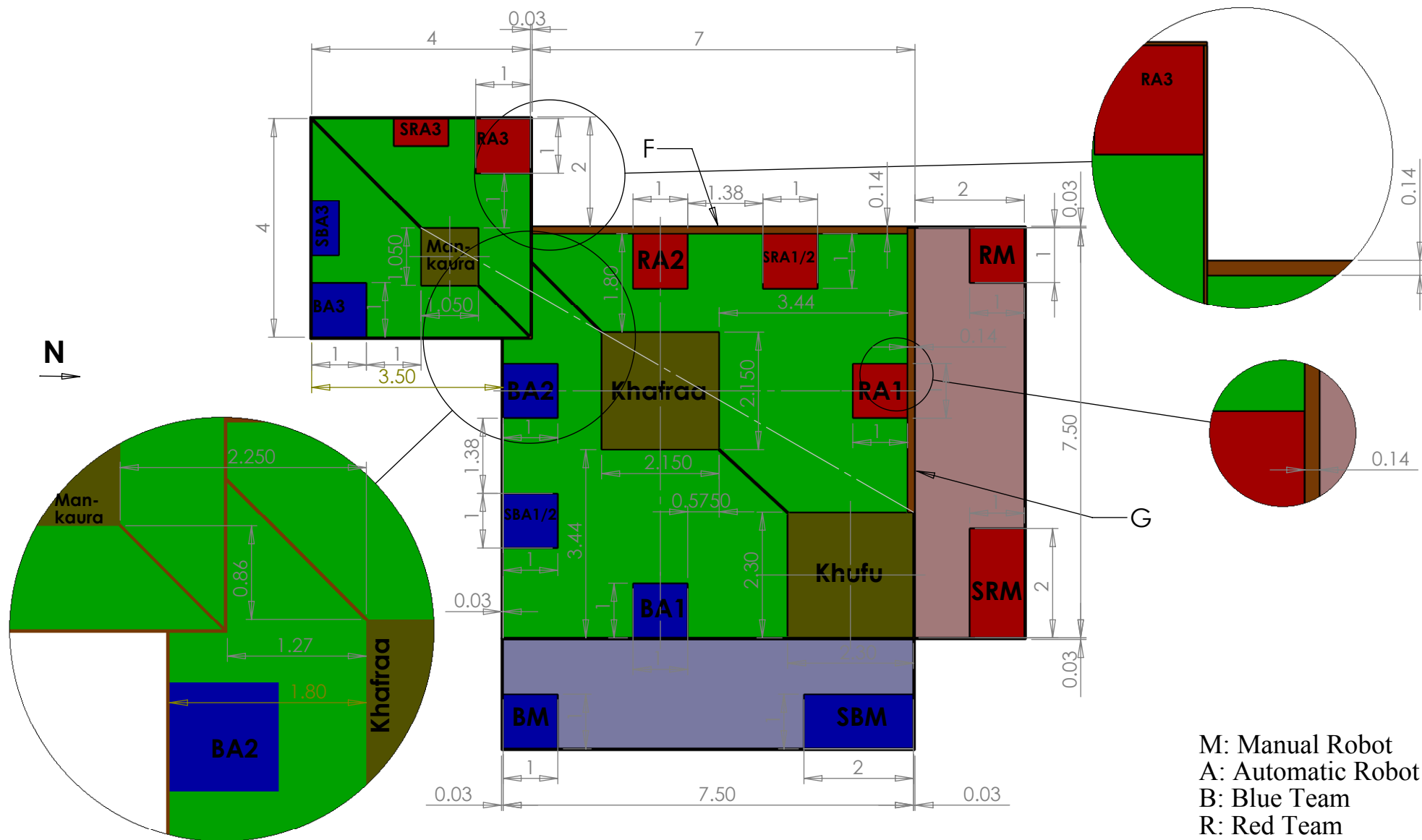


Figure 3: Game Field General View Structure and Specifications

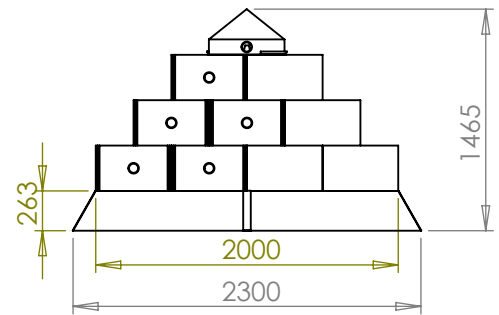
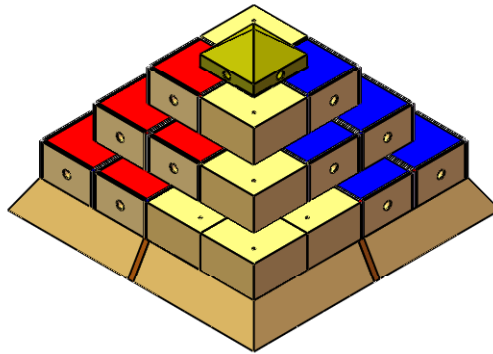


**Figure 4: Game Field Detailed Dimensions**

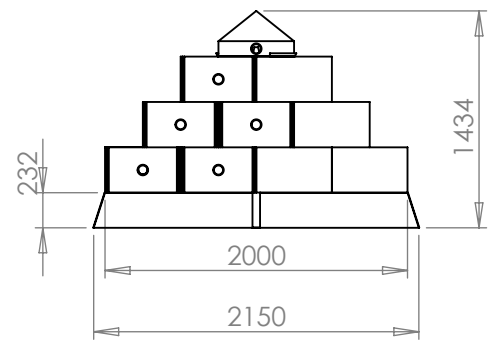
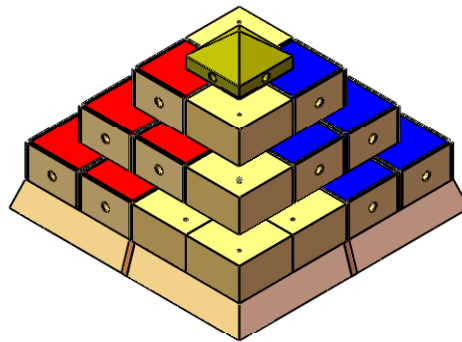
M: Manual Robot  
A: Automatic Robot  
B: Blue Team  
R: Red Team

Scale 1:100  
Dimensions in (m)

