

# The Battle of the Century

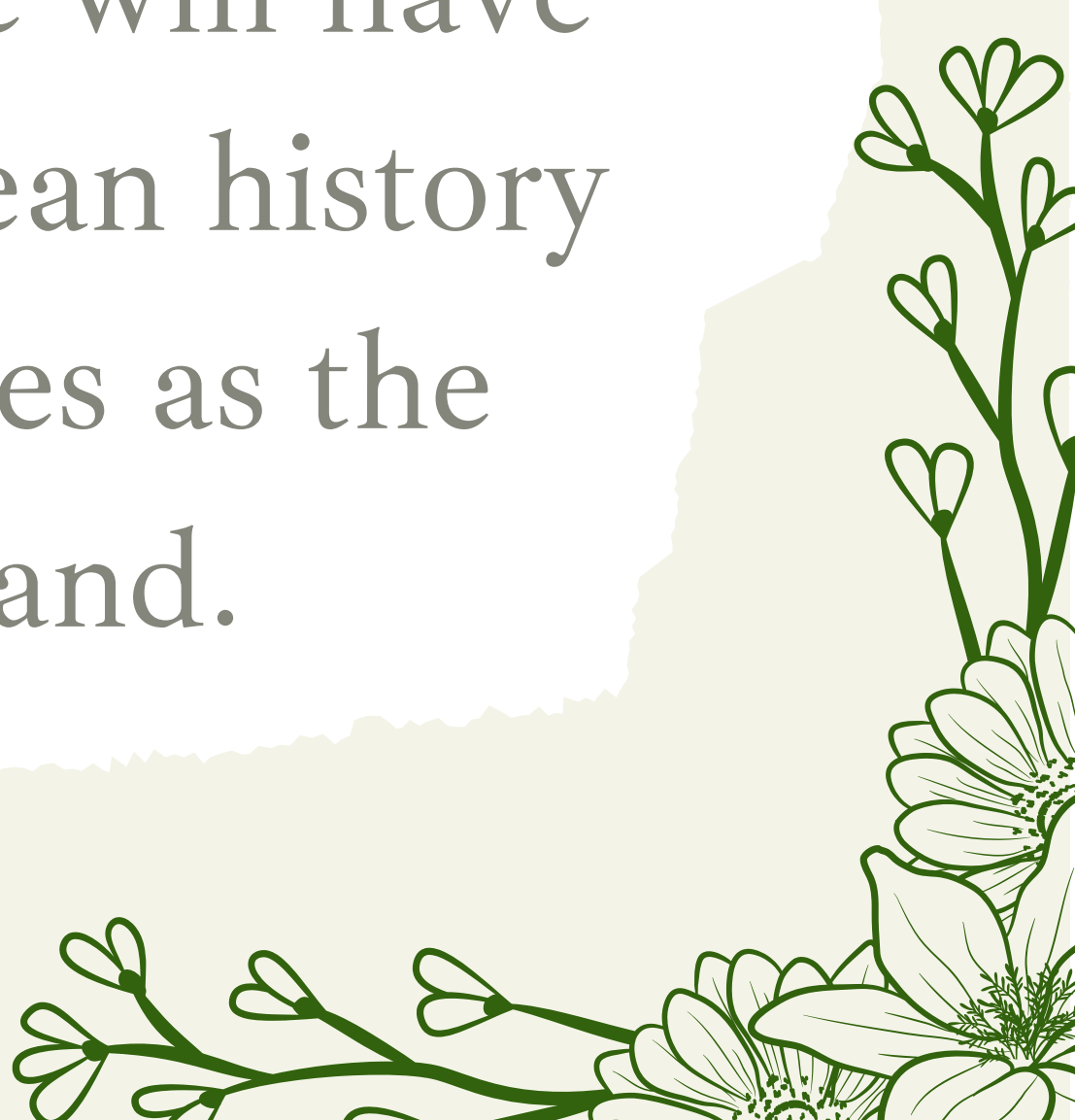
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# Hear ye, Hear ye

