

## THE BATTLE AT PROXIMA

Our story begins on Earth, where unrestrained squandering of natural resources and lack of commitment to environmental protection has turned Earth into the worst case scenario: daily occurrences of natural disasters, extreme climate fluctuations, and carbon monoxide has rendered the air toxic to breathe in. Resources are on the brink of complete exhaustion, and in just a matter of time, all life will cease to exist on Earth.

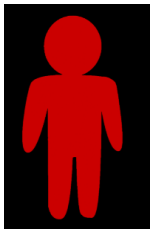
All plans of saving Earth abandoned, leaders of all the nations decided that it was time to find a new planet for the human race to call home. Colonization regiments were formed and spots were sold for more than \$50,000 each as people scrambled to leave the plane, eager to escape the world they had destroyed. These regiments would travel the galaxies to find a new planet for humans to call “home”.



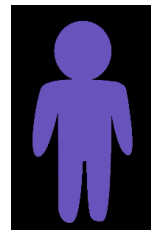
Fast-forward to the year 2805, and Legion XIV, nicknamed the Colony of the Sun, arrives at the exoplanet Proxima Centauri B. This planet has everything we need and more—water, oxygen, and vast fertile lands full of life—to call it our second home.

Unfortunately, all the other legions, which now altogether hold the entire human population, are still decades away from reaching Proxima, and even the closest legion would take 25 years to arrive. Thus, it was decided that the Colony of the Sun would first colonize the planet, preparing the area for the arrival for larger numbers when the rest of the legions arrived.

During the process of making Proxima a home, the legion comes to realize a toxic gas in the atmosphere. They work to find a way to find a solution to this problem; however, the legion has clashing ideas. They are unable to come to a compromise. With time running out before the next legion arrives, civil war breaks loose.



The legion is split into two colonies, who name themselves Rubrum and Caeruleum, or Latin for Red and Blue.

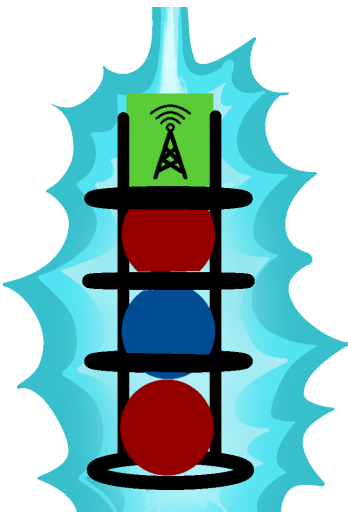
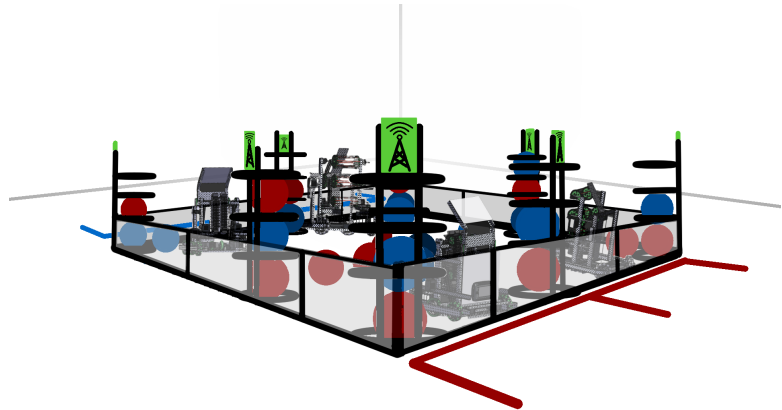


The next arriving legion is months away from reaching Proxima. They have no way of knowing

that the legion has split into two.

