

Tipping point: Kingdom edition

Welcome to the greatest war that the world has ever seen, a battle between some of the most famous and powerful leaders in history. Now after times of peace, the time has arrived for these leaders to find alliances. In the end these great leaders were split into two alliances, blue and red, and now face an imminent battle to defend existing territories as well as capturing neutral territories.

The Blue Alliance Leaders

- **Genghiz Khan**



- **Alexander the Great**



Blue Alliance Territories

- Antarctica



- Europe (without Russia)



The Red Alliance Leaders

- Ashoka the Great



- Charlemagne



Red Alliance Territories

- Australia



- South America



Neutral Territories

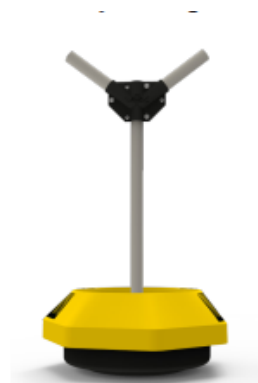
- Asia is present in the center. (2 Branch Mobile Goal)



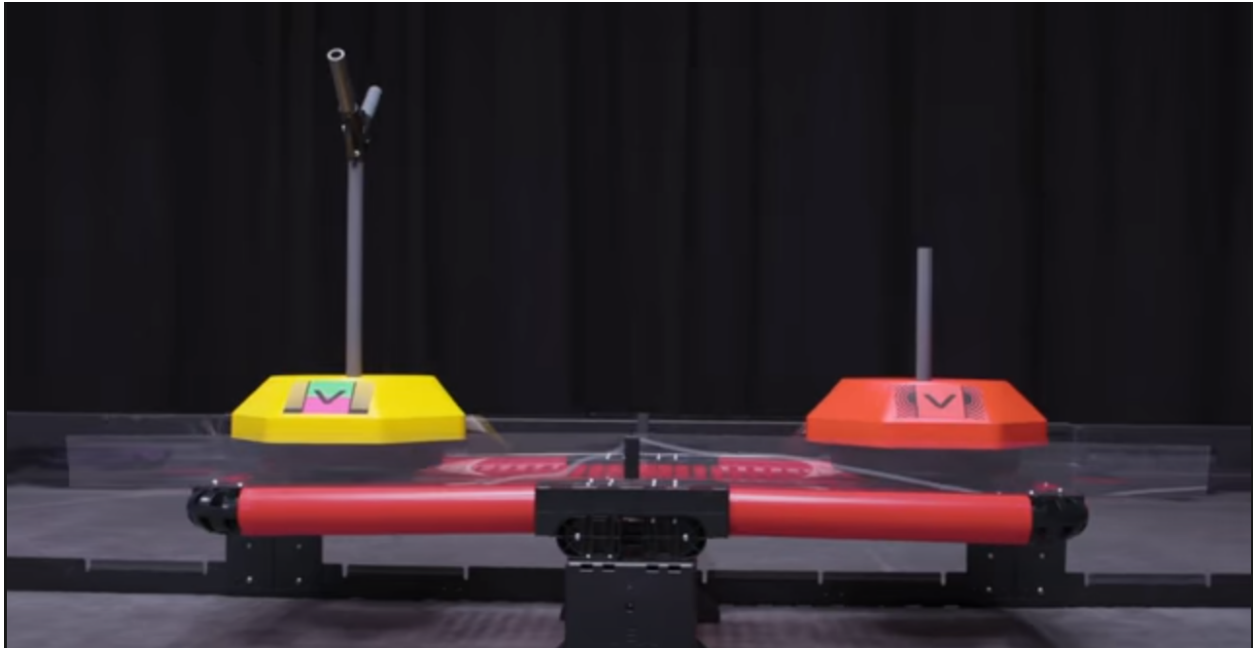
Africa (1 branch neutral mobile goal)



North America (1 branch neutral mobile goal)

