

Introduction

Four probes are launched from the space station onto Earth's satellite. Each team has two red and two green members. Team A is represented by red probes, while Team B is represented by green probes. To return to the space station one team must win a game. The team that wins the match is the first to board the ship, followed by the other team on their way back to their starting point.

The probes are mounted in a 6 x 10 arena that includes many different modern colors to change the environment in addition to metal stands, spotlights, and obstacles that the participants are to beat. In the arena there can also be found crates with different color code, meaning they have different point count, including purple three points, yellow 2 points and pink worth one point. The crates are branded with a colored sticker that matches the color of the nets in which the probes position them. The color codes for the nets on either side of the arena are red and green. On both sides of the stadium, there are four nets. Each net can hold two blocks, even if there can fit more these will not count towards the total points. The green team's probes will place red-stickered crates in the orange nets, while the red team's probes will place green-stickered crates in the blue nets.

Each game session contains 3 matches, each match being 4 minutes, after the four minutes have passed all participants will stop moving the probes and the judges begin to count. The team with the most points accounted for will win the game.

Objectives and Rules

Both teams can either focus on scoring more crates in the nets or stopping other probes from reaching theirs but at the end what really matters is who has the most points scored in the enemy's field. The red crates go in the red nets, and the green crates go in the green nets, as described in the introduction. One point is deducted for either of the teams that puts their crate in the wrong net. However, you should be mindful of crates with a blue sticker put in the arena, since any probe that collides with a blue crate will turn off for 30 seconds. In a single match, any probe that meets three blue crates is disqualified from that match.

The winner is determined by which team scores the most points in each match. A team wins once all games have concluded and judges add all the points in each match, the first to win 2 rounds of games is the winner. If one team loses both the probes they get or fails to position the crates in the other team's nets in time, the other team wins the match based on points. After the match is over teams are to go back into the space station in in order depending on who won.