



The Tech
Challenge

GAME ON!

RULES

KNOW THE PLAYERS, MAKE THE GAME

THE CHALLENGE: Design, build, and playtest a mechanical game for a real-life player.

GAME DESIGN CRITERIA

Mechanical Motion

Make physical, moving mechanisms a central part of your game. *Examples of mechanisms include levers, gears, springs, pulleys, and linkages.*

Durable & Reliable

Playable 3-5 times without repair during Showcase.

Quick Start

Players should be able to play the game without detailed instructions.



Game Length
3 minutes or less



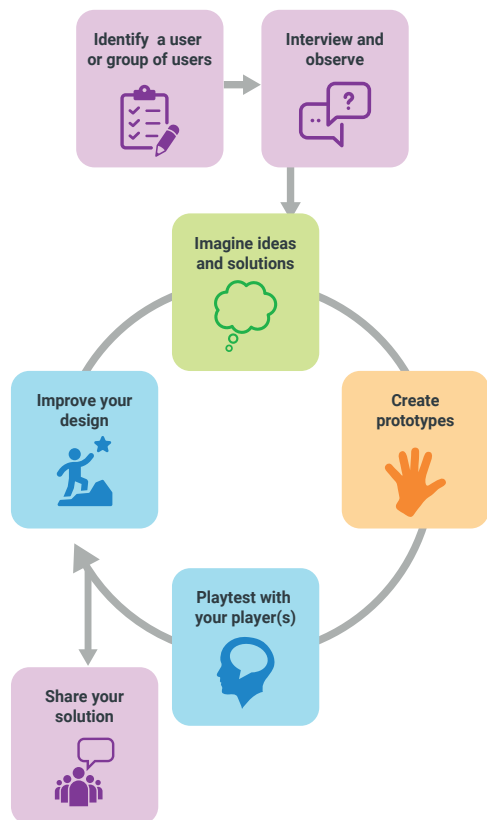
Number of Players
1-2 Players



Ending the Game
There must be a way to score or succeed

USER-CENTERED DESIGN

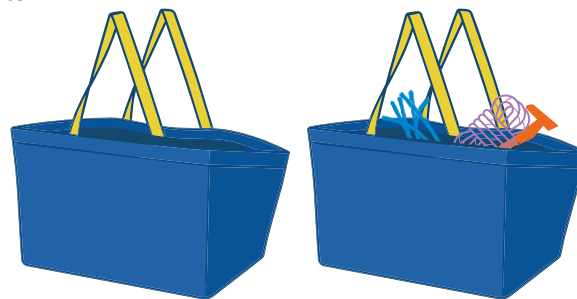
Plan and build your game with a specific player(s) in mind.



*Document your process in your team journal.

SIZE CONSTRAINTS

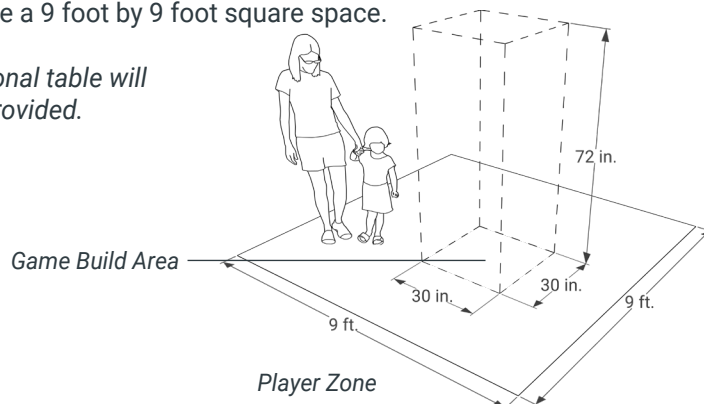
All game parts must fit into **1-2 extra large (19 gallon) bags**, and teams must move and set up their games without outside help or carts.



Game Build Area: Once assembled, your game must fit inside a 30 inch by 30 inch square and cannot be taller than 72 inches.

Player Zone: People will play your game inside a 9 foot by 9 foot square space.

Optional table will be provided.



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SHOWCASE PLAYTESTING PROCESS

 Set-up (10 min)	Team assembles their game.
 Game Tutorial (4th-6th Grade up to 1 min) (7th-12th Grade up to 30 seconds)	Team shows judges how to play.
 Judges' Turn (3 min)	Judges play the game without assistance from the team.
 Team Demonstration (4 min)	Team demonstrates game, discusses design choices, and shares game design with the judges.
 Visitor Playtesting (10 min)	Team demonstrates game for visitors and invites guests to play.



Remember that this is a challenge, **NOT a competition!** Work together, pursue creative ideas, and know that failures are an important part of the learning process. Your game and journal do not need to be perfect to be amazing.



Creativity is encouraged!
Remix existing games, but make sure you add a unique spin and improve them.

TEAM JOURNAL MUST INCLUDE

- ☒ Information about the player(s)
- ☒ Description of how to play
- ☒ Playtesting results
- ☒ List of materials

SAFETY



Projectiles will be assessed by judges.



No toy guns or weapon replicas.

Don't forget to read the full rules at thetech.org/thetechchallenge/rules

Safety is a top priority during all phases of The Tech Challenge.



ALL team members are responsible for safety



Identify a Safety Manager for your team who will make sure everyone is practicing the safety guidelines.

ALWAYS

wear safety gear when using tools, building, or testing your device.

			
Eye protection	Head protection	Closed-toed shoes	Tie or tuck back long hair



Ask advisers for help when using new tools!

DON'T

forget the following are not allowed around tools and test rigs.

			
No flammable liquids or gases	No pressurized gases > 5 psi	No animals	No running and unsafe play



Advisers and judges can stop any activity they think is unsafe.



Print this page and post it at your team's construction site!

For more rules and resources go to
thetech.org/thetechchallenge



Detailed Reminders for Test Trials and Showcase

	Judges have full authority to stop any activity they view as unsafe. The judges' word is final.
	- Eye protection and head protection will NOT be required at Showcase events this year. - All games and devices created need to be safe for players, visitors, and other guests.
	- Wagons and carts will not be allowed at the Showcase event due to venue constraints. - Teams needing physical accommodations should contact us at challenge@thetech.org for more details.
	- No pressurized tanks/cylinders are allowed. - Teams may not use pressurized gases greater than 5 psi. Teams using pressurized gas must be able to demonstrate to judges by using a team-provided gauge that the pressure does not exceed 5 psi.
	- AC power (ex. wall outlet access) is not provided at Test Trials or Showcase. - Portable power banks to provide AC and DC power are allowed, however, they must safely fit within the 30" x 30" Game Build Area. - Batteries used must be sealed and in good condition.
	- Team members may not sit, stand, climb on or go under rigs, or be lifted by other team members during the set-up and device demonstration periods. - No ladders, step stools, or other equipment will be allowed to lift team members.



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Challenge**

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