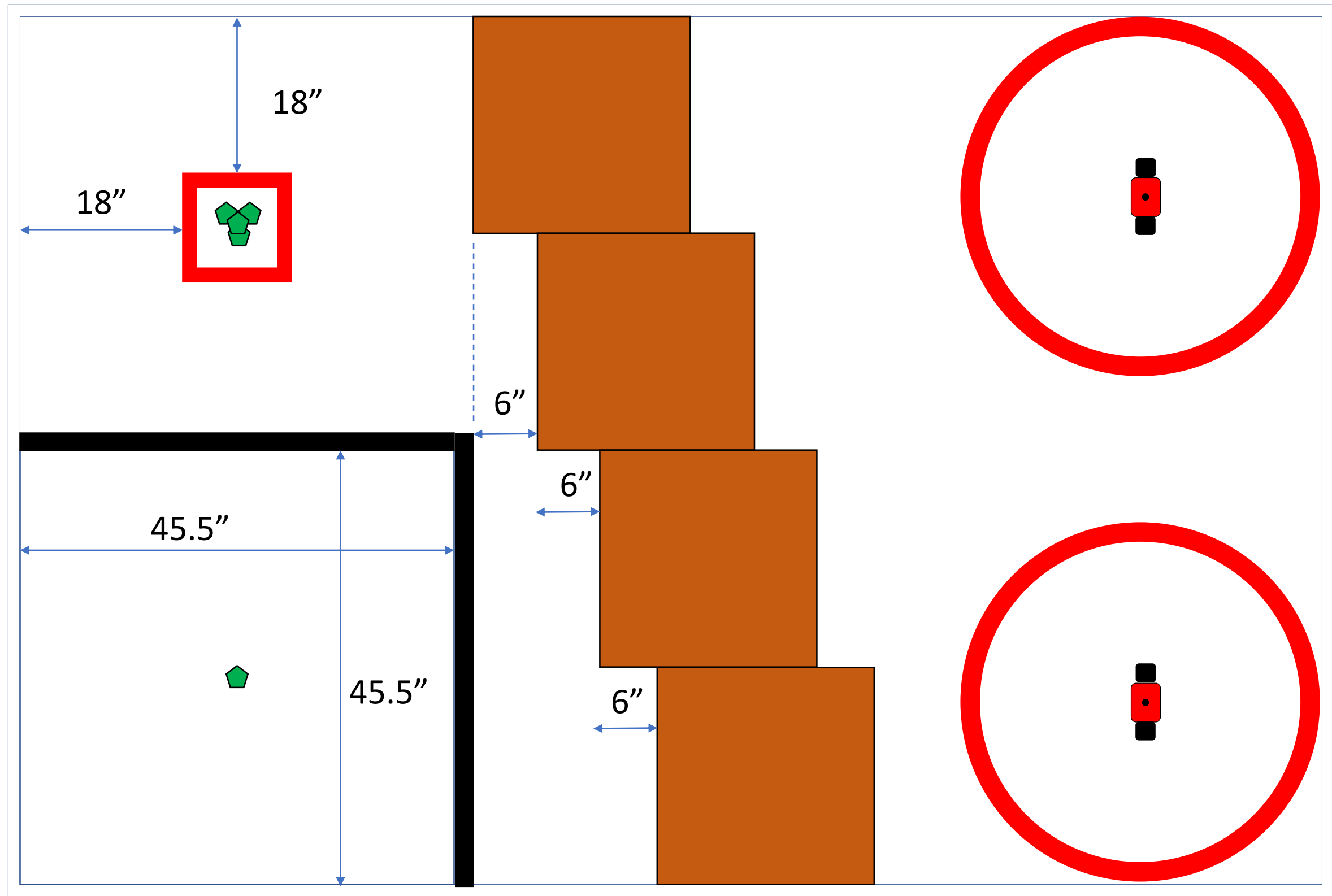# 2019 AAV Game Overview

- Cubes are randomly configured in two positions (shown right).
  - Identifying gap and flying through is worth more points.
  - Landing on peak is worth points
- Botguy is put into one of two positions on other side of mountain. Bottom position is shown.
  - Landing on ring worth points. Landing in ring worth more points.
- Supplies are brought to other side of mountain to score points. In Botguy's ring for more points