

MINDGAMES 7

SCRABBLE+



MINDGAMES: Scrabble+

Introduction

Prepare to embark on a word-chasing, puzzle-solving escapade unlike any other!

In this delightfully dizzying dash, you and your cleverest comrade form a daring duo of lexical adventurers. Your mission? To race across the map, gathering scattered letters and unlocking bonuses to score points.

Will you emerge as the Grand Wordsmiths of the Runiverse or be left tripping over rogue vowels and consonantal chaos?

On your marks, get set, and go spell something spectacular!

Setup

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

To access the game from within the app:

- Register/Login
- Select “Scrabble+”
- Select your desired location



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

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 14 checkpoints distributed across the map, each checkpoint can be visited at any time. Checkpoints are as follows:

Type	Name (as will appear on map and app)
Letter points (x7)	App: 1 – [B] Map: 1 * where B is the available letter
Puzzle points (x4)	DL, TL, DW, TW (Double Letter, triple letter, double word, triple word)
Play word	Play Word
Start/Finish	Start/Finish

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. Playing Words

Players must visit a number of checkpoints to play words in order to score points, only one team member is required to visit any checkpoint:

2.1 Play letters

Teams form words by playing letters at Letter Points. Letters must be played in the correct order to form English words (as defined by Merriam-Webster). Each letter point corresponds to a different letter, as shown on the app. Teams only build one word at a time which all team members contribute to.

Once that letter is played it is replaced with a new letter at the same point. That new letter can be played immediately.

[beware of double-tapping on the app, which can result in two letters being played – or both partners playing the letter which will result in the original and updated letter being played]

2.2 Collecting/Using bonuses

There are four bonuses available, which are: Double Letter (DL), Triple Letter (TL), Double Word (DW), Triple Word (TW). To collect these bonuses players must visit the relevant point and solve a puzzle. Once the puzzle is solved correctly players will collect the bonus into their inventory.

There are no penalties for incorrect answers, but attempts may only be made once every 30s. If an attempt is made within 30s of the original guess then the attempt will be ignored and a further 15s added to the timer.

Collected bonuses can be used at any letter points by tapping the 'play letter bonus' or 'play word bonus' options. Bonuses can be used at any letter point, the letter at that point need not be played.

Each bonus can be collected and used according to the following rules:

- Each bonus can only be collected and used once per game.
- Each player is limited to carrying one word and one letter bonus at any time. Attempting to collect a second word/letter bonus will fail with the bonus remaining available.
- Letter bonuses are applied to the next letter played by either player
- Word bonuses are applied to the current word, they can be played before, during, or after the word, so long as they are played before the word is submitted.
- Each bonus can be collected and used once subject to the below rules.
- Each *player* can only carry one "word" and one "letter" bonus.
- Only one bonus can be played per word.

2.3 Playing words

Teams can play the words that they have spelled by visiting the 'play word' point. Once submitted the word will be validated and if it is a known word then the appropriate score will be awarded. Regardless of the word validity the team will start working on a new word, there is no penalty for invalid words, but all points/bonuses used are lost.

3. Scoring

Teams are scored based on the cumulative score of all words they have played. Individual words scores are calculated as the total of all letter values, multiplied by any applicable bonuses, plus a word-length bonus. Words must have a minimum length of 3 letters.

<i>Word Length</i>	<i>Bonus</i>
3	0
4	3
5	7
6	12
7+	18

Scores for individual letters will be available on the reverse of the map.

4. Ending the game

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

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.