

KING OF THE HILL

Objective of game:

To move the single dodecahedron from the top of the ramp and place it on the opponent's avatar.

Rules:

TIME LIMIT FOR EACH MATCH IS 3 MINUTES

Both robots will operate simultaneously

Both robots can be controlled via remote control.

If a robot becomes disabled or stalls outside of the team's start area, the robot is not to be touched until a judge allows you. If the opposing robot also becomes disabled/stalled, or the dodecahedron falls out of game play, the field will be reset.

Teams may request one (1) reset. The judge will tell the team when they can pick their robot up, and the robot may not re-enter the game for 5 seconds

Teams are not allowed to touch the robot outside of the start area without a judge's signal. A disqualification will result if this rule is not followed

Players are not allowed to physically touch the opposing team's robot. Not even to hand it to them in a reset.

Robots are allowed full contact with other robots outside of the start area/zone

Teams are allowed to modify, adjust or repair robots in their start zones

If there is no progress made during a struggle between the robots for 5 seconds, a reset will occur.

A winner will be declared when the dodecahedron is totally inside the opposing team's avatar circle. If time expires, whichever scoring zone is closest to the dodecahedron wins.