

MOONBOTS 2012 Mission

Team Apollo 19

The year is 2037 and we've established our lunar colony. The rocket has just landed and brought additional supplies. The new Heritage Artifact Museum for our lunar tourists is ready to open, and it will give many people an idea of what early moon exploration was like. Our solar power generation plant has just come online.

Like any new colony we have run into some problems. The Apollo 19 robot is here to assist the colony.

Mission: Base Repair – The base needs repair! Pickup materials from the rocket and take them back to base.

Scoring Condition(s): Item brought back to base is worth 35 points.

Mission: Heritage Artifact Recovery – We have space for many more artifacts in the museum. Send the robot to recover one of the flags left from an Apollo mission. The robot must go out and recover the flag and bring it to the museum.

Scoring Condition(s): Flag in museum entrance is worth 50 points.

Mission: Tour Bus Rescue – A group of tourists were on their way to the grand opening of the Heritage Artifact Museum when their bus had some mechanical problems. A different bus rescued the people, but the broken bus is still stranded. Return the bus to the garage for repair.

Scoring Conditions(s): Each bus wheel inside the garage boundary line is worth 15 points.

Mission: Core Samples – Scientists need to study the moon dirt for REEs (rare earth elements). The robot needs to go out to collect a core sample and bring it back to base.

Scoring Condition(s): Core sample brought back to base is worth 50 points.

Mission: Emergency Supplies – Some miners are working out in the mine and they need more supplies. Take the crate full of provisions from base to the workers.

Scoring Condition(s): Provisions dropped off within the crater wall is worth 25 points.

Mission: Mined Material – The moon miners are too tired to bring back the mined material themselves. The robot must go and get the container of HE3, water ice and REEs

Scoring Condition(s): Mined Material brought back to base is worth 45 points.

Mission: Solar Power Breaker Switch –The new Heritage Artifact Museum has blown the circuit again. The robot has to go out and flip the switch.

Scoring Condition(s): The switch on is worth 35 points.

Mission:	Points:
Base Repair	35 points
Tour Bus Rescue	15 points per wheel in garage (max 60 points)
Core Samples	50 points
Emergency Supplies	25 points
Heritage Artifact Recovery	50 points
Mined Material	45 points
Broken Power Line	35 points

-Touch penalty minus 10 points