

The Great Rescue

Theme It Up! 96969Y PAS1



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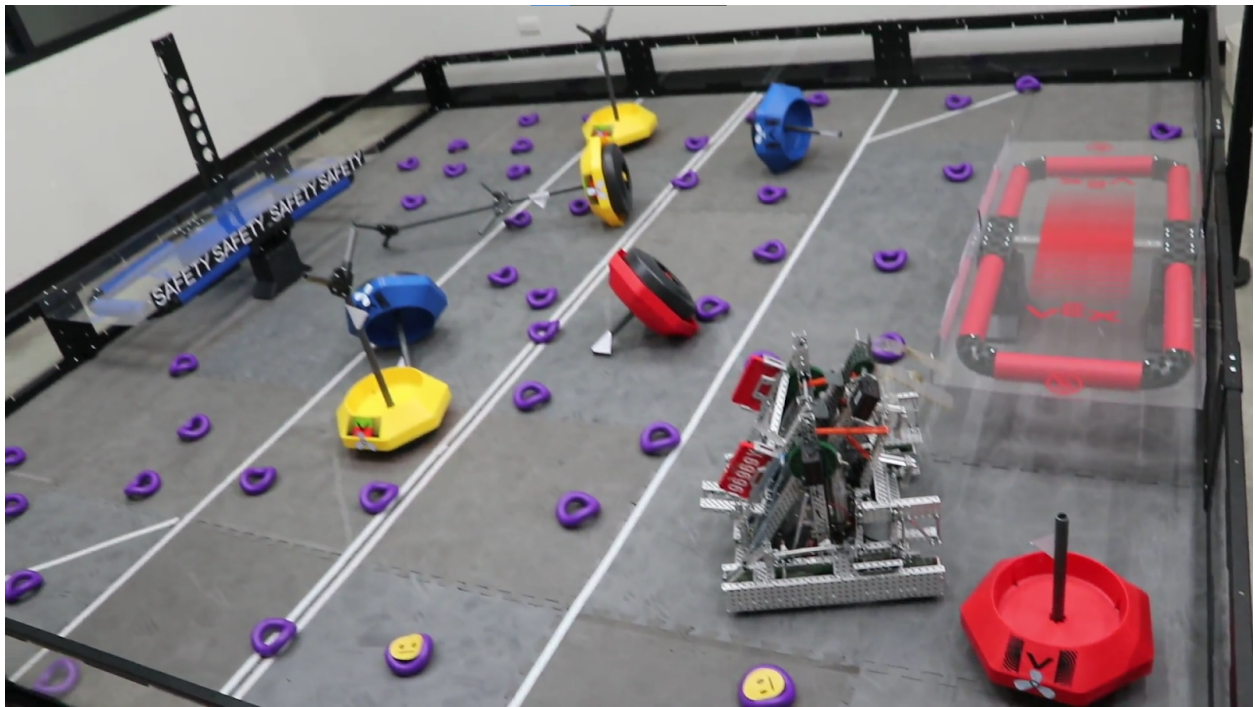
Storyboard

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Introduction

An unexpected waterspout in the Pacific Ocean broke down hundreds of cargo ships and left dozens stranded. In response, the United Nations has summoned member states to send their best marine robots to rescue precious lives and retrieve valuable cargo ships. The United Nations decided that the country with the best performing robots will get a heavy endorsement, and the United Nations will use their robots in future missions.



[Themed Competition Field]

Theme

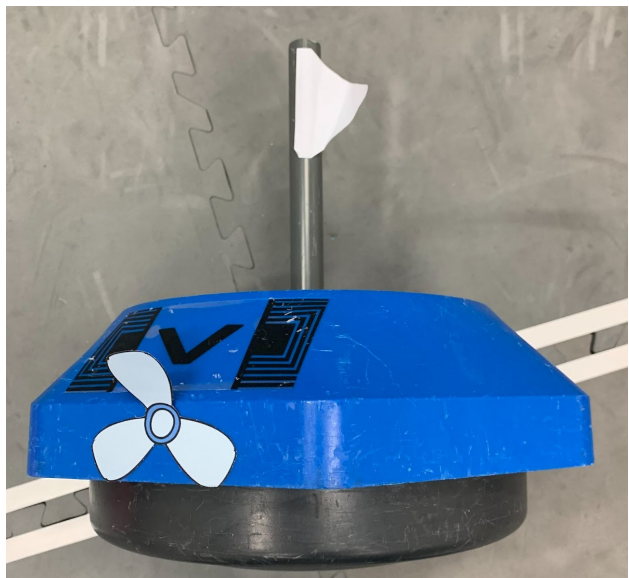
Each country sends two robots to form a rescue team. Each country is assigned a color, and we will focus on the countries assigned blue and red.

Game Objects



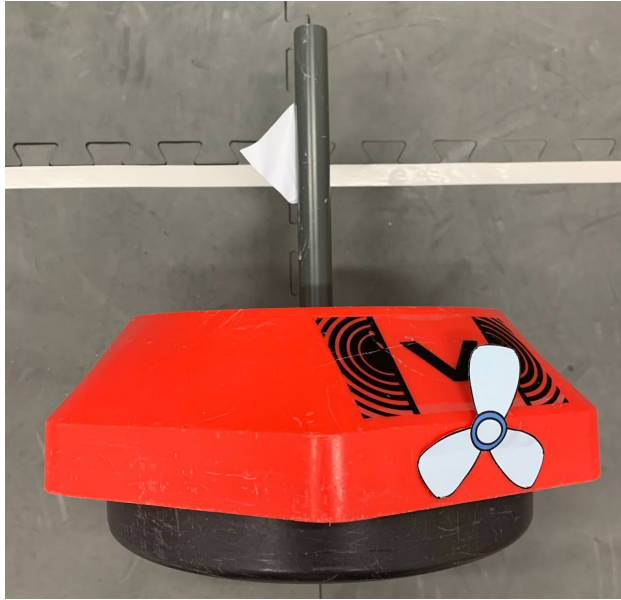
People (Rings)

Rings are the people stranded in the ocean. They are emotionless because they are awaiting rescue in the freezing water



Blue Cargo Ships (Blue Mobile Goal)

Alliance Mobile Goals are cargo ships that contain secretive items. Blue nations own these Cargo Ships, and they are highly valued.



