

MEGAMAN HUSTLE

[DESCRIPTION]

The princess got trapped in the haunted house. She is not able to escape now and is lost in the maze created by the crazy devil. The princess is waiting for someone to save her from the trap and safely rescue her out of the devil area.

The teams have to face several difficulties in order to reach the princess and save her.

So rush up and save her as the princess has got little time in order to hide herself from the crazy devil.

[PROBLEM STATEMENT]

All you have to do is to prepare a robot capable of picking and dropping blocks on the arena and grab/lift/carry so as to score.

The OBJECTIVE is to score as much as possible. The score will be obtained on completing given tasks.

[EVENT DESCRIPTION]

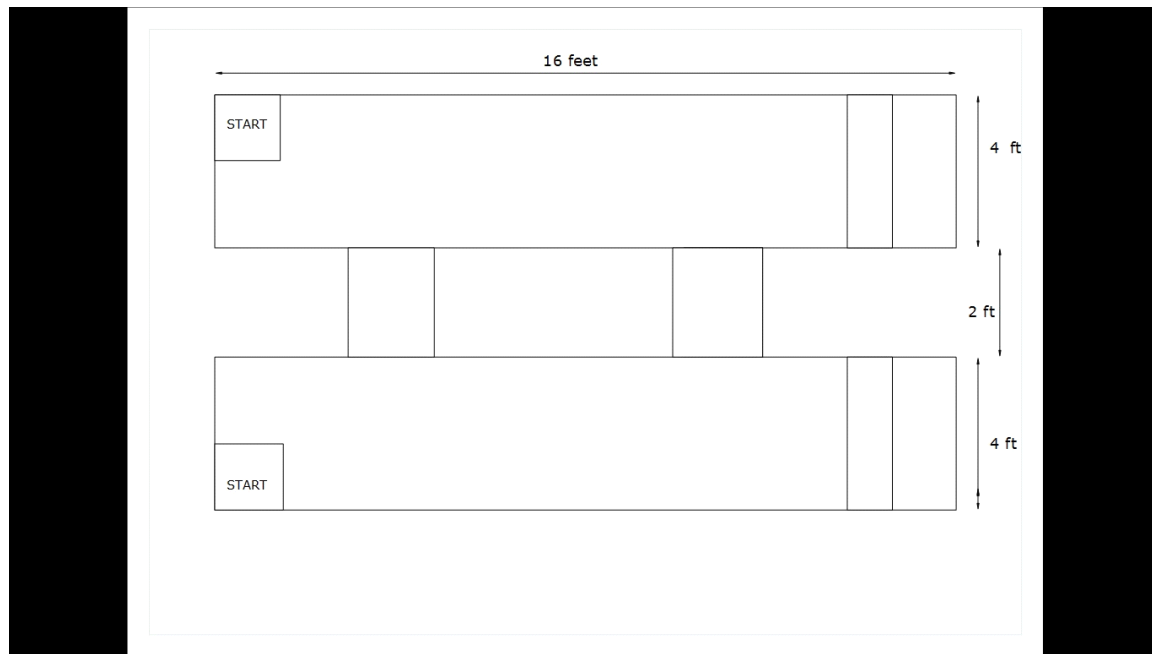
Event consists of four rounds:

PRELIMINARY: In this round, the robots have to complete tasks of collecting blocks in a given area as soon as possible.

Super 8: The robots will face three checkpoints including various hurdles (pillars, blocks, rough surface). The robots have to carry blocks through these hurdles and complete the task. Robots have to make their own way to reach the final destination. The teams will score on passing through each checkpoint.

Semi finale: The arena will be same as before but the level of difficulty will be high with surprising twist and turns.

The Grand Finale: The finalists are required to save the princess trapped in the cage as soon as possible. The description of the final round will be given on spot.



[SAMPLE ARENA]

[ARENA SPECIFICATION]

- The arena will consist of a base made of plywood with hurdles.
- The arena size will be 16 ft X 10 ft(The arena size may be change on spot according to the events).
- In every round there will be some hurdles including pillars, blocks and rough surface.

[MACHINE SPECIFICATION]

- Robot cannot exceed its dimensions more than 35cm X 20cm(length X width).There are no limitations for height and weight for robot.
- The controlling of robot can be wired or wireless.
- On board Power supply or external power supply can be used. We will only provide 220v 50Hz AC power source.
- The motors used in the robots should not have voltage rating more than 24V.

[GAMEPLAY]

- There will be a match between 2 teams each containing one robot .
- Match will start with a whistle. Each team has to grab/lift/carry blocks in a way required.
- The bots have to put the blocks in a given zones.
- Match Time :10 Min

[COMPETITION RULES]

- Each robot should have a **mechanism to grab/lift/carry the block.**
- Locomotion of all robots will be checked at the start of every round.
- Robot is not allowed to drag the box ,doing the same will result in penalty. The teams are required to use only mechanism to avoid penalties.
- In case of mingling of wires of the robot, the coordinators are allowed to pause the match-time to untangle the wires and reposition the robots.
- There is a penalty if the robot is immobilize for 10 sec.

[GENERAL RULES]

- Team Size: A team must consist of maximum of **5 participants.** Participants from different institutions can form a team.
- Each team should have unique participants i.e. no two teams can have even a single participant common.
- Any team that is not ready at the time specified will be disqualified from the competition automatically.
- The teams must adhere to the spirit of healthy competition. The teams must not damage the arena, blocks, pillars and opposition team's robot in any way. Judges reserves the right to disqualify any team indulged in unlawful activities.
- Judges decision shall be final and binding on all.
- The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered participants.

[ELIGIBILITY]

All students with a valid identity card of their respective educational institutes along with ZEALICON ID are eligible to participate in MEGAMAN HUSTLE at ZEALICON 2014.

[CONTACT]

Event coordinators