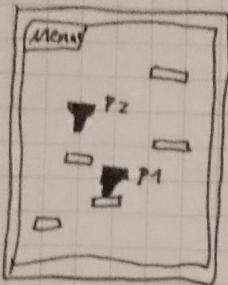


Stage Jumping



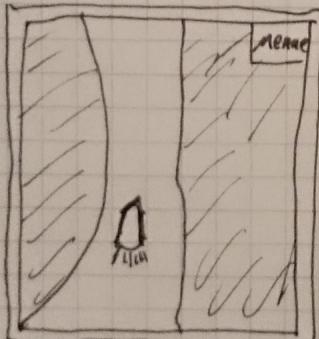
1. Finds nearest available Player with GPS-Location
→ accept per click
2. Define direction of moving with tilting to the left or right, character jumps automatically when touching a platform.
3. Shoot missiles with a touch, which pushes the opponent a little bit.
4. Game of the game: reach the finish line as first

Scavenger Hunt



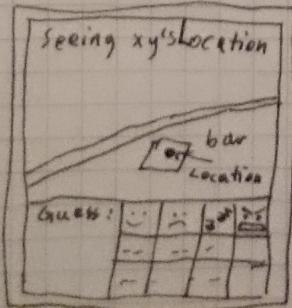
1. Host invents clues and game, invites friends. (Game start, periode)
2. Players join teams
3. When a player joins the area where a clue or the finish is, he has to stand still a few seconds to get the next clue or win the game. A new clue is passed to all team-members

Rocket game



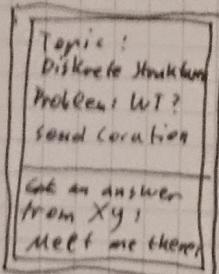
1. One Player blows into his microphone
⇒ the rocket speeds up
2. Other player controls the rocket by ~~tapping~~ tilting his phone (rotation of the rocket mapped on phone rotation.)
3. Optional third player shoots enemies
4. ~~Player~~ ^{Communication} via Bluetooth

Mood Guessing



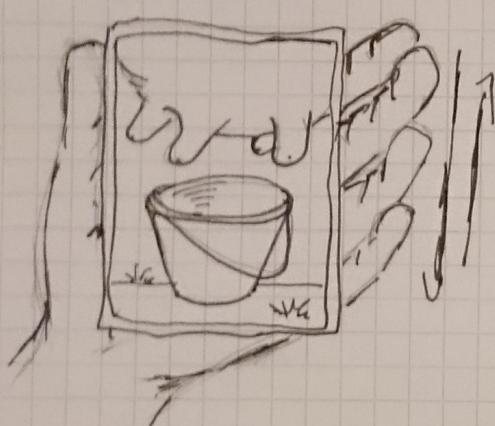
1. You see the location of a friend and guess in what mood ~~he/she is~~ the correctness
2. When he confirms ~~you~~ you get points
3. He confirms with tilting on the ~~Horizontal~~ vertical axis, negates with shaking on the horizontal axis.

Handshake case



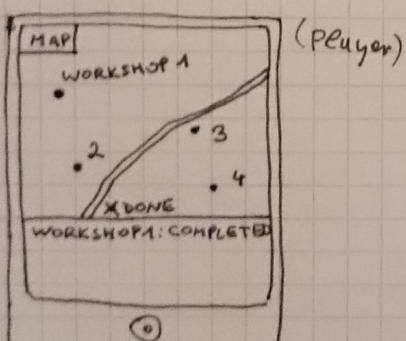
1. A player sends a topic and location to friends.
2. He wants somebody to explain him some topics, waits for confirmation.
3. Friend send meeting point.
4. Player gets points when he explained good. (according to caller)

Milkmania

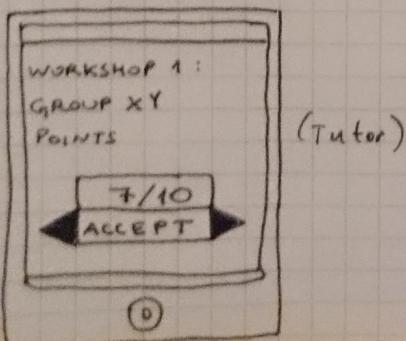


1. Find friends and ask him ~~how~~ if she wants to play ^{the nearest with GPS location}.
2. Set meeting location, meet there.
3. Start game with NFC "handshake".
4. Who can in 60 seconds more often shake the phone up and down? The winner ~~is~~ won (is?) the better farmer.
5. Girls get a bonus (They aren't used to this kind of ~~more~~ hand movement).

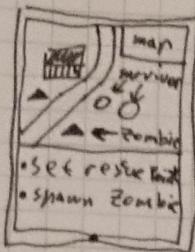
Campus Tour



Many teams play against each other. On the map are all stations marked, where the tutors wait with their workshop. After a team ~~has~~ completed a task, they get points from the tutor. He ~~will give~~ gives the points with his smartphone (NFC).



