

GOTC GAMES

The Valiant Vanquishers of Vellore

1. SPANNER THE SPY



Director: Ponna Thurairatnam

Objective: An exercise in getting to know people. Be the first to find the three spies, (Lead, Chief and Super Spies) by asking 'clue' questions

Duration: From announcement at the Common Room Party with the first 'Clue' to 7:00 PM on Saturday before the Silver and Blue Banquet.

How to Play and Rules: Starting with the first clue, a code, which will be a description of some sort the players find the spies by asking them **privately** if they are indeed one of the spies. If the clue was 'Nutty Professor' they would ask a suspect "Are you the Nutty Professor?". The alleged spy would answer only if it's a **private conversation**. If the spy is identified correctly they will very confidentially give the player the clue to find the next spy. The Chief Spy is identified similarly, followed by the last, which is the Super Spy. The names of all three spies should be immediately texted to +1 416 882 4237 with the name of the player. The first all correct answer will win the prize.

2. CLASS BLASTERS



Director: Samson Jesudass

Objective: Honour the biggest class by year

Rules: **Everybody** belongs to a class on Thursday! If you are a CMC alum (of any college or course, UG or PG), you join the class year you began your undergraduate course in CMC or elsewhere. If you are not, you join one of your family. The biggest group wins!

You got to be at the Common Room party to qualify. You will be seated by class year for the dinner.

3. Alumlette: [The Pisser Prize]



Director: Anna Thurairatnam

Rules: Here is a prize for the **youngest** alumnus. To qualify you need to have completed any undergraduate course in CMC, CON or Allied Health, Vellore and be **present on Thursday** at the Common Room Party. An identity document that carries the date of birth may be requested.

Come on youngsters! Disprove what the oldies say that you aren't interested

4. VENGO



Director: Pramod Chetty

How to play: This is our very own **customized version of Bingo**. An empty sheet for the cost of a Loonie (Google that!) with 21 empty spaces where you pick from a list and write down the key word of named (well known) structures, buildings or places in the CMC Bagayam Campus that includes CHAD, Mental Health Centre and the Rehabilitation Insitute. Example: Gault – Edward Gault Drive; Big – Big Bungalow; Oval – Bagayam Oval etc. There will be 100 such in the mix. The Director will call out the random pick from a pot, pretty much like Bingo and the lucky one that complete all 20 slots covering names called out first is the Jackpot winner. Only one Big Prize estimated at \$300!

5. PERSONAE BAGAYAME



Director: Ponna Thurairatnam

Judges: To be announced.

Rules: Open to all attendees and each character personified must relate in some way to Bagayam. Each participant will give themselves a name appropriate to the persona or thing depicted. (a list of suggestions is available) We want relevance and good hearted humour with no malice or disrespect. There will be one winner decided by the three judges.

6. Table the Word



Director: Anita Jesudass

Rules: This is a game played between tables at the Silver and Blue Banquet. Each table attempts to find the **longest word** using **the third letter** on their name tags (the short name or nick name they were called, referred to or best known by). If all ten (at the table) members' letters are used once then letters can be reused to construct a longer word. There will be a time limit and a standard online dictionary will be used as reference. In case of a tie the most innovative or interesting word related to Bagayam will be used as the tie breaker.