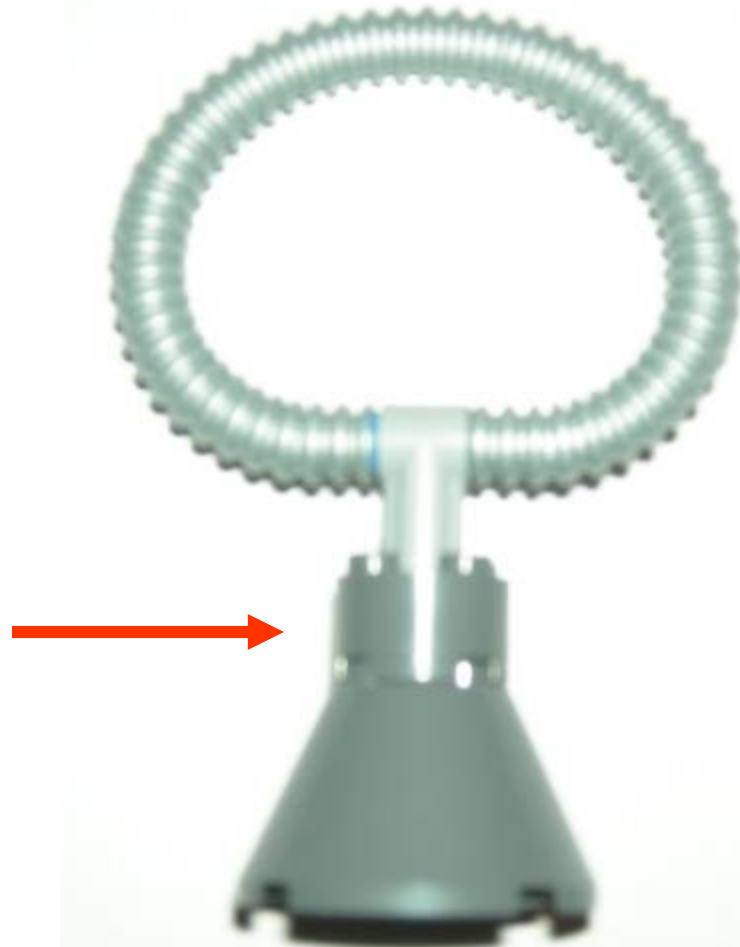


MN HSR 07/08

Field Setup and Mission  
Instructions

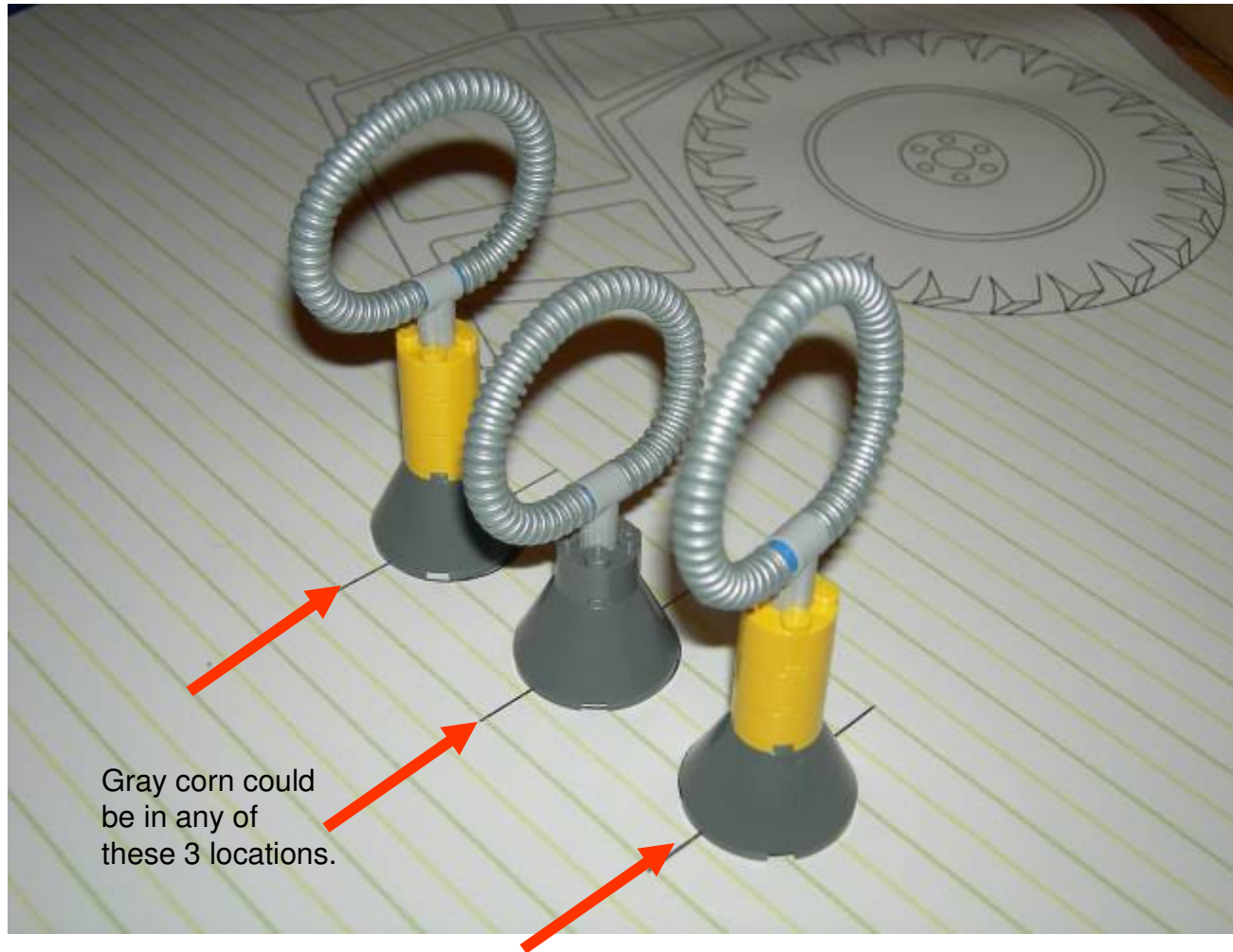
Version: Sept 20, 2007

# Figure 1



- For the red corn and red uranium, remove the 3 red pieces in the stem and replace with one gray piece (swap these red pieces with the gray power plant smokestack pieces).

## Figure 2



The order of the corn and uranium will be randomized at the beginning of the match. The corn and uranium will be randomized independently (so their order may or may not be the same).