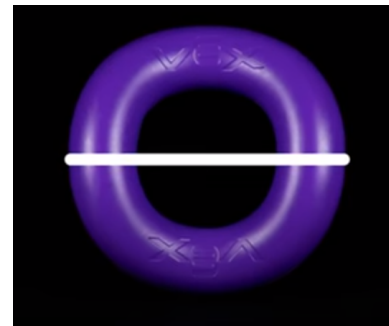
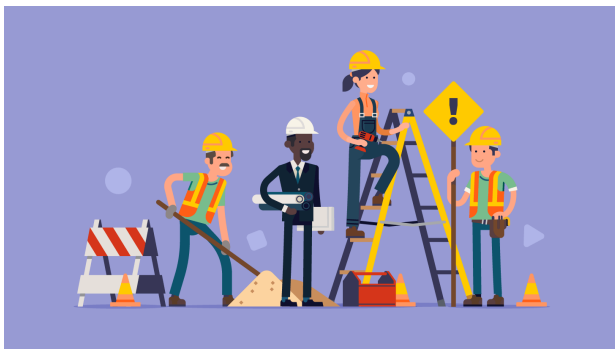


Home Base



- Home Base represents security, and securing a balanced Home Base means great teamwork and defense.

Workers/Laborers



- The kings are allotted with 9 laborers before the beginning of the match (Preload), which they can use for conquest

What are The Robots Trying to Accomplish

The robots, which are represented by the historical figures in our kingdom edition, are trying to build empires which will have the highest number of territories and workers, as well as a balance of good relations between each other.

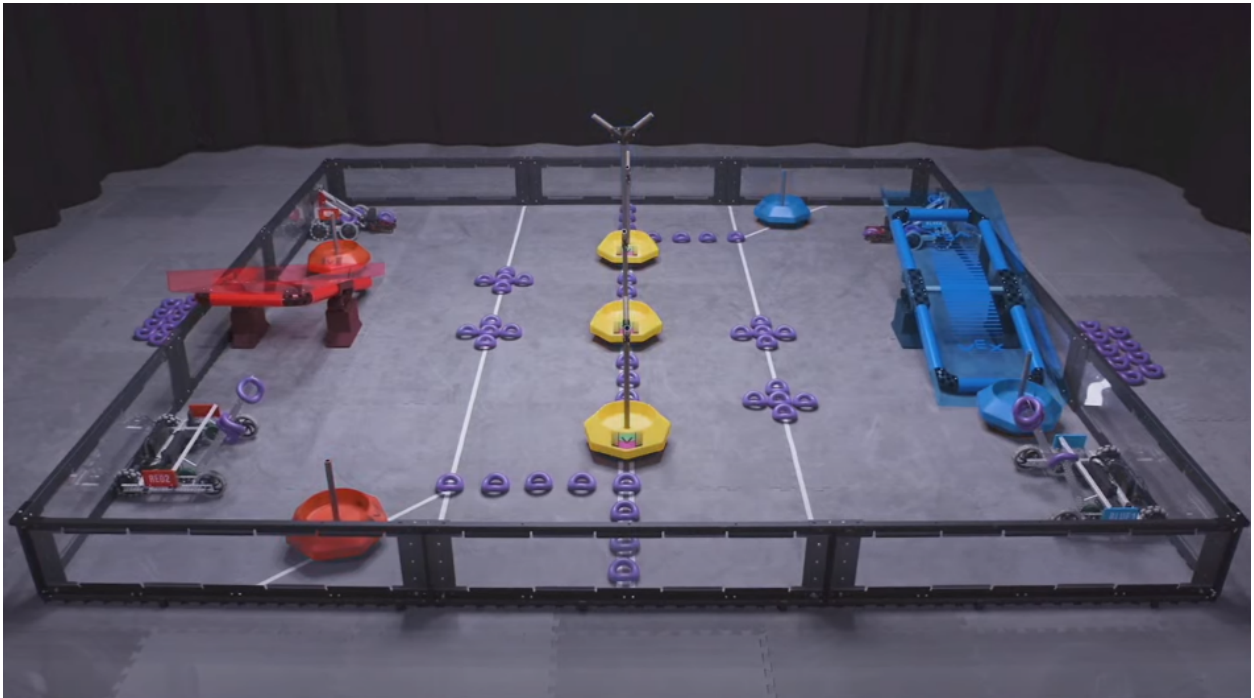
Scoring/Rules

- **King/Leader Scoring**
 - A king that ends the match elevated on Home Base(Tipping Point) is awarded 30 points, this symbolizes great teamwork
- **Territory Scoring**
 - Each territory on an alliance's side is worth 20 points.
 - Each territory on Home Base(Tipping Point), is awarded 40 points for proving great defense
- **Worker Scoring**
 - Workers on the floor of the field are not worth any points, but when placed on the bottom of a territory they are 1 point.
 - when placed on a branch of an alliance territory or in the lower branch of neutral territory, they are worth 3 points.
 - When placed on the high branch of Asia, they are worth 10 points each.
 - **All of these points however only apply if these territories are inside the home zone of the alliance**

