



The 2017-2018 Game:

FIRST RELIC RECOVERYSM Presented by Qualcomm[®] Incorporated is played on a 12 ft. x 12 ft. (3.7m x 3.7m) square field with approximately 1 ft. (0.3m) high walls and a soft foam mat floor. The object of the game is to attain a higher score than the opposing alliance by (1) scoring Glyphs into the Cryptoboxes and completing rows, column, and ciphers, (2) transferring Relics to the Recovery Zone, (3) retrieving Jewels, (4) parking on the Balancing Stones, and (5) navigating to specific parts of the Playing Field.

The field is divided in the middle into a “red” and a “blue” side corresponding to the two alliances. In the center of the field is a taped off area that hold the Glyphs. The scoring elements for FIRST RELIC RECOVERYSM are 48 alliance-neutral Glyphs (24 gray and 24 brown), 8 alliance-specific Jewels (4 per alliance) and 4 alliance-specific Relics (2 per Alliance). There are 4 alliance-specific Cryptoboxes (2 per Alliance) with taped off safe zones in front of each. There are 4 alliance-specific Balancing Stones (2 per Alliance) on which Robots begin and end the game. There are also 2 off-field alliance-specific Recovery Zones where robots place recovered Relics at the end of the match.

Matches have two distinct periods of play: a 30-second Autonomous period followed by a two-minute Driver-Controlled period. The last 30 seconds of the Driver-Controlled period is called the End Game which adds new scoring opportunities for robots to achieve.

Autonomous Period:

During the Autonomous period, Robots operate using only pre-programmed instructions. Alliances earn points by: (1) selecting and removing opponent colored Jewels from platforms, (2) scoring Glyphs into the Cryptoboxes,

and (3) parking their Robot in a Safe Zone in front of their Cryptobox.

Driver-Controlled Period:

During the Driver-Controlled period, alliances earn points by: (1) Scoring Glyphs into their Alliance’s Cryptoboxes and (2) Creating Cipher patterns with their Glyphs in the Cryptoboxes.

End Game:

The final 30 seconds of the Driver-Controlled Period is called the End Game. In addition to the previously listed Driver-Controlled Period scoring activities, alliances earn points by (1) moving their Relics to safety in their Recovery Zone and (2) balancing Robots on the Balancing Stones.

Autonomous Period Scoring:

- Alliance-specific Jewel remaining on platform30 points
- Glyph scored in Cryptobox 15 points/Glyph
- Glyph bonus for Cryptobox Key column30 points
- Robot Parked in Safe Zone10 points

Driver-Controlled Period Scoring:

- Glyph scored in Cryptobox2 points
- Completed Row of 3 in Cryptobox10 points
- Completed Column of 4 in Cryptobox20 points
- Completed Cipher30 points

End Game Scoring:

- Relic in Recovery Zone #110 points
- Relic in Recovery Zone #220 points
- Relic in Recovery Zone #340 points
- Bonus for keeping Relic Upright15 points
- Robot balanced on Balancing Stone20 points