



SINCE 2002

VANI VIDYALAYA
SENIOR SECONDARY

UNLEASH YOUR
CREATIVITY IN ROBOTICS



CYBER BOTS

Where Innovation & Integrity converge

PRESENTS



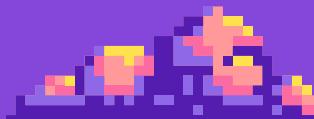
CYBERFLIX

MASTERS OF INNOVATION

JOIN US



REGISTRATION FEE
850/- PER PERSON



ELIMINATE



CYBERFLIX

CATEGORY 1

ZONE 1A

GRADE 3 TO 5

LUMINAFORGE

CATEGORY 2

ZONE 2

GRADE 6 TO 8

NAUTICAQUEST

CATEGORY 1B

ZONE 1B

GRADE 3 TO 5

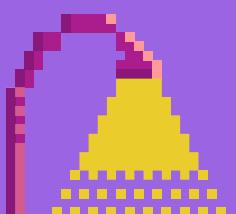
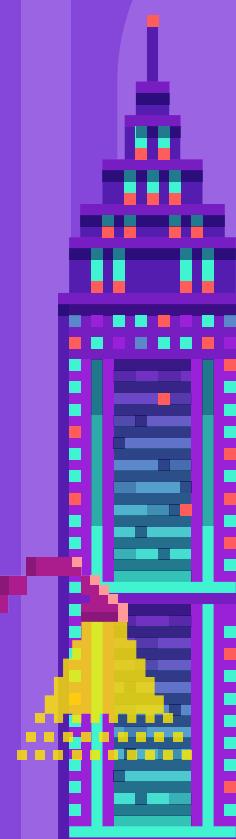
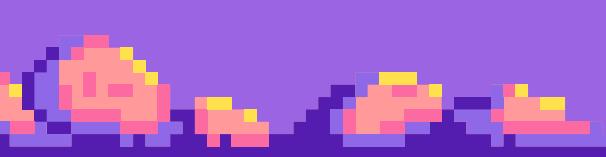
DRAGON VAULT

CATEGORY 3

ZONE 3

GRADE 9 TO 12

NEKATHON



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.





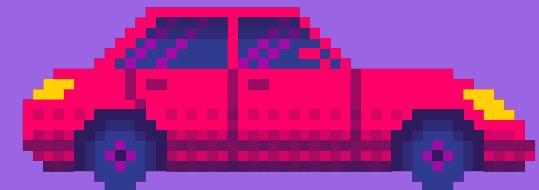
ZONE 1A- LUMINA FORGE

- 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.

RULES AND REGULATION



◆ 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





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 TOGGLED 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.





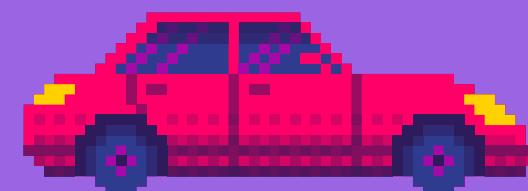
ZONE 1B- DRAGON VAULT

- 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.

RULES AND REGULATION



◆ Scoring System
Metal Coin Collection: +10
Fake Coin Collection: 0
Bomb Coin Trigger: -10
Bonus (all coins cleared): +20
Bot Design: +10





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

INSTRUCTIONS

- Team Formation: 5 members per team.
- Rounds: 2 Rounds — Soldering Rush & Hackathon.
- Round 1 – Soldering Rush
- Receive PCB, schematic, and components.
- Assemble a functional circuit as quickly
- Top 5 teams advance to Round 2.
- Round 2 – Hackathon
- Design an innovative robotics system
- Prepare and present design logic, innovation, feasibility.

ZONE 3- NEKATHON

PRELIMS ASSEMBLE

- SCHEMATIC-BASED CIRCUIT ON PCB. TOP 5 FASTEST ERROR-FREE TEAMS QUALIFY.

FINALS

- SOLVE PROBLEM STATEMENT, DESIGN SYSTEM, PRESENT WITHIN VIRTUAL BUDGET.

