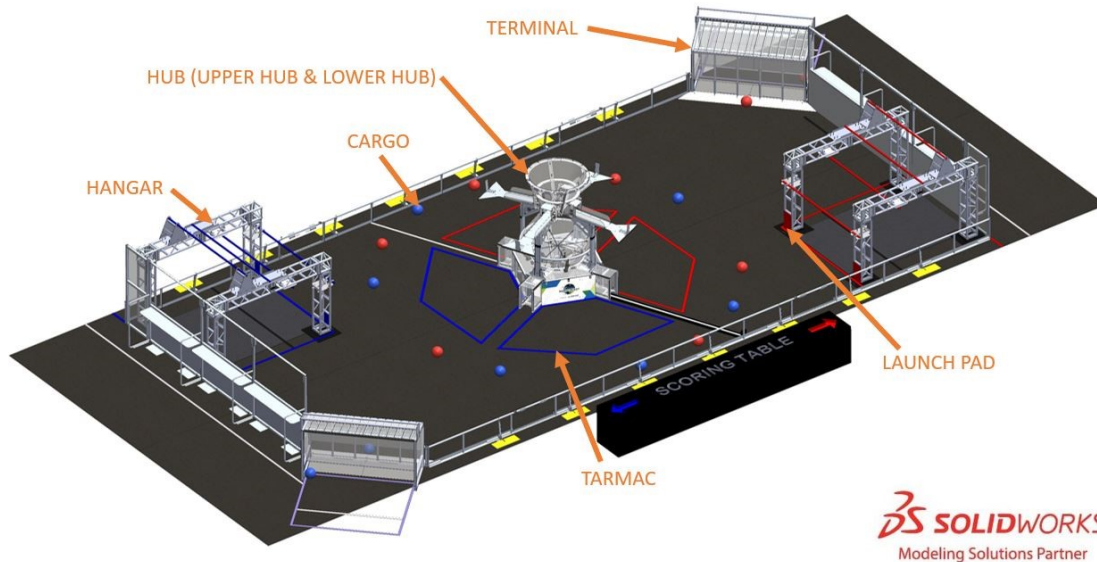


4 GAME OVERVIEW

Figure 4-1 RAPID REACT field and key elements




 Modeling Solutions Partner

In RAPID REACTSM presented by The Boeing Company, two competing alliances are invited to process cargo for transportation. Each alliance is assigned a cargo color (red or blue, based on alliance affiliation) to process by retrieving their assigned cargo and scoring it into the hub. Human players assist the cargo retrieval and scoring efforts from within their terminals. In the final moments of each match, alliance robots race to engage with their hangar to prepare for transport!

Each match begins with a 15-second autonomous period, during which time alliance robots operate only on pre-programmed instructions to score points by:

- taxiing from their tarmac and
- retrieving and scoring their assigned cargo into the hub.

In the final 2 minutes and 15 seconds of the match, drivers take control of the robots and score points by:

- continuing to retrieve and score their assigned cargo into the hub and
- engaging with their hangar.

The alliance with the highest score at the end of the match wins!

