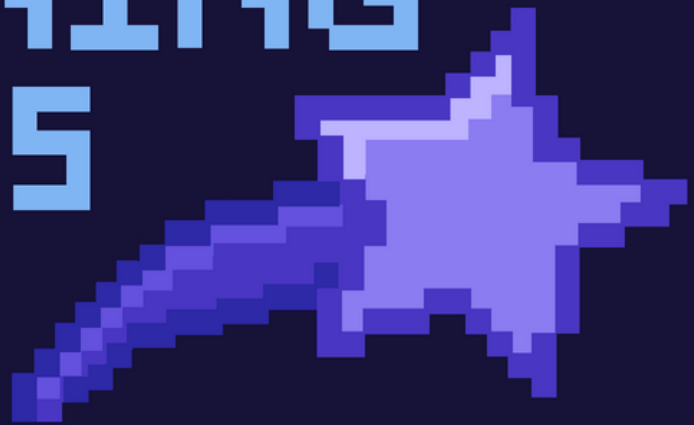


SPINNING STARS



THEME IT UP CHALLENGE - 828555

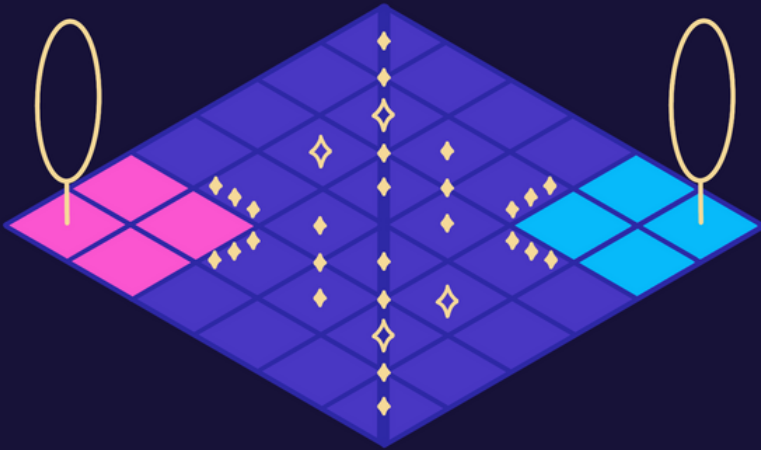
Richmond Hill, Ontario, Canada

Game manual made by:
Maya Roberts and Tara Mojaveri

About the *Spinning Stars Galaxy*

The blue and pink plants have been at odds with each other for centuries. Each planet believes the other stole the stars from their sky. To settle this dispute, they came up with a stellar game to decide who gets to keep the stars for good.

The Platform



The platform consists of 36 tiles that can either light up pink or blue. There are a total of 34 stars placed on along it. There are 2 hoops on opposite ends of the platform, one for each alliance. Below each hoop there is an opposite alliance low zone.

There are two alliances, blue and pink each one made up of two teams. The four alliances will work together to score points split between the 15-second autonomous period and the 1-minute and 45-second driver period.

The Alliances



Scoring

The Hoops



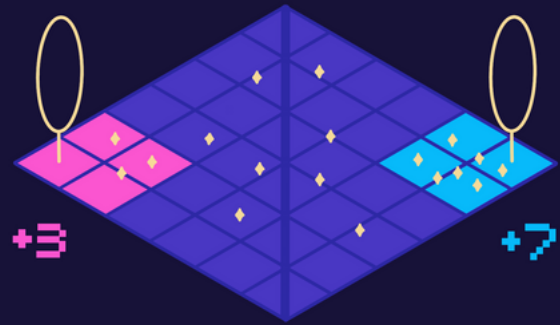
1 PTS

3 PTS

If these small stars make it through the hoop successfully they are worth 5 points and the larger stars are equivalent to 3 small ones, when scored in the hoop, they are worth 15 points.

The Low Zone

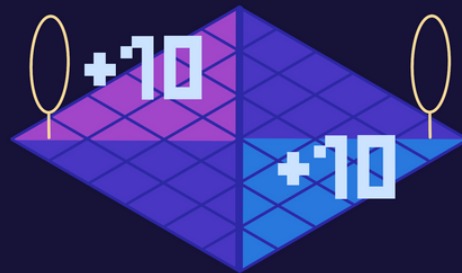
There are 2 low zones, one for each alliance. If you miss it will land in your opponent's low goal. This gives them 1 point for every star you miss. These points are counted at the end of the match which gives you or your alliance partner the opportunity to remove them.



