

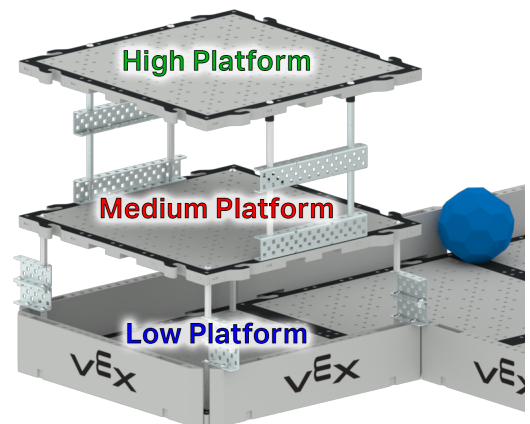
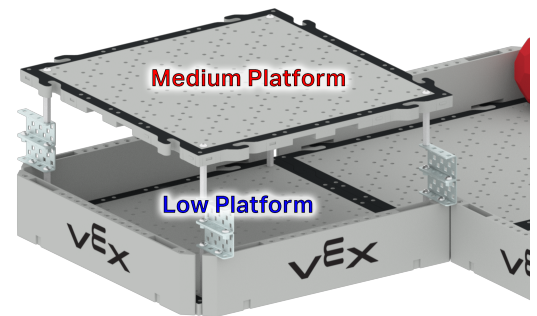
## Platform Placer

Combine strategy and robot design to place Buckyballs and rings on platforms to score points!

### How to Play Platform Placer:

#### 1. Check your Field and Robot Setup:

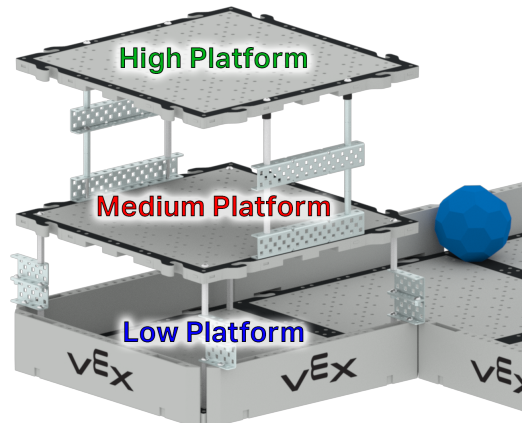
- Platform Placer is played with two robots working together on a 5' x 5' Field with walls.
- 4 Platforms are added at the corners of the Field:
  - 2 low platforms with walls are attached on opposite corners, as shown in the photo above
  - On the other two corners, 1 two-tier platform and 1 three-tier platform without walls are attached, as seen in the example photos to the right.
  - Platforms can be made from any pieces in the EXP kit
- 6 blue Buckyballs are placed on the blue side of the Field and 6 red Buckyballs are placed on the red side of the Field as shown above.
- 2 rings of each color (red, green, blue) are placed on the Field as shown above.
- Robots start in the locations shown in the image above.



## 2. Platform Placer Competition Rules:

- The object of the game is for a two-robot team to work together to score the most points in a two-minute match. Scoring is as follows:

- Low Platform - 2 points per game object
- Medium Platform - 5 points game object
- High Platform - 10 points per game object

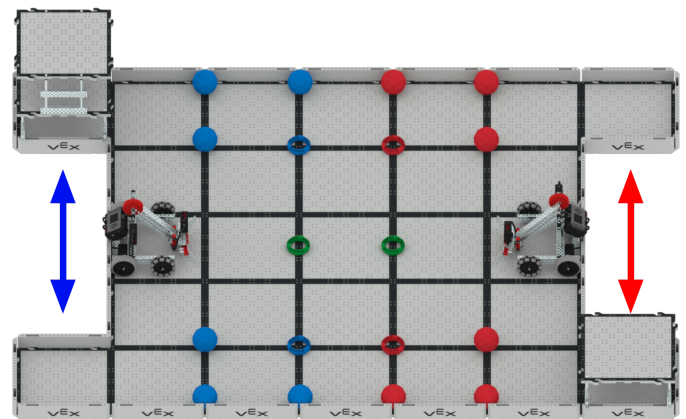


- The green rings are multipliers. When one green ring is placed on a platform with other scored game objects, it doubles the score of those objects.