Lords and ladies welcome to the battle of the century. King Nigel of the Crucean Dynasty has called two teams of his best knights to compete. The blue knights are Sir Barrett and Dame Fairy from Mountmend and the red knights are Sir Gerbold and Sir Walcher from Timeston. Both teams have two knights adorned in their best aluminum and steel armor. The knights don't know it yet, but the winners of the battle will become the official Crucean Royal Guards—the highest honor in the land. The knights that win this high-stakes battle will have their names cemented in Crucean history and will go down for centuries as the strongest knights of the land.





# game objects and parts

**Discs** - golden arrows

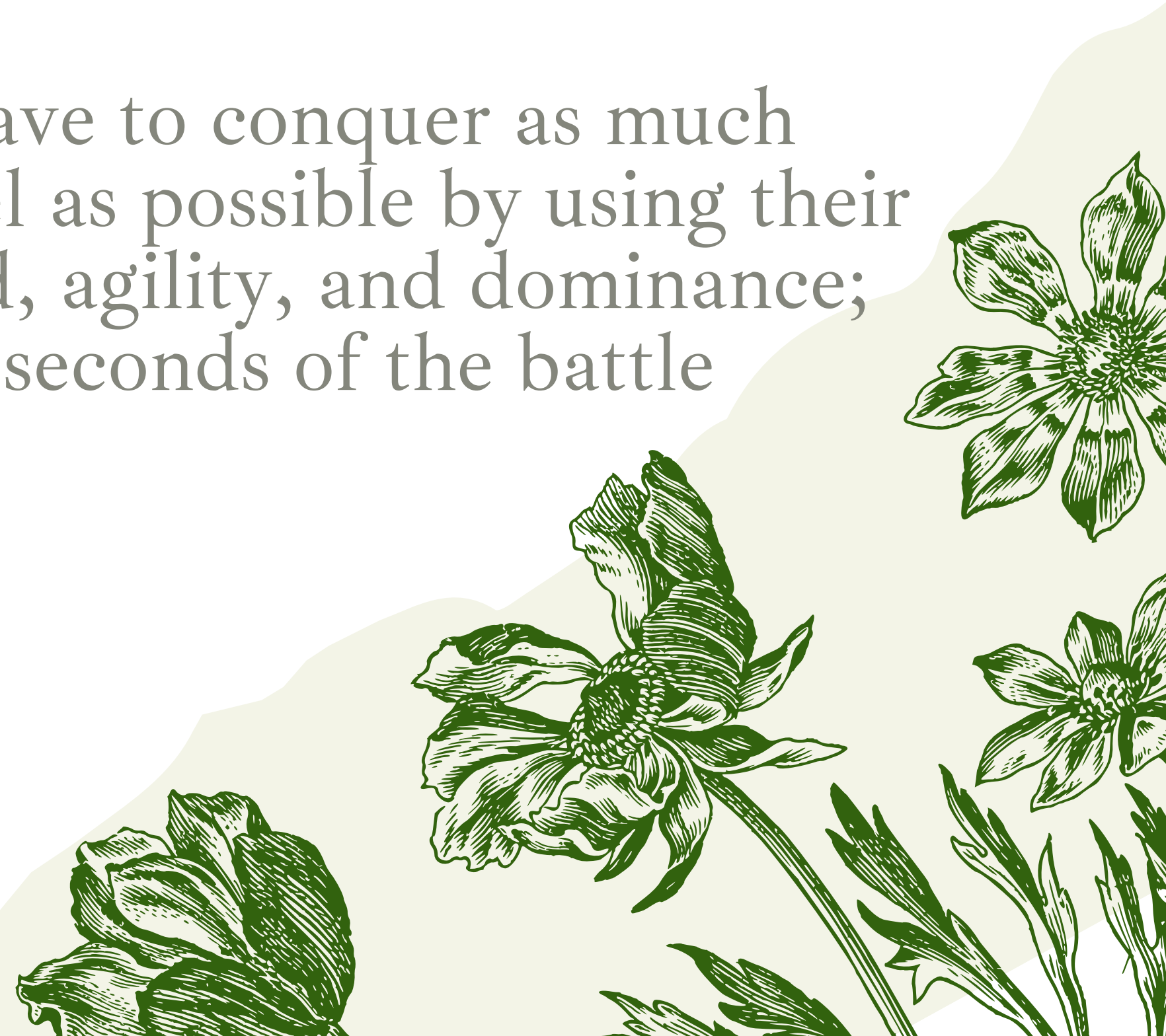
**High goal** - colored targets, but as long as you hit the target you get points; a test of strength

