

# FARMSCAPE BLITZ ARENA

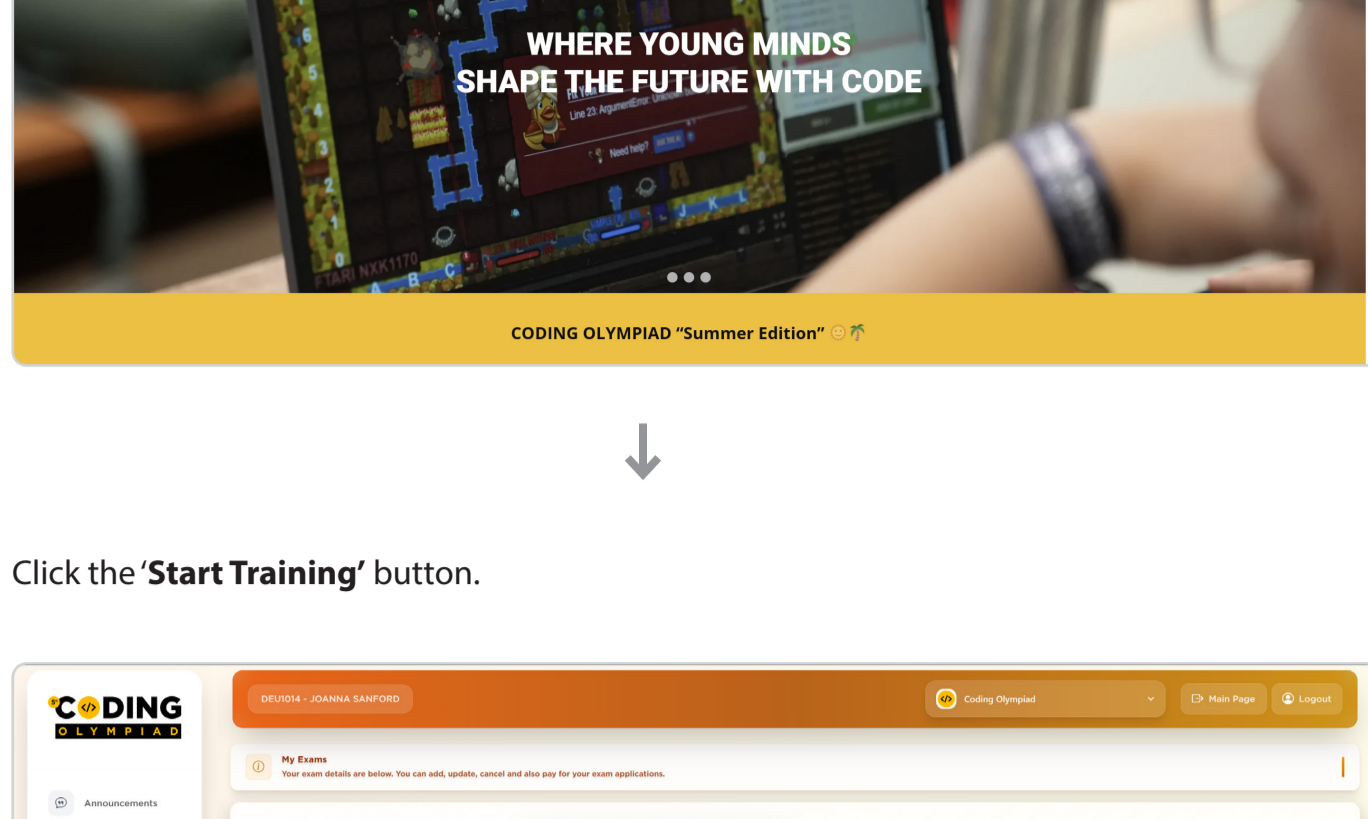
## Custom Arena for Coding Olympiad Participants

Training for the online **Final Round** exams of the **Arena Battles by CodeCombat** category includes both **challenge series** and **training arenas**. However, the online final exams will take place in a special arena selected specifically for this purpose. Therefore, students should focus not only on completing the challenges but also on preparing for arena-based tasks, where they are required to demonstrate their skills in Python or JavaScript, solve live algorithmic challenges and compete in head-to-head matches in the AI Arena.

