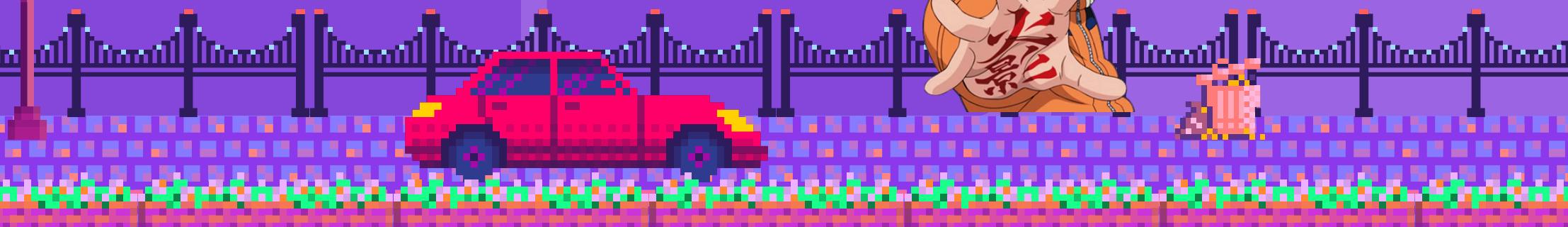
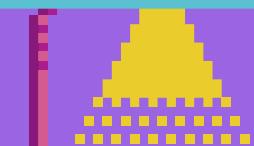


INSTRUCTION



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

