



Game Summary Sheet

The Game

King of the Rings is played by four teams, two as a red alliance and two 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 Objects

The playing field contains Rings of five different sizes and colors – Blue (largest), Green, Yellow, Orange, and Red (smallest). Each Ring is worth 1, 2, 3, 4, or 5 points, respectively. The Red Ring is half clear as well, and when scored on a pole with the clear side facing up, the Ring becomes a Lock Ring and prevents itself or any other Rings below it from being removed.

Scoring Locations

Rings can be scored in any one of six locations, divided equally amongst alliances. Each alliance has two Tippy Goals, which consist of a pole on a rocking base. Rings scored here are worth twice their value. Each alliance also has a Floating Goal, which consists of a Floating Goal Base, Inner Platform, and Goal Pole. Rings scored on the Floating Goal Base are worth their value, Rings scored on the Inner Platform are worth twice their value, and Rings scored on the Goal Pole are worth thrice their value. The Inner Platform “floats” on marbles on the surface of the Floating Goal Base. Rings scored on any pole in the correct order from largest to smallest will net a bonus of 20 points to the alliance that owns the stack.

Other Scoring

At the center of the field is a 44” diameter circular pit filled with marbles. An 18” diameter circular platform “floats” on top of these marbles and provides a “King of the Hill” opportunity for one robot, which will be worth 20 points. The pit is divided into a red half and a blue half and the alliance that “owns” the majority of the platform will also receive 15 points. Each team is also allowed a Human Player that can attempt to score rings on any pole. A successful score on the alliance’s Floating Goal Pole will net a 50-point bonus.