Jewel Thief Preparation & Button Uses

Jewel Thief is a fun, active game that uses Adafruit Bluefruit devices. In the game, there are two types of players: guards and thieves. To ensure that everyone has a chance to assume both roles, each game is only ten minutes long.

1. The team should decide who will assume which roles. The recommended ratio of guards to thieves is 1 to 4, but that can be changed if certain players would like a challenge.

2. The team should designate an area for "home base".

3. Everyone should strap on a Bluefruit wristband and wear a colored bandana, each player having their own color.

4. Thieves' should cycle through the colors on their individual Bluefruit by pressing the left button until they are at the color of their bandana.

5. Guards should make sure that their guard Bluefruit is on guard mode by checking that their switch is flipped to the right.

6. Everyone should position the jewels around the play area.

7. As soon as everything has been set up, the guard should press buttons A and B at the same time to start the game. This will also start the timer.

8. If at some point the game must be restarted or there is no more time left in the game, the guard should press the small middle reset button to reset the game.

Jewel Thief Rules and Directions

Jewel Thief is a fun, active game that uses Adafruit Bluefruit devices. In the game, there are two types of players: guards and thieves. To ensure that everyone has a chance to assume both roles, each game is only 5 minutes long.

Getting a thief out:
1. The guard must spot the thief in motion
2. The guard should press the thief's color's button on the guard Bluefruit; this will send a signal to the thief's Bluefruit, which will turn white and make a noise
3. If the thief is carrying a jewel, they must place it on the floor directly below them
4. The thief must make their way to home base to complete ten jumping jacks; the Bluefruit will return to its original color afterwards and the thief can then rejoin the game
5. Immediately after the guard presses the thief's color's button to get them out, there will be a three-second cooldown that is signaled by a noise made by the guard's Bluefruit, when the guard will not be allowed to get another thief out

ROLE: THIEF
Objective: Retrieve all the gems and bring them back to home base before time runs out
Starting Place: Home base
Special Abilities: None
Movement Restrictions: Cannot move while the guard is watching except during the period of the cooldown

ROLE: GUARD
Objective: Keep gems from entering home base before time runs out by catching thieves
Starting Place: Center of the play area
Special Abilities: Can send thieves back to home base to do ten jumping jacks by catching them in motion
Movement Restrictions: None