



INSTRUCTIONS

- 2-player team controlling a Pirate Bot.
- Navigate five islands: Zoro, Franky, Chopper, Marine Maze, Sandy Raftel.
- Clear mechanical/sensor hurdles on assigned islands.
- Team up for final Devil Fruit defusal via scroll sequence.
- Collect coins and earn bonus for successful defusal.
- Complete all within 10 minutes.



ZONE 2 NAUTICA QUEST

PRELIMS

- 2 PLAYERS PER TEAM; CLEAR THE HURDLES AND PRESS LIMIT SWITCHES TO TURN LEDS GREEN, DIFFUSE BOTH ISLANDS, AND EARN A TOKEN.

FINALS

- CLEAR TWO ISLANDS, THEN FOLLOW THE SCROLL'S SWITCH SEQUENCE ON THE FINAL ISLAND TO DIFFUSE THE DEVIL FRUIT.



GAME PLAY

TWO PLAYERS
START IN THEIR
ISLAND

NAVIGATE ISLANDS,
COMPLETE
HURDLES, PRESS DEVIL
FRUIT BUTTONS.

FOLLOW SCROLL
SEQUENCE
CORRECTLY.

COINS DECIDE THE
WINNER.

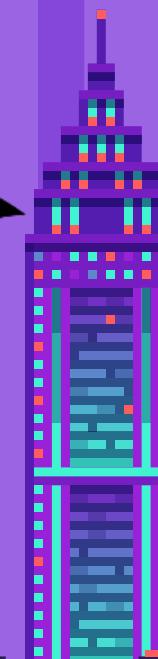




ZONE 2- NAUTICA QUEST

- Teams start only on the referee's signal.
- Pressing the Devil Fruit out of turn gives -10 points.
- Skipping or failing a hurdle earns no coins or points.
- Pirate Bot must stay within arena; crossing boundaries adds -20 sec penalty.
- Time continues even if the bot malfunctions.
- Customize outlook (Nautica ship).
- Width & breadth fixed; max height 30cm.
- Must not block sensors or moving parts.

RULES AND REGULATION



◆ Scoring System
Island Completion: +20 coins each
Hurdle Penalty: -10 coins per failed or skipped hurdle
Final Island Success: +50 coins
Bot design: +10 coins