

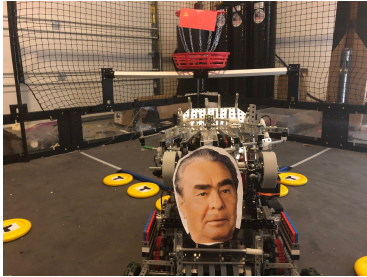
# Spin Up: The Cold War Edition



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# Game Objects

Robots



The robots represent President Nixon and General Secretary Brezhnev, and more generally the red alliance represents the communist USSR side while the blue alliance represents the capitalist American side.

discs



The discs represent the remarkably disc-shaped citizens of Berlin, and are conveniently in a shape that is easy to launch.

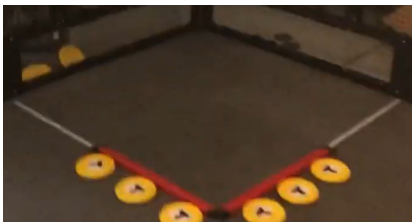
High Goals



The high goals represent the ideology of communism/ capitalism, supported by the USSR/USA (as shown by the color of the goal and the flag).



### Low Goals



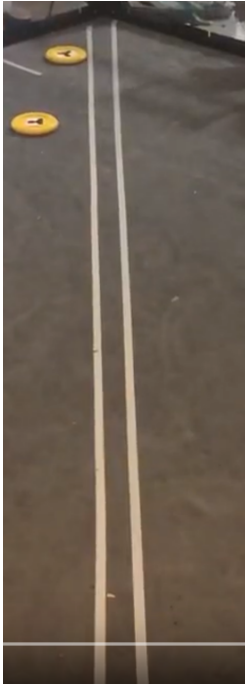
The low goals represent the bitter feeling that comes as a result of the ideologies of the high goals, causing radicalization and defection.

### Rollers



The once beautiful country of Nietvam, now war torn as a result of conflicting ideologies and meddling by the USSR and USA.

Autonomous Line



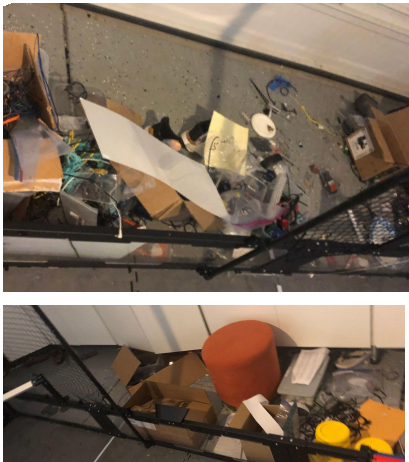
This is the Berlin Wall, preventing even presidents and general secretaries from crossing. The only way across is to be launched through the air. But, after some time, Nixon and Brezhnev discover the mystical new invention called the “Ladder.”

Black Floor Tiles

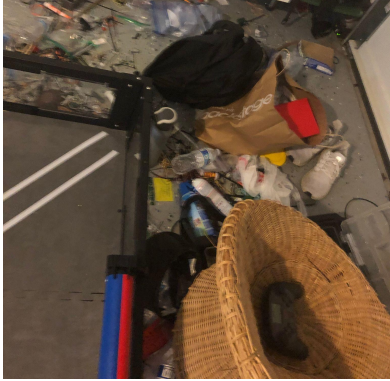


Underneath the attention grabbing civilians and Berlin Wall lies the fundamental yet little-noticed black tiles. They represent the different territories of Germany.

Surroundings



These are the surroundings of the game field. They represent the chaos and uncertainty surrounding the Cold War, especially around Germany.



## On-Field Interactions

**High Goal Scoring:** Once the disc-shaped civilians are ideologically launched into the high goals (which symbolize the ideologies of the USA and USSR), the civilians become supporters of the said countries. This gains them more influence and power, which can be measured in points.

**Low Goal Penalty:** If Nixon or Brezhnev miss, and the disc-shaped civilians land in the low goals, they are charged with radical beliefs, causing them to support and score points for the other side.