Occupying The Tiles

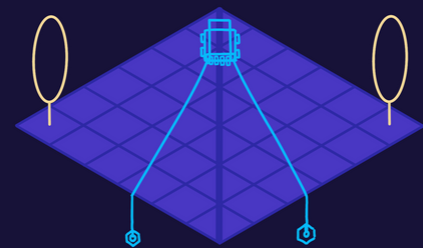
1. The Colour Changing Button

The colour changing button is a circular button placed in 4 places on the field. Once pressed it cycles through 2 neutral positions and one fully coloured position for each alliance. The quadrant is secured when the button only shows one colour. The tiles in that quadrant will light up to show which alliance owns it. Each owned quadrant is worth 10 points.

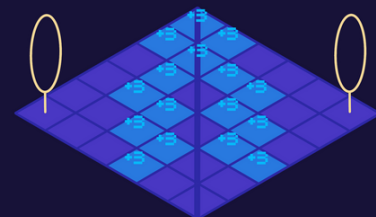
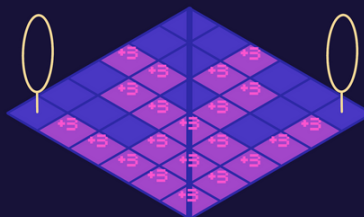
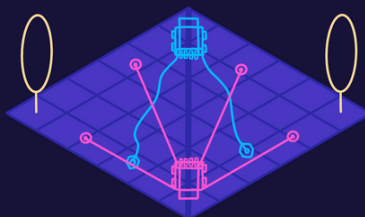


2. Expansion

Expansion only occurs in the last ten seconds of the match. During this time there are no horizontal expansion limits, and every tile your robot is touching awards you 3 points. As long as you stay on the platform, if your expansion lands outside your team will be disqualified. For safety, all expansion devices should be safely secured to avoid accidental or early expansion.



Disqualified



In endgame the same tiles can be owned by both alliances.

Game Objects

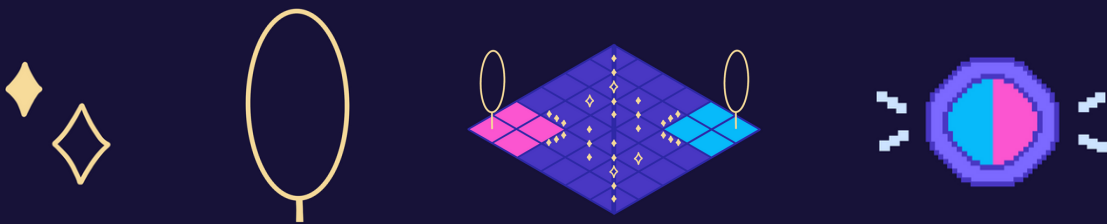
Discs = Stars that are launched into the hoops. The larger stars represent stacks of 3.

Field = Disco floor. Lights up to show when points have been scored.

High goals = Two hoops on opposite corners of the platform

Low goals = Part the four squares under each hoop are lit to indicate the blue and pink low goal zone.

Rollers = Colour changing button. Must be held and released when landed on the appropriate colour. Cycles through 2 neutral positions and one fully coloured position for each alliance.



Storyboard

SPINNING STARS



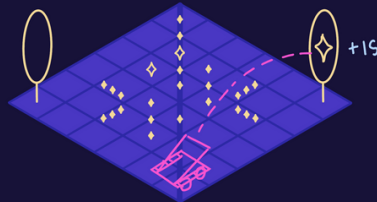
THEME IT UP CHALLENGE - 829553



BLUE ALLIANCE



PINK ALLIANCE



15 sec



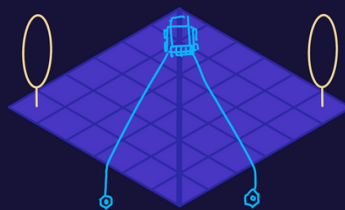
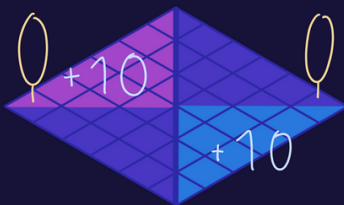
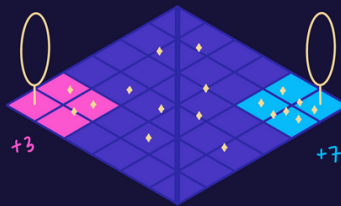
1 min 45 sec



SCORING

◆ 1 point

◆ 3 points



THANK YOU
FOR WATCHING!