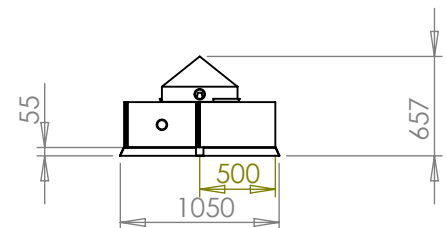
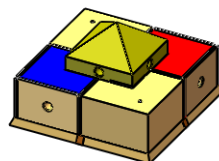
**Khufu**



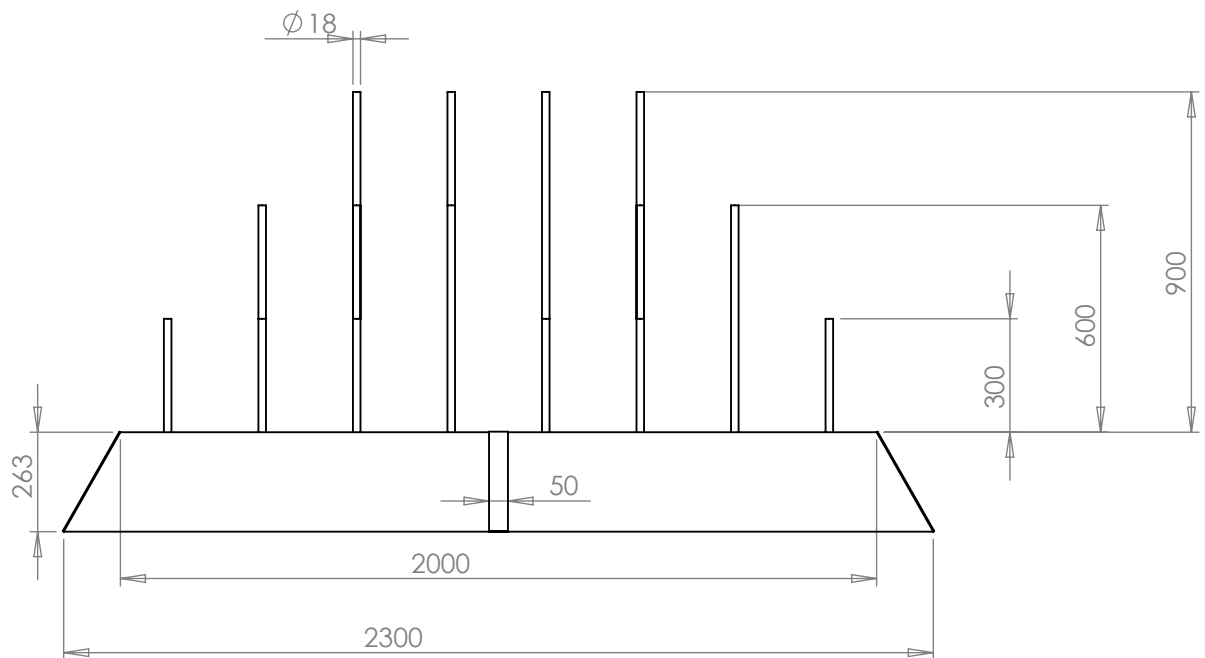
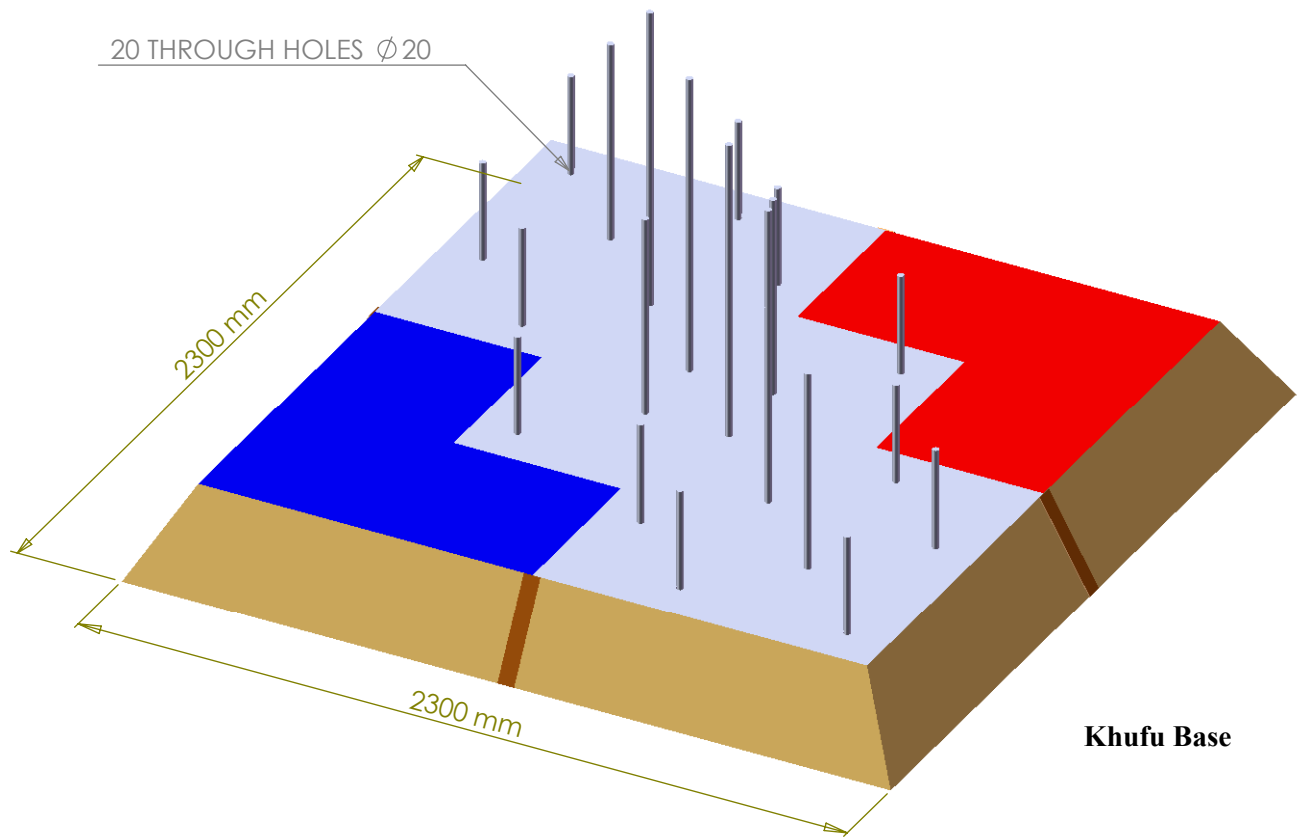
**Khafraa**



