



Introduction

In this game, you take on the role of a polar bear preparing for hibernation. Winter is approaching, and you have a limited amount of time to build the largest possible stockpile of fish in order to survive.

To catch fish, you must dive through the remaining holes in the ice, hold your breath, and swim to fishing points below the surface. Your goal is to collect fish, store them safely in the Snow Bank, and return to your igloo before winter begins and the fishing season ends.

Setup

The game uses the **MINDGAMES** app, available at: <https://app.playmindgames.co.uk>

A tutorial for how to use the mindgames app is available at:

<https://aarcseries.azurewebsites.net/faq.php>

A tutorial for Deep Blue, covering the below rules, is available at:

<https://aarcseries.azurewebsites.net/t-deepblue/tutorial.php>



To access the game:

1. Register or log in
2. Select **“Deep Blue”**
3. Select your location, either “MVOC - 75” or “MVOC - 40” depending on whether you are playing the 75 minute or 40 minute version

If you are using the app for the first time, you will be prompted to grant location access.

This permission must be enabled to play.

How to Play

The game takes place across physical checkpoints arranged over two areas:

- **Above Water**
- **Below Water**

Players may play individually or in pairs. Separate leaderboards are maintained for solo players and pairs.

Each checkpoint has a **15-metre radius**. To interact with a checkpoint, players must be physically within this location radius.

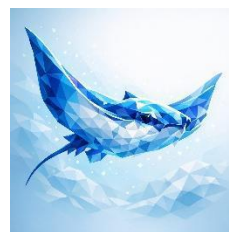
Order of play:

1. Start

Players must visit the **Start checkpoint** and confirm that they wish to begin the game. This starts the **75/40 minute game timer**.

Once the game begins, players will receive an **A4 double-sided paper map** showing the locations of all checkpoints above and below water.

2. Collecting Fish (Below Water)



To catch fish, players must first locate an **Ice Hole** and dive underwater. When a dive begins, an **oxygen timer** starts, giving players **10 minutes** underwater. You then locate the fish on the below water map and visit that checkpoint to collect it.

While underwater, players may collect as many fish as they can. However, they must return to an Ice Hole before their oxygen runs out. If a player runs out of oxygen:

- All fish they are currently carrying are lost
- This includes fish collected from Seals (see below section)

Fish values are based on size (measured in kilograms)

Fish	Weight
Eel	1
Cod	2
Ray	5

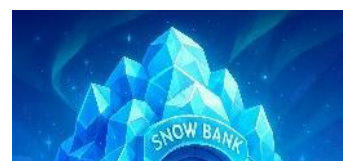
Once a fish has been caught, it disappears from the app and cannot be caught again until:

- A **Fishing Lesson** is completed (see Walrus section below) or
- The fish is lost due to running out of oxygen

After resurfacing, players may:

- Visit any above-water checkpoint, or
- Begin another dive (from the same or a different Ice Hole)

Each new dive resets the oxygen timer.



3. Snow Bank - Stockpiling Fish (Above Water)

Players can deposit fish into their stockpile at any time by visiting the **Snow Bank**.

- All fish currently held are deposited immediately
- Fish in the stockpile are safe and cannot be lost to penalties

At the end of the game, **only fish in the Snow Bank count towards the final score**. Fish still being carried by players or held by Seals do not count.

4. Enlisting Mercenary Seals (Above Water)



There are three seals that teams can enlist to collect fish on their behalf. To enlist the support of Seals, players must visit a Seal where they will then be presented with a puzzle to be solved. Answers will either be single word/letter, or single number answers:

- Numeric 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 “the answer is RED”.

If successful, the Seal will begin collecting fish for your team at a rate of 0.5kg every minute. Players can collect accumulated fish by revisiting the Seal at any point during the game. Seals will continue collecting fish until the end of the game. Players may revisit seals multiple times.

If unsuccessful, players must wait 10 seconds before submitting another answer.

Important: Fish collected from Seals **are at risk** when players are below water until they are delivered to the Snow Bank. Fish lost underwater do not return to the Seal, they are lost permanently.

5. Wise Walrus - Fishing Lessons (Above Water)



Players may visit the Wise Walrus at any point and use fish in their stockpile to pay for a fishing lesson. Each lesson allows players to collect more fish at every fishing point they visit. Fishing yields will increase as follows:

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

The lesson costs are as follows:

- Level 1 → Level 2: 15kg fish
- Level 2 → Level 3: 30kg fish

Lessons can only be paid for using fish deposited in the Snow Bank.

If a player does not have enough fish, the Walrus will ignore the request with no penalty.

After a lesson:

- All fishing points restock
- Each fishing point can be used once per level
- Fish from previous levels can no longer be collected

6. Penalties

Penalty	Details
Running out of oxygen	Failing to return to an Ice Hole before oxygen is depleted will result in dropping all fish currently held
Incorrect puzzle answers	10 second wait before puzzles can be re-attempted

How to Win

To finish the game, players must check in at the **Finish checkpoint** before time runs out. There is a 15kg fish bonus for each player that finishes before the timer runs out.

The winner is the player with the **greatest total weight of fish in their stockpile**.

General Rules & Safety Notes

These rules apply to all participants at all times:

- Phones may only be used for the **MindGames app**
- The following actions are prohibited and may result in penalties or disqualification:
 - Using any map other than the provided paper map
 - Using phones to search for information (e.g. spell check, puzzle answers)

The game takes place in public areas:

- Players must remain on public rights of way
- Take care when running near roads
- Only cross roads at safe and appropriate locations