Aqua Battlefront presents:

AQUA MINAS

The Minas Kingdom is under sudden attack and queen is not in the castle. Castle Minas is provided with four gates. There are four armies 2 ELF armies and 2 DWARF armies. Queen will enter into castle Minas only after assurance from any of her three armies (Elf or Dwarf) such that gates are closed for protection. Once the queen enters into the castle, one remaining army must close the gate to guard the minas. In addition of army there is a wizard named as GOBLIN. He can simply displace any opponent army by his witchcraft. The army also has a loyal and honest warrior THORIN. He will sacrifice his life for queen to kill the wizard of opponent’s army.

The chief of the four armies is the AQUA 4.0 ROBOT. You have to guide the chief of armies to play his moves, help the armies to reach the gates and inform Thorin about witchcraft of opponent’s army. While securing queen, participants are going to experience some of the tough opponents, the manner in which they manoeuvre their tiles and the way you react to their action and play your counter-move.

GAMEPLAY:

1. Duration of the game is two minutes.
2. The robot will have to place 2 Elf armies and 2 Dwarf armies in gates and 1 Queen in the castle.
3. The robot can hold only one army in its clamp at a time.
4. AQUA 4.0 Robot is on battleground to guide queen and her army. The single participant’s arena comprises of:

<table>
<thead>
<tr>
<th>Tile’s name</th>
<th>No. of tile</th>
<th>Colour of tile</th>
<th>Points allotted</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elf army</td>
<td>2</td>
<td>Green</td>
<td>10</td>
</tr>
<tr>
<td>Dwarf army</td>
<td>2</td>
<td>Yellow</td>
<td>20</td>
</tr>
<tr>
<td>Queen</td>
<td>1</td>
<td>Red</td>
<td>50</td>
</tr>
<tr>
<td>Goblin</td>
<td>1</td>
<td>Black</td>
<td>No points</td>
</tr>
<tr>
<td>Thorin</td>
<td>1</td>
<td>White</td>
<td>No points</td>
</tr>
</tbody>
</table>

5. One gate can hold only one army at a time.
6. Queen can be placed in castle only.
7. The Queen can be moved only if any 3 armies have been placed in 3 gates.
8. The **queen will get 50 points only if following sequence is carried out:**
   i. Place any three armies
   ii. Place the queen
   iii. Place the remaining army

   The team will win if able to complete the task in above sequence in given time.
9. The queen will get 25 points if after placing the queen, team is unable to place the last army.
   NOTE: If queen is displaced after placing 3 armies and then opponent team places Goblin on one of its gates the queen can be placed in the castle.
10. The queen will not get points if team places four armies first and then places the queen in the castle.
11. Same armies cannot battle with each other in the mirror imaged gates.
12. If both the robot approaches to the same army in the mirror imaged gate, the army which touches the gate first will be considered.
13. If both the armies reach the corresponding mirror imaged gates at the same time, then both armies will be placed back to their original position.
14. The queen and her army cannot be kept hanging in the middle of the battle. Once displaced it had to be placed correctly.
15. If goblin is placed in front of any Elf or Dwarf army, then that army will be placed back to its original position and the goblin will stay there. Till the goblin is in the gate, other Elf or Dwarf army can’t be placed in front of it.
16. To defeat the goblin there is Thorin. When the Thorin will be placed in the mirror imaged gate of the goblin, the goblin gets defeated and then both are removed from the game.
17. In case of tie, the team who hasn’t used the goblin wins the battle.
18. If at the end of the two minutes queen isn’t secured then the points will be taken into consideration.

RULES:

1. The game is time-based i.e. the robot completing the task first will be the declared as the winner.
2. The robot should not use a kicking mechanism to push tiles.
3. All tiles will be placed at the initial position at the start of the game.
4. The robots can neither transform in size nor divide into parts at the arena.
5. The 12 V maximum power supply is allowed. Change of battery during the game is prohibited.
6. All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification.
7. Use of damaged, non-leak proof batteries may lead to disqualification.
8. Special care should be taken to protect the onboard batteries. If judge found that the battery is not properly protected, the team will be disqualified immediately.
9. The robot should not damage any part of the arena. In case it does it will lead immediate disqualification.
10. Participants are requested to have the necessary protection for their circuits. Organizers are not responsible if your circuit is damaged.
11. In case of violation tiles will be placed back to its original position.

E.g.
1. Thorin is placed in front of any army.
2. Any army placed in castle.
3. The queen is placed in any gate.
4. Elf (or Dwarf) army is placed in opposite holder of Elf (or Dwarf) army.
5. Placing Elf or Dwarf army in front of Goblin.

12. In all matters of ambiguity or dispute, the organizer’s decision stands final and abiding.
ARENA:

CASTLE MINAS

GATES

<table>
<thead>
<tr>
<th>5 ft</th>
</tr>
</thead>
<tbody>
<tr>
<td>6.5 ft</td>
</tr>
</tbody>
</table>
DIMENSION OF THE TILE:

TEAM SPECIFICATIONS:

1. A team can have a maximum of 4 members.
2. At the time of the game, only 2 members can be present near the arena, one controlling the robot and one holding the wire.

CERTIFICATION POLICY:

1. All participants will be provided with Certificate of Participation.
2. The top 3 teams will be provided with Certificate of Excellence.
3. Disqualified teams will not be given Certificates.
SPECIFICATIONS:

1. The robot can be wired or wireless.
2. Maximum dimension of robot is 25cm x 25cm x 25cm.

NOTE:

Rules mentioned above are subjected to change anytime. Participants should check for the latest updated pdf on the official website of Technovanza’19. However, this draft is to be followed as the latest version. Technovanza reserves all the rights regarding rules and regulations.

Contact us:

Utkarsha: +91 9082635499
Neha: +91 8308259885
Janhavi: +91 8669054498