

2016 Slime Block Robot Tournament

Open Invitational Rules & Guidelines

Note: These rules and guidelines are intended to make the fights as entertaining and interesting to watch as possible.

Tournament entry requirements

The Tournament is an open invitational meaning that anyone can enter. But only after their robot has been approved. In order to get your robot approved it is important to stick to the robot rules and guidelines.

A participant is required to enter with one of their own robots. (You are allowed to use components from other robots as long as they are publically available. Example: if you wish to add a cruiser missile to your robot you can because I uploaded a tutorial on it.) But you are not allowed to enter a robot that wasn't made by you.

You are allowed to enter as a team of up to two players.

Tournament Structure

The tournament structure will highly depend on the number of entries. But most likely it will be a knock out bracket tournament with a losers bracket.

More info on this will follow after we know the exact number of entries.

The tournament will take place on a 1.9.4 server.

Definitions

Robot: Robot legs that are connected to an engine through piston extensions or similar mechanics.

Missile: Any flying machine that is not connected to a robot through piston extensions or similar mechanics.

Robot rules and guide

- Your Robot can only be made of blocks that are available in survival.
- Your Robot can have a max size of: 64x64x64
- Your Robot is required to have functioning legs that look as if they can support your Robot's weight. Sliding legs are not allowed neither are hovering robots.
- Your Robot must have a start/stop mechanism of some sort.
- Your Robot must be able to move with all weapons systems and mechanisms attached.
- Your Robot has to walk in a straight line.
- Your Robot can be controlled by up to 2 players. Pilot and Co-Pilot.

- Your Robot is not allowed to contain water or lava of any sort. (So no water based tnt cannons. This is robot wars not cannon wars.)
- You are not to use any TNT duplication glitches in your Robots weapon arsenal
- You are allowed to use unaltered mobs in your robot. But note that the gamerule MobGriefing false will be enforced. So they would only serve to attack the opponents pilots.
- You are allowed to use tnt minecarts. But you may only stack a max of 5 of them in one spot. End Crystals are not allowed.
- When it comes to launching flying machines from your Robot. You are only allowed to launch unmanned flying machines and missiles. (Note: manned in this cases refers to players not mobs.)

Pilot Gear

Gamemode: Survival. Difficulty: Normal

When you submit your Robot you are allowed to add one double chest filled with items to supply yourself during the fight. Only items from this whitelist are allowed.

- Moveable Blocks (for repairs). (example: Pistons, Slime Blocks, TNT etc)
- TNT minecarts or other minecarts (can be made stackable in the chest inventory with blockdata commands up to max stacks of 64. (Because Mojang sucks))
- Sand/ Anvils
- Leaf blocks

(You are allowed to alter this chest before a battle starts)

(These items can be stored in storage minecarts throughout your Robot)

The following items you start with in your inventory regardless of the double chest.

- Unbreakable Diamond Pickaxe
- 32x Enderpearls (or 16x Enderpearls if you have a team of two)
- Featherfall X Boots
- 4x Healing Potion. (or 2x Healing Potion if you have a team of two)
- 64 Cooked Steak (or 32x Cooked Steak if you have a team of two)
- Flint and Steel (Unbreakable)

Banned items: Any items that is not on the whitelist. (So yes you will not have a flame bow and you will not have armor besides your boots.)

Environment Properties

Initial distance in between robots

Robots start 150 blocks apart from east to west and have to be able to walk to the starting location to proof they can move with all equipment attached.

Biome, time and weather

Desert, Day, Noon

World

Custom Bedrock Flatland with solid ceiling to prevent light updates.

Gamerules (excluding default ones)

/gamerule MobSpawning false

/gamerule doTiledrops false

/gamerule doMobGriefing false

/gamerule doMobDrops false

Effects

Nightvision & Jumpboost 255 (So no falling damage. You won't actually jump higher.
Enderpearls still do damage.)

Robot Battle Win Conditions

A team wins the round when:

- ~~The opponent's Robot is completely incapacitated and can no longer move.~~
- All pilots on the opponent's robot have died.
- The opponent's Robot when more than 50% of its legs are no longer connected to its engine.
- The opponent's team surrenders.
- The referee decides they won the round.
- In case of both Robot's breaking down. Whichever Robot has moved forward furthest is the winner of the match. Counting will take place from the front of the 64x64 starting area up till the front most leg of the robot that is touching the ground.

Rules during Battle

- When a pilot dies they are not allowed to rejoin the fight.
- Pilots are allowed to make emergency repairs and make alterations to their robot during battle but only if alterations are connected to their robot.
You are not allowed to build weapons or defense outside the 64x64 beam of battle, but you are allowed to have things fly outside the area that were originally build within the area. Building scaffolding outside the beam of battle to get somewhere is fine as long as it is made from leaves.
(Placing fire with flint and steel counts as placing a fire block, but can still be used to jump up high to get onto things)
- Pilots are not allowed to leave their Robot to attack the opponent's robot or pilots directly.
- Pilots are allowed to break blocks. This will be necessary to be able disable incoming missiles.
- Crafting is not allowed
- Trading with villagers is not allowed

Tournament Prize

Eternal Glory and recognition as your Robot reigned supreme in the 2016 Slime Block Robot Tournament Open Invitational.

This document is subject to change.

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Previous additions in Red 04-07-2016

Previous additions in Purple 06-07-2016

Previous additions in Blue 15-07-2016

Most recent additions in Green 23-09-2016