

The Forces of Nature

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An Unstable World

Breaking NEWS: TORNADOES, EARTHQUAKES, VOLCANO ERUPTIONS, AND AVALANCHES ARE OCCURRING ALL OVER THE WORLD!

TAKE COVER!

-NEWS BROADCAST CUTS-

The world has started to collapse and nature threatens to destroy the very existence of life as we know it.

10 Years Later:

In an effort to save the world, humanity assembled a special task force to rescue people and keep them sheltered.

This task force became known as: **The Forces of Nature**.

The Forces of Nature

By the year of 3150 the Forces have made their first debut against nature's wrath, making the future of humanity rest on their shoulders.

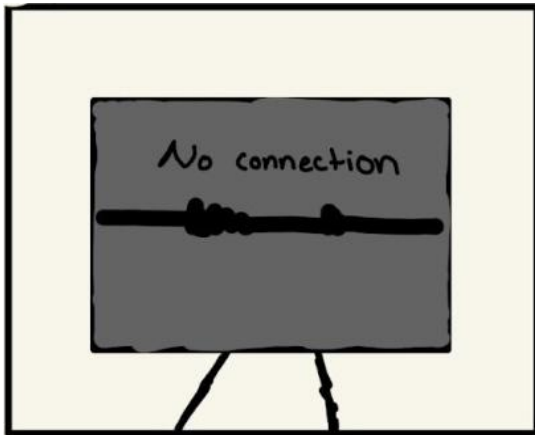
However, the different task forces had different ideas on where to start the recovery. So, they split up into two main forces. To prove that their ideas are valid to the rest of humanity, the task forces are competing with each other to see which task force can effectively save more people. The goal of your task force is to save as many people as possible while avoiding natural disasters. Each task force operates two robots to navigate the disaster zone, retrieve escape pods filled with people, and successfully bring them back to a recovery point.

The Storyboard:



Breaking NEWS: TORNADOES, EARTHQUAKES, VOLCANOES AVALANCHES, AND THUNDERSTORMS ARE OCCURRING ALL OVER THE WORLD!

TAKE COVER!



-CONNECTION CUT-

The world has started to collapse as nature threatens to destroy the very existence of life as we know it. Nature throws all its anger to strike down the human population into dwindling numbers. Nature is killing hundreds of thousands of people, and there is nothing to stop it.

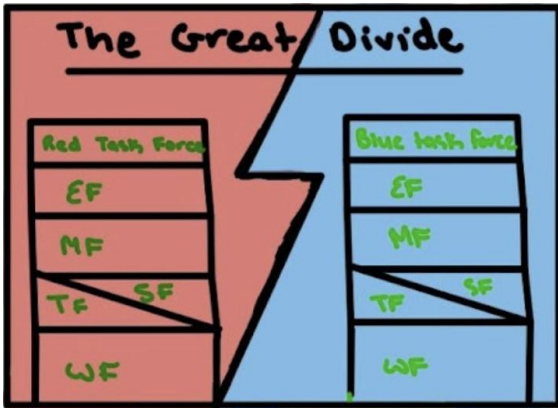
10 YEARS LATER

-10 YEARS LATER-

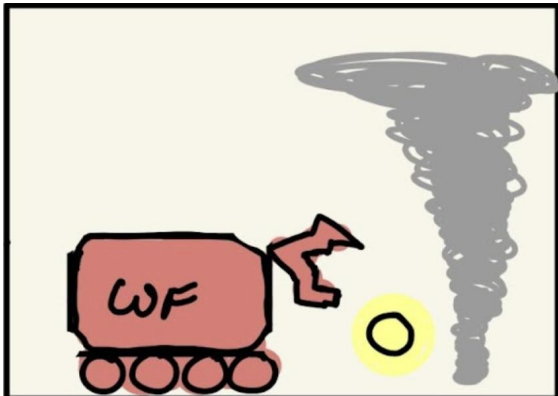
In an effort to save the world, humanity assembled a special task force to rescue people and keep them sheltered, called the Forces of Nature.



By the year of 3150, the Forces of Nature have made their debut against the wrath of nature. There are five task forces, the thunder force, snow force, earth force, wind force, the magma force, and the water force.



However, the Forces of Nature split apart in a calamity called the Great Divide. The Task Forces split into the red and blue forces, because of their different ideas on how to start the recovery. They are competing to see who can save the most people while avoiding natural disasters. Each Task Force releases two robots to navigate the disaster zone, in order to receive pods filled with people, to bring them back to the recovery point.



