Alie-Phant

FACTOID
The MODE is the most common number in
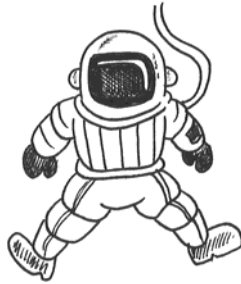
Character Scores:

Logic:	45 ÷ 5
Memory:	4 x 5
Speed:	54 ÷ 9
Capacity:	50% of 38
Design:	21 ÷ 7

Astrozero

FACTOID
The MEDIAN is the middle number when a list of numbers is in

Character Scores:

Logic:	24 ÷ 3
Memory:	2 x 7
Speed:	48 ÷ 6
Capacity:	7 + 6
Design:	56 ÷ 7

Burner

FACTOID
The RANGE is the difference between the smallest and biggest

Character Scores:

Logic:	28 ÷ 7
Memory:	50% of 32
Speed:	18 ÷ 2
Capacity:	Half of 22
Design:	27 ÷ 9

Flish

FACTOID
A FACTOR is a number which 'goes into' another exactly
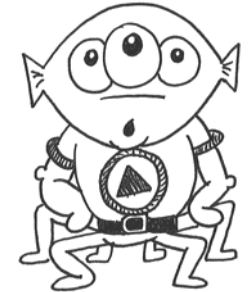
Character Scores:

Logic:	36 ÷ 6
Memory:	9 + 6
Speed:	45 ÷ 9
Capacity:	4 x 3
Design:	35 ÷ 5

Frankenbot

FACTOID
A MULTIPLE is a number which is in the times tables of another
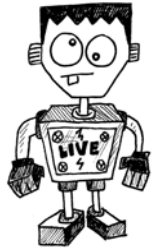
Character Scores:

Logic:	72 ÷ 9
Memory:	2 x 9
Speed:	72 ÷ 8
Capacity:	3 x 3
Design:	49 ÷ 7

Frankenbot's Dog

FACTOID
AREA is the space inside a shape and is measured in squares
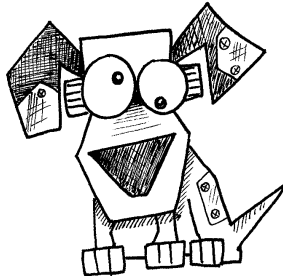
Character Scores:

Logic:	42 ÷ 6
Memory:	50% of 34
Speed:	64 ÷ 8
Capacity:	4 x 4
Design:	21 ÷ 3

Splot

FACTOID
The PERIMETER is the distance around the outside of a shape

Character Scores:

Logic:	25 ÷ 5
Memory:	18 - 2
Speed:	81 ÷ 9
Capacity:	7 + 5
Design:	63 ÷ 9

Gargoyle

FACTOID
An INTEGER is another name for a whole number

Character Scores:

Logic:	32 ÷ 8
Memory:	Half of 24
Speed:	16 ÷ 2
Capacity:	9 + 8
Design:	54 ÷ 6

Ghekko

FACTOID A **VERTEX** or **VERTICE** is a corner on a 3D shape

Character Scores:

Logic:	48 ÷ 8
Memory:	3 x 6
Speed:	16 ÷ 4
Capacity:	12 + 7
Design:	28 ÷ 4

Cave Man

FACTOID The **PRODUCT** is the answer you get after multiplying

Character Scores:

Logic:	18 ÷ 3
Memory:	6 + 5
Speed:	42 ÷ 7
Capacity:	13 + 3
Design:	54 ÷ 9

Insector

FACTOID **SQUARING** a number means multiplying it by itself.

Character Scores:

Logic:	21 ÷ 7
Memory:	50% of 26
Speed:	63 ÷ 7
Capacity:	8 + 7
Design:	48 ÷ 6

Marshall Art

FACTOID An **ISOSCELES** triangle has two sides the same.

