



# RoboMission

## Junior Game Rules

### Season 2026



## Heritage Heroes

Official Game Rules for the WRO International Final. Version: January 15th 2026  
(Note: Rules for local WRO events may vary!)



WRO Learn supports students, coaches and judges with free lessons and supporting materials - check out the WRO Learning platform at [wro-learn.org](https://wro-learn.org).



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WRO International Premium Partners



WRO International Gold Partners



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## Important information for reading this document:

- Some general rules (e.g. some robot limitations) have changed for 2026. Make sure to read them entirely.
- These game rules are made for international competitions.
- National Organizers in WRO countries are allowed to simplify the missions.
- For the International Final, one extra mission will be released on October 8<sup>th</sup> 2026. The extra challenge will work with the same game mat and brick set.
- Because of possible surprise rules and the extra mission for the International Final, the game field may contain areas and markings that are not used at local or national events.
- For greater clarity, the robot missions are explained in multiple sections. But the teams can decide which missions they will do and which order.
- The game missions have easy and more complicated tasks. This makes the competition suitable for beginning and more experience teams. It is not necessary to solve all missions to enjoy a WRO participation.
- General information on game table setup and fixing of game objects on the field you find in the WRO RoboMission General Rules, chapter 7.

We wish everyone much success and a lot of fun with our WRO 2026 challenges!

Your team of World Robot Olympiad Association

## 1. Introduction

High above the ocean, the stone walls of an old fortress have protected history for hundreds of years. Beneath its towers, paths, and cobblestones lie stories of people, culture, animals, and artefacts that shaped life long ago. Over time, parts of this historic site have been damaged, buried, or forgotten.

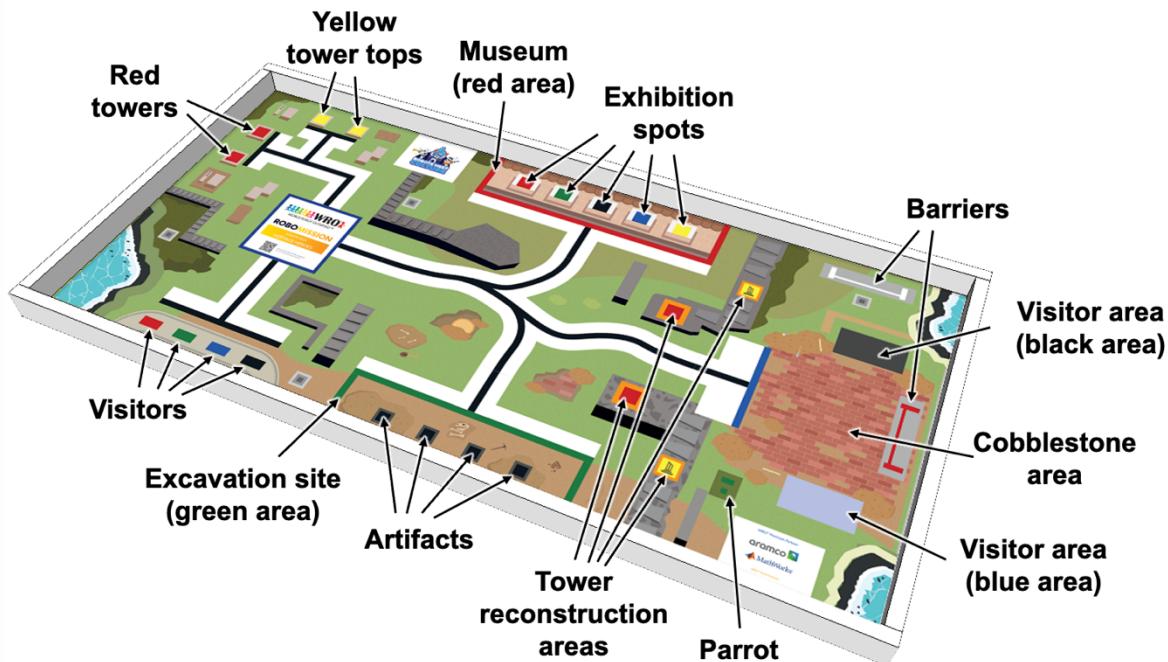
Scientists, historians, and engineers are working together to protect this important heritage and they are using robots to help. Your team's robot is sent into the fortress area to guide visitors, rebuild broken towers, clean important pathways and carefully transport valuable artefacts to the museum.

Along the way, your robot must work with precision and respect. Ancient objects must be handled gently, towers rebuilt correctly, and the site kept safe including the animals that live nearby. Every task helps to bring the past back to life and keeps history protected for the future.

Will your robot rise to the challenge and prove it deserves the title of **Heritage Hero**?

## 2. Game Field

The following graphic shows the game field with the different areas.

