

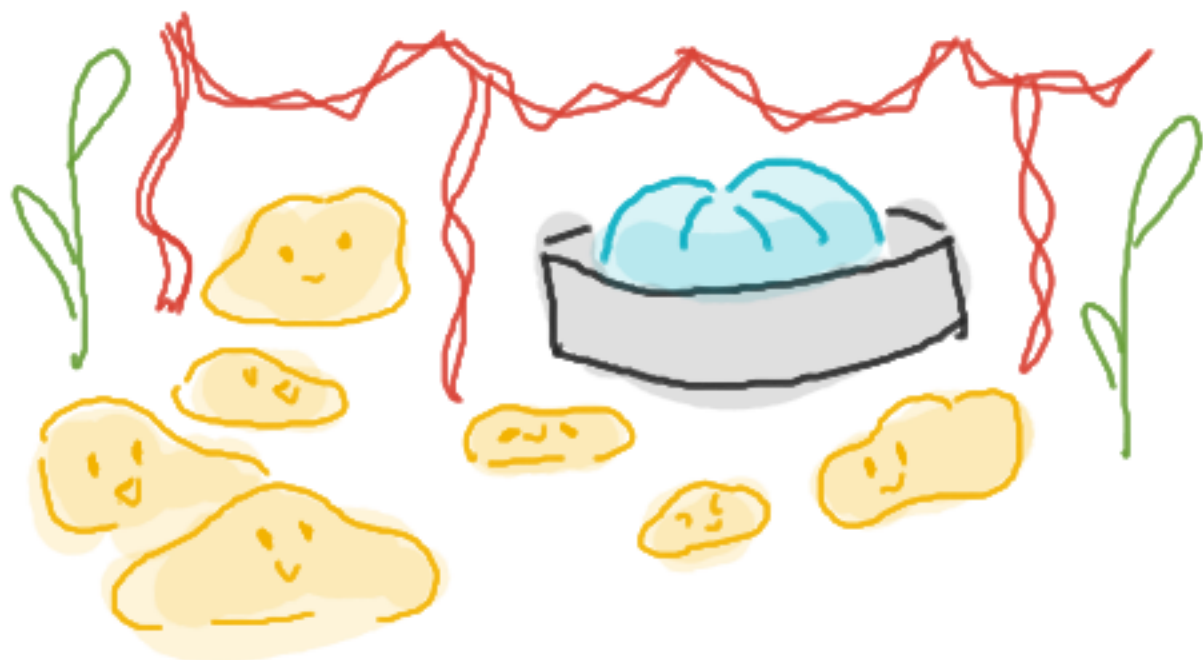


# Saving Patlantis

Atlantis but for slimes

Sneha and Morgan, 7700P,  
Rolling Hills Estates

For as long as the city could remember, the slime residents of Patlantis lived in peace.



