

ROV BattleBots

What is it?

Put two or more ROV into a pool and let them play. We can see which ROV is more impressive.

Purpose?

Whilst the atmosphere is designed to be fun, all of the games in this competition have a serious background purpose. The aim is to encourage advanced control and manipulation – a factor needed for all types of ROV related work. The sumo tasks will require speed and agility, while the jousting involves modifying buoyancy levels to be able to maneuver around a moving target. In real-life scenarios, this is particularly important as a ROV will likely be working on a target that is moving in a current or swell. Finally, the Octopush will involve the movement of an object on the seabed to a specific location. This is needed in the field to move equipment around, and can get complicated when external factors get in the way.

This competition is designed to be challenging and fun, meaning this document has been compiled with this in mind. We hope you find it fun to read.

What are the rules?

This real game of ROV BattleBot has no rules, but there are certain conditions that must be taken into account while playing.

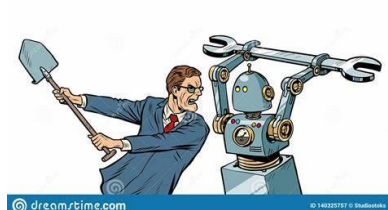
The conditions basically make the activity safe and promote a sort of fairness for the activity.

- 1/ You may not interfere with another team or any team member topside.
- 2/ Only your ROV can be impolite and troublesome to an opponent's ROV underwater.
- 3/ Injuring, attempting to injure, or annoying an underwater judge with a ROV is not considered polite, and the judge can retaliate by cutting your cable!

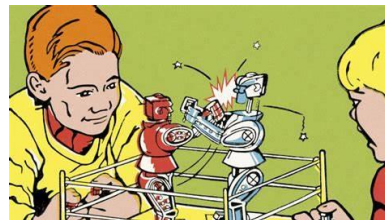
Each of the classes of this ROV BattleBot competition has been given the name of a demon. The game of each class is what the respective demon likes to play.



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Judge only

What do you need to play?

You need a ROV and a group of wild likeminded individuals who want to fight it out underwater with robots. Any workshop built ROV works here.

Now go play and win!!!

Classes of competition:

Phenex



In demonology, **Phenex** is a Goetic demon. As the Great Marquis of Hell he has twenty legions of demons under his command. He teaches all wonderful sciences, is an excellent poet, and is very obedient to the conjuror. Phenex hopes to return to Heaven after 1,200 years.

He likes games that show brute strength, so watching the sea demons play U/W SUMO is one thing he finds entertaining. He watches this as a way of unwinding after a busy day.

He has quite a pleasant character and this is unlike most of the other demons. If he gets angry with someone or something though, it can trigger a vicious mile wide streak of destruction.

It's a good idea not to make him angry.

The way this is played is with two competitors positioned in a circle. They have to push the other out of the circle area to win. This game sounds simple, but is very difficult to be successful at. There needs to be a careful planned out strategy of both defense and attack. Thinking about how you will do this in advance will be highly beneficial.

The objective is to push the entire opponents ROV vehicle out of the circle. Only the umbilical cable is not included as a part of the vehicle this time.



After 5 minutes, if no one has been pushed out, the game shall be declared as over, with the result being a draw.

Rimmon



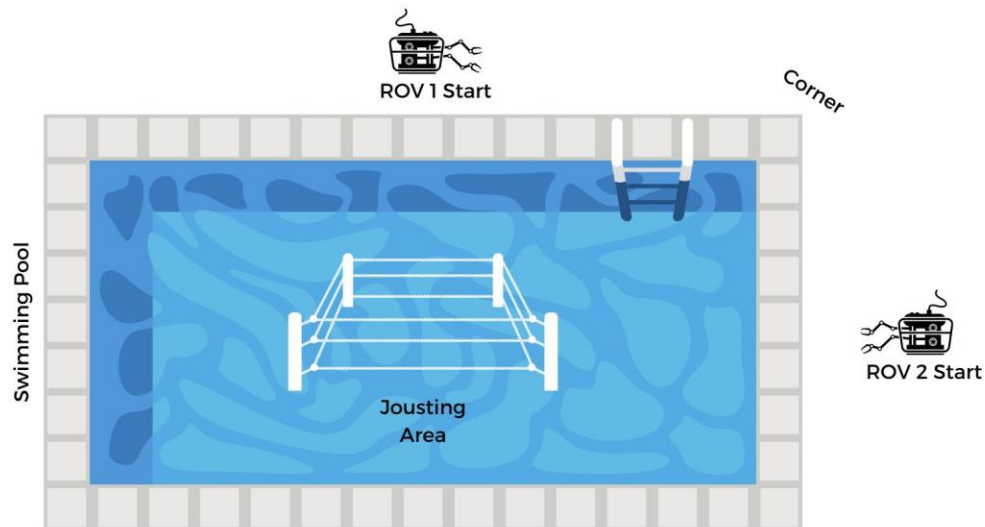
Rimmon was a Syrian cult image and temple, mentioned only in the Second Book of Kings (2 Kings 5:18). In Syria, this deity was known as Baal ("the Lord" par excellence), in Assyria as Ramanu ("the Thunderer").

According to the biblical narrative, the Aramean commander Naaman, having been healed of his leprosy by the Israelite prophet Elisha, requested pardon from God in exchange for continuing his work with the minister to the King of Syria, who would continue his worship in the Temple of Rimmon. Elisha granted him this pardon.

The pastime he enjoys the most is jousting. He is quite a champion, as only a handful of people have gotten close to striking him before he knocks them down. His character, in a single word, is MEAN! His middle name is nasty. He is full of sneaky, clever tricks and thinks nothing of using them to win a bout of jousting. I think you get the idea.

His pastime is to watch sea dragons attempt to joust each other from the top of their transport vehicles. He doesn't have any favorites, but likes to watch all the dirty tricks these mischievous little creatures have up their sleeves. It has been said that he uses this as inspiration for some of the shrewd ideas he produces as champion.

A small ~5cm dragon figurine is attached to the top of the ROV. This figurine has a 15cm long joust pole connected top it. The idea is to knock off the opponent's dragon before he knocks off yours. The game is stopped and considered a draw after 5 min.



Azrael



Relative to similar concepts of such beings, Azrael holds a rather benevolent role as God's angel of death; he acts as a psychopomp, responsible for transporting the souls of the deceased to the afterlife.

Out of all of the demons, this one is just plain scary. He fears nothing and simply follows procedures when moving souls to their destination. He always finds a way to overcome all obstacles in his way, especially to those who try to stop him from doing his job.

He is playful in a sinister sort of way. He will toy with those who annoy him. Much like a cat will play with a mouse before eating it. This behavior is not vindictive but can be a bit unpredictable. He likes the challenge of dealing with multiple tasks or problems at the same time. He can also play multiple roles at the same time. For this reason, he can play both defense and attack at the same time. The fact that he has multiple arms means he can do a lot of things at the same time.

This game is played via two weighted pucks on the pool bottom. The idea is to relocate your opponent's puck from the starting location to the edge of the pool. A team loses when their puck is pushed to the edge of the pool and touches the wall. The ROVs have a dual role. They have to stop their opponent from pushing their allocated puck to a wall, while also pushing their opponent's puck to the wall to win. This game needs offensive and defensive all at the same time.

