

# Theme It Up!

Team:

**7983Z**

Team Location:

**Centennial high School**

Participants:	Jonathan Carter Jarrett Register Alexander Micheals William Swift Evan Scott Tharun Thiagarajan
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## Story:

War has broken out between the 'Red' and 'Blue' kingdoms. With the capitals of each surrounded by blockades, each of the kings call for War Machines to be made to end this conflict.

You have been tasked to build and pilot these machines, using them to increase influence and power for your king throughout the land.

Standard Scoring Component	Themed Scoring Component
<b>Disc:</b> Discs can be scored in Low goal or High goal to score different amounts of points.	<b>Gold:</b> Gold can be gathered and deposited for more influence, either directly to the Capital or to your blockade.
<b>High Goal:</b> A disc golf type goal located above the opposing team's low goal. Discs scored here earn 5 points each.	<b>Capital:</b> The Capital is located in the center of the opposing blockade, but be careful, as any gold missed falls into the hands of the enemy. Gold in the Capital increases influence by 5 points.
<b>Low Goal:</b> A four tile area under the opposing alliance High Goal. Discs scored here are only 1 point each	<b>Blockade:</b> Your king's blockade sits around the Capital of the opposing King, and is prepared to catch any gold that falls short of the city. Gold fallen to the blockade in only 1 influence
<b>Rollers:</b> Rollers are located in the corners of the field unoccupied by low goals. They can be turned to show a certain color face to the sky. A roller is worth 10 points for the owning alliance.	<b>Foreign Diplomats:</b> Diplomats can be found at the border of the disputed territory, and the war machines can ask for their assistance in gaining influence in the disputed land. 10 points of influence can be gained from each diplomat.

<p><b>Tiles:</b> At the end of the game, robots are scored for each tile they are in contact with, excluding any tiles located in the low goal. Each tile is worth 3 points.</p>	<p><b>Property:</b> At the end of the war, when a treaty is made, additional influence can be gained by the war machines for the land they touch. The property claimed by the machines awards 3 points of influence.</p>
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Victory is obtained by the kingdom that earns the most influence over the land in dispute, earned via obtaining gold, favors with foreign diplomats, and simple claiming of land when the conflict is over.

When the war machines are first introduced, they are allowed to function without external guidance for forty five days (seconds). Once the 45 days are up, the war machines are subject to direct control for the next 75 days (seconds). During the last 10 days (seconds) of war, the machines are allowed to begin claiming land by any means necessary, so long as they do not attempt to claim property beyond the disputed territory (cannot expand outside the field).