Red Cargo Ships (Red Mobile Goal)

Same above.



Yellow Cargo Ships (Neutral Mobile Goal)

Neutral Mobile Goals are not owned by any country, and any nation can retrieve them.

These cargo ships have multiple floors, providing more space to place stranded people.



Small Yellow Cargo Ship (Neutral Mobile Goal)

Same above.



Blue Sea Platform (Blue Platform)

Blue Platform is the blue Safety Platform, assistance for Rings (People) and Cargo Ships (Mobile Goals) are offered if the platform is balanced. Robots can also land on the sea platform for repair.



Red Sea Platform (Red Platform)

Same above.

Definitions

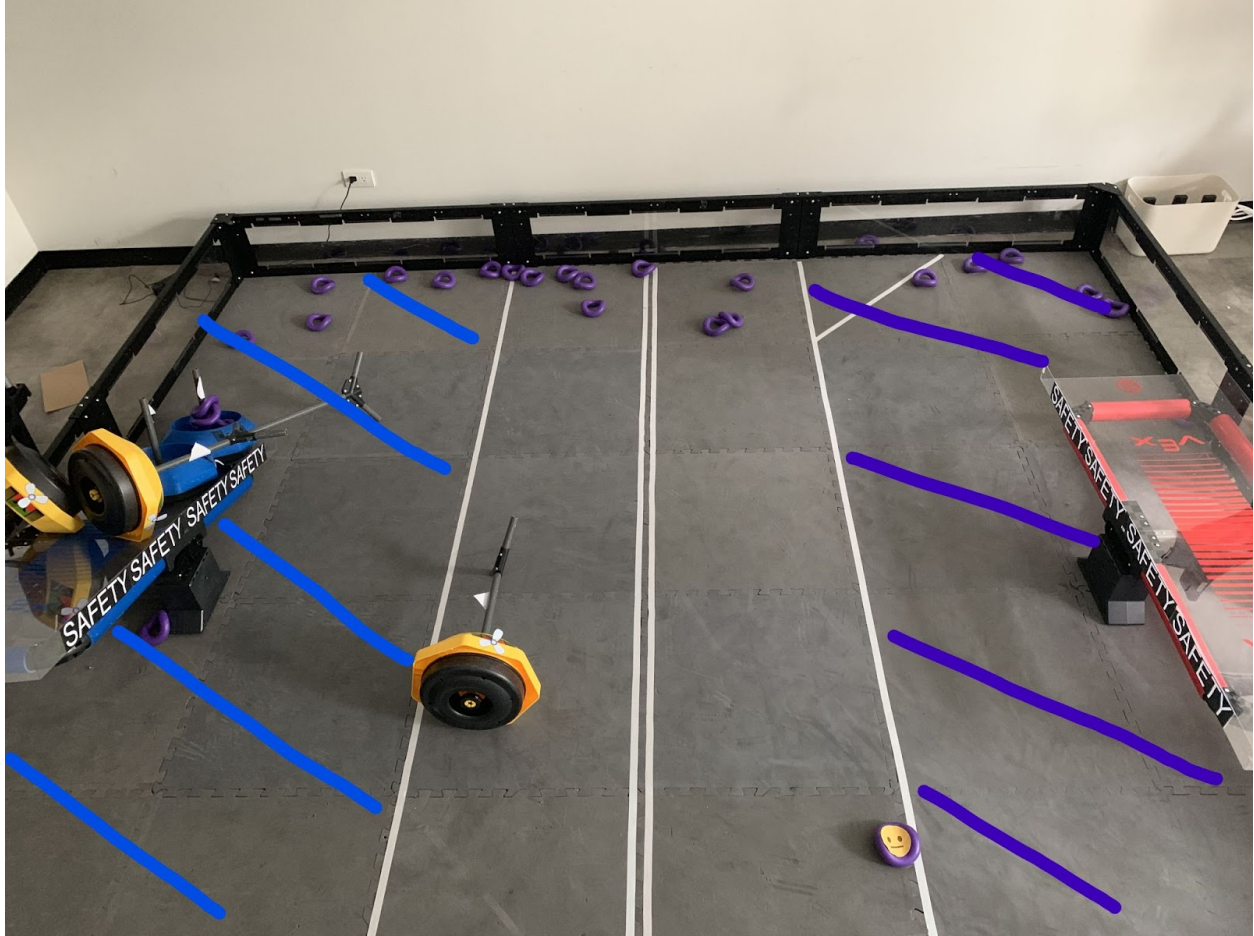
International Waters (Neutral Zone)

The International Waters is the middle strip, where nations can visit anytime.



National Waters (Alliance Zone)

Different countries control different National Water. The Blue country controls the left side while the Red country controls the right side. Free to visit only at Rescue Periods.