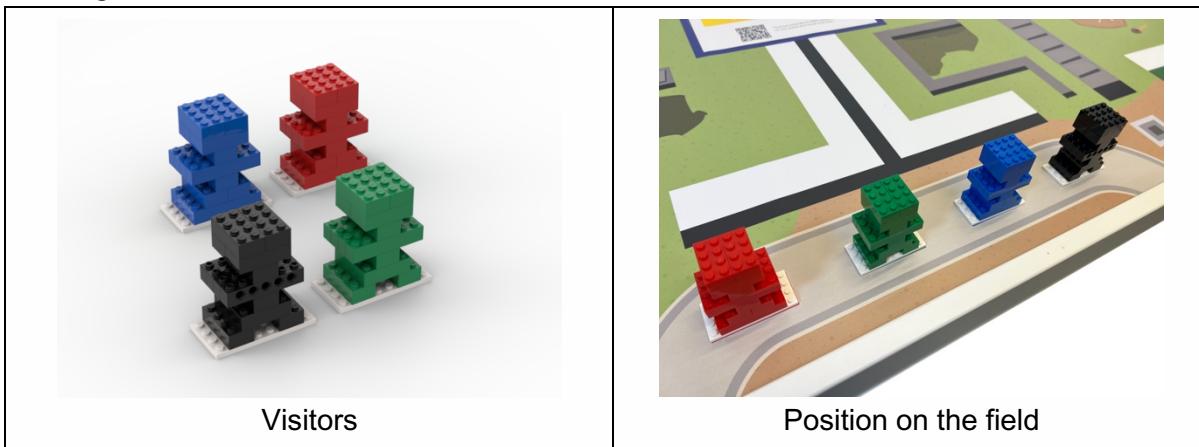


If the table is larger than the game mat, place the mat against the short wall close to the start area (left side) and centre it in the other direction. If the alignment of the game field creates a gap, this gap is considered part of the adjacent area.

