

Kickoff Game Break Down

At the beginning of every January, teams learn what the game is going to be. At Kickoff, the gameplay and different rules are all revealed. All game materials will be listed on [Season Materials webpage](#). Teams who have questions on something within the manual can visit the [Q&A page](#). There are also periodic Team Updates describing any rule changes or clarifications. Use this worksheet to develop a plan to break down the game, work your way through the game rules and answer important questions to understand this year's game better! If you get stuck, check out the [Kickoff Worksheet](#).



Kickoff Game Break Down

- ❑ Go through this worksheet and its questions with your team.
- ❑ This worksheet includes the **following sections**:

01. Game pieces and goals
02. Field Set up
03. Scoring
04. Ranking

01 Game Pieces and Goals



DISCUSSION

Think about the game pieces in the game and where to score them..

1. What game pieces are you able to score for points and Where?

2. Where do you acquire games pieces? (Floor, station, etc.)

3. How many game pieces can you possess at one time?

4. Are there any other ways to score points?

02 Field Setup



DISCUSSION

Identify specifics of how the field is layed out

1. Where do you place your robot on the field at the beginning of the match?

2. Where are the goals located on the field? Where are the game pieces located on the field?

3. Where are the areas on the field that other robots can not come in contact with your robot, and vice versa?

03 Scoring



DISCUSSION

Think about all the different ways of scoring.

1. How does your robot score points in AUTO Mode?

2. How does your robot score points during the match?

3. How does your robot score points during the end game?

04 Ranking



DISCUSSION

Think about how teams rank during qualification matches of the competition.

1. What are different ways your team can earn Ranking Points?

2. What other factors play role in the overall rankings?

05 Designing



DISCUSSION

Begin thinking about how you can create a robot for the game based on your previous answers

1. Make a priority list for different scoring opportunities

2. What past mechanisms from previous games can you look at for inspiration?

3. For next steps, please visit the prototyping, mechanisms, robot software, and electrical/pneumatics worksheets.

[For additional help, visit the Technical Resources webpage.](#)