



WORLD ROBOT OLYMPIAD™

RoboMission

2026 Game – Elementary



Robot Rockstars

Official Game Rules for the WRO International Final. Version: January 15th, 2026
CANADA VERSION BY ZONE01 ROBOTICS



WRO Learn supports students, coaches and judges with free lessons and supporting materials - check out the WRO Learning platform at wro-learn.org.



WRO International Premium Partners



WRO International Gold Partners



Table of Contents

1. Introduction.....	3
2. Game Field.....	3
3. Game Objects, Positioning, Randomization.....	4
3.1 Connect the amplifier with the speakers	8
3.2 Prepare the show	9
3.3 Play the song.....	11
3.4 Bonus points.....	12
4. Scoring Sheet	14
5. WRO Learn: the free platform to help you!	15

Important information for reading this document:

- Some general rules (e.g. some robot limitations) have changed for 2026. Make sure to read them entirely.
- For the International Final, one extra mission will be released on October 8th 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.

1. Introduction

Welcome to the biggest music festival of the year! Today, the stage is almost ready, the lights are shining, and the crowd can't wait for the show to start. But before the music begins, the performers need a very special helper: Your robot!

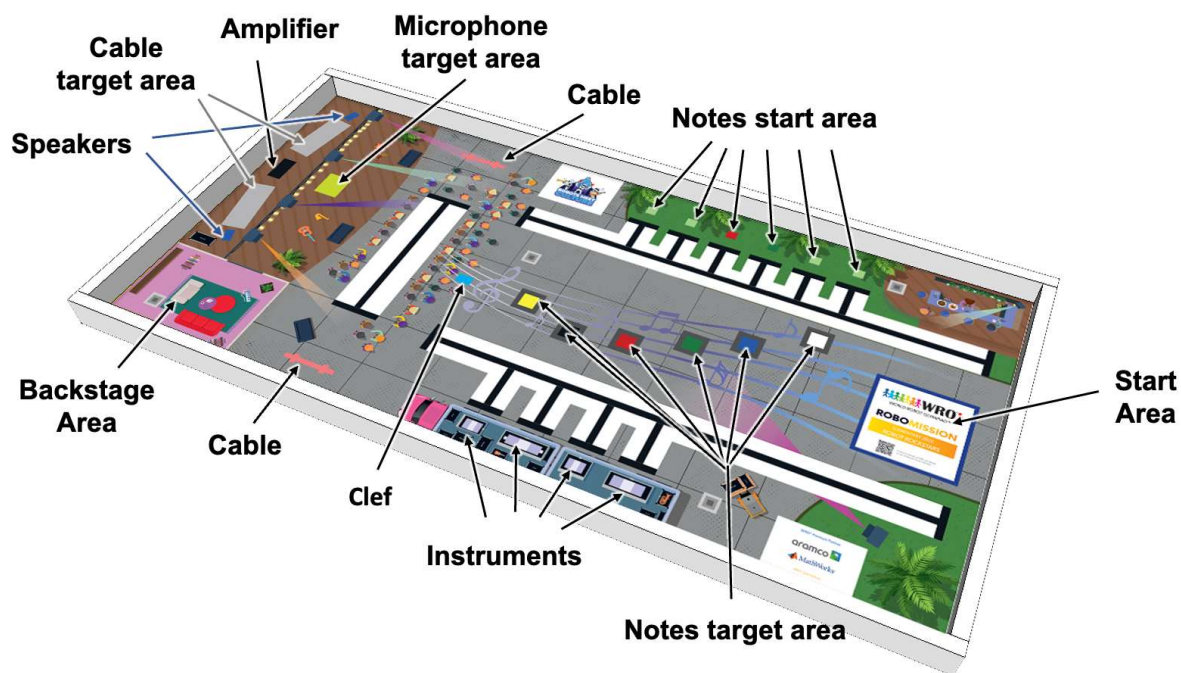
All around the game field, musical instruments, notes, microphones, and cables are waiting to be set up for the concert. Your robot's job is to bring everything to the right place so the bands can play their songs.

With your help, the festival will be ready for an amazing show full of rhythm, dancing, and fun.

Are you ready to make your robot a true **Robot Rockstar**?

