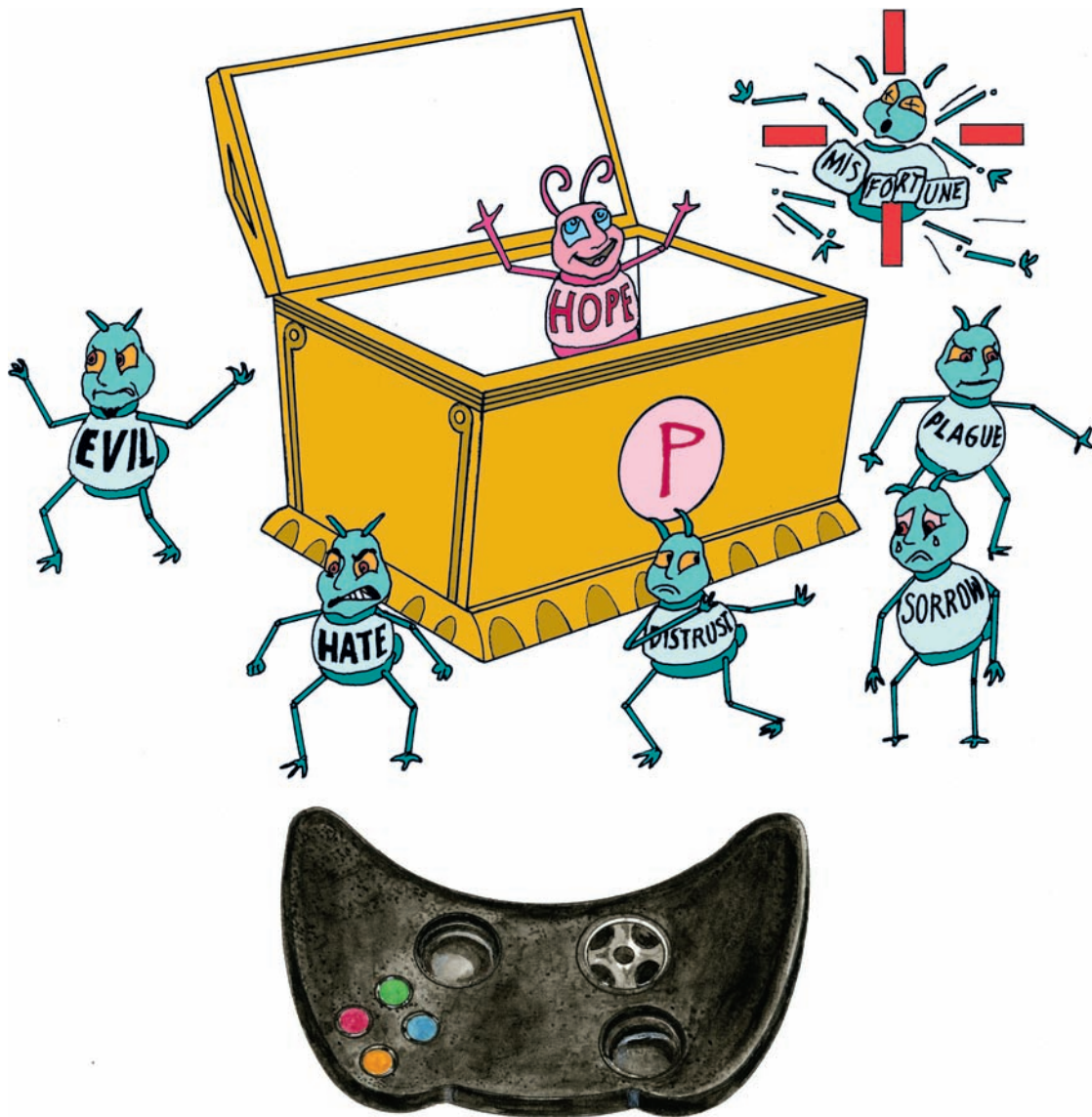# Odyssey of the Mind™
2014-2015

Problem No. 3: *Classics…*

Pandora's Box

Classics… Pandora's Box

Problem No. 3: Divisions I, II, III & IV

Introduction

Approximately 500 million people spend 3 billion hours every week playing video games. Video games have become increasingly technologically advanced since their humble beginnings in the 1970s. Contemporary video games are multi-level experiences complete with intricate story lines and innovative avatars. Titles such as *Kid Icarus* and *Zeus: Master of Olympus* combine modern video game technology and Greek mythology. For this problem, we challenge Odyssey teams to combine video games and the Greek myth Pandora's Box. In the classic myth, Pandora released evil into the world but managed to preserve hope. Let's see what happens when teams create their own video game based on Pandora's Box!