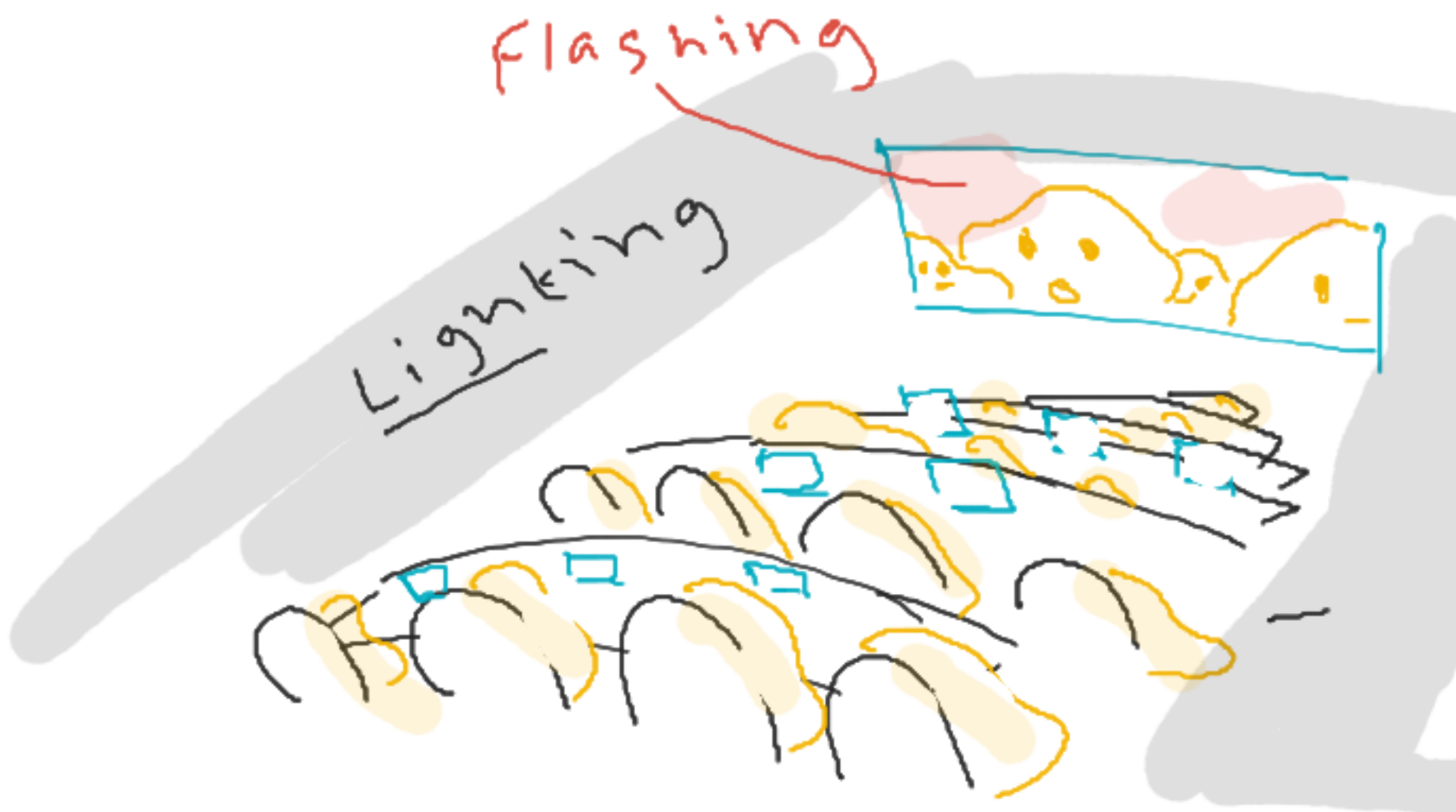
And yet, all good things must come to an end...



But the slimes refused to hand  
over their lives and homeland to  
the likes of a tsunami!

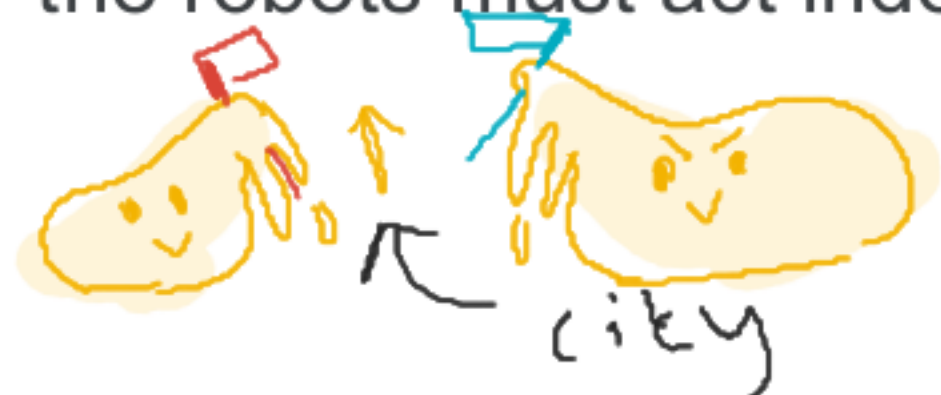


They deployed their  
four finest robots...



...to be guided by their  
bravest slimes.

The rescue slimes are preparing, so the robots must act independently.



The slimes are scooped up...