2. Game Field

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

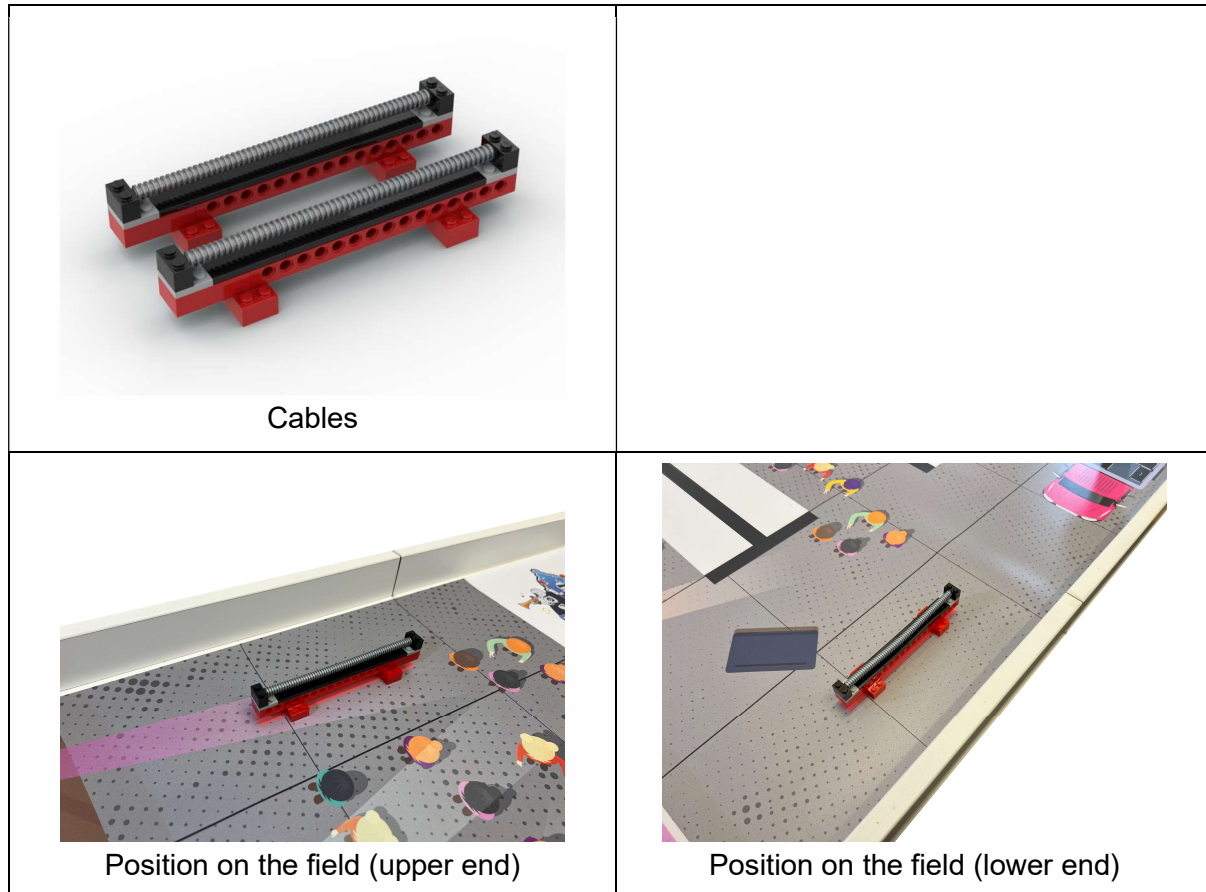


If the table is larger than the game mat, place the mat against the short wall close to the start area (right side) and centre it in the other direction.

3. Game Objects, Positioning, Randomization

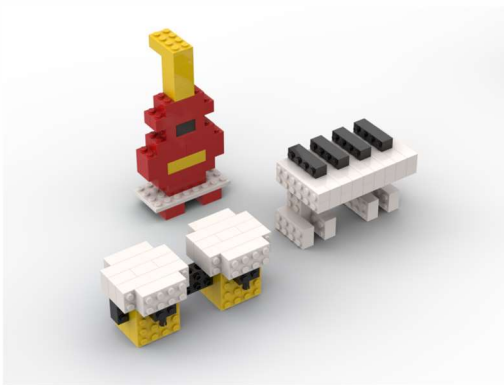
Cables

There are **2 cables** on the field. The positions are close to the stage (left end) at the upper and lower end of the game field.



