

# VEX Tipping Point: Space is that Place

By Ben Hazelip, Eli Hamaker and Team 7187V at Fayetteville AR

Theme: Industrial Interstellar Terraforming

Setting: The Vulcan System

Goals: Planets

Rings: Asteroids

Robots: Home ships for the federation

Each side of the See-Saw: The inner Families fighting inside the factions. They must be kept balanced!

In the far flung future of 2103 the earth is estimated to be unlivable within the next hundred years. Through our excessive pollution we ripped apart the ozone layer and turned our planet into a scorched wasteland. Overpopulation has caused a lack of space and with the need for more food has made us over farm and remove all the nutrients from available farm land.

So as man has been doing since the dawn of time we looked to the stars thinking that we may find some planet we could inhabit out there in the vastness of space. They quickly found the Vulcan solar system and started making preparations. They spent the next couple of decades building spaceships all over the world with spacex making trillions of dollars and an estimated total evaluation of 130 trillion.

When the time came the small remainder of 6 billion rushed to gain access to any number of giant space crafts that had a total capacity of 11.7 billion. Fleeing the desolate planet they themselves created. Their spaceships were designed to travel across the galaxy in mere moments allowing for their expedition to Vulcan to happen almost instantly. With the only problems being complications warping in and out of powerful gravitational waves.

After making the jump, the survivors decided that it was time to combine ships to make megastations that could hold the remaining millions of people. Due to the formation of these mega stations factions began to form and split the most powerful of which were the Vermelho Union and the Albastru Alliance

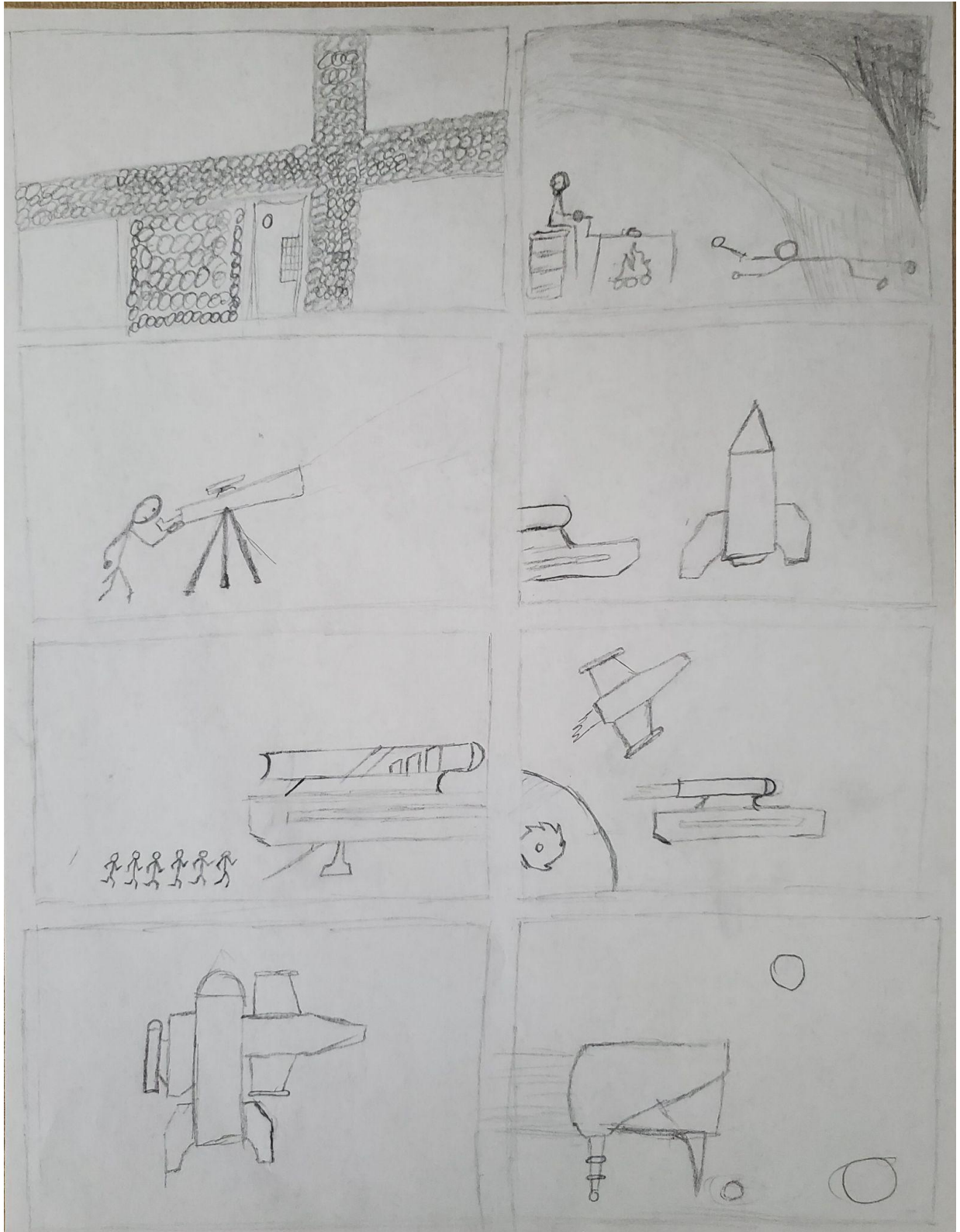
After nearly a decade of traveling out of gravitational wave free space they found the Vulcan system with it's 7 habitable planets and an abundance of resources in the form of

asteroid belts floating in seemingly random positions. The mega stations flew through the vulcan system collecting and refining asteroids and delivering them to the planets to gain favor with the native inhabitants. Communication with the inhabitants was difficult but with time and continued deliveries of supplies connections started to form and people started to flow freely from the ships to the planets.

