R.O.B.E.R.T

BUYERS GUIDE

1

One Robert
Is Great

2

Two Even
More So

3

But Three
Are True

WINNERS

Why Three?

Each R.O.B.E.R.T in a trio has a tailored set of behaviours, tweaked to achieve higher win rates than a single behaviour.
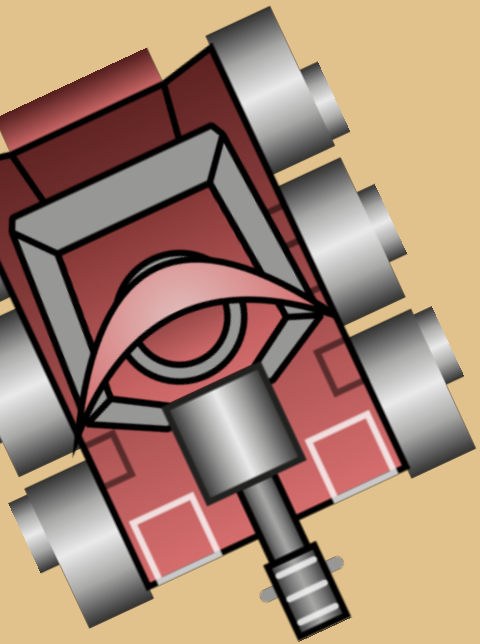
Interestingly these types of teams have leading win rates in Robocode. Here's an example: **https://bit.ly/2LxBXqg**

Using three of them also leaves you room to mix and match with other robots and droids.
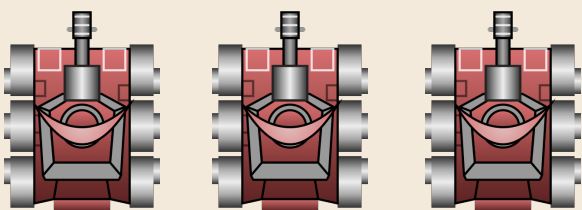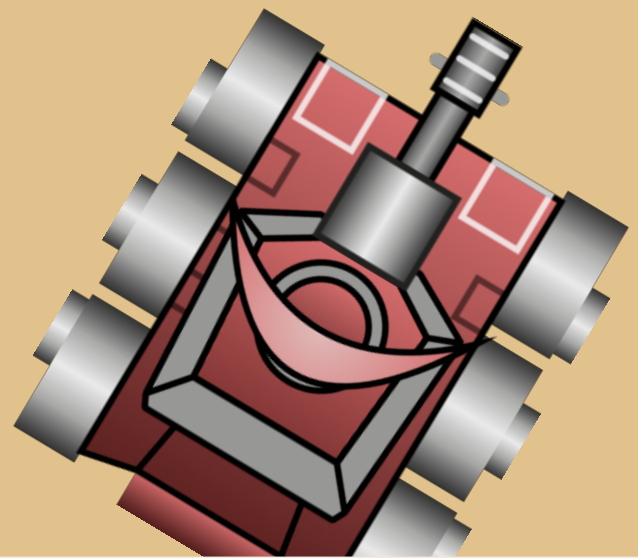
I use a wave surfing pattern and target the enemy leader.
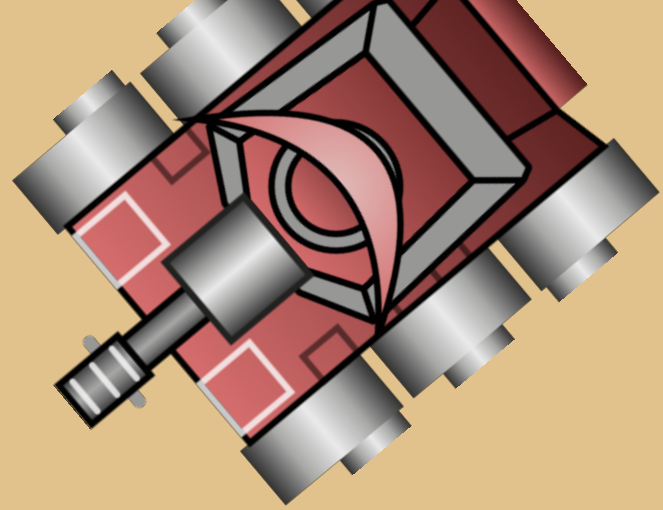
I'm a walleacher that targets my closest enemies.

I use an anti-gravity movement and target my closest enemies.
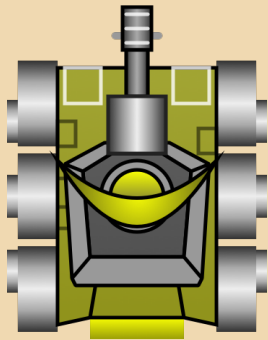
In addition to their personal behaviours these boys also use an advanced predictive targeting algorithm to maximise their shooting efficiency.
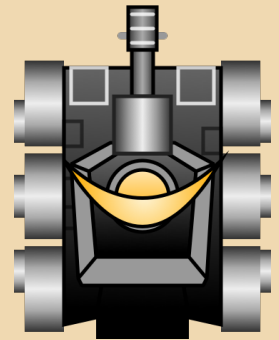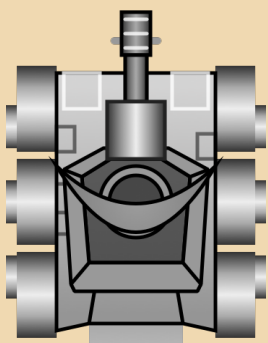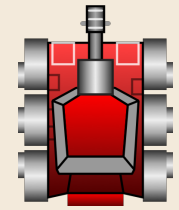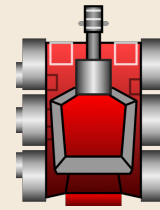
WIN RATES

1 Tracker

1 Walls

1 RamFire

.91 SpinBot
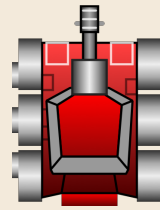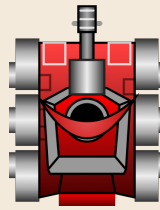
1 Win rate of three R.O.B.E.R.T:s against MyFirstTeam.

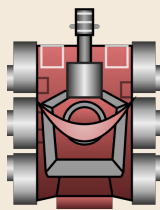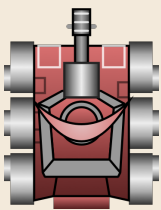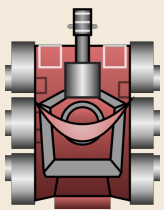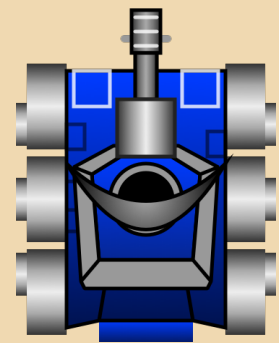Since RobotTestBed does not support team tests, these win rates are taken from 1v1 combat with the wave surfing R.O.B.E.R.T. The win rate against MyFirstTeam was concluded from 10 manual games. All data is taken from a pre-release commit. R.O.B.E.R.T may be subject to performance changes.

Our Belief

We believe everyone should afford the chance of winning. Accordingly, we feel obliged to give you a great price for R.O.B.E.R.T and his brothers.

Remember that winning performance coupled with a minimised hit on your budget increases your chance for both the LU Rumble and the profitability price.