The relationship between the four pillars became fractured and separated, each division: Science, Technology, Engineering, and Mathematics, neglected the need for cooperation and unity. Everything they tried to do or create was dysfunctional and nothing seemed to work quite right. The four were no longer balanced, with no hope of reuniting. *Until*, two brave alliances of Scientists, Technicians, Engineers, and Mathematicians decided to step up and reunite the four pillars of knowledge. Which alliance will be the first to restore balance and unity to *FIRST*Landia? Good luck teams, and welcome to...

FIRST® ReUnited!
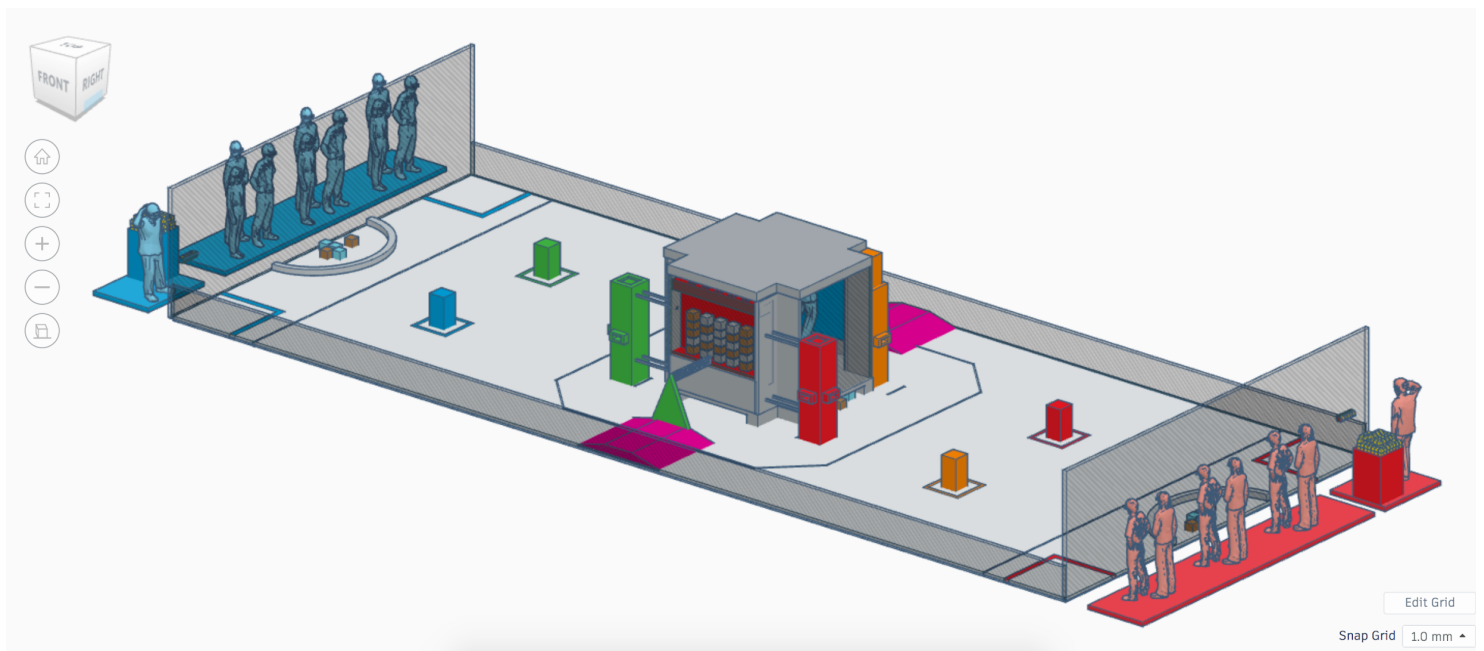
In this game, we wanted to put more focus on Coopertition®, while still keeping the fun, competitive experience that *FIRST*® always brings. There are many aspects that encourage teams and alliances to work together in *FIRST*® ReUnited!:

1.) Alliances can score each other's Capstones if certain requirements are met during Endgame.

2.) Alliances work together to earn a ranking point by completing the Runes

3.) The field is all neutral, with the exceptions of Alliance specific Parking spots, Drop Stations and Drop Zones. This allows for robots on opposing Alliances to work together during Endgame

4.) Teams work together to reunite all of the Pillars and restore *FIRST*Landia.

In *FIRST*® ReUnited!, two alliances, each consisting of 3 teams, work together to reunite the Pillars and restore knowledge in *FIRST*Landia. Each Alliance and their robots must collect and score Nuggets in order to restore knowledge to the Pillars. In addition, Alliances can also restore knowledge by scoring Building Blocks into the Grid. Near the end of the match, robots insert Capstones on top of the Pillars in order to reunite and restore knowledge to all of *FIRST*Landia!

During the 15 second Autonomous Period, robots follow pre-programmed instructions. Alliances score points by:
1. Moving forward from the Initiation Line
2. Moving Pillars to the Keystone
3. Scoring Building Blocks under the Keystone
4. Moving behind the Initiation Line

During the 1 minute and 45 TeleOp period (not including Endgame), drivers take control of the robots. Alliances score points by:
1. Scoring Building Blocks in the Grid to complete Runes (located in the Keystone)
2. Scoring Nuggets into the Pillars

During the final 30 seconds of the match (Endgame), drivers still have control of their robots. Alliances score points by:
1. Placing a Capstone on top of the Pillars
2. Parking

The Alliance with the highest score at the end of the Match wins.

A Message from the RoboEagles 3568 Game Design Team:
We hereby acknowledge that *FIRST*® ReUnited! has been designed by and is a unique creation by FRC Team 3568, the Linden RoboEagles.

Some aspects of our game that are unique: (see "Description of Game Elements" for more detail)
- Capstone
- Smart Pillars
    - Reduces the need for referees to watch every Nugget scored
- Drop Zone delivery mechanism
- Coopertition® Aspects (see above)