2026 MakeX Inspire Code Courier

Mystery Mission Library

M01

Mission description: The robot must transport the secure rings to the corresponding surrounding hub areas.

Mission Prop: Secure rings: Red ×4, Yellow ×4, Blue ×4, Green ×4

Initial State:

Each team must designate any 250 mm × 250 mm area on the arena as its Base Station Area.

The secure rings are divided into four color groups in the following order from top to bottom: Red, Yellow, Blue, Green. All secure rings are initially placed in the four circular areas within the Central Hub Zone.

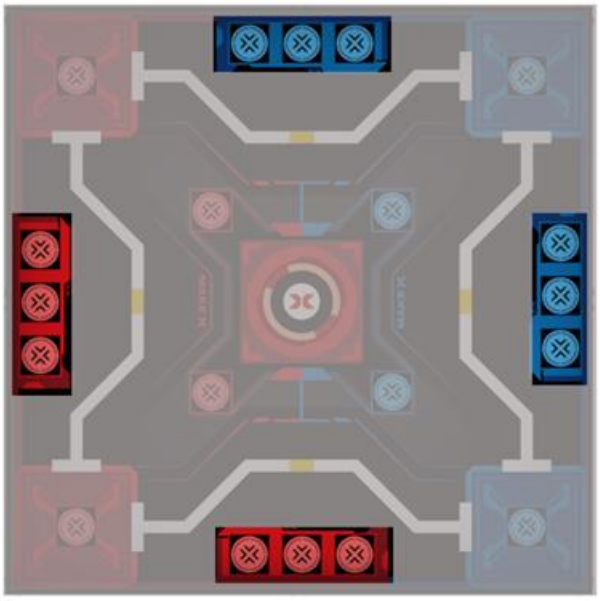
Mission Score:

Successfully transfer the secure ring to the surrounding hub area; count 10 points/ring.

If a single surrounding hub area has 3 or more secure rings of the same color only, then that area scores 50 points per group.

Surrounding Hub Area

The surrounding hub areas are rectangular areas located along the four sides of the arena, totaling four. Each surrounding hub area contains three 70mm x 70mm square areas.



Scoring Condition:

During the scoring time after the match,

1. Valid Secure Rings: A secure ring is considered **valid** if all the following conditions are met:

- The vertical projection of the ring lies at least partially within a surrounding hub area.
- The ring is not in direct contact with the robot.
- Within a single surrounding hub area:
    - Secure rings of the **same color** are allowed to be stacked and may contact each other.
    - Secure rings of **different colors** shall not be stacked and may not contact each other.

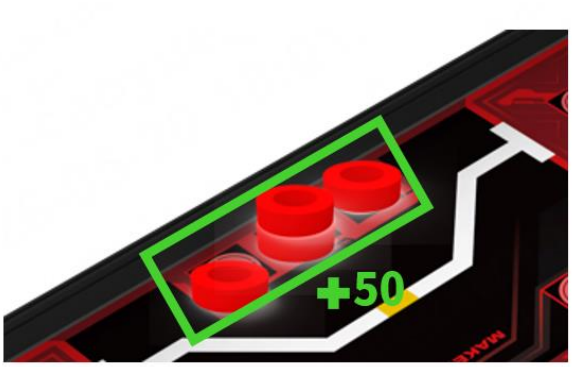
2. Scoring Method for a Single Surrounding Hub Area

- If the area contains **3 or more valid, secure rings of a single color, it** scores **50 points**.
- In all other cases, each valid secure ring scores **10 points each**.

Theoretical Maximum Score

50×4=200


+50


+50


+10
+10


+10
+20
+10

M02

Mission description: The robot must transport the secure rings to the corresponding surrounding hub areas.

Mission Prop: Secure rings: Red ×4, Yellow ×4, Blue ×4, Green ×4

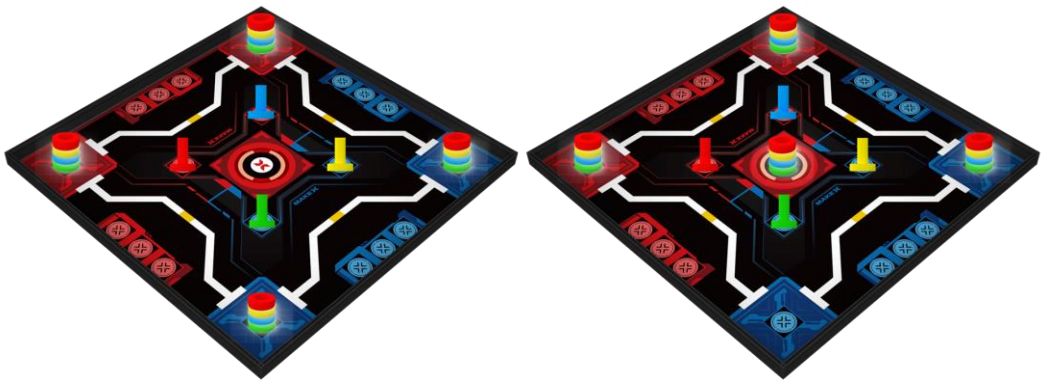
Signal Towers: Red ×1, Yellow ×1, Blue ×1, Green ×1