Instruments & microphone

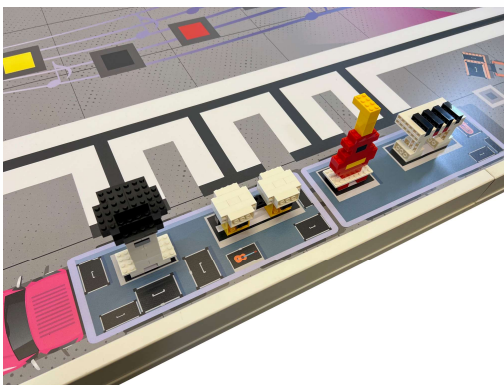
There are **3 instruments** (1x guitar, 1x keyboard, 1x pair of congas) and **1 microphone** on the field. The starting positions on the game field are at the lower end in the truck.



Instruments



Microphone



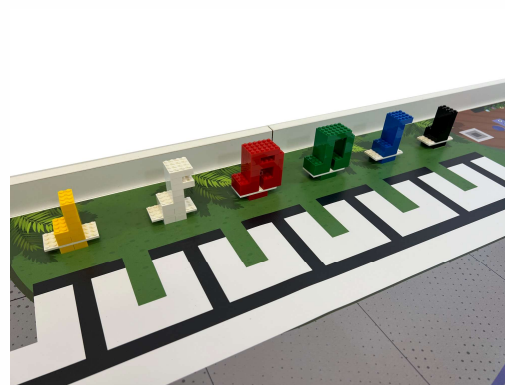
Start position on the field
(always in this orientation)

Notes

There are **6 notes** in different colours (1x red, 1x blue, 1x green, 1x yellow, 1x white, 1x black) and different shapes on the field. The bases of the notes are all the same. The starting positions on the game field are at the upper end (please see the section on randomization for concrete information on the starting positions).



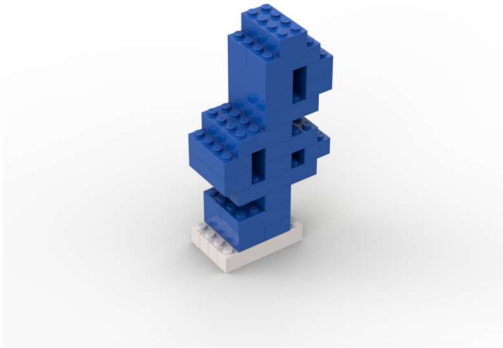
Notes



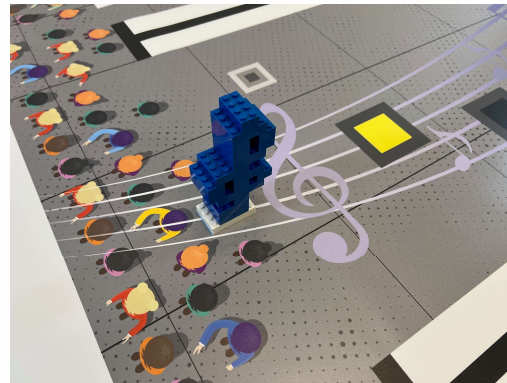
Start position on the field
(always in this orientation)

Clef

There is a **clef (blue)** on the field. The position on the game field is in the middle on the left end of the staff lines. (A clef is a sign you put at the beginning of a line of music to show how high or low the notes are.)



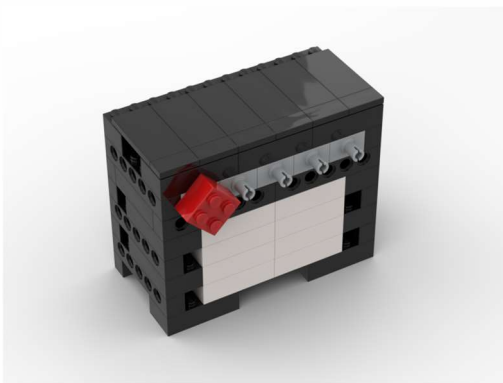
Clef



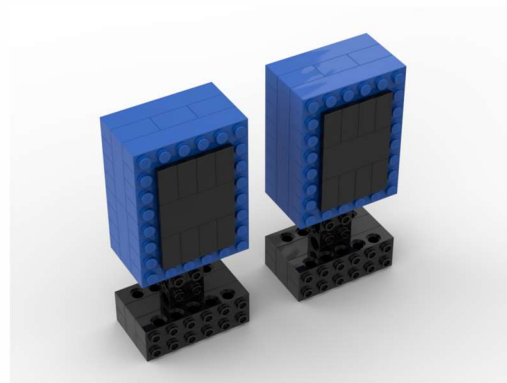
Start position on the field
(always in this orientation)

