

# ROBOWARS





- **War never decided and will never decide who is Right. Only remains the Powerful.**

Mesmerized with the power of bots? Want to break in world of Real Steel? The time has come to get your bots armed with best of weapons and take the stand. Get your senses in control and strategize the best moves to takedown your rival in warzone. Get yourself ready to seize the echo of burning engines, firing weapons and mast your flag in the battle of the best. Evolving from the era of Battle of HomoSapiens and drift in the battle of RoboSapiens.

## ➤ Event Description:

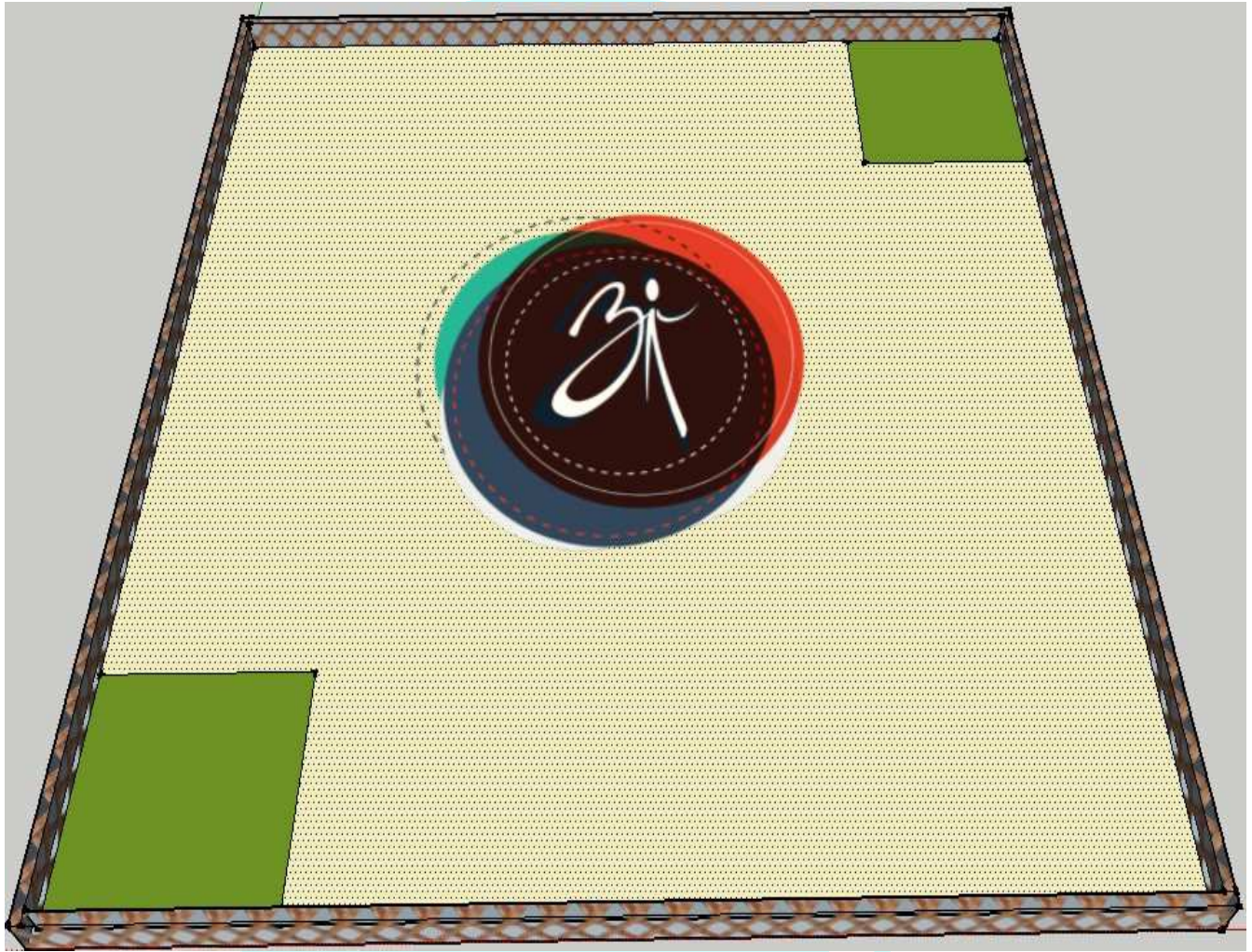
To build a bot capable to withstand the attacks and cause damage to opponent's BOT.

