

Robo Maze

ABOUT:

Robo Maze is all about guiding your bot through the twists and turns of the maze to reach the final spot before your opponent reaches there. Come & prove your mesmerizing control at Karmatek 2k19.

TASK:

Your bot has to reach a designated area before your opponent's bot .

ARENA DETAILS:

The arena will be symmetrically SQUARE. The surface will be plain.
The bots will enter the arena from an inclined platform.

GENERAL RULES:

1. This is a flash event.
2. Maximum members per team are 4.
3. Wire pulling by any member of the participating team is not allowed.
4. The bot that reaches the final spot first is declared as the winner.
5. There is no restriction on number of entries.
4. Hand touch will lead to penalties.
5. Additional rules will be disclosed on the day of the event.
6. Damage to the arena will lead to disqualification.

BOT SPECIFICATIONS:

1. The dimension of the bot must not exceed 25cm x 25cm x 25cm (length x breadth x height). A 10% allowance will be given to the participants.
2. The weight of the bot must not exceed 5 kg. A 10% allowance will be given to the participants.
3. The external wired control used to control the machine manually is not included in this size constraint.
4. If the machine uses an externally placed power supply, the dimensions of the power supply are not included in the size constraint. However, in case of an on-board power supply, the machine along with the power supply should follow the rule mentioned in clause 1 and clause 2.

The judges hold the right to subjectively determine if the machine violates any clause.

POWER SUPPLY AND CONTROL MECHANISM:

1. The machine can use an externally placed or on-board electric or non-electric power supply.
2. In case of an electric power supply, the voltage at any point on the machine must be lower than or equal to 24V at any point of time during the game.
3. The organizer will provide 230V, 50 Hz AC power supply. Any extension cords, adaptors or battery box etc. required will have to be arranged by participants themselves.
4. The machine must be controlled by some wired control mechanism at all stages of the game.
5. In case of wired mechanism, the wire must be slack for the duration of the game. The participants have the right to ensure that the wire does not get entangled with their machine during the game.