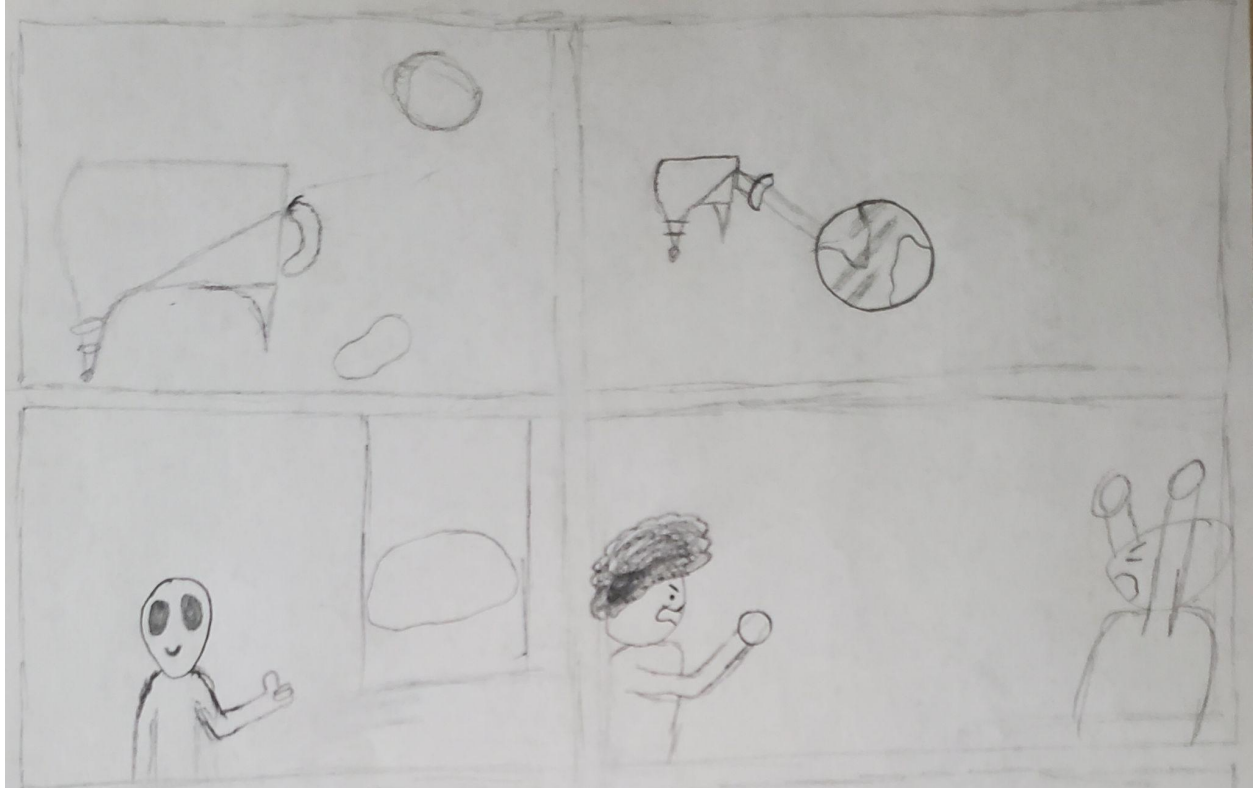
Although the megastations would have to choose between 4 warring planets and could only stay on good terms with 2 of them. Only three planets were able to stay completely neutral while two of the planets leaned heavily towards the Vermelho Union while the other two remaining planets heavily favored the Albastru Alliance.

Unfortunately both factions split into 2 smaller families due to the ability for only half the megastations occupants to be able to live on the planets, the families within the factions began to argue and fight over who is worthy to live on the new planets. So while the factions battled each other for control of the planets they also had to worry about being torn apart and losing everything they worked so hard to gain.

Who Will Prevail...



Scenes from top left to bottom right: Overpopulation, Death due to famine, Looking to the stars, building space ships, rushing to board spaceships, fleeing earth, joining ships, finding vulcan system



Scenes from top left to bottom right: collecting resource heavy asteroids, delivering asteroids to planets, planets inhabitants are happy, infighting within factions

Characters:

Narrator

Narrator Voice Over-

In a time where people travel the universe in mere moments

And factions are vying for control of habitable planets

Faction ships must gather Resources from surrounding asteroids and deliver them to planets to gain the favor of their inhabitants while keeping the delicate balance of their internal politics stable.

Coming to a theater near you in the summer of 2103

