



# “Percy’s Odyssey”

## Bot specifications

1. Maximum 30 x 30 x 30 cm dimension
2. Bot should equipped with Line **Follower** and **Obstacle Avider**
3. Track width of 3cm for line follower.
4. Weight Limit of 3kg (inclusive of battery weight)
5. No IC Engines allowed

## ROUND 1 –“Road of Fury”

Help Percy in unveiling identity by following the correct path leading to Mr. Grover.

- In this round the bot has to travel the given path in least possible time.

### JUDGING CRITERIA –

Time taken to complete the track.





## ROUND 2-“ Pearl Hunt”

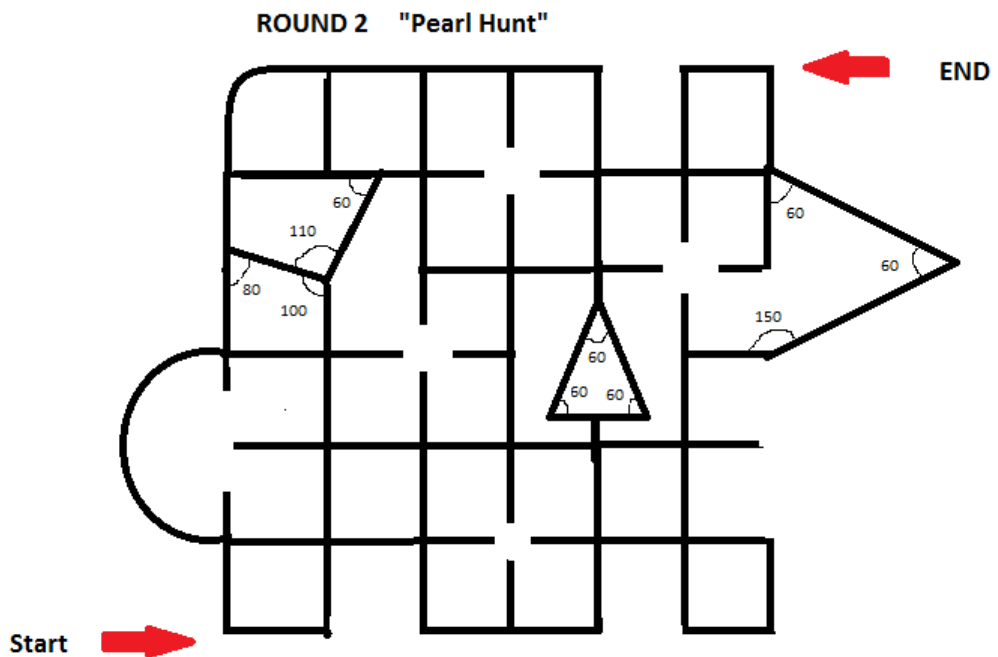
To find the true destinations of the missing pearls .Percy has to cross the forest keeping in mind that he is **photophobic**, thus avoiding the path obstructed by white light.

- In this round the bot has to cross the grid and reach the other end by finding the correct path and following the same.
- The bot has to cross maximum checkpoints in the grid in minimum time.

### JUDGING CRITERIA –

Time taken to complete the track.

If time coincides, distance travelled will be calculated.





## ROUND 3-"LIMIT TO SURVIVE"

Now after acquiring all the pearls, help Percy in arranging the pieces of map which will lead him to this battlefield in the super natural world.

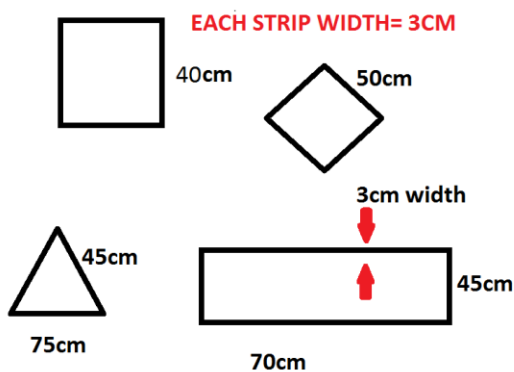
- In this round the length will be given to the participants according to which the path should be designed for which regular shapes will be given.

### JUDGING CRITERIA –

Time taken to complete the track.

If time coincides, distance travelled will be calculated.