Initial State:

Each team must designate any one 250mm × 250mm area on the arena as its Base Station Area. The remaining four 250mm × 250mm areas will automatically become Delivery Areas. The Secure Rings are divided into four groups, with four Secure Rings in each group. The Secure Rings are stacked vertically in the following color order from top to bottom: red, yellow, blue, and green. All Secure Rings are placed in the circular areas of the four Delivery Areas. The four Signal Towers (red, yellow, blue, and green) are placed in the four circular areas within the Central Hub Area.

Their positions may be determined by the team before the match.

The illustrations below show only two possible placement arrangements.

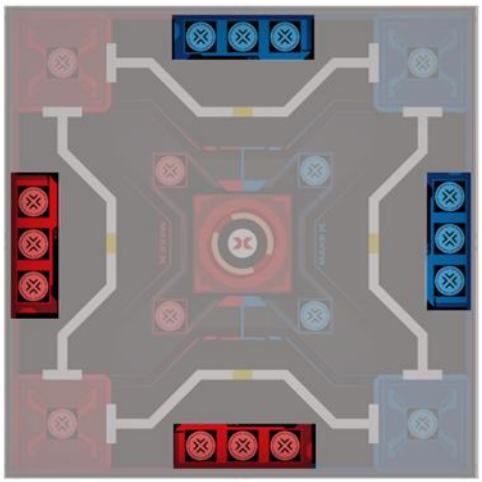


Mission Score:

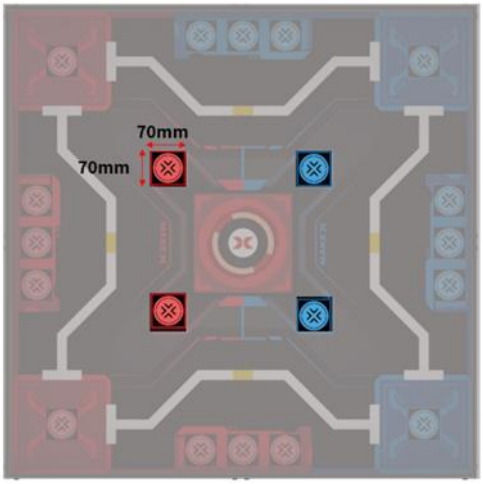
Transfer Secure Rings to the surrounding hub areas. Each valid Secure Ring scores 10 points.

If a surrounding Hub Area contains exactly four Secure Rings of the same color, an additional 50 bonus points will be awarded.

Surrounding Hub Areas: There are four Surrounding Hub Areas located along the four sides of the arena. Each Surrounding Hub Area contains three 70 mm × 70 mm square areas.



Central Hub Area: The Central Hub Area contains four square areas, each measuring 70mm × 70mm, located in the center of the arena.



Scoring Condition:

During the scoring time after the match,

A secure ring or signal ball is considered valid if all of the following conditions are met:

1. The Signal Tower of the same color as the Secure Ring remains upright, and its vertical projection is at least partially within the Central Hub Area.
2. The vertical projection of the Secure Ring is at least partially within a Surrounding Hub Area.
3. Secure Rings cannot be stacked. (Note: A Secure Ring is considered stacked if it is not entirely in direct contact with the arena surface and is fully or partially supported by another Secure Ring.
4. The robot is not in direct contact with either the Signal Tower or the Secure Ring.

Each valid Secure Ring scores 10 points.

If a single Surrounding Hub Area contains exactly four Secure Rings of the same color, an additional 50 bonus points will be awarded.

Example: If the red Signal Tower is knocked over, all red Secure Rings on the arena will considered invalid, regardless of their locations. A Secure Ring can score points only when the Signal Tower of the same color remains upright and its vertical projection is at least partially

within the Central Hub Area.

Theoretical Maximum Score:

（10*4+50）*4=360pts