Podium Pandemonium

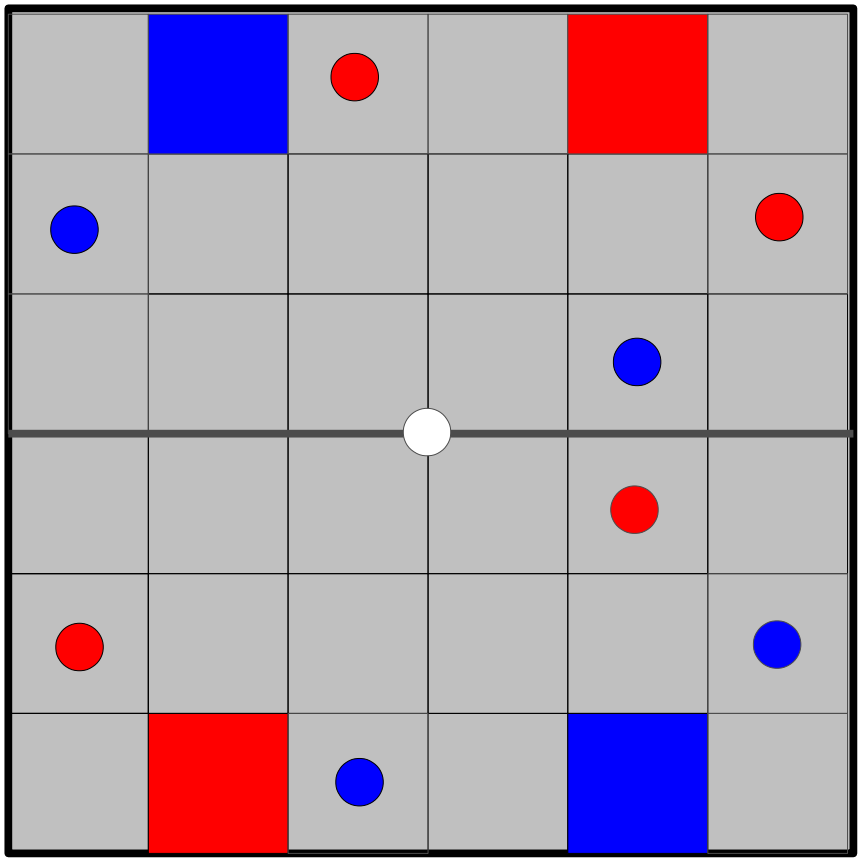
LiveWire Robotics

RSC 2012

Overview: Two alliances (one red and one blue) of two teams each will compete to score as many points as possible in 2 minutes. One robot per team will start on each of the colored squares corresponding to the alliance color. When robots are in contact with the colored square, human players may load the robots with game pieces. Points are scored by placing game pieces in the colored podiums. Double points are awarded for a triangle, circle, and square game piece (i.e. a "logo") all in one podium.

Rules:
-Each alliance may only interact with podiums of its color
-If one alliance knocks game pieces out of an opponent's podium, the pieces will be placed back in the podium as they were previously scored
-No other podium will be reset
-Robots may only score game pieces if they are not touching a colored square
-Robots may not touch the opposite colored squares
-Robots may carry only one game piece at a time
-A "logo" is defined as a triangle, circle, and square game piece of the same color in the same podium

(One of many possible field configuration)



Starting Configuration:
-Each robot will start completely within a colored square corresponding to its alliance color
-Podiums will be placed randomly throughout the field according to the following rules:
  -Podiums will not be placed on colored squares
  -Two red and two blue podiums will be placed on each half of the field
  -The placement on one half of the field will be mirrored across to the other side of the field, replacing blue podiums with red and vice versa
  -The white Coopertition podium will be placed in the center of the field

Coopertition:
-If both alliances score one logo on the white coopertition podium, each alliance will receive one additional seeding point.

Scoring:
-One point for each game piece in a podium of the same color
-Three bonus points per logo

End Game:
-In the last 30 seconds, each alliance will be given either a multiplier (white game piece) or nullifier (black game piece)
-Alliances must select before the match which they will utilize
-The multiplier doubles the score of any podium it is placed within
-The nullifier makes the score of any podium it is placed in equal to zero.
-If a podium contains both a nullifier and a multiplier, only the effect of the first one placed is counted