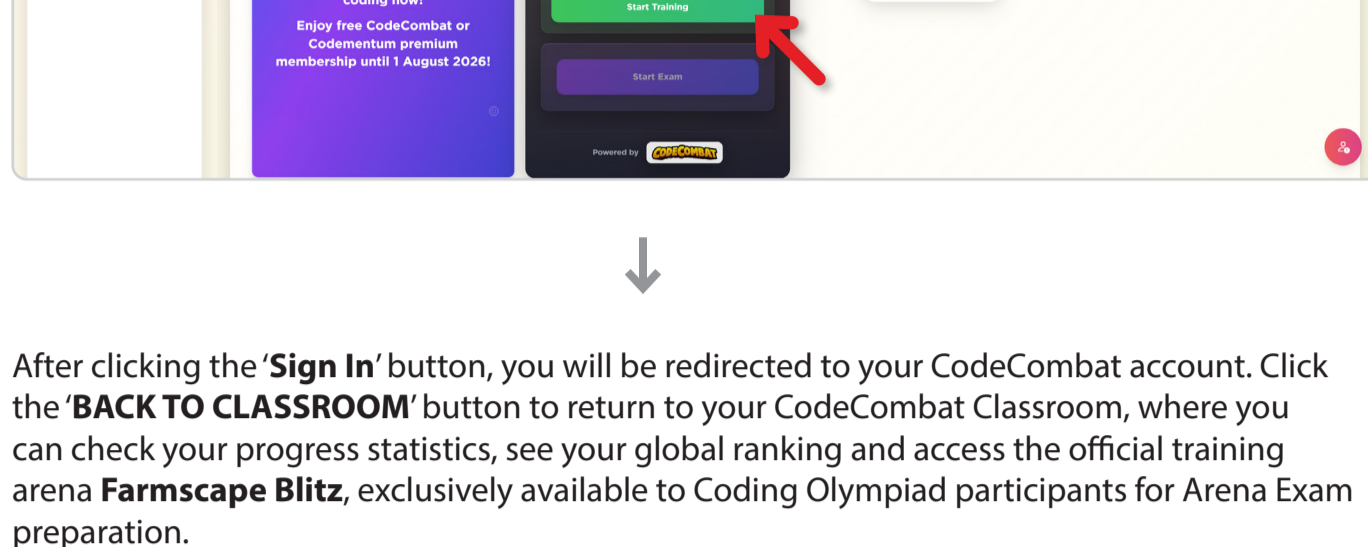
To support this preparation, students are introduced to the **FARMSCAPE BLITZ ARENA**, an exclusive training environment available only to Coding Olympiad participants, designed to simulate the conditions of the final exam.

Follow the steps below to access Farmscape Blitz Arena and start training:

