

<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <h2 style="margin: 0;">Game Board</h2> </div> <div style="width: 50%;"> <h2 style="margin: 0;">Game Rules</h2> </div> </div>																																																																																																																								
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <h3 style="margin: 0;">Game Board</h3> <p style="margin: 5px 0;"> Auto <input type="radio"/> Y </p> <p style="margin: 5px 0;"> Land <input type="radio"/> ▲ </p> <p style="margin: 5px 0;"> Sample <input type="radio"/> ○ </p> <p style="margin: 5px 0;"> Claim <input type="radio"/> ▲ </p> <p style="margin: 5px 0;"> Park <input type="radio"/> ▲ </p> <p style="margin: 5px 0;"> 1 2 </p> <p style="margin: 5px 0;"> EndGame <input type="radio"/> Y </p> <p style="margin: 5px 0;"> Hang <input type="radio"/> ○ </p> <p style="margin: 5px 0;"> Part. Park <input type="radio"/> ○ </p> <p style="margin: 5px 0;"> Full Park <input type="radio"/> ○ </p> </div> <div style="width: 50%;"> <h3 style="margin: 0;">Game Rules</h3> <p style="margin: 5px 0;"> TeleOp </p> <p style="margin: 5px 0;"> # of Minerals in Correct Lander </p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> </table> <p style="margin: 5px 0;"> # of Minerals in Correct Depot </p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> <tr><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td></tr> </table> <p style="margin: 5px 0;"> Other </p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="width: 33%;"> Defense? 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Major Pen. <input type="radio"/>	Silver <input type="radio"/>	Full <input type="radio"/>																																																																																																																						

												Match #	
												Qual <input type="radio"/> Elim <input type="radio"/>	
												Alliance Color	
												Red <input type="radio"/> Blue <input type="radio"/>	
												Starting Side	
												Cra. <input type="radio"/> Dep. <input type="radio"/>	
												Team #	

AUTO

Y

Land	<input type="radio"/>	▲
Sample	<input type="radio"/>	
Claim	<input type="radio"/>	▲
Park	<input type="radio"/>	▲
	1	2

EndGame Y

Hang	<input type="radio"/>
Part. Park	<input type="radio"/>
Full Park	<input type="radio"/>


TeleOp


of Minerals in Correct Lander

0	1	2	3	4	5	6	7	8	9
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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of Minerals in Correct Depot


0	1	2	3	4	5	6	7	8	9
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Other

Defense?	<input type="radio"/>	Cargo Hold	<input type="radio"/>	Disconnect	<input type="radio"/>
Minor Pen.	<input type="radio"/>	Gold	<input type="radio"/>	Part.	<input type="radio"/>
Major Pen.	<input type="radio"/>	Silver	<input type="radio"/>	Full	<input type="radio"/>



												Match Type Qual <input type="radio"/> Elim <input type="radio"/>	
												Alliance Color Red <input type="radio"/> Blue <input type="radio"/>	
												Starting Side Cra. <input type="radio"/> Dep. <input type="radio"/>	
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Auto		Y			TeleOp	
Land	<input type="radio"/>	▲	# of Minerals in Correct Lander			
Sample	<input type="radio"/>	○	0	1	2	3
Claim	<input type="radio"/>	▲	4	5	6	7
Park	<input type="radio"/>	▲	8	9		
		1	2	# of Minerals in Correct Depot		
				0	1	2
				3	4	5
				6	7	8
				9		
EndGame	Y					
Hang	<input type="radio"/>					
Part. Park	<input type="radio"/>					
Full Park	<input type="radio"/>					
			Other			
			Defense?	<input type="radio"/>	Cargo Hold	<input type="radio"/>
			Minor Pen.	<input type="radio"/>	Gold	<input type="radio"/>
			Major Pen.	<input type="radio"/>	Silver	<input type="radio"/>
					Disconnect	<input type="radio"/>
					Part.	<input type="radio"/>
					Full	<input type="radio"/>

												Match Type	
												Qual	Elim
												Alliance Color	
												Red	Blue
												Starting Side	
												Cra.	Dep.
Game Board													
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0	1	2	3	4	5	6	7	8	9	<input type="radio"/>	<input type="radio"/>		
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Auto			TeleOp									
Land	<input type="radio"/>	▲	# of Minerals in Correct Lander									
Sample	<input type="radio"/>	○	0	1	2	3	4	5	6	7	8	9
Claim	<input type="radio"/>	▲	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Park	<input type="radio"/>	▲	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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EndGame	Y		0	1	2	3	4	5	6	7	8	9
Hang	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Part, Park	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Full Park	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Other												
Defense?			<input type="radio"/>	Cargo Hold			Disconnect					
Minor Pen.			<input type="radio"/>	Gold			<input type="radio"/>	Part.				
Major Pen.			<input type="radio"/>	Silver			<input type="radio"/>	Full				

<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <h2 style="margin: 0;">Game Setup</h2> <p style="margin: 5px 0;"> Auto <input type="radio"/> Y <input type="radio"/> N </p> <p style="margin: 5px 0;"> Land <input type="radio"/> ▲ <input type="radio"/> ● </p> <p style="margin: 5px 0;"> Sample <input type="radio"/> ● <input type="radio"/> ○ </p> <p style="margin: 5px 0;"> Claim <input type="radio"/> ▲ <input type="radio"/> ● </p> <p style="margin: 5px 0;"> Park <input type="radio"/> ▲ <input type="radio"/> ● </p> <p style="margin: 5px 0;"> 1 2 </p> <p style="margin: 5px 0;"> EndGame <input type="radio"/> Y <input type="radio"/> N </p> <p style="margin: 5px 0;"> Hang <input type="radio"/> ● <input type="radio"/> ○ </p> <p style="margin: 5px 0;"> Part. 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Auto

Y ☐

Land ☐ ▲

Sample ☐ ○

Claim ☐ ▲

Park ☐ ▲

1 2

EndGame

Y ☐

Hang ☐

Part. Park ☐

Full Park ☐

TeleOp

of Minerals in Correct Lander


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Other

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Minor Pen. <input type="radio"/>	Gold <input type="radio"/>	Part. <input type="radio"/>
Major Pen. <input type="radio"/>	Silver <input type="radio"/>	Full <input type="radio"/>




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Auto		Y
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Sample	<input type="radio"/>	○
Claim	<input type="radio"/>	▲
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EndGame		Y
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Part. Park	<input type="radio"/>	
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