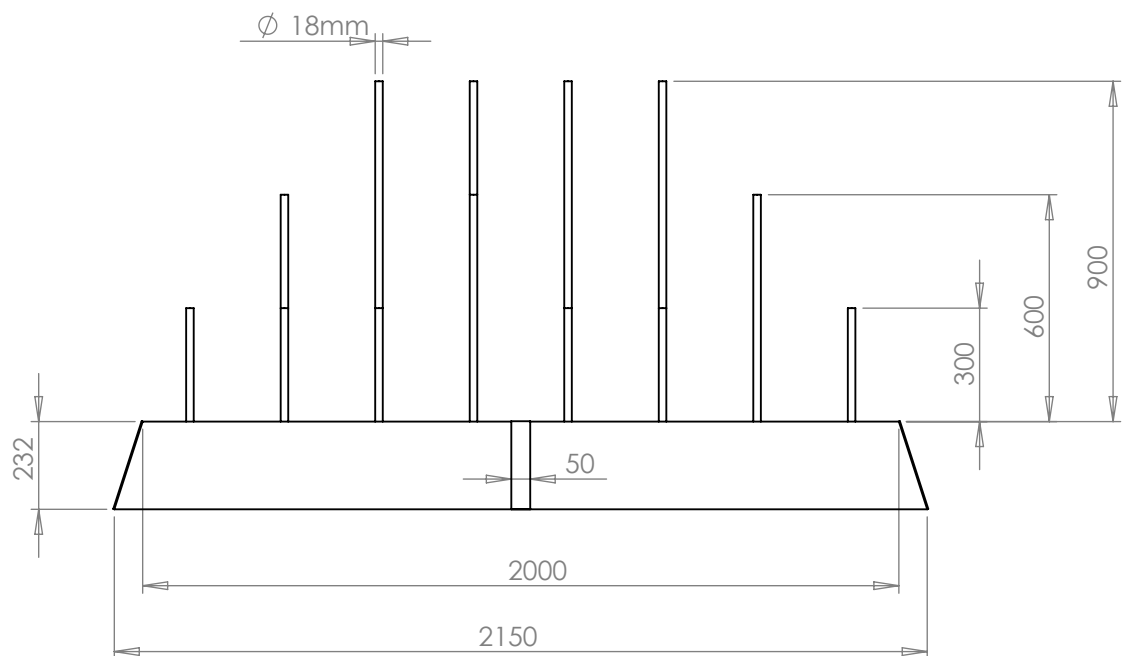
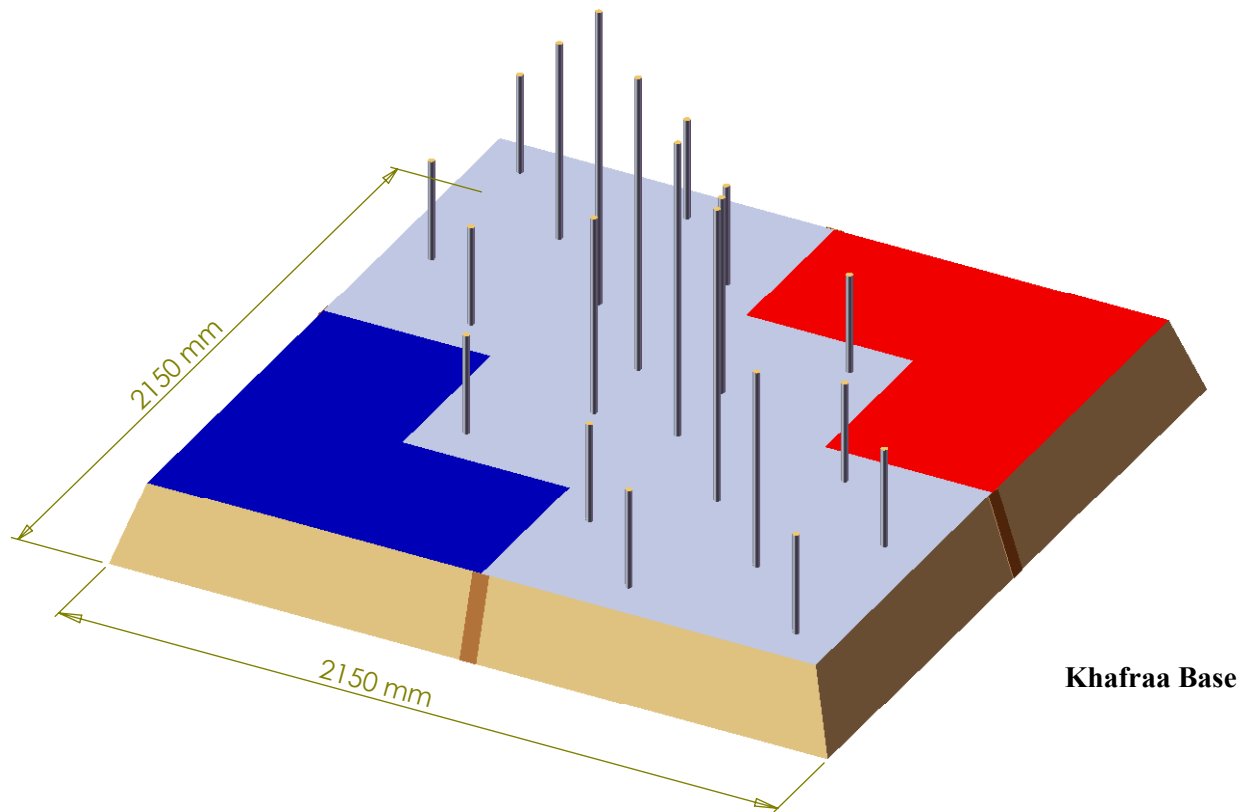
**Mankauraa**



