

2024 Robot Game Table Set Up Instructions

The National WWII Museum's Robotics Competition uses a 4ft x 8ft table with raised edges. The right edge of the mat aligns with the right edge of the table, leaving 12 inches of free space to the left of the mat. Each Practice Kit contain the items needed to set up the 2024 Robot Game. Please refer to the information contained in this document as you set up your mat and mission models for the game. Please email any questions to robotics@nationalww2museum.org

Before you begin:

- Find the strip of Velcro tape in your Kit. This will be used to secure items to the mat for missions 2, 3, 4, 6, 8, and 9. You will need to cut the tape to different sizes for different items. In most cases, a 0.5" x 0.5" square is sufficient. **Yellow X's mark the locations that Velcro tape should be placed on the mat.**

Robot Game Mission Set Up:

1. **Mail Call** – Place the three bean bags in the small lined squares that match their colors.
2. **Confidential Documents** – Use two pieces of 0.5" x 0.5" Velcro tape to attach the cardholder to the mat. Close the outer flap of the miniature envelope and slide it into the cardholder.
3. **Roll Out Gauze** – Place one piece of Velcro tape inside of the small square inside the lined rectangle. Place one piece of Velcro tape at the loose end of the fabric on the wooden spool. The velcro tape should be close to the edge of the fabric. For best results, put a 1' x 0.5 " strip of tape along the far edge of the fabric. Place the rolled up spool in the lined rectangle. The fabric should be rolled up with some slack so that the spool stays in place at its starting location.
4. **Harvard Mark I Operation** – Use two pieces of 0.5" x 0.5" Velcro tape to attach the game spinner to the lined circle on the mat. Position to pointed of the spinner over the black section of the circle.
5. **LORAN Pulse** – No set up required.
6. **Parachute Rigging** – Use two small strips of Velcro tape to attach the handkerchief to the lined rectangle on the mat. For best results, place the tape on the mat, line up and attach the matching piece of tape, then line up the handkerchief and press it to the sticky side of the tape to make it stick. Fold the handkerchief vertically down the middle, then fold up again.
7. **Test Flight** – No set up required. The plane should be brought to its destination from HQ.
8. **Aircraft Mechanic** - Use two pieces of 0.5" x 0.5" Velcro tape to attach the wooden wheel to the lined circle on the mat. Put the dowel through the hole in the wheel. Press down so that it sticks to the tape. The wooden rings will be brought from HQ during the game.
9. **Signal Light** - Use two pieces of 0.5" x 0.5" Velcro tape to attach the push light to the lined circle on the mat

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