

FIRST® Robotics Competition 2016 Game



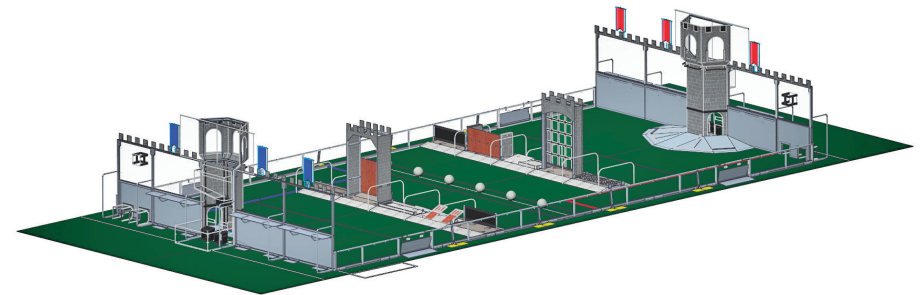
Today, and at more than 125 events around the world this season, Alliances of three robots are on a Quest to breach their opponents' fortifications, weaken their tower with boulders, and capture their tower.

The Quest

- Robots operate independently for first 15 seconds of the Quest
 - Alliances score points by:
 - Reaching opponents defenses
 - Crossing defenses
 - Scoring boulders through goals in the opposing tower
- Human drivers take control for the final 2 minutes and 15 seconds controlling their robot to:
 - Defend their castle
 - Retrieve boulders
 - Defeat defenses
 - Score goals from the opponents' courtyard in tower
 - Capture and scale the opponent's tower

The Outer Works (outermost line of fortification)

- Eight defensive options (over 18,000 possible field configurations)
 - One permanent (the low bar)
 - One chosen periodically by the audience
 - Three selected by Alliances just before each Quest begins
- Once the Quest begins
 - Illuminated lights on each defense reduce when an opposing robot fully crosses it for first time
 - These lights go dark after the defense has been crossed a second time, signaling it's considered damaged
 - Once any four of the five defenses are damaged, the fortifications are considered breached and the charging Alliance is rewarded with points



The Tower

- Openings in the tower are available for robots to score boulders
 - Scoring boulders reduces a tower's strength as indicated by decreasing tower lights
 - The tower's flag will drop when enough boulders are scored and then the tower can be captured at the end of the Quest

The Capture

- During last 20 seconds of the Quest, robots may surround and scale the tower to capture it
- When capture is successful, their flag is raised on the opposing tower and even more points are earned

The Alliance with the highest score at the end of the Quest wins!