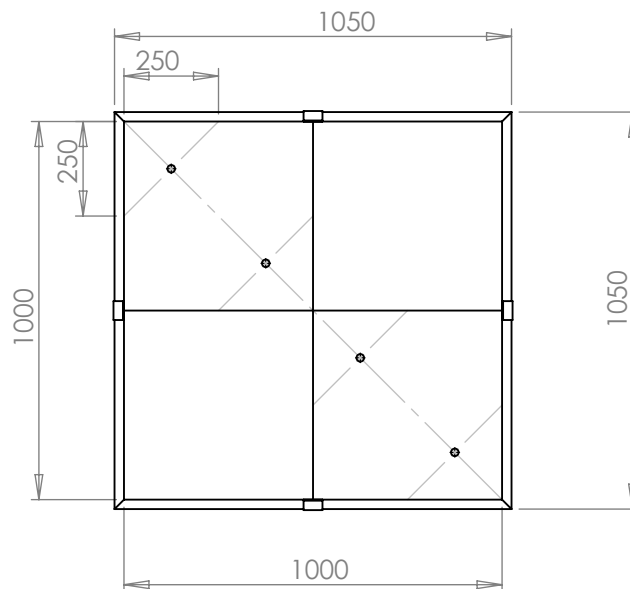
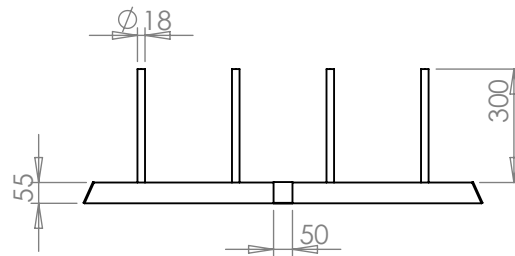
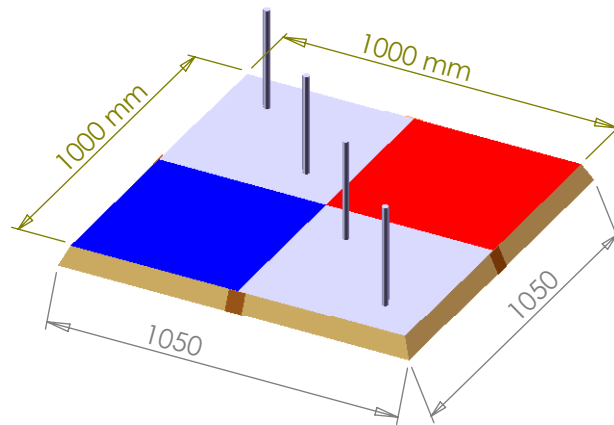
**Figure 5: Complete Pyramids**



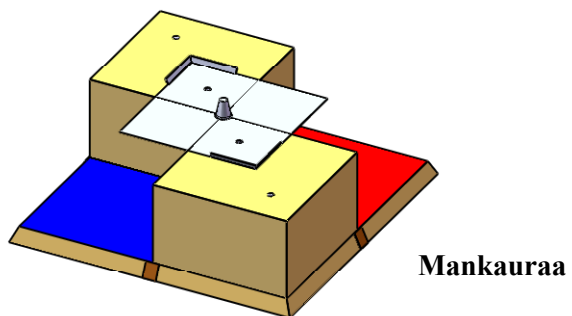
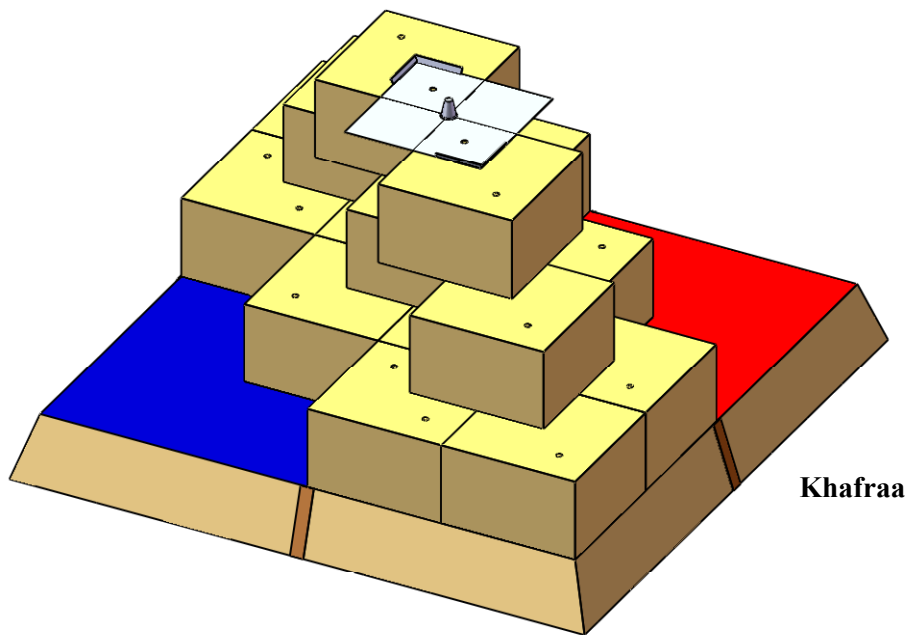
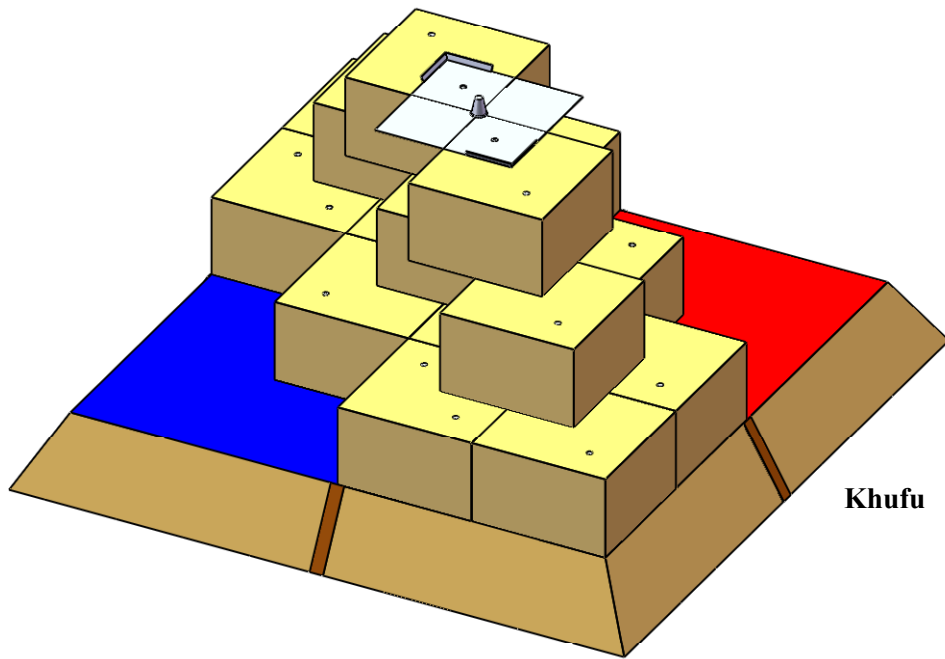
**Figure 6-a: Khufu Pyramid Base Specifications**



