

# DUNGEON BREAK

**Objective**: - To develop a device that would come out of a pit of given height

### **Machine Specifications:-**

- 1. Participants need to design a machine that should come out of a pit of given height.
- 2. The machine should fit in a box of dimension 20cm x 20cm x 20cm at any instant of time.
- 3. The machine may use any form of stored energy EXCEPT CHEMICAL ENERGY.
- 4. If electrical energy is used, then the maximum potential between any two points should not be more than 24V.
- 5. The machine should not have a launching assembly but it should not have any external control.
- 6. Readymade devices are not allowed.
- 7. After launching, no part of the machine should remain inside the pit. If the device uses a launching assembly, it should also come out of the pit.
- 8. No part of the machine should touch the walls of the pit at any instant of time.

#### About the arena:-

- 1. The arena consists of hollow wooden boxes-Three boxes of dimension 60cm x 60cm x 60cm Two boxes of dimension 60cm x 60cm x 30cm (length x breadth x height)
- 2. The boxes may be kept on each other to increase the height of the pit.
- 3. The maximum height of the pit can be 240cm.
- 4. The lowermost box will have one side open to place the device inside the pit.

## **Gaming rules:-**

- 1. The first round will be a qualifying round with the height of the pit being 60cm.
- 2. Further after every round the height of the pit will be increased gradually.
- 3. The device which successfully comes out of the pit will qualify for the next round.
- 4. The winner will be decided on the basis of maximum height crossed by the device.
- 5. In case of a tie, the device going farthest from the pit (in terms of distance from the centre of the pit to the point it touches the ground outside the pit) will be considered.

#### **GENERAL RULES:**

- 1) Any team not ready at the specified time will be disqualified.
- 2) The machines will be checked for safety before run and will be discarded if found unsafe.
- 3) Organiser's decision will be final and binding to all.
- 4) Organisers reserve the right to change any or all of the above rules as they deem fit. Any change in the rules will be highlighted on the Website and shall be notified to the registered participants.
- 5) All students with a valid identity card from their respective educational institutions are eligible to participate.

**TEAM:** A team can consist a maximum of 3 members.