euRathlon Story Challenge – 3rd prize

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Course: 2n ESO (ages 13-14)

The bright engineers of each crafted automaton sent their creations into the tunnel to save the girl.

Then, when all the robots had entered, an avalanche of stones at the top of the tunnel blocked the entrance.

The vision on each of the screens, was totally black. The automatons were in the dark, and did not see anything.

They were lucky, though, because one engineer of the team 11 recalled that he had put a lamp on the head's robot. Therefore they could see at least a lsmall part of the tunnel, but still with some difficulty because they hadn't got enough light.

The problem was that they didn't have a way out of the tunnel. They finally found the engineer trying to breathe with her T-shirt covering her tiny nose to avoid breathing the toxic dust.

They all sent back the coordinates of the girl but... this was useless information. The two entrances were blocked, no new one was opened, so the people outside the tunnel couldn't do anything to save her and they decided to abort the mission, to give up, because it was impossible to enter in these conditions.

But inside one robot started to think like a real person, so the automaton helped the smart girl to find a way to breathe in these conditions. Then it localised a little path on the right of the main entrance of the tunnel.

They (the robot and the girl), could get out from the intoxicated tunnel. She was hospitalized in the old hospital of the city and meanwhile, the robot went to save the other automatons with some help of the fire-fighters.

The people were helping to take away the stones from the entrance of the tunnel and finally some hours later they finished and most of the people contributed to take the robots out from this emergency situation.

Everyone was okay, so they decided to say which robot was the best of all. The automaton that started to think itself was chosen.