



## SIGMUND'S PSYCHE

Prepare to dive deep into the intricacies of consciousness. For centuries, philosophers and scientists have pondered human nature, laying the groundwork for modern psychology. In Sigmund's Psyche, you'll uncover hidden motives, unravel subconscious drives, and confront the inner conflicts that shape our identities. Here, every thought has a root, every behavior tells a story, and each mind holds secrets waiting to be revealed.

### Round 1 :

In this round, three delegates will compete by answering multiple-choice questions designed to test their knowledge of various psychological concepts. The difficulty of the questions will increase as the game progresses. Furthermore, delegates will have access to three lifelines to help them through the challenge; delegates must use their lifelines strategically to maximize their chances of success.

***Delegates per team: 3***



## Round 2 :

In this round, delegates will face the challenge of identifying the two imposters among them. Each delegate will be assigned a psychological condition or disease—most will have the same condition, while two will be assigned a different one. No one will know who the imposters are. Delegates must ask questions and carefully listen as each participant subtly hints at their assigned condition, trying to spot any inconsistencies. The goal is to blend in or detect the imposters before time runs out. At the end of the round, delegates will vote on who they believe the imposters are.

***Delegates per team: 1***

## Round 3 :

In this round, two delegates will be chosen. One will randomly select a briefcase that is either "safe" or will eliminate you. The second delegate, seated opposite, will have 30 seconds to ask questions and observe reactions to determine if the briefcase is safe. Based on this, they must decide whether to steal the briefcase or let it stay with the original owner. If they steal and it is not safe, they're out of the game; if it's safe, they survive. However, eliminated delegates will compete in a secondary round, selecting and defending briefcases for a chance to compete in the final round.

***Delegates per team: 1***



## Round 4 :

In this round, delegates will go through a series of three psychology-themed escape rooms. Each team will work together to navigate through the rooms, solving a variety of challenges and puzzles based on key psychological concepts. Each room will have a different theme and will be uniquely decorated to reflect the psychological theory or concept it focuses on. The tasks in each room will require critical thinking, teamwork, and a solid understanding of psychological theories. The team that completes all three rooms in the fastest time will be declared the winner.

***Delegates per team: 3***

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