



Love Up

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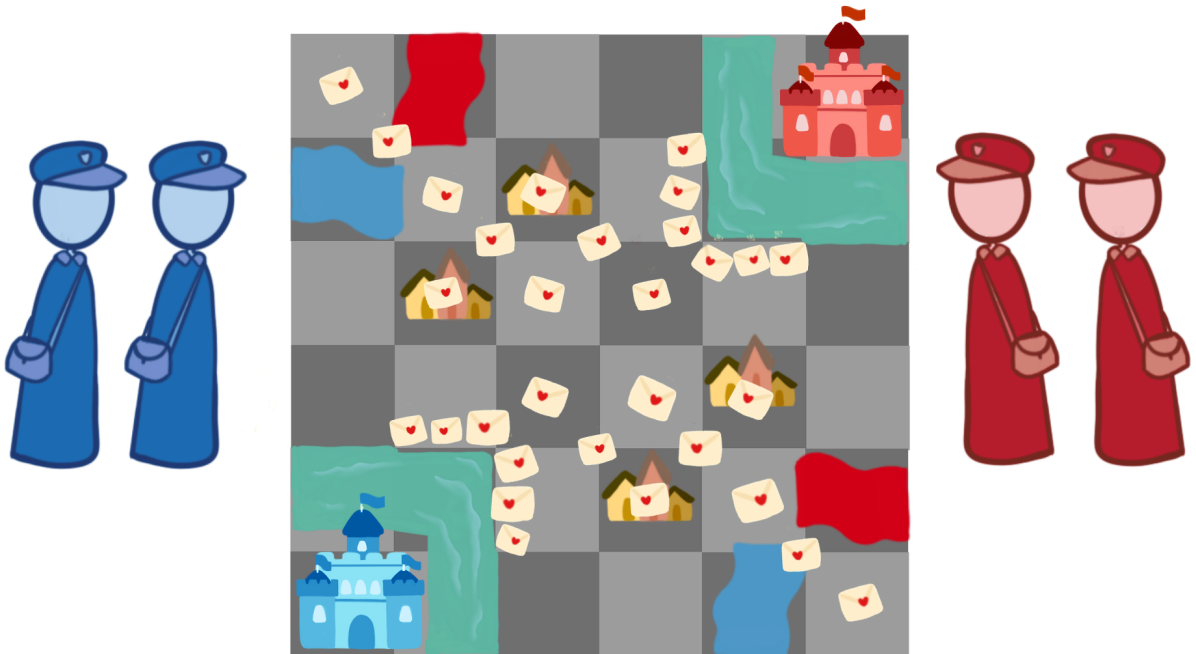
Fremont, CA

Introduction

LOVE UP is the hottest new medieval dating show, putting a fresh twist on the classic dating show format by adding in the excitement of game shows. Its innovative games have attracted dating show and game show fans alike from all across many kingdoms.

In its most recent episode, two princes compete in a game involving love letters, flags, and more to win the heart of a lovely princess.

Game Field



Drivers / Teams = Princes

Robots = The princes' messengers

Each floor tile = A town in the princess's kingdom

Expansion = Spreading the princes' popularity and influence throughout the towns

Disks = Love letters from the princes

2 Preload disks = Messengers are sent off with 2 letters in hand

7 Matchload disks = Messengers return home to acquire more letters from their prince

On-field disks = Letters that the princes have lost throughout the towns

High goals = The princess's castle (towers)

Scoring high goals = Successfully delivering letters to the princess




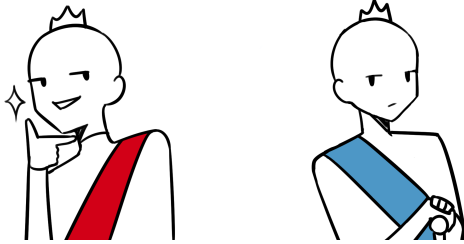
Low goals = The moats surrounding the princess's castle

Landing low goals = Letter delivery is sabotaged and the letters fall into the moat

Rollers = Flagpoles / Flags along the edges of the kingdom

Rolling rollers = Raising the correspondingly colored prince's flag on the flagpoles

