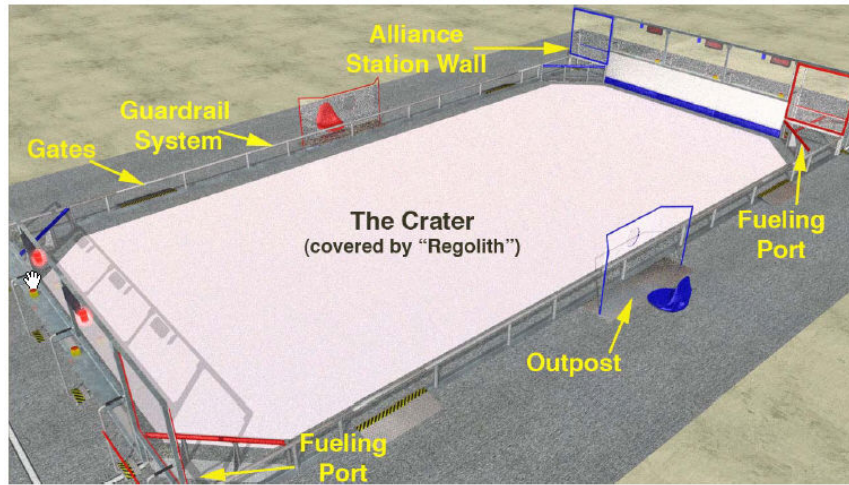

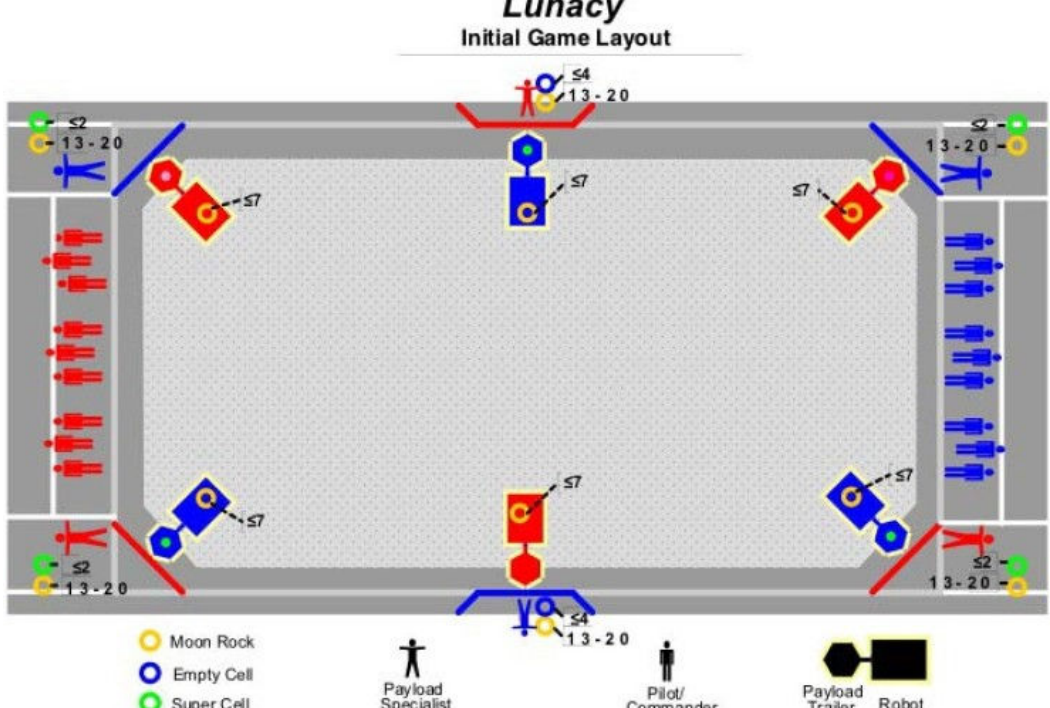




2009 Game "Lunacy"



Lunacy is a game played by two (2) three-team alliances on a on a field known as the CRATER covered with material to simulate driving on the Moon by reducing friction between the robot and the field. This material is called the "Regolith". The object of the game is to attain a higher score than your opponent by placing the moon rocks, empty cells and fuel cells in the TRAILERS hitched to the opposing ALLIANCE'S ROBOTS. Points may be scored by the Robots or by Payload Specialist who must throw the items over a wall and into the trailers. Each game piece's value is shown below.

At the beginning of each 2:15 minute match robots and trailers are placed in front of the opposing alliance's fueling ports/outpost. The first 15 seconds of the match is an autonomous period where the robots will attempt to move away from the fueling ports and score points by depositing game pieces in opposing trailers. Payload Specialists may also score points during this period. Tele-operated period starts after 15 seconds. Robots may collect pieces and score them and Payload Specialists may score as well. Empty Cells returned from the Outpost to the Fueling Ports may be exchanged for Super Cells. These Super Cells can be used to score during the last 20 seconds of the match.

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|---|---------------------------------|--|
|  | <p>Moon Rock 2 Points</p> | <div style="text-align: center;"> <h3>Lunacy</h3> <h4>Initial Game Layout</h4>  </div> |
|  | <p>Empty Cell 2 Points</p> | |
|  | <p>Super Cell 15 Points</p> | |