**Low goals** - colored patches of grass underneath the targets; the colors are opposite that of the target

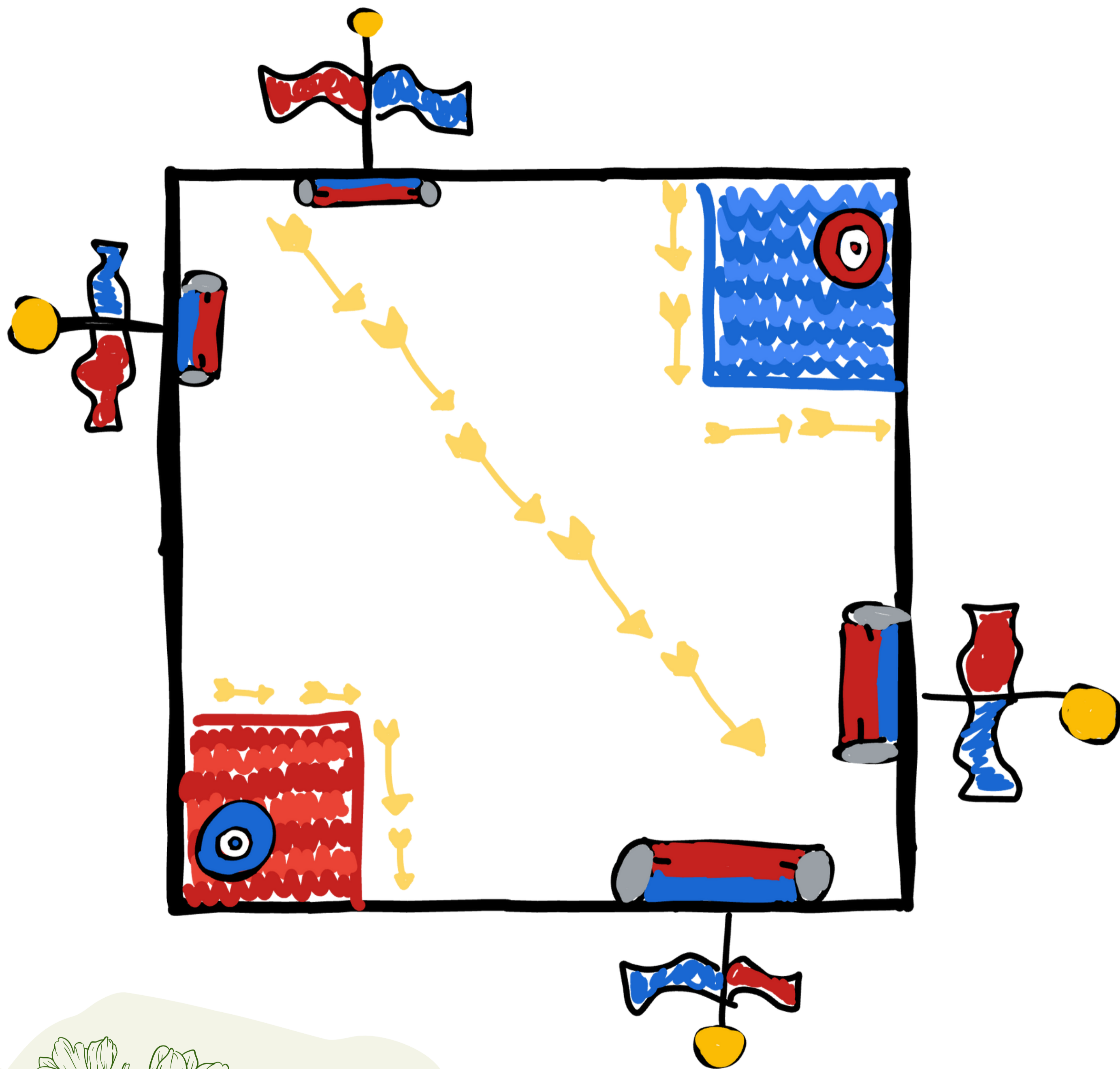
**Rollers** - flags with the newest contraptions and wheels— when you spin them to color, that color's flag will rise; a test of multitasking and defense capabilities

