Castle Crasher

How many cubes can you clear from the Field in two minutes?

How to Play Castle Crasher:

1. **Check your Field and Robot Setup:**

   ○ Castle Crasher is played by one robot on a 3' x 3' raised Field. The Field is raised by attaching Field Walls underneath.

   ○ 10 cubes acting as 'castles' are placed on the Field.

      ■ The 10 cubes (of any color) are used to create 5 castles.

      ■ The center castle (made of 4 of the 10 cubes) must be built and placed as shown in the image above for every match.

      ■ Each of the other 4 castles can be 1 to 3 cubes tall, and can be placed in one of the 7 starting positions as identified in the image above.

      ■ Castles in positions 1-7 should be randomized at the beginning of each match.

   ○ The robot should start in location as shown in the image above.

2. **Castle Crasher Competition Rules:**

   ○ The object of the game is to push the cubes ('castles') off the Field in the fastest time using a VEXcode IQ project.

   ○ Castle Crasher gameplay is completely autonomous.

   ○ For the cube to be considered cleared from the Field, the cube must completely fall off, as shown to the right.

   ○ The timer begins when the VEXcode IQ project starts, and the timer stops when the robot has pushed all of the cubes off of the Field, or 2 minutes has been reached.
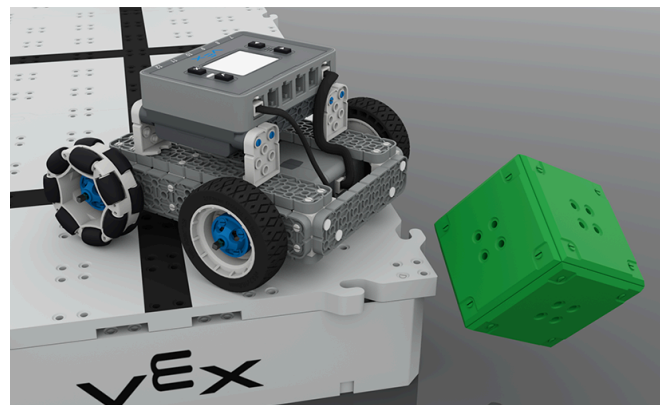
- If the robot falls off the Field, it can be hand-placed back at the original starting point on the Field, and the timer does not stop.

- The robot who pushes the most cubes off of the Field with the fastest time, wins!

○ Your robot must fit inside of a single square created by the lines on a set of Field Tiles (approximately 30cm by 30cm or 12"x12").

○ You can use only materials from the IQ Kit when building your robot.