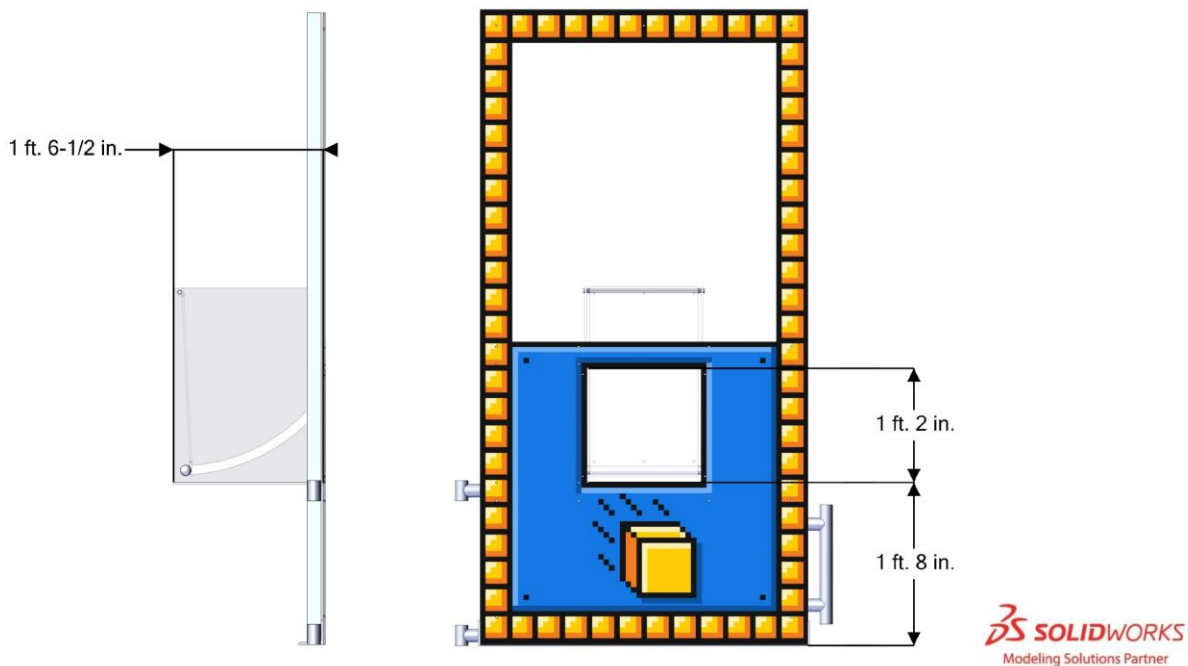


The lights illuminate one bulb per POWER CUBE and show one (1), two (2), three (3) or none (0) by lighting up from left to right. To play a POWER UP, the button corresponding to the column and associated POWER UP is pressed by the HUMAN PLAYER. Once played, all five (5) lights in the corresponding column are illuminated in the ALLIANCE color. If an ALLIANCE plays a POWER UP during the time when an opposing ALLIANCE's POWER UP is active, the POWER UP is queued, indicated by five (5) pulsing lights. See [Section 4.3 POWER UPS](#) for more details.

### 3.7 PORTAL

HUMAN PLAYERS may deliver POWER CUBES to ROBOTS through either of the PORTAL walls. Each PORTAL wall features a 1 ft. 2 in. (~36 cm) square opening, centered across the width of the panel and located 1 ft. 8 in. (~51 cm) from the carpet. Behind the opening is a 1 ft. 6 ½ in. (~47 cm) polycarbonate chute. The chute features a swinging wall that the HUMAN PLAYER uses to push the POWER CUBE onto the FIELD.

Figure 3-20: PORTAL



### 3.8 POWER CUBE

POWER CUBES are used to affect the position of the SCALE and SWITCH PLATES, and can be traded in for POWER UPS. A POWER CUBE is a 1 ft. 1 in. (~33 cm) wide by 1 ft. 1 in. (~33 cm) deep by 11 in. (~27 cm) tall HDPE milk crate covered in a yellow nylon (600 Denier) cover. The *FIRST*<sup>®</sup> logo covers the open face of the milk crate. Each POWER CUBE weighs 3 ½ lbs (~1.6 kg). POWER CUBES may be