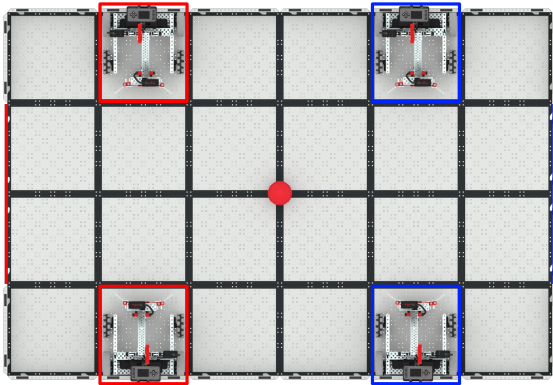




Robot Soccer Competition

Which team can score the most goals in 60 seconds?

How to Play Robot Soccer:

1. Check your Field and Robot Setup:

- Robot Soccer is played on a 4' x 6' Field with walls. Three walls are removed from each short side of the Field to create an opening to represent the red and blue team goals.
- Robot Soccer is played by two robots (Red Team) vs. two robots (Blue Team).
- Both robots on a team start on their designated side, as shown by the colored squares in the image above.
- Each team should use EXP parts to clearly display the team's color on their robots (you can use the name plate, print to the Brain screen, or other means of showing this).
- A Buckyball (acting as the soccer ball) is placed in the center of the Field.

2. Robot Soccer Competition Rules:

- The object of the game is to score as many points as possible in a 60 second match. The team with the most points after 60 seconds of play time, wins.
- To earn one (1) point, the entire Buckyball must be placed through the opposing team's goal. No part of the Buckyball can remain in contact with the Field.
- Robot Soccer gameplay is completely driver controlled.
- When a point is scored, stop the timer and reset the Field (robots and the Buckyball are returned to their starting positions). Once all robots and the Buckyball are returned to their starting positions, the timer and play will be resumed.

3. Robot Restrictions:

- Robots and attachments must be made from the EXP Kit, no outside pieces can be used.
- A robot, including all attachments and/or modifications, must fit completely inside of the starting square at the beginning of the match.