



**NOLIMITS 2 CHALLENGE.**  
**Enjoy the ride!!!**



### **Contest Description**

Have you ever wondered what makes rollercoasters at amusement parks really exciting? Well you don't have to physically ride one to know, especially if you have the opportunity to use the **NoLimits 2 game simulation software**. NoLimits is the ultimate roller coaster simulation game that lets you experience authentic roller coaster thrills by simulating the accelerations and speeds on coasters that you can design and build yourself. Focusing on realism and speed, NoLimits lets you ride real existing coasters, or build rollercoasters to your own specifications. This is an opportunity for you to test your ability in designing your own park and building an amazing coaster.

Roller Coasters built by students in NoLimits 2 will be entered in our year-end competition. This competition is open to all **9<sup>th</sup> through 12<sup>th</sup>** graders to compete as an individual. Students will complete three (3) minor tasks before they design their own unique park and coaster

- **First Task:** You will go through a tutorial to create a basic wooden coaster. This focuses on creating overbanks in roller coasters.
- **Second Task:** This tutorial takes you through creating a steel coaster with more advanced elements.
- **Third Task:** In this tutorial, you will learn about terra-painting and adding some terrain and scenery objects to your park to make it look more realistic.
- **Unique Coaster:** This is where designers create their own original, thrilling, and realistic coaster, see how it stacks up to the competition, and actually ride their coaster. Remember to add scenery and terrain objects that gives your park a great theme.

### **Rules for Unique Coaster**

Coaster Designers will build a working roller coaster in NoLimits2. Coasters drop size is limited to 100 meters, and entire ride must be completed within 3 minutes (measured from the moment the coaster begins to move until it returns to the station). Only original coaster work may be submitted. Tracks, or track portions that are not created by the competition team are prohibited. Designers are to work alone. That is no more than 1 person in a team.

Designers are encouraged to work at perfecting the overall simulated coaster experience by adding details to the scenery, incorporating a theme, creating features to the terrain, designing an original, one of a kind ride, creating a smooth shaped track, and including a variety of elements.

**Design Features and Build Time:** Coaster can be designed, built, modified, and reworked at any time prior to the competition. **The three milestones will have deadlines for submission so please check on moodle so you know when they are due.** The final (Unique) Coaster will be submitted before 5:00pm on April 1<sup>st</sup>, 2020.

**Scoring:** Overall coaster design will be judged on realism, creativity, thrill and structure. The scoring rubric will also be available on moodle.

**Win a laptop with a  
licensed version of  
NoLimits!!**