**Autonomous period** - knights don their blinding masks and have to rely on their surroundings and previous knowledge of the field; this lasts 15 seconds

**Endgame** - knights have to conquer as much "territory" for King Nigel as possible by using their weapons; a test of speed, agility, and dominance; only for the last 10 seconds of the battle



# transformed field





# scoring



**Golden arrow hits a target** - *5 points* for the team whose target is that color

**Golden arrow in grass patch** - *1 point* for the team whose color the grass is, even if scored by the opposite team when they miss the target

**Flags** - *10 points* for each team for each flag fully risen to their color at, and only at, the end of the blindfolded period and battle, this is a high-stakes battle so there is no partial credit

**Conquering territory** - *3 points* for each square perch of land conquered by either knight of a team, but teams only get counted once if both team members are in the same perch

**Blinded victory** - *10 points* for the team who scores the most while they are blinded, or promotion to duke or duchess if teams can score 2 arrows on their target and raise one of their flags

**All scoring is according to the end of the battle.  
Knights with the most points win!**

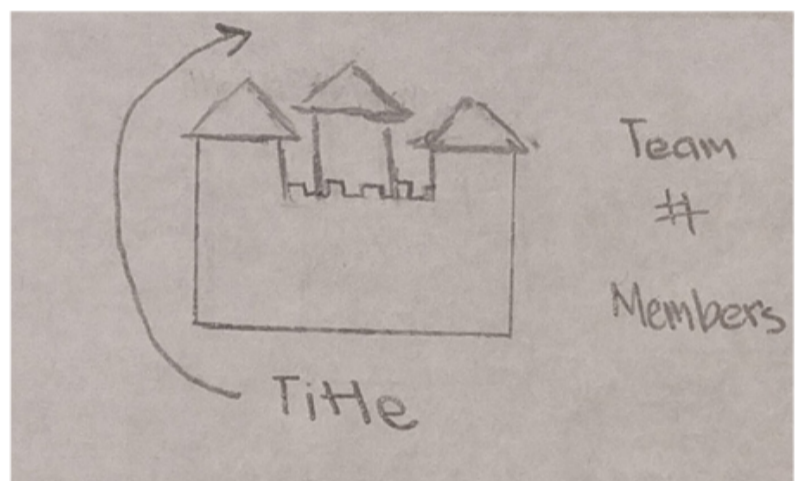
# rules



- Be *chivalrous*
  - Do not hurt any other knights
  - No incapacitating other knights
  - No pushing other knights down
  - Be a gracious winner and loser
- Don't lose any armor or weapons on the battle ground
- All weapons and armor have to pass the *king's safety* and *size test*
- Only stay in your team's territory when blindfolded
- Only hold three arrows at a time
- No drawing weapons to claim territory early
- Major violations of these rules and knights will be banished from the land.
- Minor violations of these rules and knights will have their knighthood taken away, and forced to return to their peasant lives.