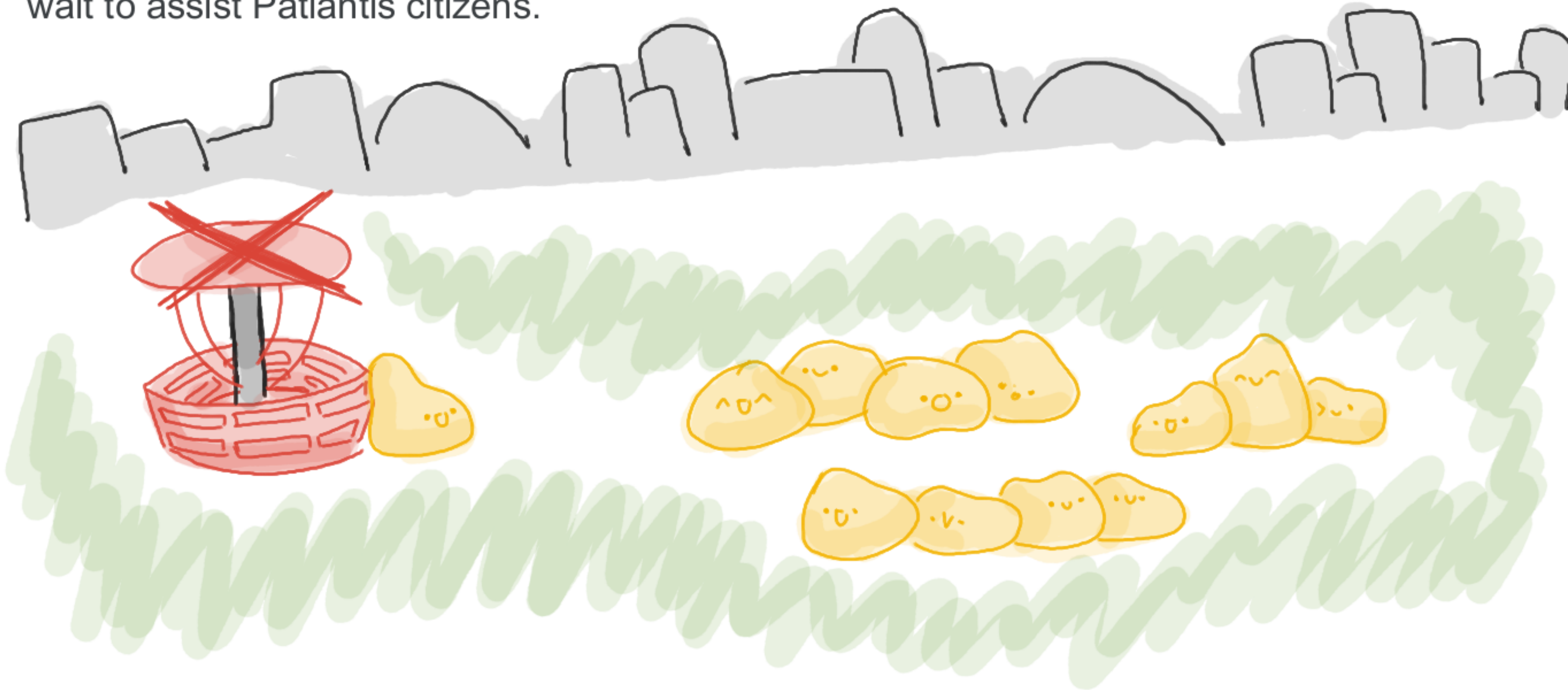
Elderly, disabled, and child slimes are evacuated in the first fifteen minutes.



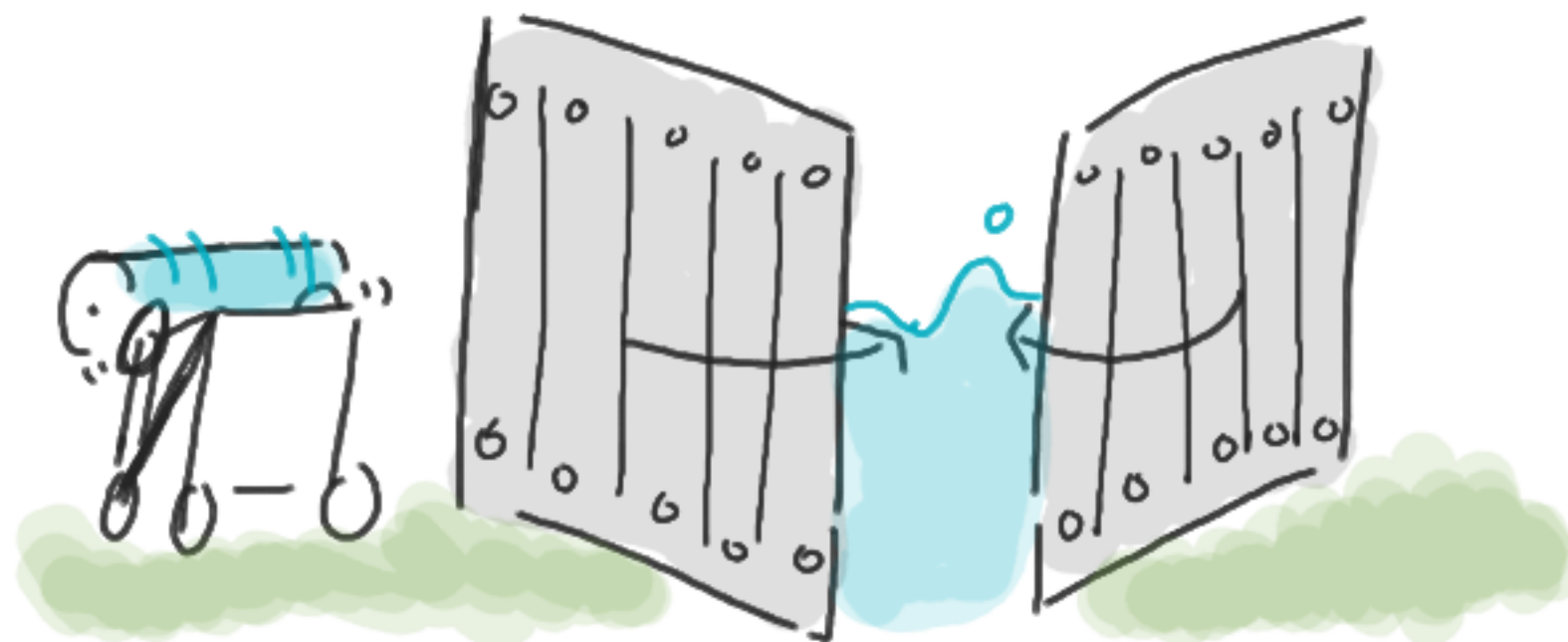
...and launched into the escape helicopters!



