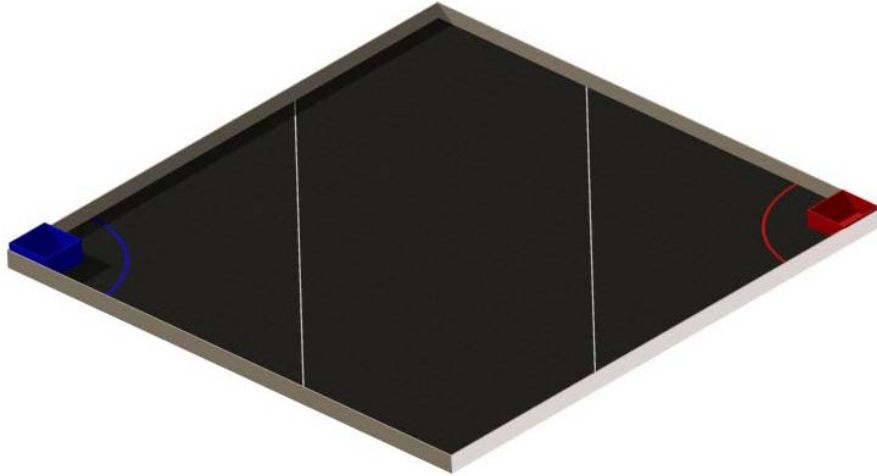


New Prairie Vex 2008: Saving Private Riley



Game rules

Each match will be 2 minutes long.

There will be 2 robots per alliance in each match.

Robots will all start in their respective home zones.

A center ring will hold 89 army men: 44 red, 44 blue, and 1 white.

Robots must take the army men of their colors and put them in their respective home zone or fort.

Army men in the fort are 3 pts. Army men in the home zone are 1 pt. each. The white army man is Pvt. Riley. He is special. He is worth 9 points in the fort. In the home zone, he's only 1 point.

A robot is considered "in the home zone" if any part of the army man is inside or at least *touching* (not above) the line when the game is finished.

If army men of the opposing color are in a home zone or fort, they decrease that side's score by 3 points or 1 point respectively.

At the end of the match, robots who finish COMPLETELY in their third of the field earn 5 bonus points. No part of the robot may be outside the thirds line, even if it's not touching the ground.

Robot specifications

Only one kit of parts may be used, with an additional servo and additional motor (2 servos and 4 motors total).

The robot must fit into an 18" x 18" x 18" box at the start of each match. Once the match begins, the robot can expand outside this configuration.

Zip ties, duct tape, cardboard and Plexiglass are the only other items allowed. The total amount of Plexiglass must not exceed 1 sq. ft. Holes in the Plexiglass *are included* in the area. There is no limit on zip ties, duct tape, or cardboard.

All robots must have a 2-inch long ½ inch PVC pipe for a flag holder.

Game specifications

SPR will be played on an 8' x 8' carpeted field, divided equally into thirds diagonally (one-third is approximately 45" wide).

The home zone's radius extends 18" from the corner. The fort is 8" x 8" x 4".

If you have any questions, feel free to email us at laspumas@live.com.