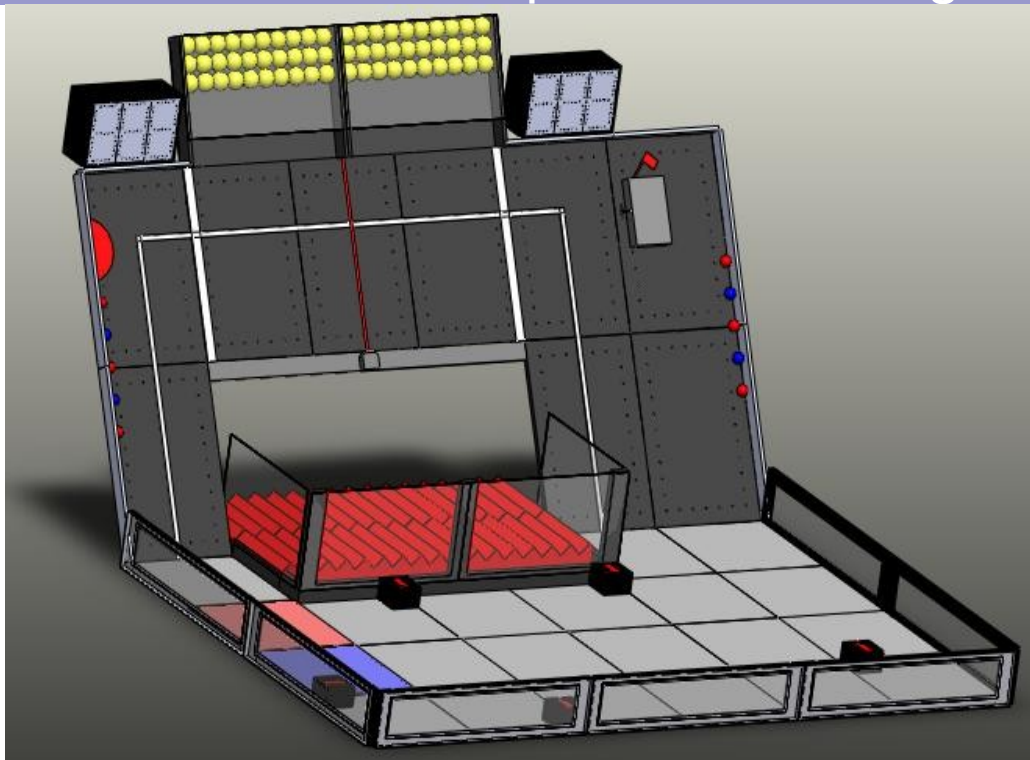


# CREATE

## Magbot Mayhem Avalanche

### Game Description & Scoring



#### The Game:

*Magbot Mayhem – Avalanche* is played on a 12'x14' playing field comprised of a 12'x8' horizontal field and a 12'x6' vertical wall configured as seen above. Teams take turns navigating through the course as quickly as possible while earning bonus time along the way. But beware the avalanche, it can end your run and send you flying off the wall.

A team starts on the red starting tile. A team can participate in an optional 20 second autonomous period followed by a 70/60/50 (70 seconds for round 1, 60 for round 2 and 50 for the 3<sup>rd</sup> and final round) second driver control period or begin directly in the driver control mode. Time begins when the robots passes through the start laser line. The goal is to traverse the entire course with as much time left on the clock as possible. The course is completed when the robot presses the finish line bumper found on the wall centered on the blue finishing tile. Time bonuses are added when the side balls are knocked off their light sensor ledges. The Avalanche Zone is next. Robots race to cross before the avalanche zone timer get to zero and releases the avalanche! Once safely across the the robot has three more opportunities for bonus time. The gear grinder, more bonus balls and finally

the bonus bumpers on the gray floor tiles.

#### The Details:

There are a total of six (6) bonus balls, three (3) on each side wall worth four (4) seconds each. There is one gear grinder bonus worth sixteen (16) seconds. It is on the upper right side of the vertical wall. A total of five (5) bonus bumpers can be found on the floor tiles. They are worth four (4) seconds each. In addition to these time bonus elements there is one more important game element, the finish line bumper. By pressing the finish line bumper the robot ends the match and stops the timer. The time showing on the clock becomes that team's score.

Each robot (no larger than 18"x18"x18" to start) begins a match completely within the red starting tile and ends when time runs out, they are swept off the wall in an avalanche or they press the finish line bumper. Robots that do no finish or get swept off the wall receive a score of zero (0).

Each team competes in three rounds.

#### Scoring:

Initial clock value	70/60/50 sec
Bonus balls (6)	+4 sec
Gear Grinder (1)	+16 sec
Bonus Bumpers (5)	+4 sec