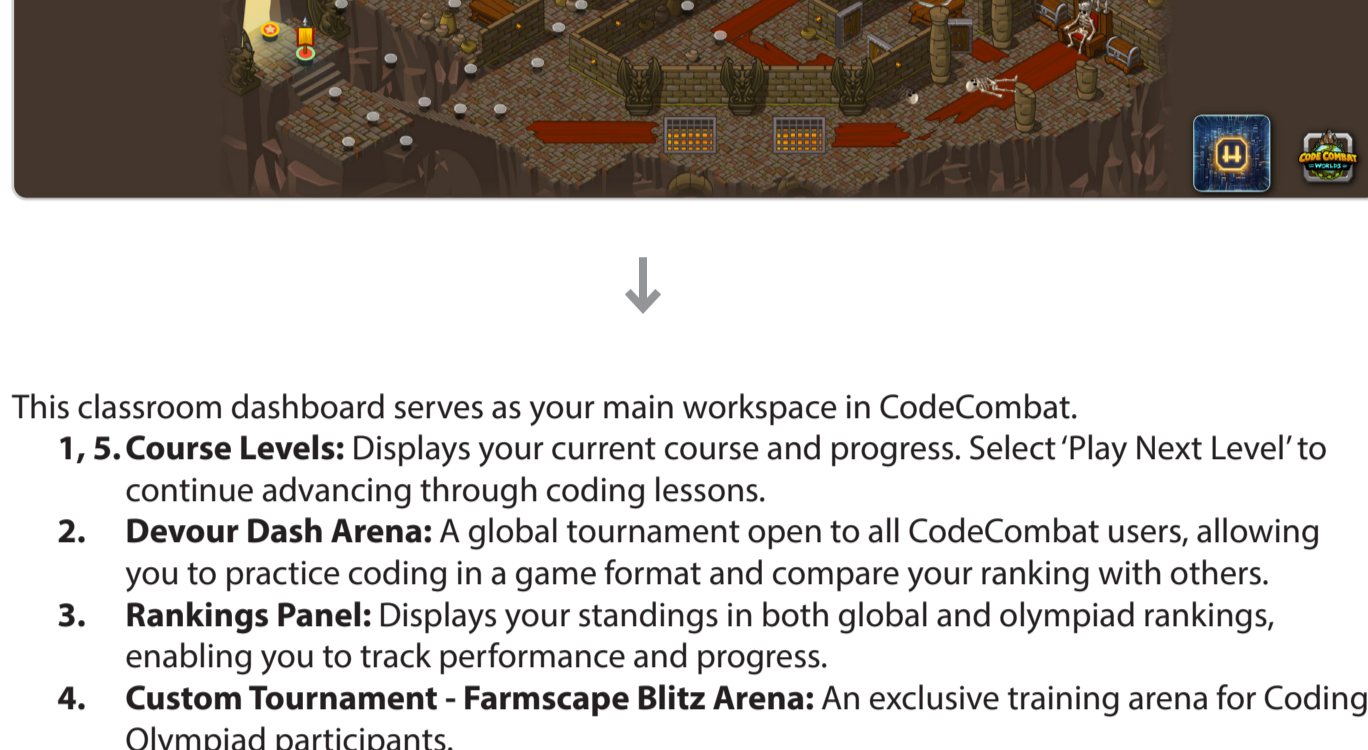
- 1 Visit the **Coding Olympiad** homepage at <https://codingolympiad.org>, click the 'LOGIN' and access your student panel.



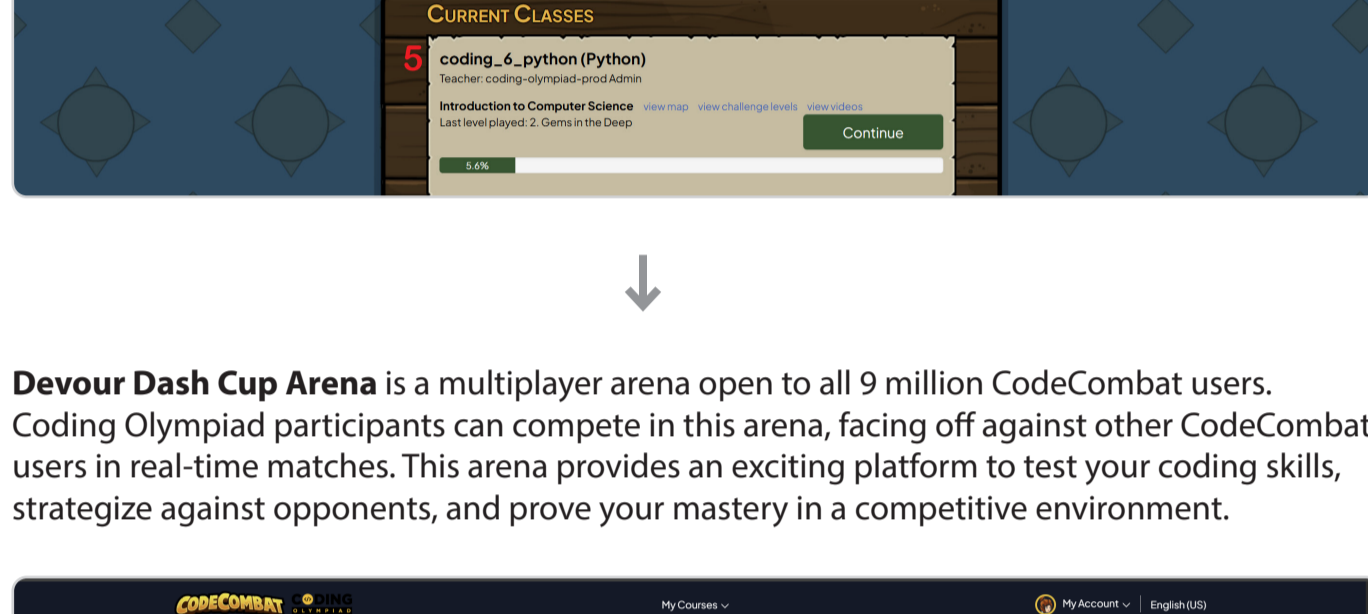
- 2 Click the 'Start Training' button.



