

Haunted House

Once upon a time, there were two guards that controlled small machines to capture goblins. Their names were Sheriff Carl and Sheriff Karen. They had a mission to go up the hill to the haunted mansion to get rid of the goblins to ensure the safety of the town. There was only one minute until the goblins were released from the mansion, so Sheriff Carl and Karen only had that much time to keep them in. They each had thirty seconds to get rid of the goblins inside of the mansion since they both wanted to work together equally. They were going to face another team of sheriffs and work together to save their town. Because they were working together, the number of goblins each team got helped to save the town overall. There are rules to go with it, like the sheriffs cannot go on into the haunted house when the machines are defeating the goblins. When a sheriff captures a goblin, they must put them in the center of the haunted house where the jail is. After their job is done the town is safe.

Credits:

- **Title of Submission:** Haunted House
- **Names of Students who participated:** Addison, Armando, Camden, Danis, Isabella, Jeremy, Lauren, Malak Noah, Riley
- **Team Number:** 822A & 822B
- **Location of Team:** Whitcomb Elementary