**Figure 6-b: Khafraa Pyramid Base Specifications**



**Figure 6-c:Mankauraa Pyramid Base Specifications**



**Figure 7: Prefixed Blocks**

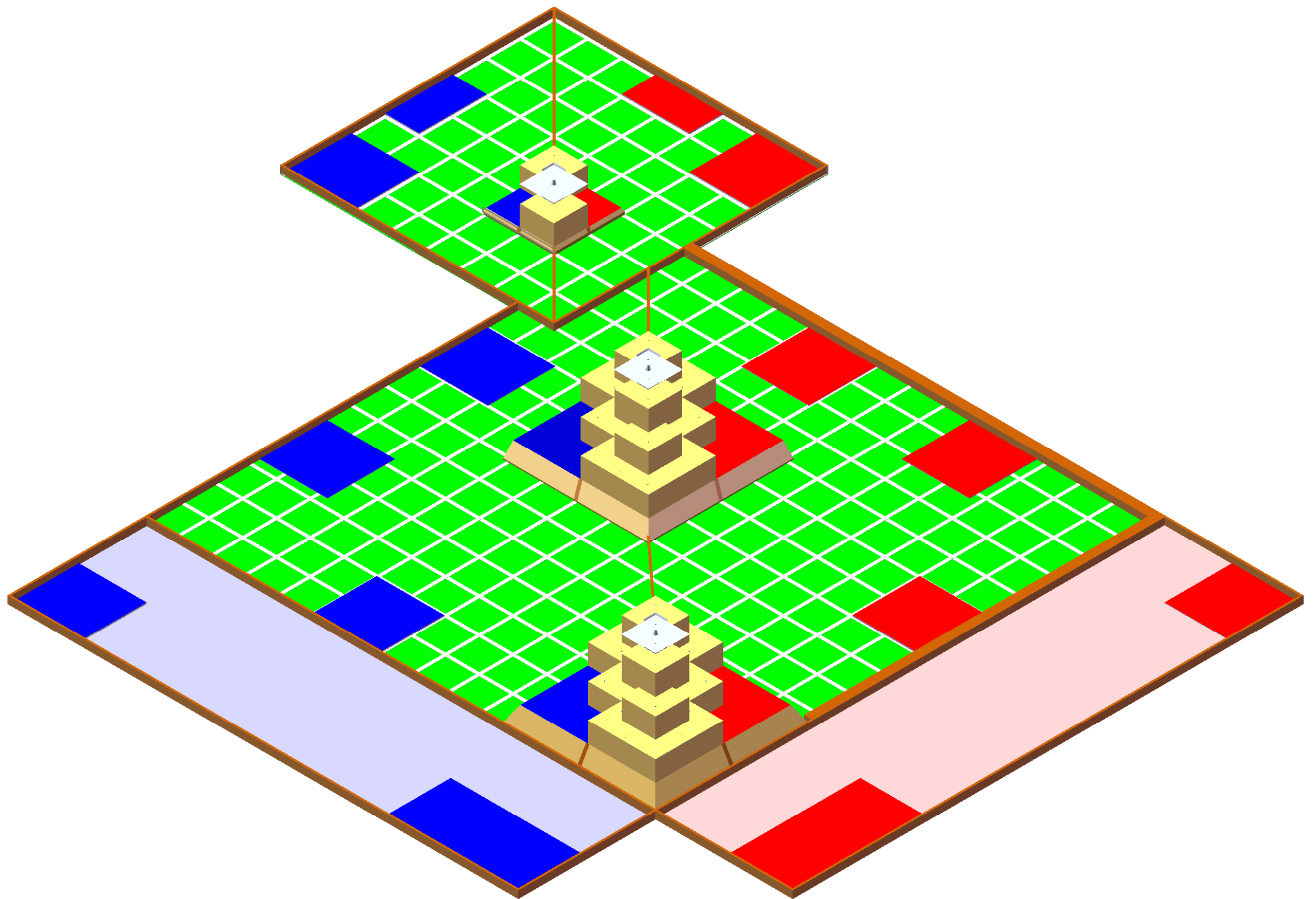
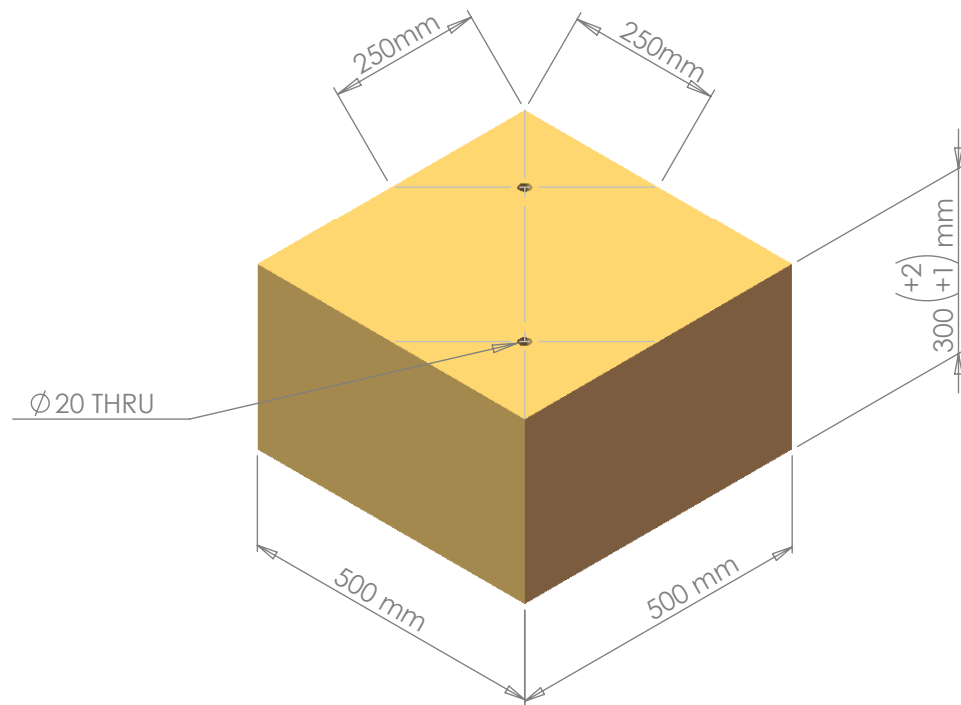
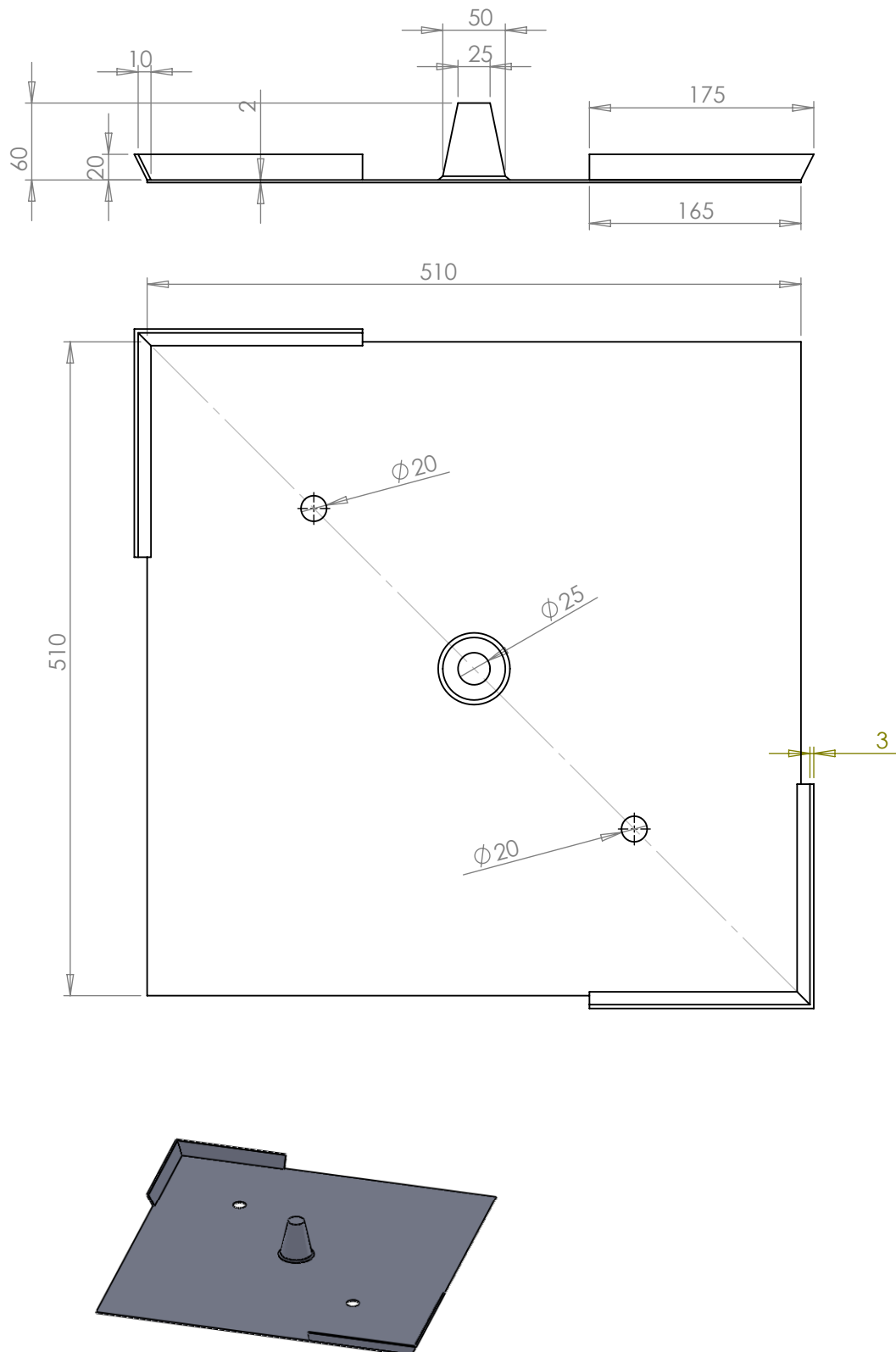