Amplifier with speakers

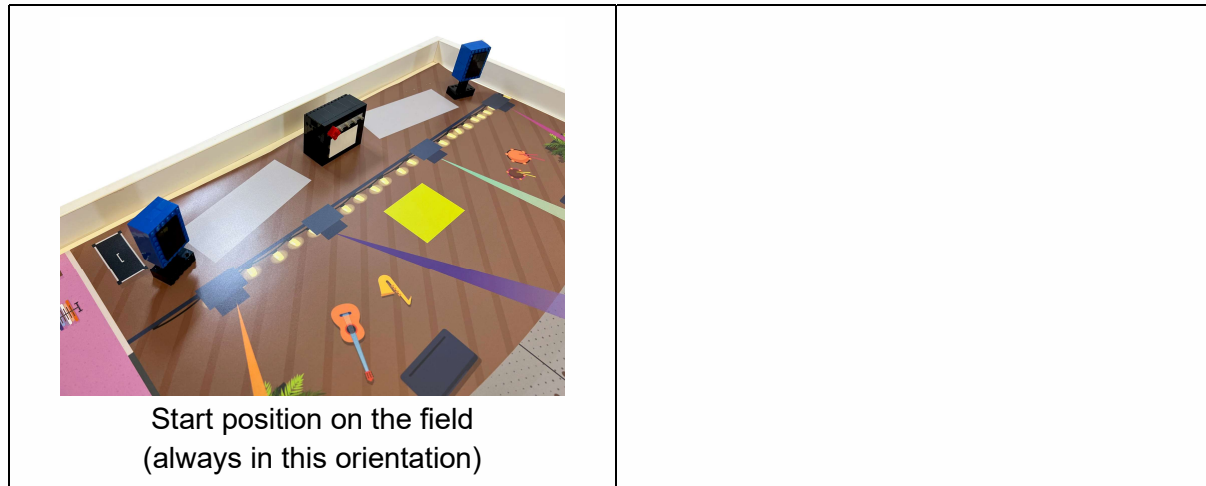
There is an **amplifier together with 2 speakers** on the field. The starting positions are on the stage at the left end of the game field.