Scouting Period (Autonomous Period)

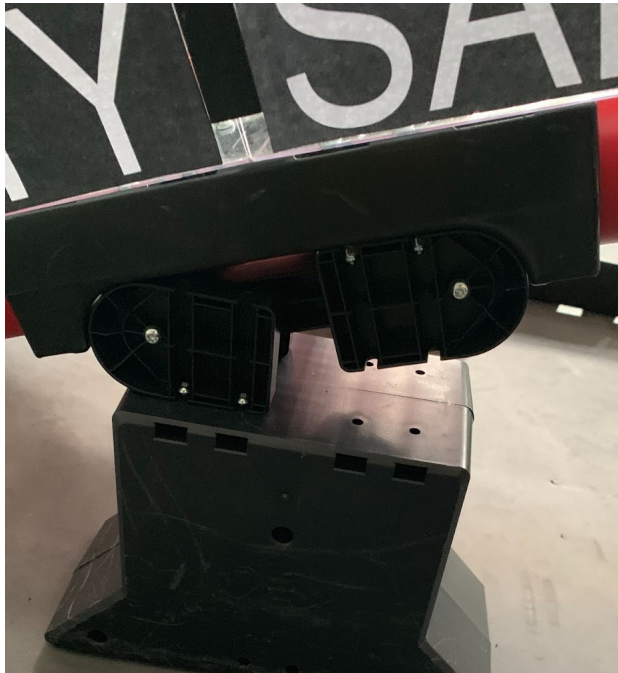
A 15-second period for robots to scout in the International and own National Waters. Robots should rescue Cargo Ships and Civilians if identified, where the highest rescuing country receives 6 points after the scouting period.

Rescue Period (Driver Control Period)

A 1 minute and 45 seconds period to rescue and retrieve. However, robots are prohibited from contacting other countries' Sea Platforms for the last 30 seconds as unbalancing platform poses danger to everyone on board.

Balanced

A Sea Platform is considered balanced when the two pillars touch the concrete floors built from the sea floors.



[Unbalanced because one pillar is not touching]



[Balanced because both pillars are touching]

Professional Divers (Matchload / Preload)

Professional Divers are volunteers to rescue drowning people. They can be introduced before the scouting period and during the rescue and scouting periods. Like humans, they have the same score as other civilians.

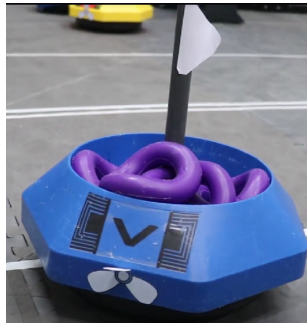


Scoring

People

The people are considered rescued only when on cargo ships and not on robots.

1 point: Bottom Floor



3 points: Second Floor



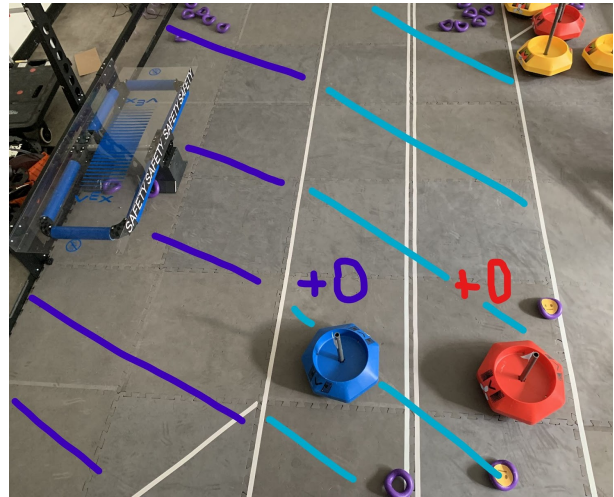
10 points: Third Floor



Country Cargo Ships

A Cargo Ship in corresponding National Waters scores 20 points and are considered retrieved.

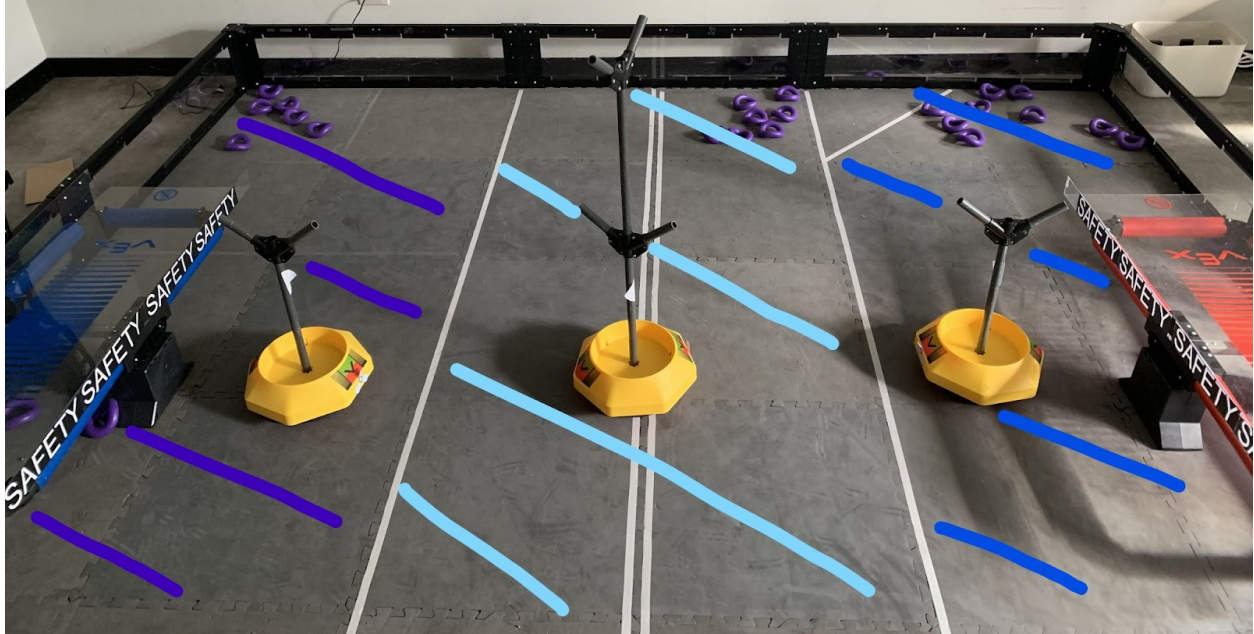
No points are awarded for cargo ships in differently-colored National Waters as they contain no valuable secrets.



