

MINDGAMES: Gold Rush



Introduction

Gold has been discovered in a mine close to your town, but it won't last long. Use your speed, skill and ingenuity to collect as much gold as you can and store it in your bank.

During this game you must work as a pair to round-up horses, load and unload a train and set-up a drone network to earn gold. All while dodging bandits...

Setup

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

To access the game from within the app:

- Register/Login
- Select "Gold Rush"
- Select your desired location



If using the app for the first time you will need to grant permission to access precise location.

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 in pairs. There are 23 checkpoints distributed across the map, each checkpoint can be visited at any time. Checkpoints are as follows:

Type	Name (as will appear on map and app)
Drone recharging points	D1 – D7
Horse points	Horse x 9 (app only)
Gold Mine	Mine
Bank	Bank
Horse Ranch	Ranch
Train Station	Station
Engineering Depot	Depot
Drone Base	Drone base
Finish	Finish

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 15m.

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 amount of gold and horses held by the player and the team's total gold in the bank.

Once the timer has started, players will be presented with an A4 paper map indicating the location of the checkpoints.

2. Collecting Gold

Players may collect gold in three different ways, using drones, using the train or by visiting the mine themselves:

2.1 Visiting the mine

Players may visit the mine and pick-up 2kg gold, they may then return to the bank and deposit this gold. Players may pick-up more gold if they are accompanied by trained horses (see Collecting horses section below).

2.2 Collecting horses

There are nine wild horses in the playing area, although not marked on the map players will be guided on the app by the distance and direction. Players may track down these horses and collect them up. Once collected, horses can be taken to the ranch and trained to become tame horses. Horses can only be collected once per team.

BE WARNED: One of the wild horses is owned by a notorious bandit, if you attempt to collect the bandit's horse then you will be robbed at gunpoint and lose any gold or wild horses you are carrying (trained horses will stay with you). These are then lost forever. Unfortunately, it is impossible to know which horse is the bandit's until it has been lassoed.

When visiting the ranch players can leave wild horses which will be trained. The ranch will train one horse every two minutes, players may only collect horses once they have been trained, however players need not wait for all horses to be trained to collect some. E.g, if five horses were left at the ranch, three would be ready to collect after 6 minutes. Either player on the team may collect the horses, players may collect none or all of the horses when visiting the ranch.

Players with trained horses with them i.e. collected from the ranch, are able to transport more gold from the Mine to the Bank. Each trained horse can carry 3kg of gold.

2.3 Using the train

There is a train that goes back and forth between the mine and the station, players may visit the station to set the train on a round-trip to the mine, each round trip takes 20 minutes.

Trains do not carry pure gold, instead they carry 100kg of soil containing 10% gold. Once the train has returned to the station players must meet the train to extract the gold, once extracted the gold is automatically deposited into the bank.

Players must be quick however, once the train arrives back in the station bandits will notice and begin to steal the soil containing the gold at a rate of 10% per fully elapsed minute. i.e. after 1 minute there is 90kg of soil, after 10 minutes there is nothing remaining.

Players may visit the station to see when the train is due to arrive.

Players may set the train on its journey at any point after it arrives in the station.

Players may upgrade their train engine (speed), carriages (capacity) and scientist (% purity) at the engineering depot (see Engineering Depot section below)

2.4 Engineering Depot

At the engineering depot players may spend gold to upgrade the train in the following ways:

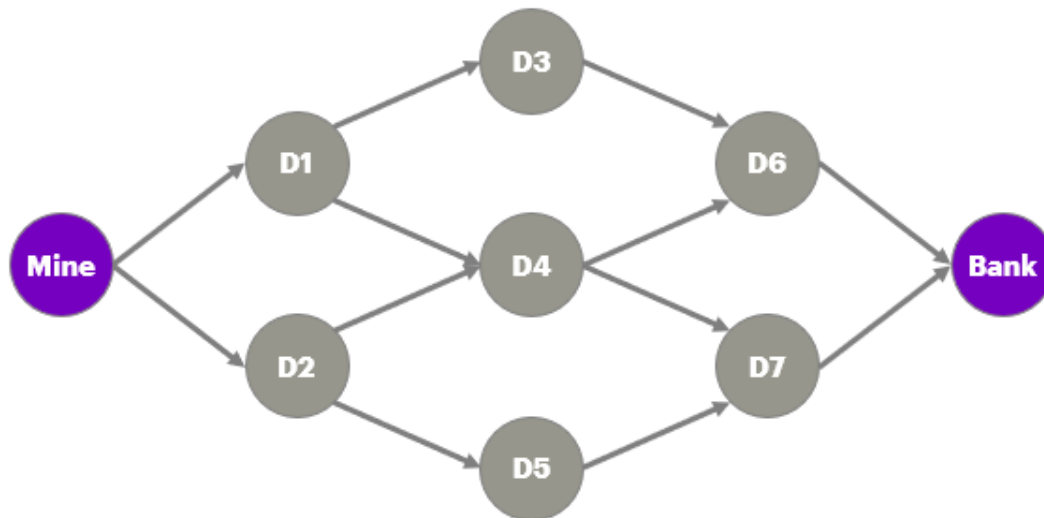
Upgrade	Effect	Cost
Additional carriage (max 2)	+50kg soil	10kg gold
Engine power (max 2)	-25% journey time	10kg gold
Scientist (max 1)	3x soil purity	30kg gold

Players are only able to upgrade if they have sufficient gold in the bank, upgrades are only applied to the train when it is in the station. Any upgrades bought while the train is on a journey will not be applied until it next arrives back at the station, at which point they will be applied and affect all future journeys.

2.5 Setting up a drone network

The fastest way to transport gold is by drone, however due to the distance drones require multiple recharging points on the way. There is a network of seven recharging points between the mine and the town that can be activated by visiting and solving a puzzle. In order for drones to start flying an unbroken route must be activated from the Gold Mine to the Drone Base. For every unique route from the mine to the drone base that is activated a new drone is launched. Each drone carries 1kg of gold every 5 minutes.

The recharging points are arranged as follows:



An example route would be if D1, D3 and D6 were activated then a drone flying that route would be launched delivering 1kg of gold every 5 minutes. If D4 was subsequently activated then a second drone flying D1-D4-D6 would be launched, also delivering 1kg of gold every 5 minutes.

Drones leave gold at the drone base for players to collect and deposit in their bank.

2.6 Upgrading the network

Once all recharging points have been activated, players may return to upgrade the recharging to manage multiple drones by solving a second puzzle, if an entire route is upgraded, then a second drone will start flying that route delivering an additional 1kg gold every 5 minutes.

If the entire network is upgraded, then recharging points may be upgraded a second time to allow a third drone.

Any route that has a mix of upgraded and non-upgraded recharging points will only fly the number of drones at the lower level.

3. Scoring

Teams are scored based on the amount of gold in their bank at the end of the game.

4. Ending the game

The game will finish automatically after 90 minutes and no further checkpoints will be registered. Both players in the team must return to the Finish and check-in otherwise the bandit will hold them up and they will lose 25kg of gold per player who fails to finish on time.