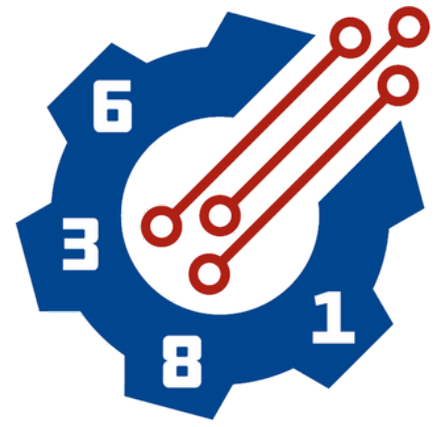


AUTO

Robot leave Starting Zone	2 pts
Note in Amp	2 pts
Note in Speaker	5 pts



**RED RAIDER
ROBOTICS**

TELE-OP

Amp note	1 pt
Speaker note	2 pts
Speaker note (amplified)	5 pts

END GAME

Park (stage, not hanging)	1 pt
Onstage (hanging)	3 pts
Onstage with spotlight/ Note on mic	4 pts
Harmony- over one robot on a single chain, per additional robot	2 pts
Note in trap (Max:1 per trap)	5 pts

HOW THE GAME WORKS

The tall structures at the end of each field are the **Speakers**. The shorter ones on the sides of the field with a human player behind it is the **Amp**. The big structures in the center are the **Stages**, with the poles on top being the **Microphones** and the flapping door being the **Trap**. **Notes** are the rings.

- **Auto** is the first 15 second with no human control.
- **Tele-op** is the remaining time with human control.

Once each alliance has scored in the **Amp** the **Coopertition** button can be pressed.

Once our alliance has scored in the **Amp** twice, the **Amplify** buttons can be pressed for all notes in the **Speaker** to give extra points for 10 seconds.

Endgame entails robots putting **Notes** in the **trap**, hanging on the chain, and the human player throwing **Notes** onto the **microphone** to spotlight the robots on that chain for extra points.