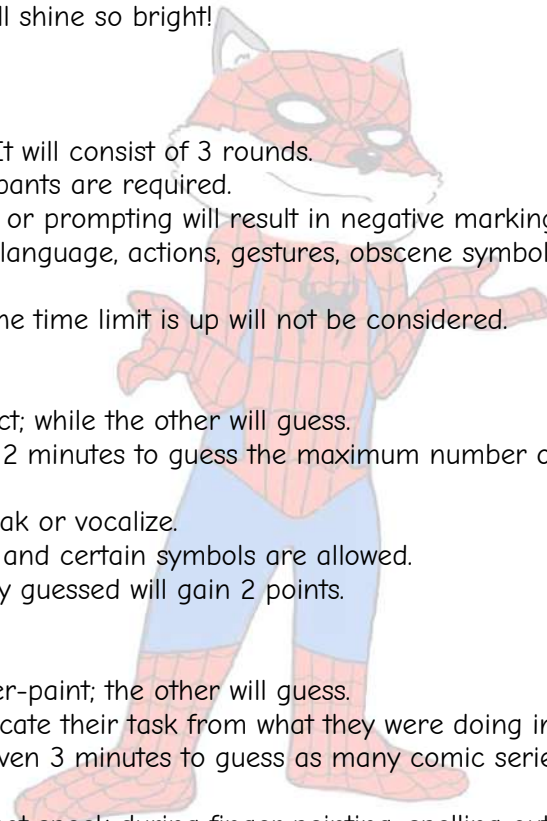
- 1 participant will finger-paint; the other will guess.
- The participants alternate their task from what they were doing in Round One
- Participants will be given 3 minutes to guess as many comic series as possible from a given list.
- The participants cannot speak during finger painting; spelling out the answer is also not permitted.
- Each answer correctly guessed by the team will gain 2 points.

Round Three: Guesses

- One participant will be given the name of a comic book; the other must guess.
- Each team will be given 3 minutes and the guesser may ask as many questions as they want.
- The participant responding can only reply with either 'yes', 'no' 'maybe' or 'I don't know'.
- Participants are only allowed to make 3 guesses, so make wise decisions.
- If necessary, a tie-breaker will be conducted.

Tie-Breaker Round: Whose Line

- 1 participant will be given a famous comic book character's line to recite; the other will have to guess which character said it.



- Each team will be given 45 seconds to guess as many characters as possible.
- The participant can repeat the line but cannot say anything else.
- No gestures and motions are allowed.

Number of Participants: 2

For any clarifications or doubts, please contact the event heads

Event head: Rukma Fadke (9359748663)

Subhead: Ananya Apte (7020422838)

★ **Squadron of Mayhem** (End Parade)

A march full of cheers
Heroes and villains all in their pride
Banners held high
Heads tilted to the sky.

Traversing the path laid
To achieve victory, march on ahead.
With glamorous moves, don't get strayed
A parlay with heroes and villains shall be displayed.

RULES:

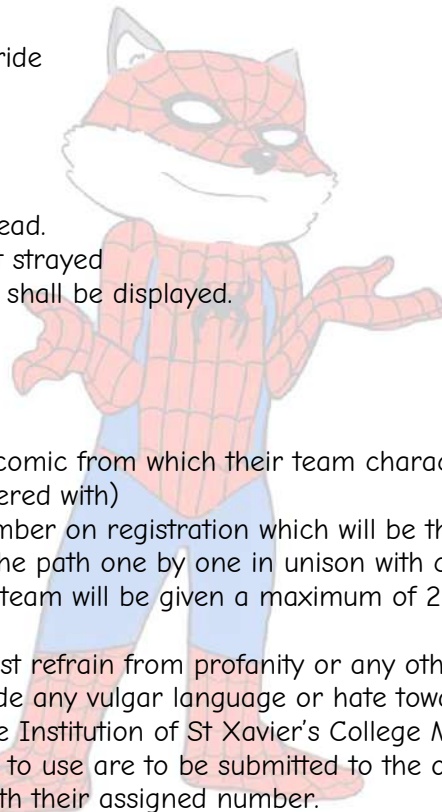
- All teams are to embody the comic from which their team character hails from. (The character the College has registered with)
 - Each team will be given a number on registration which will be their position for the march
 - Each team will march along the path one by one in unison with chants.
 - Half way down the path each team will be given a maximum of 2 minutes to present either a Song or Dance
 - Costumes and props used must refrain from profanity or any other inappropriate content.
 - Chants and props must exclude any vulgar language or hate towards any ethnic, religious or other social groups, including the Institution of St Xavier's College Mapusa.
 - Tracks/Music that teams wish to use are to be submitted to the organizers on the following Google form link (Link) along with their assigned number.
 - The team's name/character must not be disclosed under any circumstance as the judges will be unaware of the same however, references pertaining to the comic are allowed
- At the end of March, each team's Comic will be revealed. (You may cheer when you are revealed)

Number of participants: 10-15 per team

For any clarifications or doubts, please contact the event heads

Event head: Kisha Juneja (7046235573)

Subhead: Aayasha Mohammad (8237932534)



Head of Department
Dr. Prema Rocha

Teacher Coordinator
Sir Aaron-Paul Fernandes

Core Committees

Coordinators

Ms Chetna Thanki (9579801491)
Mr Christie Fernandes (8007466855)
Ms Katherine Manuel (9822980012)

Team Hospitality

Ms Abigail DeCunha (9527225664)
Ms Bhoomi Mujral (8793994430)
Ms Blanche Menezes (8767516540)

Team Social Media

Ms Sheronne Dias (7498295809)
Ms Cybil Rodrigues (7218513161)

Team Registration

Ms Shrutika Padte (7498591046)
Ms Gizane Menezes (7721857746)
Ms Hritika Chauhan (9028151132)

**Hence we welcome you, our comic comrades,
And young literary luminaries
To the House of X,
In the realm of Comicverse:
Where Every Panel Packs a Punch.**

Registration Link: <https://forms.gle/c27XACLGsk7b3pve7>



Words Up 6.0



COMICVERSE

WHERE EVERY PANEL PACKS A PUNCH

Department of English