[Dark Blue is National Water of Blue Country. Aqua is International Water. No points awarded if Cargo Ship in International Water. 20 Points awarded if Cargo Ship in same colored National Water]

Neutral Cargo Ships

Since Yellow Cargo Ships are not owned by any country, robots score 20 points when retrieving them into their National Waters.



[Yellow Cargo Ship in Left National Water earns 20 points for the Blue Country. Yellow Cargo Ship in Right National Water earns 20 points for the Red Country. No points earned for the Yellow Cargo Ship in International Water]

Country Sea Platforms

When Cargo Ships are elevated to balanced Sea Platforms, assistance can be offered directly. Thus, elevated cargo ships score 40 points instead of 20. However, only yellow and matching Cargo Ships obtain additional points. No points are awarded for differently-colored Cargo Ships. However, if the robots unbalance the Sea Platform through the elevation process, no additional points will be given—the Cargo Ships will still only score 20 points.



40 points are awarded for the Yellow Cargo Ship as it is safely guarded on the sea platform. However, the Red Cargo Ship is not scored as it contains no secretive items valuable to the Blue Country.



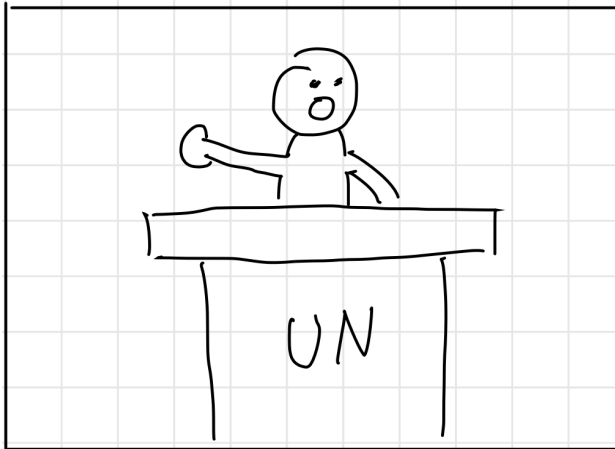
Yellow and Red Cargo Ships are each scored 40 points because Red Country values the secretive items in Red Cargo Ship. 40 points instead of 20 points because they are safely guarded on the Sea Platform.



Blue and Yellow Cargo Ships are each scored 20 points because they are not safely guarded and balanced on the Sea Platform. However, they remain in Blue National Waters. The Red Cargo Ship, however, is not valued by Blue Country.

