

Section
2



Crazy Cube The Game

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Section 2 – The Game

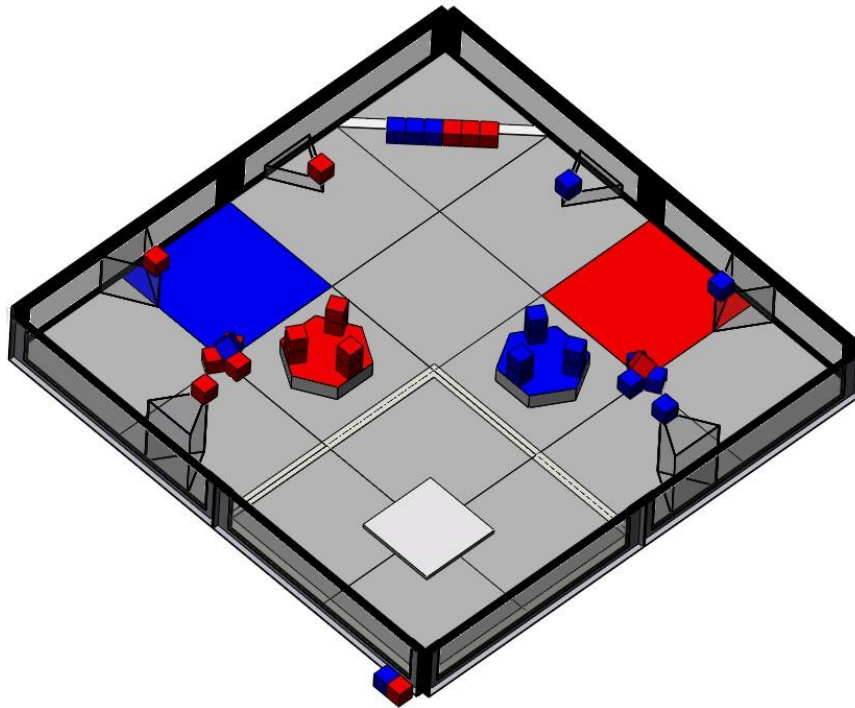
2.1 – Overview

This section describes the CREATE Junior game, called *Crazy Cube*. It also lists the game definitions and game rules.

2.2 – Game Description and Field Drawings

Matches are played on a field initially set up as illustrated in the figures below. One team competes in each *match*. The object of the game is to attain a higher score than all the other teams in the competition by pushing *cubes* into the *corner goals*, placing them in the six (6) triangular *goals*, pushing the *bonus platforms* into the *goals* of its color or by being *parked* at on the starting *pad* when time has expired.

There are a total of thirty (34) *cubes* and two (2) *bonus platforms* available as scoring objects in the game. Thirty-two (32) *cubes* will be found on the field, while two (2) will be available to each team prior to the *match*. Two (2) *bonus platforms* one (1) red and one (1) blue will also be found on the field at the start of the *match*.



2.3 – Game Definitions

Bonus Platform – The red or blue hexagonal rolling objects. The bonus platforms are 3.5” high and 15” at the widest point.

Coach - A student or adult designated as the team advisor during the *match*.

Corner Goal – One triangular shaped *goal* directly opposite the starting *pad* into which teams can score *cubes*.

Cube – Any of the 34 red or blue foam *cubes*. *Cubes* are 3” on each side.

Driver - A team member responsible for operating and controlling the *Robot*.

Driver Change – Changing from the first to the second *driver* in the middle of the *match*.

Goal – Either a *corner goal* or one of the six (6) triangular *goals*. The triangular goals vary in height from 3” to 15”. Two goals are 3” high, two are 9” high and 2 are 15” high. Each side of the triangular goal is 8” long.

Match - A *match* consists of a one minute and thirty second *driver* controlled period. A *match* starts when the referee says “Go”.

Pad – The 15”x15” 3/4” inch high square located on the playing field.

Parked – A *robot* is considered to be *parked* when it is in contact with the *pad*, and no part of the *robot* is in contact with the foam playing surface.

