

This Year's Game



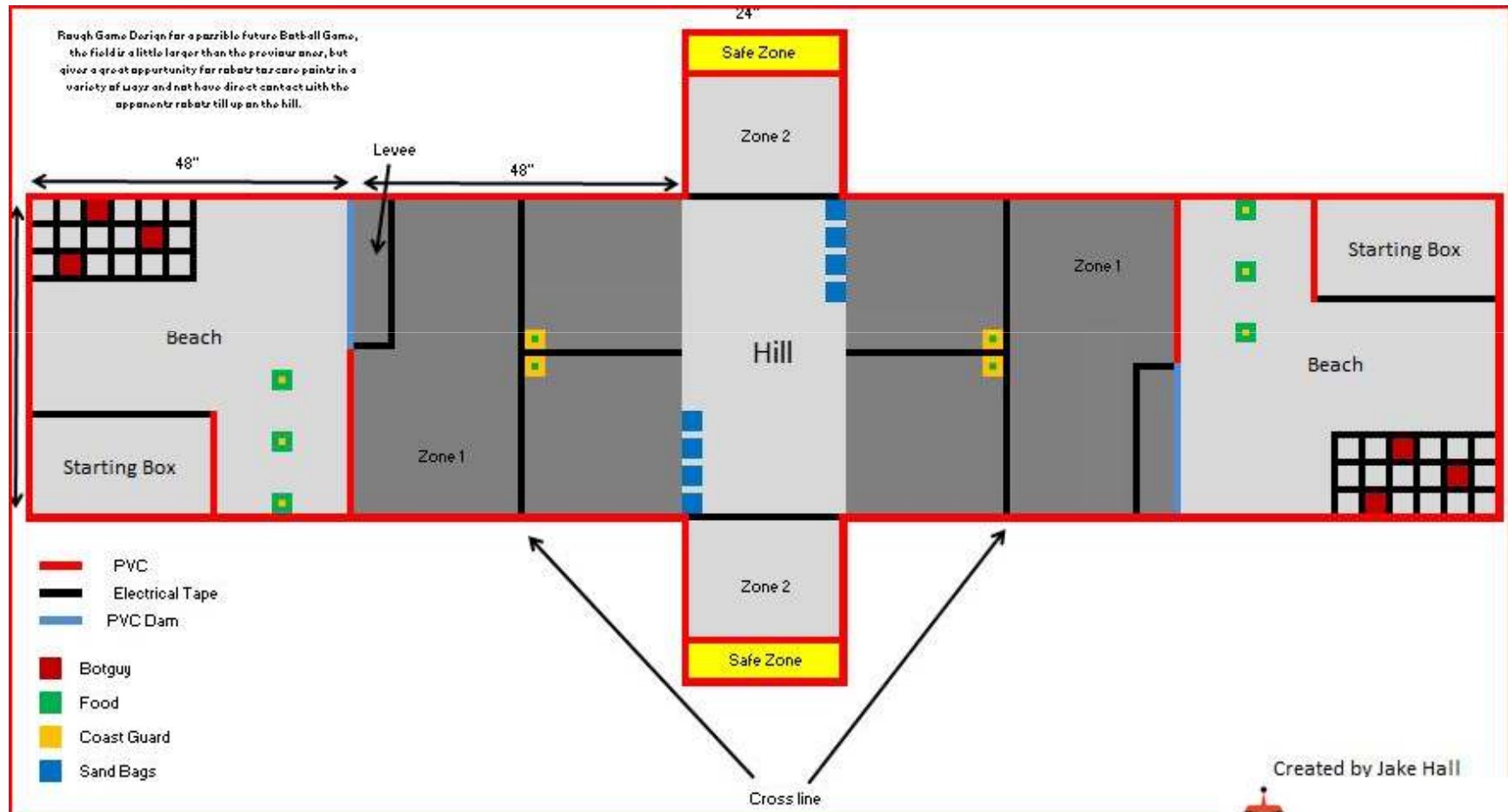
City under Water

Earth's temperatures are rising and the ocean's water levels are rising rapidly. Buoys off the coast of Caliyippeeyiya have detected a large wave that is approaching the shore and could harm many civilians and flood homes. Your team must rescue the civilians and protect its shores from flooding further inland.

