

MINDGAMES



22.10.24 - DEEP BLUE

Introduction

During this game you take on the role of a Polar Bear preparing for hibernation. Winter is coming and you have a limited amount of time to create the largest possible stockpile of fish to survive the winter. To catch fish you must dive through the last remaining holes in the ice, hold your breath and swim to fishing points to collect as much as you can before resurfacing back through holes in the ice. Your job is to collect fish and store them in the fish bank and get back to your igloo before winter starts and the fishing season is over.

Setup

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

To play the game:

- Register/Login
- Select “Deep Blue”
- Select your desired location



When you open the app for the first time, you *should* be prompted to grant permission to access location. You must enable this!

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

How to Play

The game area is 30 checkpoints spread across two levels: above and below water.

To visit a checkpoint, players must be at the physical location and press a button in the app. Each checkpoint has a radius of 15m.

Order of play

1. Start

Go to the **Start** checkpoint and start the game in the app. The 75-minute game timer will begin, and you'll receive a double-sided map showing the location of all checkpoints above and below water.

2. Collecting Fish

To catch fish, you must first find an Ice Hole to get below water. Once underwater, an oxygen timer will start, counting down to when you must return to the surface. Visit fishing checkpoints underwater to catch what you can. Then you **must** return to an Ice Hole before your oxygen runs out, or you'll lose all fish currently in your possession.

The larger the fish, the more it's worth in the stockpile. Fish are measured in kilograms as follows:

Fish	Weight
Eel	1
Cod	2
Salmon	5

Once a fish has been caught, that checkpoint will become inactive. But you can reactivate all fishing points again by taking a Fishing Lesson (more on this later).

When you resurface, your oxygen timer resets. And you can either visit a surface checkpoint or use an Ice Hole to get below water again.

3. Stockpiling Fish

You add your collected fish to your stockpile by visiting the Fish Bank. Fish in the stockpile are not at risk if you run out of oxygen on a dive. At the end of the game, only fish in the stockpile will count towards your score.

The Arctic is a lonely and desolate place but you may be able to recruit some friends to help you along the way - mercenary seals who may be convinced to share some of their own catches with you, and the wise old walrus who can teach you some master fishing techniques for a price.

4. Enlisting Mercenary Seals

Can you convince the mercenary seals to share some of their catches with you?

To enlist the support of Mercenary Seals, you must visit a Seal Point. They'll give you a puzzle to solve. Answers will either be a single word, letter, or number:

- Number answers should be submitted in number form, i.e. "5" not "FIVE"
- Word answers should be submitted as a single word, i.e. "RED" not "it's RED"

Answer correctly and the Seal will begin collecting fish for you at a rate of 0.5kg every minute until the end of the game. You can retrieve this fish by revisiting the Seal at any point during the game, and as many times as you want.

Answer incorrectly and the Seal will charge you 2kg of fish for wasting their time. There is no limit to the number of times you can answer. But you *can* go into debt, so if you have no fish and answer incorrectly, your stockpile value will drop to -2kg.

If no puzzle answer is submitted (you press "Cancel" instead) there is no penalty.

There are three Seal Points, and you can enlist each one separately.

5. Fishing Lessons

The wise old walrus can teach you their master fishing techniques, for a price.

You can visit the Training Point at any time and use fish from your stockpile to pay for a fishing lesson from the wise old walrus. Each lesson allows you to collect more fish at every fishing point. Fishing yields will increase as follows:

Fish	Level 1 (start)	Level 2	Level 3
Eel	1	2	4
Cod	2	4	8
Salmon	5	10	12

- Level 1 -> Level 2 costs 20kg fish
- Level 2 -> Level 3 costs 40kg fish

If you don't have enough fish to pay, the walrus will ignore your request with no impact. After each lesson, all the fishing points you've already visited will be reactivated.

6. Penalties

Penalties can be collected in the following ways:

Penalty	Details
Late Penalty	Finish after the allotted time and you'll be penalised 2kg of fish per minute late
Running out of oxygen	Failing to return to an Ice Hole before your oxygen timer runs out will result in dropping all fish currently held
Incorrect puzzle answers	Submitting an incorrect puzzle answer to the seals and you'll be charged 2kg of fish per incorrect answer

How to Win

You must check-in at the Finish checkpoint to end your game. The winner will be the player with the biggest stockpile of fish.