

# Hungry Robots Rules

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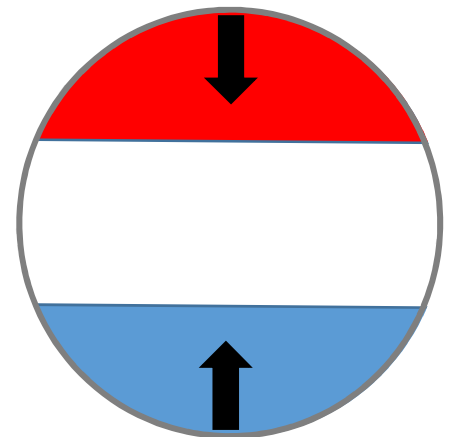
Hungry Robots is a game where two robots will each work to collect delicious morsels of robot food (Ping Pong Balls) and move it to its own designated home base. There will be 35 morsels (25 white, 10 yellow) released at the start of play. Each morsel secured at the end of play will be awarded points.

## Robot Requirements

- Robot cannot exceed two and a half pounds
- Robot must fit in a 1' x 1' frame
- Robot May only contain LEGO parts
- Robot May have up to 3 motors of any size and Up to 4 total LEGO sensors from the following: Gyro, Ultrasonic, Color/Light, and touch sensors

## Hungry Robots Set Up

- Each Robot's home base will be determined at random by the referee
- There will be a slight raised edge at the edge of each home base to keep robot food from rolling in or out
- The mat will have a surrounding barrier
- home bases are colored red or blue, robots will need to remember which one is theirs
- Each robot will begin the match inside its HOME BASE, with its back touching the wall
- Each team may only have one representative to push the start button and move back from the ring



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## Hungry Robots Rules

- The match will consist of 3 – 1 minute bouts
- Each team will collect as many morsels of food as it can and bring them back to their home base
- At the end of each bout, only the robot food touching the colored area inside the home base will be counted
- White morsels = 1 point, yellow morsels = 2 points
- Robot MUST wait 3 seconds to make any motion after the button is pressed

- If robots get entangled, both team reps can agree to stop the clock, disentangle the robots, and restart the bout with the time remaining