



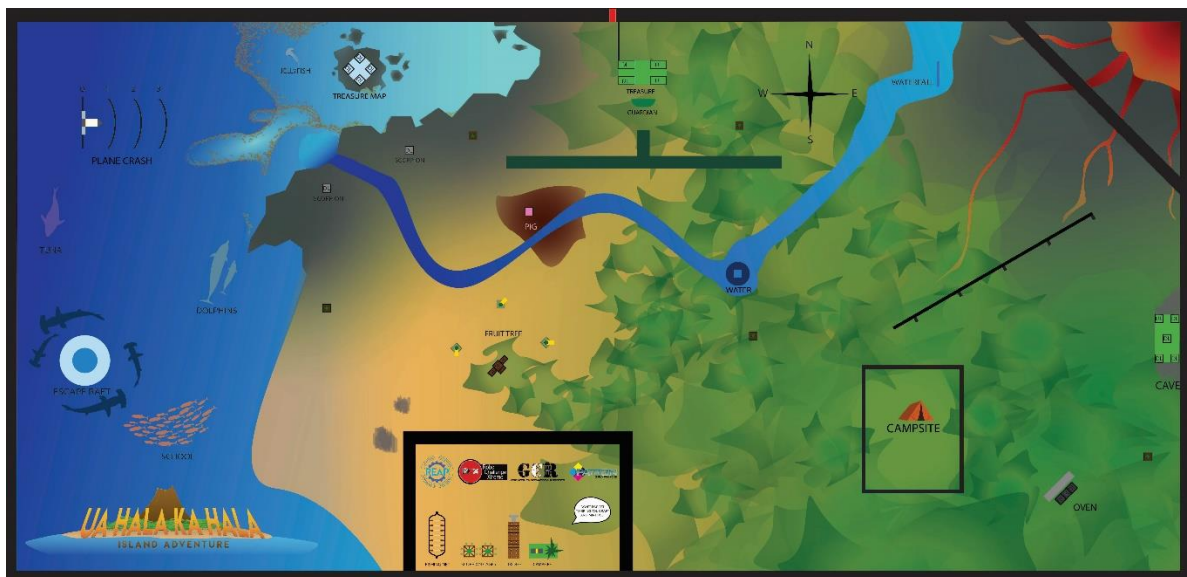
## Missions

This document is meant to be used in conjunction with other videos and documents for the Ua Hala Ka Hala Island Adventure Challenge. Review the videos and documents before you start. Review the videos and documents for the correct construction and placement of the Mission Objects on the mat: at the start of the Match and at the end of the Match. The videos and documents will show the correct location for how to score each Mission Object.

When I grew up, one of my favorite shows was Gilligan's Island. They went on a boat ride for a "3 Hour Tour". Now, you will have to take your robot for a "3 Minute Tour" around the RCX Program's Pua Island. Collect food, build shelter and even hunt for treasure before you use your Escape Raft to leave the island.

You will need to design, construct and program a robot to accomplish these Missions within the three minute time limit. You will need to be creative and cunning as you accomplish the Missions. There are many twists this year. For your team to be successful, make sure to pay attention to what the Mission is asking you to do.

Good Luck and have fun as you tackle this tropical paradise.



**Points before you Start the Match**

**Trees (Touch Penalties)**      On the Mat &/or Safe Zone, not in the Campsite.  
 5 Points Each  
**25 Maximum Points**

***Mission 16, Trees in the Campsite are safe from Touch Penalties. The Referee will not take Trees from the Campsite when a Touch Penalty is assessed.***

**Escape Raft**      Before the Match starts, present your Escape Raft to the Referee. The raft is your design and must be constructed of multiple LEGOs. A minifig must be on the raft, unattached.  
**25 Points**

**Minifigs**      Each set came with 7 minifigs, including the Pig. To accomplish these Missions, you may use any LEGO minifig, from any source.

**Missions to accomplish during the Match**

*Missions are numbered in a clockwise manor, starting from the Safe Zone. You may attempt any Mission, in any order. Completely or partially. You will receive your score at the end of the Match.*

**Mission 1      Gather the Fruit**      Relocate the Fruit to the Campsite.  
 15 Points Each  
**45 Maximum Points**

**Mission 2      Escape from the Island**      Reposition the Escape Raft, with minifig unattached, on the raft, to the Target Area.  
 Light Blue Ring 15 Points  
 Dark Blue Center 30 Points  
**30 Maximum Points**

**Mission 3      Catch Fish to Survive**      Position the Fishing Net over the fish. Smaller the fish, higher the score.