Storyboard

| | |
|---|--|
|   | <p>Good evening, ladies and gentlemen! Welcome to <i>LOVE UP</i>, your favorite medieval dating show!</p> |
|  | <p>Today, our competitors are vying for the heart of this lovely princess.</p> |
|  | <p>Let's meet our competitors! On the left we have a dashing young prince from the kingdom of RED, and on the right is the charming prince from the kingdom of BLUE!</p> |



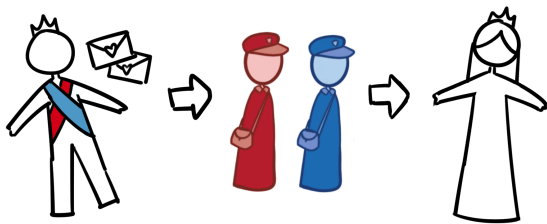
Now let's get into the rules for today.
Today's showdown will take place in the princess's beautiful kingdom!



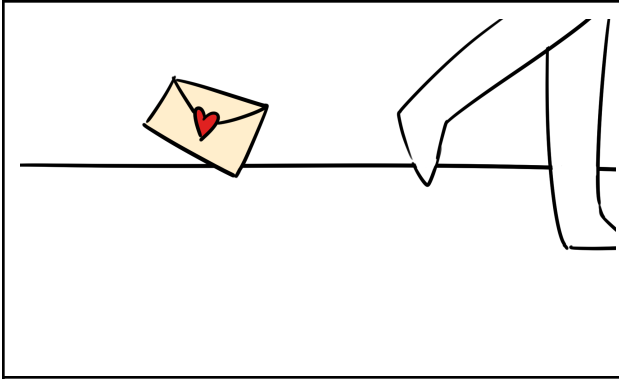
Now then, our princess here is a HUGE fan of a good old-fashioned love letter,



So in the stressful two minutes of this game,



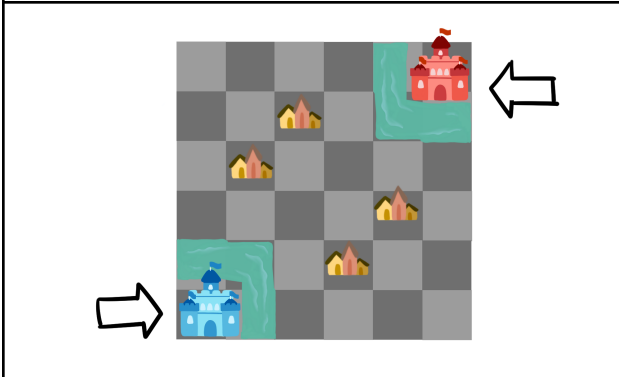
our princes' main objective is to send her as many love letters via messengers as they can.



However, the princes are a bit clumsy and keep losing their letters all over the princess's kingdom!



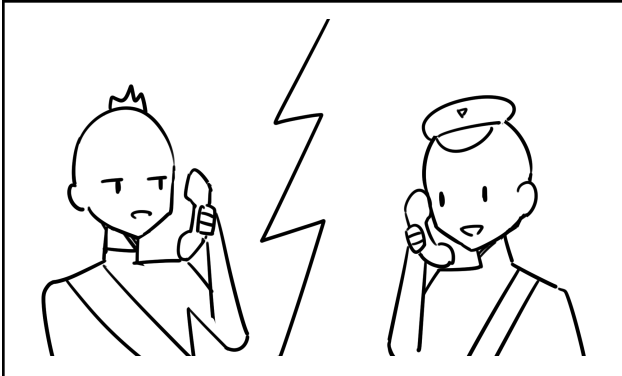
It's up to their messengers to pick up the lost letters and send them to the princess.



Our princess has two palaces that she likes to go back and forth between, each on one corner of her kingdom. Each prince should aim to send letters to the palace that is closest to their own kingdoms.



