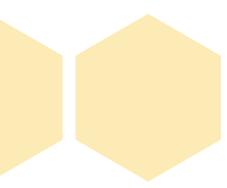


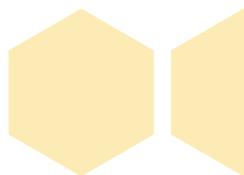
# STORY

Worker bees have been disappearing and beekeepers have deployed robotic drones to try to save their hive. These six robotic drones must collect nectar and combs for food and safety. However, their time is limited as they must save other hives as well. In HyperHive, alliances race to better fortify the hive.



# GAMEPLAY

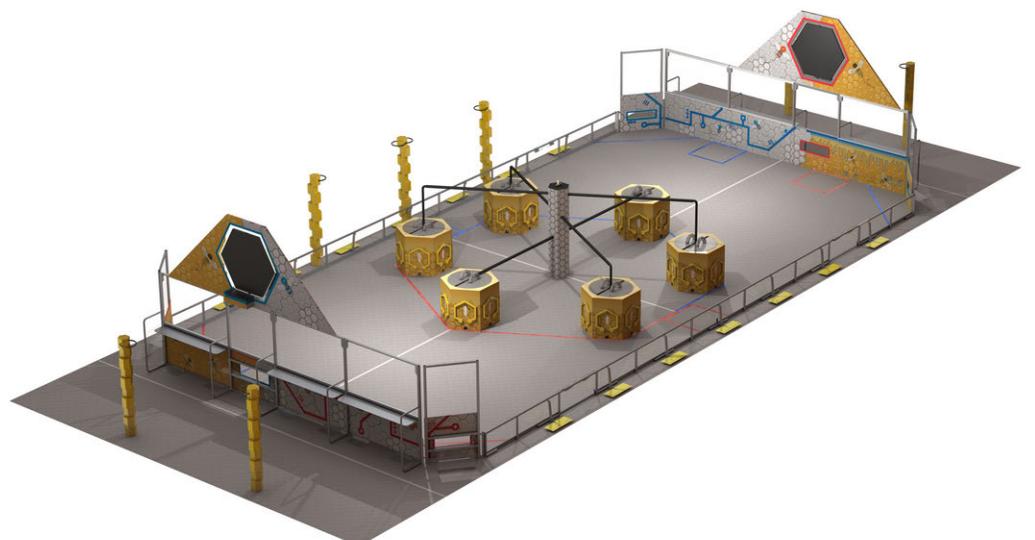
In the first 15 seconds of the match, robots are controlled autonomously. The hive is split in half vertically, with three unique starting spots. Robots score nectar (regulation tennis balls) onto a high goal or into a low goal. Over the course of the match, 750 nectar are introduced into play. There are 6 dispensers, hexagonal structures on the vertices of the inner hex. Robots also pass combs (1.5' diameter plastic hexagons) to the beekeepers. They score combs by assembling them into a chain on the outside of the hive. There are a total of 36 combs that robots can obtain. When an alliance scores seven combs, they can flip their high goal.



# ENDGAME

In the last 30 seconds of the match, robots attempt to leave the hive. Robots hang on bars of varying heights in the inner hex. The winner is the alliance with the most points at the end of the match.

SCORING VALUES	
Autonomous Box	5 points
Low Nectar	1/3 point
High Nectar	1 point
Comb	15 points
Level One Climb	30 points
Level Two Climb	60 points
Level Three Climb	90 points
Take Flight Elim Bonus	30 points