# Figure 3



- The rings on the corn and uranium are not always uniform in their flexibility and bending. Be aware of this, tournament pieces may have some variance.

# Figure 4



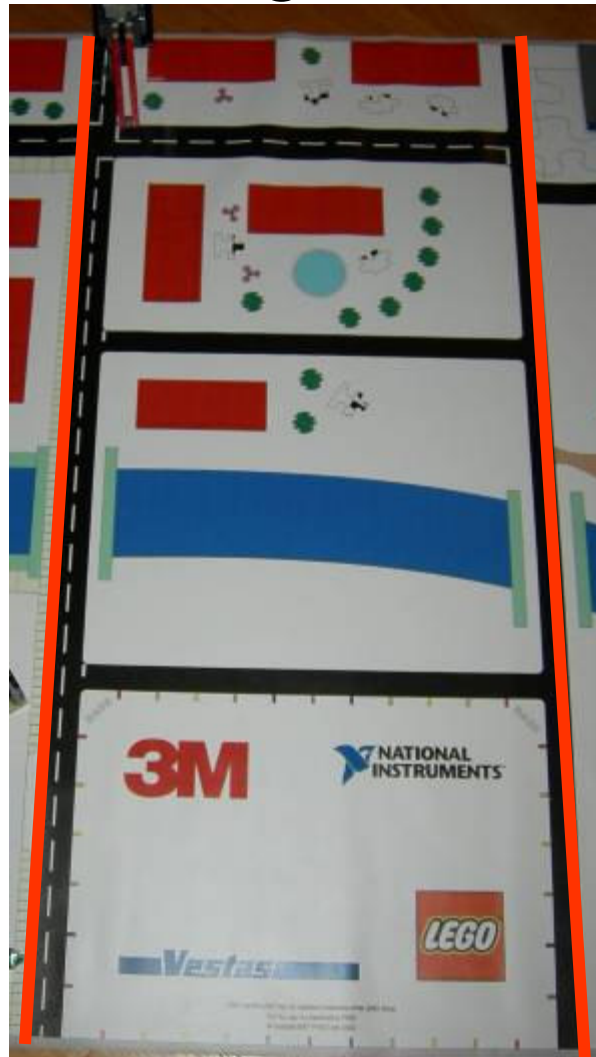
- The Farm Zone. In the Two Robot Division, one robot is restricted to the Farm Zone. The actual boundary includes the black lines surrounding the area. (the boundary in red above is not exact but you get the idea). The robot may not extend beyond the boundary