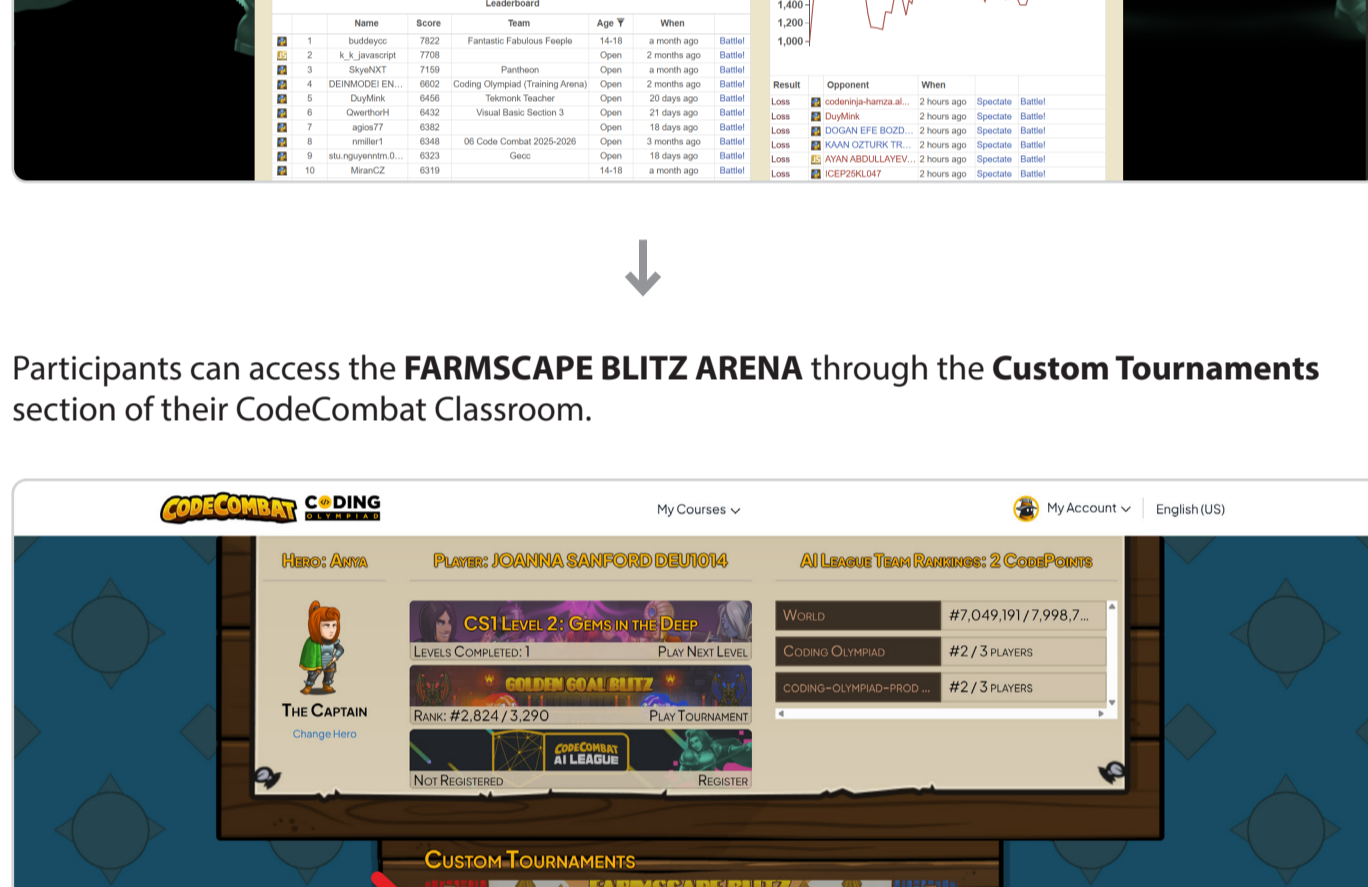
- 3 After clicking the 'Sign In' button, you will be redirected to your CodeCombat account. Click the 'BACK TO CLASSROOM' button to return to your CodeCombat Classroom, where you can check your progress statistics, see your global ranking and access the official training arena **Farmscape Blitz**, exclusively available to Coding Olympiad participants for Arena Exam preparation.



