



**The Game:**

CENTERSTAGE<sup>SM</sup> presented by RTX is played on a 12 ft. x 12 ft. (3.7m x 3.7m) square field with approximately 1 ft. (0.3 m) high walls and a soft foam mat floor. There are two Alliances – “red” and “blue” – made up of two Robots each. Pixels are the Alliance-neutral scoring elements. There are 94 Pixels (64 white, 10 purple, 10 yellow, and 10 green). Four white Pixels are used as indicators for the Autonomous Period to direct the Robots to specific scoring areas. At the back of the field are two alliance-specific Backdrop and Backstage areas where robots score Pixels. Approximately midfield are four Trusses made up of Riggings and one Stage Door. In the front corners of the field are alliance-specific Wings where robots receive Pixels from the Human Player. There are six stacks of Pixels against the front wall of the field for Robots to retrieve and score. In front of the field are three Landing Zones where Robots will launch Drones.

Robots must traverse around the field under the Truss or through the Stage Door to access Pixels located against the front field wall. Pixels may also be placed by the Human Player into the Wings for Robots to access and score on the Backdrop or Backstage. There are different colors of the Pixels or the Robots to score Mosaics of three non-white Pixels in certain patterns.

Prior to the start of the Match, Robots must be touching the wall closest to their alliance station at specified locations and may possess up to two Pre-Load Pixels (one yellow and one purple) and their Drone. Teams may place their own manufactured Team Prop on the field directly in front of their Robot.

Matches have two distinct periods of play: a 30-second Autonomous period followed by a two-minute Driver-Controlled period. The last thirty seconds of the Driver-Controlled period is called the End Game which adds new scoring opportunities for the Robots to achieve.

**Autonomous Period:**

Robots may place Pixels in their corresponding Backdrop or Backstage closest to their Alliance Station. They can park in several locations at the end of the period for different points. Robots that can read the location of the Randomized Pixel and place their Pixel onto the correct Backdrop location earn points. Using their Team Prop to accomplish these tasks earns additional points.

**Driver-Controlled Period:**

Alliances earn points by scoring Pixels on their Backdrops or in their Backstage Areas. Mosaics on the Backdrop earn Artist Bonus points. Pixels crossing Set Lines on the Backdrop also earn Set Bonus points.

**End Game:**

Alliances may continue to score Pixels on Backdrops or Backstage. They may also launch Drones from their Robots over the Truss into Landing Zones in front of the Playing Field. They may also suspend their Robots from the Riggings connected to the Truss or Park their Robots in the Backstage for various points.

**Autonomous Period Scoring:**

Navigating:

- Parked In Alliance Backstage: .....5 points
- Randomization Tasks based on white Pixel:
  - Purple Pixel in Spike Mark location: ..... 10 points
  - Yellow Pixel in correct column on Backdrop: 10 points
- Randomization Tasks based on Team Art:
  - Purple Pixel in Spike Mark location: .....20 points
  - Yellow Pixel in correct column on Backdrop: 20 points
- Pixels:
  - Placed in Backstage: .....3 points
  - Placed on Backdrop: .....5 points

**Driver-Controlled Period Scoring:**

- Pixels:
  - Placed in Backstage: ..... 1 point
  - Placed on Backdrop: .....3 points
  - Artist Bonus: .....10 points
  - Set Bonus: ..... 10 points each

**End Game Scoring:**

- Robot Parked In Backstage: .....5 points
- Robot Suspended from Riggings: .....20 points
- Drone Launching:
  - In Landing Zone 1 (closest to the field): .....30 points
  - In Landing Zone 2:.....20 points
  - In Landing Zone 3:.....10 points