EXOTEC

New Rules Exolegend 2024

Thème : SPLATOON + MARIOKART

+ Initialisation:

+ 0.1 - A maze is displayed on the floor. The map is broadcasted live.
+ 0.2 - The maze comprises 144 cells, or squares, arranged in a 12*12 format, the size of each cell is 3m*3m.
+ 0.3 - Rockets are distributed within the maze and their positions are broadcasted live.
+ 0.4 - At the start of the game, there is one robot on each side of the arena.
+ 0.5 - Each robot is equipped with a weapon and an inflatable balloon.
+ 0.6 - The gamemaster consistently broadcasts the following information: the coordinates of each robot within the maze, the status of the squares (coloured or non-coloured), as well as available rockets.
+ 0.7 - The maze is randomly generated at the start of each game.

+ A maze to paint:

+ 1.1 - Within the maze, 2 teams of 2 autonomous robots compete over the course of 120 seconds.
+ 1.2 - The winning team is determined by the number of squares of each respective team's colours – the team who has managed to change the most squares to their own team's colour (blue or yellow) by the end of the match will be deemed the winner.
+ 1.3 - In the case of a tie, the team whose robot is closest to the centre of the maze, wins.
+ 1.4- When a robot crosses a wall, it is penalised: its maximum speed is divided by 10 (0.1m/s) for 4 seconds and cannot take possession of a square.
+ 1.5 - When a robot passes over a non-coloured square, the square changes to the colour of its respective team.
+ 1.6 - When a robot passes over a square of its colour, it remains that colour.
+ 1.7 - When a robot passes over a square of the colour of the other team, the square changes to the colour of the respective robot's team.
+ 1.8 - When a robot leaves the arena for more than 4 seconds, it dies.

+ A fighting Arena:

+ 2.1 – When a robot's balloon bursts, the robot in question will stop and the gamemaster will give the order to eliminate said robot from the match.
+ 2.2 – When a robot's balloon bursts, its square and the 8 squares around it turn the colour of the opposing team.
+ 2.3 – Robots can burst the balloons of the robots belonging to the opposing team using their weapon or using the rockets picked up in the field: when a rocket hits the position of any other robot, the balloon of the affected robot explodes and the robot dies, as does its rocket.
+ 2.4 – When a robot picks up a rocket on the maze, it can fire it not only whenever it wants in the field, but in any direction. This occurs at 0,5m/s (2,5s to react).
+ 2.5 – Rockets can be fire in the Robot front direction only and they have a straight trajectory and can pass through walls.
+ 2.6 – Rockets have a maximum range of +5 squares.
+ 2.7 - Each robot can only have 1 rocket at a time.
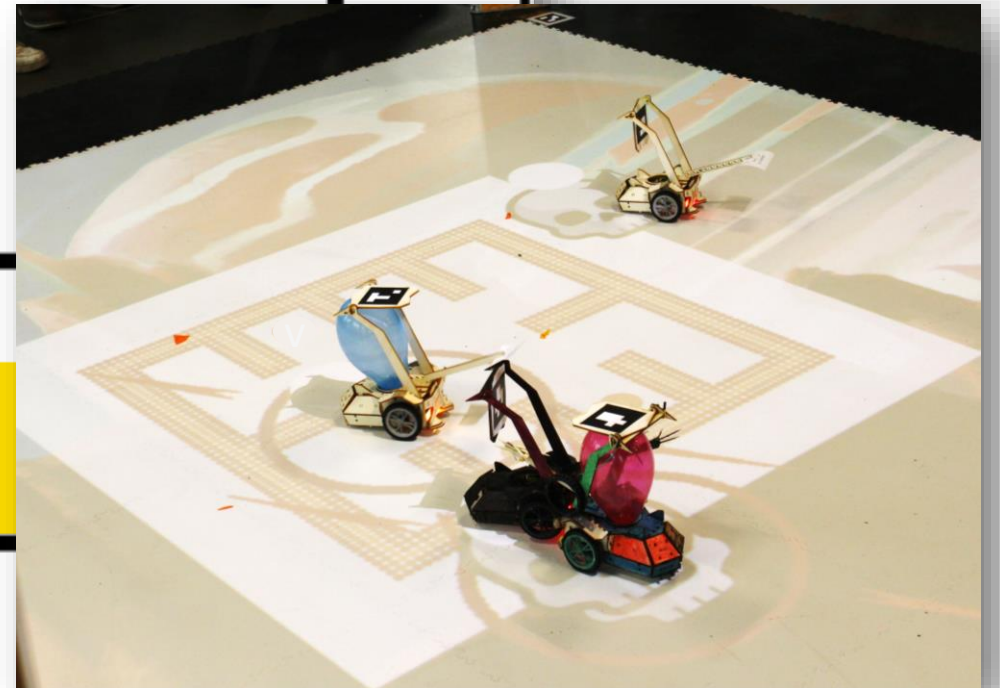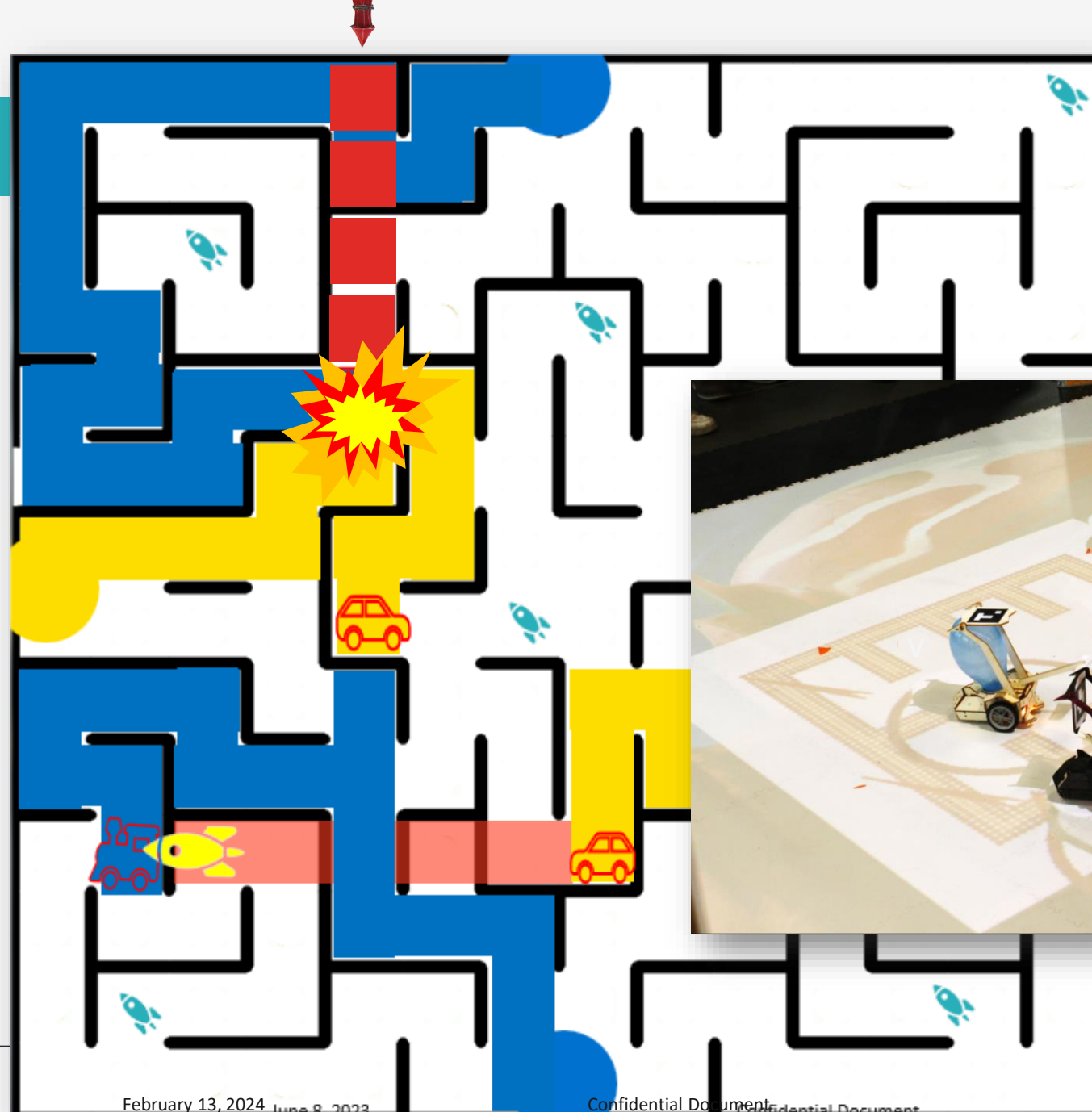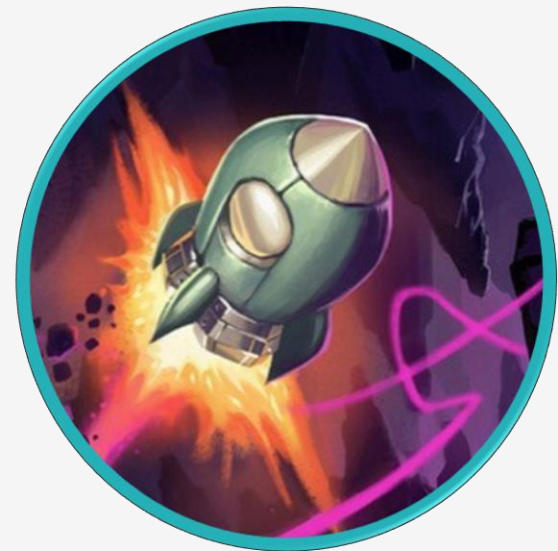+ 2.8 – If a robot dies outside the maze, the opposing team wins no points.

PAINT IT !

When a robot pass over a case, it switches into its teams 'color (yellow or blue).
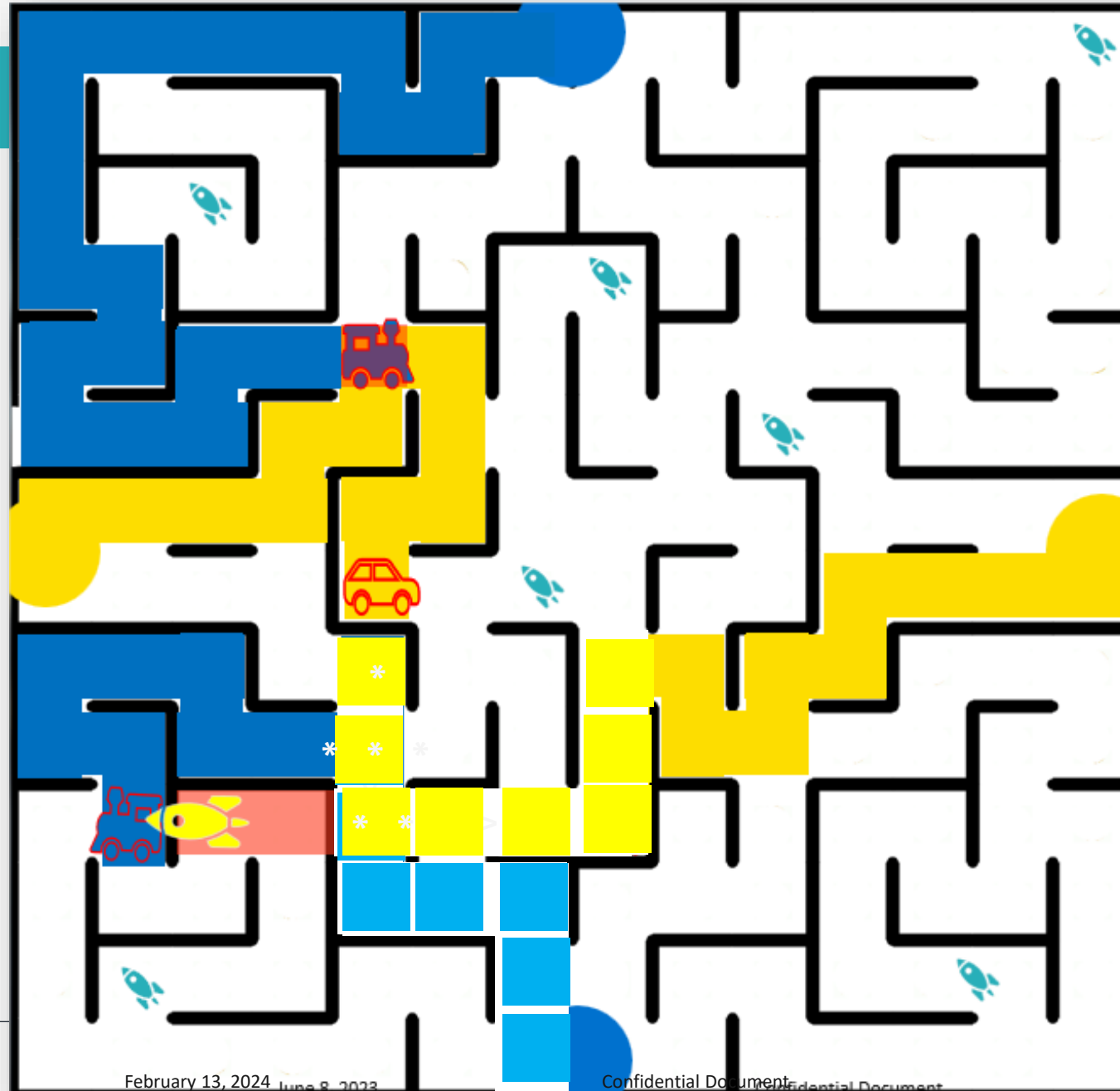
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ROCKET IT !

Rocket cases are added into the maze to shoot other robots in addition of standard weapon.

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This document has been digitally signed by:

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