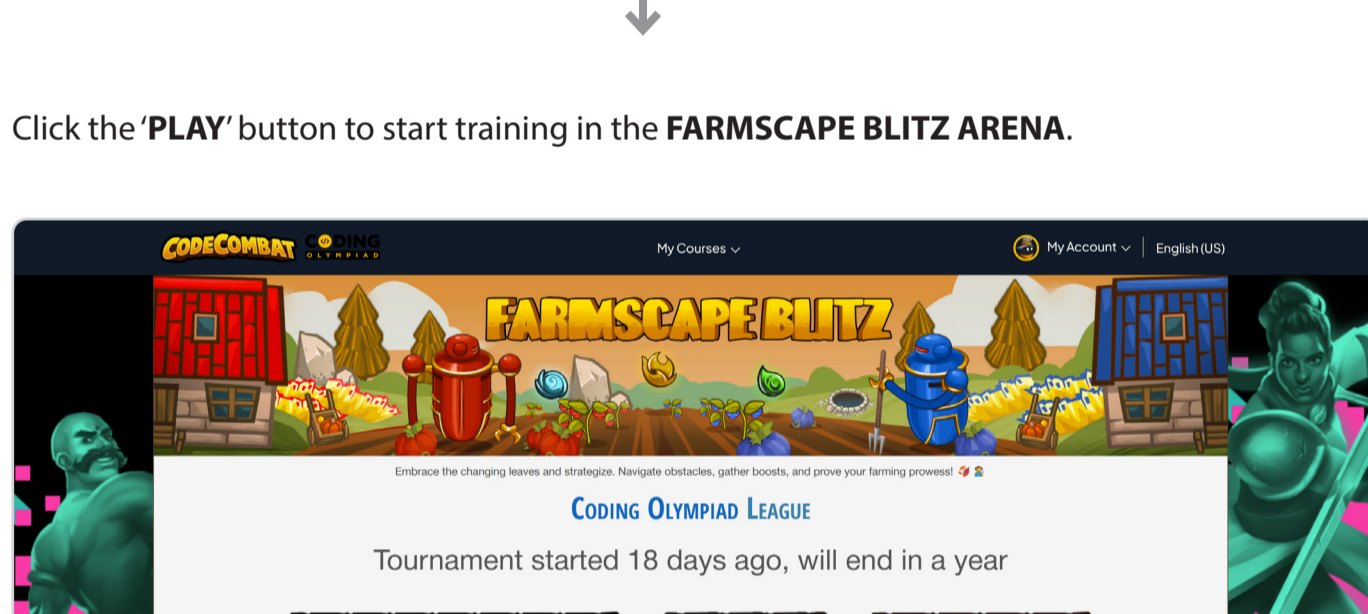
- 4 This classroom dashboard serves as your main workspace in CodeCombat.
  1. **5. Course Levels:** Displays your current course and progress. Select 'Play Next Level' to continue advancing through coding lessons.
  2. **Devour Dash Arena:** A global tournament open to all CodeCombat users, allowing you to practice coding in a game format and compare your ranking with others.
  3. **Rankings Panel:** Displays your standings in both global and olympiad rankings, enabling you to track performance and progress.
  4. **Custom Tournament - Farmscape Blitz Arena:** An exclusive training arena for Coding Olympiad participants.



