

Fuel Cell Frenzy

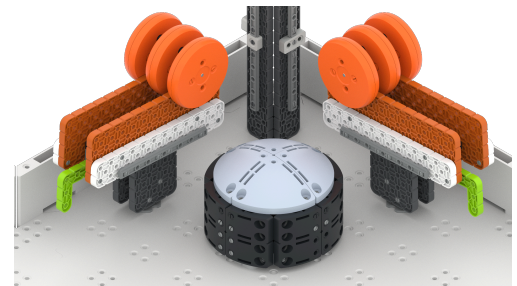


Competition Goal:

Score as many points as you can in 1 minute by releasing and delivering Fuel Cells, and ending with your robot on the red tile.

Competition Rules:

1. Each task is worth 1 point:
 - Release a Fuel Cell from the cradle
 - Deliver a Fuel Cell to the Rocket Ship or the Landing Site
 - End the match with your robot on the red tile
2. Each match begins with the Hero Robot on the green starting tile.
3. Stop driving after 1 minute. Count the Fuel Cells that are scored, and the position of the robot on the Field at the 1 minute mark to score the match.
4. If teams score the same number of points, the team that can release and score one Fuel cell the fastest wins.
5. The robot cannot be touched while it is driving during the 1 minute match. If a Fuel Cell falls out of the Field during a match, it can be hand placed back onto a cradle.



Pro Tips

Careful Control

- The way the Fuel Cells are released from the cradle can affect how easy they are to deliver to the Rocket Ship and Landing Site. Tipping the cradle quickly might make them roll off faster or in a less controlled way. Be careful when tipping the cradles to set your team up for a speedy delivery!
- In this competition, where the robot ends the match is important! Remember to factor that in as you plan your path for your match.