Amplifier



Speakers

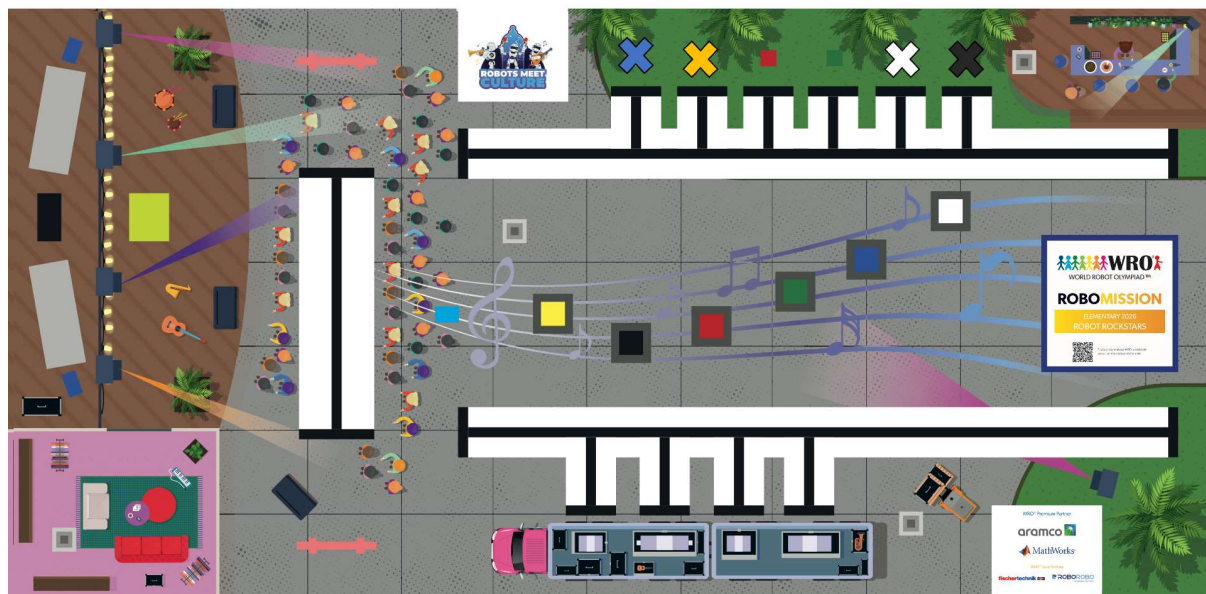


Summary randomization

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

- **Four of the notes (black, white, yellow, blue)** are randomly placed on the four light green squares at the upper end of the game field. The positions of the green and red note are not random.

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




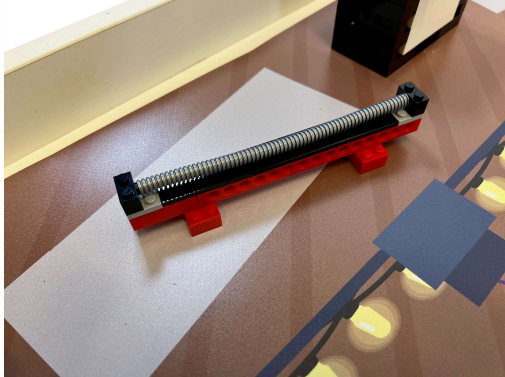
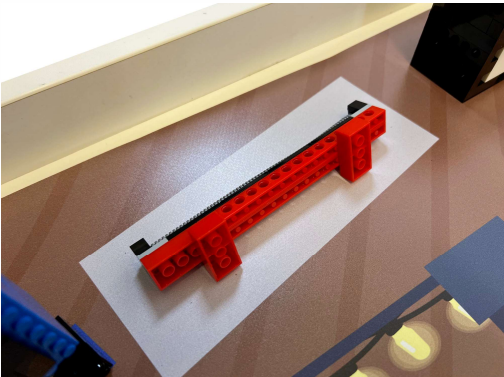
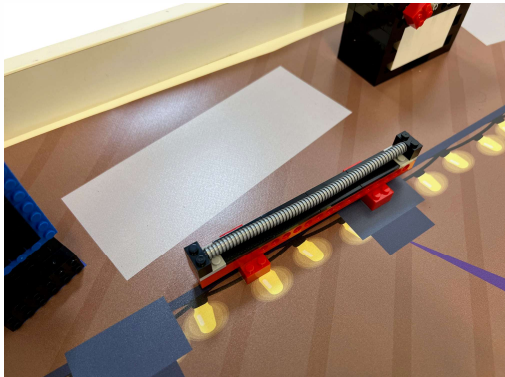
Robot Missions

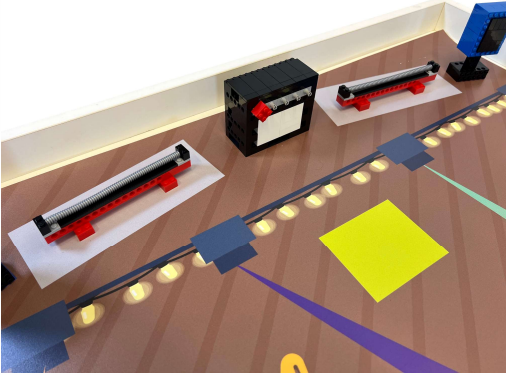
3.1 Connect the amplifier with the speakers

The amplifier on the stage is not yet connected with the speakers. Make sure to place the cables in the grey areas between speakers and amplifier.

- Definition “completely in”: Completely means that the game object is touching the corresponding area and no other area on the mat.
- Definition “partly in”: Partly in means that the game object touches inside the corresponding area as well as outside the corresponding area.
- Only one cable per area scores points.

