



CITY SHAPERSM

Challenge Updates

Week of 16 September 2019

Innovation Project Updates – 0
Robot Game Updates – 1

Robot Game Update

RG13 - HOME, STRATEGIC AND ADAPTIVE STORAGE

With the implied permission from Rule 22, and clarification here, things completely in Home can be stored, handled, and shifted around any way you like, any time after inspection.

---If the Robot happens to interact with something which is at rest in Home, that shall not be considered an interaction with you, so it's not an Interruption. Said another way: After any Launch, and before the next Interruption, the Robot is free to go in and out of Home, and interact with things, even if you "staged" them strategically.

---If the Robot is on the way Home and you think its entry will be blocked by something in Home, you can shift that thing out of the way, as long as it was and remains completely in Home the whole time.

Reminder: The Launch Area is not part of Home. You can not touch anything in the Launch Area between a Launch and the next Interruption, except to remove a Stranded Object as allowed in RG09.

Week of 26 August 2019

Innovation Project Updates – 0
Robot Game Updates – 3

Robot Game Updates

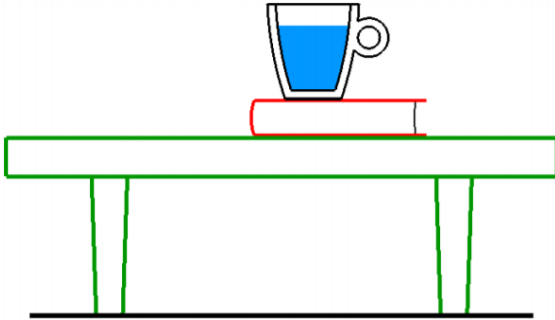
RG12 - BRIDGE BARRIERS NOT ALLOWED

The only way Robot X can stop Robot Y from scoring Flag points is to be faster or stronger at scoring Flag points. Robot clashes are expressly allowed in the text of Mission 1 by Rule 30's first sentence, but all other competitive action is governed by Rule 30's second sentence.

RG11 - SUPPORTED VS SUPPORTED “ONLY BY”

These two situations are scored differently. Remember the example below when reading Robot game text:

- The water is Supported by the cup, since 100% of its weight is held by the cup.
- The water is Supported by the book, since 100% of its weight is held by the book.
- Therefore, the water is NOT Supported “only by” the cup (nor the book).



RG10 - BOXES AND TRAYS

- You can carry your Equipment to the Field in any box or tray.
- When you get to the Field, place all your Equipment in one of the Inspection Areas and store the box/tray as directed by the Referee.
- After Inspection, all your Equipment is stored in Home, as directed by Rule 19.

Week of 19 August 2019

Innovation Project Updates – 0
Robot Game Updates – 1

Robot Game Update

(Update RG02 was clarified)

Week of 12 August 2019

Innovation Project Updates – 0
Robot Game Updates – 6

Robot Game Updates

RG09 - LAUNCH AREA STRANDING

Things Stranded partly or completely in the Launch Area *can be taken into Home if you wish. If that action clearly/directly produces a scoring condition, the score won't count.

*This exception to Rules 22 and 29 does not apply if the Stranded thing reaches out of the white/logo arc area.

RG08 - HAND USE FOR INSPECTION

Your hands can be used to restrain/confine Equipment within the volume of an Inspection Area.

RG07 - MIS-LAUNCH

If you Interrupt the Robot so soon after Launch that it hasn't yet reached a Launch Area perimeter line, you will need to re-Launch, but you will not lose a Precision Token. This is an exception to Rule 27.

RG06 - STRATEGIC/PRECISION STOP

If a new scoring condition is produced by the strategic timing of an Interruption (your eyes did the work of a timer or sensor), and this is obvious to the referee, Missions benefitting will not score.

RG05 - RULE 28 CLARIFIED

Here are the three possibilities and their outcomes:

- 1 - If the Cargo came with the Robot from the latest Launch: You get the Cargo back.
- 2 - If the Cargo was Completely in Home when the Robot was Interrupted: You get the Cargo back.
- 3 - Otherwise: The Referee takes the Cargo.

Week of 4 August 2019

Innovation Project Updates – 0
Robot Game Updates – 1

Robot Game Update

(Update RG01 was revised)

Week of 28 July 2019

Innovation Project Updates – 2
Robot Game Updates – 4

Innovation Project Updates

IP02 – MISSION 11 AND THE (MOSTLY) WHITE BRICKS

In your CITY SHAPERSM challenge set, you will find LEGO elements in the bags labelled “10” to make a team-designed model for robot game Mission 11. **The model can be of any design if it meets the requirements of Mission 11.** This model is supposed to represent your team's Innovation Project in some way, but you will not be *required* to explain your model's design or discuss your Project during your robot game matches. (You may *want* to share this information with others – and that's fine – but it's not required.) Please see the robot game missions, rules and updates for more information about Mission 11.

IP01 – YOUR COMMUNITY

The Innovation Project problem statement instructs teams to:

- Identify a problem with a building or public space in your community.
- Design a solution.
- Share your solution with others and then refine it.

For this year's project, your team is free to define "your community" in the way that works best for you. This means your team could look at a problem in your local town or city, your country, or even in another part of the world.

Robot Game Updates

RG04 – MISSION 11 STRUCTURE SIZE

Some measure of your Mission 11 Structure needs to be at least as long as a four-stud LEGO element.

RG03 – ELEVATOR SETUP

The correct setup position for the Elevator is with the Blue Car UP, as shown here:



RG02 – DRONE SHAPE AND SETUP (Clarified - Improved Building Instructions are available)

Per original Update RG02, the correct way to build the Drone is shown below, and now the Building Instructions have been revised to show this.

The correct way to place the Drone on the Mat is on its square mark, with the Loop parallel over its line marks (the open Loop faces the Launch Area).



RG01 – MAT PLACEMENT AND SETUP (Revised to correct the width of Home)

When placing your Field on an Official Table, slide the Mat gently until it meets up against the South and East Border Walls. When Table size and Mat placement are correct, Home will measure about 45" by 13-1/2" (1143mm by 342mm).

To hold the Mat in place, you may use a thin strip of black tape on the West edge as needed. Where the tape sticks to the Mat, it may cover the Mat's black border only.
