Ocean Rescue Game

Saturday, June 15, 2024   7:21 PM

- Two alliances of three robots each play on their half of the field.
- No interaction between the two sides are allowed.
- Robots begin the game behind the centerline and may be preloaded with three flame retardant agent cells (FRACs).
- The purpose of the game is to rescue as many of the passengers as possible on the flame-engulfed ship.
- Passengers must be carefully picked up from the boat (cannot be crushed and heads must remain attached to bodies) and shuttled safely across to the island where they must be placed standing in order to gain the maximum amount of points.
- To keep the flames at bay robots must apply FRACs by shooting or inserting them into the holes of the ship's hull.
- If FRACs are not applied expediently the fire continues to grow, once it reaches the maximum level displayed by the gauge all points henceforth are halved.
- Passengers who are knocked down into the ship are lost and therefore not scoreable.

Game Start
- All three robots must be behind the center line.
- Robots may be preloaded with up to three FRACs.
- 20 passengers are loaded onto the ship each on one of the pegs.
- The Fire Gauge begins at position 3/8

Auto Period
- For the first 30 seconds of the game, robots are autonomous.
- Robots may score FRACs to earn points and lower the Fire Guage.
- Robots may also rescue passengers.

Tele-Operated Period
- Following the auto period is the tele-Op period which is 2 minutes 30 seconds long.
- Robots score FRACs and rescue passengers similarly to the auto period.

Fire Gauge Operation
- The Fire Gauge starts at 3/8 and increases by one segment every 10 seconds.
- If the Fire Gauge reaches the maximum level 8/8 all subsequent points are halved.
- If two FRACs are inserted the fire gauge will remain static.
- To get the fire gauge to go down by one segment four FRACs must be inserted in a 10 second period.

Score Table

	Auto	Tele-Op
Cross Center Line	2	-
FRAC Lower-deck	2	1
FRAC Middle-deck	4	2
FRAC Upper-deck	6	3
Intact Person -> Main Island	12	10
Injured Person -> Main Island	8	6
Intact Person -> Sandbar	4	2
Injured Person -> Sandbar	2	1