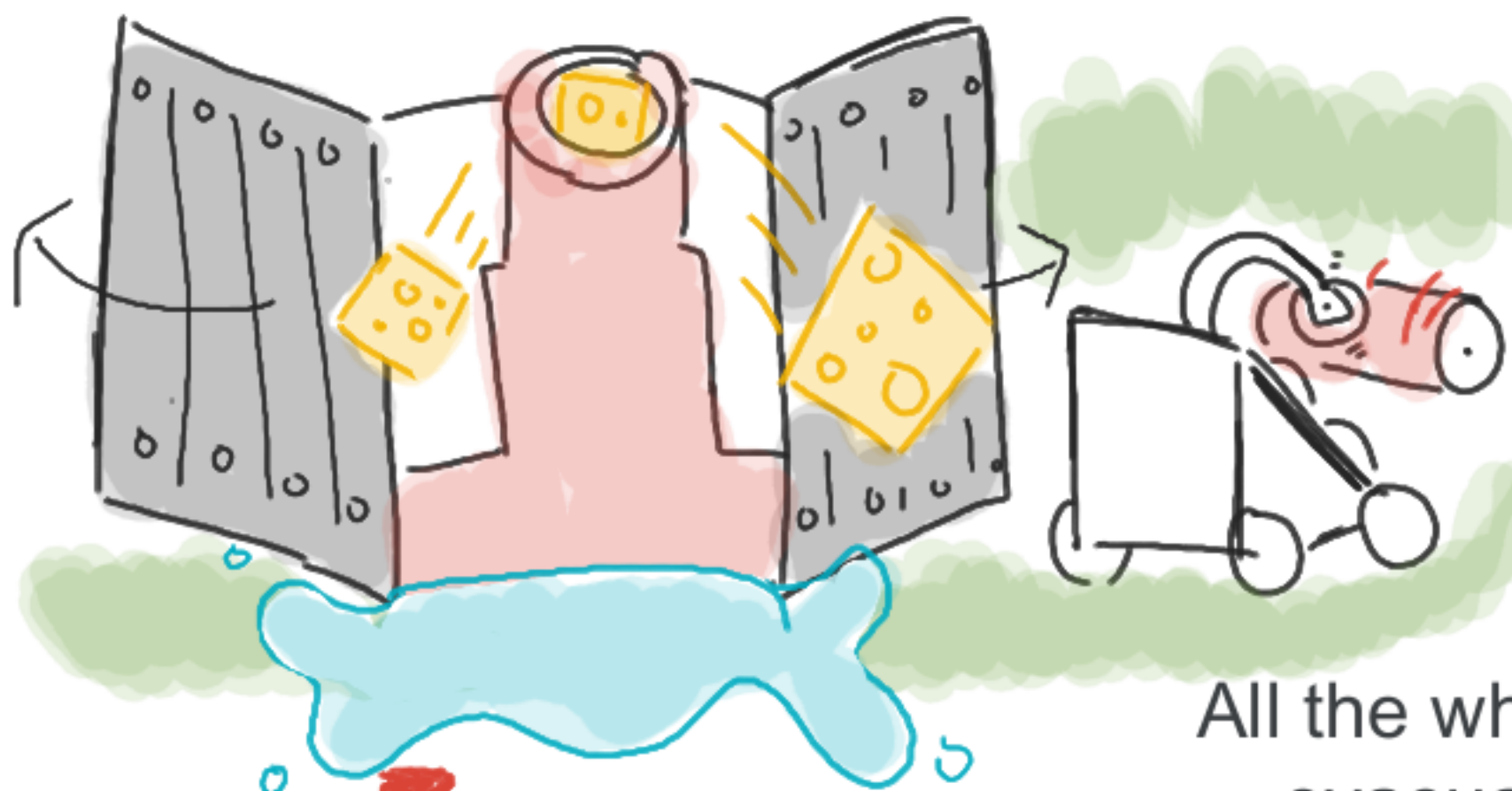
Those who are successfully evacuated are taken outside the city, where a team of 11 worker slimes wait to assist Patlantis citizens.



