

1 Introduction to A Beautiful Mind Game.

Welcome to one of the last authentic Saxon strongholds in England, AitchPeaQuinze.

You are invited to play a Beautiful Mind Game.

This is loosely based on elements of the eponymous film where the streets and footpaths comprise the film set and you are the pawns (all in John Nash's mind, of course) of his game theory.

Players should form teams of two (possibly 3 depending on how many people are taking part).

All teams should gather at the Games Operational centre (henceforth shortened to GO) (see attached map) at 10:30 am, Saturday 24th September. The only equipment you will need is a means of taking and displaying photographs. A pen/pencil might come in handy if you want to keep notes.

Here you will register your team with the Game Controller(s). There will be two prizes. One for the best FRB team and one for the best SCB team. The latter category is for those who exhibit an aversion to speed (>6kph). Please tell the controller which category you wish to compete in.

You will be given a folder containing a map of the area, your team number sheet and a sheet giving some information about the sites that you might visit. On the map you will see 24 numbered locations.

2 Basic Rules

The basic idea is that you, as a team, make your way to one of these locations. In your information pack, you will find a photograph associated with this location. You should replicate this photograph, but also include one team member holding up your team name tag (like a convict mug shot). Check that the photo is clear (and you look happy), then make your way straight back (or not) to GO.

Once back at GO you should show your photograph to the game controller. The controller will record your achievement on the master results sheet.

You are then free to make your way to another location and repeat this process until the end of the game.

The game will last **90** minutes. If you arrive back after this time you will pay a forfeit. If you choose to finish the game early, there **may** be a bonus given to you.

At the end of the game the controller(s) will add up the value of the tokens you have claimed plus any bonus. The team with the highest score will be declared the winner.

3 Advanced Rules

You will have been given an A3 map of HP15, showing the numbered location of 24 sites.

Each site is associated with a number of tokens. All the tokens at a given site have the same points value but tokens from different sites will generally differ.

A list showing all the sites, number of tokens available to be claimed and their points value, is shown on the reverse of your team number sheet.

As a rule of thumb, the greater the distance to a site, the higher the value of the token. Similarly, the fewer tokens available to collect, the higher the value.

The aim of the game is to earn more points than your competition, in the time available. This may be achieved by collecting a smaller number of high value tokens or a greater number of lower value tokens. That is your choice (or dilemma).

After the controller has started the game, you should make your way to a site and then make a record of your visit. Do this by taking a photograph that is similar to that shown on the back of the map sheet with the addition of one team member. This person must hold up your team number sheet so that it is clearly visible in this photograph, as well as that person's face. A good comparison would be a police mug-shot.

Then make your way back to GO where you will register your claim on a token.

Note that there are a limited number of tokens for a given site.

If all the available tokens have been claimed for that site, then all subsequent claims are invalid.

If your claim is valid, the game controller will:

Verify that your team number sheet can be seen in the photo

Record the time that you arrived back at GO

Record the site identity number on the master results sheet and award you a token.

Mark your team number sheet with an "X" in the next available record slot.

You are then free to visit another site. ***Note that you can only claim one token from any site.*** Visiting a site twice will not gain you extra points.

To help you decide where to visit, look at the master results sheet kept by the referee. This will show you all the tokens claimed up to that time.

After 90 minutes the game ends. No tokens can be claimed after this time. If you arrive back at GO ***after 100*** minutes you will forfeit the last token recorded on the record sheet. This is done to ensure that we get everyone back in a timely manner.

You can choose to stop competing ***before 90*** minutes. As ***an incentive***, the first team to stop will earn a ***bonus of 15 points***, the second ***10 points*** and the third ***5 points***. Thereafter, there will be no bonus available.

Tell the game controller that you want to stop, then hand in your team number sheet.

The controller will record your stop time and tell you any bonus earned.

Do not delete any photographs that you have taken until the results are announced. If there is a mistake made in the record keeping then we should be able to rectify it.

Please be aware that some of the site photographs were taken some while ago. It is possible that a site has changed. If you think that is the case, take a photograph of the site as it is now. If most teams come to the same conclusion, that will be taken as the official site photograph.

You will be in a team of 2 (possibly 3) players. You must stay together as a group. Do not split up. This is for your own safety.

Polite warning: You will not be crossing any major roads. However, the roads you do cross can occasionally be abused by lower organisms. Please take care at all times.

The rules of the game are that you return directly to GO after visiting a location. No advantage will be allowed if this rule is not observed.

Some despicable people, who are not Hashers (obviously), might think that they could visit and photograph more than one site before returning to GO.

To deter such people the controllers record the times that photographs are presented at GO. It will be obvious that there will be a minimum time before a team could visit another site and return to GO. In addition, we have deployed Win-Co style drones to monitor your every move.

Last rule, but not least, **ENJOY** yourselves and keep safe. May the force be with you.

