



CHALLENGE UPDATES

Version: January 23, 2024

New: **Update 28**

Supplements and corrections are marked by **red, bold text**, deletions by ~~crossed-out text~~.

Updates

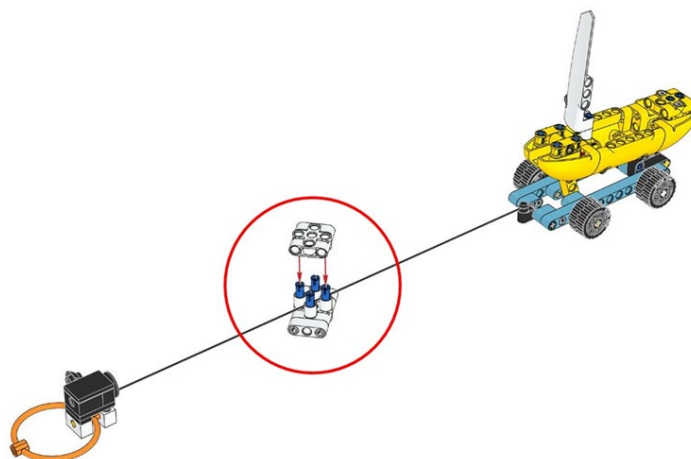
Update 28 – RULE "DURING THE MATCH: OUTSIDE HOME" (P. 20)

Section 4 is amended as follows (in continuation of Updates 11 & 23):

Teams may not separate the Dual Lock, take models apart, or break a mission model. ~~Missions clearly made possible or easier will not count.~~ In this case, no points are scored for this mission model.

Update 27 – M09 Movie Set

All mission models should be built according to the LEGO Building Instructions, regardless of photos found within the Robot Game Rulebook. Paying close attention to the circled areas, when built correctly, the route of the thread through the white attachment on the mat should match the following, i.e. the thread runs through the attachment from the upper right to the lower left:



Update 26 – CLARIFICATION FOR RULE “BEFORE THE MATCH | EQUIPMENT” (P. 17)

We acknowledge that the use of LEGO® Powered Up electric elements has been unclear in the rules previously and apologize for any confusion this may have caused. We hereby confirm that – going forward – the use of these motors is officially allowed. Please note that the limit regarding the allowable number of controllers, motors, and sensors in any particular match (outlined in Before the Match | Equipment #3), still applies.

Update 24 & 25

Only relevant for the German translation of the Robot Game Rulebook.

Update 23 – RULE “DURING THE MATCH: OUTSIDE HOME” (P. 20)

Section 4 is amended as follows (in continuation of Update 11): Teams may not separate the Dual Lock, take models apart, or break a mission model. **In this case, no points are scored for this mission model.**

Update 22 – RULE “BEFORE THE MATCH: MATCH SETUP” (P. 18)

The last sentence of section 2 is amended as follows:

Equipment stored on the table may extend past the left and right walls only, **but not under the table.**

Update 21 – M12 VIRTUAL REALITY ARTIST

The phrasing of the second main requirement is amended as follows:

BONUS: And is **at least partly** over or past the lavender dot: **20 ADDED**

Update 20 – M11 LIGHT SHOW

The added requirements are supplemented as follows:

*If the white pointer rests between zones, you earn points for the higher scoring zone of the two. **A team can only score points for one area.***

Update 19 – M09 MOVIE SET

The phrasing of the first main requirement is amended as follows:

If the boat is touching the mat and is completely **left of** the black scene line: **10**

Update 18 – M08 ROLLING CAMERA

The added requirements are supplemented as follows:

*If the white pointer is on a colored tile, you earn points for the higher scoring area of the track. **A team can only score points for one area.***

Update 17 – M06 MUSIC CONCERT LIGHTS AND SOUNDS

The phrasing of the second main requirement is amended as follows:

If the speakers' orange lever is rotated completely **counterclockwise: 10**

Update 16 – M05 AUGMENTED REALITY STATUE

The phrasing of the main requirement is amended as follows:

If the augmented reality statue's orange lever is rotated completely **counterclockwise: 30**

Update 15 – M04 LEGO ART PIECE

The phrasing of the second main requirement is amended as follows:

Bonus: And if the art piece **is only touching** the pedestal: **20 ADDED**

Update 14 – POSITIONING OF MISSION MODELS (P. 7)

The following text is added below the example mission layout on p. 7:

POSITIONING OF THE MISSION MODELS

The main requirements of the missions and the instructions for resetting the mission models include the directions "right", "left", "top/up(ward)" or "bottom/down(ward)". This always refers to the perspective towards the mission models from the bottom edge of the field (see section "Field Setup").

