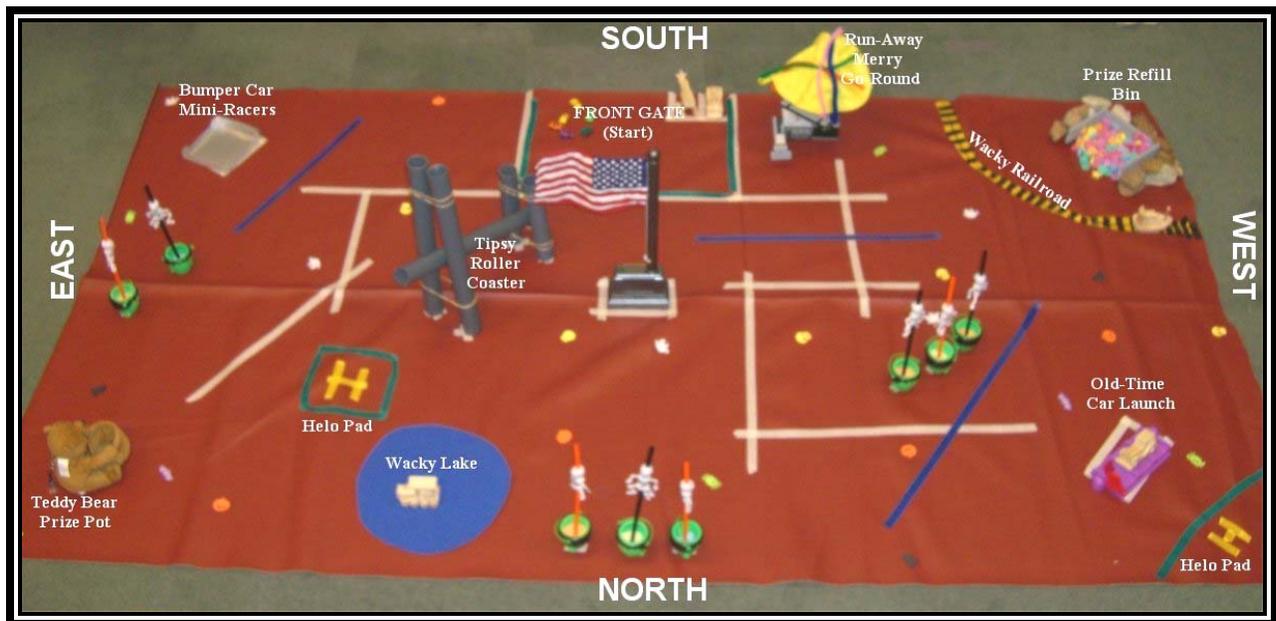


## Wacky Adventures Amusement Park

Welcome to the "Wacky Adventures Amusement Park" Competition Challenge! This is the craziest amusement park ever, and it is the job of your Challenge robot to set things "right" within the Park. There are eight missions which your robot can undertake. Each is detailed below.



Your robot has 2½ minutes to complete all the challenges. All robots must start at the "Front Gate" which is the center-squared area outlined in green and white tape on the South end of the Challenge mat. A total of 400 points can be earned.

This Competition Challenge will follow all general rules related to First Lego League competitions. Any touching of the robot, except in the Front Gate area, will result in a 5 point deduction per incident from the final score.

There will be no "Fairness Bonus."

## MISSIONS

### AMERICAN FLAG - OPENING PARADE



**Mission:** Every amusement park has a central ride or theme that guests see when entering the "Front Gate" of the park. At Wacky Adventures, our Park is known for its giant American Flag that greets our visitors when they walk through the gates. Also, every morning as the Park opens, a Parade, with live music, is launched from the base of the Flag and it leads visitors around the entire Park. For 40 points, have your robot press the button on the base of the flag stand to play the music. For an additional 30 points, as the music begins to play, have your robot complete a 360° circle around the American Flag and Topsy Roller Coaster. (Your robot does not have to complete the 360° loop before the music ends.)

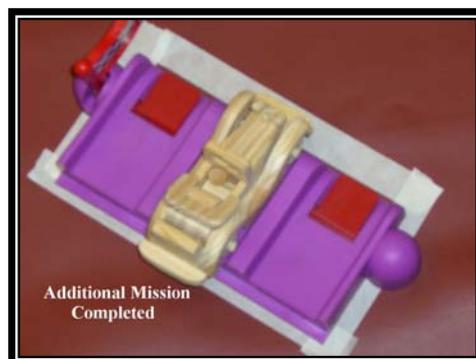
**TOTAL POSSIBLE POINTS: 70**

### OLD-TIME CAR LAUNCH



track (See photo above) and bring it back to the "Front Gate" for our maintenance people to repair. This is worth 20 points. For additional points, take the old-time car parked in the maintenance area at the Front Gate and bring it out to the Old-Time Car Launch. Place the car into one of the tracks and have the checkered flag pop up. Complete this additional mission and earn an additional 40 points. (See photo to the right.)

**Mission:** The Old-Time Car Launch is located in the Northwestern corner of the Park. Our maintenance people were working on the ride and the cars, but didn't get them in place, last night, to open the ride. Retrieve the old-time car which is crossing the three lane



**TOTAL POSSIBLE POINTS: 60**

## TEDDY BEAR PRIZE POT



**Mission:** Whenever anyone attends an amusement park, you always spend some time at the park's arcades trying to win a prize. At Wacky Adventures, our guests can try their luck at winning a foam toy from the Teddy Bear Prize Pot located in the Northeastern section of the Park. Unfortunately, the pot is empty and needs to be refilled.

