

Devil's Valley 5.0

INTRODUCTION:

The Demon's playground is back and it has grown better, bigger and bolder. Show your guts and build a manually controlled bot that should be able to escape this Devilish Track. The spirited participants have to make the bot to finish the challenging track in minimum possible time avoiding all the obstacles and surprise elements.

GAMEPLAY:

Participants have to build a manual controlled bot which could traverse difficult terrains, slopes, bridges while avoiding a variety of obstacles ranging from fire, sand, grease, holes, rotating platforms and many more. Participants have to control their bots carefully and complete the course.

GAMEPLAY RULES:

- The game duration would be of total 20 minutes.
- Checkpoints would be available across the track; on crossing it points will be awarded.
- Bonus points will be awarded on completing the course before 5 minutes.
- Maximum of 2 timeouts are permitted, with each not exceeding 2 mins. Each timeout will attract penalty.

- The participants will be provided with 220V, 50 Hz AC power supply, and any other power supply they require has to be arranged by themselves by the participants.

Bot Specifications:

- The bot should fit into a box of size 25x25x30cm (lxbxh). No part/ mechanism of the robot should exceed the given dimensions during of the event.
- Potential difference between any two points on the bot should not exceed 24 volts.
- In all cases, any on-board power supply devices like batteries are to be included in the maximum dimension limit.