Character Scores:

Logic:	56 ÷ 7
Memory:	5 x 3
Speed:	45 ÷ 5
Capacity:	4 x 5
Design:	18 ÷ 2

Max Charge

FACTOID A **SCALENE** triangle has all sides different lengths

Character Scores:

Logic:	27 ÷ 9
Memory:	50% of 28
Speed:	24 ÷ 3
Capacity:	2 x 7
Design:	45 ÷ 9

Mean Calculator

FACTOID There are 1000ml in a **LITRE**. Half a **LITRE** is 500ml.
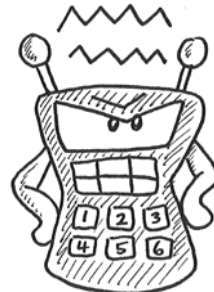
Character Scores:

Logic:	35 ÷ 5
Memory:	Half of 30
Speed:	28 ÷ 7
Capacity:	50% of 32
Design:	72 ÷ 8

Mighty-Or

FACTOID An **EQUILATERAL** triangle has all three sides the same length.
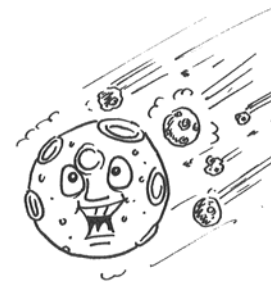
Character Scores:

Logic:	49 ÷ 7
Memory:	7 + 7
Speed:	36 ÷ 6
Capacity:	9 + 6
Design:	64 ÷ 8

Moon Buggy

FACTOID **PARALLEL** lines do not get any closer or further apart.
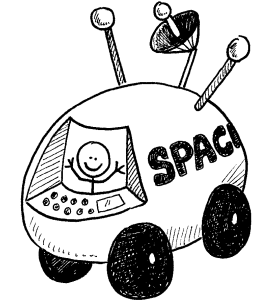
Character Scores:

Logic:	21 ÷ 3
Memory:	12 + 6
Speed:	72 ÷ 9
Capacity:	2 x 9
Design:	81 ÷ 9

Mr Mantis

FACTOID
A **PENTAGON** is a shape with 5 straight sides.

Character Scores:

Logic:	63 ÷ 9
Memory:	8 + 9
Speed:	42 ÷ 6
Capacity:	50% of 34
Design:	16 ÷ 2

The Professor

FACTOID
An **OCTAGON** is a shape with 8 straight sides.

Character Scores:

Logic:	54 ÷ 6
Memory:	13 + 4
Speed:	25 ÷ 5
Capacity:	18 - 2
Design:	16 ÷ 4

Radioactive Burger

FACTOID
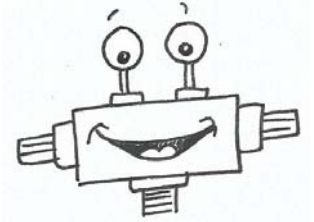A **HEXAGON** is a shape with 6 straight sides.
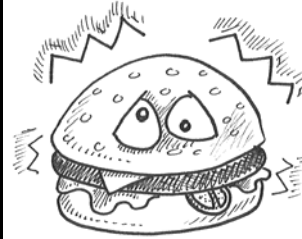
Character Scores:

Logic:	28 ÷ 4
Memory:	8 + 6
Speed:	32 ÷ 8
Capacity:	Half of 24
Design:	42 ÷ 7

Robbie

FACTOID
A **HEPTAGON** is a shape with 7 straight sides.

Character Scores:

Logic:	54 ÷ 9
Memory:	50% of 38
Speed:	48 ÷ 8
Capacity:	3 x 6
Design:	63 ÷ 7

Roller Bot

FACTOID
A **NONAGON** is a shape with 9 straight sides.
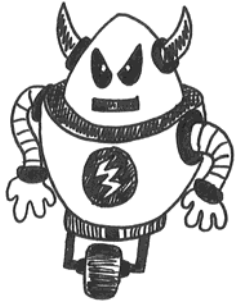
Character Scores:

Logic:	48 ÷ 6
Memory:	7 + 6
Speed:	18 ÷ 3
Capacity:	6 + 5
Design:	45 ÷ 5

Professor Calc

FACTOID
A **DECAGON** is a shape with 10 straight sides.
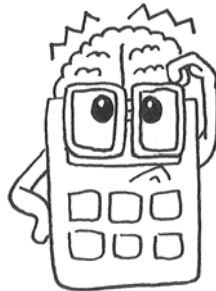
Character Scores:

Logic:	18 ÷ 2
Memory:	Half of 22
Speed:	21 ÷ 7
Capacity:	50% of 26
Design:	24 ÷ 3

Splat

FACTOID
An **ACUTE** angle is between 0 and 90 degrees.