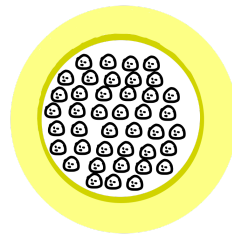
Now it's your turn to save the people from nature's wrath. Humanity's fate is left in your hands, so be ready to face anything, absolutely anything, and become the savior of planet Earth.

GOOD LUCK!

Objects and Areas of Importance:

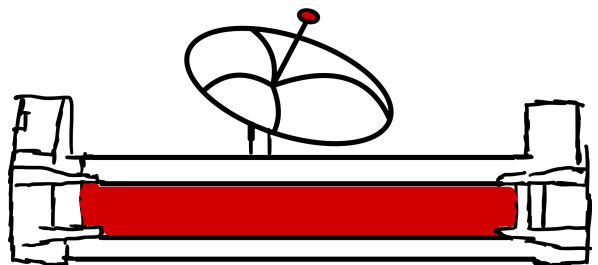
Traveling units (discs)

Disc-like structures filled with evacuees.



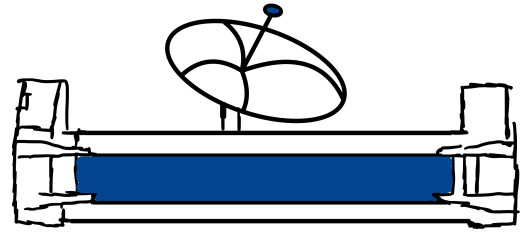
Red Task Force Satellite (Rollers):

This satellite connects to wind modifiers to stop hurricanes and tornadoes from forming on the Red Task Force's designated side of the field but has to be spun to connect to the right signal, otherwise it might end up making the Red Task Force lose points. There are two Red Task Force Satellites on the Red Task Force side of the field



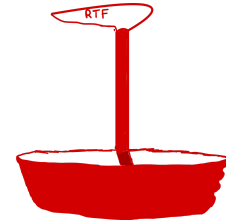
Blue Task Force Satellite (Rollers):

Has the same use as the Red Task Force Satellite, but is used for the Blue Task Force instead.



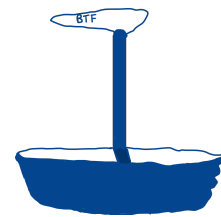
Red Task Force Recovery Point (Red High Goal):

The traveling units filled with people need to be launched into the recovery point so that they may survive the oncoming tsunami and earthquakes. This recovery point is for the Red Task Force to launch traveling units into.



Blue Task Force Recovery Point (Blue High Goal):

The same use as the Red Task Force Recovery Point, but is instead used by the Blue Task Force.



Red Danger Zone (Red Low Goal):

If traveling units aimed for the Red Task Force Recovery point misses, it falls into this area. This area is where the tsunami and earthquakes will hit first (at the end of the round) effectively resulting in a loss for the Red Task Force and a gain for the Blue Task Force.

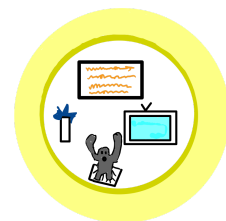


Blue Danger Zone (Blue Low Goal):

Has the same use as the Red Danger Zone, but is used by the Blue Task Force. This results in a loss for the Red Task Force and a gain for the Red Task Force.

Storage Units (Pre-loads & Match Loads):

Disc-like units that store lost knowledge and artifacts. It has the same use as the traveling disks, but the Task Forces' robots will start off with them.



Match Processes:

Scouting Period (Autonomous Period):

Both Task Force robots operate without input from their Task Force for 15 seconds.

Rescue Period (Driver Control Period):

Occurs after the scouting period finishes. Both task forces operate their robots to save as many people as possible for 1 minute and 45 seconds.

Scoring:

Each traveling unit or storage unit scored in the recovery point of a Task Force will add 5 points to that respective Task Force. However, if a traveling unit lands in the area below that Task Force's recovery point (the danger zone) a point will be given to the opposing task force.

If the satellite turns the same color as the Task Force, that Task force will gain 10 points. Each claimed satellite is worth 10 points.

1 Scouting period win point (AWP) will be awarded if a Task Force has scored at least two traveling units (or storage units) in its recovery point and both the satellites on its side of the field are its color.

At the end of the showdown between the two Task Forces, the robots controlled by the Task Forces expand as much as they can (horizontally) so that they can stop the oncoming disaster from destroying too much land. Each tile that is covered by a piece of the robot adds 3 points to that Task Force.

At the end the Task Force with the highest point is the one who wins the round and the support of the world, and now becomes the head of the Forces of Nature.