

Southern Utah University

Engineering & Technology Fair

Relic Recovery Rematch

Note: All rules for the Relic Recovery game still apply, unless otherwise noted in this document.



Airborne

- No jump penalty (for example, you can throw the relic or glyph)
- Hitting a human with flying objects is a 50 pt penalty.

Autonomous

- You can enter the opposing alliance's area during autonomous.

End Game Change

- In addition to scoring relics in the recovery zone, you can score glyphs as relics during End Game. Every glyph in the recovery area will be scored as a standing relic.
- You can score up to 4 relics in your Recovery Zone.
- Parking on your own balancing stone is worth 20 points; Parking on the opposing alliance's stone is worth 30 points.

General Changes

- You can control up to 5 glyphs at a time.
- The penalty for blocking a robot with your robot is doubled.
- There will be a total of 8 relics in the game area. The 4 extra glyphs will be set on top of glyph pile.
- There will be 16 additional glyphs (8 gray, 8 brown) in the glyph pile at the beginning of the match.

Glyph Box Changes

- You can block the opposing alliance's crypto box with your own relics.
- Standing Relics count as 2 glyphs in the cryptobox. Laying robots count as 1 glyph
- Stacking a relic on top of completed column is worth 40 points.

Penalties

- No ramming or intentionally damaging robots - this is not a demolition derby. Remember, you need to be able to use your robots again next season.
- Causing permanent damage to part of your opponents' robot is a 30 point penalty.
- Hitting a human with flying objects is a 50 pt penalty.
- The penalty for blocking a robot with your robot is 20 points.

Reminders

- No ramming or intentionally damaging robots - this is not a demolition derby. Remember, you need to be able to use your robots again next season.
- The Legal and Illegal Parts List remains the same.

Point Breakdown

Autonomous Period Scoring	
Alliance-specific Jewel remaining on platform	30 points per jewel
Glyph scored in crypto box	15 points per points
Glyph bonus for Cryptobox Key column	30 points per glyph
Robot Parked in Safe Zone	10 points per robot

Driver Control Period Scoring	
Glyph scored in crypto box	2 points per glyph
Standing relic in the crypto box	4 points per relic
Completed row of 3 glyphs in crypto box	10 point per row
Completed column of 4 glyphs in crypto box	20 points per column
Completed cypher	30 points per cypher

End Game Scoring	
Relic laying down in relic recovery zone 1	10 points per relic
Relic standing or glyph in relic recovery zone 1	25 points per relic or glyph
Relic laying down in relic recovery zone 2	20 points per relic
Relic standing or glyph in relic recovery zone 2	35 points per relic or glyph
Relic laying down in relic recovery zone 3	30 points per relic
Relic standing or glyph in relic recovery zone 3	45 points per relic or glyph
Robot balanced on alliance's balancing stone	20 points per robot
Robot balanced on opponent's balancing stone	30 points per robot

Penalties	
Hitting a human with a flying object	-50 points per object
Blocking a robot with your robot	-20 points per 3 second block
Causing permanent damage to your opponent's robot	-30 point per part damage