



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 FOMAL 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



RULES AND REGULATION



- 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 30 cm.
- Must not block sensors or moving parts.

♦ 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

