

TEAM CYBERBOTS PRESENTS



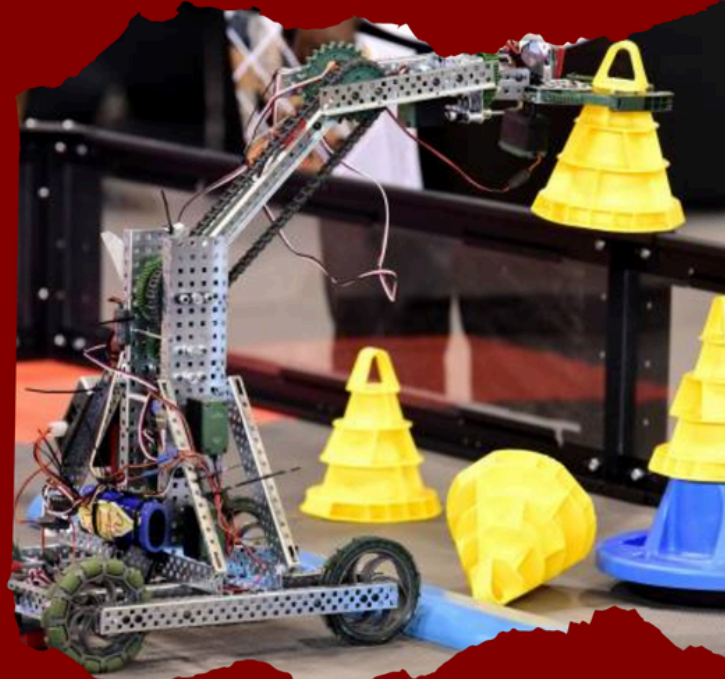
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**SUDHARSANAM
VIDYAASHRAM**

**4TH JANUARY, 2025
08.00 AM TO 04.00PM**

**VENUE: POONAMALLEE - AVADI HIGH RD,
THIRUVERKADU, AVADI, TAMIL NADU 600077**



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CYBER BOTS

PRESENTS

CYBERTRON

KNIGHT QUEST RULES



1. Introduction The Knight's Quest arena is a sprawling, medieval-themed battlefield where participants navigate their robots to collect and deposit colored balls. The goal is to achieve the highest score by efficiently managing ball collection and avoiding penalties. This event combines strategy, skill, and precision as students face various challenges in a quest to become the ultimate knight.

2. Mission Briefing

- **Objective:** Collect and deposit colored balls into designated kingdom zones to score points, with a focus on avoiding negative balls.
- **Ball Collection:** Collect red, blue, and gold balls to maximize your score. The gold ball becomes available only after collecting at least 3 red and 3 blue balls.
- **Penalties:** Avoid collecting white balls, which carry a penalty of 5 points.

3. Rules and Regulations

- **Participants:** Each participant operates their own robot individually.
- **Arena Layout:** The arena is divided into two kingdoms, each designated for one participant.
- **Ball Handling:** Participants must collect and deposit balls into their designated kingdom zones. Balls must be dropped in the correct zone to count towards the score.
- **Gold Ball:** Can only be attempted after collecting at least 3 red and 3 blue balls.
- **Safety:** Robots must adhere to safety standards. Tampering with other robots or the course results in disqualification.
- **Negative Balls:** Collecting negative balls results in score penalties. Avoid these to maximize your score.

4. Gameplay Overview

Round 1: Dragon Lair

- **Description:** Introduces participants to arena challenges with a focus on avoiding negative balls.
- **Objective:** Avoid collecting negative balls while navigating hazards to collect positive point balls.
- **Time Limit:** 10 minutes.

Round 2: The Enchanted Forest

- **Description:** Increases difficulty with intricate navigation through a maze and the addition of the Rotary gate.
- **Objective:** Collect and deliver balls efficiently while managing the added difficulty of the Rotary gate.
- **Time Limit:** 10 minutes.

5. Scoring Criteria

Round 1 – Dragon Lair

- **Red Balls Collected: 5 points per ball**
- **Blue Balls Collected: 10 points per ball**
- **Gold Ball Collected: 25 points (available after collecting 3 red and 3 blue balls)**
- **Negative Balls Collected: 5 points per ball**

Round 2 – The Enchanted Forest

- **Red Balls Collected: 5 points per ball**
- **Blue Balls Collected: 10 points per ball**
- **Gold Ball Collected: 25 points (available after collecting 5 red and 4 blue balls)**
- **Negative Balls Collected: 5 points per ball**

6. Learning Outcomes

- **Strategic Planning:** Participants develop strategies for efficient ball collection and obstacle navigation.
- **ProblemSolving:** The event encourages problemsolving as participants adapt to challenges and manage penalties.
- **Precision and Control:** Successfully navigating obstacles and accurately depositing balls highlight the importance of precision and fine control in robotics.