### 3. Game Objects, Positioning, Randomization

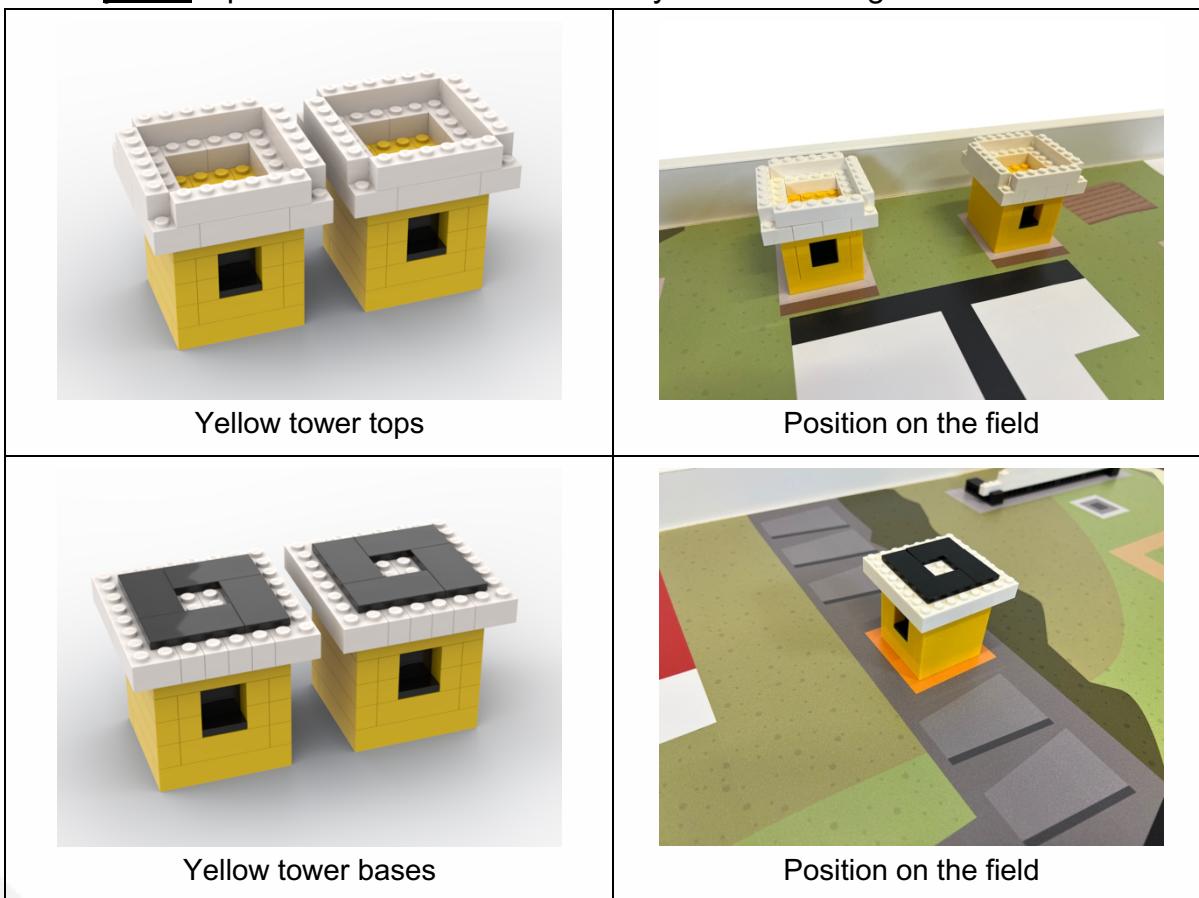
#### Visitors

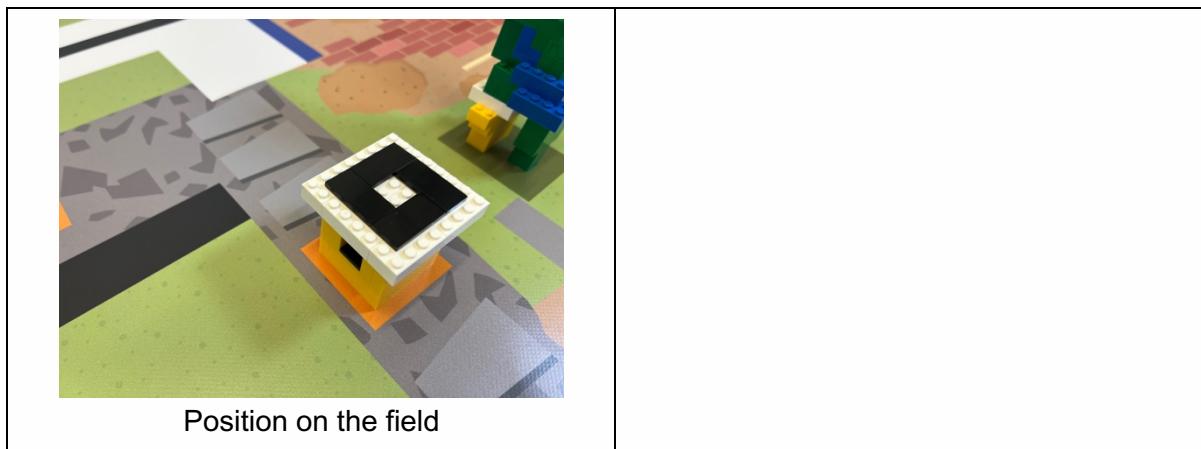
There are **4 visitors** on the field. The positions are on the street in the lower left corner of the game field.



#### Yellow towers

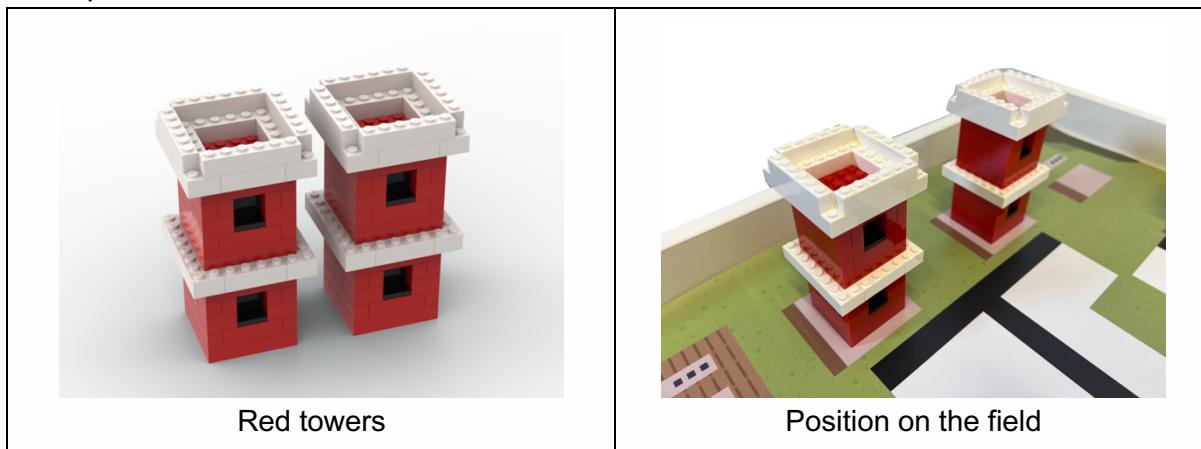
There are **2 yellow tower tops** and **2 yellow tower bases** on the field. The tower tops are placed on the yellow squares in the top left corner while the bases are placed on the yellow squares with the broken tower symbols in the right half of the field.