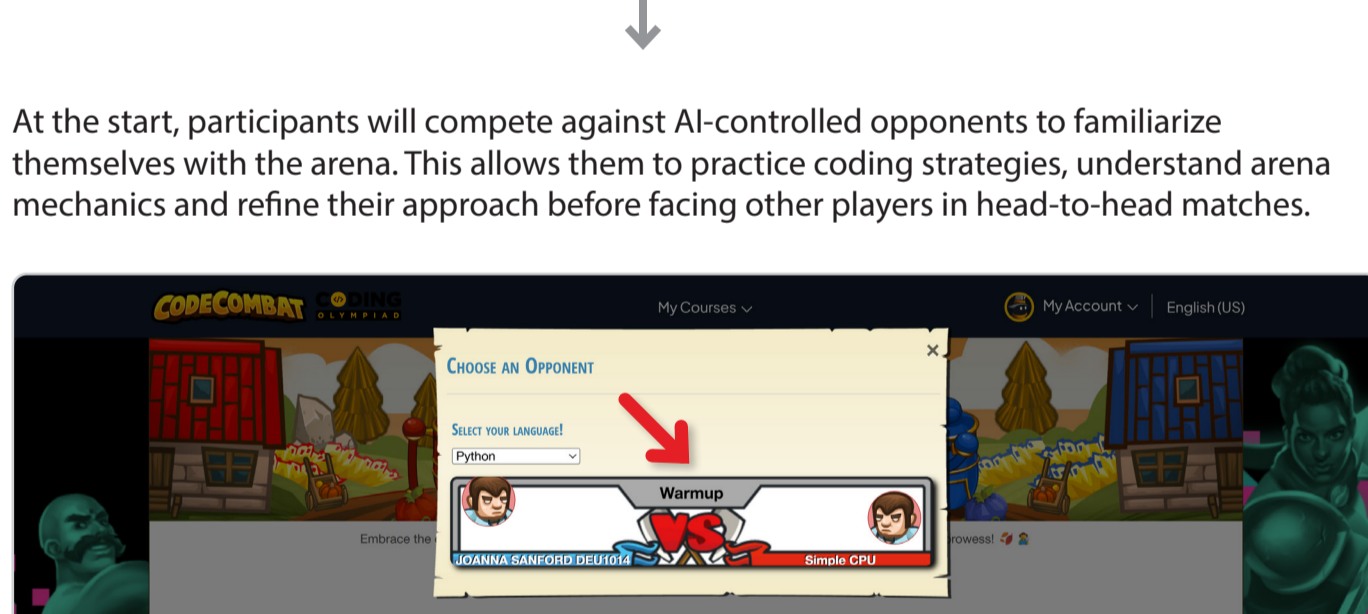
- 5 **Devour Dash Cup Arena** is a multiplayer arena open to all 9 million CodeCombat users. Coding Olympiad participants can compete in this arena, facing off against other CodeCombat users in real-time matches. This arena provides an exciting platform to test your coding skills, strategize against opponents, and prove your mastery in a competitive environment.



