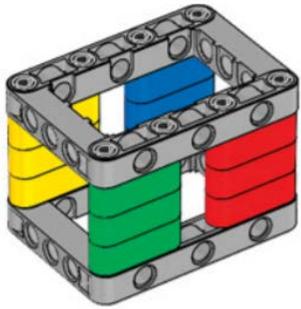


Materials List

You should have the following materials:

Item	Quantity
Course	1
Medium FedEx Box with extra weight- Jedi Temple wall	1
Solo Cups	3
LaCroix Tall	2
Foam Block	1

You will need to build from your set a cuboid (instructions in manual provided):



Jedi Mission Instructions

You have been tasked by the Jedi Council to help to save the Republic. You must first undergo Jedi training. You will then navigate the course, avoiding obstacles, to rescue the senator and return her to the Senate. Once you safely return to your home base, your mission is complete!

Your robot will start within the purple box on the course. You can place the robot wherever you would like within the box (must be fully in the box). The course can be completed at 2 difficulty levels: Padawan or Jedi Master. **Your team must commit to one by end of March!** Most of the course is the same, but the differences are highlighted in the instructions. Instructions for **Padawan are in blue**, and instructions for **Jedi Master are in Green**.

Once you press "Start" on your program, you may not touch the robot again! If the robot wanders off the course or needs to be adjusted, there will be a **5 point penalty** for each touch! Additionally, you will have **5 minutes** to complete the course on competition day. You will only get points for what your robot completes in the allotted time.

Section 1: Jedi Training

Take off from the Republic Base and follow the black line to the Jedi Temple to avoid giving up its location. Stop at the Jedi Temple to complete your Jedi Training.

*Notes: The **FedEx box** will be used as the wall. Place box anywhere within the box on the course that says "Jedi Wall". The beans/rice provided are for weight in the box. The box may be covered in a decorative wrap on competition day. On competition day, your team will be able to place the box on the course in its desired location. To get full credit, both wheels must be in the square. **Blue Square for Padawans, Green square for Jedi Masters***

Section 2: Senator Rescue

Following your training you were informed by the Jedi Council that an important Senator has been taken hostage and you must rescue her by defeating her captors.

*Notes: Follow the red line to get to the senator. The Enemies will be **solo cups**. The solo cups may be covered in a decorative wrap on competition day, but will be identical dimensionally to what you have been given. Place the solo cups upside down on the circles on the board. To get full credit, the cups must be knocked completely out of the circle. You **MUST** return to the yellow circle after knocking out each enemy to receive full credit. **Padawans can knock out enemies in any order. Jedi Masters must knock out enemies in the following order: Blue, Red, Green.***

Section 3: Electrified Defense

Following the defeat of her captors you must rescue the Senator from her prison cell while avoiding the electrified defenses.

*Notes: The full **cans of soda** will be used as the electrified defenses. The cans may be covered in a decorative wrap on competition day, but will be identical dimensionally to what you have been given. Place the cans of soda in the circles. Padawans must avoid the pillars. Jedi Masters must touch the pillars to deactivate them. The touch sensor must be used, and a sound must be played once the touch sensor is pressed. If another part of the robot touches the pillar, partial credit will be awarded.*

For the senator rescue, the ship will be a cuboid built out of Lego pieces. The instructions for the cuboid can be found in the instruction manual that comes with the kit. On competition day, the block will have a Minifigure mounted on top. Padawans need to just control the Senator and ship (push, pull, or pick up is allowed). Jedi Masters must pick up the senator and ship for full points.

Section 4: Return Senator to the Senate

After rescuing the Senator, you must return her to the Senate.

Notes: You will need to follow the red line to the black line. Padawans must drop off the senator and ship in the yellow square on the board. Jedi Masters must raise the senator and ship onto the platform. The platform will be the block of foam.

Section 5: Return to Home Base

Having completed the rescue of the Senator, return to the Republic base and prepare for your next mission.

Notes: Follow the red line to the black line, and travel to home base. Once at home base (before entering), pause and have the robot say the access code (5419). Padawans can pull straight into the home base. Jedi Masters must back into the home base to be ready for a quick departure for the next mission.

Bonus

At the end of the course, you can earn 10 bonus points for having the robot complete a victory dance! Be creative! You must also display “**May the Force Be With You**” on the screen of the robot!