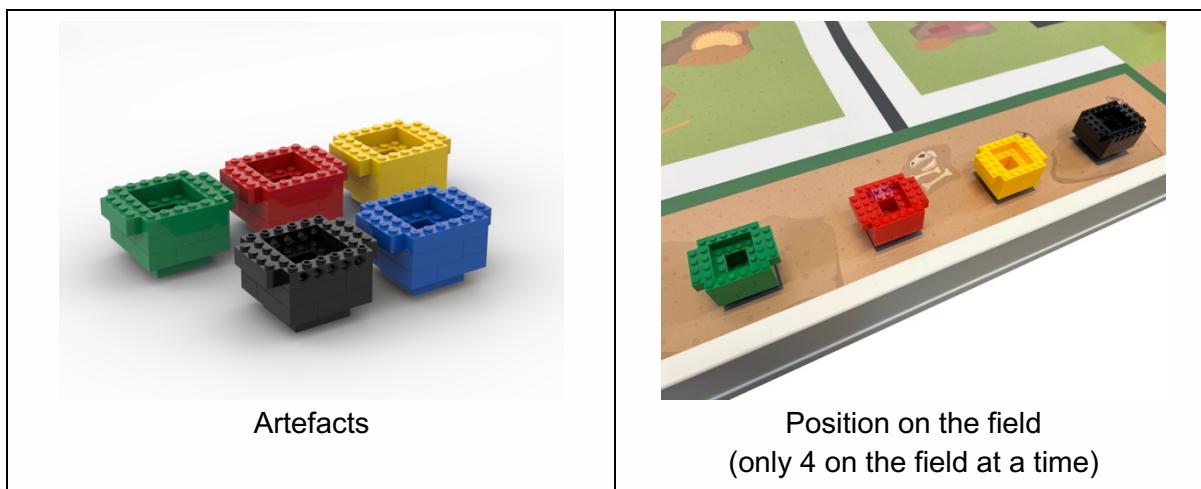
## Red towers

There are **2 red towers** on the field. The red towers are placed on the red squares in the top left corner.



## Artefacts

There are **5 artefacts (1x blue, 1x red, 1x green, 1x black, 1x yellow)** while only 4 of them are on the field at a time. The position on the game field is at the lower end in the excavation side.



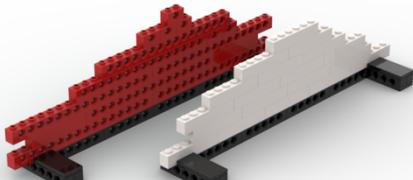
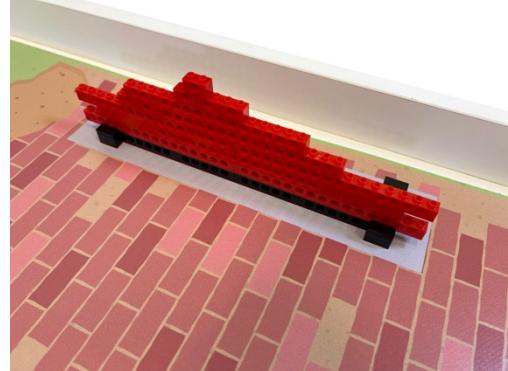
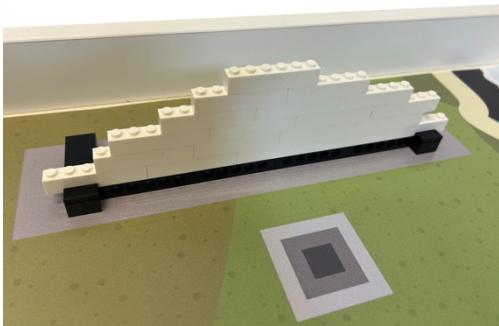
## Dirt particles

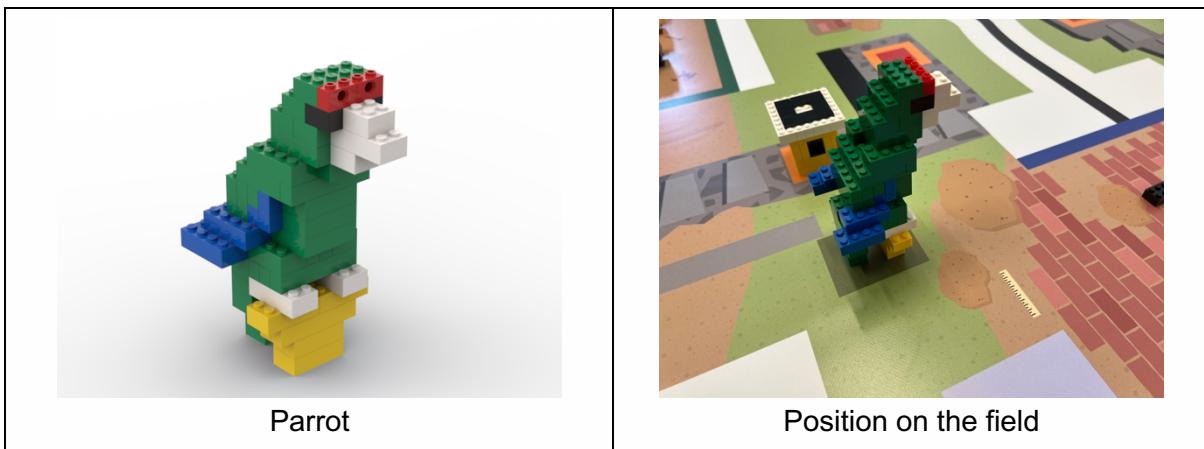
There are **10 black dirt particles** on the field. They are randomly placed on the cobblestones at the right end of the game field.