A family of Botguys are located on the shore who need to be rescued along with their food and supplies, the Coast Guard needs to be brought to the beach to help the rescue. A dam needs to be constructed and levees put in place and much more. Help the City of Caliyippeeyiya before it is flooded and too late!



The Game



Created by Jake Hall



Table Structure

4 pieces of 4x4' MDF (122cm x 122cm)

1 piece of 2x8' MDF (61cm x 244cm)

4 pieces of 4x4' Fiberglass Reinforced Panels (122cm x 122cm)

1 piece of 2x8' Fiberglass Reinforced Panels (61cm x 244cm)

– Home Depot Store SKU# 121586

4 4' (122cm) FRP Divider

– Home Depot Barcode # 070673858864

- Something to securely raise the middle 3" (76mm)
- PVC as listed in the game board specification (screwed down in corners and at the inclines) (Still need to make)
- All measurements on official boards, whose uncertainty is not otherwise specified, will be within +/- 1/2 inch (12mm) or 1%, whichever is greater. Deal with it.



Scoring Items

- 6 Botguy
- 30 Green 1.5" Poms (Green Trebles)
- 20 Orange 1.5" Poms (Orange Trebeles)
- 8 Blue bean bags (Look like):
<http://z.about.com/d/familycrafts/1/0/T/I/2/beanbag-st10.JPG>
- 2 Falling PVC pipe for damn
- More items to come!!



Game Play



Game Play (1)

- Before the start of the game but after “hands off”, the judges will place the Botguys in random locations on the grid by rolling a die for each row. The number rolled is equal to the position. (Rolled three times)
- Bean bags will be placed in location shown on either on the right side of hill or left side. (8 bags total)
- At the start of the game the starting lights turn on (staying on for 5 seconds) and robots are allowed to leave the starting boxes



Game Play (2)

- Robots are allowed to go anywhere during the game except past opponents cross lines. (We do not want you lowering the dam on them or preventing them from helping the rescue.) Also robots are not allowed to enter no fly zone
 - Judges will not be accommodating to any request for clearance through a no fly zone
- The round lasts two minutes
- Lighting Sequence:
 - 0 seconds: lights turn on; robots can leave start boxes
 - 5 seconds: lights turn off
 - 115 seconds: lights blink for five seconds
 - 120 seconds: lights turn off; game over; robots must turn off motors and freeze or power down servos.



Scoring Rules



Scoring Objects & Locations

	Starting Box	Beach	Zone 1	Zone 2	Safe Zone	Levee Location
Boyguy	0	0	5	10	20	0
Food	0	0	1	3	5	0
Coast Guard	5	3	0	0	0	0
Sand Bags	0	3	5	0	0	0
Dam Released	0	0	0	0	0	20

Initial Score is 0

Max points = I have counted yet



Scoring Conditions (1)

- Your scoring areas are your starting box, beach, zones, levee location.
- Your zone 2 and safe zone are up the incline **to the right of your** starting box (when in the box and facing the open end)
- The boundaries of the starting box and beach are the inside edge of the PVC and black tape defining each area
- An object scoring in more than one area only scores in the area yielding the higher score
- The score is determined only where objects finish up
 - Judges will wait until any objects still moving have come to rest



Special Conditions and Ties (in order)

- If one team never breaks any border of the starting box, it loses the round
- If one team's robots do not shut down their motors & stop servos at the end,
it loses the round
- In case of a tie score a team wins if none of the above apply AND it is the
team with (first condition to apply):
 - Most Botguy in safe zone
 - the dam lower
 - the most points bean bags
 - the most green points (green poms)
 - the most coast guard points



Other information to come...

- This is a quick and basic game I created to get input from other users and give KIPR some suggestions and ideas.

- Created by Jake Hall