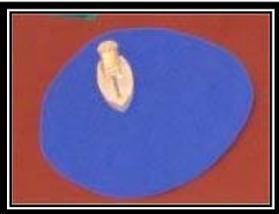


Located at the Southwestern corner of the Park, across from the railroad tracks is the Prize Refill Bin. Just have your robot scoop up the foam toys from the Bin and drop them in the Teddy Bear's Prize Pot which he is holding in front of him. You will get 2 points for each foam toy which is placed in the Teddy Bear's Prize Pot. (Note: There are 150 foam toys within the Refill Bin. However, only about 40 can be "stuffed" into the Prize Pot.)



**TOTAL POSSIBLE POINTS: About 80**

## TRAIN/SHIP MIX-UP



**Mission:** You have to wonder what the Park's night maintenance crew was thinking? They placed the "Train Engine" in Wacky Lake (the blue oval located on the North end of the Park) and the "Ship" on the tracks of Wacky Railroad (the yellow tracks with black rail ties located on the Southwestern corner of the Park surrounding the

Prize Refill Bin). Have your robot take the Ship from the railroad tracks and place it in Wacky Lake for 20 points. Also for 20 points, have your robot take the Train Engine from Wacky Lake and place it on the rails of Wacky Railroad.



**TOTAL POSSIBLE POINTS: 40**

## RUN-AWAY MERRY GO-ROUND

**Mission:** Things don't always work right at Wacky Adventures Amusement Park! The Park's Merry Go-Round (located on the Southern end of the Park, just west of the Front Gate) keeps going around and around and around and around . . .

Have your robot push the "Stop" button, located on the North end of the ride, to cause the ride to stop and play a message. Receive 30 points if the ride stops and the message plays.

**TOTAL POSSIBLE POINTS: 30**



## BUMPER CAR MINI-RACERS



**Mission:** The Bumper Car Mini-Racers Ride is located in the Southeastern corner of the Amusement Park. Unfortunately, it is empty. Six mini-racers need to be placed within the Bumper Car Pit. The mini-racers are located in the maintenance area at the Front Gate. Have your robot take the six mini-racers and place them in the Bumper Car Pit. Get 10 points for each car that is placed in the Pit, standing upright on its wheels. Get only 4 points for each car that is placed in the Pit, but is not standing upright on its wheels.

**TOTAL POSSIBLE POINTS: 60**

## SKELETON STICKS

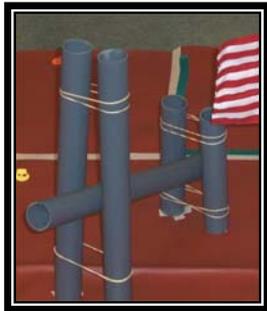
**Mission:** There are two types of Skeleton Sticks out in the Park, ones with orange poles and ones with black poles. Have your robot retrieve the orange Skeleton Sticks from the Park and bring them to the Front Gate. For each orange Skeleton Stick with its monster base brought to the Front Gate, and remaining there until the end of the Challenge, receive 15 points each. For each black Skeleton Stick with its monster base brought to the Front Gate, and remaining there at the end of the challenge, subtract 5 points.

**TOTAL POSSIBLE POINTS: 60**



## TIPSY ROLLER COASTER AND HELICOPTER

**Mission:** At Wacky Adventures Amusement Park, the roller coaster (located in the center of the Park, just East of the American Flag) is "tipsy," meaning it can collapse or fall down, if bumped. If this were to happen, the public relations associated with the collapse, would be a "nightmare!" However, if a collapse of the "Topsy Roller Coaster" were to occur, the Park has at its disposal a Rescue Helicopter in order to ease the panic. Therefore, your robot should never bump the "Topsy Roller Coaster" during the Challenge. If the "Topsy Roller Coaster" collapses or falls down during your Challenge, 30 points will be DEDUCTED from your score.

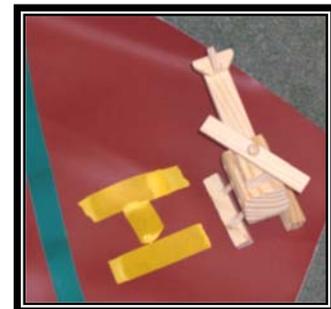


However, if the "Topsy Roller Coaster" falls or collapses, to prevent the deduction to your score from taking place, your robot can move the Rescue Helicopter (located in the maintenance area at the Front Gate) to the squared Helo Pad (designated as a green square with a yellow "H" between the "Topsy Roller Coaster" and Wacky Lake). The Rescue Helicopter's landing skis must touch the Helo Pad (this is simulating the pick-up of injured roller coaster riders). Once the Rescue Helicopter touches the Helo Pad, it then has to be moved to the Helo Pad at the Northwestern corner of the park (near the Old-Time Car Launch and designated with a green line and yellow "H"). The Rescue Helicopter must be placed on the Helo Pad, so its landing skis are touching the Helo Pad in the Northwestern corner. This is the location of Wacky Adventures Amusement Park's Care Facility. If the Rescue Helicopter makes both landings as required, no points will be deducted because of the collapse or fall of the "Topsy Roller Coaster."

First Helo Pad



Second Helo Pad



**TOTAL POSSIBLE POINTS: DEDUCT 30**