 <p>Dirt particles</p>	 <p>Position on the field (randomly placed, see "Summary randomization" for details, never stacked,)</p>
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## Barriers and parrot

There are **two barriers (1x red, 1x white)** and **one parrot** on the field. They are placed on the right end of the game field.

 <p>Barriers</p>	 <p>Position on the field</p>
 <p>Position on the field</p>	



## Summary randomization

On this field, the following things are **randomly placed in each round**:

- **Four of the artefacts** are randomly placed on the four black squares at the lower end of the game field. Per round one artefact is not used.
- **The ten black dirt particles** are randomly placed on the cobblestone only in the mark area between the blue line and the grey area. Elements are not stacked.

You can see one possible randomization here (only randomized objects are marked):



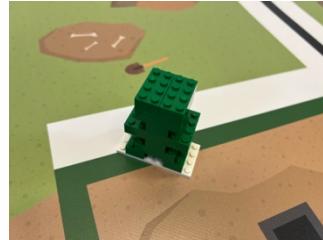
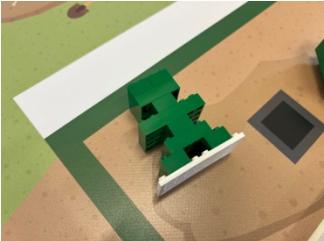
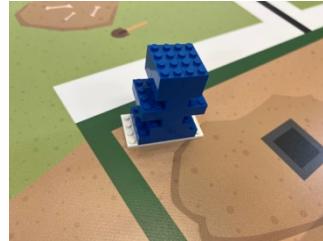
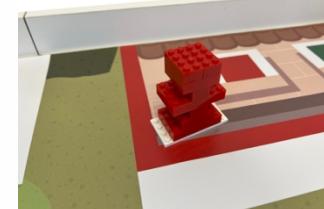
## Robot Missions

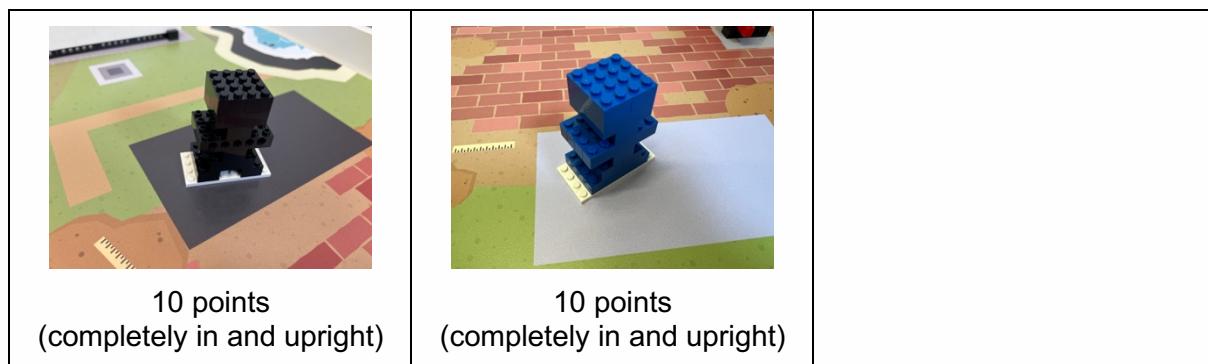
### 3.1 Show the visitors around

The four visitors are interested in different parts of the game field. Bring them to their corresponding-coloured areas:

- Green visitor wants to visit the excavation side (area limited by the green lines at the lower end of the field).
- Red visitor wants to visit the museum (area limited by the red lines at the upper end of the field).
- Black and blue visitor want to visit the cobblestone area (the black area above and the blue area below the cobblestone.)

▪ Definition “completely in”: Completely means that the game object is touching the corresponding area and no other area on the mat.

	Each	Max.
Visitor is <u>completely in</u> the corresponding-coloured area and upright.	10	40
Visitor is <u>partly in</u> the corresponding-coloured area or not upright.	5	
	10 points (completely in and upright)	
	5 points (only partly in)	
	0 points (not in area)	
	5 points (not upright)	
	0 points (wrong colour)	
	10 points (completely in and upright)	

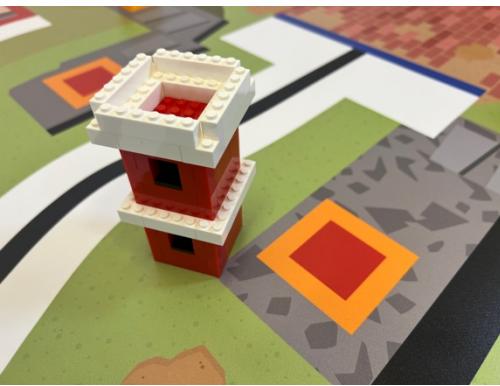
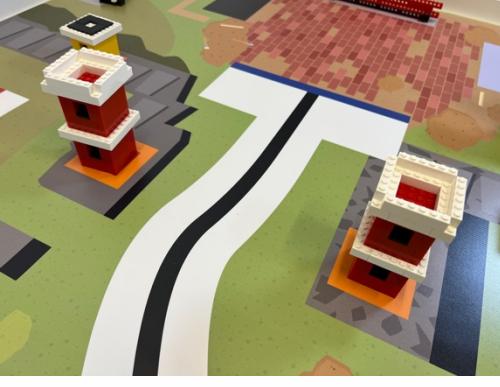


