

RePLAYSM Challenge Updates

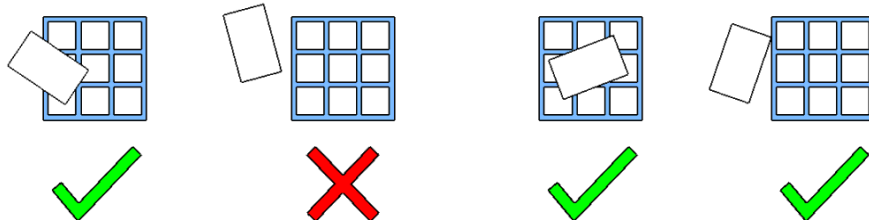
Updated 4 August 2020

U01 - MISSION M08 SHARING ADJUSTMENT - If exactly one cube is sent north over the wall from your boccia share model but you are the only team in the match, you automatically get the 25 share-related points. In this case: You did send a cube away and you did get share credit, but you did not get an imaginary cube that can be used or counted anywhere.

U02 - BASKETBALL MODEL LABEL CORRECTION - In the whole-field picture on Page 7 of the Robot Game Rulebook, the basketball model is labeled “M04,” but should have been labeled “M05.”

U03 - PRECISION TOKEN PLACEMENT - If you compete in a match with no referee present, please set your precision tokens in their white triangle anyway. This way all teams start with identical setups, and your robot doesn't get used to open space there.

U04 - DANCE SCORING - M07 scoring for a robot dancing at the end of the match looks like this:



But actual competition scoring is quite difficult for several reasons, so above-normal benefit of the doubt shall be applied as follows: Any dancing robot scores M07 unless the referee can say: “I am convinced for sure that the robot's controller was not overlapping any bit of blue chalk line as the match ended.”