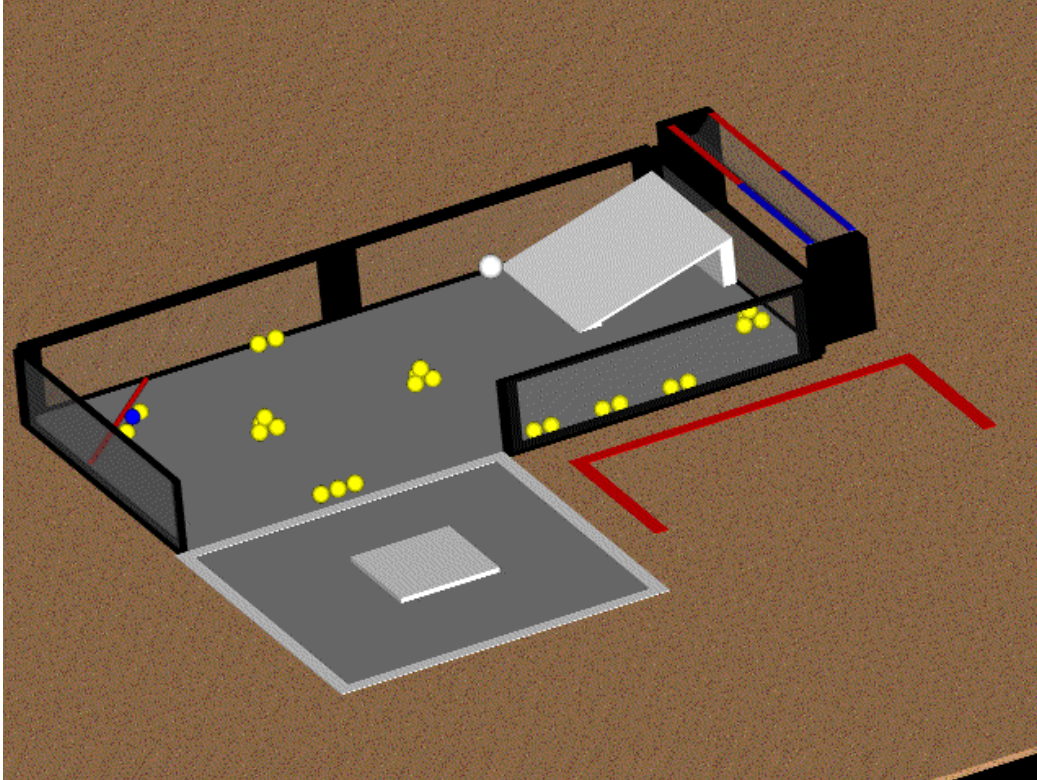


Game Description & Scoring



The Game:

Rapid Roll is played on a 4'x8' playing field. Each team will have an opportunity to compete in three matches. Matches are 1:30 (one minute and thirty seconds) in length. The highest score of the three will be that teams final score.

The object of the game is to attain a higher score than all the other teams in the competition. Points are scored by pushing tennis balls, the bonus racquetball and the bonus softball into the corner goals or dropping them into the elevated trough. In addition, a team can earn additional points by "parking" robots on the $\frac{3}{4}$ " high, 15" square starting platform.

The Details:

There are a total of forty (30) balls available as scoring objects in *Rapid Roll*. Twenty-eight (28) are tennis balls, one (1) is a racquetball and one (1) is a softball. Twenty-seven (27) balls will be on the field to start the match and three (3) tennis balls will be available to each team prior to the match for preloading. Two (2) of the balls,

the racquetball and softball, are bonus balls and count triple the tennis balls.

Each robot (no larger than 18"x18"x18" to start) begins a match on the starting platform. Time begins once the robot enters the field of play. There is one corner goal and one trough goal. Tennis balls scored in the corner goal count one (1) point. Bonus balls scored in the corner goal count two (2) points. Tennis balls scored in the trough goal count three (3) points. Bonus balls scored in the trough count six (6) points. Robots parked back on the starting platform before time runs out will be awarded five (5) points.

Scoring:

Tennis ball in corner goal	1 point
Racquetball in corner goal	2 points
Softball in corner goal	2 points
Tennis ball in trough	3 points
Racquetball in trough	6 points
Softball in trough	6 points
Robot parked	5 points