In order to gain domination over the other half of the first colony through junction with the incoming pioneers and become the main settlement, each side must transmit their respective settlement coordinates back to Legion XIV before the other does by dominating the satellite towers with their robots and coordinate key codes

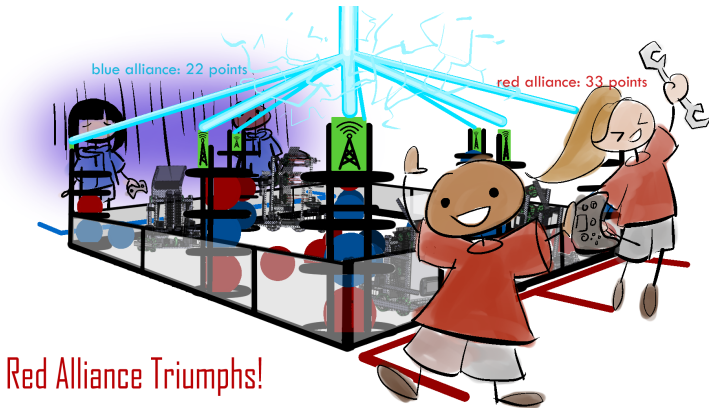
Robots must interact with the scoring objects and field elements because the air is still toxic for humans, making it dangerous to try to fight in person in case of damage made to astronaut suits causing death and wasted materials. Despite the lack of a traditional fight, both sides understand that the ultimate goal is still survival, not destruction of one another. Each colony had enough materials to build two robots each, and thus, the two teams will have to work together with their robots to dominate the other team, leading to the formation of an alliance.



During the start of the match, there are discarded signalling nodes from the aftermath of the legion splitting. These were never cleaned up due to tension between the two colonies keeping them from even going near each other's areas; that is, until now. The field is located in between the two split settlements, where the signal towers were built.

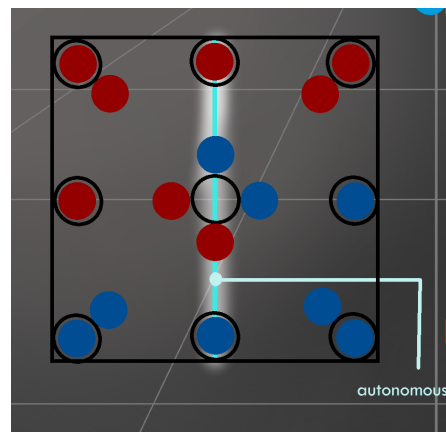
In the game, the balls are representative of the nodes that contain the code of your coordinates. The signalling nodes have a specific lock on them according to the team, so one can only score domination points with their own nodes and not the other settlement's. These nodes are split exactly into the two teams that originally formed the colony, and have two distinct colors. This "code" can be transmitted to the incoming Legion through the signal towers, goals, that were built together before the civil war broke out. The transmission of the signal is important as this signal will allow Legion XIV to know where Proxima Centauri is in our space dimension.

The nodes should be placed on the top because it will guarantee that 33% of the message is clear, while the nodes below are obstructed by the first nodes and will only transmit 10% of



the coordinates. During the Great Fight, the signal towers were damaged, leading each tower, only sending 33% of the coordinates accurately at most. Having 3 goals in a row will give 99% accuracy of coordinates, which gives one colony more domination points. These domination points are important because the team with the most domination points at the end successfully sways the second group of pioneers into joining them at their location, allowing them to be the ultimate survivor.

Prior to the game, preparation period (autonomous before skill) will be set aside for the colonies as they scout out the other side as they first take over the signal towers closest to our side, doing best not to alert the opposing settlement. An important thing to note is that a colony cannot cross into the enemy's side--indicated by the autonomous line--during this period because doing so would alert them, working against their chance of winning.



Besides the additional setup placed on top of the goal posts to act as signal towers, a laser beam would also be used. A strong beam of light will shine on a clear prism, placed at a considerable height in the middle of the field, such that the light diffracts to give a laser-like illusion. Additionally, the score board would be modified so it represents *domination* points, and the backgrounds and other scenery during the in-person games would be given a more outer space look.