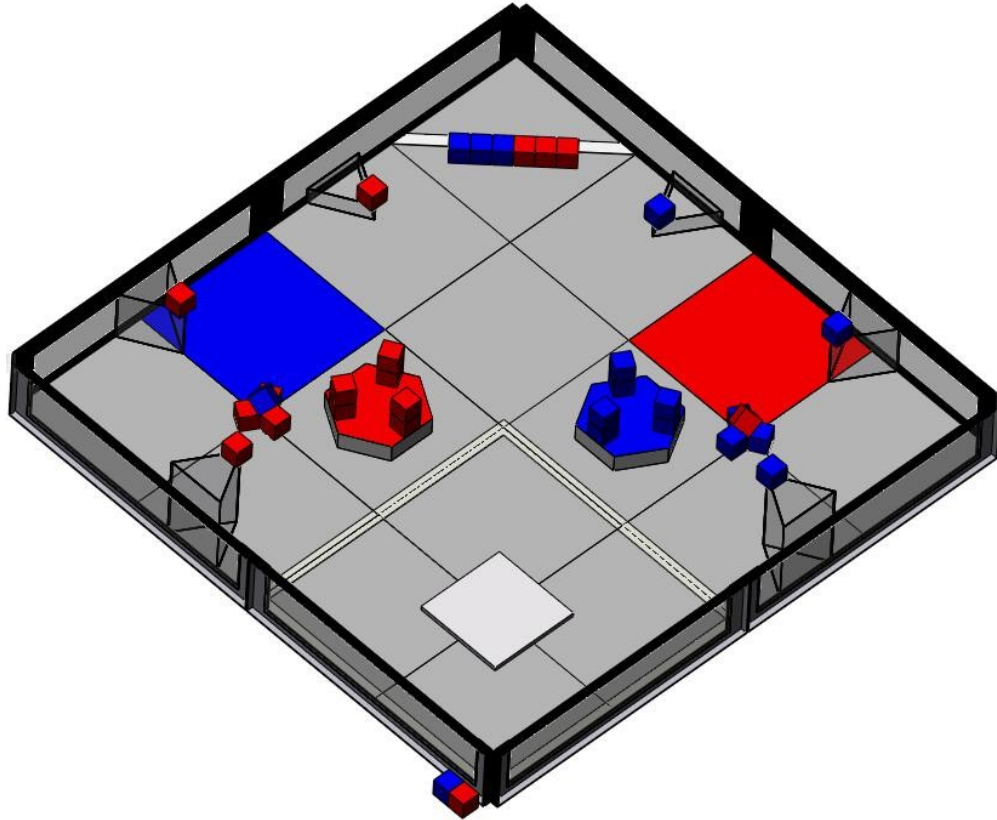


Game Description & Scoring



The Game:

Crazy Cube is played on a 8'x8' playing field. Each team will have an opportunity to compete in a minimum of three matches. Matches are 1:30 (one minute and thirty seconds) in length. All attempts are scored and are used to determine the champion.

The object of the game is to attain a higher score than all the other teams in the competition. Points are scored by pushing cubes into corner goals, pushing the bonus platforms into goals of their own color and scoring cubes in the triangular goals. In addition, a team can also earn points by "parking" their robot on the $\frac{3}{4}$ " high, 15" square starting pad.

The Details:

There are a total of thirty (34) cubes and two (2) bonus platforms available as scoring objects in *Crazy Cube*. Thirty-two (32) cubes are on the field at the start of the

match and two (2) are available to each team prior to the match for preloading.

Each robot (no larger than 18"x18"x18" to start) begins a match on the starting pad. There is one corner goal, 2 colored (red and blue) goals and 6 triangular goals. Cubes scored in the corner goal count one (1) point. Cubes scored in the triangular goals count three (3) points. Pushing the bonus platforms into the goal of its own color counts five (5) points. Robots parked back on the starting pad when time runs out will be awarded five (5) points.

Scoring:

Cubes in corner goal	1 point
Cubes in Triangular goals	3 points
Bonus Platform in colored goal	5 points
Robot parked	5 points