

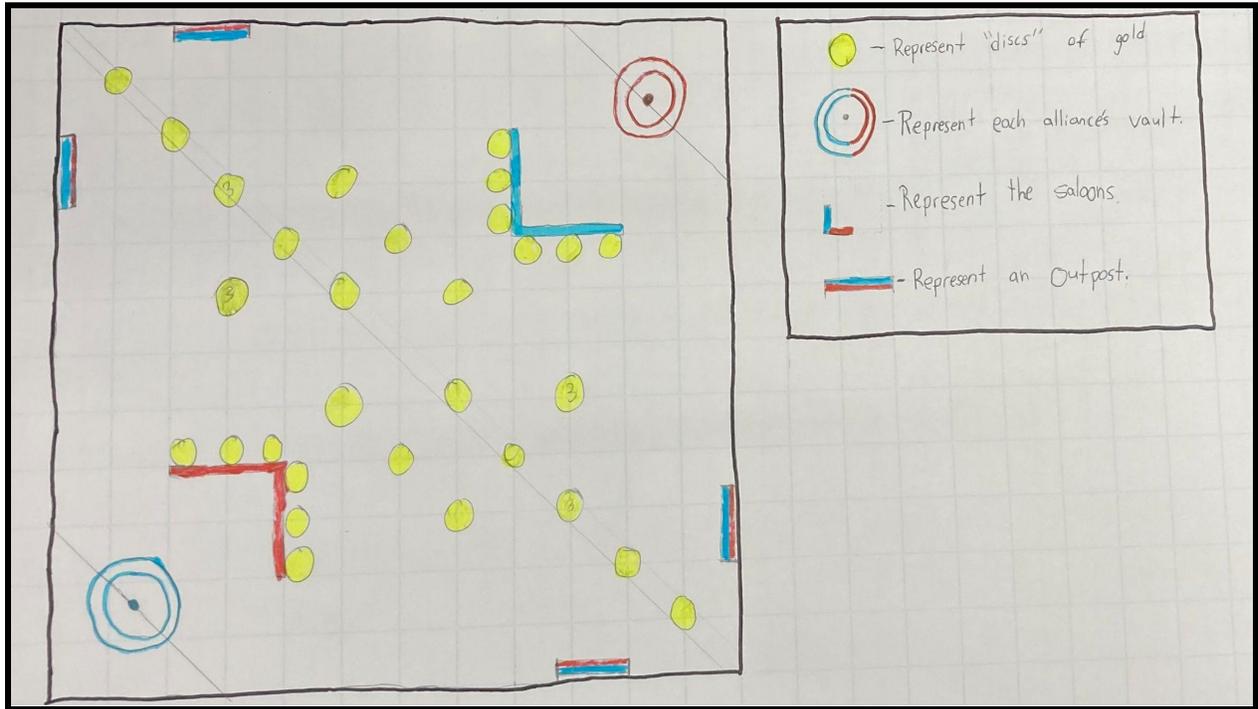
Gold Hunters: Texas Showdown

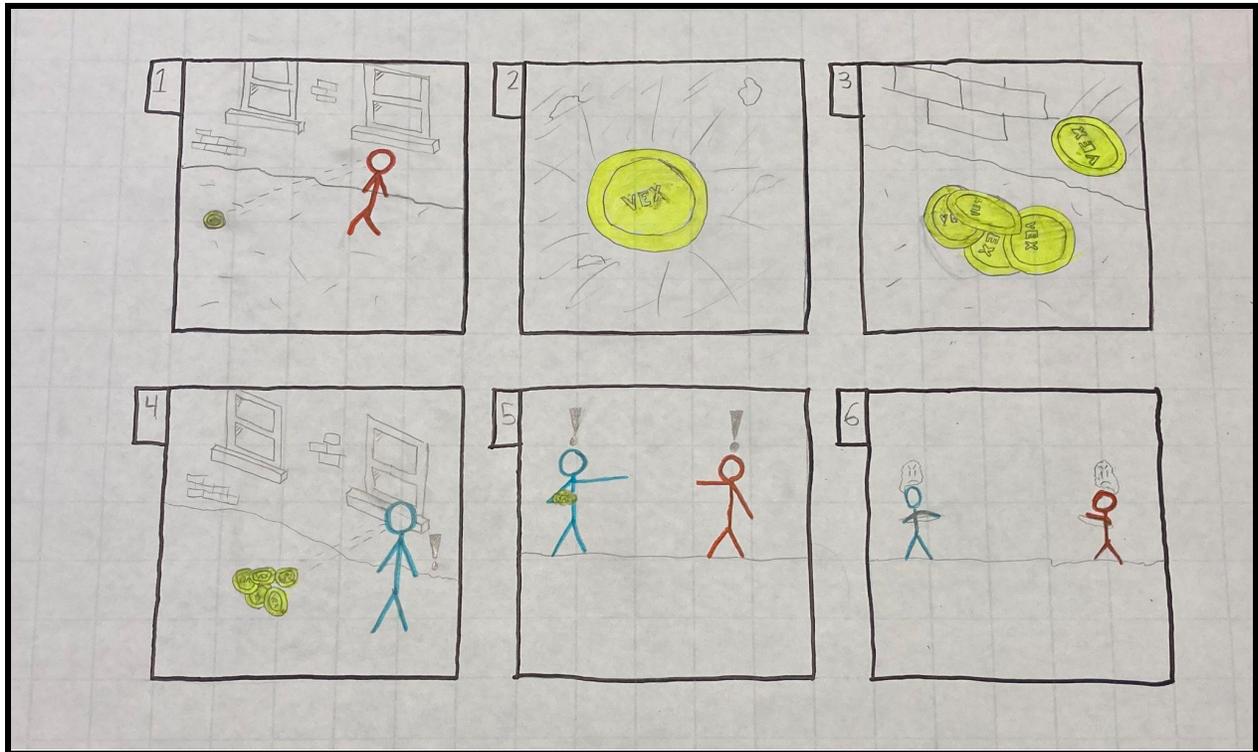
By: Isaac And Aaron

7368C "Panic Attack" - (Indianapolis, IN)

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Gold Hunters: Texas Showdown





For this challenge, we converted VEX Spin Up into a “gold rush” themed game. By representing the discs as “gold”, the high goals as “bank vaults”, and the roller as “prospector outposts”, we have been able to create a new backstory and challenge for this year’s game.

The story begins with a prospector named Willy. In his prospecting journey, he finds himself searching an open field for gold deposits, when suddenly he comes across a large cluster of deposits in a very small area, and immediately collects them in order to cash in for himself. However, unbeknownst to him, another prospector, Buck, is also wandering the same area for gold, and comes across Willy’s unguarded collection of gold. He immediately tries to steal the gold for himself, but gets stopped by Willy at the last moment before he gets away. They soon get into a very serious argument over whose gold it should be, and eventually find themselves in an old western-style shootout to determine once and for all who gets to keep the gold. After some debate, however, they bring themselves to an agreement that follows a set of rules for a challenge that they must compete in in order to settle on who keeps all of the gold

Their challenge revolved around finding more gold and earning more money than the other in a certain allotted amount of time, which they agreed on being two months, represented by two minutes in a VEX Spin Up match. Both Willy and Buck were stationed on a single large plot of land which was 12 miles in length and width, represented by the 12x12 field, split into 36 smaller plots of land, represented by individual field tiles, with known gold deposits located in them. Each Spin Up disc represents a piece of gold in “Gold Hunters: Texas Showdown”. Each person was allowed to strategize with and work with their most reliable business partner that they had worked with in their past experiences, which represents alliance selections for the elimination rounds in a VEX tournament. By strategizing, they were able to decide which plots of land they wanted to take gold from, giving them advantages over the other. Both Willy and Buck along with their partners were allowed to start the challenge with two pieces of gold in order to fund their efforts, and seven more that they could bring into play to be used in desperate situations. On the large plot of