

## Theme it Up! RECF Challenge 7983D - "Battle for the Neutral Zone"

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In the VEX multiverse, there exists one parallel universe where the robots are living, evolving species that inhabit the planet, with no need for humans. The two main species on Earth-D are the Azulians and Czerwonians. They are in a constant clash for a stretch of territory that divides the two sides of the planet, and this stretch is called the Neutral Zone. It is full of rare metals, rubber, and oil that each of the two robot species want. For years, they have evenly shared the Neutral Zone's bounty with the other, putting aside their differences in the process. Now, tensions between the two species are at an all-time high, and both the Azulians and Czerwonians have decided that they are done with diplomacy: the Neutral Zone belongs to them and them alone! The Neutral Zone, along with its natural resources, also contains many wind-power generators (mobile goals) and electromagnetic rings (rings), remnants of an ancient human civilization before the robots evolved. When wind turns the blades of the power generators, it turns an internal rotor that uses electromagnets to generate electric power. Some of the power generators are suited for different environments, and won't work in other places. Red power generators only seem to work when exposed to the Czerwonian environment, with its dry, heavy air. Blue generators only work in the Azulian territory's cooler, healthier air. If Czerwonians take a blue generator, or Azulians take a red one, it won't work and won't do anything for that species. The electromagnet cells can be attached internally to the power generators, creating a stronger magnetic field that generates more energy as the turbine spins. It also contains metal platforms that conduct the power of the generators to anything that touches them, but the circuit is broken unless the platform is balanced. The platforms are very important to the teams, since they increase the value of anything they can bring back for their species and give them a big advantage against the enemy. The two species form small teams to scout out the Neutral Zone and get whatever resources they can for their clans. At the end of a battle, usually taking around 2 minutes to avoid environmental damage, the teams count how many resources they have collected, and where they were placed. Teams that collected the most resources and put them in the most valuable position, on top of the balanced platform, will be declared the winner. Victory for these teams means that they make it back to the rest of their species with resources that will improve them all, and defeat means that they must retreat from the Neutral Zone without any rewards. If one species can fully take over the Neutral Zone, it will spell endless prosperity for them for the rest of time, and the absorption of the other species into their own to create a super species that rules the planet. Any robot on the losing side that doesn't want to submit to the new rule will be eliminated. Robots live a cruel and brutal existence, and the stakes are high in "The Battle for the Neutral Zone." However, the two species do still have some honor between them and respect for each other due to their common bond in their origins. They have agreed to not interfere with enemy territory during the beginning or end of the battle, in order to not destroy any of the resources from the Neutral Zone. Hoarding power generators is a dangerous activity, because the air-turbine blades can destroy each other when they're too close, so that is also not allowed. Robot-on-robot violence is prohibited, but some physical interactions can still happen between robots as long as they are not pinned or trapped or permanently damaged.