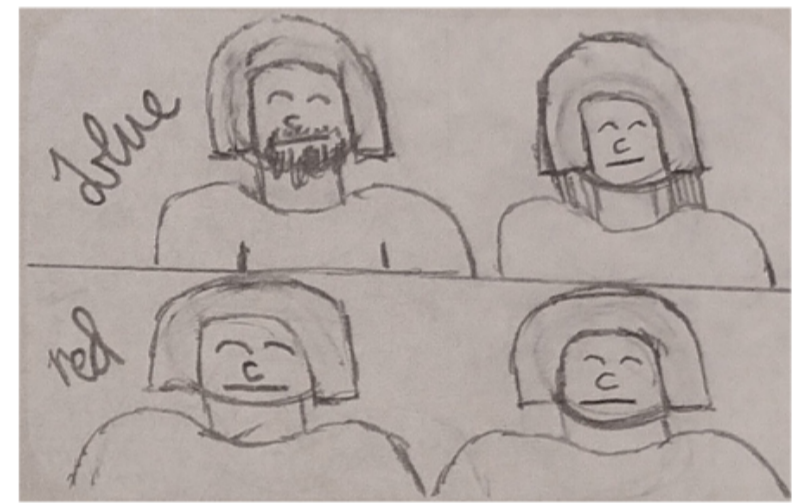
# Storyboard



title card with team name, number, location, and members



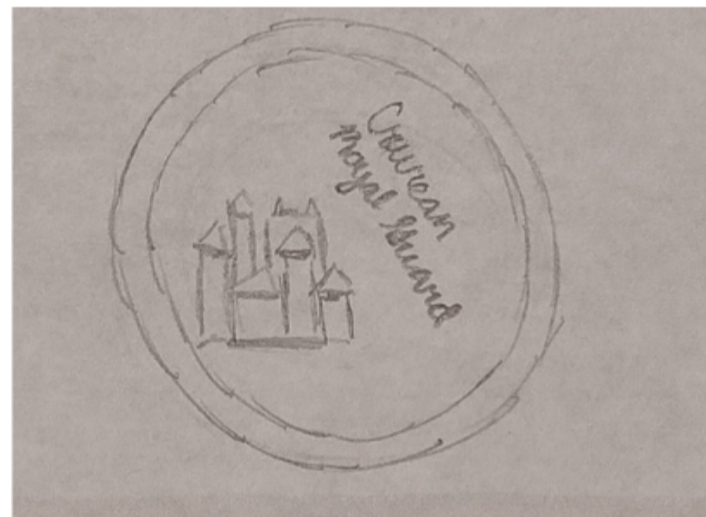
king nigel introduction



