

Game Scenario

1. The human player places the cardboard parallelepiped on the center of the designed field and the robot on top of it.
2. The human player, or someone else, places the hills and the recharging stations inside the playing field. They should not be placed too close to each other.
3. The human player, or someone else, starts the game. The human player can start the game from the Wiimote, pressing the "1" button.
4. The robot takes off and starts the search for hills.
5. When the robot find a hill, tries to reach it and to stay on top of it for at least 0.5 seconds.
6. The human player tries to limit the hill visibility by covering them with his or her body and tries to shoot to the robot if it is facing him or her.
7. The robot can choose to shoot back at the human player or to rotate on itself and to start the search for a different hill.
8. When the human player's weapon is empty, he or she should find a recharging station and pointing at it with the Wiimote pressing the "A" button. After 4 seconds the weapon is recharged.
9. After 5 minutes the match ends and the winner is chosen.