

## **Theme It Up Apocalyptic City**

The year is 2068 and the world has been ravaged by nuclear warfare and so you are a scavenger out to collect resources to bring back to the city in exchange for money.

### **Definitions**

Balls – Resources (Metal-ish)

Goals – City

Points – Blings

Climbing/Hanging - Style Points

Low Bar – Fallen Building

Size Limit – Budget

Auton – Due To Sandstorms

Time Limit – Electricity Budget

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