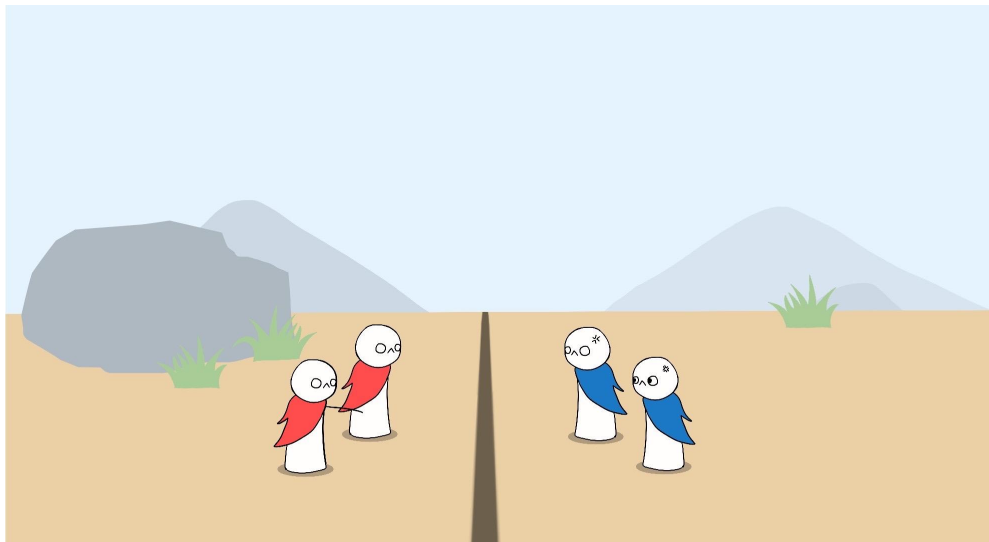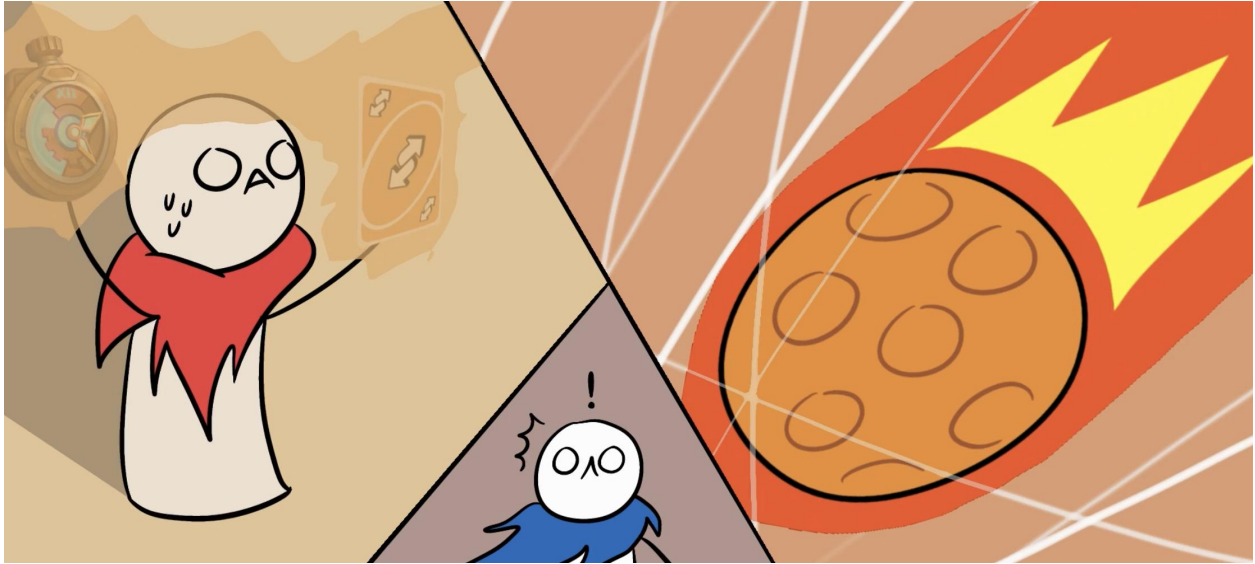# Meteors

Sun Woo, Aidan, Emilie, Srikar, Raghav, Ian

Team 9682A

Olympian High School, California

Two travelers in red rags exploring for land find an abandoned desert, but they encounter two other travelers in blue with the same goal.


They split the land in two, but the blue team, not so happy about the situation, decides to summon a meteor to attack the other team's land and overtake it. Noticing the situation, the red team does the same thing. Both teams use additional mana to stop the meteors temporarily.

Having to do something, both teams start throwing magical stones towards their meteor to add weight for greater impact. If they fail to do so and the stone falls under the meteor, the stones will act as shields and reduce the impact.