# Figure 5



- The Ocean Zone. In the Two Robot Division, one robot is restricted to the Ocean Zone. The actual boundary includes the black lines surrounding the area. (the boundary in red above is not exact but you get the idea). The robot may not extend beyond the boundary.

# Figure 6



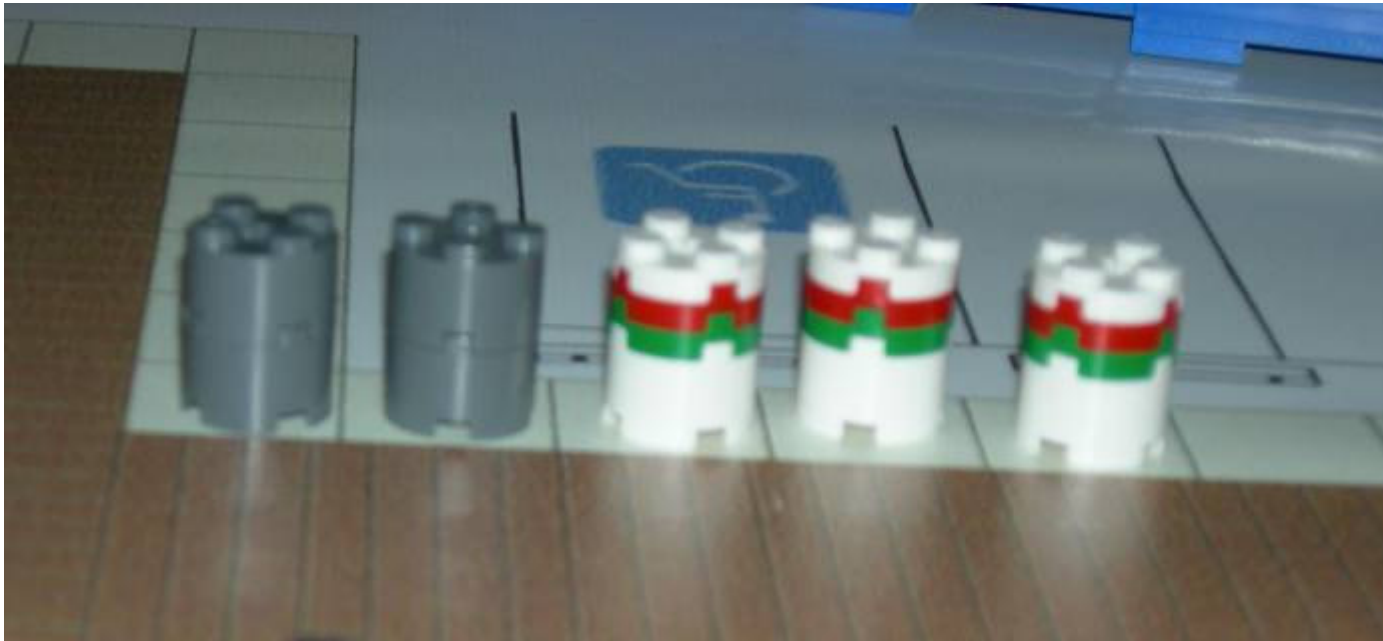
- Both robots in the Two Robot Division may enter this central Zone, demarcated by the black lines extending from base.