A. The Problem

In this problem teams will put a video game spin on the story of Pandora's Box. During the performance a Gamer Character will take on this team-created multi-level "game" inspired by the Greek myth. The game will include a prologue that depicts the original story of Pandora's Box**,** three avatars representing different evils that escaped from the box, sounds to indicate the beginning and the end of each level, and a power meter that represents the Gamer Character's energy. To beat the game, the Gamer Character will advance to the final level where it will release "Hope" into the world.

The **creative emphases** of the problem are on the performance, the Gamer Character, the video game, how the avatars represent forms of evil, the power meter, and the depiction of Hope and how it is released into the world.

The **Spirit of the Problem** is for the team to create and present an original performance that includes a prologue about the original story of Pandora's Box, a Gamer Character that plays a multi-level video game based on the story, sounds that indicate the beginning and the end of each level, three avatars that represent evils, a power meter that measures the Gamer Character's energy, and Hope being released into the world.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the *2014-2015 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2014-2015 Odyssey of the Mind Program Guide*. This manual is updated each year and includes basic limitations for solving Odyssey of the Mind problems and the forms required for competition. This problem cannot be solved without referring to the Program Rules section of the guide.

2. **Problem Clarifications:** The *Odyssey of the Mind Program Guide* explains the types of questions about the rules that will be clarified and the ways to submit those questions. General problem clarifications can be accessed at www.odysseyofthemind.com/clarifications/. Problem clarifications submitted after February 15, 2015, will not be answered. CCI may find it necessary to issue clarifications after that date so continue to check for them after February 15 and before each competition.

3. The time limit for this problem is 8 minutes. Time starts when the Timekeeper says, "Team begin" and includes setup, Style, and the presentation of the problem solution.

4. The cost limit for this problem is $125 (U.S.). The combined value of the materials used during the demonstration of the team's solution, including Style, cannot exceed this amount. The *Odyssey of the Mind Program Guide* explains the cost limit and lists items that are exempt from cost.

5. The team will create an original performance that includes:

   a. a prologue that shows the original story of Pandora's Box and a *representation of the box*.

   b. a Gamer *Character*.

   c. a representation of a *multi-level video game,* with sounds, that is based on the story of Pandora's Box.

   d. three *avatars* that each represent a different *evil*.

   e. a Power Meter.

   f. a representation of Hope.

6. The **prologue**:
    a. will be the team's interpretation of the story of Pandora's Box as taken from Greek mythology.
    b. can be shown to take place in any time period but must include the characters, a representation of the box, and basic details from the original myth.
    c. may be presented in any way and in any medium.
    d. can be any length.
    e. must take place before the first level of the game is played.

7. The **Gamer Character**:
    a. can be *portrayed* in any way.
    b. can be portrayed by *one or more team members*. In this problem, the Gamer Character may be a composite of multiple characters. If it is multiple characters all will be considered when scoring D4.
    c. may "play the game" any way the team wishes.

8. The **video game**:
    a. can be represented in any way as long as it has levels and the Power Meter.
    b. must have a theme that is based on the story of Pandora's Box.
    c. must have a minimum of three levels. When one goal is achieved, the Gamer Character advances to the next level and is presented with a different goal, and so on, until the goal at the third level is completed and Hope is released.
    d. will include different sounds that indicate the beginning of a level and the completion of a level. The sound for beginning a level must be different than the sound for completing a level.
    e. will include at least four characters as part of the game: three avatars that represent evils and a tangible representation of Hope.
    f. may be presented continuously or in parts throughout the performance.
    g. does not require a character that appears to be playing the game and/or manipulating the Gamer Character.

9. The three "evil" **avatars:**
    a. can be portrayed in any way as long as they are tangible and are a part of the video game.
    b. can be portrayed by one or more team members.
    c. each must represent a different evil from the myth. One evil will be team-created but two must be taken from this list:
        (1) spite
        (2) disease
        (3) sorrow
        (4) hate
        (5) greed
        (6) distrust
        (7) envy
        (8) anger
        (9) misfortune
        (10) plague

10. The **Power Meter**:
    a. will measure the Gamer Character's energy at least three times during the performance. This measuring can be done in any way.

    b.   may be used at any time during the performance.

    c.   must be visible to the judges to receive score.

11.   The **representation of Hope:**

    a.   may be anything, as long as it is tangible.

    b.   must be released into the world by the Gamer Character at the final level of the video game.

12.   The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Member's Area at www.odysseyofthemind.com/members/, or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed or computer generated. It is for reference only. The list must include:

    a.   the team's membership name and number, the problem and division.

    b.   a brief description of the theme of the video game.

    c.   a brief description of the three avatars to be scored and the evil that each one represents.

    d.   a brief description of the sounds for starting and completing levels.

    e.   a brief description of the Power Meter and how it functions.

    f.   a brief description of the representation of Hope.

    g.   the signal the team will use to indicate it has finished its performance.

