Return to some ideas about an XMOS game based upon ASTRIC, the real science project about space robotics

I think there definitely will be an open and receptive market of People who will even PAY more than usual to PLAY a Game like I had outlined, back @ November/December, the ASTRIC Game, about teams of space-robots dealing with asteroids and space debris, and even extending into emergency response, and all sorts of survival-fitness activities. But no banal and trite fighting against "aliens monsters" nor against other humans (nations), except for maybe some saboteur/terrorist bad-guys, the usual types.

ASTRIC as a Game can be even simpler, faster, cheaper to make and get out the door into people's hands, than Gran Tenerife or any of the other adventure-drive-race-explore games, because we don't need to produce a lot of actual real video and edit it.

The GAME is something that can be done by a team of no more than 5 people plus me, in anywhere from 3 to 6 months total, and I am sure, closer to only 3 or 4 months.

Think about it --- *Earn points, awards, prizes, for Saving the Human Race and All Life on Planet Earth! I AM SERIOUS HERE.*
Show your skills in all sorts of areas and tactics, including how you will cooperate with other players to land your robots onto an incoming asteroid that's larger than a football stadium and will, if it impacts on solid continental land, create a huge zone of destruction perhaps 60-100 miles in diameter, and if it hits the ocean, it will create tsunamis that could be 60-100 ft. in height and go on for 3-5 hours. (This is part of the Real Science already known about these things, discussed already and agreed, with STEM people in several countries including UK, DE, FR, IT and ES, and RU and JP.)

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Want visibility? Here is an Attention-Getter for Sure for Advertising, albeit a bit pricey for the actual Super Bowl, but it could be other than the actual Super Bowl time, but still getting attention:

You see crowds and happy people entering and filling up the Super Bowl. Tailgate parties, all that stuff. Then the kickoff, and you see the football going up and up and up… And then you see the asteroid from afar, bright and blazing, heading closer and closer and starting to fill the sky and all that…

No nasty horrible impact imagery at all. Nothing showing the Obliteration. Just some video that appears to be from Chinese or Japanese TV, or even from England, talking about what happened and what is happening and going to happen. All in a "blur" of images and words. Nothing that stays clear or audible long enough to catch all the words and images. But there are images like, "a photo taken from the ISS showing a huge crater in what used to be [pick a typical Super Bowl city].

And then… (very important to avoid panic, and for making the punch-lines)…
A Rod Serling kind of guy, or an Alfred Hitchcock type, (or an Orson Welles type!) in appearance, announcing in clear unmistakable language, "This was a simulation. This did not yet occur. But on April 13, 2036, it very well might occur, and if not then, then in 2068."

And there are many others that can be just as bad (and the screen shows a few lists of the other potentially catastrophic asteroids – about which we only know that there are varying and uncertain probabilities, some rather high, for collisions with Earth over the next 50+ years.

And then a short talk about ASTRIC, the Real Project, the Real Thing. And then about how People can help by actually Playing a Game, which will help the scientists with the simulations, and help train real people about and with robots and control software, and human-machine interactions, and all that, and about what people can win as prizes, points, awards, scholarships, etc., and that a portion of the money from the Game goes into the real ASTRIC R&D. This is a bit like "Armada" (the book by Ernest Cline that I mentioned previously). But here, people can actually get into DIY and design some features of their robots, launchers, tools, and control software – so it becomes a Game where "playing" is more than merely moving a joystick and clicking buttons – if a person wants to get More into it – and many, many will – especially if they are getting rewarded with Money + Fame + Value of Them as Persons.

http://astra.tdyn.org gives some older, dated material about the Real ASTRIC.

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