# ADDITIONAL INFORMATION

## RULES AND PENALTIES



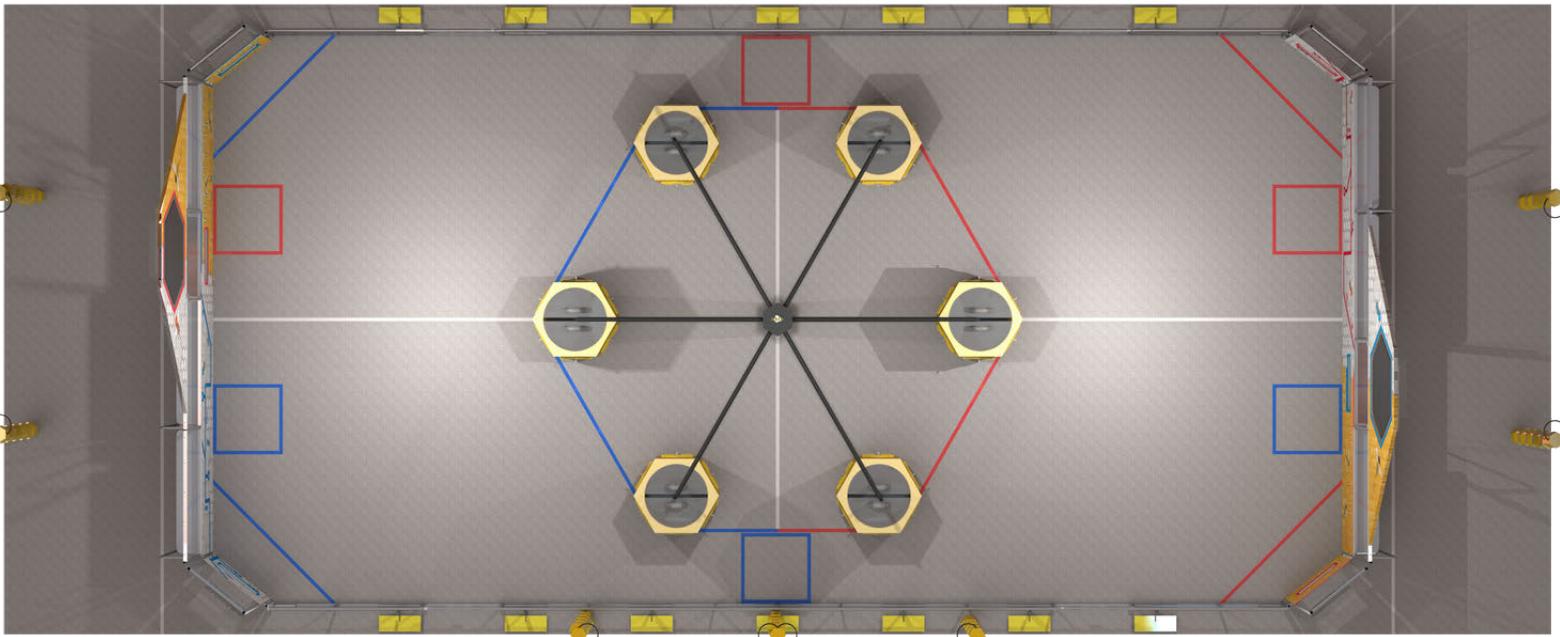
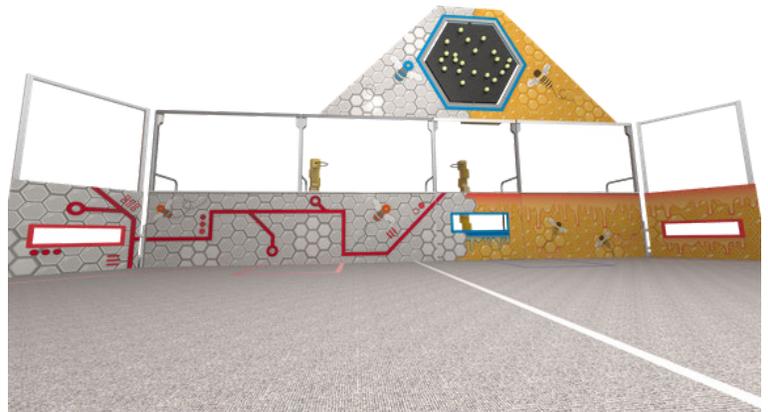
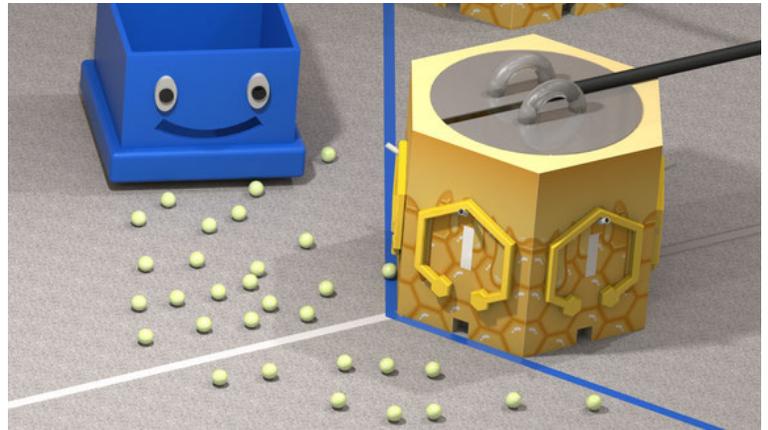
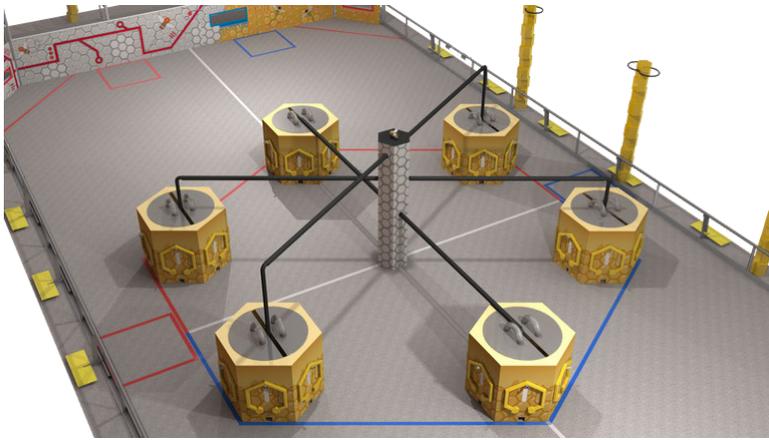
- Robot's starting dimensions may not exceed 36"x36"x24".
- Robots may not extend outside of their starting dimensions except during ENDGAME.
- During AUTONOMOUS PERIOD, no part of a robot's bumpers or mechanisms may break the plane of the white line parallel to the long side of the field.
- No part of a robot's bumpers or mechanisms may break the plane of their opponent's SAFE ZONE.
- Robots may not manipulate more than one COMB at a time.
- During ENDGAME, no part of a robot's bumpers or mechanisms may contact an opposing robot while on the opposing side of the INNER HEX.
- Each bar can only hold one robot. A violation of this rule will result in both robots losing points (and ranking point if applicable) for hanging.
- Robot mechanisms may not attempt to maliciously deform or break any FIELD ELEMENTS.
- Robots may not attempt to maliciously break another robot whether on their team or opposing.
- All teams must show gracious professionalism on and off the field.

## RANKING POINTS

- 1 RP Fortify the Hive - Both alliances score 7 COMBS on the chain.
- 1 RP Take Flight - At least two alliance robots hang on the bars.
- 2 RP Match Win
- 1 RP Match Tie
- 0 RP Match Loss



# THE HIVE



# FIRST HYPERHIVE



## FIELD ART