During the last 30 seconds of gameplay(driver control, neither king in an opposite alliance can invade the other alliance's side. It is time allotted merely for the kings to build their empire with what they have accumulated with 1:15 seconds of gameplay. The kings can, however, still collect workers or collect mobile goals that are not on the opposite alliance's half of the field. The Alliance with more points, while following all these rules, rules the stronger, more powerful and overall more successful empire in the game. These kings have run empires for decades, therefore gaining all the experience they need for this competition. This is a competition between the best of the best.

The Alliance with the most points wins!

Storyboard



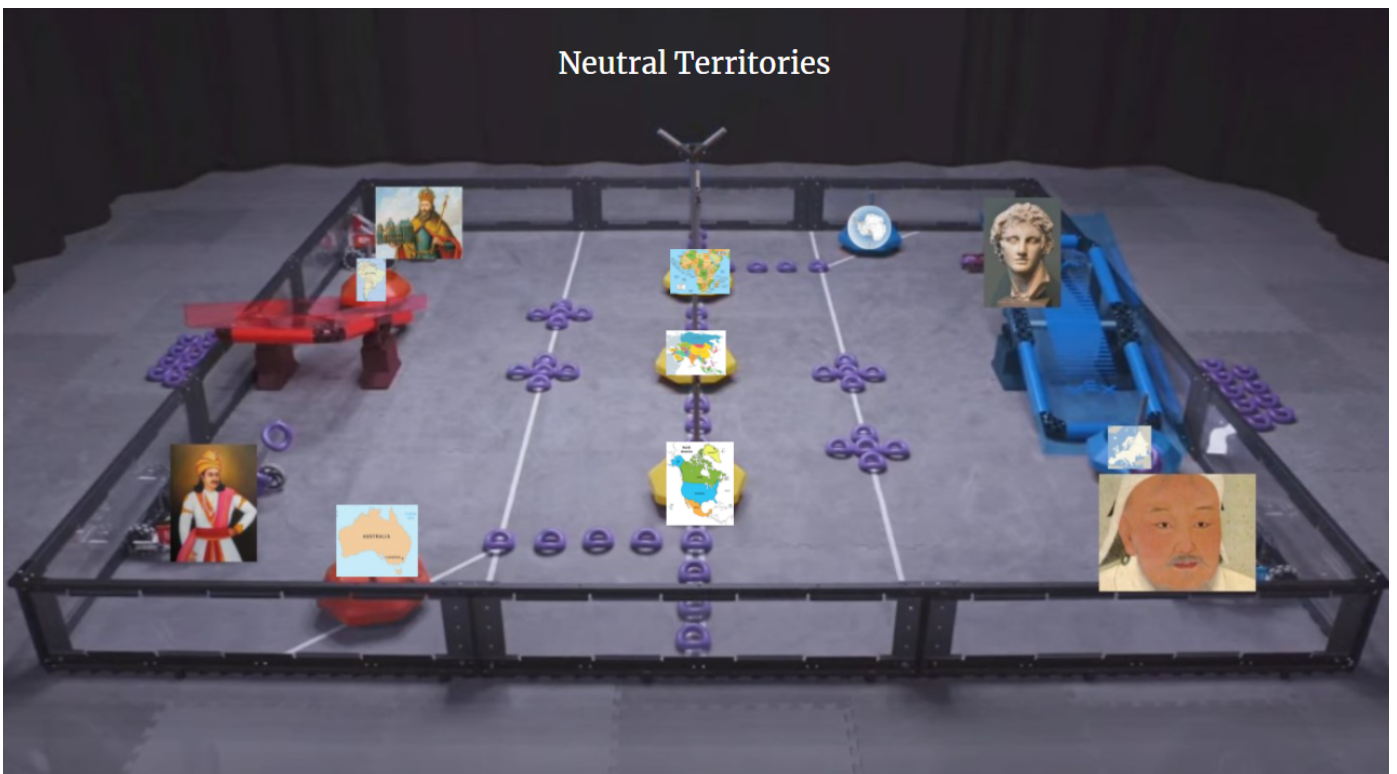
The 4 great leaders and Alliances



Alliance Territories



Neutral Territories



Fully Transformed field

