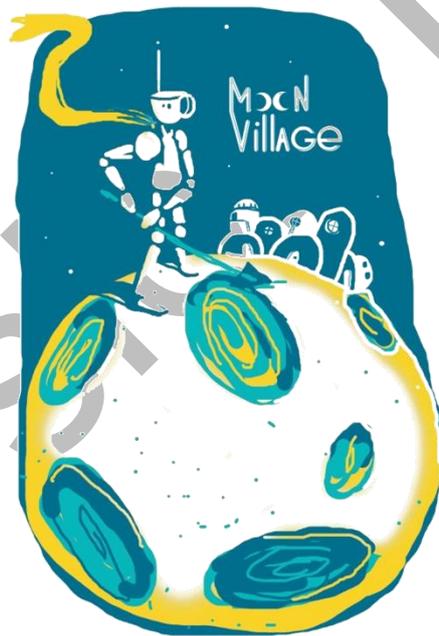


**This is the main modifications that  
will be applied to the 2017 rules.**

# **Moon Village!**

*Moon destination!*



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## A. Contest presentation

No change

## B. Theme presentation

No change

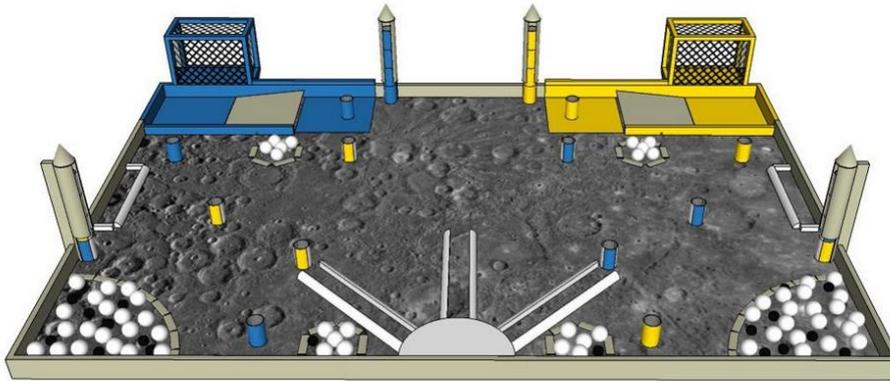
## C. Playing area and actions

### 1. Important information:

No change

### 2. Playing area

This is the illustration of the playing area as it will be in the final rules.



### **3. Starting areas**

The only position of the seesaw is the complete low position from the area #1 of the starting area (area #1 is in the corner of the playing area).

Each area of the starting area is a 360mm square.

The edge behind the seesaw is 22mm raised.

In order to have the smaller step as possible between the playing area floor and the seesaws, the edge of the seesaws are chamfered.

The seesaw will resist to a 35kg robot.

The material of the seesaw is not fixed; it will depend of the creator of the playing area. In order to exclude the differences of grip between the seesaw and the playing area, the same vinyl as the playing area will be on the seesaw.

The seesaw axis is down to 10mm from the playing area floor.

The seesaw length is changing; it passed of 400mm to 350mm.

The seesaw is not in the starting area.

The starting areas are delimited on the playing area by a 22mm large and 44mm high bracket.

### **4. Collect titanium ores and lunar modules**

The central rocket, with the multi-coloured lunar module, is deleted. This rocket is replaced by to rocket with 4 multicoloured lunar modules for each one. One rocket will be placed on each edge of the playing area, just before the great craters.

The great craters (on the bottom corner of the playing area) are now placed in a 510mm quarter of circle

The crater edges are replaced with a 30mm large and 4mm thickness piece of wood.

The cargo bays are enlarged to 100mm.

### **5. Building the Moon base**

The slots for lunar module are delimited by 28mm quarter of circle. If a country cannot found 28mm quarter of circle, they can replaced them by 30mm quarter of circle.

## **6. Launch a spacecraft (funny action)**

No change

## **D. Project presentation**

No change

## **E. The robots**

### **1. Foreword**

A robot is not allowed to stop the opposite robot from scoring some points.

- If the robot is static (for example he finished an action), he must move in order to not constitute an obstacle for the opposite robot. A robot is allowed to protect the game elements that he placed to score some points.
- A robot is allowed to move a game element:
  - In order to score some points with it
  - When the game element is moved during the achievement of an action (for example if a common game element is on the way of the robot). The number of element moved must be lower as possible.

### **2. Dimensions**

No change

### **3. Energy sources**

No change

### **4. Design constraints and mandatory equipment**

No change

### **5. Safety**

No change

## **F. Beacon systems (specific to Eurobot<sup>Open</sup>)**

No change

## **G. Match procedure**

No change

## **H. The constests**

No change

## I. Appendix

### 1. Material references

Element	Material	Remark
Crater edges	Wood	30mm large and 4mm thickness
Lunar soil mat and shuttle airlock	Printed monomeric gripping vinyl	Printing files and suppliers will inform with the final rules
Lunar Module	Rigid PVC	63mm O.D. / 57mm I.D.
Cargo bay	net	mesh size must be smaller than 40 mm

### 2. Painting references

	Colour	Reference
Team B	Traffic yellow	RAL 1023 Mate
Titanium ores	White	No painting
Moon rocks	Dark black	RAL 9005 Mate
Moon base slot + base half sphere + neutral colour of the lunar module	Traffic white	RAL 9016 Mate
Crater edges + playing area edges + rocket	Pebble grey	RAL 7032 Mate

Version