



CHAPTER 3

Z E R O W A T E R L O S S

What happened so far: Evil has attacked the Blue Planet with water shortages and viruses. The WATERKNIGHT VONROLL support the forces of good with the generation project ZEROWATERLOSS. The chip ALERT TELL defends the HYDRANT towers against water theft with Klappe. After their initial successes, the WATERKNIGHT encounter resistance. The forces of evil deploy one of their most powerful warriors: the mysterious Special Agent COPYFIX. He has been at work on the planet since history was written there, but has never been seen in the flesh. According to information from the WATERKNIGHT Secret Service, COPYFIX can appear as a woman, a man, a spirit force or in combined forms, and he has an extensive arsenal of damaging technologies at his disposal. By copying concepts, designs and technologies, COPYFIX attacks the innovative forces on the Blue Planet, and by spreading the inertial bacterium HOCHDIEKRÜGE people are to be lulled into complacency: Why do HYDRANT towers need to be upgraded with CLAP, TELL and HYDROPORT when water theft is everyone else's problem? Isn't every dry summer followed by an autumn rain that eliminates the water shortage? And anyway: in case of need (which never comes) STRATEGIC WATER can be replaced by DESIGN WATER with enticingly beautiful names like Evianne, Santa Pellegrina or Zünser. This is cheaper than the generation project ZEROWATERLOSS, which only the WATERKNIGHT VONROLL believe in anyway and which will devour vast sums of money. DESIGN WATER has to be trickled down by the three transport monsters Scania, Mania and Volvina - but didn't that work even when the evil virus legion downlocked Corona's life? The WATERKNIGHT VONROLL face a difficult task. Will they be able to win over and inspire the people for the generation project ZEROWATERLOSS?



ZEROWATERLOSS
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