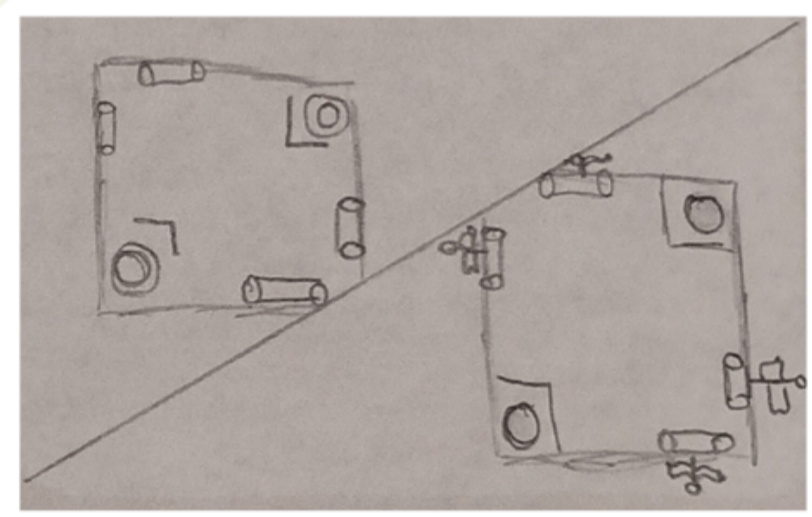
knights introduction



knights' weapons

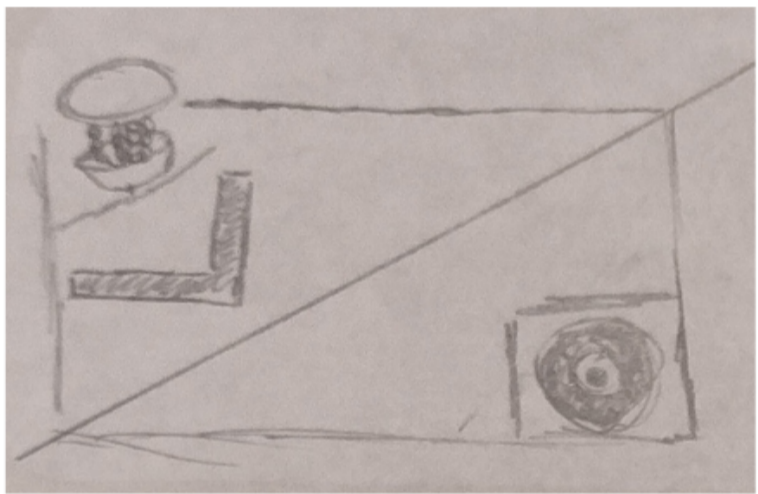


royal guard seal

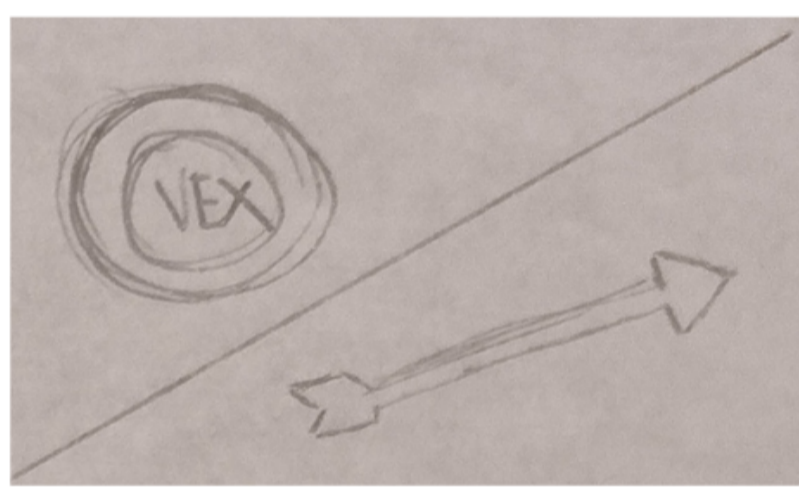


fields (both)