# Figure 7



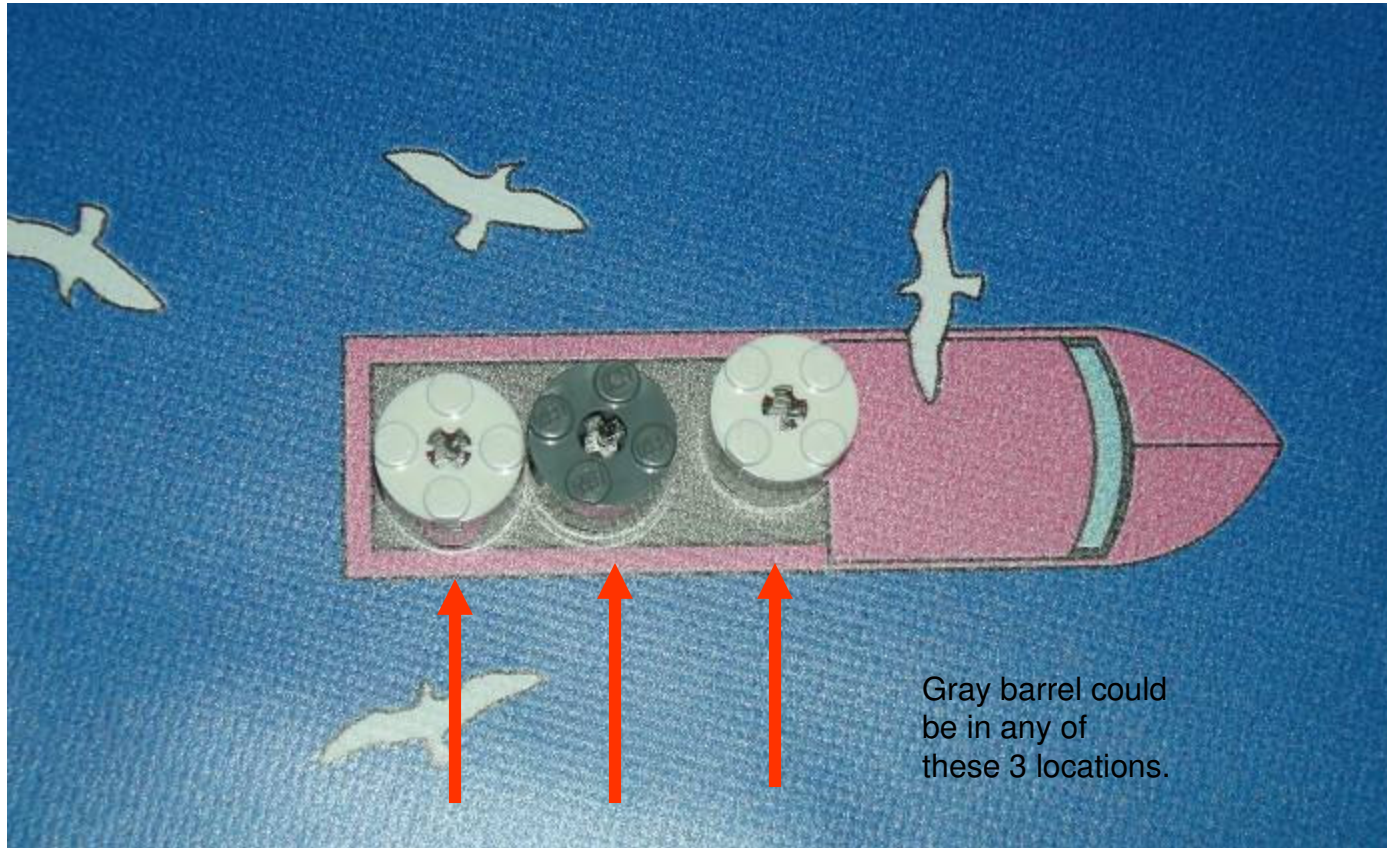
- Replace the 4 red barrels, with 4 gray barrels (swapped with the power plant smokestack – so now you have a gray and red smokestack). 2 gray barrels and 3 white barrels are placed in the following location on the dock (within the squares of the sidewalk). These 5 barrels will always be placed in these exact 5 locations at the beginning of the match.

