



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

