The Box

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Team Number 26571A at North Marion High school

Six kids found themselves stuck in a box filled with stones and looked around to see walls towering over them and the sun slowly rising. The kids started questioning why they were in the box and how they got there. They found themselves at a 60-foot-tall door made entirely of rusted iron! A small note slowly drifted from the sky like a small cloud and read, You need to put rocks into the net to lift the door to exit. The group looked around and saw a machine setting on the other side of the box. They had found another machine, and as they launched a rock into the net, it hit the door and fell instead.

They then tried again and moved back a little, and the rock soared through the air right into the net. The time was counting down.

As they looked everywhere, they realized the stones were vanishing from their side of the box! The kids then started locating some rocks, and something came out of the corner, moving rocks away from the kids. As they started working harder to get stones and launch them into the net, they started working as a real team.

Then they had two machines running around grabbing stones, but they were running out of time, and goblins were grabbing more and more stones. In response, they had to start taking stones from the other slide of the box. The door was lifting more and more as more rocks went into the basket. The kids started working as fast as they could, hoping they could open the door. They then took stones from the other side where the goblins were. They quickly realized that taking their rocks was the way to go because there were so many of them. The kids then realized the door had opened for them to escape through.

As they scrambled through the door, a goblin exerted a message through the door right before it slammed shut. The note read," You may have escaped this box, but there are still 5 more to go." Before they walked anywhere, they fixed up the machines to operate better and used some techniques that the goblins used in theirs to upgrade. It took about 10 minutes to upgrade. It started to move faster and shoot further. As the kids walked into another box, they found their door. They got stones, but they acknowledged that the goblins were faster than before. As both machines worked together more and more, they started getting better at launching rocks and moving around the box faster. Time had renewed and again started counting down.

They needed to get more stones into the net to lift the door, and they got better at working as a team.

Machines were running faster and shooting further, but the goblins were quicker; the goblins were getting faster, and they had started struggling to pick up stones.

They fixed up the machines. The goblins are faster than the ones before them, but they cannot pick up stones as fast, so we have the advantage. The machines jumped into action, grabbing rocks to launch them into the net. The most challenging one was the last box they entered.

They dashed to get stones and fired them into their net, but the goblins were faster than anything before them. Their machines had trouble getting the rocks before the goblins did. The goblins can only pick up two before they have trouble getting the third. Goblins would pick up stones, and the kids would grab the third one. The time was getting low, and they panicked. Only needing one more stone to open the door, both machines dashed to get a rock, but the timer ran out. They move parts of their bot to make it larger to take up more space. As they stood outside the door, they saw the sky was a rose red, fading into a fiery red as the sunset. As the wind slowly breezed passed them, the birds singing, they did it.

The box is the Field.

The stones are the Discs.

Goblins are the Enemy Team.

Machines are the Robots.

Escaping is when you win the round.

Upgrading the Machines is when you change your robot after each round.

The door is the winning point of this game.