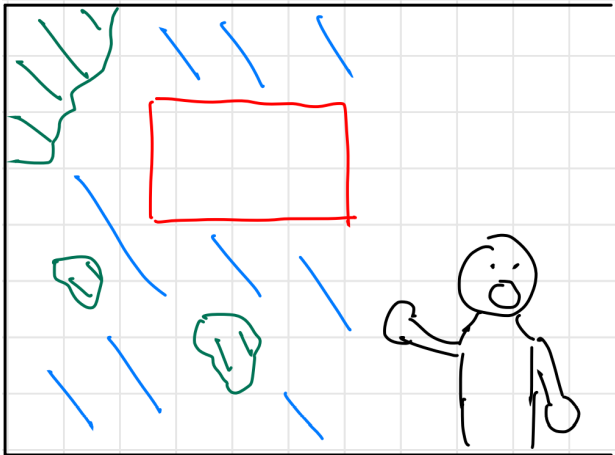
Storyboard

Scene 1: UN Headquarters



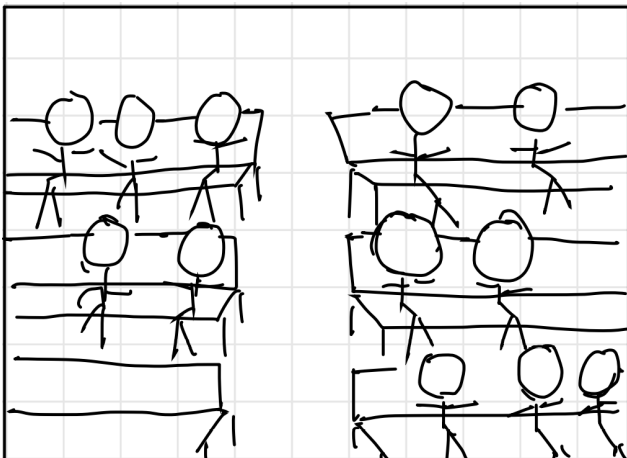
Close Up Shot

Talking about the waterspout



Upper Shot

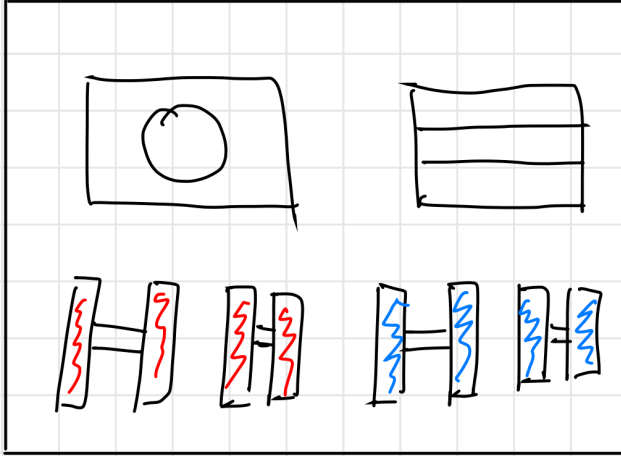
Pointing at the location and talking



Wide shot

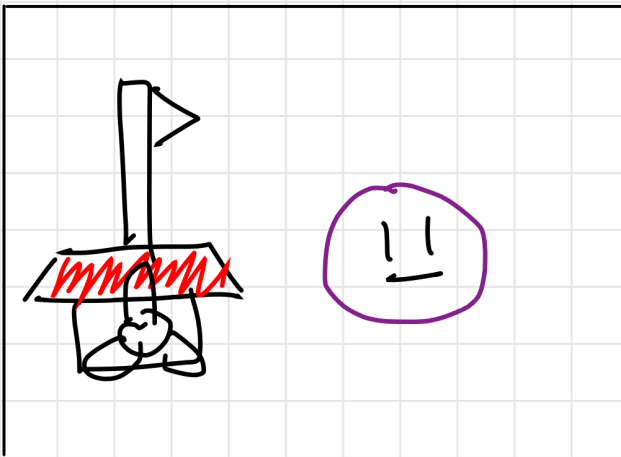
Audience listening

Scene 2: Rule Explanations



45 Degrees Shot

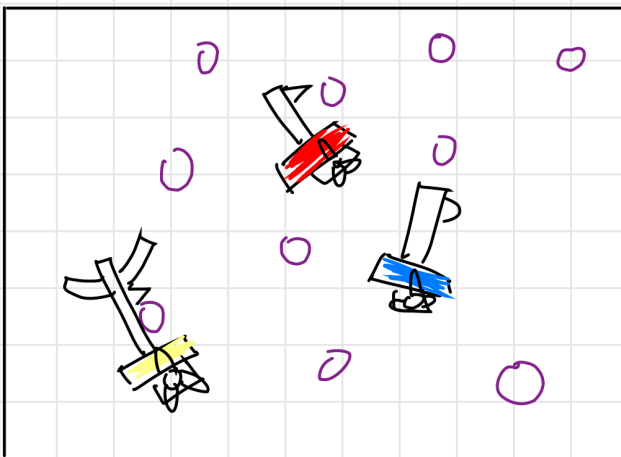
Flags edited above robots



Close-Up Shot

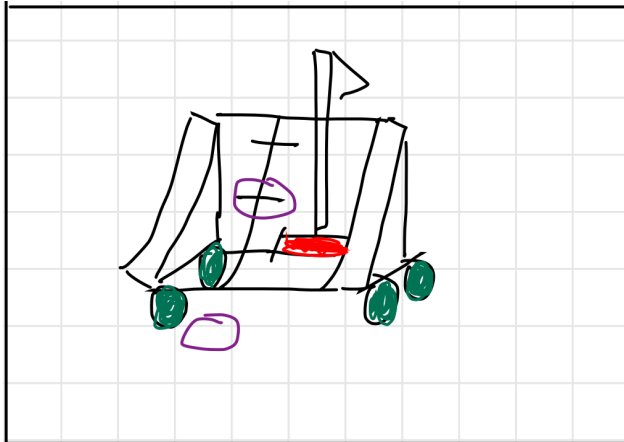
Mobile Goals as Cargo Ships and Rings as