Blue floodgates -- which are activated by blue-marked robots -- keep the pre-tsunami waves from damaging the working robots.



However, the red-marked robots try to switch the gates with sponge launchers to reduce the giant incoming wave.



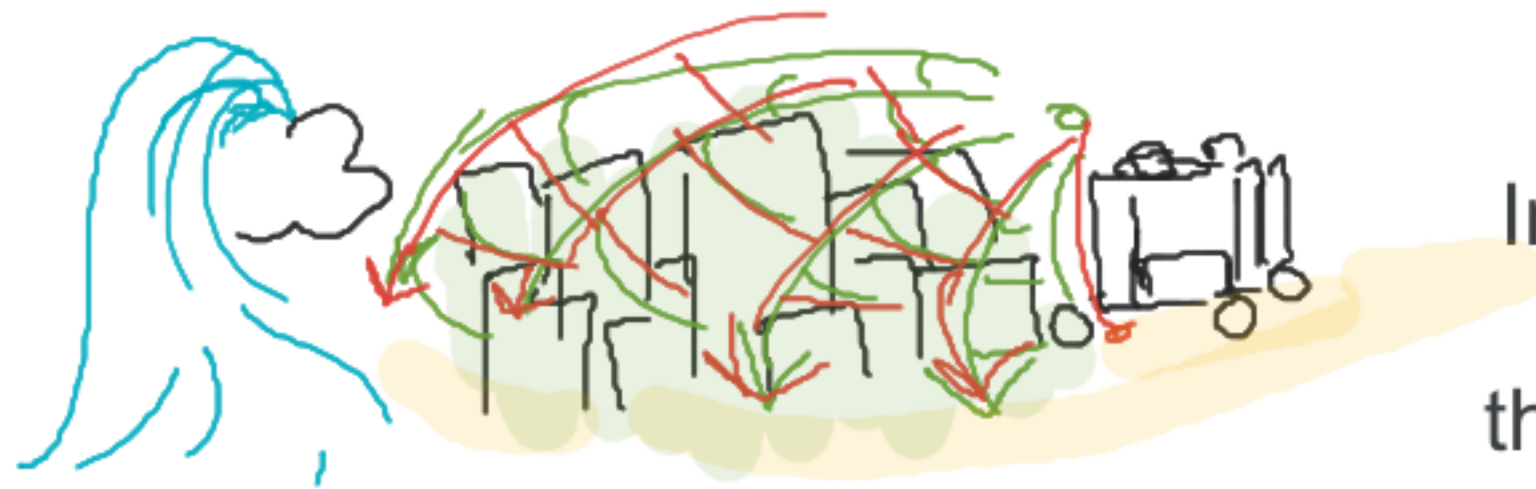
All the while, they continue to evacuate civilian slimes.



Those who fall from the helicopters must rely on a bunker back on sea level.