C. Site, Setup and Competition

1.   A stage or floor area a minimum of 7' x 10' (2.1 m x 3 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 7' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 7' x 10' area. If a drop-off exists beyond the 7' x 10' dimensions, a caution line may be taped 30" (76.2 cm) from the edge of the drop-off. This will serve as a warning, not a boundary.

2.   A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.

3.   The team members must report to the competition site with all of their props and paperwork at least 15 minutes before they are scheduled to compete.

4.   It is the team's responsibility to complete its problem solution within the 8-minute time limit. When the team is finished, it must signal the judges. An overtime penalty will be assessed if the team takes more than 8 minutes, and the Timekeeper will stop the team after one minute of overtime.

5.   Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean the site, or leave a mess, the judges will assess an unsportsmanlike conduct penalty. Others not on the team's roster may help the team clear the site and remove the team's props. The competition area must be left clean and dry for the next competing team.

D. Scoring

1.   Creativity of the overall performance (originality, effectiveness) ....1 to 20 points

2.   Quality of the performance (audibility, movement, stage presence) ....1 to 15 points

3.   How well the prologue explains the myth of *Pandora's Box* ....1 to 10 points

4.   The Gamer Character...2 to 25 points

    a.   Creativity of its portrayal .... 1 to 15 points

    b.   Effectiveness of its role..1 to 10 points

5.   The video game.. 1 to 40 points

    a.   Is portrayed as a game... 0 or 10 points

    b.   Has three levels .... 0 or 5 points

    c.   Creativity of the game (all aspects) ....1 to 15 points

    d.   Sounds are used to indicate the

        beginning and end of each level.. 0, 5 or 10 points

6.   The three avatars .... 3 to 35 points

    a.   Creativity of how the first evil from the list is represented...1 to 10 points

    b.   Creativity of how the second evil from the list is represented...................................1 to 10 points

    c.   Originality of the team-created evil and how it is portrayed ....1 to 15 points

7.   The Power Meter .... 2 to 25 points

    a.   Measures Gamer Character's energy at least 3 times .... 0 or 5 points

    b.   Creativity of how it functions...1 to 10 points

    c.   Effectiveness in the performance ....1 to 10 points

8.   The representation of Hope.. 3 to 30 points

    a.   Originality...1 to 10 points

    b.   Creativity of how it is released into the world..1 to 10 points

    c.   How well Hope is integrated into the performance ....<u>1 to 10 points</u>

Maximum possible 200 points

E. Penalties (Deducted from percentaged scores.)

1.   "Spirit of the Problem" violation (each offense) ....-1 to -100 points

2.   Unsportsmanlike conduct (each offense) ....-1 to -100 points

3.   Incorrect or missing membership sign...-1 to -15 points

4.   Outside assistance (each offense) ....-1 to -100 points

5.   Over cost limit...-1 to -100 points

6.   Overtime: -5 points for every 10 seconds or fraction thereof

    over time limit (example: 27 seconds over = -15 points) .... maximum -30 points

Omission of scored problem requirements carries no penalty except loss of score.

F. Style (Elaboration of the problem solution; use the Style Form from the *Odyssey of the Mind Program Guide*.)

1.   Artistic quality of the box that Pandora opens in the prologue...1 to 10 points

2.   How well the membership sign looks like a video game console ....1 to 10 points

3.   (Free choice of team) ....1 to 10 points

4.   (Free choice of team) ....1 to 10 points

5.   Overall effect of the four Style elements in the performance ....<u>1 to 10 points</u>

Maximum possible: 50 points

G. Tournament Director Will Provide*:

1.   A 7' x 10' (2.1m x 3m) presentation area (larger, if possible).

2.   A three-prong electrical outlet.

3.   A judging team and materials necessary to judge this problem.

***NOTE:** Contact your Tournament Director regarding competition site specifications such as actual dimensions, registration procedures, floor surface, etc. Do not submit a clarification request for this information.*

H. The Team Must Provide:

1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of its list as stated in B12. This list is to assist the judges. If the team fails to provide the list, there will be no penalty.
3. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.

I. Problem Glossary

avatar – a character that looks and behaves in a manner that reflects the selected evil in B9c.

evil –something that is perceived as bad or negative, depending on the circumstances surrounding it.

multi-level video game – a virtual game with rules and scoring where the gamer is defeated or advances to the next level.

representation of the box – can be anything as long as it is something tangible that is opened to release evil into the world as described in the myth.

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