

MINDGAMES: Dry January



Introduction

During this game you work as teams to take control of the watering holes of the African savanna, the January heat is brutal so you must work together to hold the most watering holes for the longest period of time to ensure your team is well hydrated.

Setup

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

To access the game from within the app:

- Register/Login
- Select “Dry January”
- 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 11+ checkpoints spread out across the local area.

To visit a checkpoint players must visit the physical location, once at the location users will be enabled to perform actions. Each checkpoint has a radius of 25m.

Before starting

Players will be allocated a team, Lions, Rhinos or Hyenas, they must join that team by selecting it within the app.

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 and the time remaining.

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

2. Controlling watering holes

To score points teams must control as many of the **nine** watering holes as they can, for as long as they can. Every second that a watering hole is controlled will earn the team one point. Watering holes are controlled by the team with the most animals present at the watering hole. If two teams have the same number of animals present at a watering hole then the team who was there first retains possession.

Each team starts with **three** watering holes under their control, with three animals at each hole. These are marked on their maps. The other six watering holes are not marked on the map, but the direction and distance is displayed on the app.

Additional animals are available at teams' respective muster points, these animals can be used to reinforce existing watering holes, or to take control of opponents watering holes.

The quantity of additional animals is dependent on the number of players in the game. Players will be informed at the start how many of each animal are in play.

Order of play:

- Players may visit any watering hole or their own muster point where there are animals of their team and 'pick-up' **up to three** to take with them.
- Players may visit any watering hole and leave their animals there.
 - If they already control the hole, the hole becomes further protected
 - If they do not control the hole, the animals lie in wait, ready to ambush when their numbers are high enough.
 - If their numbers exceed that of the controlling team, the animals evict the previous team and take control of the watering hole.
- When a watering hole changes control, the previous occupants are chased off and are available (immediately) from their respective muster point.
- If more than one team is lying in wait and the watering hole changes hands, the team not involved is unaffected. An example:
 - *Watering Hole 1 is controlled by 3 Lions, with one Rhino and two Hyena lying in wait*
 - *If a player brings three Rhino then the hole changes control and is now controlled by four the four Rhinos, the Lions are chased back to their muster point, the two Hyena still lie in wait.*
- It is possible to lose control of a watering hole by **removing** your animals. For example, in the above scenario:
 - *If following the change of control the player picks up three Rhinos to move on to the next watering hole, leaving it guarded by just one Rhino then the two Hyenas lying in wait will move in and chase the remaining Rhino off.*

Gathering information:

There are two ways to gather information, by visiting watering holes or by visiting the View Point checkpoint.

1. When players reach a watering hole they will be able to see which team controls the watering hole and how many animals are currently protecting it. Only their own animals lying in wait will be visible.
2. From the View Point players can see all across the savanna and see who controls each checkpoint and with how many animals. They can also see the location of all of their own animals that are currently at a Watering Hole or Muster Point. They cannot see animals that have been picked up by players.

3. Mystic Monkey (Side Quest)

Elsewhere on the African plain is a Mystic Monkey who holds the secret of a tenth watering hole, this watering hole is larger than all the others but its location is closely guarded. Teams who can answer the monkeys' riddles will be rewarded with access to the tenth watering hole. Unlike other watering holes this watering hole has enough space for all teams to drink in unison. Teams will still need to leave an animal at the watering hole, which will then remain there for the remainder of the game.

Scoring for the tenth watering hole is the same as others, each team will earn one point per second that they are at the watering hole.

3. Finish

Players must visit the Finish checkpoint within the 75-minute game time. You must be back at the finish before the sun sets!

How to Win

The winners will be the team that has generated the most points through controlling watering holes.