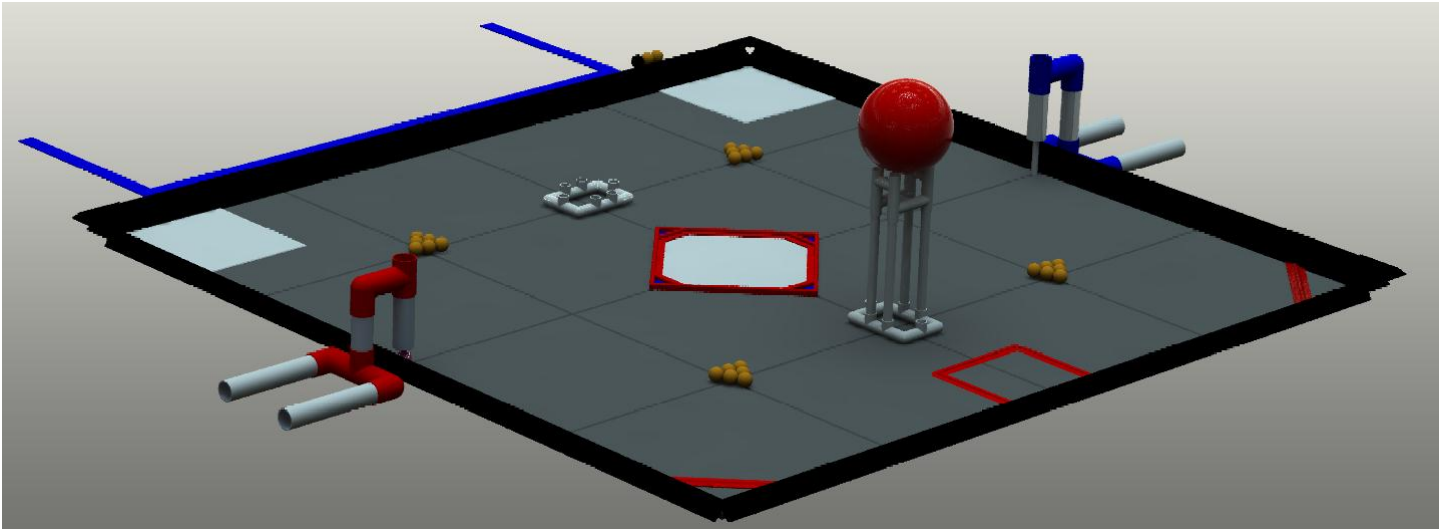


CREATE JR.

Wiffle Wipeout

Game Description and Scoring



The Game:

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

The object of the game is to attain the highest score possible by working together to position, push, and place orange, pink, and black wiffle golf balls into Floor Goals, onto the Perch, onto the Center Diamond Floor Goal, in and out of the Tower, and by pushing the large red ball out of the field. In addition, a team may also earn points by "parking" their robot on the $\frac{1}{8}$ " high, 15" square starting platform at the end of the match.

The Details:

There are a total of thirty-six (36) orange wiffle balls, four (4) pink wiffle balls one (1) black bonus ball, one (1) large red ball, and two (2) starting platforms available as scoring objects in the game. Thirty-four (34) orange wiffle balls and four (4) pink wiffle balls will be found on the field,

while two (2) orange wiffle balls and one (1) black bonus ball will be available to each Alliance prior to the match. These balls are the Alliance's Pre-placement Balls. They can be placed anywhere on the field as long as they are not considered scored and are in contact with either the foam tiles or a robot. Two (2) starting platforms, one (1) Tower, one (1) red ball and two Vertical Dispensers will also be found on the field at the start of the match. The bonus ball will act as a 2x multiplier to the score in any goal.

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
Orange Ball	Floor Goal	1 points
Orange Ball	Perch	5 points
Orange Ball	Center Diamond	2 point
Orange Ball	Corner Goal	3 points
Pink Ball	Same as Orange	Worth 2 orange
Pink Ball	Collaboration Zone	20 points
Black Ball	Same as Orange	Worth 1 orange and 2x multiplier
Red Ball	Out of field with tower knocked over	5 points
Red Ball	Out of field with tower standing	10 points
Robot	First Parked Robot	5 points
Robot	Second Parked Robot	10 points