DECODE™

PRESENTED BY **RTX**

Students will investigate the power of the world's artifacts and unlock mysteries in the 2025-2026 *FIRST*® Tech Challenge game, DECODE™ presented by RTX.

The *FIRST* Tech Challenge community will use their STEM and teamwork skills to dig deeper into discoveries than ever before. This season, teams around the world will collaborate and innovate as they design, build, program, and operate robots to compete in an archaeology-inspired two-on-two challenge.

Uncover The Future

firstinspires.org/robotics/ftc

FIRST AGE™

PRESENTED BY Qualcomm

GAMEPLAY

ALLIANCES of two teams each compete to classify ARTIFACTS and decode the MOTIF.

- **AUTO:** ROBOTS operate using pre-programmed instructions and sensor inputs to score ARTIFACTS in their GOAL. ROBOTS that can build PATTERNS on their CLASSIFIER RAMP based on a MOTIF, randomly determined at the start of the MATCH, earn additional points.

- **TELEOP:** ROBOTS are controlled by human drivers. Teams earn points by collecting ARTIFACTS and scoring them in their GOAL. Once the RAMP is full, ARTIFACTS will OVERFLOW and ROBOTS will need to open the GATE to continue classifying ARTIFACTS.

- **ENDGAME:** In the final seconds of the MATCH, ROBOTS finalize their PATTERNS on their RAMP and race to try and fit both ROBOTS into their BASE ZONE.

ALLIANCES that earn the most points win the MATCH and additional RANKING POINT bonuses are earned for scoring achievements throughout the MATCH.