FIRST LEGO LEAGUE CHALLENGE
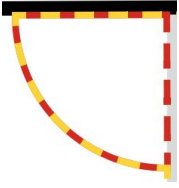
Learn the Missions

TEAM NAME:

TEAM NUMBER:

Learn the Missions

Instructions: Print out. Cut along solid line. Create a tent fold along the dashed line. Place near matching mission model.

Equipment Inspection

If your robot and all your equipment fit completely in one launch area and are under a height **20** limit of 12 in. (305 mm) during the pre-match inspection:: **20**

M01 3D Cinema

If the 3D cinema's small red beam is completely to the right of the black frame: **20**

M02 Theater Scene Change

If your theater's red flag is down and the active scene color is:
Blue: 10 Pink: 20 Orange: 30

BONUS: And if both teams' active scenes match: **Blue: 20 ADDED Pink: 30 ADDED Orange: 10 ADDED**

M03 Immersive Experience

If the three immersive experience screens are raised: **20**

To score, team equipment may not be touching the immersive experience model at the end of the match.

M04 MASTERPIECE

If your team's LEGO® art piece is at least partly in the museum target area: **10**

BONUS: And if the art piece is completely supported by the pedestal: **20 ADDED** To score the bonus, at the end of the match, the art piece may only be touching the pedestal and the pedestal may not be touching any team equipment except the art piece.

M05 Augmented Reality Statue

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

Learn the Missions

Instructions: Print out. Cut along solid line. Create a tent fold along the dashed line. Place near matching mission model.

M06 Music Concert Lights and Sounds

If the lights' orange lever is rotated completely downwards: **10**
If the speakers' orange lever is rotated completely to the left: **10**

M07 Hologram Performer

If the hologram performer's orange push activator is completely past the black stage set line: **20**

M08 Rolling Camera

If the rolling camera's white pointer is:
Left of dark blue, but right of medium and light blue: **10**
Left of dark and medium blue, but right of light blue: **20**
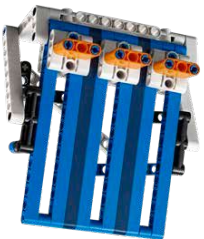Left of dark, medium, and light blue: **30**

If the white pointer is on a colored tile, you earn points for the higher scoring area of the track.

M09 Movie Set

If the boat is touching the mat and is completely past the black scene line: **10**
If the camera is touching the mat and is at least partly in the camera target area: **10**

The camera includes the loop, but not the string. When scoring, the scene line extends vertically from the top to the bottom of the field.

M10 Sound Mixer

If a sound mixer slider is raised: **10 EACH**

To score, team equipment may not be touching the sound mixer or sliders at the end of the match.

M11 Light Show

If the light show's white pointer is within zone. **Yellow: 10 Green: 20 Blue: 30**

If the white pointer rests between zones, you earn points for the higher scoring zone of the two.

Instructions: Print out. Cut along solid line. Create a tent fold along the dashed line. Place near matching mission model.

M12 Virtual Reality Artist

If the chicken is intact and has moved from its starting position: **10**

BONUS:
And is over or completely past the lavender dot: **20 ADDED**

M13 Craft Creator

If the craft machine's orange and white lid is completely open: **10**
If the craft machine's light pink latch is pointing straight down **20**

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

M14 Audience Delivery

If an audience member is completely in a target destination: **5 EACH MEMBER**

If a target destination has at least one audience member completely in it: **10 EACH DESTINATION**

M15 Expert Delivery

If the following experts are at least partly in their target destinations: **10 EACH**
Sam the Stage Manager in Movie Set; Anna the Curator in Museum; Noah the Sound Engineer in Music Concert; Izzy the Skateboarder in Skate Park; Emily the Visual Effects Director in Cinema.
The expert includes the loop and the base.

Precision Tokens

You begin the match with six precision tokens worth 50 free points. The referee holds onto them. If you interrupt the robot outside of home, the referee removes one token. You keep points for the number of remaining tokens at the end of the match. If the number remaining is:
1:10, 2:15, 3:25, 4:35, 5:50, 6:50

EQUIPMENT INSPECTION

If your robot and all your equipment fit completely in one launch area and are under a height limit of 12 in. (305 mm) during the pre-match inspection: **20**

MISSION 01   3D CINEMA

If the 3D cinema's small red beam is completely to the right of the black frame: **20**

MISSION 02   THEATER SCENE CHANGE

If your theater's red flag is down and the active scene color is:
     Blue: **10**   **Pink**: **20**   **Orange**: **30**
   • **BONUS**: And if both teams' active scenes match:
     Blue: **20 ADDED**   **Pink**: **30 ADDED**   **Orange**: **10 ADDED**

Teams may activate only their own model.
It is not possible to earn the bonus in remote competitions.

MISSION 03   IMMERSIVE EXPERIENCE

If the three immersive experience screens are raised: **20**

To score, team equipment may not be touching the immersive experience model at the end of the match.

MISSION 04   MASTERPIECE℠

If your team's LEGO® art piece is at least partly in the museum target area: **10**

   • **BONUS**: And if the art piece is completely supported by the pedestal: **20 ADDED**

To score the bonus, at the end of the match, the art piece may only be touching the pedestal and the pedestal may not be touching any team equipment except the art piece.

MISSION 05   AUGMENTED REALITY STATUE

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

MISSION 06   MUSIC CONCERT LIGHTS AND SOUNDS

If the lights' orange lever is rotated completely downwards: **10**

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

MISSION 07   HOLOGRAM PERFORMER

If the hologram performer's orange push activator is completely past the black stage set line: **20**

MISSION 08   ROLLING CAMERA

If the rolling camera's white pointer is:

   • Left of dark blue, but right of medium and light blue: **10**

   • Left of dark and medium blue, but right of light blue: **20**

   • Left of dark, medium, and light blue: **30**

If the white pointer is on a colored tile, you earn points for the higher scoring area of the track.

MISSION 09 — MOVIE SET

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

If the camera is touching the mat and is at least partly in the camera target area: **10**

The camera includes the loop, but not the string.
When scoring, the scene line extends vertically from the top to the bottom of the field.

MISSION 10 — SOUND MIXER

If a sound mixer slider is raised: **10 EACH**

To score, team equipment may not be touching the sound mixer or sliders at the end of the match.

MISSION 11 — LIGHT SHOW

If the light show's white pointer is within zone
      Yellow: **10**   **Green**: **20**   **Blue**: **30**

If the white pointer rests between zones, you earn points for the higher scoring zone of the two.

MISSION 12 — VIRTUAL REALITY ARTIST

If the chicken is intact and has moved from its starting position: **10**

   • **BONUS**: And is over or completely past the lavender dot: **20 ADDED**

MISSION 13 — CRAFT CREATOR

If the craft machine's orange and white lid is completely open: **10**

If the craft machine's light pink latch is pointing straight down **20**

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

MISSION 14 — AUDIENCE DELIVERY

If an audience member is completely in a target destination:
      5 EACH MEMBER

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

MISSION 15 — EXPERT DELIVERY

If the following experts are at least partly in their target destinations:
    • Sam the Stage Manager in Movie Set
    • Anna the Curator in Museum
    • Noah the Sound Engineer in Music Concert   **10 EACH**
    • Izzy the Skateboarder in Skate Park
    • Emily the Visual Effects Director in Cinema

The expert includes the loop and the base.

PRECISION TOKENS

If the number of precision tokens remaining is:
    1: **10**,   **2**: **15**,   **3**: **25**,   **4**: **35**,   **5**: **50**,   **6**: **50**