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No Equipment Constraint: When it is shown to be a mission, the only constraint is applicable: No equipment may be used in any part of this mission's mission mode at the end of the match, to score or to finish the mission.

BODY

EQUIPMENT INSPECTION		
As a pre-assembly step, the robot must be able to detect the presence of a minimum of 20 objects within a 305 mm radius:		
 MISIA 01	KORALOV K LKA	
The robot must be able to detect the presence of 20 coral reef supports:		20
• Bonus: an additional 10 points for each coral reef support detected:		10 ADDED
The robot must be able to detect 20 coral reef supports:		20
MISIA 02	SHARK	
The robot must be able to detect 20 shark fins:		20
The robot must be able to detect 10 shark fins:		10
 MISIA 03	CORAL REEF	
The robot must be able to detect 20 coral reef supports:		20
A coral reef support is considered detected if it is within 50 mm of the robot:		5 EACH
MISIA 04	SCUBA DIVER	
The robot must be able to detect 20 scuba divers:		20
The robot must be able to detect 20 coral reef supports:		20
The robot must be able to detect 20 scuba divers in the mission mode:		
MISIA 05	ANGLER FISH	
The robot must be able to detect 30 angler fish:		30
 MISIA 06	RAISE THE MAST	
The robot must be able to raise the mast:		30
<i>The shipwreck's mast is considered raised when the latch prevents it from returning to its starting position.</i>		
 MISIA 07	KRAKEN'S TREASURE	
The robot must be able to detect 20 kraken's treasure:		20
 MISIA 08	ARTIFICIAL HABITAT	
The robot must be able to detect 10 artificial habitats:		10 EACH
There are four types of artificial habitats, each with its own assembly instructions:		

**MISIA 09 UNEXPECTED ENCOUNTER**

If the unknown creature is released:	<b>20</b>
If the unknown creature is at least partly in the cold seep:	<b>10</b>

**MISIA 10 SEND OVER THE SUBMERSIBLE**

If your team's yellow flag is down:	<b>30</b>
If the submersible is clearly closer to the opposing field:	<b>10</b>

*Teams may not block the opposing team.*

*It is not possible to earn the bonus in remote competitions or if there is no opposing team.*

**MISIA 11 SONAR DISCOVERY**

If one whale is revealed:	<b>20</b>
<b>Bonus:</b> If both whales are revealed:	<b>10 ADDED</b>

**MISIA 12 FEED THE WHALE**

Krill at least partly in the whale's mouth:	<b>10 EACH</b>
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**MISIA 13 CHANGING SHIPPING LANES**

If the ship is in the new shipping lane, touching the mat:	<b>20</b>
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**MISIA 14 SAMPLE COLLECTION**

If the water sample is completely outside the water sample area:	<b>5</b>
If the seabed sample is no longer touching the seabed:	<b>10</b>
If the plankton sample is no longer touching the kelp forest:	<b>10</b>
If a piece of the trident is no longer touching the shipwreck:	<b>20</b>
<b>Bonus:</b> If both pieces are no longer touching the shipwreck:	<b>10 ADDED</b>

**MISIA 15 RESEARCH VESSEL**

If any of the following are at least partly in the research vessel's cargo area:	
• Each sample:	<b>5 EACH</b>
• Trident Part(s):	<b>5 EACH</b>
• Treasure Chest:	<b>5</b>
If the port's latch is at least partly in the research vessel's loop:	<b>20</b>

**PRECISION TOKENS**

If the number of precision tokens remaining is:	
1: <b>10</b> , 2: <b>15</b> , 3: <b>25</b> , 4: <b>35</b> , 5: <b>50</b> , 6: <b>50</b>	

**CELKOVÉ SKÓRE**

*Celkové skóre sa rovná súčtu všetkých hodnôt uvedených v stĺpcoch "Body".*

**Vľúdna profesionalita (Gracious Professionalism®) predvedená pri hracom stole:****ROZVÍJANÁ****DOSIAHNUTÁ****VÝNIMOČNÁ****2****3****4**