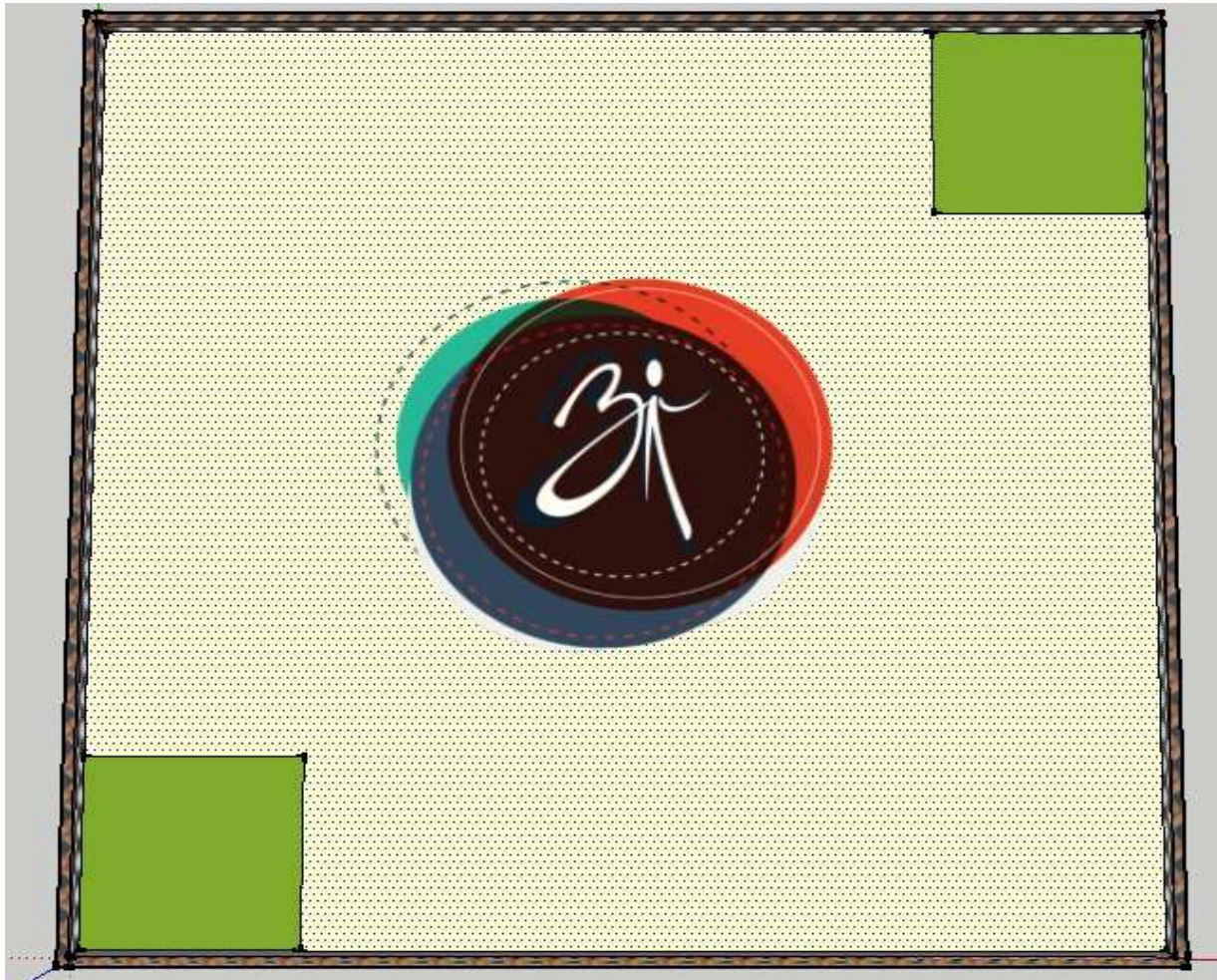
## ➤ GAME PLAY

-  This will be a one on one event.
-  Every match will be an eliminator so only winning team can succeed to next stage (entry to next stage can't be guaranteed).
-  Duration of Prelims (1<sup>st</sup> round) will be of 5 minutes.
-  From 2<sup>nd</sup> Round and onwards matches will be of two halves of 3 minutes each.

## ➤ ARENA

- Arena will be a square 4m X 4m.
- Arena will have boundary of height of 9 inches.





### ➤ Robot Specifications:

- ✚ Bot can be wired or wireless.
- ✚ Weight of bot can't exceed 60 Kg (wires and controller included). Bot must fit in a box of 60cm X 60cm X 60cm.
- ✚ Fire and water throwing weapons are restricted for use.
- ✚ Weapons should remain integral part of bot and disintegration (separation in two or more) of bot is not allowed.
- ✚ Jumping, hopping and flying for mobility of bot is not allowed.
- ✚ Use of an IC engine is not allowed. If bot is provided on board power using battery then battery must be sealed, immobilized-electrolyte types (such as gel cells, Li, LiCd, NiMH, or dry cells).
- ✚ Maximum allowed pressure for pneumatic and hydraulic power is 12 bar.



- ✚ Team needs to produce safety and security letters at registration desk.
- ✚ Maximum potential difference between any two points of bot should not exceed 24V.
- ✚ There is no restriction on number of actuators.

## ➤ Rules:

- ✚ If a bot becomes immobile (unable to show translational motion of 1cm in 15sec), the opponent will be declared winner.
- ✚ If a bot is thrown out of arena, the opponent will be declared winner.
- ✚ If one team quit or give up the fight, the opponent will be declared winner.
- ✚ One can't just win by pinning/lifting. Pinning/lifting is allowed for maximum of 20 seconds at a time, then after attacker has to release the opponent.

## ➤ SCORING SYSTEM

- ✚ The first round will be of 5 minutes. The team defeating the other team before the set limit would be provided extra points as  $(5*60-t)$  points, where 't' is the time left in second before the clock stops.
- ✚ Similarly, points will be provided for the next round.

## ➤ CERTIFICATION POLICY AND PRIZES

- ✚ Certificate of Excellence and Cash Prizes will be awarded to winner and runner-up.
- ✚ Certificate of Appreciation will be Awarded to 2<sup>nd</sup> runner-up.
- ✚ Certificate of Participation to all the teams participating in Event.

## ➤ CONTACTS

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