One problem, however, is that for spending too much mana in summoning and stopping the meteors, ability to control the creations becomes limited for the first 15 seconds, which they call the autonomous period, letting the creations to move on their own.
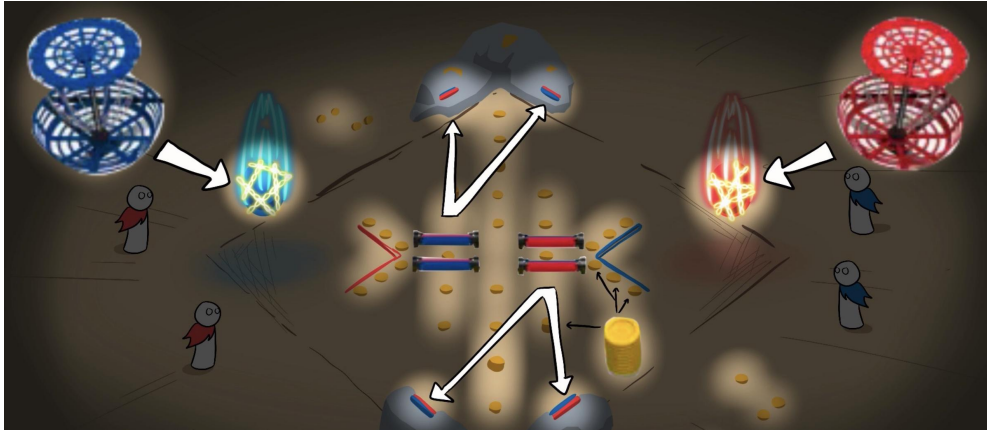
During the 'autonomous' period, each team can't cross to the enemy's land because it may interfere with the enemy's creations. Both teams know that if they damage any creation, it will interrupt the magic holding the meteors, which can cause a random meteor to fall, and both teams don't want to take the risk.
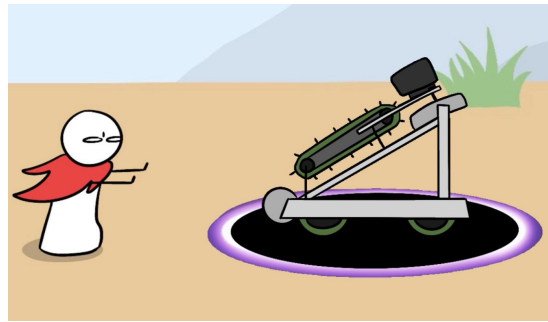

Back to the battle, to calculate who will have more territory at the end, points are going to be implemented for each action. Each stone on the meteor increases the impact by 3 points each, and stones underneath the meteor are 1 point each for the opponent.

However, this isn't the only way to score "points." Four abyssal alternators, rollers to be simple, that discharge wind currents that increase the speed of the meteor are distributed equally among the land, and it calculates 10 points for each additional wind discharged. However, depending on which side the alternator is on, it will only benefit one team.

Finally, in the last 10 seconds, before the meteors start falling again, both teams fully recover their mana, meaning they can now expand their creations in order to physically claim the land

Once the time is over and the meteors fall, only points will tell which team won more land.
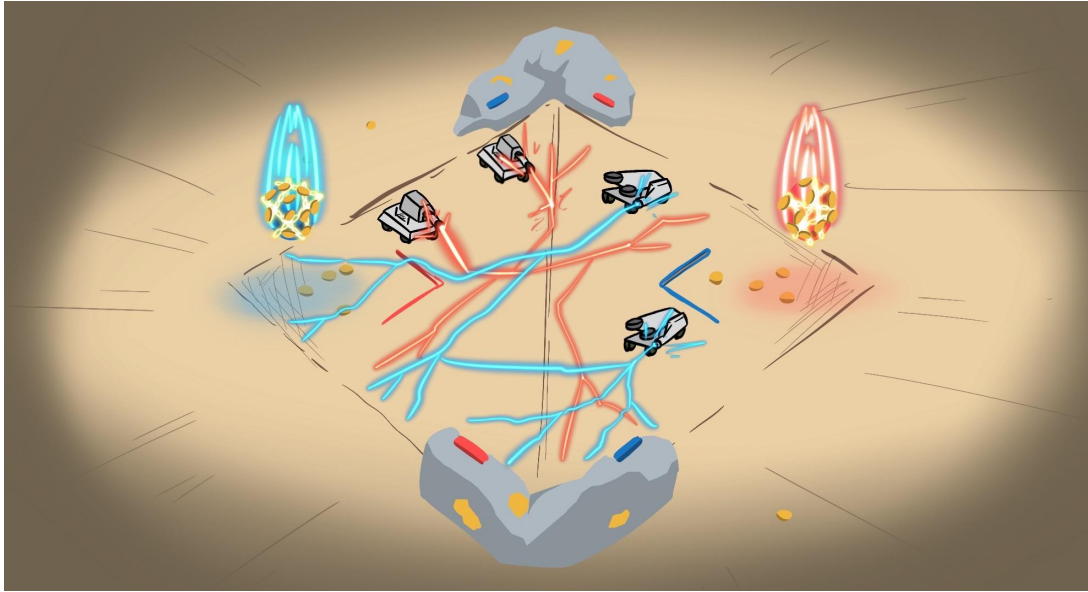
Overall rules:

NO Crossing the autonomous line: you don't want the meteors to fall early.

NO Going over a certain height of the field: The meteors create a heatwave that will melt the robots.

NO Possessing over 3 yellow stones: The magnetic force will ruin the robots.

NO Expanding before the last 10 seconds: you will spend too much mana and the robot will stop functioning.

Scoring:

Autonomous winners get 10 points: the winner team gains confidence.

5 points for stones on meteor: more weight = more impact.

1 point for stones underneath: the stones will act as shields and reduce the impact.

10 points for matching Alternators/Rollers: wind currents increase the speed.

3 points per land covered: the teams get to physically possess the land.