Figure 8



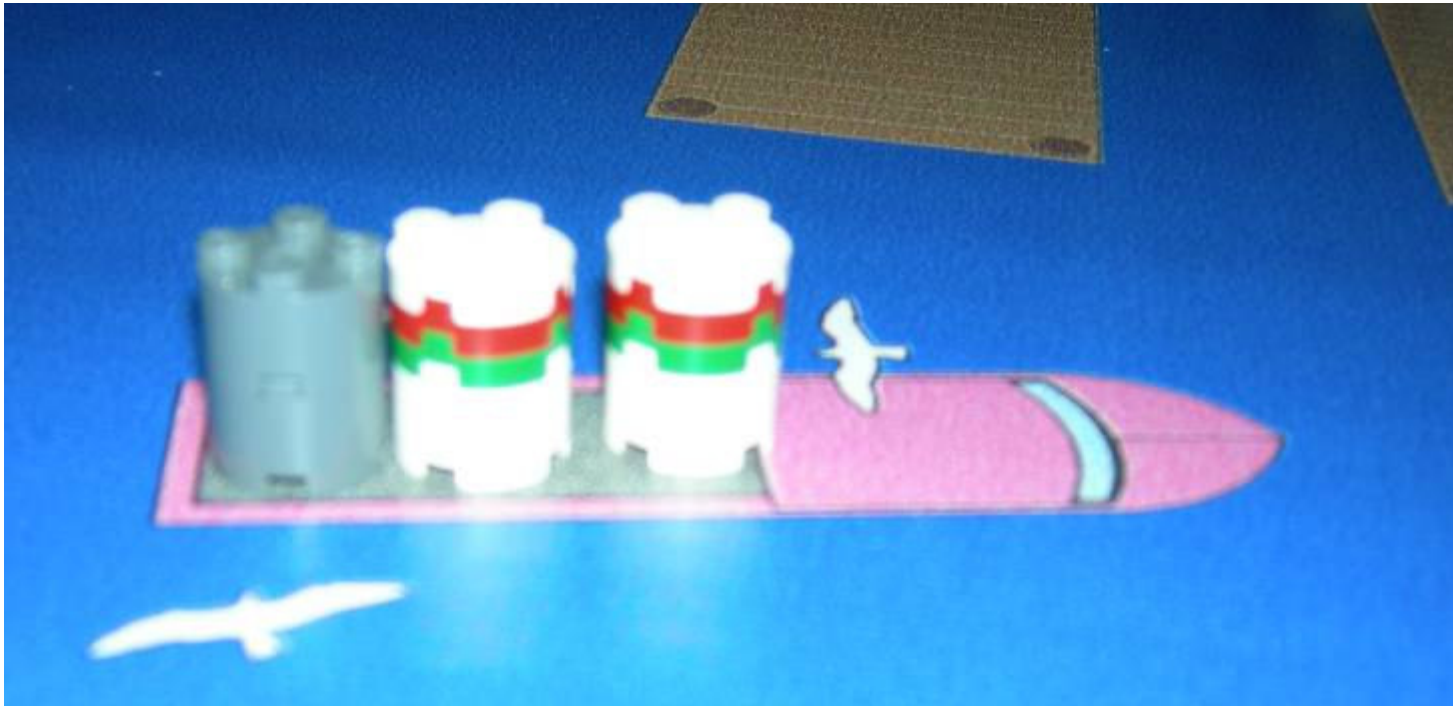
- Another view of the dock barrels.

