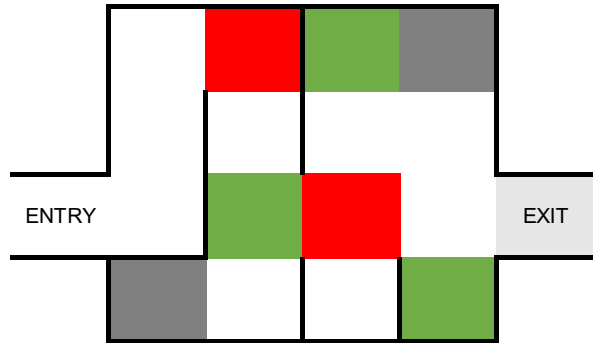


ROBOCUP MAZE RESCUE SPRINT

These are the Maze layouts for the first three rounds of the Rescue Sprint. The light grey coloured square represents the exit and the entry is labelled. Green squares have a 50mm square victim token placed approximately 150mm from the nearest wall indicating a trapped victim. Red squares indicate a victim in critical condition and are represented by 50mm red square tokens. The tokens can be loosely placed or affixed to the floor. The dark grey squares represent black tiles or "no go"

Demo 1



Tiles 16

Victims 5

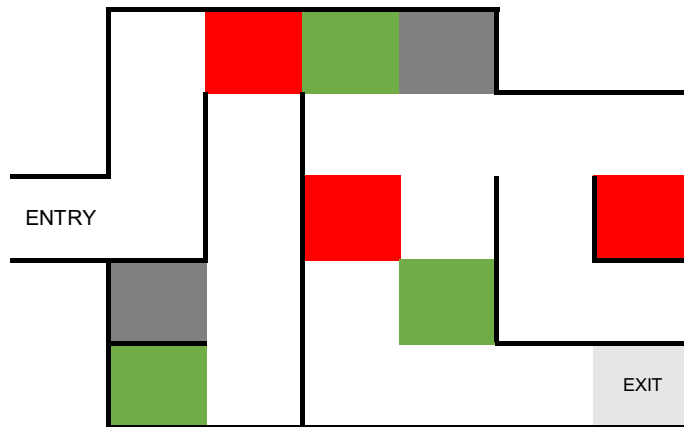
Black holes 2

Dead ends 2

Challenge factor (.8-1.2) 1

Target Time	70
Max Time	130

Demo 2



Tiles 28

Victims 6

Black holes 2

Dead ends 2

Challenge factor (.8-1.2) 1

Target Time	100
Max Time	160