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# Exodia 2k17

## ROBOWARS

The Battle for the Glory



This time it's going to be more ferocious, more aggressive and more deadly. Build the Machines that can brutally demolish your enemy and show your robotic acumen, blend your intellect & fighter instinct and controlling skill.

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## Task:

Design and construct a manually controlled wired or wireless robot that can destroy the bots of your opponents or can throw their bots out of the arena.

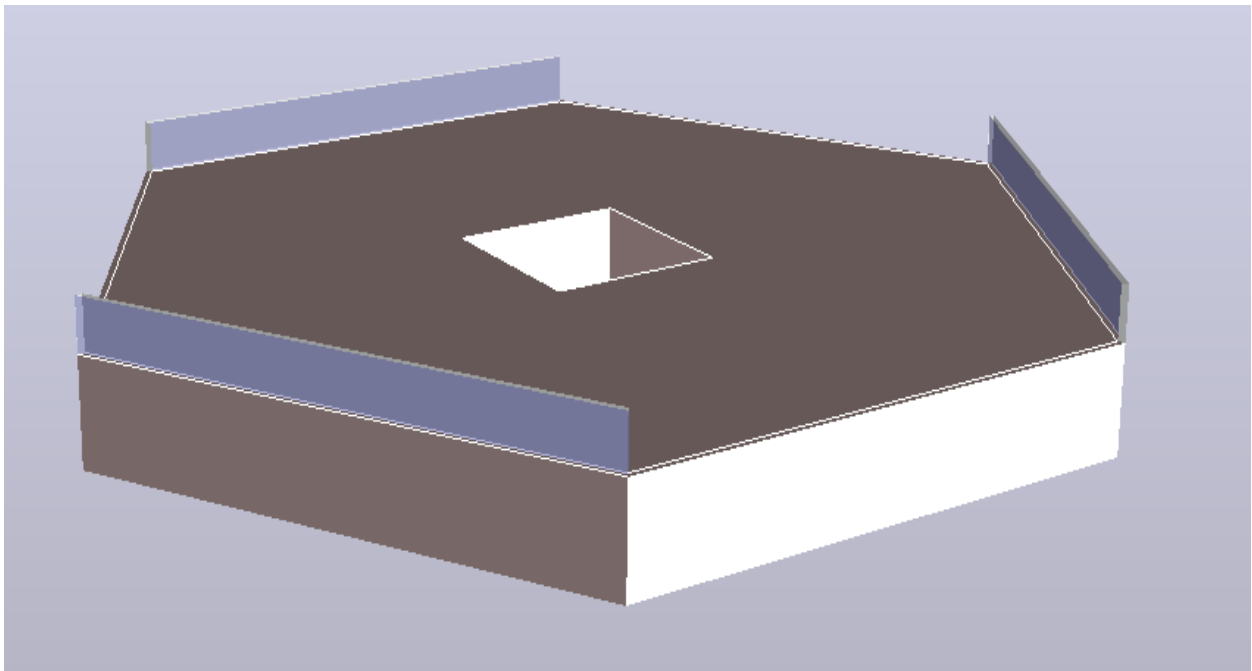
## Robot Specifications:

- The bot should completely fit in a box of dimensions 500mm X 500mm X 750mm (l X b X h) at the start of each round. The size of external controller used to control the machine is not included in this size constraint.
- The maximum weight of the robot can be 25 kg. The weight of controller will not be counted.
- The bot can be controlled by a wireless or a wired remote.
- In case of a wired remote, the robot should have pipes supporting the wires, so that the wires cannot be damaged by opponent bot. Minimum height of the pipes needs to be 600mm from the ground. The wires should be of sufficient length to cover the arena.
- In case of wireless remote, the power supply should be on the bot itself.
- The power supply on the bot will be counted in its weight.
- Bot can use any kind of magnetic weapons, spinning weapons, cutters, flippers, saws, lifting devices, spinning hammers, metal contraptions with spikes, circular saws, maces, flamethrowers, cutters, flippers, drills, hammer, metallic armour and shield, high power magnet and electro -magnet, etc.

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## Arena:

- The length of the side of regular hexagonal arena (grey colour) is 1800mm.
- There will be a pit of size 600mm X 600mm at the centre of the arena which will be opened after two minutes in each round.
- The arena will have walls (height = 150mm) on three alternate sides of the regular hexagonal arena.
- There will be nails arranged in the arena at random places.
- There can be some weapons present in the arena as a surprise element .
- For more details see figure.



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## Game Play:

- The most important rule is to destroy the opponent bot.
- The competition will be a knockout tournament.
- Two bots will compete with each other in each round.
- Each round will last up to a maximum of 5 minutes.
- The bots will try to either push the opponent bot out of the arena through gates or pit, or immobilize the opponent bot.
- The pit will be closed at the start of each round and open after 2 minutes of the start of each round.
- If the robot is thrown out of the arena or thrown into the pit, then the match will stop immediately and the robot still inside the arena will be declared winner.
- A robot will be considered immobilise if it does not display any linear movement for 30 seconds.
- The team which immobilizes the other bot or throws the other bot into the pit or out of the arena is declared winner. In case no team is able to do so within 5 minutes, then winners will be declared on points basis.
- Points will be given by the organizers on the basis of aggression, damage, control and strategy.
- Points will be given to a bot if it corners the opponent bot and the opponent bot is unable to move for 30 seconds.
- Points will be given if the opponent bot gets damaged during the fight.
- If there is still tie, then 1 minute re-match shall be used as the tie breaker.

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## Participation:

- A team may consist of as many members as required.
- Students from different educational institutes can form a team.
- All students with a valid identity card of their respective educational institutes are eligible to participate.
- Teams need to register online for the event.

## General Rules:

- The teams must report on time for their slots failing which they shall be immediately disqualified.
- Only two members of the teams will be allowed to handle and operate the robot.
- Participants are not allowed to put anything inside the arena other than the bot.
- Use of radio jammers or anything that disrupts the control of other robots is strictly prohibited.
- In case of any disputes/discrepancies the organizers decision will be final and binding.
- The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.

## Organizers:

Kushagra Singhal - 9829704802  
(kushagra\_s@students.iitmandi.ac.in)

Abhay Singh Chauhan - 8989018259  
(abhay\_singh\_chauhan@students.iitmandi.ac.in)