People



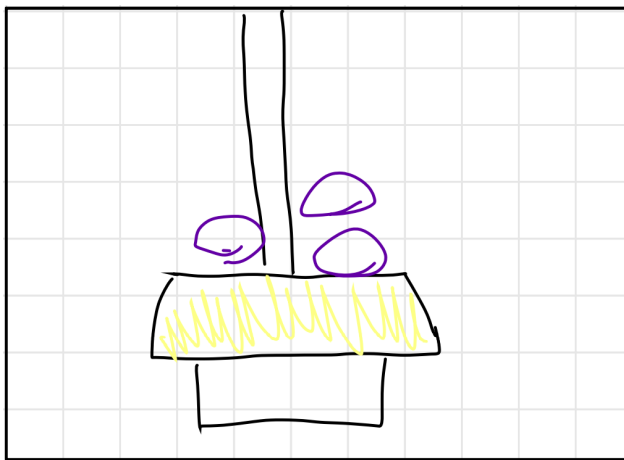
Wide Shot

Cargo Ships and People scattered



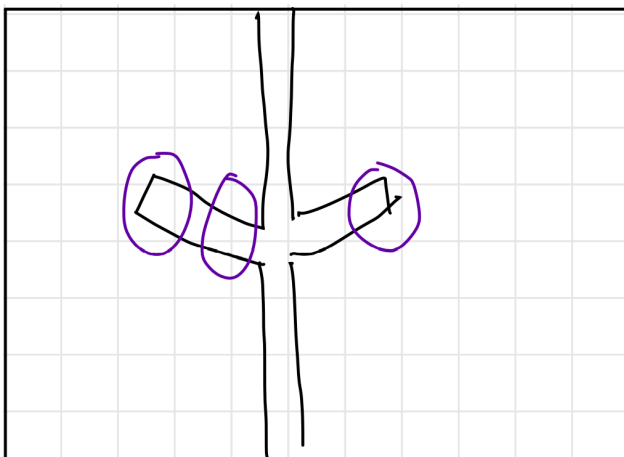
Close-Up Shot

People transported to Cargo Ships

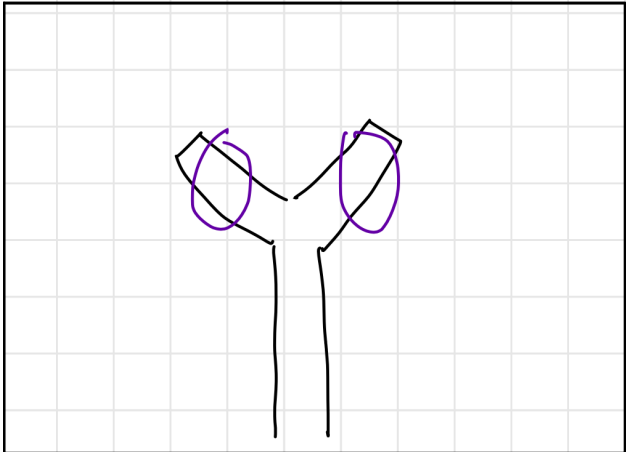


Close-Up Shot

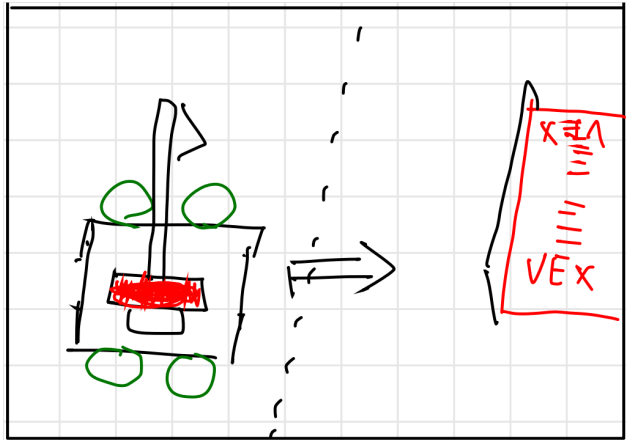
Neutral Cargo Ship with People



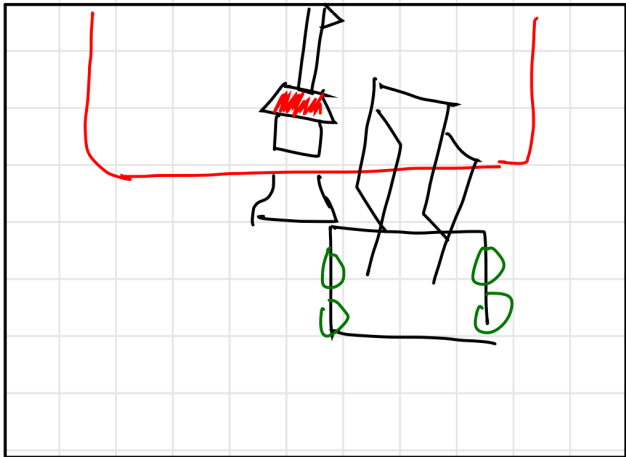
Shot continues to second floor



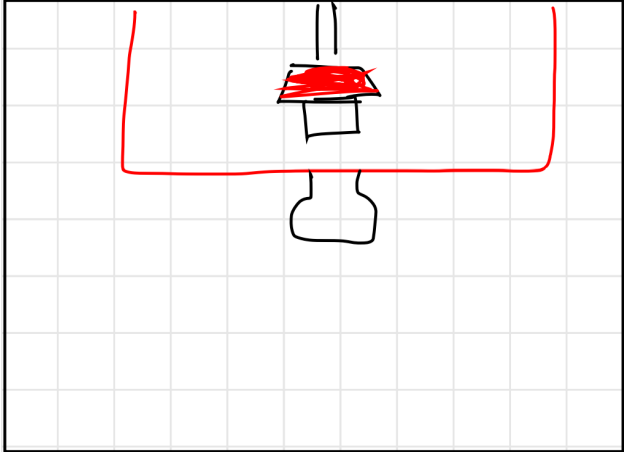
Shot continues to third floor



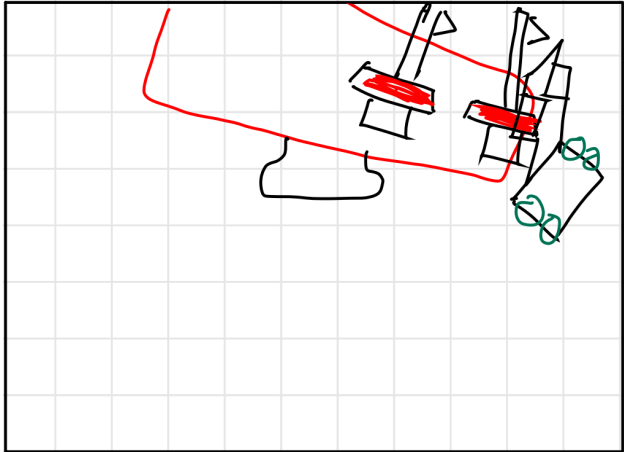
Wide Shot
Colored Robot with matching Cargo Ship
moves to National Water



