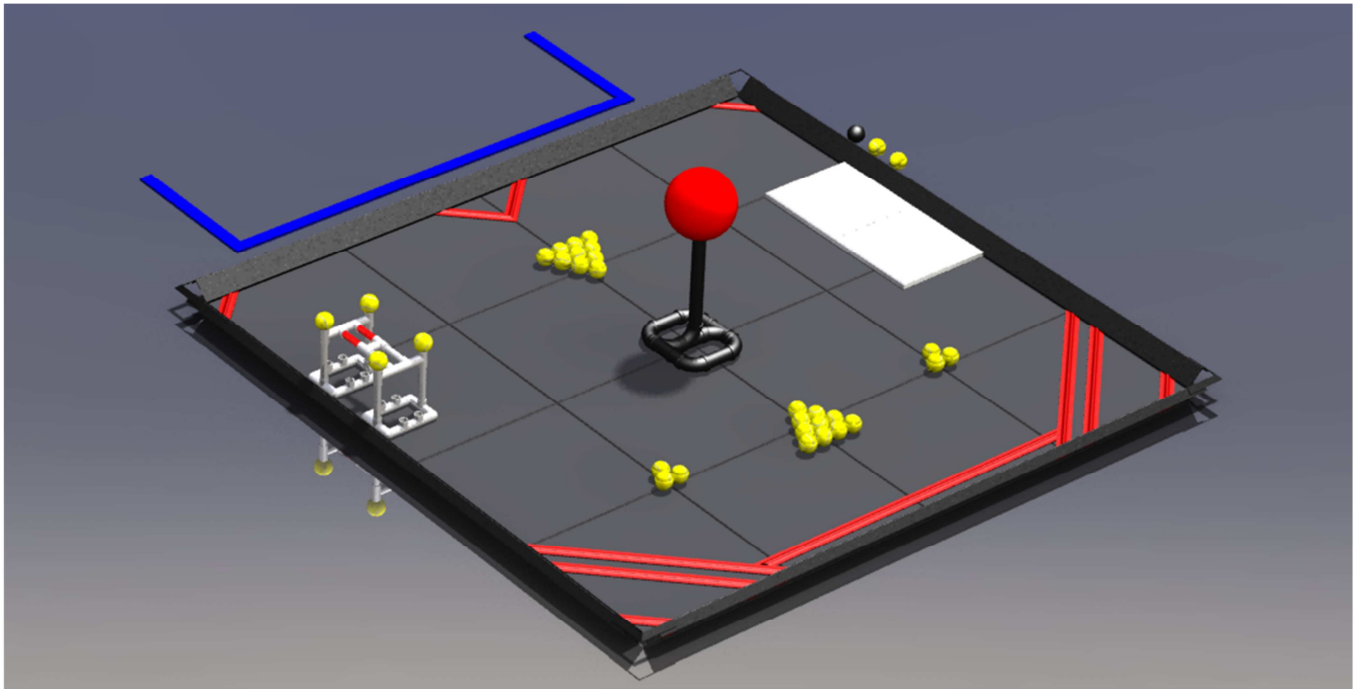


CREATE JR.



Game Description and Scoring



The Game:

Triangle Triumph is played on an 8' x 8' playing field. Matches are 1:30 (one minute and thirty seconds) in length. Alliances, made up of two randomly paired teams, collaborate to score as many points as possible. Each team is made up of two drivers. The controller of the robot must be passed from one driver to the other between the thirtieth and sixtieth second of a match.

The object of the competition is to attain a higher combined score than all the other teams. Points are scored by placing tennis balls or bonus balls in the Floor Goals, on the Rack, or within the Central Tower, removing the red ball from the field, or scoring the red ball in the Triangular Floor Goal. In addition, a team may also earn points by "parking" their robot on the $\frac{3}{4}$ " high, 15" square starting platform at the end of the match.

The Details:

There are a total of thirty-two (32) tennis balls, one (1) bonus ball, one (1) large red ball, and two (2) parking

platforms available as scoring objects in Triangle Triumph.

Thirty (30) tennis balls are located on the field and the start of the match. Two (2) tennis balls and one (1) bonus ball are available to the Alliance as Pre-placement Balls. The Alliance has the option to place any/all of these elements anywhere on the field as long as they cannot be considered scored and are in contact with either the floor tiles or their robot. A bonus ball that is scored, counts as a regular tennis ball and also multiplies that goal's score by 2.

Each robot (no larger than 13" x 13" x 13" to start) will collaborate within its Alliance in order to maximize its score. The breakdown of the scoring can be seen below.

Scoring:

Element	Goal	Points
Tennis Ball	Corner Goal	3 points
Tennis Ball	Short Trapezoid	2 points
Tennis Ball	Long Trapezoid	1 point
Tennis Ball	Central Tower	3 points
Tennis Ball	Rack	10 points
Red Ball	Triangular Floor Goal	10 points
Red Ball	Removed from Field	5 points
Robot	First Parked Robot	5 points
Robot	Second Parked Robot	10 points
Bonus ball	Same as Tennis Ball	2x multiplier