Character Scores:

Logic:	45 ÷ 9
Memory:	4 x 3
Speed:	56 ÷ 7
Capacity:	5 x 3
Design:	28 ÷ 7

Spark Plug

FACTOID
A **RIGHT** angle is 90 degrees in size.
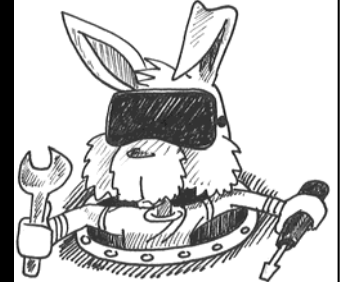
Character Scores:

Logic:	72 ÷ 8
Memory:	3 x 3
Speed:	27 ÷ 9
Capacity:	50% of 28
Design:	36 ÷ 6

Splurkle

FACTOID
PERPENDICULAR lines meet or cross to form a right angle.

Character Scores:

Logic:	64 ÷ 8
Memory:	4 x 4
Speed:	35 ÷ 5
Capacity:	Half of 30
Design:	72 ÷ 9

Spaceship

FACTOID
An **OBTUSE** angle is between 90 and 180 degrees
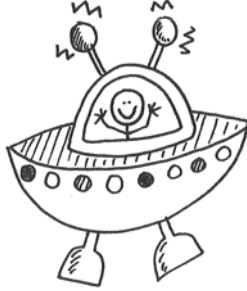
Character Scores:

Logic:	81 ÷ 9
Memory:	7 + 5
Speed:	49 ÷ 7
Capacity:	7 + 7
Design:	42 ÷ 6

Thunder Bot

FACTOID
A **REFLEX** angle is bigger than 180 degrees.

Character Scores:

Logic:	16 ÷ 2
Memory:	9 + 8
Speed:	21 ÷ 3
Capacity:	12 + 6
Design:	25 ÷ 5

Twin Cam

FACTOID
The angles in an equilateral triangle are all 60 degrees.
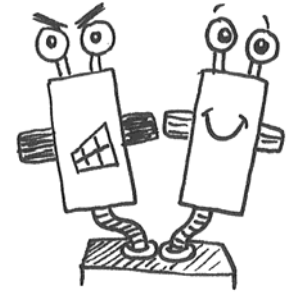
Character Scores:

Logic:	16 ÷ 4
Memory:	12 + 7
Speed:	63 ÷ 9
Capacity:	8 + 9
Design:	32 ÷ 8

Fangs

FACTOID
The angles inside ANY triangle ALWAYS add up to 180 degrees.

Character Scores:

Logic:	42 ÷ 7
Memory:	13 + 3
Speed:	54 ÷ 6
Capacity:	13 + 4
Design:	48 ÷ 8

Cybot

FACTOID
QUADRILATERAL is the general name for any 4 sided shape.
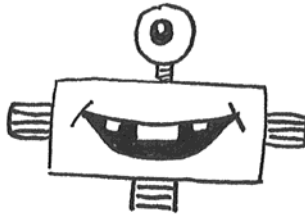
Character Scores:

Logic:	63 ÷ 7
Memory:	8 + 7
Speed:	28 ÷ 4
Capacity:	8 + 6
Design:	18 ÷ 3

Rules Of Play

Players need to agree before the game begins if jotting paper is allowed.

The highest score always wins.

If a player has been found to make an error calculating a value the card is automatically handed over.

If two cards have identical scores for the value chosen they are placed on the table and will be collected by the winner of the next round.