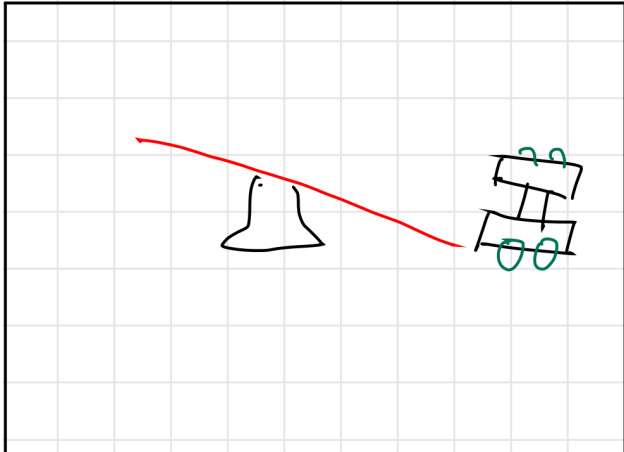
Wide Shot
Robot lifts a Cargo Ship to Sea Platform



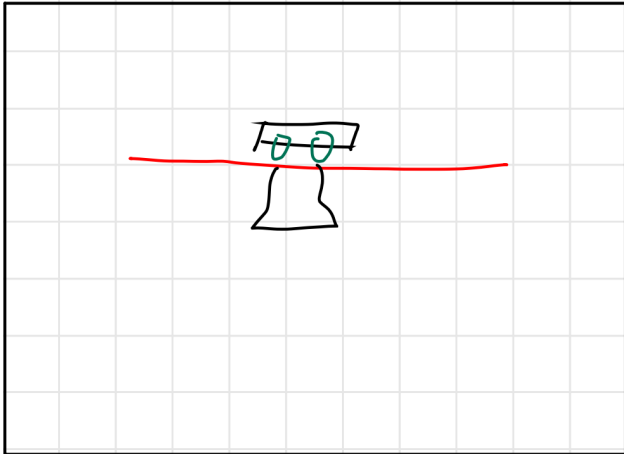
Wide Shot
Platform Balanced



Wide Shot
Platform unbalanced

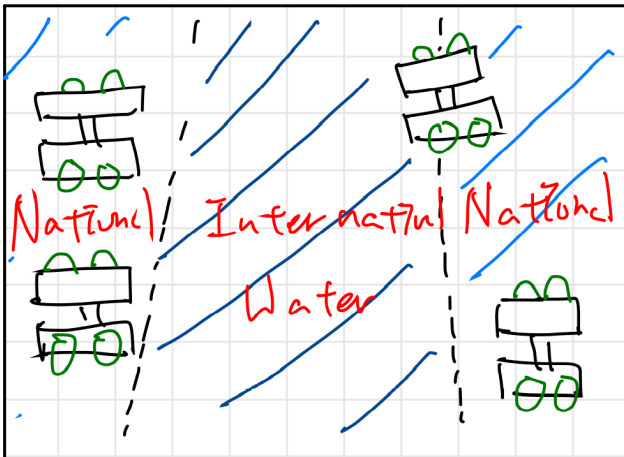


Wide Shot
Robot with unbalanced Sea Platform



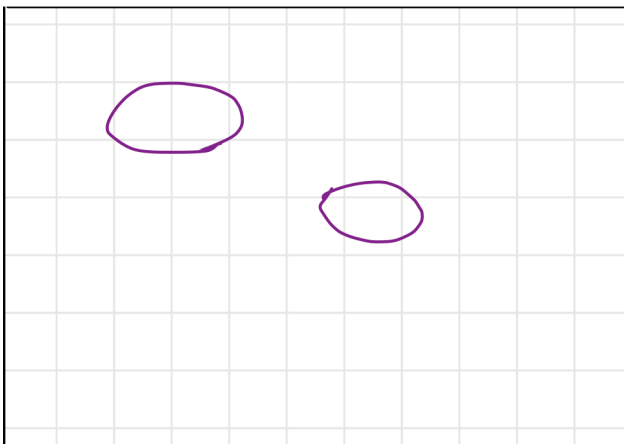
Wide Shot

Robot climbs up and balances the platform



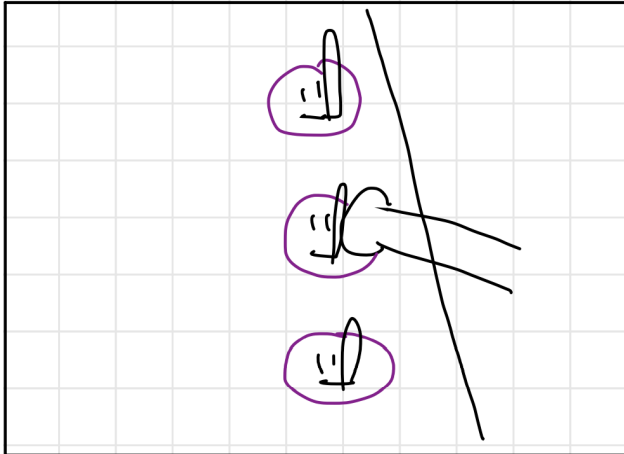
Wide Shot

4 Robots with indication of National and International Waters

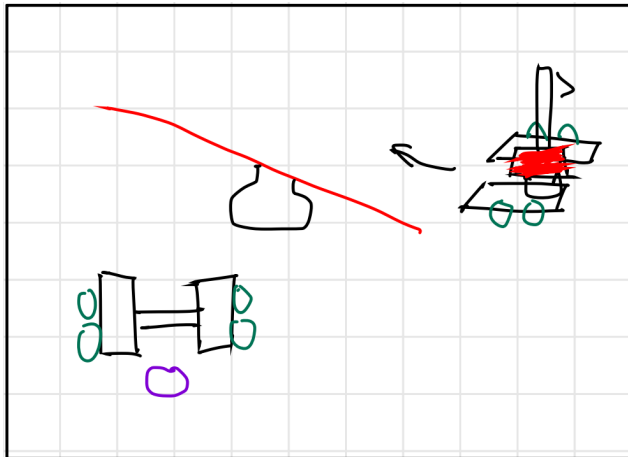


POV

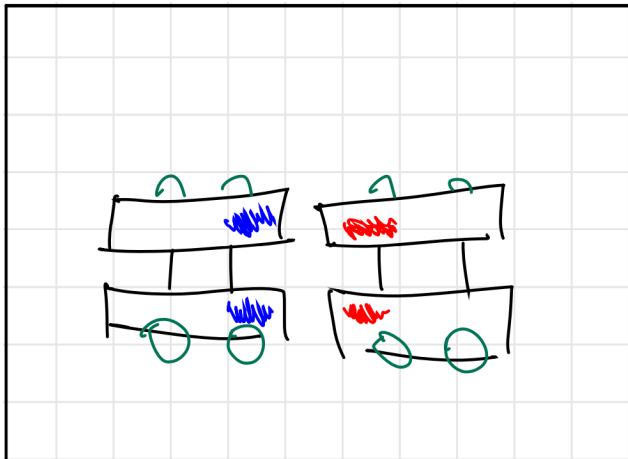