Figure 8: Competition Game Field

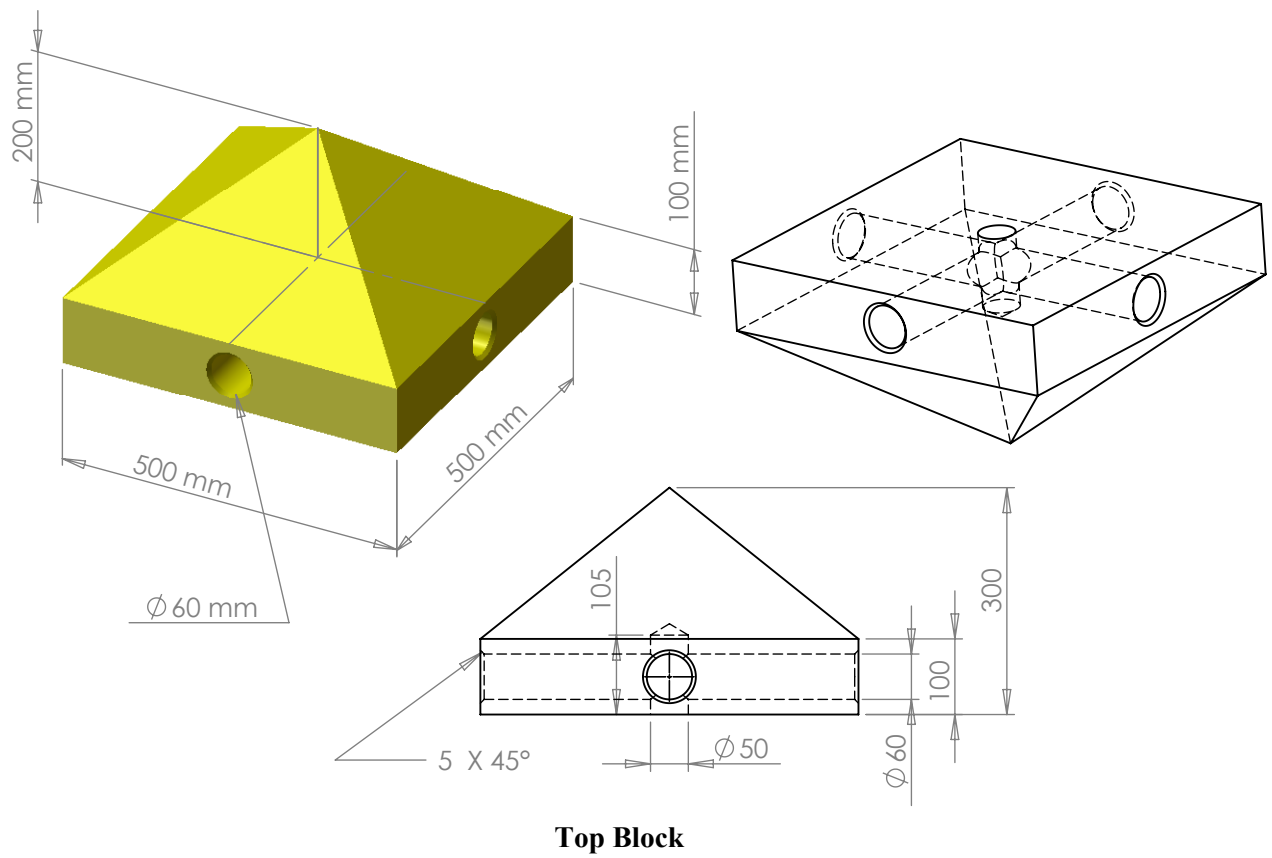
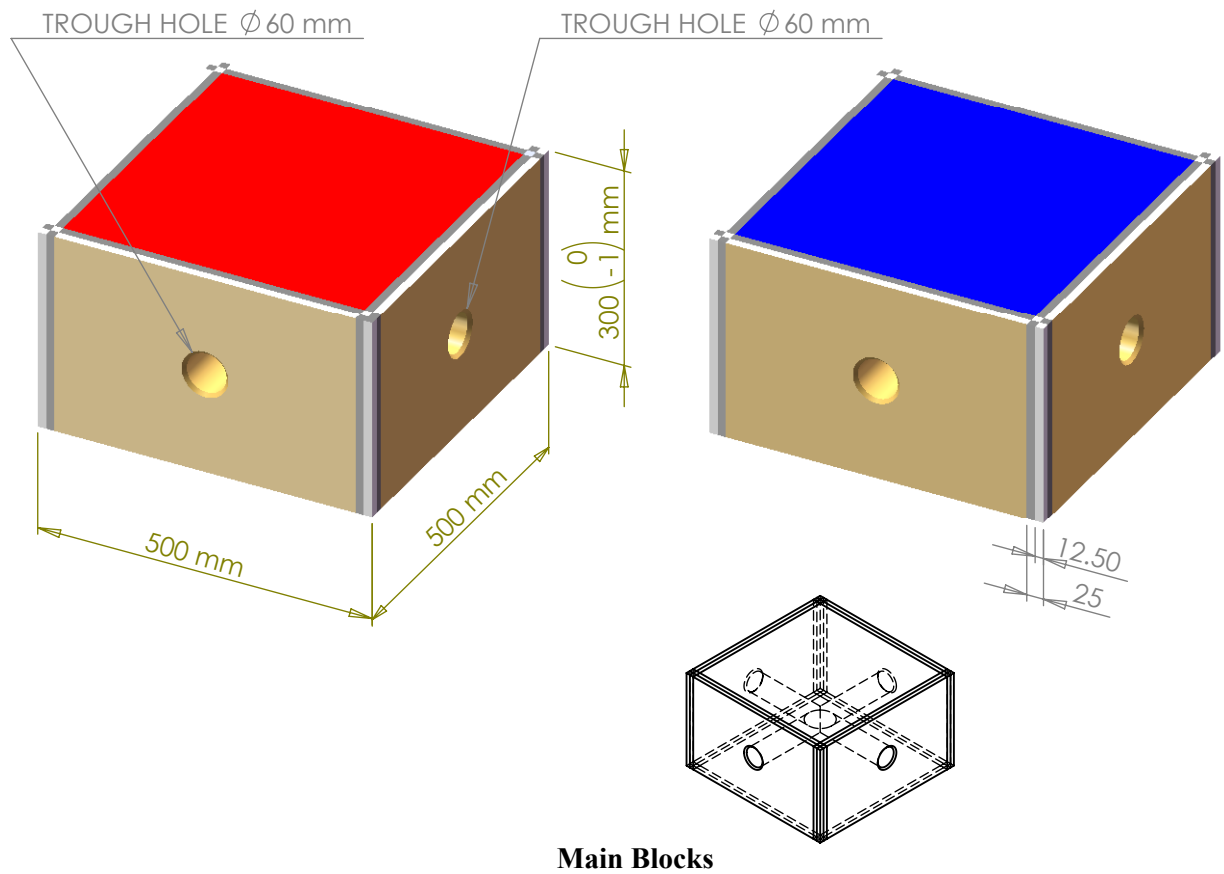




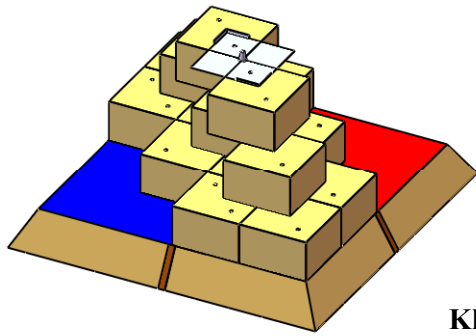
**Figure 9: Specifications of Fixed Blocks**



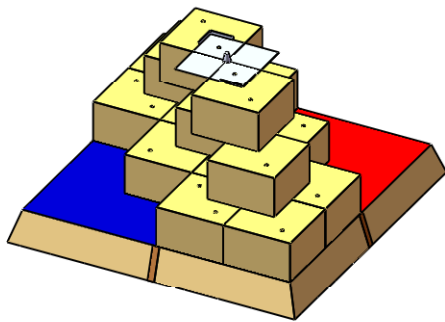
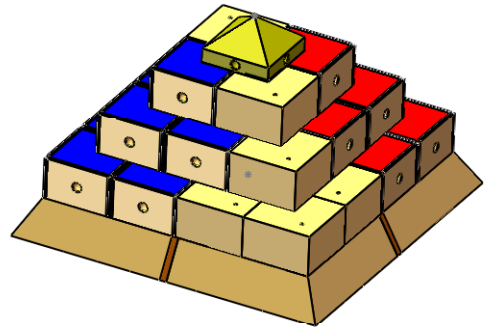
**Fig. 10: Specifications of the Bottom Plate of the Golden Block**