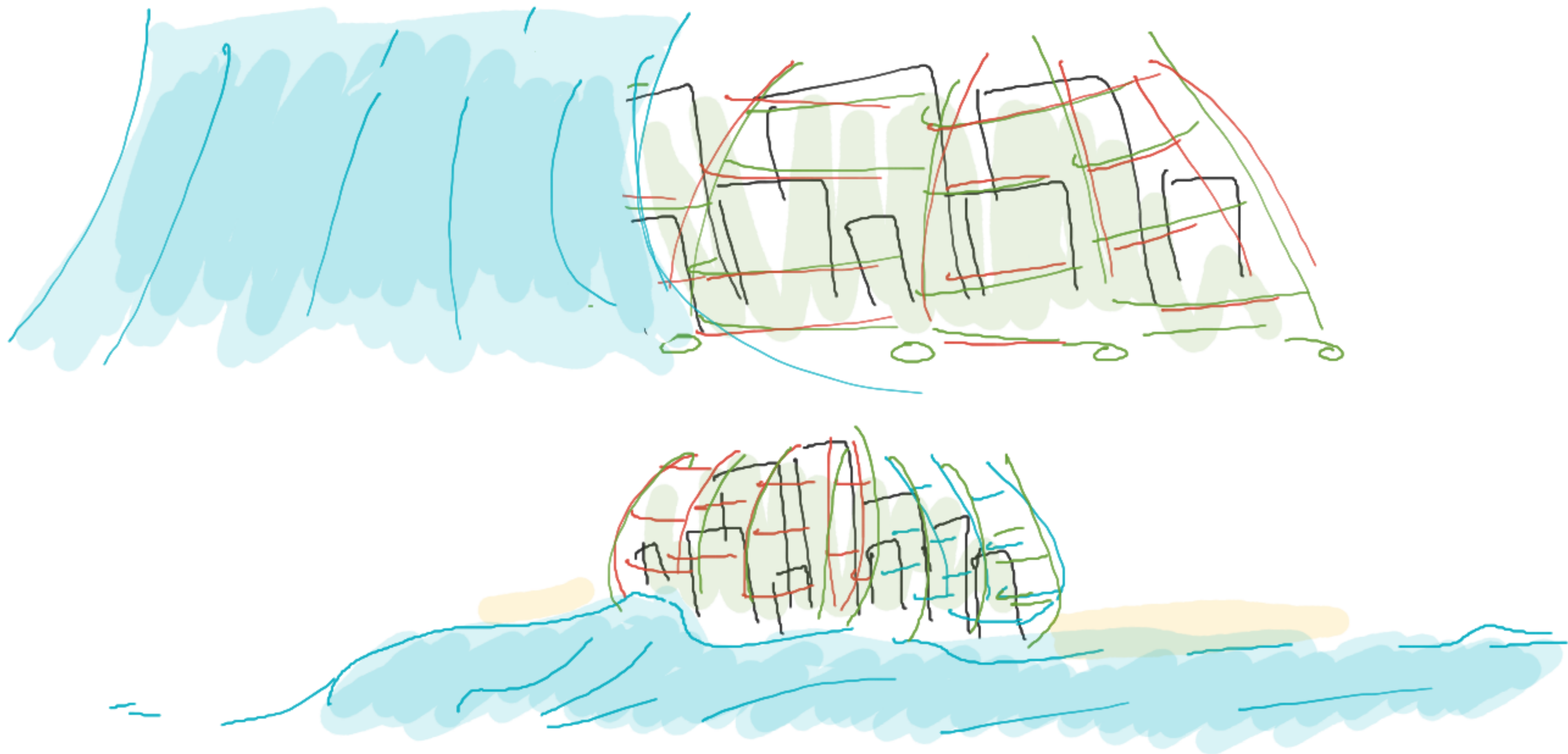
Although not nearly as protective as the helicopters, the bunkers may still save some innocent slimes.



In the last ten seconds before the tsunami impact, robots try to save all the remaining buildings by throwing a net over as many buildings as they can.



And finally, as the hour and forty-five minutes comes to a close...

