

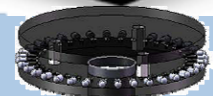
# Slug Spackler's Revenge

6:30 PM, March 11, 2009 @ E2-180 (Simularium)

Come see the Mechatronics class public demonstration of their final class projects, and see why they have not slept in weeks. The public is invited to cheer and heckle the competition as they run their 'droids through the field. You might have to duck a few ping pong balls.

## The Rules:

- (1) **Droids must be autonomous, once the game starts, no help.**
- (2) **Droids start in a random location and orientation, beacons move each round of the game.**
- (3) **Points are scored for a ball staying within the ring **ONLY** while its IR beacon is on.**
- (4) **Beacons turn off after two balls are within its ring. All balls must be carried by the droid at the start of the game.**
- (5) **Each droid has two minutes to score as many points as it can to win the match!**



**What:** CMPE-118/L Mechatronics Public Demo

**Where:** Engineering II – 180 (Simularium)

**When:** March 11, 2009, 6:30 – 8:30 PM

**This Time, The Gopher's Toast!!**

