Upon arriving at your first robot battle tournament, your pride in your little robot, Bill, has turned to fear that it is about to be destroyed by the competition. The armada of heavily fortified and weapons-laden battle bots you are about to face is extreme. However, even though your robot is vastly outmatched by most of the robots in the competition, it is the lightest (since it has few offensive weapons or defensive capabilities). This is important, since if you can simply outrun the other robot for the duration of each match, the attribute that breaks the draw is weight.

Three of the other robots are definitely slower than yours (Fireball, Necromancer, and Thunder), and you should be necromancer able to stay ahead of them. But all of the others are quick **XPLOSION** EXPECTED TO DEFEAT and maneuverable, and you'll almost certainly be crushed EXPECTED TO DEFEAT if paired with one of them. Given the expected outcomes bill of matchups based on the robots' various capabilities, is thunder slammer there any way in which the tournament can be seeded for atomizer fireball your underdog robot to win? xplosion chainsaw atomizer FIREBALL atomizer THUNDER Bill SLAMMER **CHAINSAW** EXPECTED TO DEFEAT EXPECTED TO DEFEAT EXPECTED EXPECTED TO DEFEAT EXPECTED TO DEFEAT EXPECTED TO DEFEAT TO DEFEAT bill bill bill fireball necromancer atomizer fireball xplosion necromancer necromancer necromancer chainsaw thunder fireball slammer thunder thunder chainsaw thunder fireball **BATTLEBOT** CHAMPIONSHIP ANNIHILATE OBLITERATE DIVISION DIVISION VERSUS

**Logic Problems** 

Imagine 23.1 : Sep/Oct 2015

Puzzle 18 – BattleBots



