



NAQSH E KHALAI STUDY GUIDE



“ نہ تو زمین کے لئے ہے نہ آسمان کے لئے
جہاں ہے تیرے لئے، تو نہیں جہاں کے لئے ”

Love adventure? Well, you've come to the right place! Prepare for an adrenaline rush while exploring the vast realms of astrophysics, aerospace engineering, and aerodynamics. Time is ticking as we orbit the exoplanet Orion 55 - solve exciting puzzles and riddles to make sure your spaceship stays afloat. Rest assured Naqsh-e-khalai will be an unforgettable experience (it is quite literally out of this world)!

General guidelines/rules:

Delegates' phones will be taken prior to the round. The delegates should also have a considerable amount of knowledge about Astrophysics, astronomy and identification of celestial bodies and important astronomical terms. Plagiarism is strictly prohibited. Creativity, time management and intelligence is the key to this round

Round 1: Scavenger Hunt

Delegate limit: 4

Round duration: 2 hours 30 min - 3 hours 30 mins

Round description: Prepare to be baffled. Astronomy, astrophysics, cosmology; these are the realms we will be dwelling upon. The curvature of space and time has caused time to slow down near Orion 55, whilst it rushes past on Earth. Solve exciting puzzles, riddles and mind-boggling games to ensure the establishment of a colony on this remote exoplanet. Creativity is key! Be quick, time's running out, and failure is not an option...

This round consists of 2 parts: character creation and a scavenger hunt. Delegates will be allotted tasks in 3 rooms – the information gathered from each room will lead delegates to a final destination. 4 teams will go at a time, but only the first two teams to reach the final destination will win! Each room will have the following activities:

- Room 1 (Quiz): identification of celestial bodies, classification of galaxies, history of astronomical innovations. This is a buzzer round.
- Room 2 (Anagrams): delegates will be given jumbled up physics terms which they must rearrange then define.
- Room 3 (Planet Hopscotch): create a planet-themed hopscotch squares on the ground, each representing a celestial body. Delegates must hop from one planet to another when the term ‘green light’ is called but freeze when a specific term (i.e a planet’s name) is called ‘red light’.
- Waiting room: delegates must create their own space-related character and sketch it. They will have 3 hours and 15 minutes to complete this task. They may also write an essay on anything related to astronomy.

This is an elimination round. Delegates may not use their phones this round.

Round 2: 55 SSDC

Delegate limit: Entire Delegation

Round duration: 5 hours

Round description: The RFP will be released on the day of the round and 4 'companies' of 4 teams each will be competing against each other. Each company will have 30 minutes to present and will be asked questions by the judges. Delegates will be required to bring their laptops. Only the winning company with the best proposal will proceed to the final round. Please remember, plagiarism is strictly prohibited. The judging criteria will be released along with the RFP.

Round 3: Escape Room

Delegate limit: 3

Round duration: 1 hour

Round description: No specific prior knowledge is required. The room will be based on the settlement designed by the delegates themselves and a crisis will be introduced. Delegates should prepare themselves for any surprises coming their way!

Disclaimer: All the rules mentioned above are preliminary and may be subject to change at the day of the event. The decision of heads is final.

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