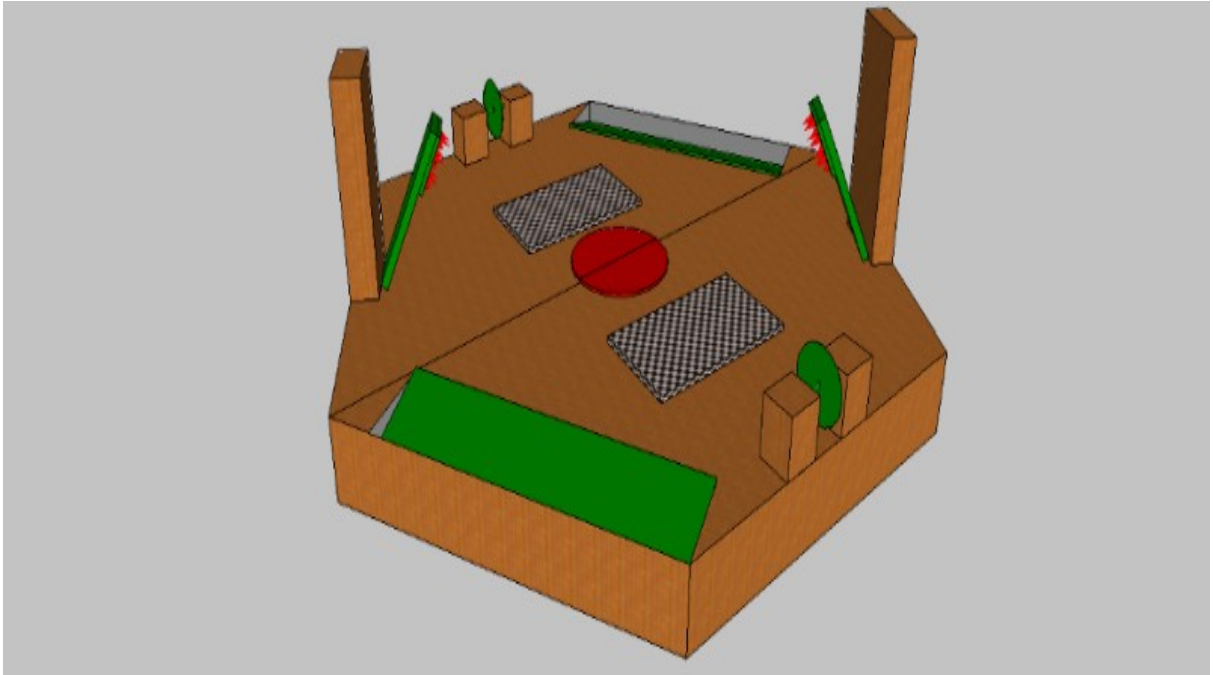


Hell In A Cell



Introduction :

The arena will be a hexagonally shaped vicious place full of crushers, grinders and a death pit. Its not only your opponent but the entire arena that wants to witness your bot's brutal end

Problem Statement :

Design a wired/wireless manually controlled robot that is capable of defeating its enemy by overpowering it. You can weaponize your bot with pneumatic and hydraulic weapon system. You can mount weapons like cutters, flippers, saws, hammers, lifting devices etc.

Robot Specification :

- The robot can be either wired or wireless.
- The maximum dimension of the bot can be 35cm x 35cm x 35cm, which will be checked before the event and violation of which will lead to the disqualification of the bot.
- The weight of the bot must not exceed 7 kg.
- The wires (in case of wired robot) should be at least 4m long and should remain slack throughout the game.
- No part of the robot must damage the arena, violation of this could lead to disqualification

Event Description :

You have to defeat your opponent by pushing their bot to areas in the arena of grave annihilation.

Inside the arena there will be mainly three mechanism which will be set to make your pursuit wearsome.

1) Grinder

These will be vertically placed disc rotating at a high rpm , your bot better not touch it when it is in it's full swing. Each time you touch it, your opponent will gain a point.

2) Pit of death

There will be a certain place in the arena that can be opened up by your opponent and you would be swallowed in to meet your certain death and termination from the game.

3) Thunder Fall

There will be vertical poles with spikes fitted on its top. Your opponent can release these poles to fall on you. Each time you are hit by the spikes in the pole your opponent gets a point.

Rounds :

With each winning game you enter the next round, each consecutive round closer to the finals.

Rules :

- Use of external pressure and/or liquid cylinder is not allowed.
- Acid based and flame based weapons can't be used.
- This is a point based game. The more number of times you hit the grinder, your opponent gets a point.
- And if you fall into the pit or out of the arena. The game is over for you.
- There will be a certain time limit for each game. At the end of the stipulated time the one with the higher point wins.
- With each winning game you enter the next round, each consecutive round closer to the finals.

Video :

Link to video : <https://www.youtube.com/watch?v=jXpJOTl3P8I>