MindGames 8
TOWER ESCAPE

MINDGAMES: Tower Escape Games

Introduction

Prepare to tackle a multi-layered conundrum, the first challenge is to escape, but can you claim any additional gold on your way out!

In this fast-paced adventure you and your partner will attempt to escape from the bottom of a tower. Can you reach the top and escape before the time runs out?

Ready, steady, go!

Setup

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

To access the game from within the app:

- Register/Login

- Select "Tower Escape"

- Select your desired location

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

Partners should create/join a unique team and wait for the game to start.

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

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

How to Play

This game is to be played in pairs. There are 6 separate levels to explore, each level has unique rooms (checkpoints) that can only be visited when you are on that level. You and your partner can explore rooms separately and do not *need* to be on the same level.

Each level has a room that provides a way to move to between the level above and below (sometimes both). Finding, and enabling, these rooms is the key to reaching the top of the castle, and escape.

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**

Once the game co-ordinator has unlocked the game and announced that the game is open players will be enabled to tap through to see the start checkpoint, once players start the game they will be presented with an A4 paper map indicating the location of the checkpoints.

2. **Visiting rooms**

Each room may be visited by either player any number of times. Players may be required to return to rooms previously visited.

Special note: Level 4 will become 'locked' once the route to Level 5 is unlocked, players will still be able to pass through Level 4, but no further activity will be possible.

2.1 Travelling between levels

Individuals may travel between levels via available routes at any time, team members need not be on the same level at the same time.

Available routes between levels are labelled as "up" or "down" rooms. Up rooms go up, down rooms go down. If no up or down is available, a path must be found.

2.2 Utilising Clues

Clues/solutions are available for purchase at various points. These purchases are made from your team's gold balance, a team can have a negative gold balance.

2.3 Picking up items

Players may be invited to pick up items. Items picked up by a player cannot be transferred to another team member.

2.4 Collecting Gold

Players may encounter opportunities to collect/earn gold. Gold can only collected once per team from each opportunity.

2.5 Solving puzzles

All puzzles may only be attempted once every 30s. Submitting an answer earlier will add 10s to the timer.

3. **Scoring**

This is a 'fastest to finish' stage, with additional gold available for teams that finish early. Teams will earn 1 gold for every minute remaining, once both (all) players have reached the finish.

The winning team will be the team with the most gold in total.

4. **Ending the game**

Both players in the team must return to the Finish and check-in otherwise they will lose 15 gold per player who fails to finish on time. The game will finish automatically after 90 minutes and no further checkpoints will be registered. The finish is **only** accessible on level 6.

General Rules & Safety Notes

The following rules apply to all participants at all times:

- Phones must only be used for the purposes of the MindGames app. For the avoidance of doubt the following activities are forbidden and will result in penalties/disqualification:
  - Use of any map other than the paper map provided
  - Use of phone to gain *any* information outside of the MindGames app. E.g. Spell check, puzzle answers
  - Communication with your partner/team mate via any electronic means outside of the MindGames app
- The game takes place in public areas, participants must stick to public rights of way at all times.
- Care must be taken when running on/near roads. Participants must only cross roads when and where it is safe to do so.