#### SHAPES GIVEN TO THE TEAM (Random dimensions)



Start →

**PATH FORMED AFTER PARTICIPANTS  
ARRANGEMENT**

## ROUND 3-"LIMIT TO SURVIVE"

END ←



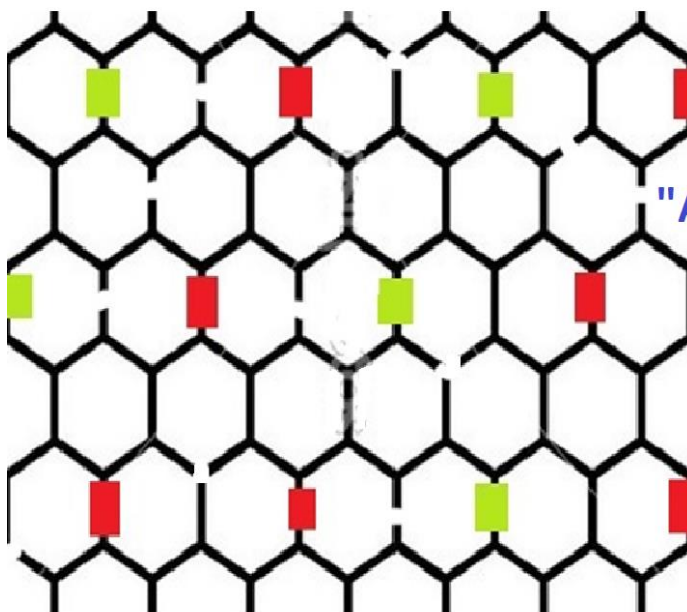
## ROUND 4-“AN OPERA OF FEAR”

There is a honeycomb maze full of doors awaiting for him. Help him to get through the correct leading to the sword of victory.

- In this round obstacles will be arranged in the honeycomb maze. In each level four gates will be arranged out of which only two gates are opened to the next level.

### **JUDGING CRITERIA –**

Time taken to complete the track.



## ROUND 4

## "AN OPERA OF FEAR"

Black strip thickness of 3cm.



Correct door



wrong door(obstacle)

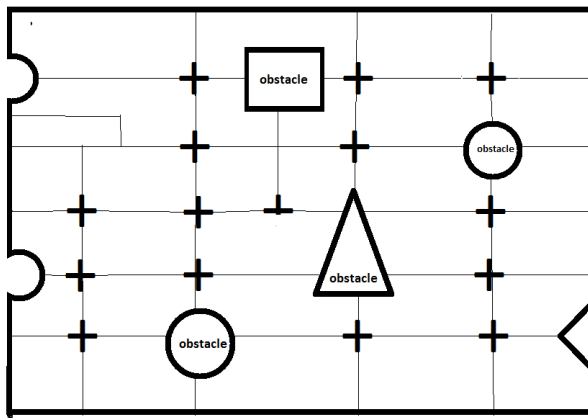




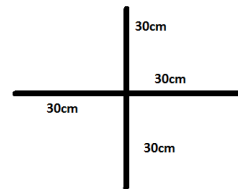
## ROUND 5 –“ESCAPE PLAN”

Now to win the battle against Zeus he has to make his own way through the obstacles.

- In this round obstacles will be arranged in the arena.
- Participants will be given plus sign to design an obstacle free path.



**'+' Shaped strips  
will be given to  
participants.**



ROUND 5- "ESCAPE PLAN".

 "Sample track"

### RULES

1. Team of 3.
2. Bot should be according to specifications.
3. It should travel only on the black track.
4. Any violation of the rules the team will be disqualified.
5. You have to use only one robot which can properly fit on the 3 arenas specified.
6. The robot should not damage the game field and should not leave any parts/components of it on the track
7. Per team only one Robot is allowed
8. Team members are not allowed to touch the Robot once the game begins



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**SRM**  
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(Under section 3 of UGC Act 1956)

## DISQUALIFICATIONS:

1. The team will be disqualified if the bot turns upside down. Only one extra chance Would be given.
2. The team will be disqualified if the bot fails in between the track. Only one extra Chance would be given.
3. The team will be disqualified if they do not abide with the Robot Specifications and Rules mentioned in this rulebook.
4. All the decisions taken by the Event Coordinators/Heads will be final and no Questions on this regard will be entertained.

