

MINDGAMES: RUDOLPH'S ROUNDS

Introduction

During this game you take on the role of Rudolph and need to deliver presents to children across the world! Christmas is fast approaching, and you have limited time to deliver as many completed presents as possible. To have presents to deliver, you must first collect the necessary resources, drop them off at the workshop, and let the elves assemble them into completed presents. You must then return to the workshop, pick up the completed presents and deliver them to children around the world. Your goal is to deliver as many presents as possible before midnight to build up as much Christmas Spirit as possible.



Setup

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

To access the game from within the app:

- Register/Login
- Select “Deep Blue”
- 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

The game area is played across 23 checkpoints spread across two zones: “The North Pole” and the “Rest of World”.

To visit a checkpoint players must visit the physical location and tap the button on the app. Each checkpoint has a radius of 15m.

Order of play:

1. Start

Players must visit the Start checkpoint and confirm their desire to start the game. This will start the player at a game time of 10:45pm and commence the 75-minute game timer. You must be back at the finish by midnight!

Once the timer has started, players will be presented with an A4 double-sided paper map (North Pole / Rest of World) indicating the location of all checkpoints.

All players will start at the North Pole.

The portal to enter the Rest of World zone will only open after 10 minutes of game time.

On route to the portal for the first time, you must visit Mr & Mrs Claus to let them know you'll be leaving the North Pole and gather additional information. Mr Claus will let you know which child can be found at which checkpoint, and Mrs Claus will let you know which resource can be found at which checkpoint.

2. Collecting Materials

To collect materials, players must leave the North Pole via the portal and enter the Rest of World zone. Players may spend as much time as they need in this zone. Players that are taking part as a pair will both need use the portal go to the Rest of World zone, players may freely move between zones, irrespective of where their partner is.

Across the world, there are 4 different types of resource producing locations. These are fields, forests, factories, and mines. There are a total of 6 locations that each produce a different resource that is needed to make presents. Each location begins with a set amount of resource available and produces resources at a different rate throughout the 90 minutes. This is detailed in the table below.

| Location | Resource Type | Starting Resource Volume | Rate of Resource Production |
|----------|----------------|--------------------------|-----------------------------|
| Field | Wool | 3 | 1 every 5 minutes |
| Forest | Wood | 3 | 1 every 5 minutes |
| Factory | Plastic | 1 | 4 every 10 minutes |
| Factory | Carbon (Fibre) | 1 | 2 every 10 minutes |
| Mine | Metal | 6 | 2 every 15 minutes |
| Mine | Lithium | 6 | 2 every 15 minutes |

To know what resources are required, players will need to reference the build instructions in the “Assembling Presents” section of these instructions.

When players visit a resource producing location, they may collect all of the resources that are available at that location. If not all of the resources are required, they may select the number of resources they wish to pick up, up to the total available number. All resources that are picked up are added to the player's sleigh.

Each player may carry a total of 8 resources at once before they must return to the North Pole to use the resources. If the number of resources picked up results in the total resources held by a player being more than 8, additional resources will be taken from the resource producing location but not added to your sleigh and can not be used in the future – be careful to only collect what you need.

Players working as a pair each have their own sleigh and may each hold 8 resources at a time, therefore carrying 16 resources as a team. If your partner collects all of the available resources at a location, these will no longer be available for you to collect until new resource has been produced.

3. Assembling Presents

To assemble presents, players must return to the North Pole via the portal. Players may spend as much time as they need in this zone.

There are six build stations at the North Pole and each build station is run by a different elf. The elf at each build station is only trained to assemble one type of present. The different presents that can be produced are a Christmas Jumper, Tree House, Bike, Playstation, Remote Controlled Car, Laptop.

To assemble presents, players must visit build stations and deposit the resources that they have in their sleigh. For a given present, resources must be deposited from the sleigh in the right order so that elves correctly produce the present. The resource order for a given build station and present is shown in the table below.

| | |
|--------------------|-------------------------------|
| Xmas Jumper | Wool-Wool-Wool |
| Tree House | Wood-Wood-Metal-Wood |
| Bike | Carbon-Carbon-Metal- Plastic |
| Playstation | Plastic-Metal-Plastic-Lithium |
| RC Car | Plastic-Carbon-Metal-Lithium |
| Laptop | Metal-Plastic-Lithium-Lithium |

You will not be able to build the presents incorrectly. At a given build station, only the next correct resource can be played.

Multiple different presents can be assembled simultaneously. You may deposit one or multiple resources for a present, visit a different build station, and begin depositing resources needed for a different present. The progress against a present will be saved until you return to the build station and deposit additional resources. Players working as a pair can both deposit resources from their sleighs to contribute to the same present.

Once you have deposited all the required resources as outlined in the above table, the elves will finish assembling the present. Presents take different times to be assembled and will therefore be available to collect at varying intervals based on their assembly time, as shown in the table below. The assembly time will begin when the final resource is deposited.

| | |
|--------------------|-----------|
| Xmas Jumper | 2 minutes |
| Tree House | 2 minutes |
| Bike | 4 minutes |
| Playstation | 4 minutes |
| RC Car | 6 minutes |
| Laptop | 8 minutes |

The next visit to the build station, after the elapsed time, will collect the present, players may then commence another build at that station.

4. Delivering Presents

To deliver presents, players must leave the North Pole via the portal to access the rest of the world. Players may spend as much time as they need in this zone.

Players will leave the North Pole holding all presents that were completed and loaded onto the sleigh.

There are 6 children on the “nice list” this year and each child has a prioritised wish list containing 3 presents, this is shown in the table below. Your aim is to deliver as many presents to the correct children as possible.

| | Olivia | Noah | Amelia | George | Isla | Leo |
|---|-------------|-------------|-------------|-------------|-------------|--------|
| 1 | Xmas Jumper | Playstation | Laptop | Bike | Tree House | RC Car |
| 2 | Tree House | RC Car | Xmas Jumper | Playstation | Playstation | Bike |
| 3 | Bike | Laptop | Tree House | RC Car | Xmas Jumper | Laptop |

When you arrive at the location of a child, you will give them one gift from your sleigh. This will be the highest priority gift from their wish list that you have in your sleigh. You may then give a second and third gift whilst at the location of the child. *You will be unable to deliver incorrect presents.*

Players working as a pair will only be able to deposit the gifts that they have in their own sleigh.

Each correctly delivered present will ensure there is more Christmas Spirit. There are additional bonuses are available as outlined in the table below.

| | |
|---|----------|
| Xmas Jumper | 4 units |
| Tree House | 6 units |
| Bike | 8 units |
| Playstation | 12 units |
| RC Car | 14 units |
| Laptop | 16 units |
| All Children on the nice list receive at least one gift | 30 units |
| A child receives all three gifts on their list | 20 units |
| All presents of a given type are delivered to the correct three children | 20 units |

5. Selling Resources

At any point players may sell all resources currently held by visiting Mrs Claus. When visiting Mrs Claus all resources currently held will be sold for 0.5 units of Christmas spirit.

6. Finish

Players must visit the Finish checkpoint with the 75-minute game time. You must be back at the finish by midnight!

Penalties:

Players finishing after the allotted time will be penalised 3 units of Christmas Spirit per minute late (or part thereof).

How to Win

The winner will be the player that has generated the most amount of Christmas spirit at the end of the game.