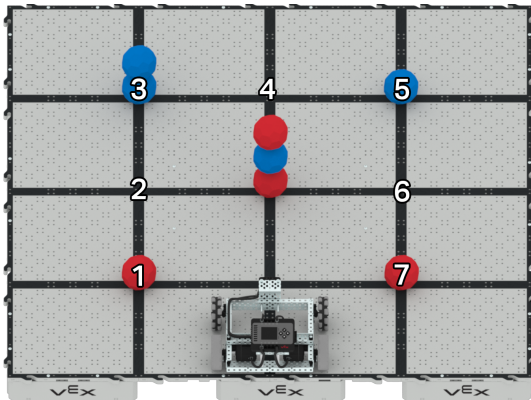




Castle Crasher

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

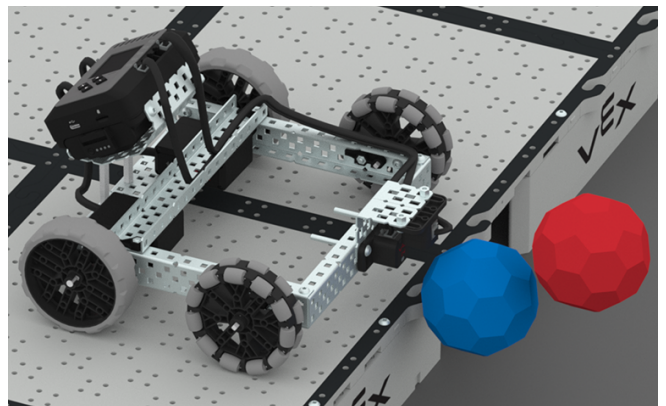
How to Play Castle Crasher:

1. Check your Field and Robot Setup:

- Castle Crasher is played by one robot on a 4' x 4' raised Field. The Field is raised by attaching Field Walls underneath.
- 10 Buckyballs acting as 'castles' are placed on the Field.
 - The 10 Buckyballs (of any color) are used to create 5 castles.
 - The center castle (made of 3 of the 10 Buckyballs) 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 Buckyballs 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 Buckyballs ('castles') off the Field in the fastest time using a VEXcode EXP project.
- Castle Crasher gameplay is completely autonomous.
- For a Buckyball to be considered cleared from the Field, the Buckyball must completely fall off, as shown to the right.
- The timer begins when the VEXcode EXP project starts, and the timer stops when the robot has pushed all of the Buckyballs off 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 Buckyballs 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 EXP Kit when building your robot.

Pro-Tip

Alternate Field Setups

Here are some suggested Field setups for randomizing your castles at the beginning of each match:

