

BattleBugs: Scoring Points

Points are awarded in BattleBugs each time your BattleBug successfully attacks another BattleBug. A successful attack is one that does damage to the other BattleBug. Damage is only done if your Attack value is higher than the other BattleBug's Defense value.

Points for a successful Attack are awarded as follows:

- 1 Point for each point of damage done. The amount of damage is calculated by subtracting the target's Defense value from your Attack value. No points are awarded if no damage is done!
- Additionally, you score points based upon the total Point Value of the opponent you are attacking. The opponents toughness is determined by combining their ratings as follows:

$$\text{Total Point Value} = \text{Health} \div 10 + \text{Attack} + \text{Defense} + \text{Points} \div 200$$

- A successful Attack that kills an opponent BattleBug will score the Total Point Value
- A successful Attack that only damages an opponent BattleBug will score 10% of the Total Point Value