

Duplo Duck Dismount

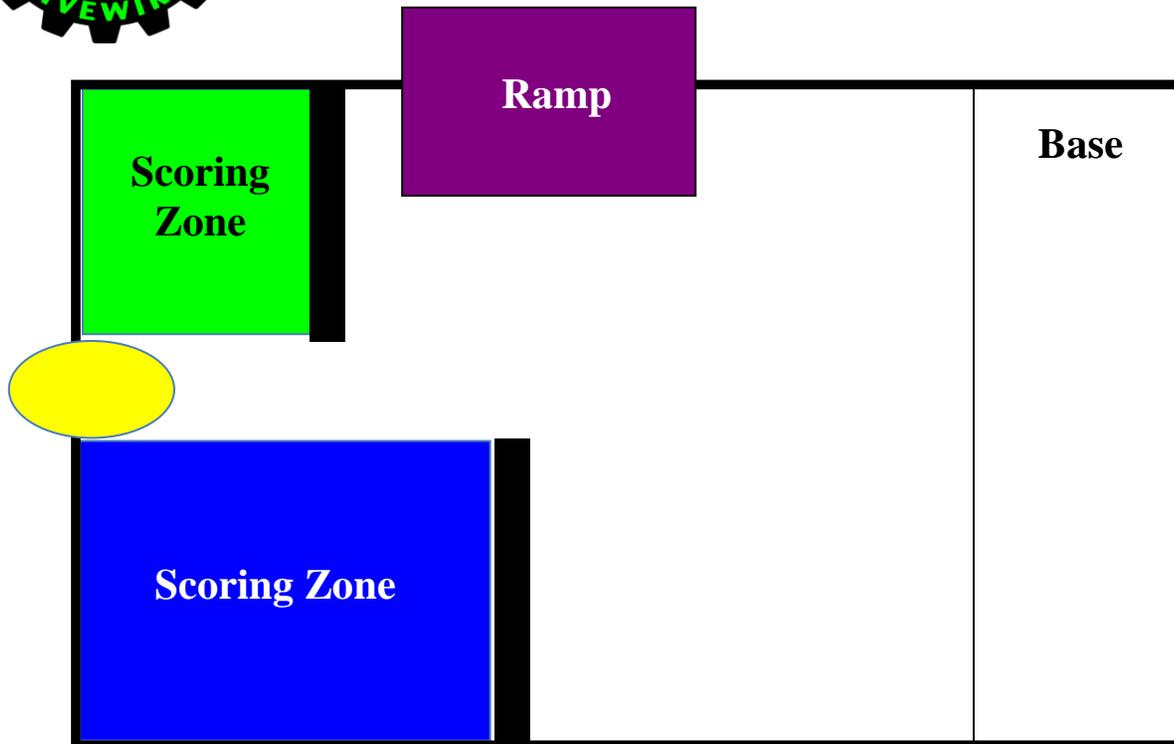
Presented by LiveWire Robotics

www.LiveWireRobotics.com



Overview:

Two teams work together to score as many points as possible. Points are awarded for each game piece in the scoring zones, with bonus points awarded for each robot on the ramp at the end of the match. Points are also awarded if the duck is pushed off the table. Each match is two and a half minutes long



Scoring:

- Four colors of blocks will be available: green, blue, red, and yellow, 10 of each.
- 2 points will be awarded for each block in a scoring zone of a matching color
- 1 point will be awarded for each block in a scoring zone of a non-matching color
- 10 points will be awarded if the duck is pushed off the table
- 10 points will be awarded for one robot on the ramp at the end of the match, and 30 points if both robots are on the ramp

General Rules:

- Only two team members may be at the game table each match
- Either of the two team members may touch either team's robot if any part of it is in Base
- Robots may only possess one game piece at a time
- You may only touch robots in Base
- If you touch the robot outside Base, it must immediately return to Base
 - If more than three blocks are scored, one scored block will be removed, starting with the blocks worth the least points.
- Blocks will begin in Base. You may place a block in or on the robot while it's completely in base
- You may not touch game pieces outside of Base
- The robot must be completely outside base to score

The Field:

- The walls in front of each scoring zone are approximately 3 inches tall, the same height as the outer wall.
- The duck is balanced on top of the outer wall.
- The ramp extends out of the field, over the outer wall.

Ramp and Duck:

- Robots will be awarded ramp points if it is fully supported by the ramp at the end of the match.
- Duck points will be awarded if the duck is not in contact with any part of the table at the end of the match.

Tie-Breaking:

- Most ramp points
- Most duck points