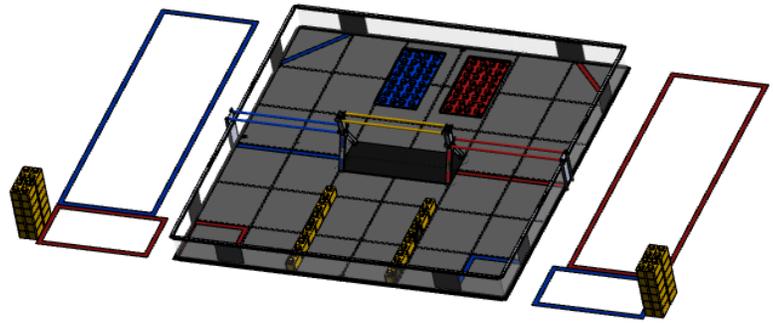




PRESENTED BY **Qualcomm**



**The Game:**

SKYSTONE™ presented by Qualcomm is played on a 12 ft. x 12 ft. (3.7m x 3.7m) square field with approximately 1 ft. (0.3 m) high walls and a soft foam mat floor. There are two Alliances of two Robots each – “red” and “blue”. The field is divided by the Skybridge into two zones – the Loading Zone and the Building Zone. The Skybridge is divided into 3 segments: 2 Alliance-specific segments that are 14” high and 1 Alliance-neutral segment that is 20” high. There are two Alliance-Specific Depots, Foundations, and Building Sites. Around the field are navigation targets that can be used to help the Robots orient themselves. Scoring elements are Alliance-neutral Stones that are placed into play by one Human Player for each Alliance. 24 Stones start behind the Human Player Station. Two sets of four regular Stones and two Skystones are placed on the field in a random order which make up the Quarry.

Prior to the start of a Match, Robots must be touching the field border wall directly in front of the corresponding Alliance Station. Robots may also preload a Team designed Capstone.

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 and sensor inputs. Alliances earn points by: Repositioning their Foundation in their Building Site; Delivering Stones from the Loading Zone to the Building Zone; Placing Stones on their Foundation; and Navigating their Robots under their segment of the Bridge.

**Driver-Controlled Period:**

During the Driver-Controlled period, Alliances earn points by Delivering and Placing Stones from the Loading Zone to the Building Zone. Robots will also build Skyscrapers to go as high as possible without toppling over.

**End Game:**

The final 30-seconds of the Driver-Controlled period is called the End Game. In addition to the Driver-Controlled period tasks, Alliances earn points by Capping their Skyscrapers with a team-supplied Capstone, moving their Foundations out of the Building Site, and Parking their Robot in their Building Site

**Autonomous Period Scoring:**

- Repositioning Foundation to Building Site ..... 10 points
- Delivering Skystones ..... 10 points/Skystone  
(if delivered in correct order, under Alliance Skybridge)
- Delivering Stones under Alliance Skybridge 2 points/Stone
- Placing Stones on Foundation ..... 4 points/Stone
- Navigating under Skybridge ..... 5 points/Robot

**Driver-Controlled Period Scoring:**

- Delivering Stones under Alliance Skybridge 1 point/Stone
- Placing Stones on Foundation ..... 1 point/Stone
- Skyscraper Bonus ..... 2 points/Level

**End Game Scoring:**

- Capping Bonus ..... 5 points/Capstone
- Level Bonus ..... 1 point/Level
- Moving Foundation from Building Site ..... 15 points
- Parking in Building Site ..... 5 points/Robot