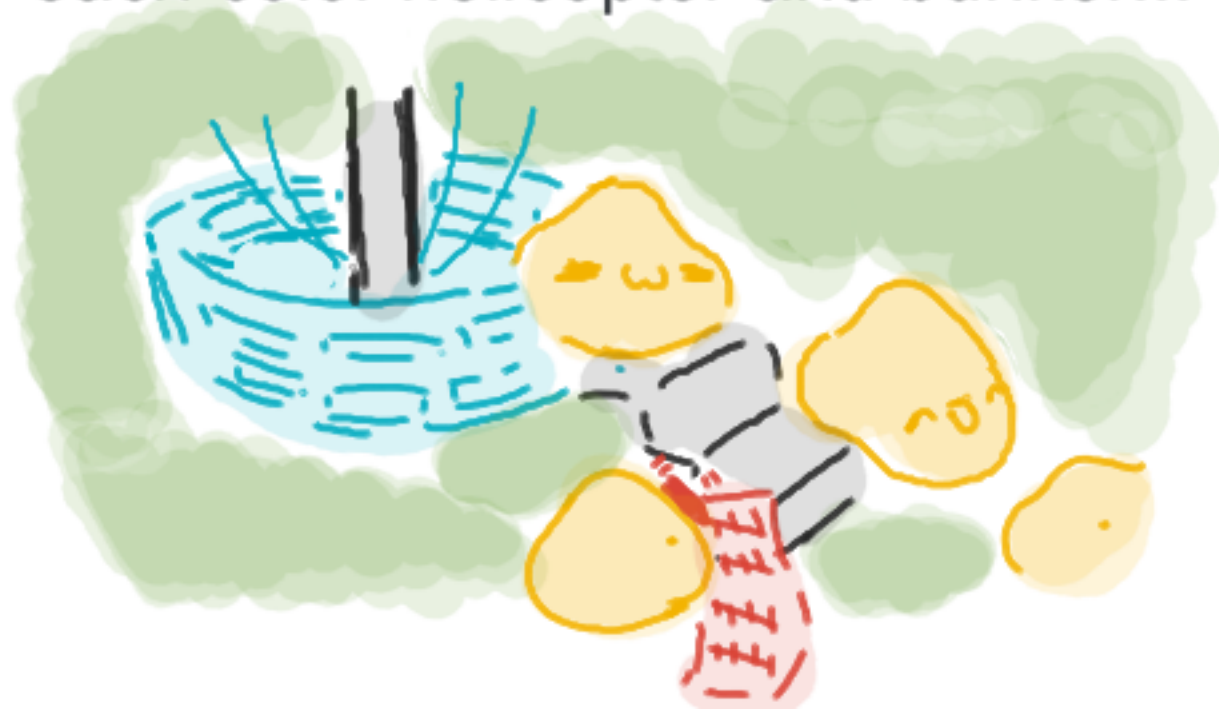


# Patlantis is saved!

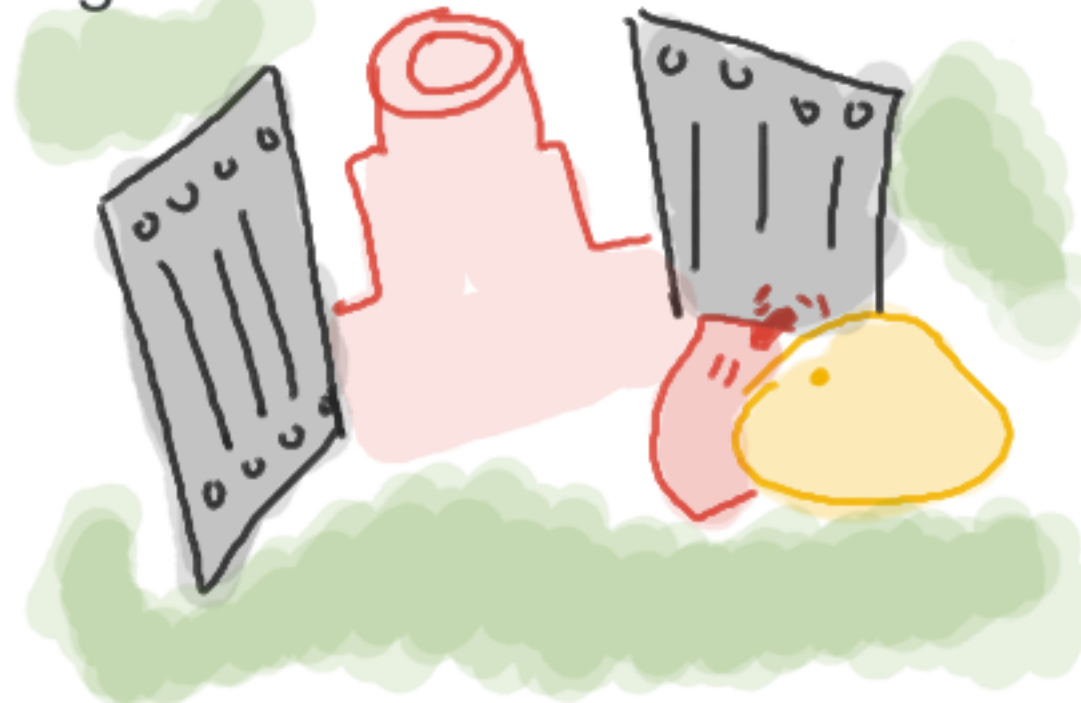


To celebrate, a competition is held between the blue and red rescue slimes.