# Figure 9



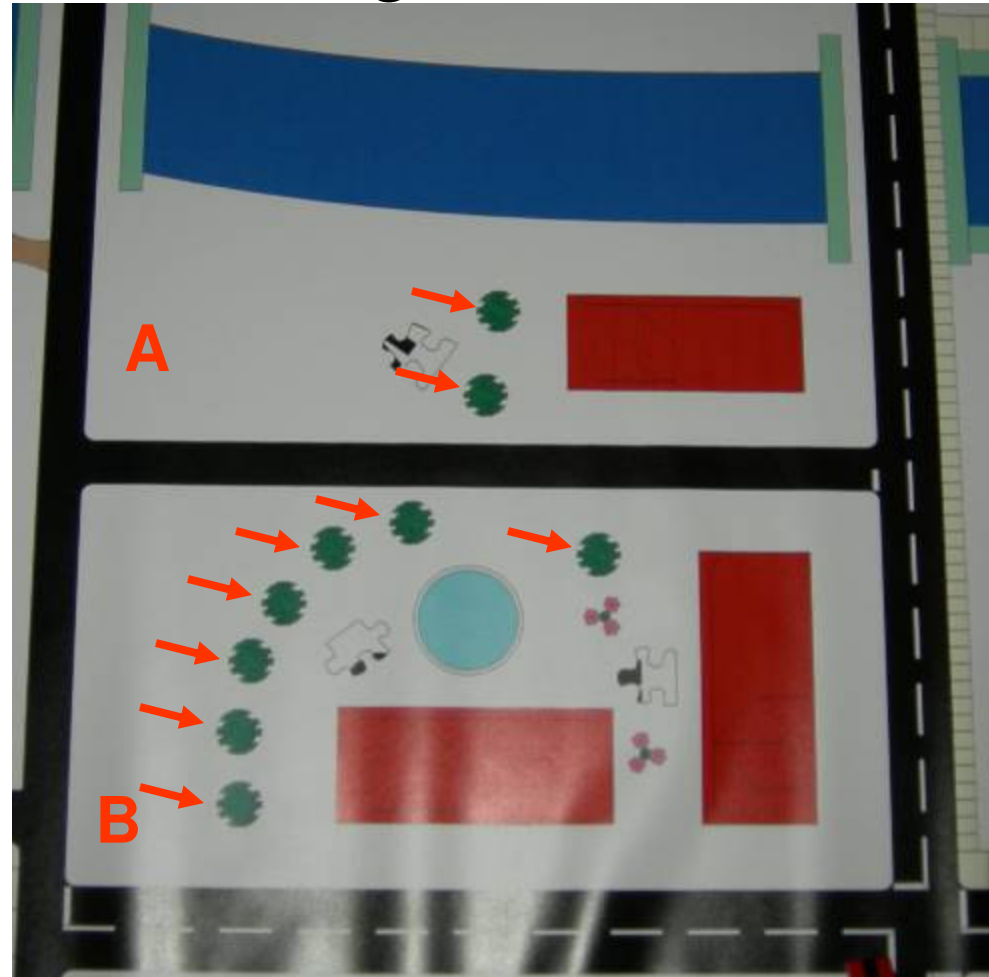
- Two white barrels and one gray barrel will be placed in the cargo area of the ship. The order of the barrels will be randomized at the beginning of the match.

