



INSTRUCTIONS

- 2 players per team, switch roles halfway.
- 10-minute time limit per round.
- Collect coins: Metal (+10), Fake (0), Bomb (-10 & bot freezes).
- Gates open/close every 10s in Mains; no gates in Prelims.
- Bonus: +20 for clearing all coins.
- Customize outlook (Nautica ship).
- Width & breadth fixed; max height 30 cm.
- Must not block sensors or moving parts.



ZONE 1B- DRAGON VAULT

PRELIMS

■ PLAYERS
COMPLETE HURDLES
AND COLLECT COINS
(METAL, FAKE, BOMB)
- NO GATES.

FINALS

■ SAME ARENA WITH
GATES TOGGING
EVERY 10S; COLLECT
METAL, FAKE, AND
BOMB COINS WHILE
AVOIDING PENALTIES.

GAME PLAY

TWO PLAYERS
START IN THEIR
ZONES.

COLLECTOR GATHERS
COINS; SNATCHER
STEALS.

SWAP ROLES
AFTER 5
MINUTES.

GATES TOGGLE EVERY
10S; USE SAFE ZONES
WISELY.





ZONE 1B- DRAGON VAULT



RULES AND REGULATION



- Participants may start only on the referee's signal.
- Touching the bot during gameplay (without referee approval) incurs a -10 point penalty.
- Skipping a hurdle or failing a task earns no Dragon Ball and no points.
- The bot must stay within the arena zone; crossing boundaries leads to a -20 second time penalty.
- Time continues even if a bot malfunctions during the round.

◆ Scoring System

Metal Coin Collection:
+10

Fake Coin Collection: 0

Bomb Coin Trigger: -10

Bonus (all coins
cleared): +20

Bot Design: +10