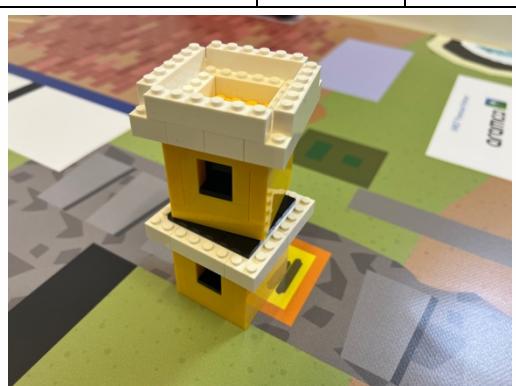
### 3.2 Rebuild the towers

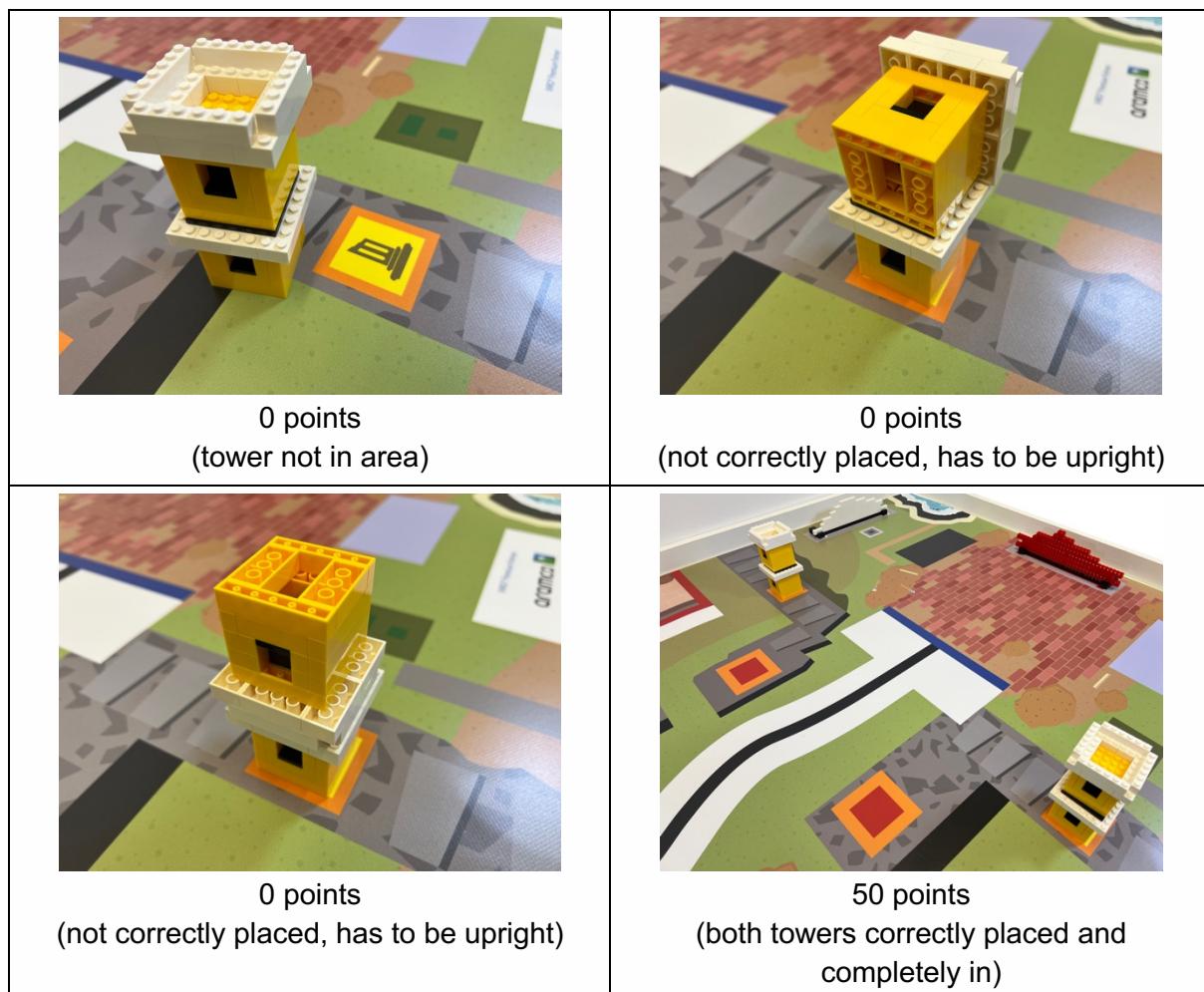
The fortress contains multiple towers that need rebuilding. The red towers must be completely rebuilt, while the upper part of the yellow towers needs to be replaced.