**Roller Spinning:** Due to the sheer military might of the superpowers USA and USSR, whenever they visit one of the four territories of Nietvam, the war immediately swings their way. At the end of the war, the wars in the territories of Nietvam can no longer be influenced, and those territories provide support for the superpower which helped them and shared their ideology, scoring their side points.

**Expansion:** Near the end of the war, when both sides are completely exhausted from the conflict, they make one last effort to extend their influence over as many German territories as possible. Nixon and Brezhnev visit countless German territories, convincing the territories to support them, gaining support and points.



# Storyboard

| Events From the Video   | Explanation  |
|---|--|
| The setting is introduced.  | It is 1969, where the United States and the Soviet Union are facing off. The world is holding its breath. A single action could tip the scales, leading either communism or capitalism to reign supreme worldwide. A particular spot of interest for both superpowers and their audience is the war-torn country of Germany, who is unable to recover from the second World War due to the ideological forces threatening to tear it apart. The Berlin Wall keeps the two sides of Germany separate. |
| The red and blue alliance robots are introduced, and they are shown firing discs into the high goals. | It is a result of these extreme circumstances that the leaders of the two superpowers themselves come to Germany to settle the situation. Due to their charismatic speeches and persuasive speaking, they are able to ideologically fling the disc-shaped civilians of Germany towards their own beliefs, which is capitalism for Nixon, the leader of the strong and proud United States; and communism for Brezhnev, the leader of the more recently founded Soviet Union.                         |
| Some of the robot's shots are shown to miss, and the discs are shown landing in the low goal zone.    | However, even the highly capable leaders Nixon and Brezhnev are able to always hit their target with their persuasion, and sometimes miss their mark. When this happens, the civilian who was the target of the failed persuasion becomes enraged by the beliefs of the leader, and this experience radicalizes them. These radicals help the enemy of the leader who had tried to persuade them.  |
| Shows the robot moving back and forth across the  | As the war drags on, new technologies are  |

|   |   |
|---|---|
| autonomous line.  | discovered by both the Soviets and the Americans, one of the most impactful being the amazing and mystical object known as the “Ladder.” This revolutionary technology allowed both Nixon and Brezhnev to cross the Berlin Wall, which had long hampered their efforts.   |
| Shows the rollers and the robot turning the rollers.  | Although Germany was the main area of interest for the superpowers, they could not ignore the opportunity to fight each other through proxies, resulting in the proxy wars of Nietvam. Nietvam was an once-peaceful country that got torn apart by the ideological differences within and the meddling by those outside. The main backers of the war in Nietvam were the United States and the Soviet Union. So, whenever one of the superpowers lent their aid to their side of the conflict, their side quickly starts to dominate the war in Nietvam. The wars in the four territories of Nietvam could be tipped easily, so they constantly changed hands between the communists and capitalists. |
| Shows the blue alliance robot shooting discs, turning the roller, and expanding, and shows Nixon’s victory. | As both sides tire from the war, with things still too close to call, they get ready for the final stretch. They expand their influence as far as possible, trying to convert as many territories of Germany to their ideology. Nixon and Brezhnev travel to as many territories of Germany as possible, gathering as much support as they can for the final moments of the war. In the end, the command economy of the communist Soviet Union was no match for the free market of the capitalist United States. The United states had more supporters, won more proxy wars, and held influence over more territories of Germany. And so, capitalism clearly proves its dominance over Communism.     |

Description: VEX Spin Up: Cold War utilizes all aspects of VEX Spin Up to portray the Cold War. Each disc on the field represents citizens of either side, with the high goal representing a successful score of the citizens, and the low goal representing a turn of the citizen to the opposing ideology. Additionally, the center autonomous line represents the Berlin Wall. Each roller on the field represents a proxy war, and by flipping it to the alliance's color, they are in turn winning the proxy war. Finally, end game mechs represent the spreading influence of each ideology.