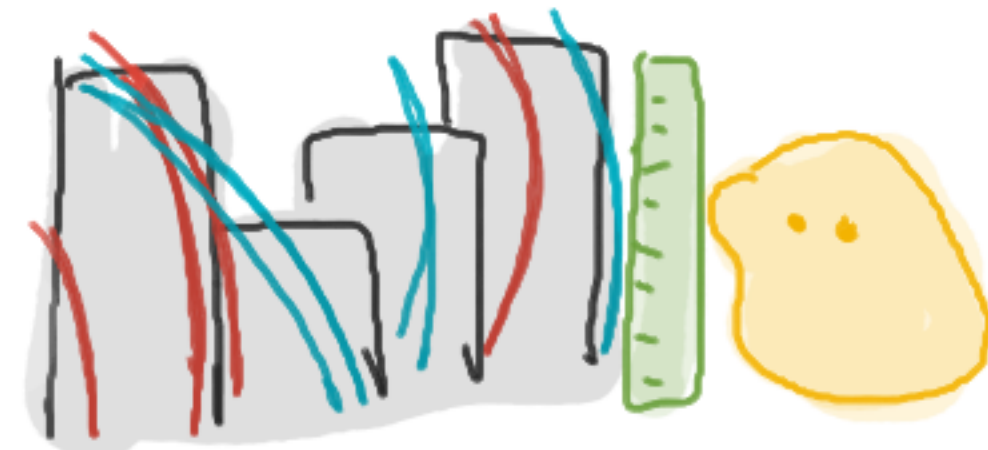
The rescued slimes are tallied up in each color helicopter and bunker...



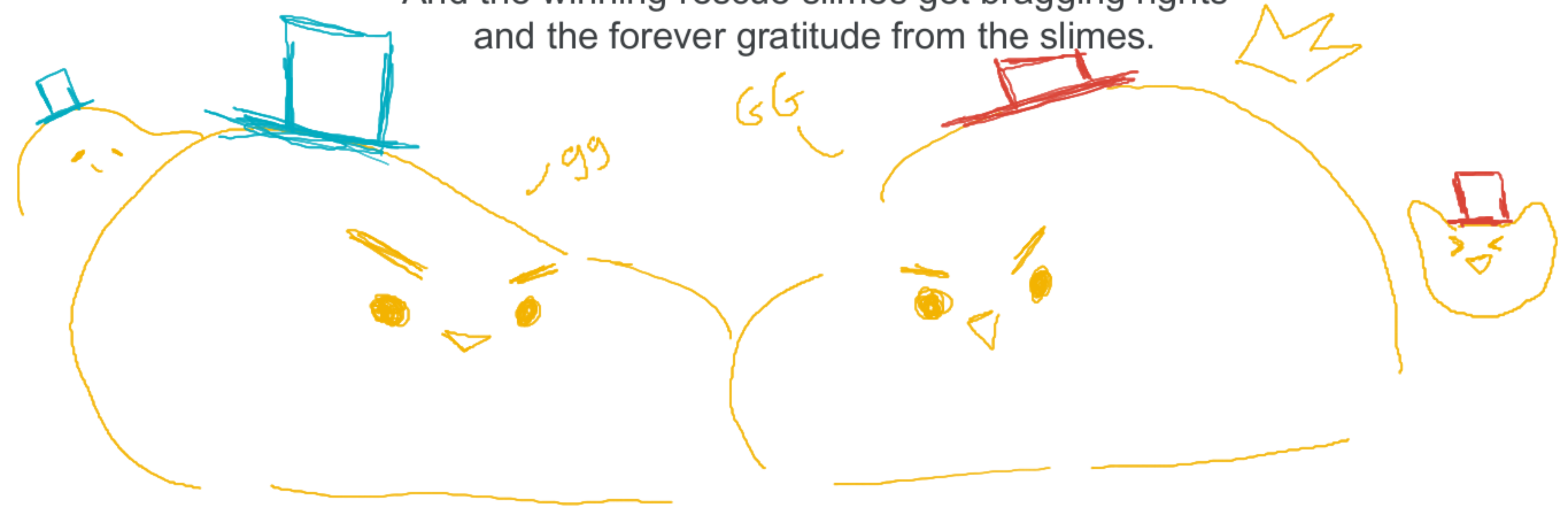
Plus how many floodgates or sponge launchers were activated...



And how well the buildings secured...



And the winning rescue slimes get bragging rights  
and the forever gratitude from the slimes.



THE END



## Glossary

Autonomous Period - A fifteen minute (or second) period where rescue robots perform without the help of control room slimes, as the slimes are still preparing for action.

Driver Period - A one hour, forty-five minute (or minute and second) period where rescue robots perform with control slime drivers.

Foam Tiles - Patlantis infrastructure.

Disc - A Patlantis slime civilian.

High Goal - An escape helicopter that serves as an effective refuge for slimes in danger.

Low Goal - A catastrophe bunker that serves as a sufficient refuge for slimes in danger.

Roller - A trigger activated by rescue robots that toggle a floodgate when blue and a sponge launcher when red.



Endgame (Expansion) - The last ten seconds before a tsunami impact, when rescue robots throw covers over Patlantis to protect the infrastructure.

Preloads - Post-evacuation relief workers.