

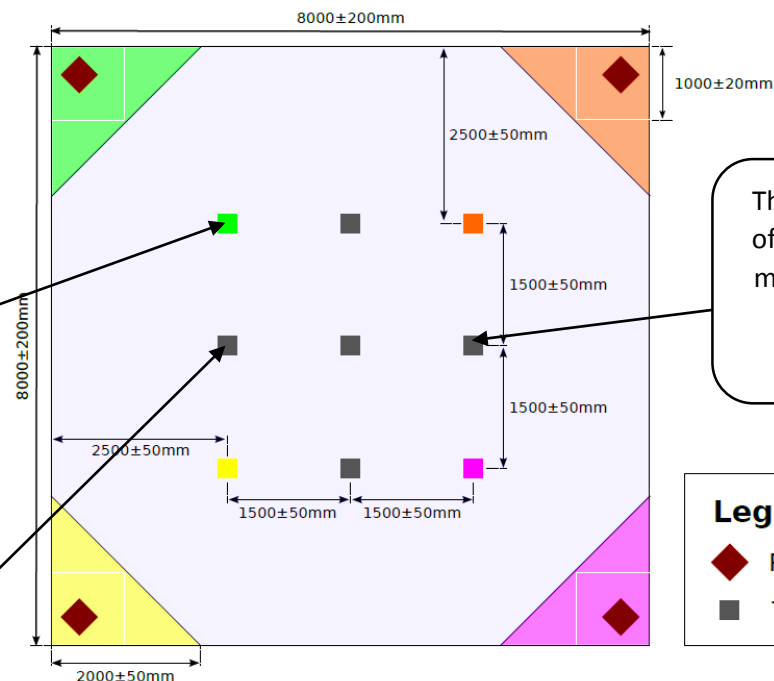
You will be assigned a different corner each match. (You can set this from the tablet interface when testing). Use `R.zone` to get the number of your corner. E.g. print "I am corner", R.zone

Key:

Corner 0	Corner 1
Corner 3	Corner 2

The nearest token (cube) to your start will already have your team's colour facing up!

The tokens (cubes) will be randomly rotated. The top faces will always start facing up, except for the 4 nearest the starting zones, as shown.



There will be 3 tokens (cubes) of each net in the arena every match. They will be randomly placed in the 9 positions shown!

Legend

- Robot
- Token

Disclaimer: Potentially inaccurate – always check the rules (available at <https://www.studentrobotics.org/docs/rules/>) before relying on this information! Ask a blueshirt, or post questions on the forums, if you are unsure!