

Kingdom Clash

Student: Odin Provost

Team Number: 603B

Location: Belmont, New Hampshire

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Section 1

Introduction (Story):

Once upon a time, there were two kingdoms (Alliance zones). The Yinolowak (Red side) and the Vixolowok (Blue side). King Fervane was the king of Yinolowak. King Dextar was the king of Vixolowok. The two kingdoms have always been enemies. One day a dispute broke out between the two kingdoms, and all their treasure was scattered across the land between them. King Fervane and King Dextar both sent out their best knights in shining armour (The robots) to gather up all the treasure. However, a sorcerer from a far away kingdom cursed the land between the kingdoms. The curse turns the knights to stone two minutes (Match duration) after all four of the knights set foot on it.

The knights were each given a chest (Alliance mobile goal) to store the treasure (The rings). There were also three chests already on the land (The neutral mobile goals). The knights had to gather all the treasure they could, and get it back to the castles (The platforms). The knights get more points if they get the treasure in the castles, rather than just in the kingdom.

Section 2

Definitions:

Adult: Peasant

Alliance: Two knights fighting for one side

Alliance Station: Back of the castle

Autonomous Bonus: A bonus of points for whichever alliance scores the most points in the first fifteen seconds

Builder: The knights' trainer

Designer: The person who designed the knights' armour

Disablement: When a knight disobeys the king

Disqualification: When a knight fights back against the king

Drive Team Member: The knights' instructor

Entanglement: When two opposing knights clash together

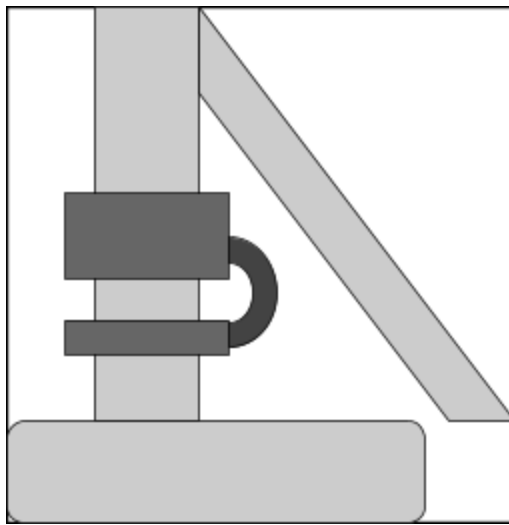
Field Element: The land

Match: The time until the knights turn to stone

Match Affecting: When a knight steals treasure from the opposing kingdom in the last thirty seconds

Programmer: Another trainer for the knights

Robot: A knight



Student: The knights' apprentice

Team: All of the apprentices of a knight

Trapping: When a knight prevents an opposing knight from moving.

Specific Definitions:

AWP Line: A pedestal for an alliance mobile goal (treasure chest)

Alliance Home Zone: The kingdom

Balanced: When the treasure chests are in the middle of the castle

Cleared: When a treasure chest is in the land outside the castle

Elevated: When a knight is in the middle of the castle

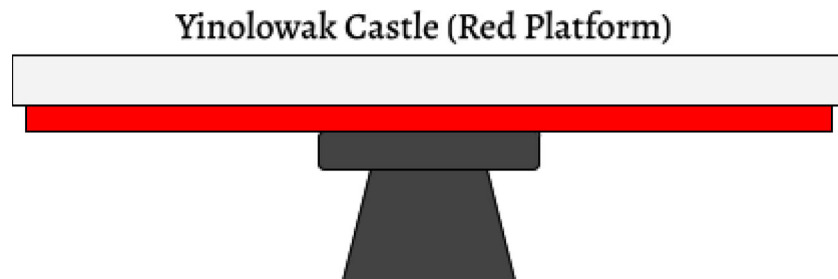
Hoarding: When a knight prevents an opposing knight from access to a treasure chest

Match Load Rings: The treasure the kingdoms already have

Mobile Goal (Alliance and Neutral mobile goal): Treasure chest (Small, Medium, and Large)