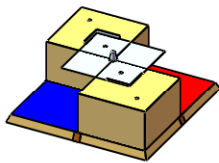
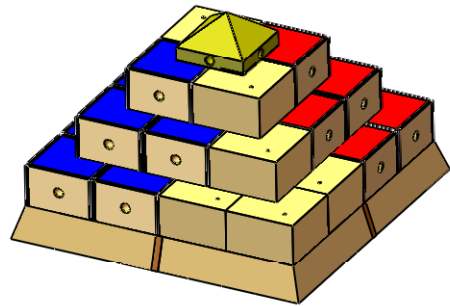
**Figure 11: Specifications of the Pyramids Building Blocks**



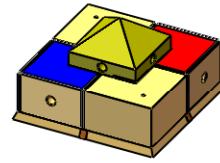
**Khufu**



**Khafraa**

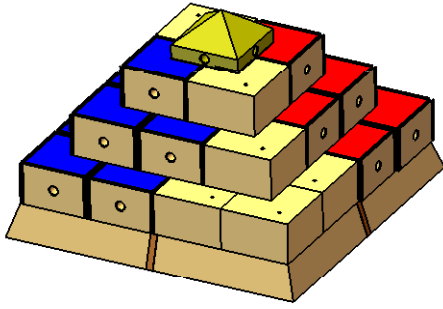


**Mankauraa**

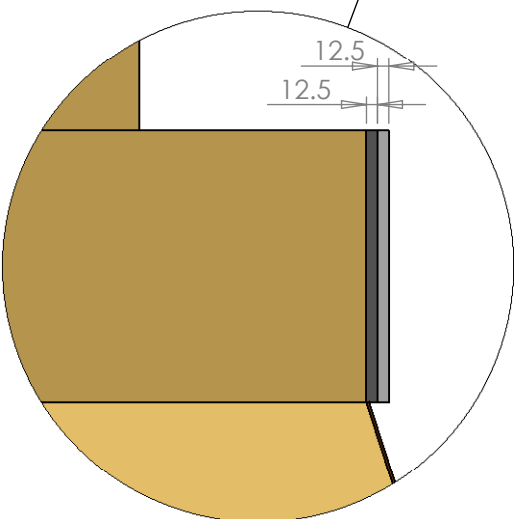
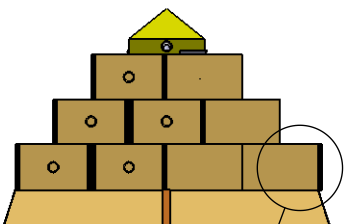
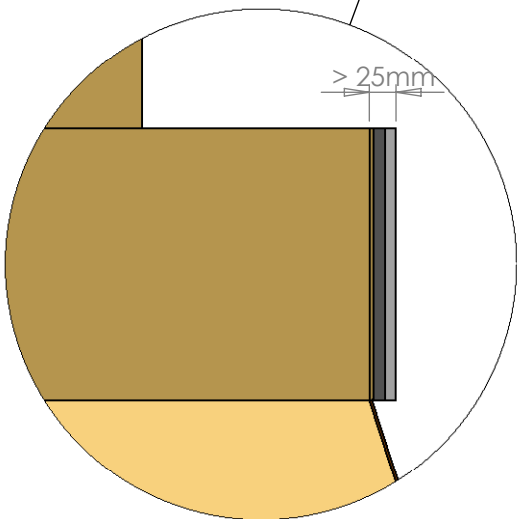
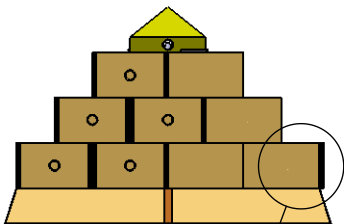
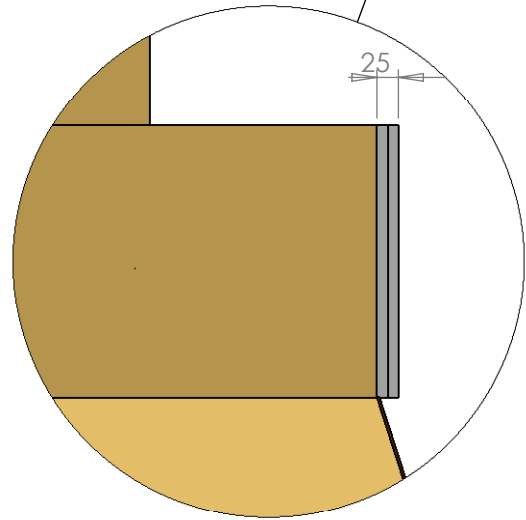
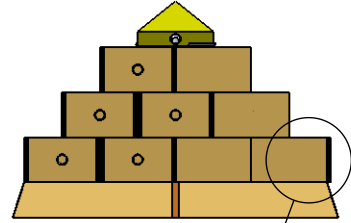
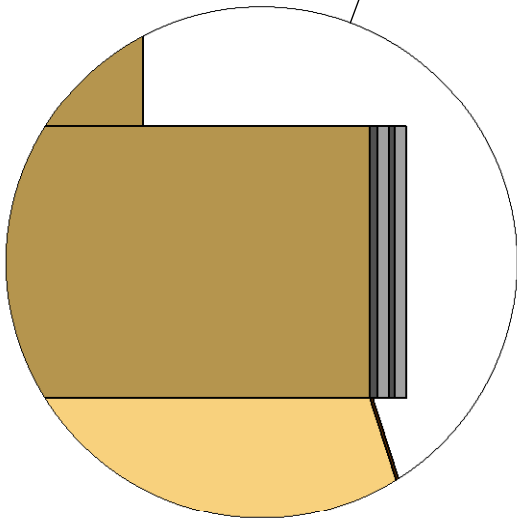
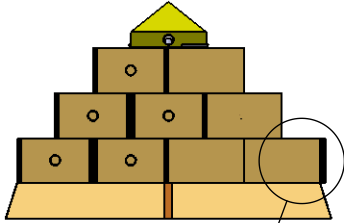
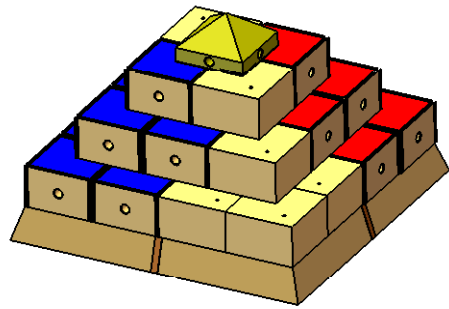


**Figure 12: Prefixed Blocks and Complete Pyramids**

**Incorrect**



**Correct**



**Fig. 13: Maximum Allowable Layer Tolerance = 25mm (Rule 5.14)**