Update 13 – RULE "AFTER THE MATCH | SCORING" (P. 21)

Addition to section 3:

Even when something is required to be "partly in" an area, the lines and airspace above that area count as "in" unless otherwise mentioned.

Update 12 – M08 ROLLING CAMERA

In this task, the formulation "left of dark blue" means to the left of all three dark blue tiles on the rail.

Update 11 – RULE "DURING THE MATCH: OUTSIDE HOME" (P. 20)

Section 4 is amended as follows:

Teams may not separate the Dual Lock, take models apart, or break a mission model. Missions clearly made possible or easier will not count. ~~If a mission model is combined with anything (including the robot), the combination must be loose or simple enough that, if asked to, a technician could immediately free the mission model in perfect original condition. Points scored using combinations that fail this test will not count.~~

The statement about combinations between a mission model and something else is therefore no longer applicable.

Update 10 – M03 IMMERSIVE EXPERIENCE

Only relevant for the German translation of the mission description.

Update 09 – EXPERT STARTING & ENDING LOCATION CLARIFICATION

The following image has been created as a guide to display the starting and ending locations of the different MASTERPIECE experts:



Update 08 – M04 LEGO ART PIECE CLARIFICATION

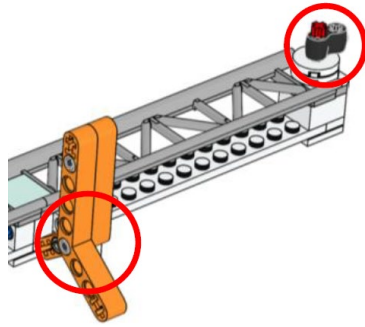
Teams attempting Mission 04 must identify their art piece during the pre-match inspection.

Update 07 – CLARIFICATION FOR DURING THE MATCH: OUTSIDE HOME (P. 20)

If a robot is interrupted completely outside of home by technicians from one side of the table, they may hand the robot to the technicians on the other side of the table. The team still loses a precision token.

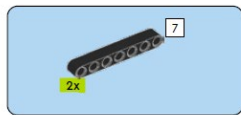
Update 06 – M08 ROLLING CAMERA

All mission models should be built according to the LEGO Building Instructions, regardless of photos found within the Robot Game Rulebook. Paying close attention to the circled areas, when built correctly, the end of the rail should match the following:

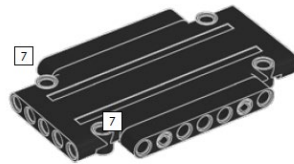


Update 05 – M13 CRAFT CREATOR

In the building instructions of the mission model, the number of black beams needed for steps 2 and 4 was corrected: originally, it stated "1x", but 2 are required for each step. The corrected version of the building instructions can be found in the [Challenge Resources](#) on our Website and in the [FIRST LEGO League Documents SharePoint](#).



2



2

Update 04 – RULE "DURING THE MATCH | INSIDE HOME" (P. 19)

Only relevant for the German translation of the rule.

Update 03 – M12 VIRTUAL REALITY ARTIST

Only relevant for the German translation of the mission description.

Update 02 – Scoresheet Update – M14 AUDIENCE DELIVERY

The scoresheet values of Mission 14 found on page 30/31 of the Robot Game Rulebook are incorrect and do not match those found in the mission description. The second sentence of the scoresheet should read as follows:

If a target destination has at least one audience member completely in it: 5 EACH DESTINATION

Update 01 – Scoresheet Update – M13 CRAFT CREATOR

The scoresheet found on page 30/31 of the of the Robot Game Rulebook mentions the following mission constraint:

To score, team equipment may not be touching the craft machine at the end of the match.

This constraint does not exist in this mission's description and thus should be ignored. Restated, team equipment **MAY** be touching the craft machine at the end of the match.