	Each	Max.
Cable is <u>completely in</u> the grey area and upright.	15	30
Cable is only <u>partly in</u> the grey area or not upright.	5	

 <p>15 points (completely in and upright)</p>	 <p>5 points (partly in the area)</p>
 <p>5 points (completely in, but not upright)</p>	 <p>0 points (not in area)</p>


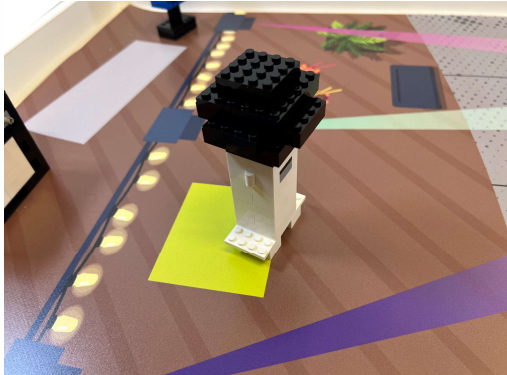
 <p>30 points (both cables completely in and upright)</p>	
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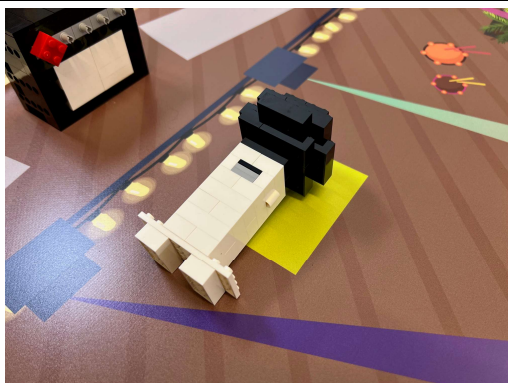
3.2 Prepare the show

A good show needs instruments and a microphone. Make sure to set everything up to start the show.

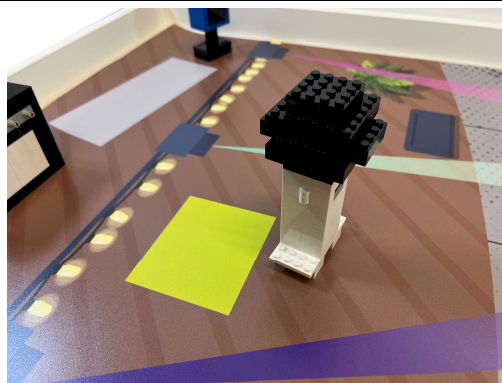
- Definition “completely in”: Completely means that the game object is touching the corresponding area and no other area on the mat.
- Definition “partly in”: Partly in means that the game object touches inside the corresponding area as well as outside the corresponding area.

Microphone	Each	Max.
Microphone is <u>completely in</u> the microphone target area* and upright.	20	20
Microphone is only <u>partly in</u> the microphone target area* or not upright.	10	

 <p>20 points (microphone completely in and upright)</p>	 <p>10 points (microphone only partly in)</p>
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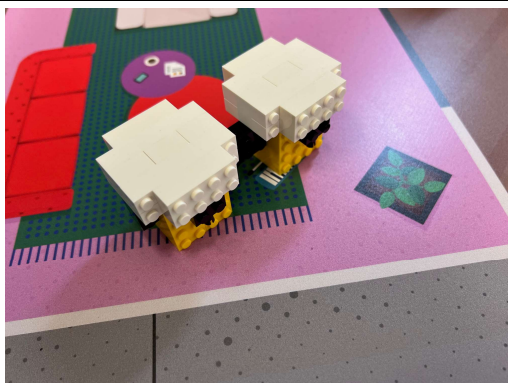

