

SIX BEARS – Rules

CHARACTERISTICS

Type of game : Memory

Number of players : 2 players

Duration : 5 to 10 minutes

The '6 Bears Tournament' is the ultimate tournament where two competitors battle it out for the title of Hacking Master, a sport that has become globally popular in the near future. This tournament is broadcast worldwide, with huge crowds and millions of online viewers, all glued to their screens to follow the exploits of their favourite players.

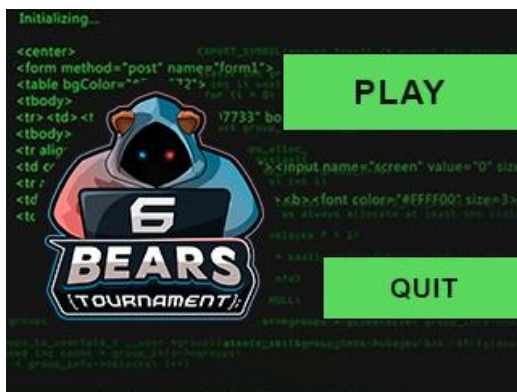
Each player embodies a cybernetic bear in a high-tech virtual arena. These bears are no ordinary creatures: they are advanced artificial intelligences, programmed to hack into the most sophisticated systems. These bear avatars symbolise the brute force and precision needed to outwit enemy codes while protecting their own.

SET UP

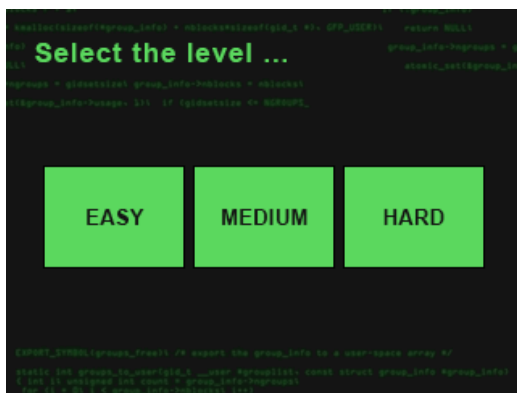
Place OLEM at the centre of the four-piece game board.



Launch the game app.



Choose your difficulty level: **Easy, Medium or Hard.**



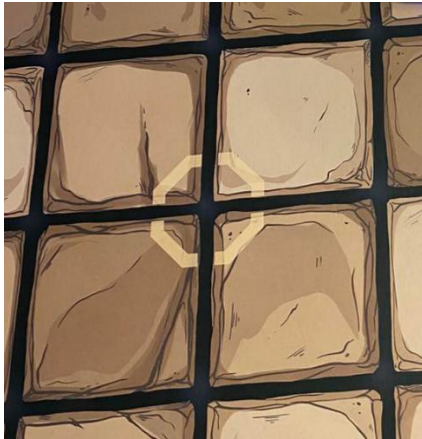
You get a OLEM placement reminder:



GAMEPLAY

The two players take turns. Here's how a game is played:

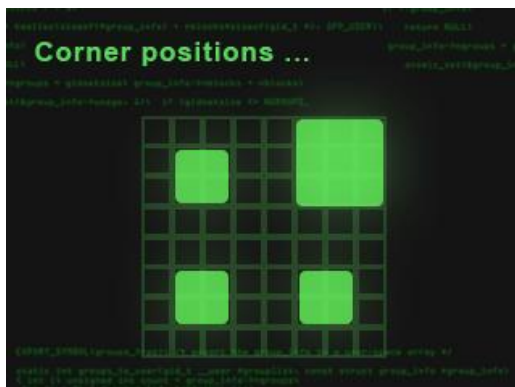
Easy mode: 4 moves to reach one of the four corners marked by this on the game board from the central location:



Medium mode: 6 moves to reach 1 of 7 possible arrival points from an offset location.

Hard mode: 8 moves to reach 1 of 7 possible arrival points:

On the above 4 types of similar corner locations, plus 3 additional locations in one of the designated corner locations that the app will propose:



- The first player proposes a direction by passing their hand in front of one of the sensors on the sides of OLEM (the sensor above is not a possible direction) whilst the second player looks away so they cannot see the sequence entered.

The first player repeats this action ensuring that the directions given land OLEM on one of the end locations (4 or 7 options depending on the game mode). OLEM will validate the sequence or request it to be redone to ensure it lands in one of the correct landing locations.



- The second player then enters their sequence with the first player looking away to avoid seeing the sequence.

Then the first player must guess the sequence of the second player by passing their hand in front of one of the side sensors as many times as required depending on the level of difficulty of the game.

For each correct direction and correct location in the sequence, a Green tick will be displayed. 

For each correct direction but wrong location in the sequence, a Yellow Circle will be displayed. 

For each wrong direction and wrong location in the sequence, a Red cross will be displayed.



- Example of a sequence in the hard game mode:



- The game continues with the 2 players taking turns guessing the sequence of their opponent.

The game ends when one player guesses the correct combination.

