**CLUES**

**Across**

3. phrase used to reference the content that a person visualizes internally

5. actions or design choices that the design teams want to see, may also deserve some sort of return

10. a group of game designers

15. the imagery of the field including static visuals and/or robot actions playing out on a field

17. a brief summary that describes the story of a match

19. a period that robots run with driver interaction

20. an electromechanical assembly that participates in the game

21. a term used to describe a scenario in which as a competitor gains advantage, their adversary has more or easier opportunity to perform. It’s an analogy to two pool players playing 8-ball; as one competitor clears their balls from the table, their adversary has cleaner shots for their balls still remaining.

23. aspects of a game that capture the attention of the audience

24. an action that to the audience appears hard, but is easy to accomplish

25. an action that causes game play

**Down**

1. an operator and controller of the robot

2. a robot that is just a drive train

4. an action or result in which my leave a team feeling unaccomplished or embarrassment

6. gameplay not under remote control

7. a fundamental game item located on the field

8. a document that guides teams through the game, rules and other relevant info

9. considerations and choices made in a game

11. a person on the team that constructs the story of the match

12. a student that supports game play

13. story of the match

14. an object that the field and robot may interact with, typically used for scoring points

16. a cooperative of typically three FIRST Robotics Competition teams and a backup team, as needed

18. robot movements that play the game

22. an action that to the audience appears easy, but is actually difficult to do