

Game Q&A as of Sept. 11, 2008

Clarifications / official rulings

ANSWER-12 [9-10-08] "WIND-UP MOTORS"

You are allowed to build wind-up motors, such as those that might store energy. The restriction in the "Materials" rule applies only to stand-alone LEGO elements that function as wind-up or pull-back motors.

ANSWER-11 [9-10-08] "RINGS ARE STRAY"

Any black ring (the ones that keep the balls in place) should be removed by *you* or the referee as soon as it is exposed. This is important in the area of the storm and levees. If a ring blocks the storm (wheel) you will not get points for that mission. *This is an exception to the rules (normally you're not allowed to move stray objects yourself).

ANSWER-10 [9-10-08] (temporary) "ARROW LOCATION"

If you're trying to see where to place the arrow model by looking at pictures, chances are you have not read the Field Setup page, where the measurements are given.

ANSWER-9 [9-10-08] "LOCKED/ATTACHED-1"

The restriction against locking/attaching objects is contained in the "Pre-Match Preparation" rule, so that restriction, and the rule below it do not apply to active robots. Once started, the robot is allowed to grab things and/or pick them up. ALSO: Some people are missing the "Or instead" in the "Locked Or Attached" test... When considering two objects, only one of them needs to pass the pick-up-freely test. Example: Yes, it would take special work to move your desk without moving your keyboard, but that doesn't mean they're attached, since it's easy to lift the keyboard off the desk.

ANSWER-8 [9-10-08] "YELLOW GRID AREA"

For the "Beat The Clock" mission, it's okay if the robot touches objects, but it will not score if it's making direct contact with the mat outside the yellow grid area.

ANSWER-7 (temporary) [9-10-08] "MAT LOCATION MARKS"

If you're struggling with a model that doesn't match its location mark on the mat, chances are you have not read the Field Setup page, where that issue is talked about (except if you're noticing the yellow/black striped piece on the drill rig doesn't line up---I forgot to mention that---ignore this difference, and align the model with its other marks).

ANSWER-6 [9-10-08] "OPEN WINDOW"

The window held open by its white beam latch is considered "all the way" open, even though it's not opened to its extreme.

ANSWER-5 [9-10-08] "RED/WHITE PEOPLE"

The pre-placed red and white people on the underground reservoir ARE touching the pink grid area, and could score there at the end of the match, since the little patch of real estate they're stuck to IS shown in the diagram defining that area. They do not need to touch the mat in the scoring area, but they could score like that too.

ANSWER-4 [9-10-08] "INSULATION VIDEO"

Both insulation blocks must touch the mat in the green grid area for any points to be earned in that mission. The action shown in the mission video would NOT score at all (sorry for the confusion).

ANSWER-3 [9-10-08] "DRILL ASSEMBLY ALONE"

Raising the drill assembly is worth points as a stand-alone task, even if the rig does not get delivered.

ANSWER-2 [9-10-08] "PRE-PLACED LEVEES"

The pre-placed levee blocks set up on the thin red rectangles when the match starts are understood to be upright, touching red shores, and could score that way. If they're moved during the match, even out of scoring position, but then returned to scoring position by the end of the match, they will score. The warning against "damaging" them only applies at the end of the match. The Required Methods rule does not apply here.

ANSWER-1 [9-10-08] "ICE BERGS"

Three white 1X4 LEGO bricks belong on their outlines near the big ice sheet. We missed mentioning them on the Field Setup page, but they are obstacles associated with the Research Area, and they may NOT be considered "Stray Objects" (see the Stray Objects rule).