

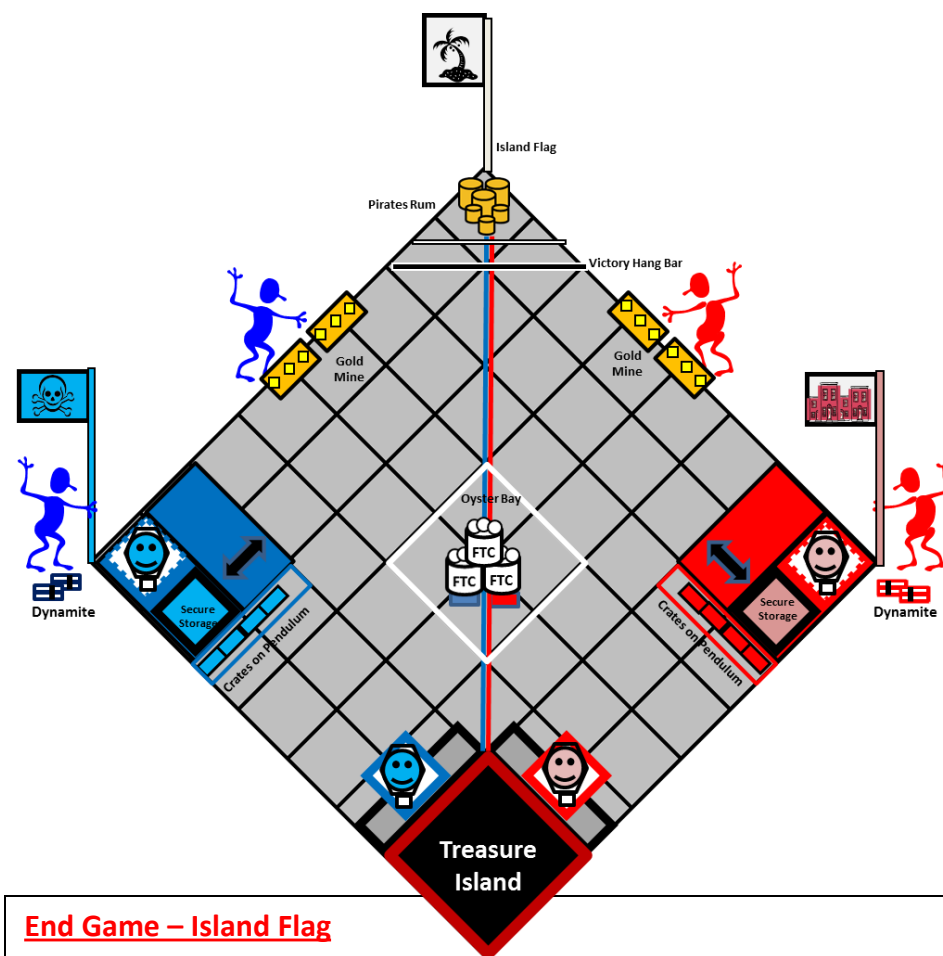
Flashback... TO PIRATE DAYS

1. Object of the Game:

- Score as many objects as possible into the three places – the Treasure Island {Hot Shot Low Goal}, your Pirate Ship (Blue Alliance) or the Town Secure Areas (Red Alliance) Home Zone.
- In End Game, Robots can do a Victory Hang {Block Party Bar} for Bonus Points and race to be the first to raise their {Block Party} Flag to see who takes possession of Treasure Island.

2. Start of Game Set Up:

- Robots– are placed as shown. One Robot of each Alliance is on top of their Home Zone {Bowled Over} while the other is on {a Get-Over-It Ramp} on the side of Treasure Island that is most facing their Home.
- Kegs of Rums– are located in the Cave in the top corner. {Small Kegs are a 3-stack of Pucks from Face Off!; Large Kegs are a 3-stack of Ring-It-Up Rings.}
- Gold Bullion– {Block Party Cubes} are located in Gold Mine shuttles {Tipping Puck Dispensers from Face-Off}
- Oysters– {wiffle balls from Hot Shot} start in “Oyster Bay”, contained within Bowled-Over cylinders on crates) at the center of the Field.
- Alliance Flags – are in the Full Down position.
- Dynamite – {banded Get-Over-It Batons} are outside the playing field awaiting End Game.



Object Point Values

- Any Scoring Objects in the Low Goal {Rectangle under Block Party Pendulum} earn 1 Point.
- Gold Bullion {Block Party Cubes} brought Home (either to the Ship or Town) and loaded into Secure Storage (as shown) or Crates are worth 2 Points each.
- Pearls {Hot Shot Wiffle Balls} brought Home (either to the Ship or Town) and loaded into the Storage Platform or Crates are worth 3 Points each.
 - Note: A Balanced Pendulum earns the 50% Point Bonus.
- Barrels of Rum {stacked Rings or Pucks} brought Treasure Island earn 9 Pts each if Island is “owned”.

Autonomous Mode.

- The Head Referee randomly selects which of four Crates will have the IR Beacon placed beneath it.
- “Island Bots” score as in Block Party (20 Pts for any Basket; 40 Pts for Basket above the IR Beacon.)
- “Home Bots” score 10 Points for tipping any Cylinder. 20 Points if causing more than 1 to tip over.

Tele-Op Game Element Dispensing

- Either Alliance can tip Pearls free from Oyster Bay. (Cylinders and Crates are not used after tipping.)
- The Bullion Dispensers can be hand-loaded by Alliance members whenever empty.

Object Scoring

- Throughout the Game, Elements are scored by rolling, plowing, or lifting them ... into Treasure Island, into the Crates on the side of Home, or up into the Secure Storage area.

End Game – Island Flag

- Treasure Island – The first team to raise the Flag near the Rum Cave to the High Level takes possession of the Island and earns all of the Points there. Two cautions...
 - Once a Robot approaches the Flag, by passing under the Hang Bar, no other Robots can interfere with the Flag Raise.
 - IF the Robot attempting the Flag Raise only achieves the Mid-Level, it is the OPPOSING Alliance who takes possession of the Island. Be careful!

End Game – Alliance Flags

- Flags on the Ship (or in Town) earn the same Points as Block Party (20 or 35) BUT ...Objects in the Secure Storage ONLY earn points if the Flag is at least partially up.

End Game – Victory Hang

- Block Party! Rules: 50 Points if fully suspended from Hang Bar on your Alliance Side.

Dynamite

- Hand-loaded at Home Zone location during End Game. It will totally negate scoring of any Crate or the Island if there when time runs out. (Cannot blow up Secure Storage!)
- Caution – MAJOR penalty if the Dynamite is in your Robot’s possession when time runs out. MINOR Penalty if your robot leaves the Dynamite on your side of the Field.