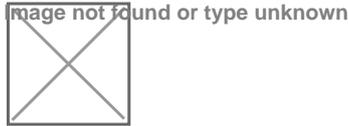


Q&A

RADC 2020-2021



Welcome to the official RAD Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official RAD rules clarifications, and the clarifications made here are considered as official and binding as the written game manual itself (link to game manual coming soon).

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific RAD rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support Manager](#).

Cargo Ship Definition

Question about the term “Cargo Ship.” In the Cargo Ship definition on page 34, it says “One (1) of the four (4) goals where TEAMS can score MARTIAN ARTIFACTS or RADIOACTIVE ARTIFACTS during MATCH PLAY. Each ALLIANCE has two (2) available CARGO SHIPS.”

There is no definition for the goal. Are the Cargo Ships(goals) the same as the Landing Pads? I am looking at the diagrams on pages 10, 11, 13, 28, 29, and 30. None of these identify the Cargo Ship.

I'm new to this, so trying to understand.

Thanks!

Answered by RAD Game Design Committee

The Game Manual has been updated to provide a better definition of the Cargo Ship.

CARGO SHIP One (1) of the four (4) goals located at the corners of the MARTIAN LANDSCAPE where TEAMS can score MARTIAN ARTIFACTS or RADIOACTIVE ARTIFACTS during MATCH PLAY. Each ALLIANCE has two (2) available CARGO SHIPS.

The Cargo ship is the name of the goal. There are no other goals other than the 4 Cargo ships.

Landing Pad Location

<MP1> requires that each drone begin the match on a Landing Pad:

Prior to the start of each MATCH, each DRONE must be PLACED. A DRONE is considered PLACED when it is:

1. Fully contained within the 3-dimensional volume of a LANDING PAD.
2. Touching the floor.

However, the location of the Landing Pads does not appear to be specified anywhere in the game manual. Where should the four Landing Pads be placed on the field?

Answered by RAD Game Design Committee

The landing pads go in the center of each of the 4 Cargo Ships. The landing pad helps identify if the Cargo Ship is red or blue.

The Cargo Ships are the 4 corner goals.

ALLIANCE STATION location

ALLIANCE STATION - A legal area outside the MARTIAN LANDSCAPE for PILOTS and VISUAL OBSERVERS to occupy. ALLIANCE STATIONS are adjacent to ALLIANCE CARGO SHIPS.

The size of the Alliance Station is not specified in text or drawings. How far can students stand from the station and can they walk around the station during a match?

Answered by RAD Game Design Committee

The Alliance Station stretches from Cargo Ship to Cargo Ship on the short side of the field. Pilots must remain between their Cargo Ships, however there is no specified distance to how far back they can stand. That is up to the discretion of the Event Partner who will determine if any limits need to be added, e.g. if there are tables or a walkway behind the alliance station and the Event Partner needs to limit how far back the pilots should stand so that they do not interfere with other activities.

We will allow the Visual Observers to walk around the Cargo Ships but they may not enter the opponent's Alliance Station. Again, the Event Partner may limit how far back from the field Visual Observers stand while in front or behind the field so that they do not interfere with referees or the spectators.

Discrepancy between locations of cargo ships and hidden dig sites

MP2 requires that each drone remain in its starting quadrant during the downdraft period. This suggests that each drone must start the match in the same quadrant as a hidden dig site of the same color.

The various images of the field setup throughout the game manual show each alliance's closed dig sites located in diagonally-opposite quadrants; i.e., one of the blue hidden dig sites is in a quadrant containing a blue cargo ship and the other blue hidden dig site is in a quadrant containing a red cargo ship.

The answer to [Q&A777](#), regarding drones' starting locations, was that each drone starts the match in a cargo ship. In order to start in the same quadrant as a like-colored hidden dig site, this would mean that one of each alliance's drones starts the match in a same-colored cargo ship and the other starts the match in an opposite-colored cargo ship. Is this the case, or should the hidden dig sites each be located in the same quadrant as a like-colored cargo ship?

Answered by RAD Game Design Committee

Each drone starts the match on the landing pad that is located inside their cargo ship. The color of the cargo ship on pages 10-11 identify where blue and red landing pads go.

There was no thought to the color of the hidden dig sites as they are referred to as only hidden dig sites and not red and blue within the rules of the game manual. In retrospect, it would have been more clear if these hidden dig sites matched the color of the cargo ship. Sorry for the confusion.