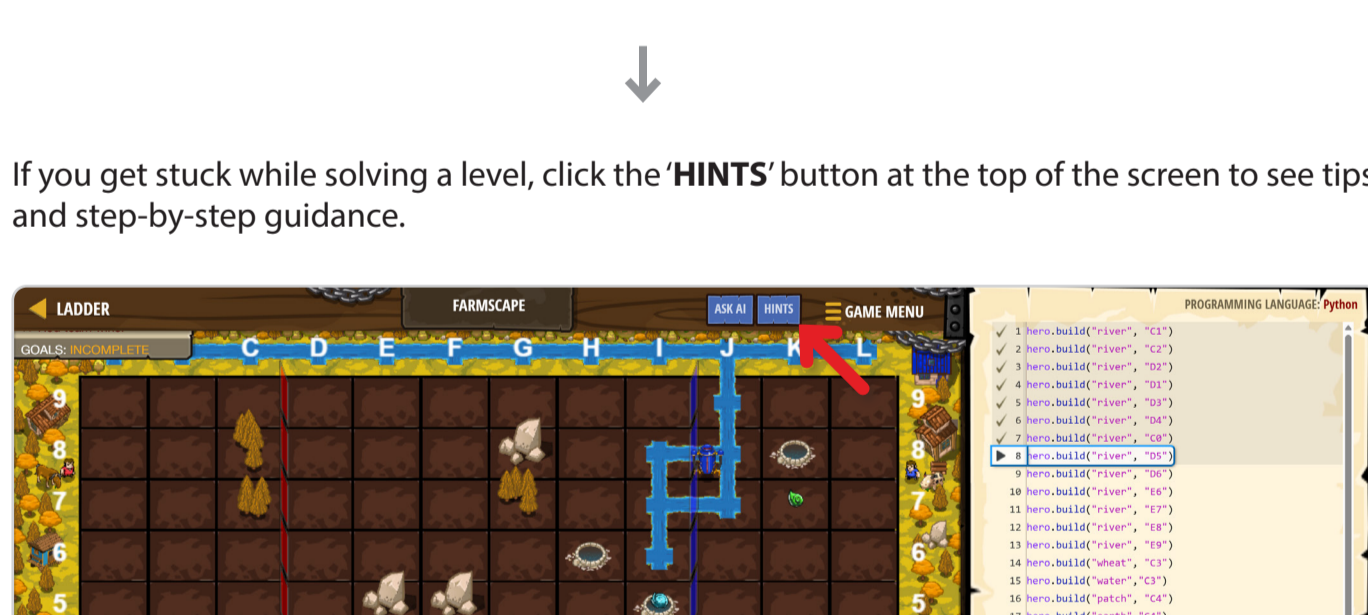
- 6 Participants can access the **FARMSCAPE BLITZ ARENA** through the **Custom Tournaments** section of their CodeCombat Classroom.



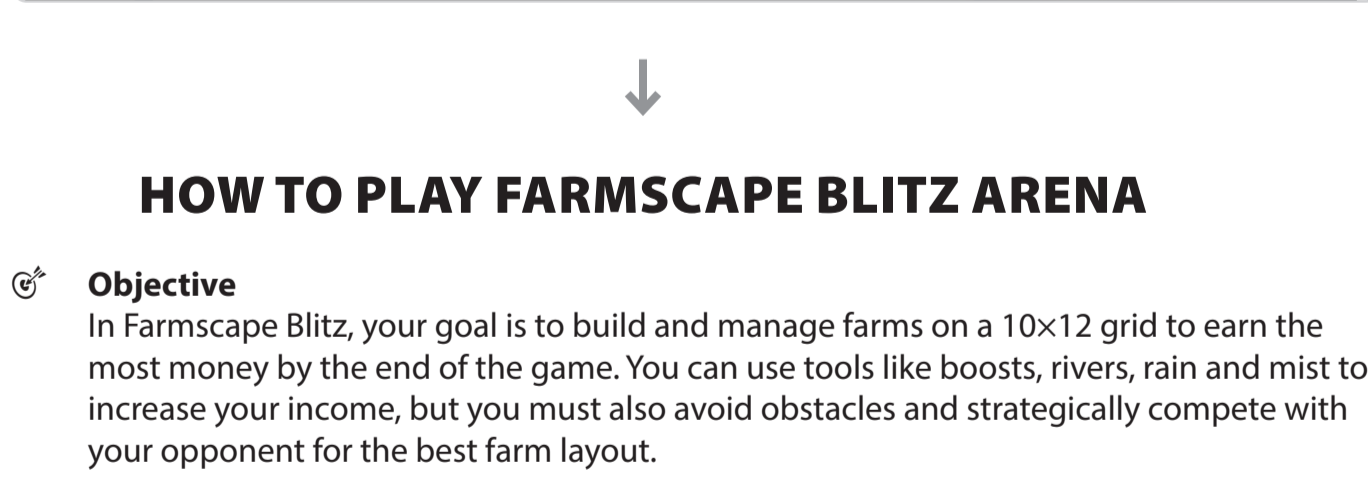
- 7 Click the 'PLAY' button to start training in the **FARMSCAPE BLITZ ARENA**.