Robot perspective of rescuing



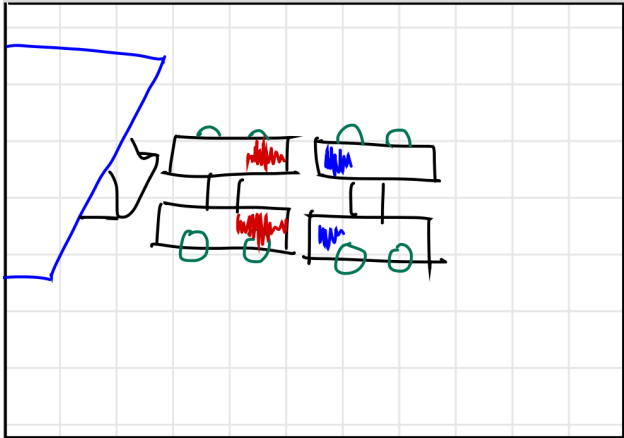
Close-Up Shot
Snorkelers placed



Wide Shot
Robots moving and scoring

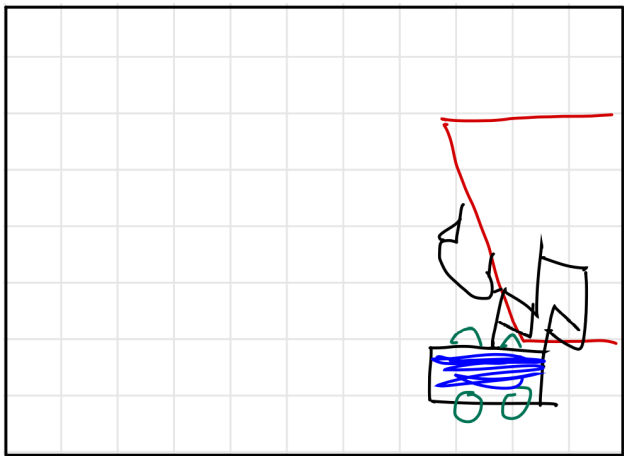


Close-Up Shot
Robots colliding



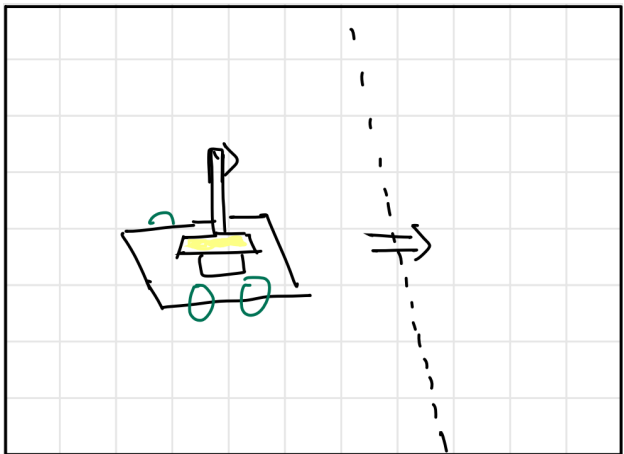
Close-Up Shot

Collisions caused other country's robot to touch Platform



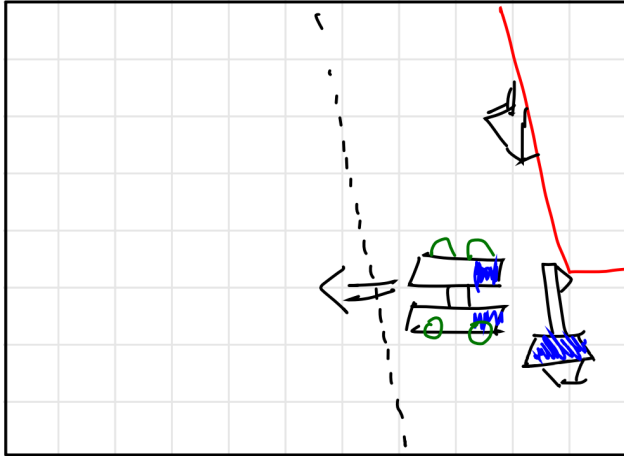
Close-Up Shot

Blue robot unbalances Red Platform



Close-Up Shot

Robot retrieves Yellow Cargo Ship to National Water



Close-Up Shot

Robot dropping Cargo Ships in another
country's National Water