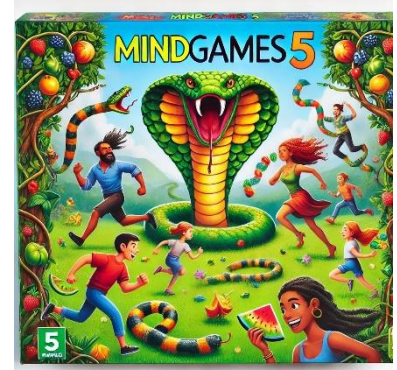


MINDGAMES: Snakes & Ladders



Introduction

There has been a breakout from London Zoo! Late last night nine hungry snakes escaped from their cages, through the fence and are now roaming loose around Regent's Park. The zoo needs you and your team to find and capture them before they escape any further. To assist you there are ladders which will speed up your movement, and fruit which will lure the snakes in.

During this game you must work as a team to work your way through a snakes & ladders board, earning points by progressing through the board, picking up fruit, and capturing snakes.

Setup

The game uses the MINDGAMES app, available here: <https://aarcseries.azurewebsites.net/>

To access the game from within the app:

- Register/Login
- Select "Snakes & Ladders"
- Select your desired location



If using the app for the first time you *should* be prompted to grant permission to access location, you must enable this.

For troubleshooting visit: <https://aarcseries.azurewebsites.net/troubleshooting>

The game can be played through the browser. Optionally, to download the app (iOS/Android) visit <https://aarcseries.azurewebsites.net/app> for instructions.

How to Play

This game is to be played by teams of 3 or 4. There are 18 checkpoints distributed across the map, each checkpoint can be visited at any time. Checkpoints A-H are Dice points, there are also nine fruit points (apple, pear, plum...)

To visit a checkpoint players must visit the physical location, once at the location users will be enabled to perform actions via the MINDGAMES app (see above). Each checkpoint has a radius of 25m.

Order of Play

1. Start

All players will start simultaneously, once the game co-ordinator has announced that the game has started, players will be enabled to tap through to see the checkpoint list, their inventory showing the number of fruit held, their team's location on the board and the time remaining.

Once the timer has started, players will be presented with an A4 paper map indicating the location of the checkpoints, on the reverse of the map is the Snakes & Ladders game board.

2. Moving up the board

Players must work as a team to move their team around the game board by visiting checkpoints to collect dice-rolls. The team maintains a single location on the board, which changes when any player visits a dice checkpoint.

Numbers are assigned to checkpoints according to the CP table (below). Teams 'roll the dice' by visiting a 'dice' checkpoint, they then move up the game board the corresponding number of spaces.

Each checkpoint corresponds to a different dice number at different points during the game, details of which are shown below (a copy of this is also printed on the reverse of the map):

| Stage time | CP A | CP B | CP C | CP D | CP E | CP F | CP G | CP H | CP I |
|----------------|------|------|------|------|------|------|------|------|------|
| 0m0s – 29m59s | 1 | 2 | 3 | 4 | 5 | 6 | | | |
| 30m0s – 59m59s | 2 | | | 6 | 1 | | 3 | 5 | 4 |
| 60m0s – 90m0s | | 6 | 5 | | | 3 | 4 | 2 | 1 |

Each checkpoint may only be visited once, per 30 minute period, per person.

e.g. A team of four players may visit CP1 four times between Start and 29m59s so long as a different player checks in each time. After 30m00s the team may visit another four times before 59m59s.

Special rule for teams of 3: Teams of three may visit checkpoints four times in each period with one player permitted to visit twice. The first player to visit each checkpoint in each time period will be permitted to check-in again, this can be done immediately or at a later point in that time period.

3. Collecting Fruit

Fruit checkpoints are available throughout the game – in order to collect the fruit one (or more) player must visit the checkpoint and solve a puzzle presented to you in-app at the checkpoint. You may make multiple guesses, each team can only collect each fruit once.

4. Landing on Snakes & Ladders

Landing on a snake:

If teams land on a snake's head then the snake will strike. What happens next depends on whether the team has collected any fruit.

If the team is **not** carrying any fruit then they will be swallowed and transported to the other end of the snake immediately.

If the team is carrying at least one piece of fruit then the snake will eat that instead, and satisfied with its meal, will return back to London Zoo. This snake is now inactive for the rest of the game, it will not transport any players of that team, nor will it eat any more fruit. The team's stockpile of fruit is reduced by one. Teams will earn points for each snake returned according to the scoring calculations (below).

Landing on a Ladder:

If teams land at the base of a ladder they are immediately transported to the top of the ladder, they start their next roll from this point.

Landing on 100:

If a team lands on Square 100 their location is moved back to Square 0 and they are moved up a level. There are three levels which affect the scoring, teams can still land on Square 100 in Level 3, and be transported to Square 0, but they will remain in Level 3. If a team rolls a number that takes them past 100, they will be transported to Square 0. You do not need to land on exactly Square 100 to progress to the next level.

5. Scoring

Teams are scored based on the number of snakes returned to London Zoo, each returned snake will earn the team points, however speed is of the essence. Returned snakes score 60 points with this value being reduced by 5 points for every ten minutes of game-time that has elapsed.

Level multiplier:

Snakes caught in Level 1 will receive a 1x multiplier, snakes caught in level 2 will receive a 1.5x multiplier, snakes caught in level 3 will receive a 2x multiplier.

e.g. a Snake returned after 32 minutes is worth 45 points $60 - 3 \times 5$ if the team is in Level 1. It is worth 67.5 points (45×1.5) if a team is in level 2 and 90 points (45×2) if the team is in level 3

6. Ending the game

The game will finish automatically after 90 minutes and no further checkpoints will be registered. Teams may earn up to 60 points as a team by returning to the finish and checking in at the finish checkpoint before 90m00s. Each player that returns to the finish before 90m00s will earn their share of the 60 points. i.e. for a team of 3 each player will earn 20 points, for a team of 4 each player will earn 15 points.

Once a player has checked in at the finish checkpoint they will be unable to hit any further checkpoints.