- 8 At the start, participants will compete against AI-controlled opponents to familiarize themselves with the arena. This allows them to practice coding strategies, understand arena mechanics and refine their approach before facing other players in head-to-head matches.



- 9 If you get stuck while solving a level, click the 'HINTS' button at the top of the screen to see tips and step-by-step guidance.



## HOW TO PLAY FARMSCAPE BLITZ ARENA

- 🎯 **Objective**  
In Farmscape Blitz, your goal is to build and manage farms on a 10x12 grid to earn the most money by the end of the game. You can use tools like boosts, rivers, rain and mist to increase your income, but you must also avoid obstacles and strategically compete with your opponent for the best farm layout.
- 🌾 **The Game Field**
  - Grid size: 10 columns x 12 rows.
  - Your protected zone: First 3 columns. Only you can build there.
  - Opponent's protected zone: Last 3 columns. Only they can build there.
  - Middle 6 columns: Shared area where both players can build.
  - Coordinates look like "A1" (A = column, 1 = row).
  - Tip: Use `hero.whatAt(place)` to check what's at a location.
- 🛠️ **Actions Your Robot Can Do**
  1. Build Farms
    - Command: `hero.build(place, type)`
    - type can be: "wheat", "garden", "patch", or "river".
    - Rules: Must build on empty cells, not in your opponent's protected area.
    - Building takes time — plan wisely.
  2. Clear Farms
    - Command: `hero.clear(place)`
    - Removes farms (but not obstacles).
    - Takes longer than building.
    - Used if you want to replace a farm with something better.
- 🌿 **Farms & Income**
  - Farms are your main income source.
  - Each type of farm has different profit values depending on:
    - Type of farm (wheat, garden, patch).
    - Nearby rivers.
    - How many farms of the same type are adjacent.
  - Use `hero.getParameters(type)` to learn each farm's income details.
- 🌊 **Rivers**
  - Special build type.
  - Increase income of farms next to them.
  - Rivers connected across rows or to the top/bottom give even more value.
  - Farms near rivers become mist-resistant.
  - Rivers cannot be cleared.
- 🌫️ **Mist**
  - Command: `hero.mist(type, row)`
  - Applies mist to a row, boosting farms of that type.
  - If wrong type → no effect.
  - If two mists overlap → creates poison, lowering farm income.
  - Has a cooldown before reuse.
- 🌧️ **Rain**
  - Command: `hero.rain(column)`
  - Creates rain on a column.
  - Acts as if all farms in that column had a river nearby.
  - Cancels out mists on that column.
  - If farm worker is caught in rain, their speed decreases.
  - Cooldown applies.
- ⚡ **Boosts**
  - Appear randomly on the map.
  - Pick them up by moving your robot onto the boost cell.
  - Boost effects vary (extra money, speed, etc.).
- ⚠️ **Obstacles**
  - Appear randomly or permanently on the field.
  - Cannot be cleared.
  - Block farming in those cells.
- 🎯 **Goals and Actions**
  - Move Your Farmer Safely: Navigate around rocks and haystacks without getting stuck.
  - Collect Boosts: Go to water, energy packs or other resources to gain points or speed boosts.
  - Use Coding Logic: Loops, if statements and functions allow your hero to make smarter movements and interact efficiently with multiple grid positions.
  - Optimize Moves: Avoid unnecessary moves, avoid obstacles and plan the path so your hero acts efficiently.
- 🏆 **Winning**
  - The winner is the player with the most money at the end of the game.