

THEME IT UP!

Intro:

Welcome to the coolest and creative part of 2021 Vex Robotics! The unveiling of this year's game and theme!

Main Story:

During this year's competition, it is September 1750, in the capital of New France. The arsonists are trying to burn down houses in the capital. Thankfully the effects of the arsonist aren't permanent until the end of the game! This means the firefighters of the capital are able to put out the blazes before the fires are permanent. Either race around the city as a firefighter, putting out blazes, or be an arsonist, lighting blazes across the city. What will you be?

Arsonists Story:

The French came into our sacred land and built a city on it! It is time to start the revolution! Let's send the French Monarchy a message they will never forget. Pick up the Fire (Red Balls), using your Stick (Robot). Then throw the fire directly into the middle of a group of houses (tower). Once you have thrown three fire sticks on a group of houses (tower), you have successfully burnt down that group of houses. Unfortunately, until the end of the game, your efforts are not permanent. Prevent the French Loyal Firefighters from destroying your work. Now are some tips against the French oppressors:

Don't go for the inner parts of the city (Middle Tower). The houses there are more resistant to fires. (The Middle Tower doesn't have a Backboard)

Try to burn down groups of houses adjacent to each other (Home Row). If you can get a row of three groups of houses then you've created a Mega Inferno which deals more damage against the city

French Firefighter's Story:

The buildings are all burnt down, we have to do something to stop the spread of the fire. The French deployed firefighters. We must stop the childish impulses of the Natives. Nous devons! Take your fire truck (robot) to gather some water, (Blue Balls) before then going to a group of buildings on fire. Then engage the fire truck's mechanism, and aim the hose at the middle of the building. The water (Blue Balls) should come out of the top, and go directly into the middle of the building. Since the arsonist's fire doesn't take effect for a while (until the end of the game), you have time to put out the fires. Secondly, you douse water on groups of houses to give them some immunity. Now they are soggy and thus are more difficult to light. Now are some tips against the Childish natives:

The inner parts of the city (Middle Tower) are more difficult to douse. The houses there are more

resistant against fires, but are also, unfortunately, more resistant against water too, due to a design flaw.
(The Middle Tower doesn't have a Backboard)

Try to douse three groups of houses adjacent to each other (Home Row). If you can douse a row of three groups of houses then you've created a Mega Water Protection which protects more of the city

Review of Key Terms:

Red Balls: Fire

Blue Balls: Water

Blue Team: Firefighters

Red Team: Arsonist

Tower: Outer City

Middle Tower: Inner City