



Game Summary Sheet

The Game

Marble Madness is played by six teams, three as a red alliance and three as a blue alliance, in a two and a half minute match. The playing field is ten (10) feet wide by fourteen (14) feet long. The object is to score more points than your opponent.

Scoring Locations

The main scoring elements are the 8 Teeter-Totters located around the field. Teeter-Totters vary in height at the fulcrum from 4" to 6". Each Teeter-Totter that is owned is worth five points. A row of three owned Teeter-Totters is worth 25 points total. Teeter-Totters are owned by the alliance with the weight in their favor.

At the middle of the field is the Center Ramp. The Center Ramp is 5' long by 17" wide and has sides of 3.5" high. The Center Ramp floats on a 24" diameter base in the 44" diameter marble pit. The Center Ramp will count as the middle object when forming Tic-Tac-Toe rows. The Center Ramp is owned by the alliance where the ramp tip is closest to; this is also worth 5 points. 15 points will be awarded for each robot that is supported solely by the ramp.

Scoring Objects

There will be 20 eggs on the Center Ramp and 10 in each Auto Loader. Each egg will contain a random number of marbles. The eggs and marbles will be used to weight the Teeter-Totters. At the end of a match, all of the Teeter-Totter contents will be combined and weighed. Multipliers of 1x, 2x, 3x, 0x, and 5x will be given based on this weight.

For more information or questions, please visit <http://mfso.groups.msoe.edu/VEX/>

This game is brought to you by Rockwell Automation and the Milwaukee FIRST Support Organization.