Figure 10



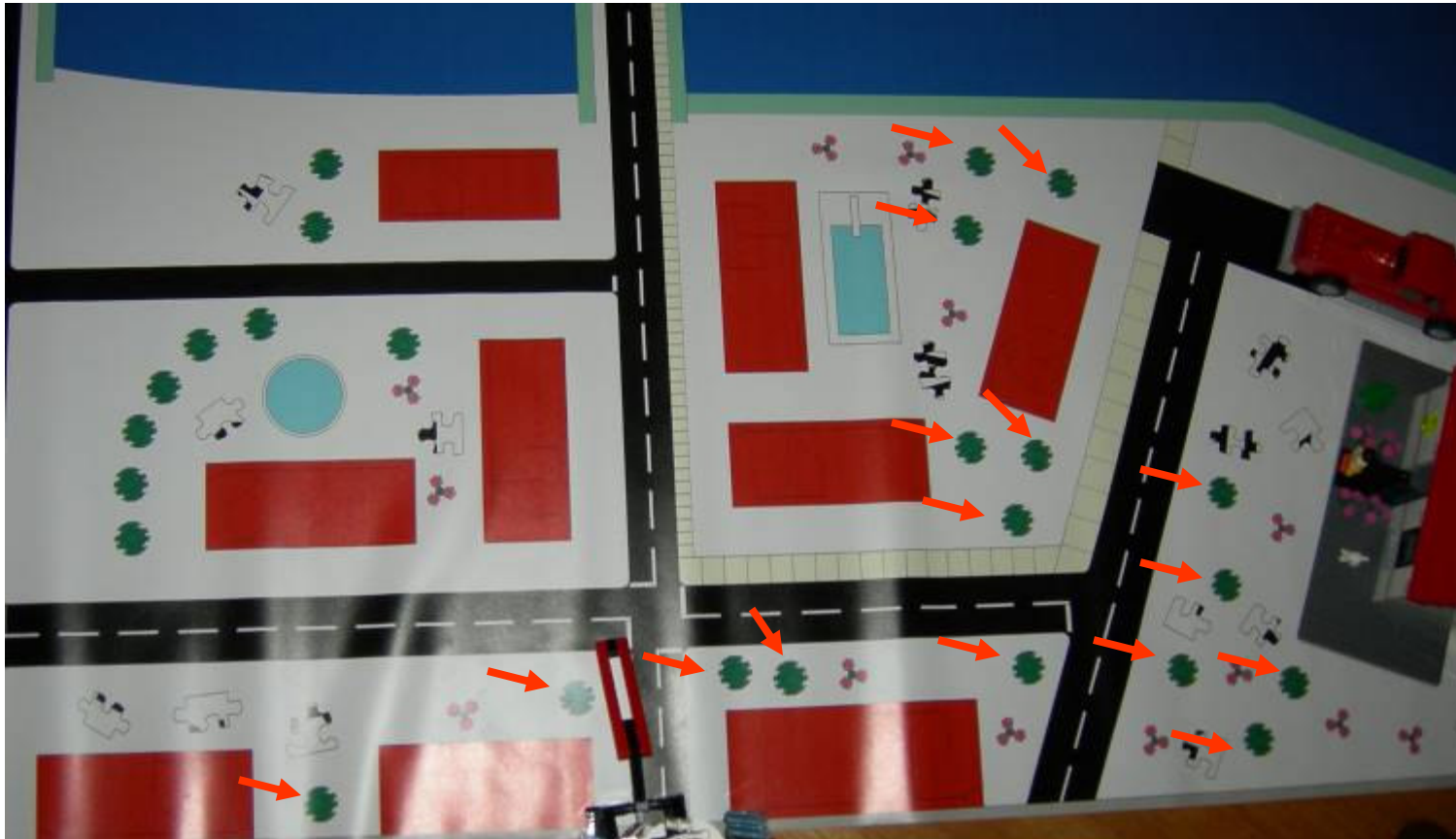
- Another view of the ship

# Figure 11



- Communities A and B for tree planting mission. Trees planted in any one of these 9 tree markings are worth 20 points each.

# Figure 12



- Trees planted in any one of these 16 tree markings are worth 30 points each.

Figure 13.



- Touching
  - Counts!



- Not Touching
  - Does not count!

## Summary of Barrels

- 3 barrels (2 white, 1 gray) placed on drilling platform. Randomized at beginning of match. Studs may face north or south.
- 3 barrels (2 white, 1 gray) placed on ship. Randomized at beginning of match. Ship and drilling platforms are randomized independently.
- 5 barrels on dock. Placement described in Figures 7 and 8. This placement order is the same for every match.