**Disaster Alley**

**Game Overview**

After FIRST City deploys its shield in order to protect itself against asteroids, they bounce off the now-damaged shield and crash nearby, causing a variety of natural disasters to follow. Robots must deliver fortifications and rations to their respective element sections to defend against the disasters.

**Basic Gameplay**

The robots will deliver rectangular prism shaped game pieces called fortifications to two of four scoring areas called element sections on the field. Robots will be able to collect these fortifications from stockpiles located near their drive stations. The scoring areas are determined by the disasters that will be announced. One disaster will consist of two of four categories, and robots will be able to score in either element area. There are seven total disasters and three will be randomly chosen to be called. Each disaster will last 40 seconds. See Figure 1 for the list of disasters and their elements.

|  | water | fire | land | wind |
| --- | --- | --- | --- | --- |
| Earthquake |  |  |  |  |
| Hurricane |  |  |  |  |
| Meteor Shower |  |  |  |  |
| Tsunami |  |  |  |  |
| Volcano |  |  |  |  |
| Blizzard |  |  |  |  |
| Solar Flare |  |  |  |  |
| Totals | 4 | 3 | 4 | 3 |

(Scoring in sections labelled green will reward points; scoring in red will give penalties)

Another game piece called “rations” (Cylindrical) can be used to score points. Only one ration can be scored per element section per disaster (For example: during earthquake, one team can score a ration in water and one in earth).

The sirens located near the center of the field offer an advantageous opportunity. A robot can activate the siren by pulling on the chain ELEMENT.

**Autonomous**

Robots start behind an initiation line, scoring points by moving past it. Robots carry 2 fortification pieces and are able to score them in whichever element section they please. Robots can also activate the siren in order to activate a score multiplier for the round.

**Tele-Op**

During tele-op, a disaster will randomly be selected and announced. A total of 3 disasters will be chosen with no repeats. The disaster occurs for 40 seconds. Pulling the chain during the first 15 seconds will provide the same benefit as autonomous (does not stack). The corresponding element sections will light up to indicate which sections can be scored in. Either fortifications or rations can be scored for points. They will be returned to the field periodically.

**Endgame**

Endgame lasts 30 seconds. Robots will move to the center of the field to elevate themselves on platforms. There are three levels of elevation that the robots can end in. The higher the platform, the more points the robot will earn. If all three robots are on elevated platforms, the team can earn a ranking point.