FIGURE:-1

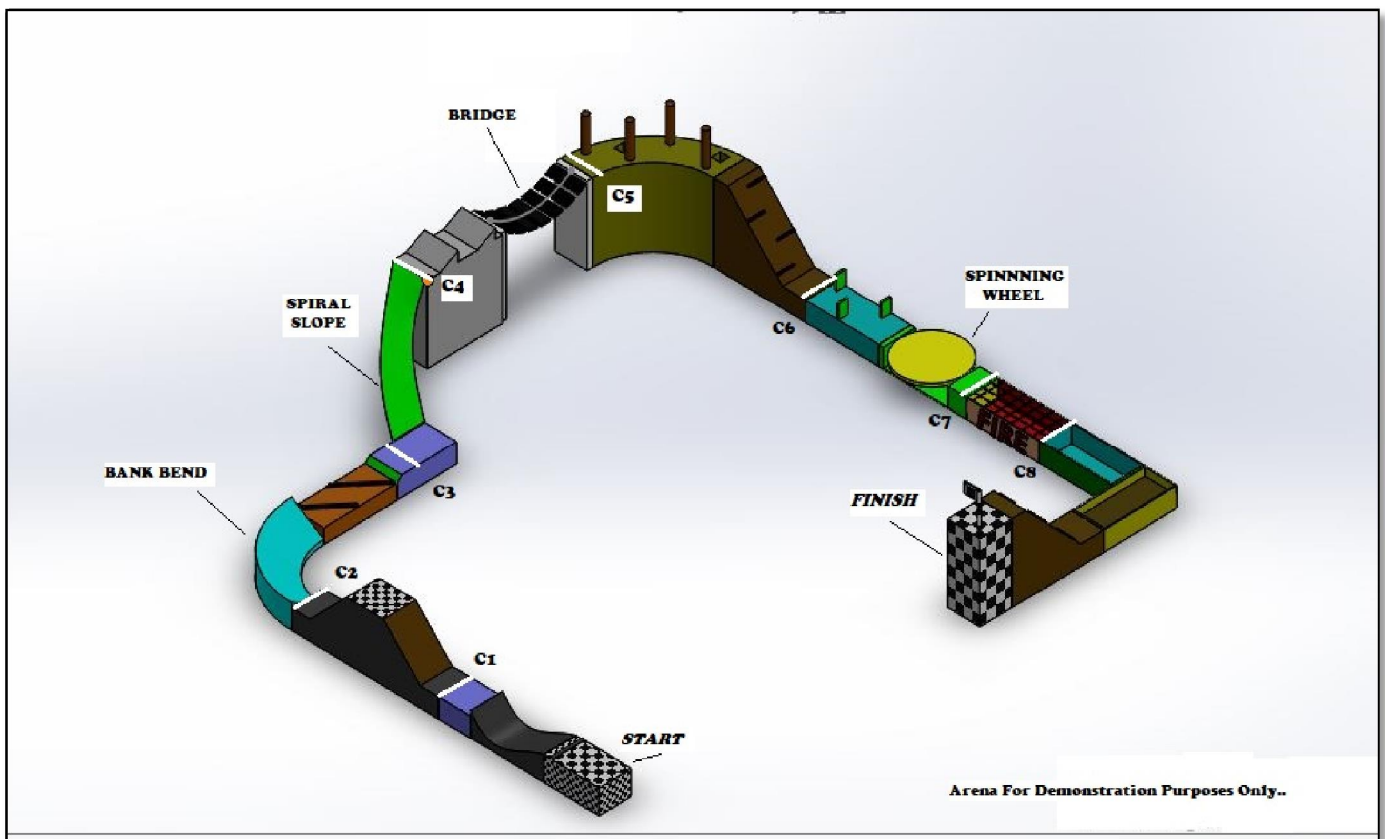
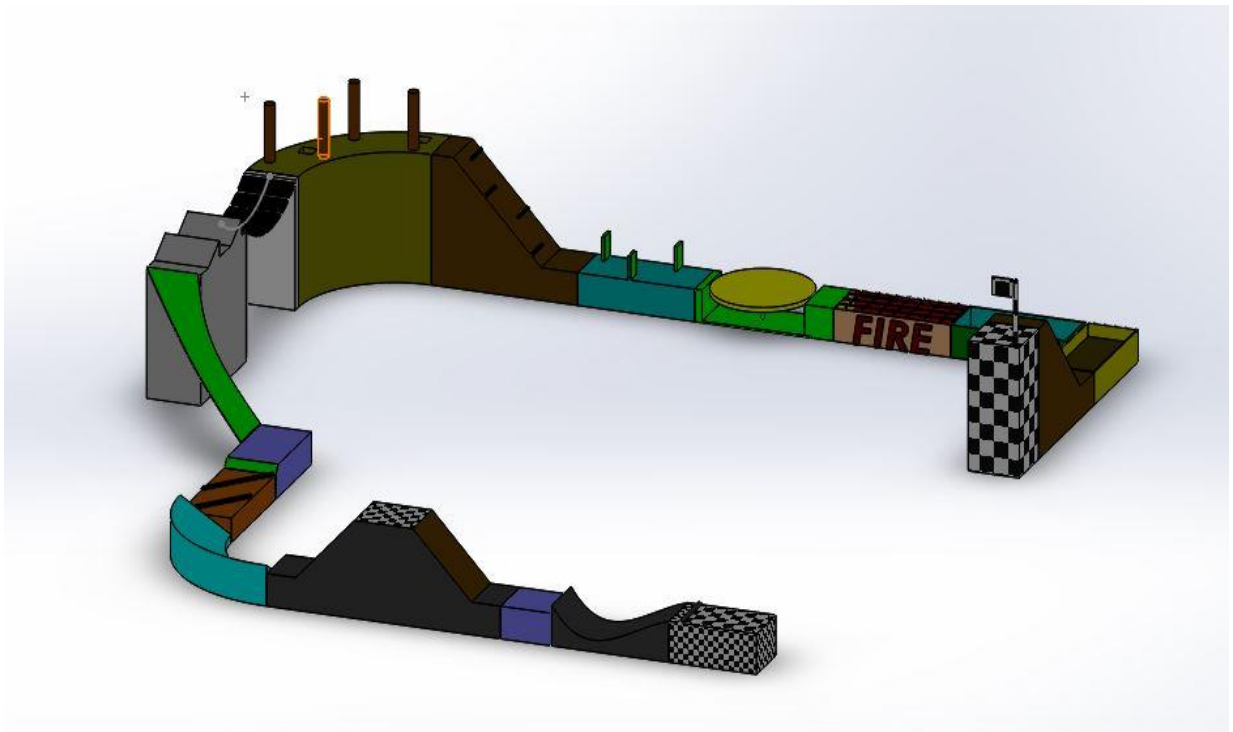


FIGURE :-2



General rules:

- The maximum number of participants allowed per team: 4 people.
- The participants will be provided with 220 volts, 50Hz standard AC supply.
- Participants will have to arrange for any other power supply required for their bot by themselves.
- The potential difference between any two points must not exceed 24V DC.
- Teams cannot touch the bot during the run.
- **points and criterion will be specified during the event.**
- **Organizers have the final decision regarding points, judgements and any slight changes in the arena.**

Contact Details:

Coordinators

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***The arena specified is tentative.**