

1. GENERAL RULES

- 1.1. Contact Rules follow 2021 game manual
- 1.2. The tape in front of drivers' stations forms 3 protected zones: the chest protected zone, the deck protected zone, and the kraken protected zone
- 1.3. A line of 2in tape divides the field in half
- 1.4. Teams may send as many robots as desired to the other side
- 1.5. Robots may only control one chest at a time while off of the island zone
- 1.6. Robots may control as many cannonballs as desired

2. ROBOT

- 2.1. Height Limit for standard gameplay is 24 in
 - 2.1.1. Teams may extend to any height during the endgame period and while in the protected zone of the chest port
- 2.2. Frame/Bumper rules follow 2021 game manual
- 2.3. Extension Limit beyond the vertical plane of the frame perimeter is 7in, following the start of the match

3. CANNONBALLS/THE KRAKEN'S TENTACLES

- 3.1. A robot's bumpers must be entirely beyond the vertical plane of protected zone tape in order to shoot cannonballs
 - 3.1.1. Violation: 40 penalty points
- 3.2. During Stage 1 Kraken attacks, cannonballs will be worth 1 point in every goal
- 3.3. During the 10 second period in which the kraken attacks, teams may score as many balls possible
- 3.4. A Kraken attack in Stage 1 can be stopped by scoring 5 points worth of cannonballs
- 3.5. During both stage 2 and endgame, the point totals for cannonballs are as follows: 1 point is scored for every 3 balls in the low goal, 1 point is scored for every 2 balls in the mid goal, and each ball is worth 1 point in the high goal
- 3.6. During the 1st stage, kraken attacks are alerted to the drivers and audience by a sound and LEDs lighting up on the kraken tentacles.



4. CHESTS/CHEST STATION

- 4.1. Up to 4 chests may be “protected” by the human player; once scored they cannot be removed by the kraken
- 4.2. Chests are worth 35 points each, the total points for chests will officially be totaled at the end of the match
- 4.3. Alliances will be rewarded one ranking point if they have 15 chests in their ship at the end of the match
- 4.4. The dispatch of chests during endgame is stopped when a robot is in the protected zone and is raising the flag
- 4.5. A robot staying in the chest protected zone during endgame, and making no attempt to raise the flag or score a chest will be given 40 penalty points
- 4.6. There will be 3 randomly placed kraken attacks in stage one.
 - 4.6.1. Following the sound indicator, teams can score cannonballs for the following 10 seconds.
 - 4.6.2. If they fail to score a minimum of 5 cannonballs in any goal, the human player will be alerted with a light. Following the illumination of this light, they have 5 seconds to push a chest back onto the field.
 - 4.6.3. Failing to push out a chest will result in 40 penalty points.
- 4.7. Upon the start of stage 2, chests come back out onto the field every 5 seconds.
 - 4.7.1. Rule 4.6.3 also applies during this time
 - 4.7.2. This rule does NOT apply if an alliance only has Protected Chests (4.1).

5. ISLAND

- 5.1. Robots must start entirely within the island zone, on the side closest to their alliance’s driver station
- 5.2. A robot that moves off of the island zone during the hurricane period will award their alliance 15 points

6. DECK

- 6.1. Alliances will be awarded one ranking point if they raise the flag and have three robots on the deck at the end of the match



6.2. If a robot remains entirely supported by the ramp for 5 seconds following the conclusion of the match, they award their alliance 35 points.

6.2.1. In order for endgame points to be applied, robots must stay entirely supported by the ramp for five seconds following the match ending

7. FLAGS

7.1. Robots may not rotate the chain faster than 60 rpm (measured at the encoder)

7.2. Raising the flag during the endgame period will stop the continuous outtake of chest and award the alliance 70 points

7.3. To count the flag as raised, the loop of chain must be spun at least 5 rotations

STORY FOR FIRST HIGH SEAS

AFTER A LENGTHY SEARCH, TWO PIRATE SHIPS FIND A LEGENDARY ISLAND FILLED TO THE BRIM WITH PRECIOUS TREASURE, FIRST ISLAND. AMIDST A HURRICANE, EACH SHIP SENDS OUT THREE BOATS IN AN EFFORT TO COLLECT THEIR NEW FOUND TREASURE. SHORTLY AFTER THE HURRICANE CLEARS, THEY REALIZE THE ISLAND IS GUARDED BY THE INFAMOUS KRAKEN. THE BOATS SIMULTANEOUSLY PROCEED TO COLLECT TREASURE WHILE DEFENDING THEIR SHIPS USING CANNONBALLS, ENABLING THE SHIPS TO SPEED AWAY AS THEY NARROWLY SLIP OUT OF THE KRAKEN'S GRASP. THE KRAKEN EVENTUALLY CATCHES THEM, CLINGS ITSELF INTO EACH SHIP, FORCING THE SHIPS TO HOLD OFF THE MONSTER, ALL WHILE THEY RAISE THEIR SAILS AND BOARD THEIR SHIPS, IN ORDER TO SAFELY DEPART THE ISLAND WITH THEIR TREASURE.