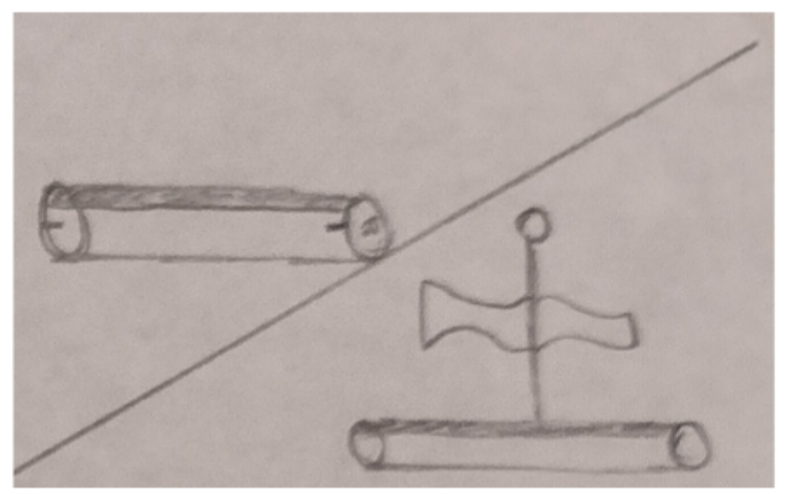
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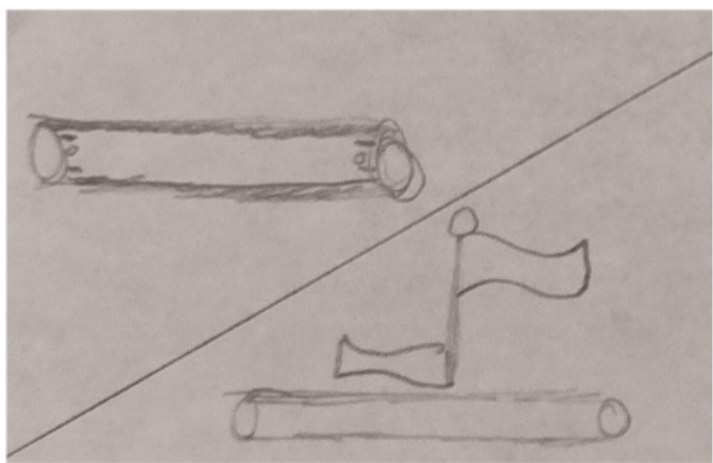
high goal and targets (with low goal)



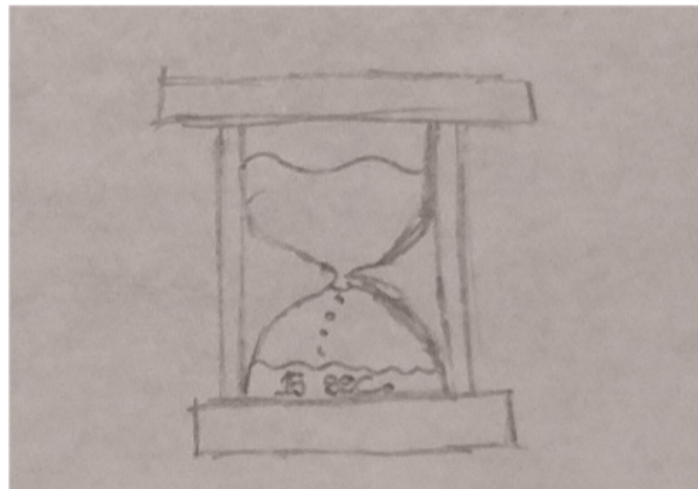
dice and arrows



rollers and flags (unclaimed)



rollers and flags (claimed)



