

TEAM CYBERBOTS PRESENTS



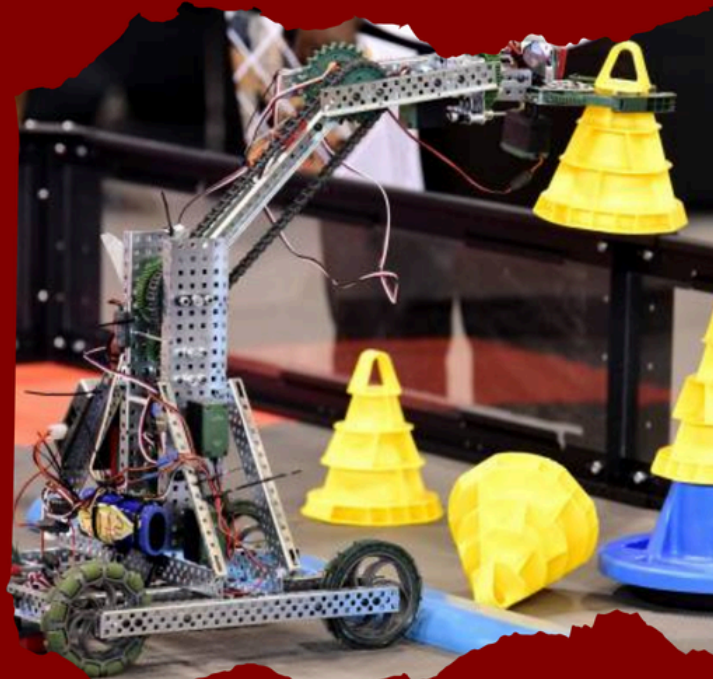
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**SUDHARSANAM
VIDYAASHRAM**

**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

QUANTUM ASSAULT RULES



1. Introduction "Quantum Assault" is an exciting laser combat game where teams of two face off in a futuristic arena. Equipped with laser shooters and specially designed vests with hit points, teams aim to hit the opponents' vests while defending their own. The game emphasizes teamwork, strategy, and precision as players navigate through obstacles and cover points to score points and avoid getting hit.

2. Mission Briefing

- **Objective:** Score points by hitting the hit points on the opponents' vests while protecting your own.
- **Arena Setup:** The arena is filled with obstacles and cover points to create strategic gameplay.
- **Equipment:** Each team receives laser shooters and vests with hit points on the front and back.
- **Scoring:** Points are awarded for each successful hit on the opponents' hit points. The team with the highest score at the end wins.

3. Rules and Regulations

- **Participants:** Each team consists of two players.
- **Equipment Usage:** Players must wear the vests provided and use the laser shooters to hit opponents.
- **Hit Points:** The vests have sensitive hit points that register hits when struck by a laser beam.
- **Arena Access:** Teams can enter the arena only during their scheduled turn.
- **Match Duration:** Each match lasts a set time (e.g., 10 minutes per round).
- **No Physical Contact:** Physical contact between players is prohibited.
- **Unsportsmanlike Conduct:** Any form of unsportsmanlike behavior or safety violations will lead to disqualification.
- **Inspection:** Instructors will inspect equipment before the game starts to ensure it meets the requirements.

4. Gameplay Overview

Round 1: Duel of Shadows

- **Format:** Two teams play against each other at once.
- **Duration:** 10 minutes.
- **Objective:** Hit the opponents' hit points and defend your own.

Round 2: Battle Royale Blitz

- **Format:** Four teams compete simultaneously.
- **Duration:** 10 minutes.
- **Objective:** Navigate a more complex arena and score the highest points by hitting multiple opponents' hit points.

5. Scoring Criteria

Round 1 (Duel of Shadows)

- Hits on Opponents' Front Hit Points: 20 points per hit
- Hits on Opponents' Back Hit Points: 20 points per hit
- Hits on Own Front Hit Points: 10 points per hit
- Hits on Own Back Hit Points: 10 points per hit
- Total for Round 1: 40 points max

Round 2 (Battle Royale Blitz)

- Hits on Opponents' Front Hit Points: 20 points per hit
- Hits on Opponents' Back Hit Points: 20 points per hit
- Hits on Own Front Hit Points: 10 points per hit
- Hits on Own Back Hit Points: 10 points per hit
- Total for Round 2: 40 points max

6. Learning Outcomes

- **Teamwork:** Encourages collaboration and communication between team members.
- **Strategy:** Develops strategic thinking in navigating the arena and targeting opponents.
- **Precision:** Enhances handeye coordination and accuracy in hitting targets.