- If two green rings are placed on the same platform with scored game objects, the score is multiplied x4.
- If a green ring is placed by itself on a platform, it does not earn any points.

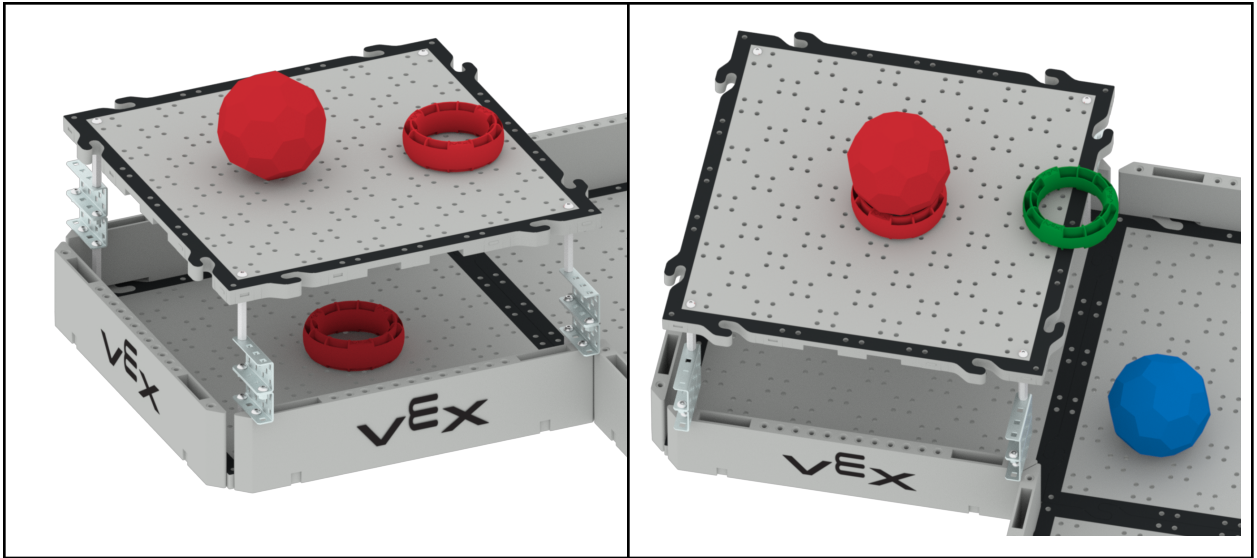
- Low Platform Scoring: For a game object to count as scored on a low platform, *it must be the same color as the side the platform is on.*

- Blue game objects only score on a low platform on the blue side of the Field, and red game objects only score on a low platform on the red side of the Field. The illustration to the right depicts the low platform scoring zones.

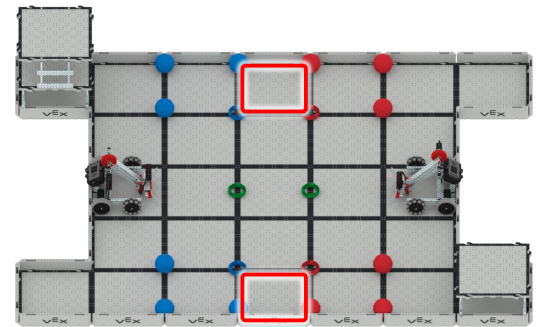


- Medium and High Platform Scoring: Any color game objects count as scored when placed correctly on the medium or high platforms.
- In order to count as scored, game objects must be fully across the black lines at the front of the Tile, and must not be actively touching a robot. In the pictures below, the image on the left shows correctly scored objects, and the image on the right shows objects (the green ring and blue Buckyball) that do not count as scored.

<p>All objects are freestanding and within the black line. All objects count as scored.</p>	<p>The red Buckyball and ring are freestanding and within the black line of the platform - they count as scored.</p> <p>The blue Buckyball and green ring are not within the black line of the platforms, so they do <b>not</b> count as scored.</p>
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- Any game objects that fall off a platform or out of the Field must be placed back in one of the two center squares on the long side of the Field as shown in the image to the right.
- 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") at the start of the match. It can expand, and stay expanded, once the match has started.
- You can use only materials from the EXP Kit when building your robots.



## Pro-Tip

### Scoring on High Platforms

A standard Clawbot, as built from the build instructions, cannot reach the high platform. In order to score game objects on the high platform, you will need to modify your robot.