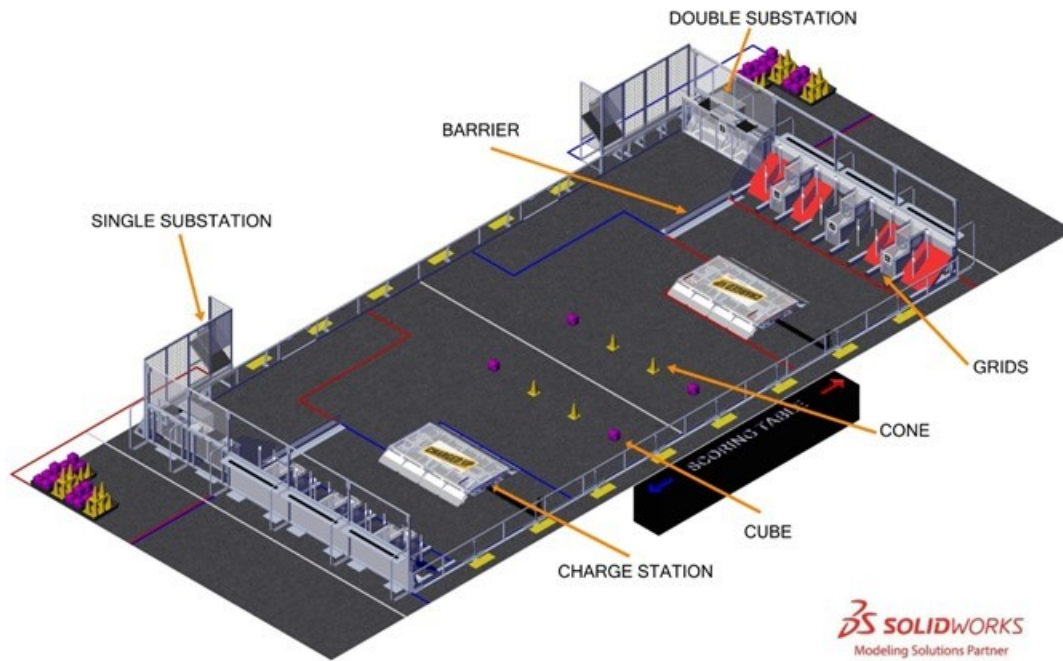


4 GAME OVERVIEW

Figure 4-1 CHARGED UP field and key elements



In CHARGED UPSM presented by Haas, two competing alliances are invited to process game pieces to bring energy to their community. Each alliance brings energy to their community by retrieving their game pieces from substations and scoring it into the grid. Human players provide the game pieces to the robots from the substations. In the final moments of each match, alliance robots race to dock or engage with their charge station!

Each match begins with a 15-second autonomous period, during which time alliance robots operate only on pre-programmed instructions to score points by:

- leaving their community,
- retrieving and scoring game pieces onto the grid,
- docking on or engaging with their charge station.

In the final 2 minutes and 15 seconds of the match, drivers take control of the robots and score points by:

- continuing to retrieve and score their game pieces onto the grid and
- docking on or engaging with their charge station.

The alliance with the highest score at the end of the match wins!

