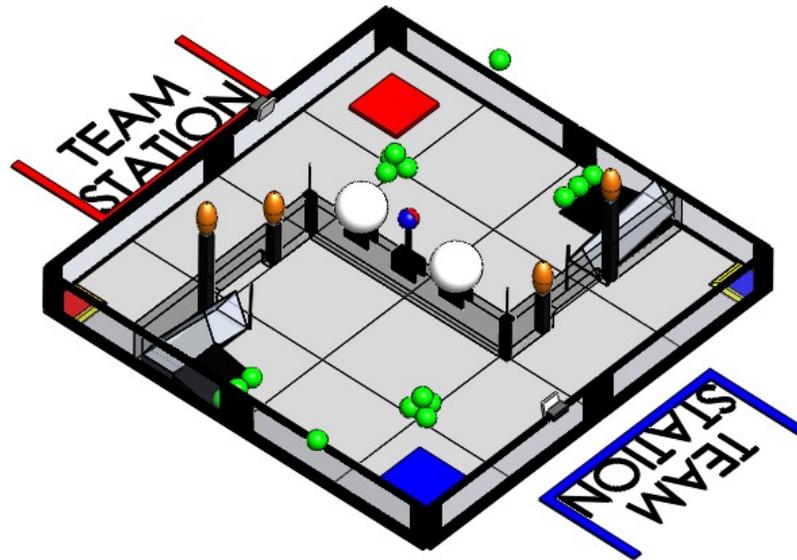


Game Description & Scoring



The Game:

Zig Zag is played on a 8'x8' playing field. Alliances, made of of two randomly paired teams, collaborate to score as many points as possible. Matches are 1:30 (one minute and thirty seconds) in length.

The object of the competition is to attain a higher combined score than all the other teams. Points are scored by pushing the large white balls into their goals, pushing or dropping the green balls into their ramp goals, pushing the orange footballs off their towers, pressing the wall button and flipping the center flipper back and forth. In addition, a team can also earn points by "parking" their robot on the 1/4" high, 15" square starting platform.

There is also one bonus multiplier. The green ball multiplier allows you to double the value of the green balls.

The Details:

There are a total of 16 green balls, 4 orange footballs, 2 large white balls and 2 15" square bonus platforms available as scoring objects in *Zig Zag*. 14 green balls are on the field at the start of the match and 2 are available to each alliance prior to the match for pre-loading.

Each robot (no larger than 13"x13"x13" to start) begins a match on the starting pad. White balls pushed onto their scoring pad count 10 points. Green balls scored through their scoring ramp count 2 or 4 points depending upon their bonus multiplier, 1 point is awarded each time the flipper is flipped to the other side. Orange footballs removed from their towers count 3 points and 1 robot parked on the starting pad when time runs out will be awarded 5 points. 15 points for both robots parked. The first wall button pressed is worth 5 points and the second is worth 15 points.

Scoring:

Flipper	1 point
Green Balls	2 or 4 points
Orange Footballs	3 points
White Balls	10 points
Robot parked	5 points for 1 bot, 15 points if both bots are parked
Green Ball Multiplier	Flip once to double green ball value.
Wall Button	1 st button pressed is 5 points. 2 nd button pressed is 15 points.