- Definition “completely in”: Completely means that the game object is touching the corresponding area and no other area on the mat.

Red towers	Each	Max.
Red tower is <u>completely in</u> the red target area (including orange border) and upright.	15	30
Red tower is <u>partly in</u> the red target area (including orange border) and upright.	10	
		
15 points (completely in and upright)		
		
10 points (tower only partly in)		

 <p>0 points (tower not in area)</p>	 <p>0 points (tower not upright)</p>
 <p>30 points (both towers completely in)</p>	

Yellow towers	Each	Max.
Yellow tower top correctly placed on tower base and tower base still <u>completely</u> in yellow target area (including orange border)	25	50
Yellow tower top correctly placed on tower base and tower base but <u>only</u> partly in yellow target area (including orange border)	15	
 <p>25 points (correctly placed and completely in target area)</p>	 <p>15 points (correctly placed but only partly in target area)</p>	

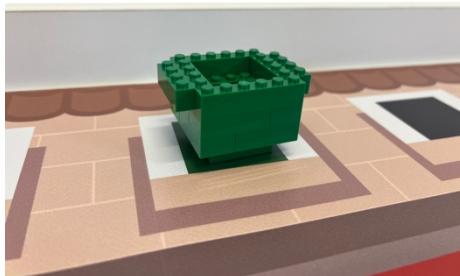
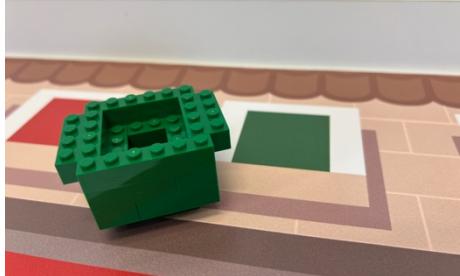
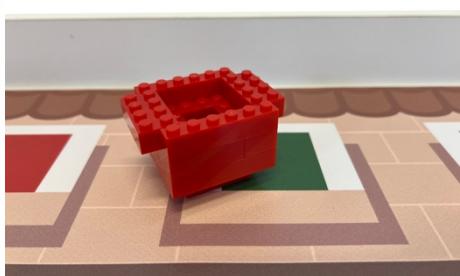
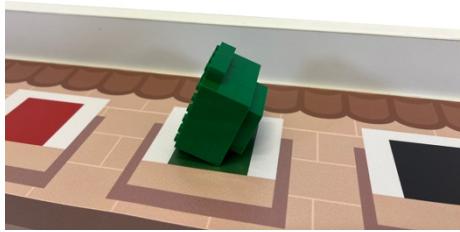


### 3.3 Bring the artefacts in the museum

Different artefacts have been found at the excavation side. Collect them and exhibit them on the exhibition spots in the museum.

- Definition “completely in”: Completely means that the game object is touching the corresponding area and no other area on the mat.

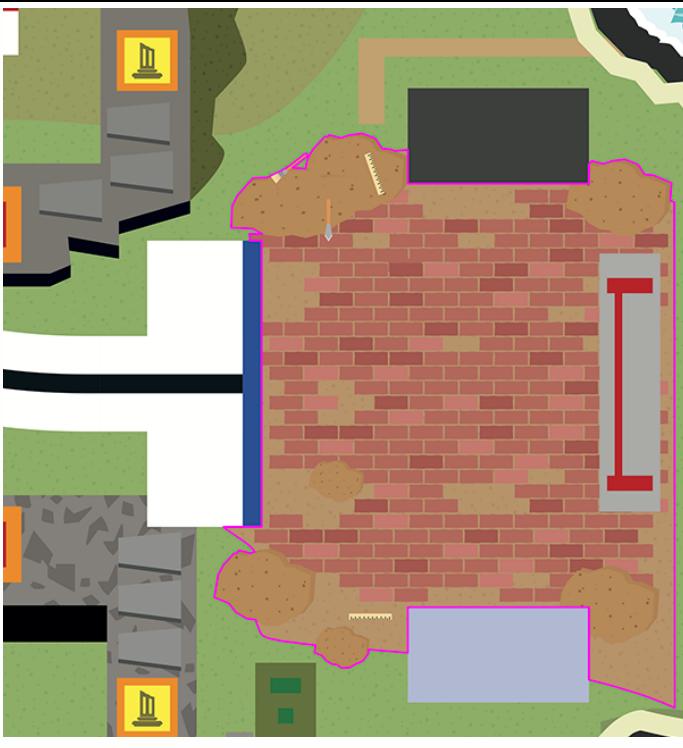
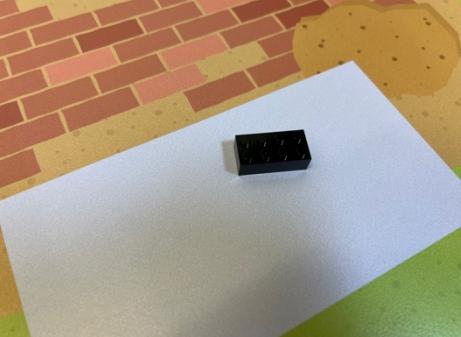
	Each	Max.
Artefact is <u>completely in</u> corresponding-coloured exhibition spot in the museum and upright	15	60
Artefact is <u>partly in</u> corresponding-coloured exhibition spot in the museum or not upright	5	