blinded period timer



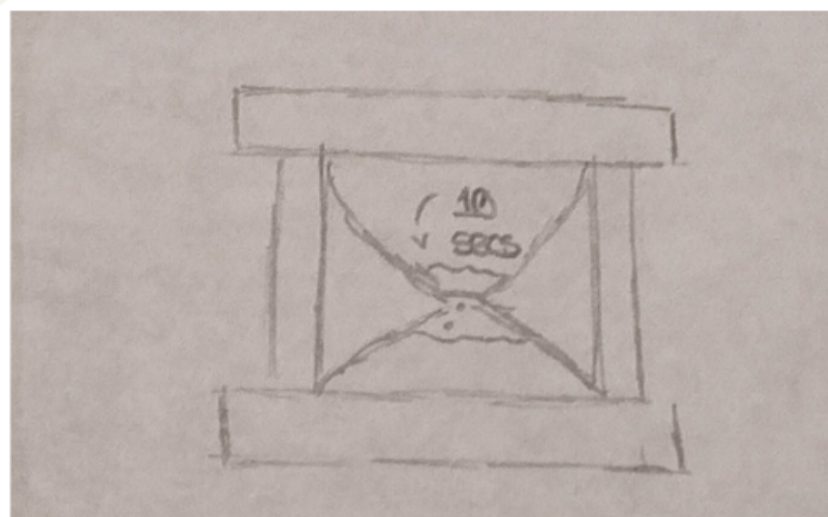
knights masked



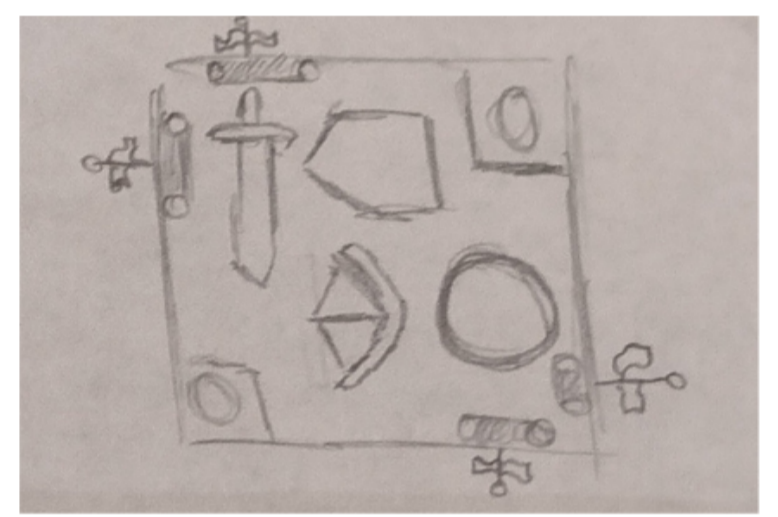
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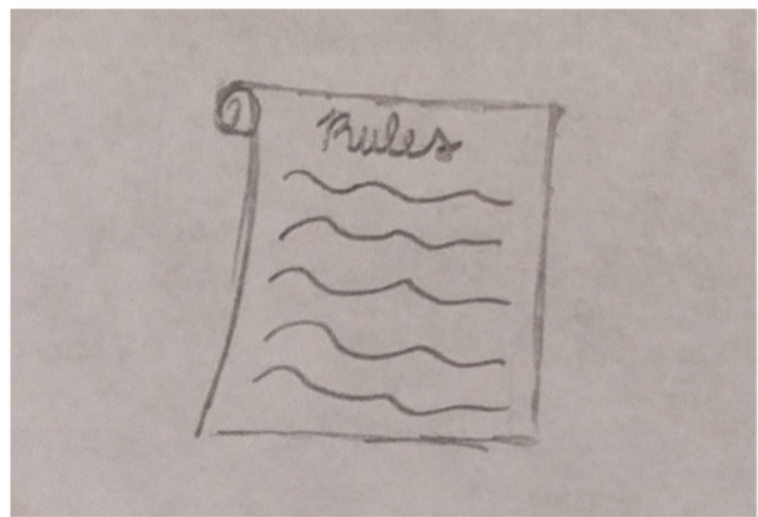
knights unmasked



conquering territory period  
timer



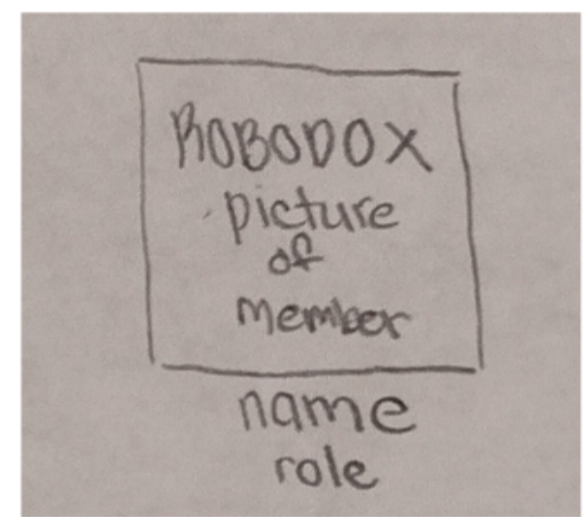
field covered in weapons



list of rules



what could be the end results



credits

