**OpenFab Gamification Guide  
  
1. Welcome Pack**

TO DO

* Inscription Web
* +18 or Parent Approval
* Insurance
* First Payment

REWARD

* 100 CRRR
* RTFM
* Profile page for MAKERSPASSPORT

**2. READ THE FUCKING MANUAL**

1. Manifesto
2. Fundamentals
   1. [OCR (Objectif Challenge Reward)](https://github.com/openfab-lab/openfab/issues/11" \l "issuecomment-303317901)
   2. RPC (Rules Play Culture)
3. Missions
   1. Taking a mission
   2. Submitting a mission
4. CRRR
5. Tools
   1. PassPort
   2. GitHub
   3. MissionBoard
   4. CRRRShop
6. Badges
7. Fails

**3. The 5 Elements of the Maker**

1. Fire
2. Water
3. Wood
4. Earth
5. Metal
6. Back Office

**4. Level Up**

1. User
   1. Linear Storyline with sidemissions
   2. Time to team up
   3. BossBattle: PassPort Challenge
2. Super User
   1. Introduction to Quests
   2. Specialisation
   3. Boss Battle: Full Automatisation
3. Meta User
   1. Introduction to payed Quests
   2. Guilds and Fractions