



## INSTRUCTION

- Each team fields a single participant.
- Ten-minute time limit per round for both prelims and finals.
- Hurdles must be completed sequentially to collect flags.
- Hoist the flags and press the buzzer at the center to win.
- No negative marking or penalties; the fastest to finish wins.

# ZONE 1A- LUMINA FORGE

### PRELIMS

- EACH PLAYER MUST COMPLETE GIVEN ZONES,
- COLLECT THE 3 CORRESPONDING FLAGS, AND PROCEED TO DPDT BOT PARKING, INSERT FLAGS, AND PRESS BUZZER.

### FINALS

- PLAYERS MUST COMPLETE ALL 5 ZONES.
- AFTER COMPLETING THE LAST ZONE, THEY PROCEED TO DPDT BOT PARKING, INSERT ALL 5 FLAGS, AND PRESS BUZZER.

## GAME PLAY

START AT YOUR ZONE WITH THE NAVIGATION BOT.

COMPLETE THE TASKS:

COLLECT FLAGS AFTER EACH TASK.

RACE, HOIST, AND BUZZ TO LIGHT YOUR VILLAGE.





# ZONE 1A- LUMINA FORGE



## RULES AND REGULATION



- Participants may start only on the referee's signal.
- Touching the bot during gameplay (unless allowed by the referee) results in a -10 point penalty.
- Skipping a hurdle or incorrectly completing it leads to no flag and no points.
- The bot must stay within the designated track area; crossing boundaries = -20 seconds time penalty.
- Time continues even if a bot malfunctions during the round.

◆ Scoring System  
Each Hurdle Completed: 10 pts  
Final Action (Hoist flags & press buzzer): 20 pts  
Bonus:  
+5 pts for fastest completion  
+5 pts for zero penalties

