AdTracker Game How To Play

How does it work

Two players compete head-to-head in a turn-based game, one player is picked at random to start and a 'turn' begins by visiting a website. Points are based on the total number of ad trackers encountered by the player and each game has a target number of points to obtain. The ad trackers found on each website visited are added to the total score and so players can build their score as they browse the web.

Aim of the game

The aim of the game is to get as close to the target score without exceeding it, similar to the card game Blackjack! The closest player to the target score is declared the winner. If a player exceeds the target score, then they are "bust" and they lose.

Starting a game

The main menu screen will show a list of all active games, to join one of these click the corresponding button. If a player wishes to create a new game, they can press the "Create" button located at the bottom of the main menu. This newly created game will then become available to all other players.

Taking a turn (Read Carefully!)

When you are ready to take your turn, you should think of a website which you are going to visit and then press the twist button. Once the twist button is pressed the game will begin listening for ad trackers on the next website that is visited.

Twist

If you know the URL of the webpage which you wish to visit, you can press 'Twist' first and then directly type the URL into the address bar.

Alternatively, use a search engine and browse for a website. Once you have located a website, press 'Twist' and then open the page.

If you accidentally open a page before pressing twist, simply press 'Twist' and then refresh the page.

This process can be repeated until you're happy with your score!

Completing a turn

Once you are happy with your current score, select the 'Stick' option. This will lock in your score and end your turn.



If the other player has yet to play this is when their turn will begin, otherwise the game will finish and the results will display on screen!