<b>Point Value</b>	<b>School</b>	<b>10 Points</b>
	<b>Dolphin</b>	<b>20 Points</b>
	<b>Tuna</b>	<b>30 Points</b>
	<b>Jellyfish</b>	<b>40 Points</b>

**Mission 4      Save the Plane from the Reef**      Reposition the Plane to another line. Higher the number, higher the score. Plane must be touching the line to score.

<b>Point Value</b>	<b>Line 1</b>	<b>20 Points</b>
	<b>Line 2</b>	<b>30 Points</b>
	<b>Line 3</b>	<b>40 Points</b>



<b>Mission 5</b>	<b>Protect Yourself from the Scorpions</b>	Place the Scorpion Cages over the Scorpions. Partially or Completely. 1 Cage 20 Points, 2 Cages 35 Points <b>35 Maximum Points</b>
<b>Mission 6</b>	<b>Find the Treasure Map</b>	Relocate the Treasure Map to the Safe Zone. <b>45 Points</b>
<b>Mission 7</b>	<b>Capture Pua</b>	Capture the Pig. Reposition the pig to the Safe Zone. <b>25 Points</b>
<b>Mission 8</b>	<b>Go Treasure Hunting</b>	Watch Out! Locate the Treasure and bring it back to the Safe Zone. a. Move the Guardian 20 Points b. Move the Treasure off the pedestal 20 Points c. Bring the Treasure back to the Safe Zone 35 Points <b>75 Maximum Points</b>
<b>Mission 9</b>	<b>Quench Your Thirst</b>	Reposition the Water to the Campsite. <b>25 Points</b>
<b>Mission 10</b>	<b>Safely Cross the River</b>	Position the Bridge, such that both ends of the Bridge, touch land on both sides of the River. <b>20 Points</b>
<b>Mission 11</b>	<b>Play at the Waterfall</b>	Be a cliff diver. Reposition the Waterfall arm downward at least one position. The Ball must roll away. <b>35 Points</b>
<b>Mission 12</b>	<b>Build Shelter</b>	Collect the Materials necessary to build shelter. a. Reposition the Brown Materials 15 Points Each b. Reposition the Grey Materials 15 Points Each c. Relocate the Brown and Grey Materials to the Safe Zone. 25 Points Each <b>Caution: Do Not move the Orange Materials. 75% reduction of Material Points</b> <b>100 Maximum Points</b>
<b>Mission 13</b>	<b>Take Shelter in the Cave</b>	Protect yourself from the hurricane. Place a minifig in the Cave. <b>30 Points</b>
<b>Mission 14</b>	<b>Cook Your Feast</b>	Close the Oven door. <b>35 Points</b>



- Mission 15      Establish Your Campsite**      Position the Campfire, and a minifig, at the Campsite  
**25 Points**
- Mission 16      Collect Firewood**      Reposition the Trees (Touch Penalties) to the Campsite.  
Trees in the Campsite will NOT be taken for Touch Penalties.  
10 Points Each  
**50 Maximum Points**
- Mission 17      Explore the Mountain Volcano**      Climb the Mountain to research the Volcano.
- a. Position a minifig in the Mountain Cave.      25 Points
  - b. Position a minifig on top of the Mountain.      35 Points
  - c. Position the robot, with a minifig (unattached), in the Mountain Cave.      40 Points
  - d. Position the robot, with a minifig (unattached), on top of the Mountain.      60 Points
- 120 Maximum Points**

**Total potential score for all Missions      800 Points**

**Bonus Mission 18      Secret Mission** Review the wording in the Coaches Meeting Video and this document. Using the current Mission Objects, you have the ability to move them in a different way for a higher score. Once someone finds the Bonus Mission, we will let everyone know what it is.

**50 Bonus Points**

To post your suggestion, go to the Ua Hala Ka Hala Island Adventure Video and Documents page. Post your suggestion at Mission 18's Q&A link.

Remember, the Referee will score the performance of your robot at the end of the Match. Sometimes the robot may activate a Mission Object during the Match, but subsequent robot action during the Match may take the score away. The Referee will score the Board, as the mat appears, at the end of the Match.