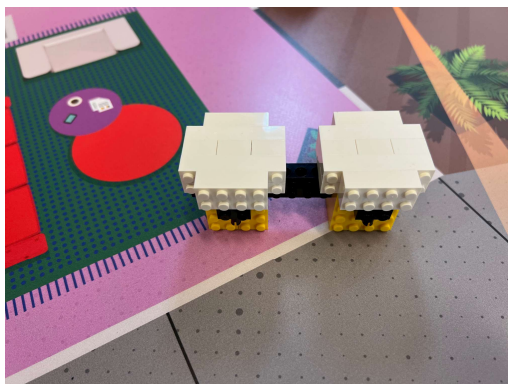
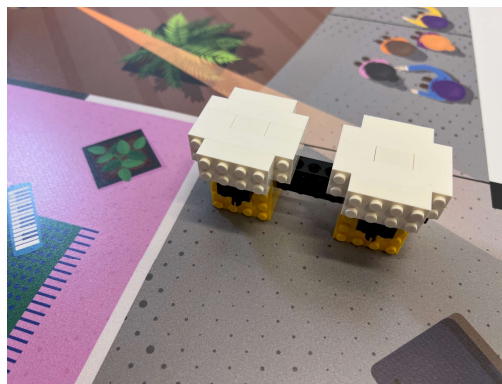


10 points
(microphone only partly in and not upright)



0 points
(not in area)

* The microphone target area is the light green area on the stage.

Instruments	Each	Max.
Instrument <u>completely in</u> backstage area*	15	45
		
15 points (completely in)	15 points (completely in)	
		
0 points (not completely in)	0 points (not in area)	



45 points
(all three instruments completely in)

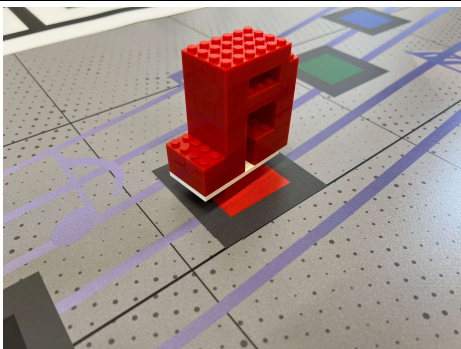
* The backstage area is the pink area in the bottom left corner including all the furniture, but without the grey border.

3.3 Play the song

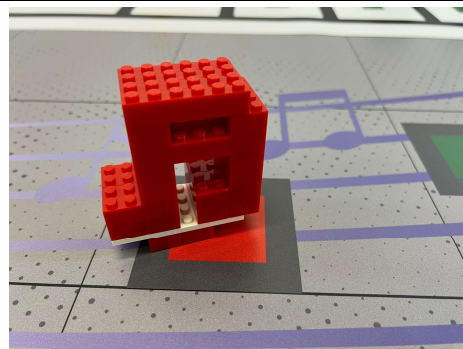
A good concert needs music. Play the song by placing the notes on the staves.

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

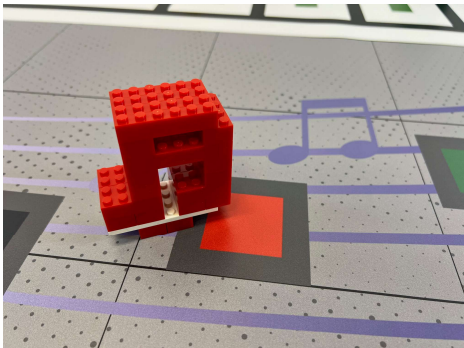
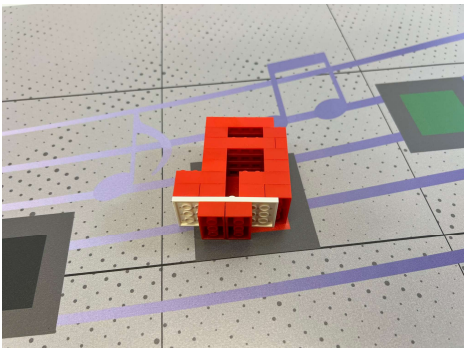
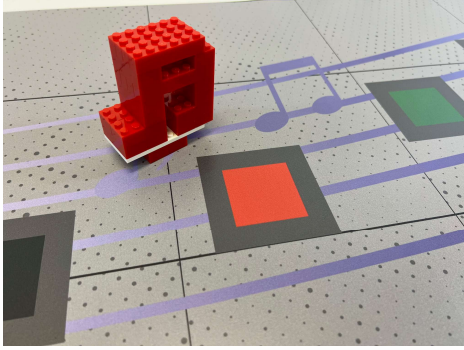
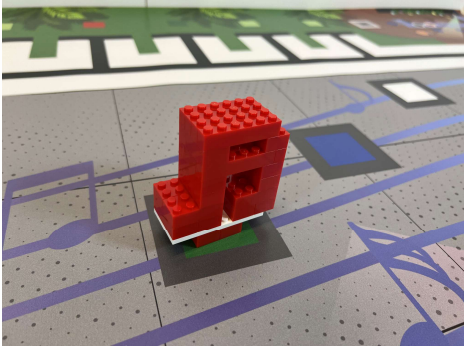
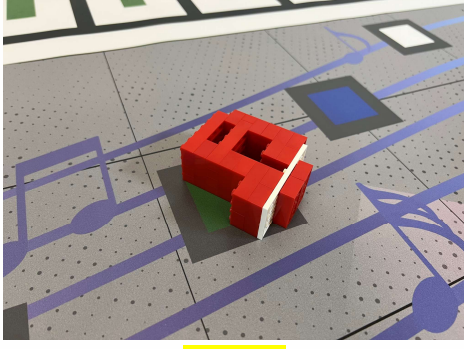
	Each	Max.
Note is <u>completely in</u> corresponding-coloured note target area (including grey border) and upright	20	120
Note is <u>partly in</u> corresponding-coloured note target area (including grey border) or not upright	10	



