# 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 presents. You must then return to the workshop, pick up the 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 you can.
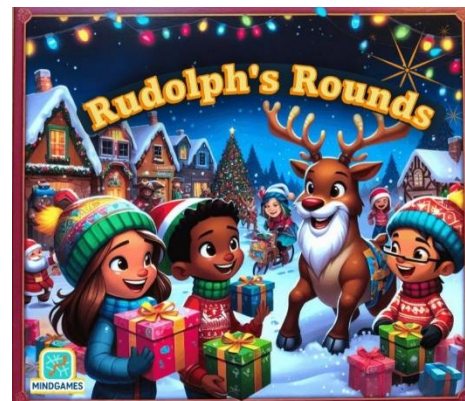
How to Play

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 that they wish to begin the game. Doing so will set their start time to **10:40pm** and activate the **80-minute game timer**. You must reach the Finish by **midnight**.

Once the timer begins, players will receive an A4 double-sided paper map (North Pole / Rest of World) showing the location of all checkpoints.

All players will start at the **North Pole**.

2. Collecting Materials

To collect materials, players must leave the North Pole workshop via the portal and enter the Rest of World zone. Players may spend as much time as they need in any zones. Players that are taking part as a pair will both need to 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 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 80 minutes. This is detailed in the table below.

Resource Type	Starting Resource Volume	Rate of Resource Production
Wool	3	1 every 5 minutes
Wood	3	1 every 5 minutes
Plastic	1	4 every 10 minutes
Carbon (Fibre)	1	2 every 10 minutes
Metal	6	2 every 15 minutes
Lithium	6	2 every 15 minutes

To identify which resources are needed, players must refer to the build instructions in the **Assembling Presents** section of this guide.

When players visit a resource-producing location, they may collect all resources currently available there. If they do not need everything, they may choose to take only the quantity required, up to the total available. All collected resources are added to the player's sleigh.

Each player may carry a maximum of **four resources** at one time before returning to the North Pole to use them—so take care not to collect more than you need.

Players working in pairs each have their own sleigh and may each carry four resources, allowing a total of **eight resources per team**. If your partner collects all resources at a location, none will be available for you until more are produced.

3. Assembling Presents

To assemble presents, players must return to the North Pole workshop via the portal.

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

To create a present, players must visit the appropriate build station and deposit the resources they are carrying in their sleigh. For each present, resources must be deposited **in the correct order** for the elf to assemble it. The required order for each build station is shown in the table below.

Xmas Jumper	Wool-Wool-Wool
Tree House	Wood-Wood-Metal-Wood
Bike	Carbon-Carbon-Metal- Plastic
Switch	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 presents can be assembled at the same time. You may deposit one or more resources for a present, move to another build station, and begin depositing resources for a different present. Progress on each present is saved until you return and add the remaining resources. Players working in pairs may both deposit resources from their sleighs towards the same present.

Once all required resources have been deposited, the elves will complete the assembly. Different presents require different assembly times, so they will become available for collection at varying intervals. Assembly time begins as soon as the final resource is deposited.

Xmas Jumper	2 minutes
Tree House	2 minutes
Bike	4 minutes
Switch	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 workshop via the portal to access the rest of the world.

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

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

	Ada	Ben	Cat	Dom	Isla	Leo
1	Xmas Jumper	RC Car	Switch	Bike	Tree House	Switch
2	Tree House	Switch	Xmas Jumper	RC Car	RC Car	Bike
3	Bike	Laptop	Tree House	Laptop	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 in the corresponding units shown. There are also additional bonuses available as outlined in the table below.

Xmas Jumper delivered	4 units
Tree House delivered	6 units
Bike delivered	8 units
Switch delivered	12 units
RC Car delivered	14 units
Laptop delivered	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

You must be back at the finish by midnight! After 80 minutes all checkpoints will close. Players must visit the Finish checkpoint within the 80-minute game time, for which each player will receive a 15 point bonus. No further checkpoints can be visited after the 80-minute game time has elapsed.

How to Win

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