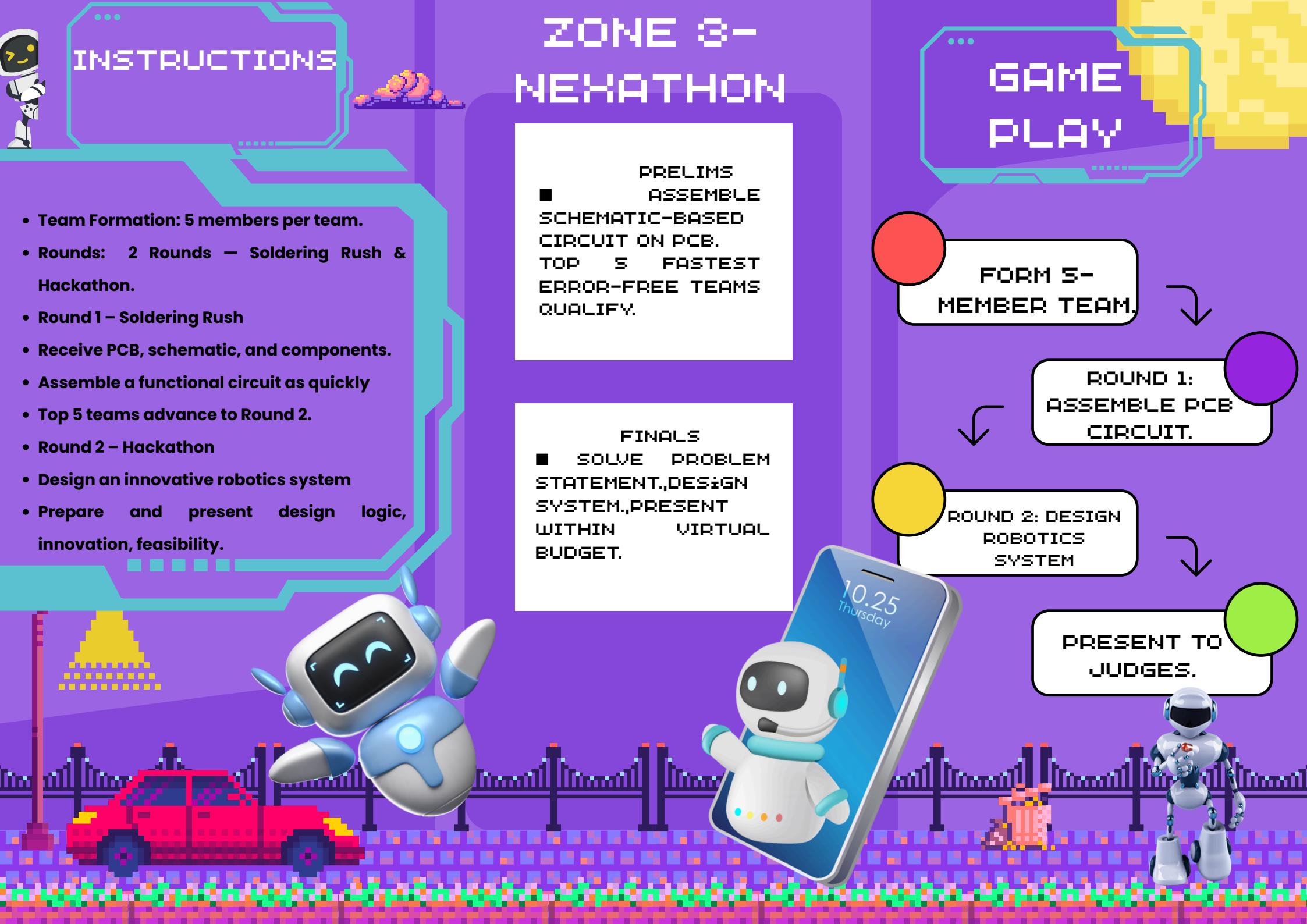
GAME PLAY

FORM 5-MEMBER TEAM.

ROUND 1:
ASSEMBLE PCB CIRCUIT.

ROUND 2: DESIGN ROBOTICS SYSTEM

PRESENT TO JUDGES.





ZONE 3- NEKATHON



RULES AND REGULATION

- Teams start only on the referee's signal.
- Touching or incorrectly assembling the PCB earns -10 points.
- Skipping or failing a task earns no points.
- Components must stay within the work area; exceeding limits incurs penalties.
- Team can customize presentation or project design.
- Must follow virtual budget and component limits.
- Design must be clear, logical, and executable.



Scoring System

Round 1

Circuit Correctness: +10

Soldering Neatness: +10

Functionality: +10

Round 2

Technical Feasibility: 40

Innovation & Creativity: 20

Problem-Solving: 20

Presentation : 20