20 points
(completely in and upright)



20 points
(sill completely in and upright)



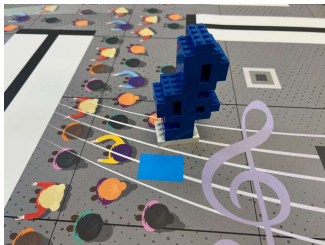
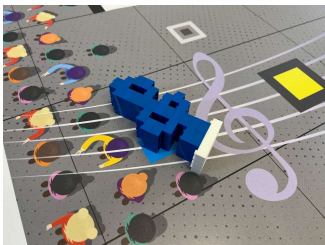

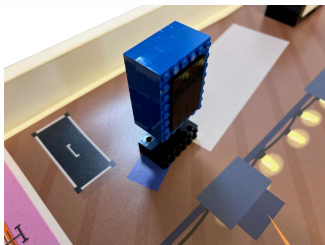
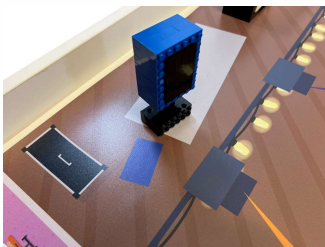

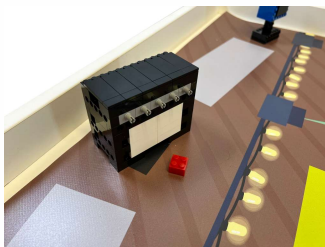
 <p>10 points (only partly in)</p>	 <p>10 points (only partly in and not upright)</p>
 <p>0 points (not in)</p>	 <p>0 points (wrong colour)</p>
 <p>0 points (wrong colour)</p>	

3.4 Bonus points

Be careful when moving stuff around the stage and 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 it no longer touches its initial position and is no longer upright.

	Each	Max.
Clef is not damaged or moved	10	10
Speaker is not damaged or moved	10	20
Amplifier is not damaged or moved	10	10
 10 points (not moved & not damaged)	 10 points (not moved & not damaged)	 0 points (moved)
 0 points (not upright anymore)	 0 points (damaged)	 10 points (not moved and not damaged)
 0 points (moved)	 10 points (not moved & not damaged)	 0 points (damaged)

4. Scoring Sheet

Team name: _____

Round: _____

Tasks	Each	Max.	#	Total
1. Connect the amplifier with the speakers				
Cable is <u>completely in</u> the grey area and upright.	15	30		
Cable is only <u>partly in</u> the grey area or not upright.	5			
2. Prepare the show				
Microphone is <u>completely in</u> the microphone target area and upright.	20	20		
Microphone is only <u>partly in</u> the microphone target area or not upright.	10			
Instrument <u>completely in</u> backstage area	15	45		
3. Play the song				
Note is <u>completely in</u> corresponding-coloured note target area (including grey border) and upright	20	120		
Note is <u>partly in</u> corresponding-coloured note target area (including grey border) or not upright	10			
4. Bonus points				
Clef is not damaged or moved	10	10		
Speaker is not damaged or moved	10	20		
Amplifier is not damaged or moved	10	10		
Maximum Score		255		
Total Score in this run				
Time in full seconds				

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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