

Revere

Dev Lad

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### Theme It Up

In this story, the tipping point, the mobile goals represent chests filled with an abundance of valuable items and the rings are ultra rich items that are excluded from the chest but can be put inside the chest. The platforms will be represented as a castle looking for power and wealth. The robots themselves will be going as kings since most of them like going for wealth and power. The chests and rich items for the wealth, and for the power beating other nations or castles. In the game 4 kings are striving for 3 main goals; wealth, power, and lots and lots of bragging rights. At the beginning of the game the 4 kings will start an autonomous period where they can send their army to control how they get all the chests and items. This period will last only a short amount of time. After it's been over and some armies were able to put valuables into the chests the kings are to fight the other nations for one minute and thirty seconds. In this period of time the kings can use any weaponry, that isn't too crazy or exceeds the 18x18x18 boundaries, to collect, move, or obstruct other kings chest. At the end of the game the kings with the most chests, valuables, or kings on the castle will be deemed as the winner and ruler of them all and will have all the power and wealth they need.