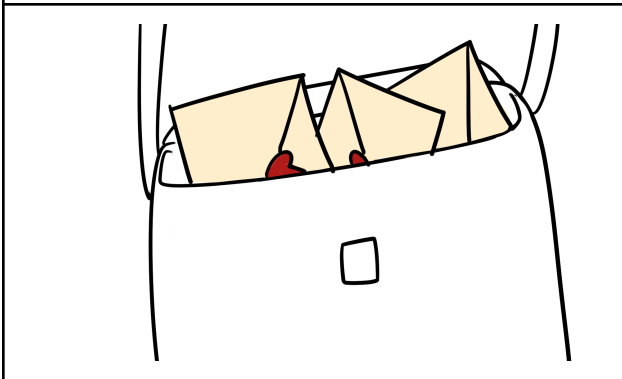
In the first 15 seconds of the game, each prince will send off their messengers, but cannot guide them through the kingdom.



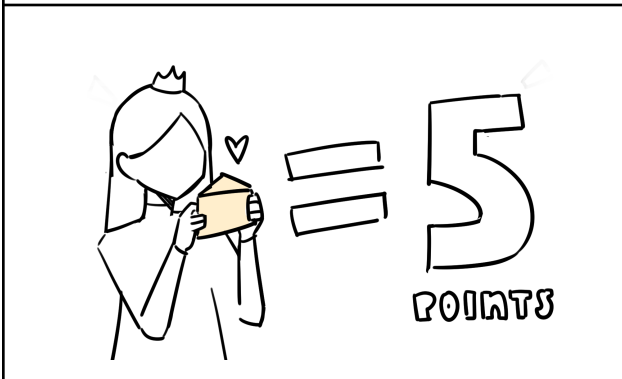
After the first 15 seconds, the princes will be able to communicate directly with the messengers for the remaining 1 minute 45 seconds.



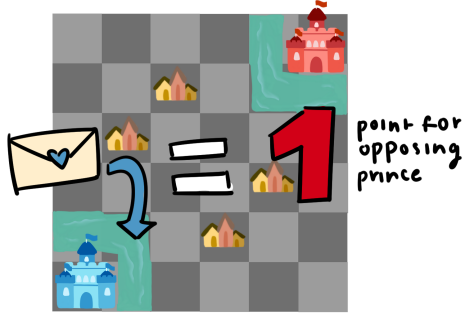
The princes will also be able to give the messengers 7 extra letters at any point in time.



However, each messenger can only carry three letters at once!



A successfully delivered letter is worth five points.



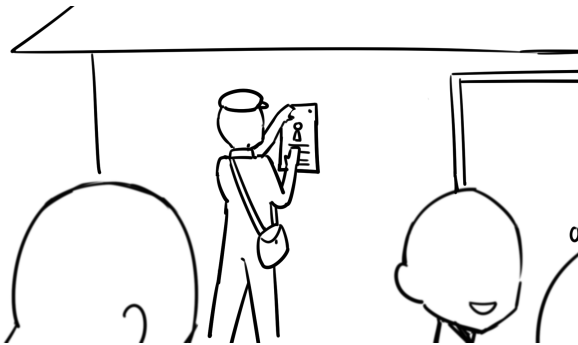
But, sabotaged letters that fall into the castle moat earn one point for the opposing prince!



Along the edges of the kingdom, there are four flagpoles that the princess can see from her castles. Messengers can raise their princes' colored flags to earn 10 points per flag.

10 sec

Last but not least, the final 10 seconds of the game



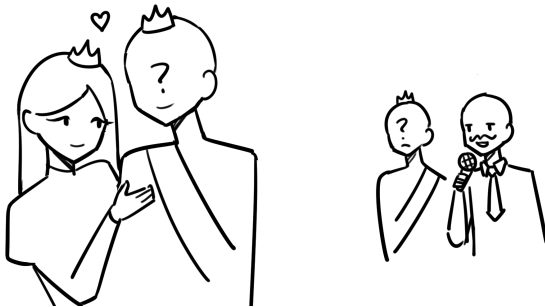
can be used to spread the princes' popularity and influence over the nearby towns to win the favor of the populace.



3 points are awarded for each town that the princes win over.



At the end of the match, the prince with the most points will win the princess's heart.



So. Who exactly will achieve their happily ever after?



Find out on the next episode of *LOVE UP!*