



# Game Overview





# Game Overview





# Important Rules

**You HAVE to read the Challenge Guide to understand the game completely**

However, here are the top rules that cause problems...



# Important Rules

## GP2: Interpretation

- If a detail isn't mentioned, then it doesn't matter.
- Robot Game text means exactly and only what it plainly says.
- If a word isn't given a game definition, use its common conversational meaning.

### **The Home of Loopholes!**

Look for hidden freedoms in the Mission Text  
Beware of "Captain Obvious"



# Important Rules

## GP4: Variability

Our suppliers and volunteers try hard to make all Fields correct and identical, but you should always expect little defects and differences. Top teams design with these in mind. Examples include Border Wall splinters, lighting changes, and Field Mat wrinkles.

### **Beware!**

- Tables can be slightly different widths
- There are (legal) variances in wall height
  - Mats do not have to be taped down
- **Do not depend on wall width or anything outside the table**



# Important Rules

## D07: Base

“Base” is the space directly above the Field’s quarter-circle region, in the southwest. It extends southwest from the curved line TO the corner walls (no farther).

### **Beware!**

- Base ends at the walls
- Anything hanging over the walls (even cables) is outside base



# Important Rules

- **R02: Controllers:** You are allowed only ONE individual controller in any particular Match...
- **R03: Motors:** You are allowed up to FOUR individual motors in any particular Match...
- **R04: External Sensors:** Use as many external sensors as you like.
- **R05: Other Electric/Electronic Things:** No other electric/electronic things are allowed in the competition area for Mission-related activity.

**Read each individual rule carefully!**

- One robot only
- 4 motors only (and only the allowed types)
  - No limit on sensors

**Problem even at Internationals!**





# Important Rules

## R09: Before the Match Timer Starts

After getting to the Field on time, you have at least one minute to prepare. During this special time only, you may also...

- ask the Ref to be sure a Mission Model or setup is correct,

**and/or**

- calibrate light/color sensors anywhere you like.

### **Be aware of time!**

- Get your team to practice setup in 1 min
- Do not touch the field without permission





# Important Rules

## R11: Mission Model Handling

- You are not allowed to take Mission Models apart, even temporarily.
- If you combine a Mission Model with something (including the Robot), the combination must be loose enough that if asked to do so, **you could pick the Mission Model up and nothing else would come with it.**

**Read carefully!**

This is even a problem at Internationals



# Important Rules

## R13: Launching

A proper Launch (or re-Launch) goes like this:

### READY SITUATION

- Your Robot and everything in Base it's about to move or use is arranged by hand as you like, all fitting “**COMPLETELY IN BASE**” and **measuring no taller than 12 inches**” (30.5 cm).
- The Ref can see that **nothing on the Field is moving or being handled**.

### GO!

- Reach down and touch a button or signal a sensor to activate a program.

**Beware the Height Limit!**



# Important Rules

## R14 Interrupting / R15: Stranding

Special meaning for transported Thing...

### Transported Thing (from field)

- Completely In Base: Keep it
- Not Completely In Base: Give to Ref

### Transported Thing (from Base)

- Keep it

### Stranded Thing

**(Once it has come to rest)**

- Completely In Base: Keep it
- Partly In Base: Give to Ref
- Completely outside of base: Leave as is



**PROJECT BUCEPHALUS**