

V1.0.2 (14/06/2025)

Hello! We're back with the second update of the manual, and we're getting closer and closer to the off-season! We hope you are as excited to participate as we are to be organizing it.

In this update you will find clarifications of some of the rules of the game and changes to a Remember that any comments or questions can be made through the official social media of our team, either through Instagram ([@hbirds16818](https://www.instagram.com/hbirds16818)), our email contacto@hypebirds.com, our [Discord](#) channel located in the [Unofficial FIRST Tech Challenge server](#), and soon you'll be able to write on the very same website where you found this manual =).

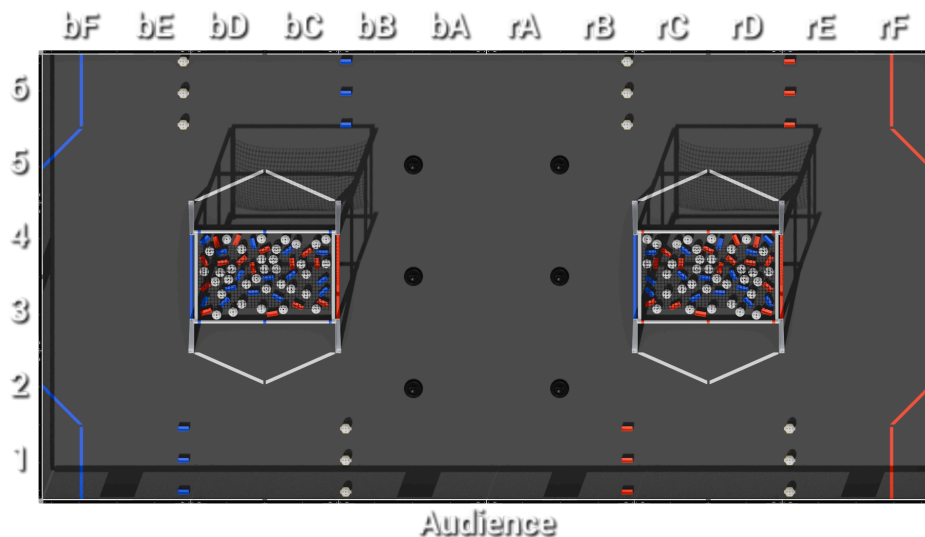
Likewise, our [interest form](#) is still open for those teams that want to participate in the event. With your support we can continue to prepare for this event more effectively.

See you next week. We appreciate your interest in the event and your support. Together we will fly higher!

-Ximena H., Game Co-designer.

Changes:

- Updated one of the images in chapter 10: Game Details to reflect the inclusion of different field elements utilized during a MATCH:



- Rule "G410" was re-written to add more clarity on the maximum amount of SCORING ELEMENTS that may be controlled simultaneously.

Previous description:

"A ROBOT may not CONTROL more than 1 SAMPLE, 1 SPECIMEN, or 1 TEAM BANNER at a time, and may not CONTROL more than 3 DEBRIS at a time, either directly or transitively through other objects. There is no limit to the number of CLIPS a ROBOT may possess."

Updated description:

"A ROBOT may CONTROL no more than 1 SAMPLE/SPECIMEN, 1 TEAM BANNER, AND 3 DEBRIS simultaneously, either directly or transitively through other objects. This means that, for example, a ROBOT may transport a SAMPLE/SPECIMEN, and DEBRIS simultaneously"

There is still no limit as to how many CLIPS may be possessed.