



Rules Guide

Organiser:



Side Quests Challenge Booklet 2024

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Side Quests: Tower Leagues

Tower leagues is a multiplayer battle arena game where teams of robotic champions clash in intense battles. These mechanical gladiators fight to dismantle their opponents' towers, aiming to breach the enemy base and emerge victorious.

Eligibility & Requirements

Eligibility: Competitors can sign up for **only one** MakeX event.

Participants: The number of contestants is 3-4 student(s) for each team.

Age: Junior: Ages 6-12 (As of 2024)

Senior: Ages 13-16 (As of 2024)

Technical Requirements (Robot Requirements)

The Robot General Specification is prepared for better preparation for teams and ensures a fair and safe competition standard. We suggest teams to program and construct the robot under a fully comprehensive understanding of this specification. All robots must follow the Robot General Specification strictly and any against of the requirement will be asked to rectify. The robot might be disqualified if seriously against the specification.

Robot Mechanical base:

- 3 * mBot2 + Controller

Modification:

- Teams can modify their robot base with any official MakeBlock product.
- The use of tape or glue is prohibited.
- The size of the robot will be strictly limited to 20cm(length) x 15cm(width) x 20cm(height) at the starting area. All extensions beyond the size limit must be deployed autonomously.
- Teams are allowed to add mechanical components to topple the tower
- Teams are allowed to use tactics to delay opponents. (for e.g. Leaving rubber tire on playfield to create obstacles for opponents)

Wireless Controllers:

Participating teams need to prepare their own wireless controllers. Some examples of controllers are:

- MakeBlock Bluetooth Controller
- CyberPi
- Mobile Applications

- Makeblock App

<https://www.makeblock.com/pages/software>

Teams who attempt to interfere with the wireless controllers of other teams during pairing or gameplay will be disqualified.

Competition Information

A. Tower League

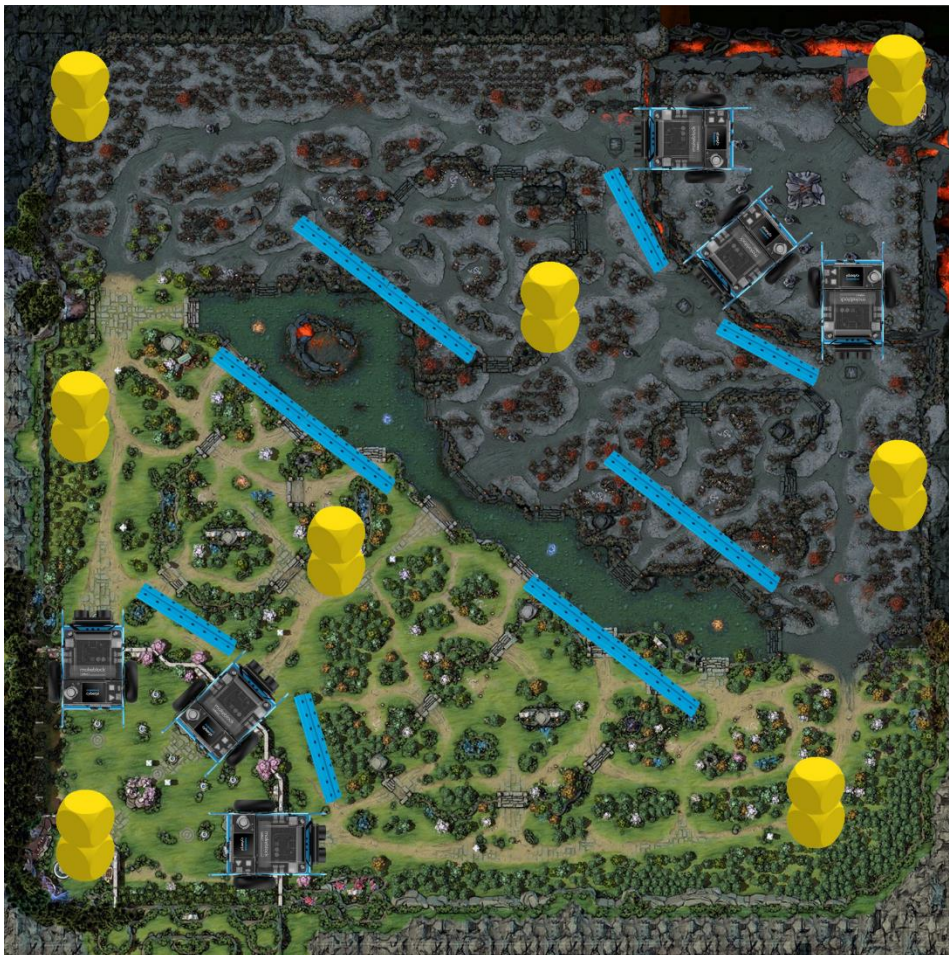
Objective:

Knock down all your opponents' towers and conquering their base to emerge as the winner.

Or

The Team with the most tower at the end of the round will be winner.

Penalties: Robot that is pushed out of the playfield will receive 20 seconds no move time penalty at the spawn point.



Prizes & Awards

Champion	The team that wins the Tower League.
1st Runner Up	The team in second place of Tower League.
<i>2nd runner Up</i>	The team in third place of Tower League.
Engineering Excellence	The robot showcases excellent engineering in these categories <ul style="list-style-type: none">- Innovative mechanics- Efficient use of materials- Incorporates unique/ creative technical solutions to problems
Weirdest Robot award	The robot with the most unusual, quirky, and eccentric design.
Judges award	<p>This award is at the discretion of the judges and can be given for any reason they deem worthy.</p> <p>E.g. exceptional sportsmanship, overcoming significant obstacles, or had an inspiring story behind its creation.</p>

Event schedule

Closing Registration	25th October 2024
Competition Date	8 November
Competition Venue	ITE College East 10 Simei Ave Singapore 486047

Sample schedule is provided below and is subject to changes:

Time	Side Quests: Tower League	Remarks
0830	Registration begins	
0900	Competition Briefing	
0930	Tower League	
1200	Lunch	
1300	Tower League	
1600	Award presentation	
1630	Event Ends at 1630	