Neutral Zone: The battlefield

Platform: A castle



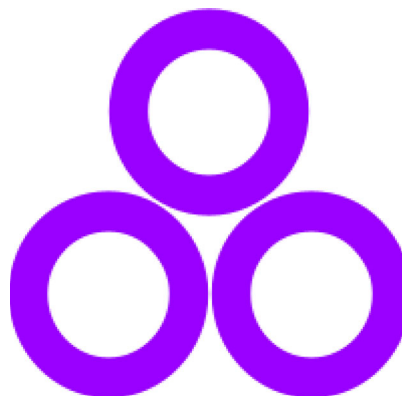
Possession: When a knight has a treasure chest

Preload: The knights' own treasure they can use to get more points

Scored: When treasure is in a treasure chest in the land outside the castle or in the castle, a treasure chest is in the land outside the castle or in the castle, or when a knight is in the middle of the castle

Scoring Object: Treasure or treasure chests

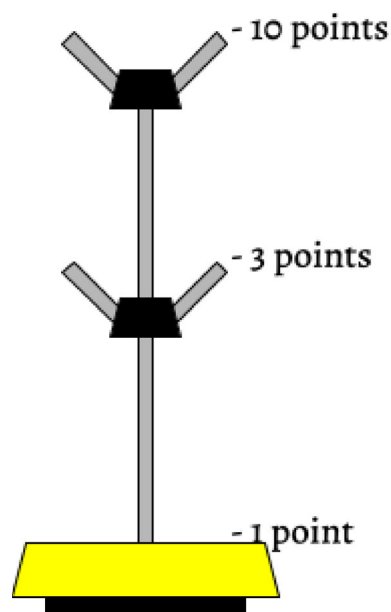
Ring: Treasure



Treasure

Scoring:

Treasure in the base of the treasure chests is worth one point each. Treasure in the low branches of the treasure chests is worth three points each. Treasure in the highest branch of the big treasure chest is worth ten points each. Each treasure chest is worth twenty points in the kingdom. Each treasure chest is worth forty points if it is in the middle of the castle. When a knight is in the middle of the castle, it is worth thirty points. An alliance gets six points if they win the autonomous bonus.



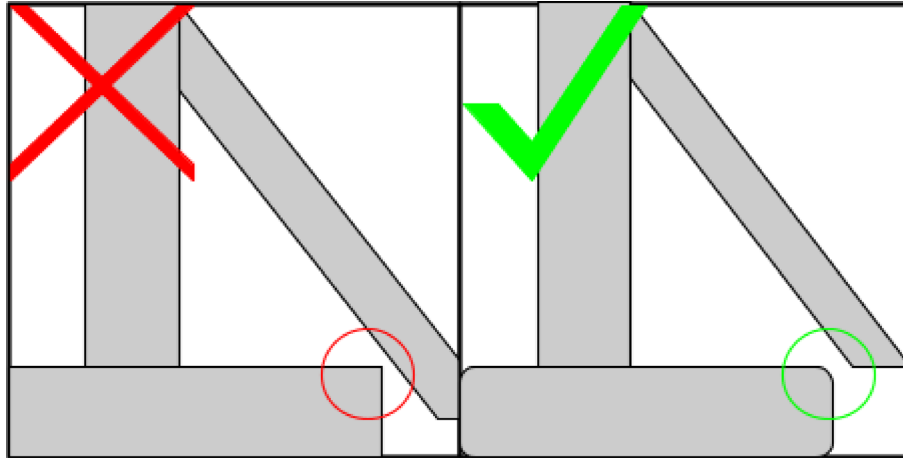
Safety Rules:

Knights can not trap or entangle the opposing knights. Attacking or intentionally damaging opposing knights is not allowed either.

Section 3

The Knights:

The knights' armour must be within eighteen inches. The armour must be made of either aluminum, steel, or a combination of the two. The armour is allowed to be painted. Limited certain plastics are allowed. The armour can not be sharp, either.



A knight's armour with a sharp part is not allowed