



# 2010 FIRST Tech Challenge

Get Over It!  
Game Hints



# Hint #1 – School's in Session

I spent last week in Denver at the AUVSI show. Talk about some cool careers. We need to bottle some of that stuff and show others what's going on in the world of robotics and unmanned vehicles.

Anyway, we're clearing the final hurdles to release the new game September 11th. We think you'll be pleased.

Going though some of the stuff from the summer I came across this pic. Inspirational no?



# Hint #1 – Explained

- Picture contains 3 of the game elements
  - Cliff
  - Bridge
  - Mountain
- Text “Clearing hurdles”
  - Reference to “Get Over It”



# Hint #2 – Last Long Weekend ...

The east coast is getting buckled down for "Earl." My two cents is that storms should have more fierce sounding names. Nothing against any Earls out there but using it as a storm name doesn't instill fear. Watching all the talking heads on the news telling people to buy plywood, duct tape, bottled water, everyone needs to just... again, I digress...

The season is shaping up, many FTC events are already scheduled. As we look at our calendars here we're in for another busy season. With only a few exceptions FTC regional events should be winding down by March 9th.

In any case, enjoy the long weekend. Next weekend we'll release the game.

Take care,  
Ken



# Hint #2 – Explained

- Game Name = **Get Over It!**
- “everyone needs to just ... **Get Over It!**”
- Picture is promo shot from movie “**Get Over It**”
- Date – March 9<sup>th</sup>
  - National “Get Over It Day”





# Hint #3 – New Definition of Rock Star

I was thinking recently about how the FTC Game Design Committee works. If you don't already know, our GDC is a group of talented volunteers who put countless hours into each year's game. Some of you may curse them throughout the season as you struggle to come up with solutions, but most of you rise to meet the annual challenges. Your accomplishments are the fuel that powers the GDC.

So, to some of the smartest, socially relevant, and successful folks involved in FTC - thanks Game Design Committee. Since we typically protect their identities - we'll celebrate them here as our "Rock Stars."



# Hint #3 – Explained

- Picture is taken from iconic video for “Here We Go Again” by Ok Go.
- Ok Go has a song titled “Get Over It”
- Game Name = “Get Over It!”



# Hint #4 - Perspective

At any *FIRST* event it's hard not to focus on the robots. Based on the kit of parts and the annual challenge many robots show off their skeletons well. For folks like me that's cool. I love to see how teams have solved problems by seeing inside your designs.

Most vehicles, including industrial robots, hide those skeletons to protect what's inside. In the process there is the ability to add style etc. That's what we had in mind when we started allowing various plastics to be used in the kit a couple years back.

Over just the last two years I've been impressed with the solutions you have developed using the kit and these materials. The additional range of function and form achieved has been impressive.

Not sure if the developer of this one participated in *FIRST* however...





# Hint #4 – Explained

- Yin – Yang – Elemental balance
- Balance
  - bonuses at tend of autonomous and end of game for balancing!



# Hint #5 – Simple is as Simple Does

Great movie, a powerful message about taking what life gives you and making the most of it. Also makes an interesting statement about how much you can plan your life and how much just happens... yes I'm digressing again.

In any case we can all use help, guidance, and direction - sometimes we just need to know where to look for it.



# Hint #5 – Explained

- Guidance = reference to IR beacon placed below the mid-height baton dispenser.
- Forrest Gump
  - “Life is like a box of chocolates ... you never know what you are going to get”
  - Reference to hidden magnets in batons



# Hint #6 - Luck

Ever wonder how much of your success is based on hard work and perseverance and how much is.... luck? Personally I'm in the camp of "you make your own luck" through doing the right things. At the same time you should do all you can to help others - adding to that Karma bank never hurts.

Who gets to drive, who heads programming, who holds onto the robot... sometimes you're just drawing straws - hopefully you're not holding the "short" one next time luck is involved.



# Hint #6 – Explained

- Picture
  - Horseshoe Bend
  - Horseshoe = universal symbol for magnetism
- Text
  - “ ... sometimes you’re just drawing straws ...”
    - Reference to baton dispensers



# Hint # 7 – On The Cusp ...



Tomorrow is the big day. Kickoff events will be held in various areas around the country. Team registration is up 50% over last year! I'm sure the level of competition will be great.

I struggled with how much to share with you on this last post before the launch. The best clues strike a balance between being too easy and too arcane. Many of the clues start to look the same. Hiding clues is harder than it looks. A photo of a screw or some shrink wrapped parts from a Home Depot delivery... fun but not necessarily helpful.

So for this final post I decided to avoid telling any tall tales and wish you good luck. We can't wait to see how you like the game, Samantha WiFi, and the new stuff available this year.

Good luck teams, see you out there





# Hint #7 – Explained

- Text

- Being on the Edge (cliff)
- Level of Competition & Strike a balance (end game)
- Tale “thales”

- Thales = Greek Philosopher credited with earliest references to magnetism

- Picture

- Waldo’s glasses – find the hidden magnet batons