land, there were four prospector’s outposts, represented by the four rollers, that both Willy and Buck attempted to partner with in order to receive a monetary bonus of \$10,000 at the end of the two months, represented by the ten points awarded to an alliance for possessing a roller at the end of a match. However, if there was any disagreement in the outpost as to who they would support at the end of the challenge, then neither of them would receive a bonus.

In order to earn money throughout the challenge, Willy and Buck were required to collect their gold in a concentrated area to prove their ownership and amount of gold owned. They each had two options to store their gold, being either in their saloon, represented by the low goal zone, or in their personal vaults, represented by the high goal baskets. By storing their gold in their personal vaults, they would ensure the safekeeping of their gold, and the other would not be able

to take it from them. However, if they decided to temporarily store their findings in the saloon as a quicker solution, the other could steal it for themselves and store it in their own vault to earn money for themselves. Each piece of gold which remained in one's saloon at the end of two months would reward the owner \$1,000, and each piece of gold in their personal vault would reward them \$5,000.

In the last ten days of the challenge, both Willy and Buck were tasked with marking as many of the individual plots of land as possible for an additional \$3,000 bonus added to their final total. This part of the challenge is represented by the endgame period at the last ten seconds of a VEX Spin Up Match. If both Willy and Buck marked the same plot of land as their own, they would both receive the bonus, but it would not necessarily give either of them an advantage over the other. The only limitation of this particular part of the challenge was that neither Willy nor Buck could mark any plots of land outside of the 36 allotted plots, or they would immediately forfeit the challenge and lose all of their gold.

To end the challenge, the sheriff and the county judge, represented by the refs in a Spin Up match, would come to inspect all of their gold prospects that they had gained throughout the two months. After deliberation with each other, the sheriff and judge would announce the amounts of money that were rewarded to both Willy and Buck. Whoever earned more money during the challenge would be considered the better prospector, deciding the final winner of the challenge and earning them all of the gold.

Music:

Jason Garner - Intense Epic Dramatic Trailer