 <p>15 points (completely in, colour matching and upright)</p>	 <p>5 points (partly in, colour matching and upright)</p>
 <p>0 points (artefact not in)</p>	 <p>0 points (wrong colour)</p>
 <p>5 points (not upright)</p>	

### 3.4 Clear the cobblestone of dirt

A lot of dirt particles are left on the cobblestone area. Clear the area from dirt.

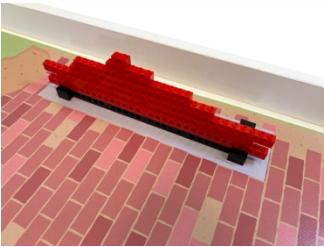
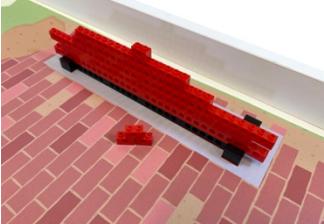
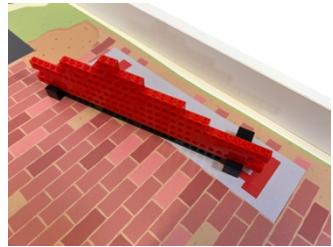
	Each	Max.
Dirt particle is not touching the cobblestone area	2	20

	<p><b>Cobblestone area</b></p> <p>The brown area defines the cobblestone area. The lines and visitor areas are not part of it. The grey area with the red barrier is part of it.</p> <p>The pink outline shows the cobblestone area.</p>
 <p>20 points (all dirt particles outside of cobblestone area)</p>	 <p>0 points (dirt particle still touching cobblestone area)</p>
 <p>2 points (visitor area is not part of the cobblestone area)</p>	 <p>2 points (lines are not part of the cobblestone area)</p>

### 3.5 Bonus points

Be careful when moving stuff around on the field. Do not move or damage any other objects.

- Definition “damaged”: Any situation that means that the game object is not exactly like at the start of the run, e.g. a brick fell off.
- Definition “moved”: The game object is considered as moved if a part of the game object is touching the mat outside of the grey areas.

	Each	Max.
Barrier is not damaged or moved	10	20
Parrot is not damaged or moved	10	10
	10 points (not moved & not damaged)	10 points (not moved & not damaged)
	10 points (not moved & not damaged)	0 points (moved)
	0 points (damaged)	10 points (not moved and not damaged)
	0 points (moved)	
	10 points (not moved and not damaged)	0 points (moved)

## 4. Scoring Sheet

Team name: \_\_\_\_\_

Round: \_\_\_\_\_

Tasks	Each	Max.	#	Total
<b>1. Show the visitors around</b>				
Visitor is <u>completely in</u> the corresponding-coloured area and upright.	10	40		
Visitor is <u>partly in</u> the corresponding-coloured area or not upright.	5			
<b>2. Rebuild the towers</b>				
Red tower is <u>completely in</u> the red target area (including orange border) and upright.	15	30		
Red tower is <u>partly in</u> the red target area (including orange border) and upright.	10			
Yellow tower top correctly placed on tower base and tower base still <u>completely in</u> yellow target area (including orange border)	25	50		
Yellow tower top correctly placed on tower base and tower base but <u>only partly in</u> yellow target area (including orange border)	15			
<b>3. Bring the artefacts in the museum</b>				
Artefact is <u>completely in</u> corresponding-coloured exhibition spot in the museum and upright	15	60		
Artefact is <u>partly in</u> corresponding-coloured exhibition spot in the museum or not upright	5			
<b>4. Bring the artefacts in the museum</b>				
Dirt particle is not touching the cobblestone area	2	20		
<b>5. Bonus points</b>				
Barrier is not damaged or moved	10	20		
Parrot is not damaged or moved	10	10		
<b>Maximum Score</b>		<b>230</b>		
<b>Total Score in this run</b>				
<b>Time in full seconds</b>				

## 5. WRO Learn: the free platform to help you!

WRO Learn is our free global learning platform — a great entry-point to build your robotics skills. Whether you're a student starting your robotics journey or a teacher or coach looking for ready-to-use materials, WRO Learn gives you what you need.

Available courses for RoboMission

- An introduction to robotics
- WRO RoboMission skills

Courses for judges:

- How to judge in the RoboMission Category



Register, dive into the courses and be more prepared than ever!

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