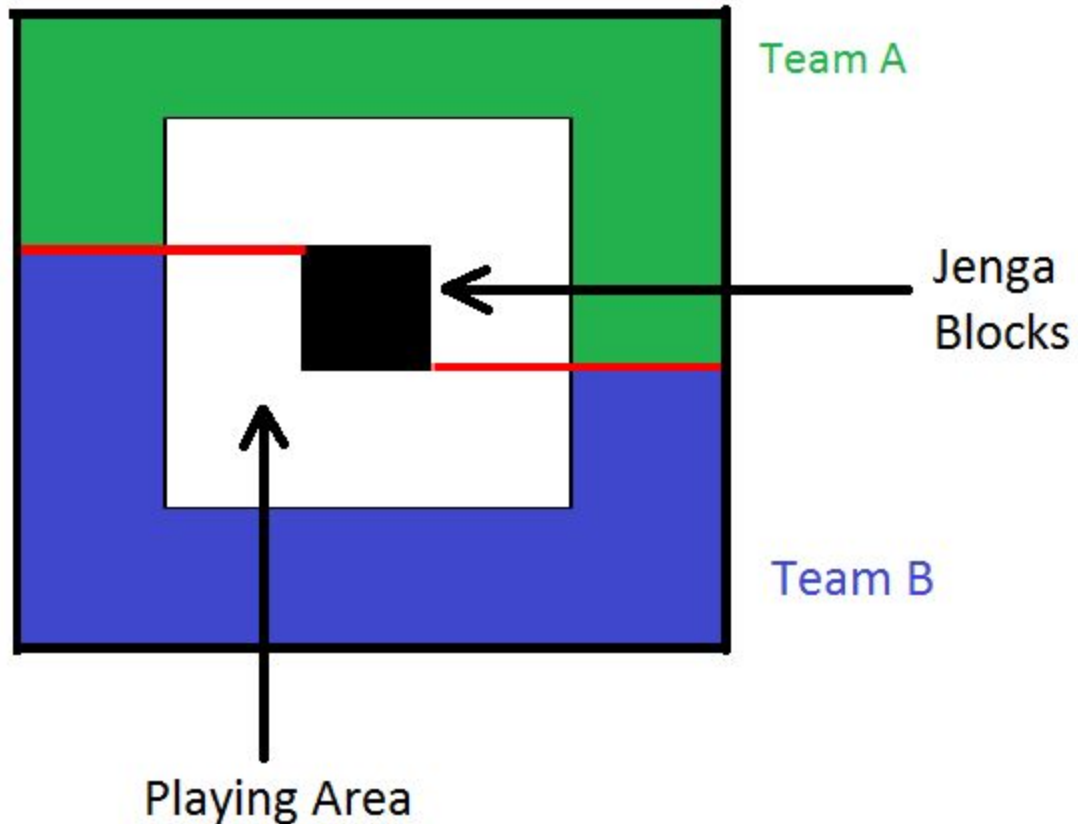


## Jenga Rules



- Each team gets assigned a side.
- Game is turn based
- Your robot can enter the playing area (the white region) only when it's your turn. When it's not your turn, the robot should be in your team's region.
- When it is your turn, your robot can access the white region and your team's region.
- Your robot can pull or push one block from the stack. Once your robot has touched a block, that is the block it must pull or push out.
- The block must land inside the playing area. After you have knocked out a block, your robot must transport it to your team's region.
- Basic jenga rules apply.

**Dimensions of the figure:**

- Jenga blocks square is 7.5cm x 7.5cm
- Playing area is 67.5cm x 67.5cm
- Outermost square is 135cm x 135cm.

**Robot construction guidelines:**

- Your robot must fit inside the team's region when it's not your turn.
- You cannot at any point enter your opponent's region.

**Scoring:**

- 1 pt for every block knocked or pulled out during your turn.
- -0.5 pt if the block lands outside the playing area and you lose your chance to score points by taking the block to your team's region.
- 1 pt for successfully taking the block you knocked out back to your team's region.
- +15 if your opponent's robot knocks over the tower.