



CHALLENGE UPDATES

Version: September 14, 2026

These official updates supersede all other sources.
Supplements and corrections are marked by **red, bold text**, deletions by ~~crossed-out text~~.

New: **Updates 05 – 06 and Deletion Update 03**

Notes

Applicable Robot Game Rulebook and Challenge Updates

At all Challenge regional and qualification tournaments in Germany and Austria as well as at the D-A-CH final, the [German Robot Game Rulebook](#) and [Challenge Updates](#) will be the official reference for evaluations and rule decisions. For Challenge regional and qualification tournaments in Switzerland, please ask the [responsible organizers](#) which version of the Robot Game Rules and Challenge Updates will be used at the event.

Updates

Updates A – F only exist in the English version to align it with the German rulebook.

Update A – Rule 9

[...] The areas to the left and right of the mat can be used to store equipment; they each measure approximately 6.75 in. (171 mm) by 45 in. (1,143 mm) (actual measurements may vary slightly). **Each piece of equipment must be stored primarily in the home zone and may extend beyond the left and right walls only, not under the table.** Equipment stored on the table may extend past the left and right walls only, as needed.

Update B – Bottom Right Text on Page 15

[...] Teams whose strategy depends on these elements must check their field before the match and alert the referee if something is missing. **If a team accepts the condition of the playing field before the match, it cannot claim points afterward that were not scored due to incorrect field setup.**

Update C – Rule 14

Addition: After launch, the robot may interact with objects in home that ...

- ... the robot is transporting since launch.
- ... were placed in the launch zone before launch and have not been touched by technicians since then.
- ... the robot collected and transported outside of home after launch.
- ... the robot itself placed in home and has not been touch by technicians since then.

If the robot interacts with an object in the home zone that does not meet these criteria, this is considered an interruption (see Rule 15, p. 17).

Update D – Rule 18

Teams may not separate the Dual Lock, take models apart, or break a mission model. **In this case, no points can be scored for mission requirements on this Mission model.**

~~Points scored in these ways will not count.~~

Update E – Rule 20

Teams may not interact with the opposing team's field, robot, equipment, or any mission models/interactions that span both fields unless there is a mission exception. **Violations of this rule result in the loss of one precision token. Points that are not scored or are lost due to interference are automatically awarded to the other team.** ~~Points failed or lost due to interference will score automatically for the other team.~~

Update F - Bottom Right Text on Page 17

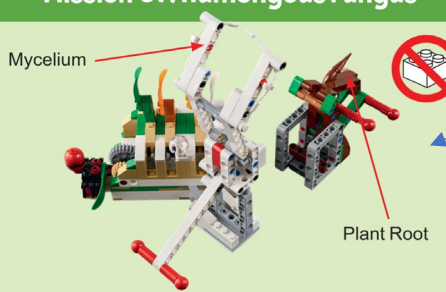
IMPORTANT!

Some mission models include decorative elements that are not essential to their function. **Teams are expected to design and program their robots so that mission models are not damaged (see Rule 18)! If a decorative element becomes loose or falls off despite the robot acting with appropriate caution, referees can decide, in exceptional cases, to still award points for this mission model.** ~~These elements may occasionally become loose or fall off during normal gameplay. Teams are expected to design and operate their robots to avoid damaging mission models, but referees will give benefit of the doubt if decorative elements detach as a result of reasonable gameplay (see Rule 18 regarding model damage).~~

Update 01 – Structure of Mission Descriptions in the Robot Game Rule-book

Missions consist of 4 parts:

Mission 07: Humongous Fungus



Mycelium

Plant Root

Mycelium is the vast, underground network of fungus beneath the rainforest floor. Form a new connection between the mycelium and a neighboring tree root.

The mycelium is completely extended:	20
Bonus: and a connection is formed between one team's extended mycelium and the opposing team's fully extended plant root (two bonuses possible):	10 added

The mycelium and plant root do not need to touch to form a connection. If each is fully extended, both teams will earn the bonus. It is not possible to earn the bonus in remote competitions or if there is no opposing team.

The **picture** shows the model associated with the mission on the field and often includes **labels** that are relevant for understanding the mission description.

The first section tells you the **story of the mission**. It does not play a role for the rules or the evaluation of the mission.

The **main requirements** determine how many points are awarded for the mission. They are important for the evaluation.

Blue text contains **additional requirements, exceptions, or further information**. This section is also used for **evaluation**.

Update 02 – Mission 07: Bonus Clarification

A pair consists of a mycelium (Mission 07) and the directly opposite root (Mission 05 of the opposing team), as shown in the image as Pair 1 and Pair 2. For each pair that is completely extended at the end of the match, both teams receive 10 bonus points each; if both roots and both mycelium models are completely extended, the full 20 bonus points are awarded.

If equipment from either team is touching a model of a pair at the end of the match, no bonus is awarded to either team for this pair.

It is not permitted to extend the root or the mycelium on the other team's field. The team that interacted with the mission model on the other field does not receive the corresponding bonus points for this pair. The team whose mission model was affected must attempt to solve the mission itself in order to receive the points for this mission and, if applicable, the bonus points for this pair.



Update 03 – Mission 04: Scoring Clarification

Update 03 is replaced by Update 06 to align with the international update.

To score the 10 points for the **first mission requirement** ("One leaf is completely removed, no longer touching the nest"), **at the end of the match the katydid must be completely inside the leaf habitat** (mission model and marked area on the mat) as described in the blue mission text. **No points** are awarded for the mission if the katydid is only partially inside the leaf habitat, as shown in the mission video.

Update 04 – Mission 04: Randomization of Katydid Placement

Before each match, the referees **randomly** place the katydid and the two leaves in any of the three positions in the nest. **The team does not see this placement.** At the start of the match, the team does not know which position the katydid is in.

Update 05 – Mission 08: Vine

To satisfy the requirement "The vine is touching the mat", the vine must be unhooked and part of the red-highlighted area of the vine must touch the mat. This matches what is shown in the mission video.



Update 06 – Mission 04: Scoring Requirement Change

The blue text of Mission 04 – Lucky Leaves is updated:

The nest is the mission model that holds the leaves and the katydid.

The leaf habitat includes the nest and the marked area on the mat that surrounds it.

~~If the katydid is completely removed from the nest at any time, the bonus is no longer available.~~

If the katydid is completely outside the leaf habitat at any time during the match, the bonus is no longer available.

*If the katydid is **completely** outside the leaf habitat at the end of the match, ~~even partly~~, the team scores zero points for this mission.*