

## Tipping point for the Oonuts

### VEXID: ITSMQ

At one point in the universe's existence, some millions of years before the first microorganisms ever existed on Earth, an alien race. The self-proclaimed Snot's were greenish, relatively short when compared to an average Homo sapiens (40-60cm high) and pretty much looked like a humanoid bugger. Though they originally had four limbs, they now have just two of them, which they use for walking around. Since the first primitive Snot walked through their home planet Nowz, they had the ability to generate a gravitational aura around their bodies at will, which would be of use to find a way to fulfill their needs. Over time, they stopped using their arms; each generation sported shorter and shorter arms until they were virtually invisible. Related to this evolution-driven change, a latent power started to be noted among the Snot. This power is well-known within human fiction: telekinesis. Thanks to their prolonged use of their mental capabilities, they achieved a next level of control, which allowed them to develop exceptional intelligence. The Snot deemed feelings to be a disadvantage and favored logic, focused purely on technology.

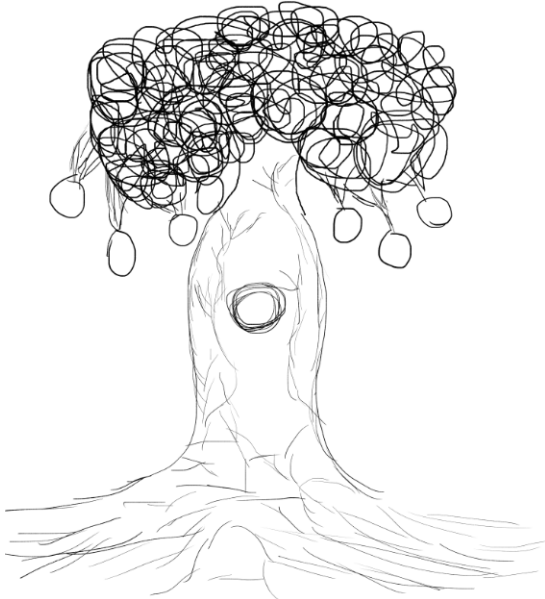
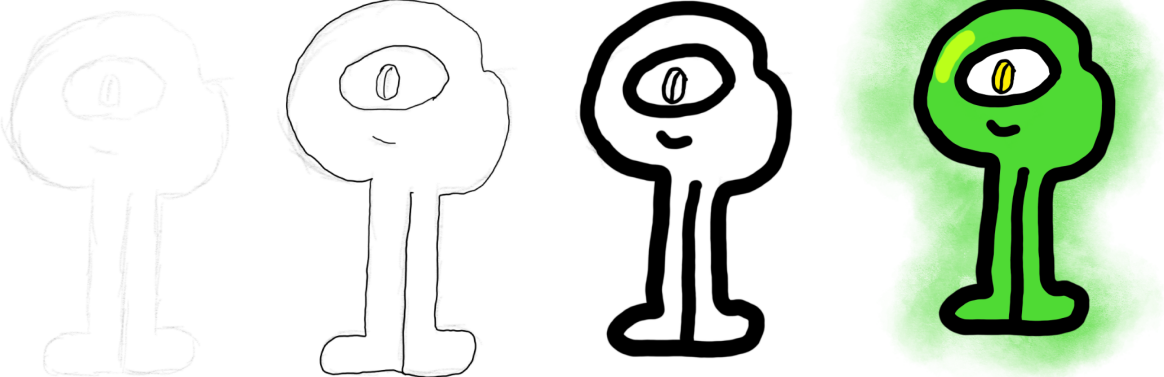
Snot life expectancy is approximately 144 years. Aiming to further develop the younglings' abilities, the "Snotlympic Games" were created. The games were composed of individual games, sorted by the amount of mind power and intelligence required to achieve victory. The first game was the Power Test, in which individuals would see who could generate the best gravitational field possible, both in strength and size. The Strength Test had Snoots lifting weights using their telekinesis; the winner would be the one who lifted the biggest weight in the shortest time. The final test was the most important one: The Oonut Test, central to Snot tradition. The Oonut Test was created after the Oonut Tree, Snots' main food supply, stopped yielding enough Oonuts to feed the population year-round. The winning faction of the Oonut Test would be the one who would control the Tree. Snots are prohibited from using their powers; they shall only use intelligence and strategy to achieve victory.

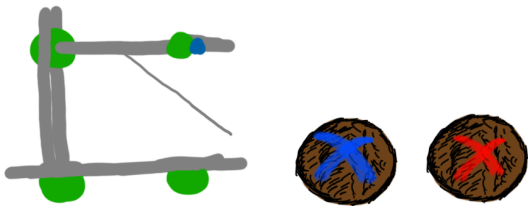
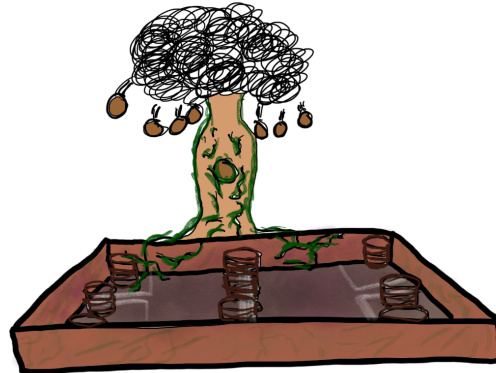
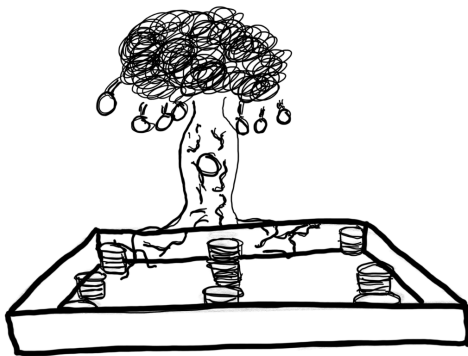
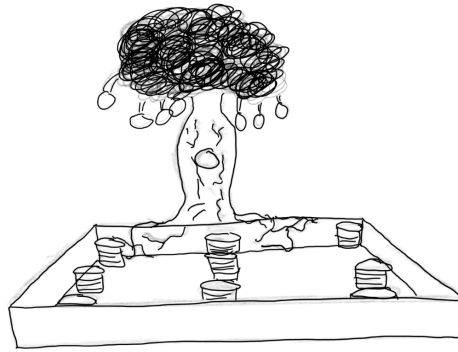
The Oonut Test rules are as follows:

- The arena is 12x12ft.
- Each faction has a platform denominated "Origin Zone"
- Given the limitations imposed from their inability to use their powers, Snots must use a mobile structure to carry objects, such as Oonuts.
- The arena will have other hollow structures for the Snots to deposit Oonuts.
- The Oonuts within the field will be color-coded to identify which faction it belongs to.
- Each Oonut inside a tower will count as a point for their faction

Though there are more, these are the general rules for the game. The victors for the original Oonut Test are unknown, but it is clear that the losing faction had to plant a new Oonut tree at

the other side of the planet and leave the original one for the victors to enjoy. Nowadays, the Oonut Test is done to honor both factions. It has become an annual tradition and both factions switch the role of hosting the games year after year.





**Video:**

<https://youtu.be/sGCuFTgkF8g>