Robot – Anything (which has passed inspection) a team places on the field prior to the start of a *match*.

Scored – A *cube* is *scored* in a *corner goal* if some part of the *cube* is within the two-dimensional space defined by the edges of the *goal*, and not touching a *robot*. A *cube* is *scored* in a triangular *goal* when ALL of the *cube* is contained within the interior walls of the *goal* and not touching a *robot*. (The “walls” extend infinitely perpendicular to the playing field) A *bonus platform* is *scored* when ALL of the platform is contained within the boundaries of the tile of its same color and not touching a *robot*. *Goals* extends infinitely perpendicular to the playing field surface within the *goal* boundaries.

Team Station – The designated region where the *drivers* and *coach* stand during any *match*.

2.4 – Game Rules

2.4.1 – Scoring

- A *cube* that is *scored* in a *corner goal* counts one (1) point.
- A *cube* that is *scored* in the *triangular goal* counts three (3) points.
- A *bonus platform* that is *scored* in a *goal* of its own color counts five (5) points.
- A *robot* that is *parked* at the end of the *match* is worth five (5) points.

2.4.2 – Safety Rules

<S1> If at any time the *robot* operation is deemed unsafe or has damaged the playing field, surface, barriers or wall, by the determination of the referees, the offending team may be disqualified. The *robot* will

require re-inspection before it may take the field again.

<S2> If a *robot* goes completely out-of-bounds (outside the playing field), the *match* will be over and the score will be taken at that point regardless of time left in the *match*.

2.4.3 – General Game Rules

<G1> At the beginning of a *match*, each *robot* must not exceed a volume of 18 inches wide by 18 inches long by 18 inches tall. An offending *robot* will be removed from the *match* at the Head Referee's discretion.

- a. Alignment devices (templates, tape measures, lasers, etc.) that are not part of the *robot* may NOT be used to assist with the positioning of the *robot*.

<G2> Each team shall include two *drivers* and one *coach*.

<G3> During a *match*, the *drivers* and *coach* must remain in their *team station*.

<G4> Scoring objects that leave the playing field are considered out of play. They will not be returned to the field for that *match*.

<G5> *Drivers* and *coaches* are prohibited from making intentional contact with any game or field object. The first instance of intentional contact will result in a warning, with any following instances resulting in a disqualification.

<G6> During a *match*, *robots* may be remotely operated only by the *drivers*. If a *coach* touches his/her team's controls anytime during a *match*, the *team* will be disqualified for that *match*.

<G7> Scores will be calculated for all *matches* immediately after the *match* when all objects on the field come to rest.

<G8> *Robots* may not intentionally detach parts during any *match*, or leave mechanisms on the field. Multiple infractions may result in disqualification for the entire competition.

<G9> *Robots* must be designed to permit easy removal of *cubes* from any grasping mechanism without requiring that the *robot* have power after the *match*.

<G10> Field tolerances may vary by as much as +/-1". Teams must design their *robots* accordingly.

2.4.4 – Crazy Cube Specific Game Rules

<SG1> At the beginning of each *match*, the *robot* must be placed such that they are on the starting *pad* and no part of the *robot* is in contact with the foam tiles.

<SG2> Prior to the start of each *match*, each *team* will have two *cubes* available to pre-load into their *robots*. Pre-loading is optional. If pre-loading is not used the *cubes* are removed from the field of play and will not be used in that *match*.

- a. A *cube* is considered to be legally preloaded if it is touching the *robot* and not touching any part of the playing field or game objects.

<SG3> A *cube* is not considered scored if it is being touched by the *robot* at the conclusion of the *match*.

<SG4> *Drivers* must change (*Driver change*) sometime between the 30th and 60th second of the *match*. *Driver* one may hand the remote to *driver* two anytime between 31 and 59 seconds on the clock. If a team exchanges the remote too early or too late in a *match* they will be disqualified for that *match* and receive a zero score for that *match*.

