



CITY SHAPERSM

Challenge Updates

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.