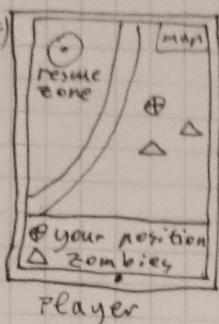
2 or more Players play.
One Player Overlord: setting rescue point, spawning Zombies with touch on map.



Overlord

Zombies

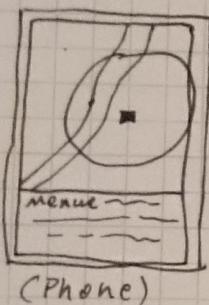
(with GPS, mobile Internet)



When Player comes too near the zombies, the phone tilts and he loses.

Zombies chase players.

Hunting GO



(Phone)

1. Set circumference where the game will be played, set timer.
2. Game starts: Spawns flies, ducks, whatever →

BG



(Phone)

Who shoots most whatever wins.

(Augmented reality)

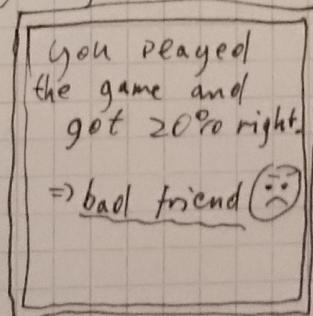
Quiz you every question creates you

Quiz

Create a questionnaire (multiple choice) with 10 questions about yourself for your friends, but the questionnaire is only transferable with bluetooth, so you have to meet your friends to play it.

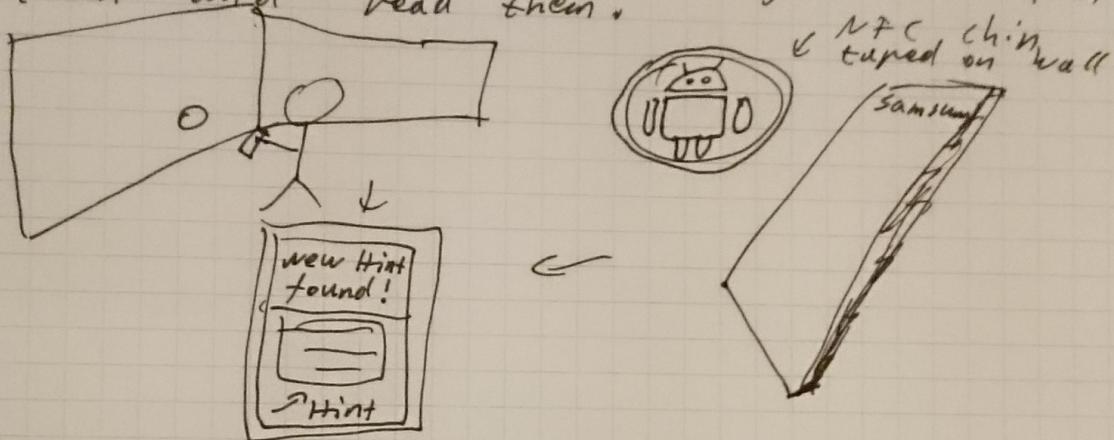
1. — ?
a) —
b) —
c) *Fill in answer*
d) —
2. —
3. —

The more you get right the more points you get.

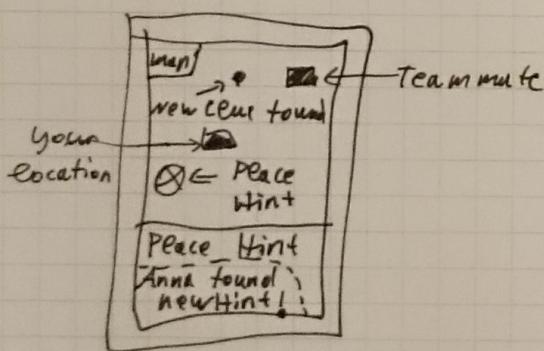


Scavenger Hunt Variations

- ① The Host places/hides NFC-Chips in designated area, which contain hints. Player have to find them and read them.

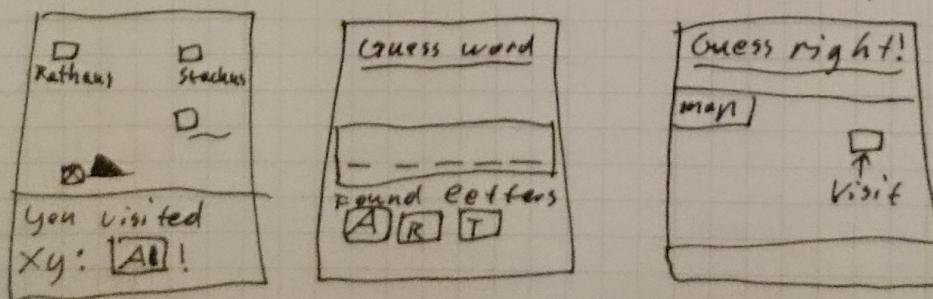


- ② - Team members are informed about finding a new Hint found by you.
 - Place Hints where you think a new Hint clue might be
 - Text chat with your team



③ Variation, Tourist Hunt

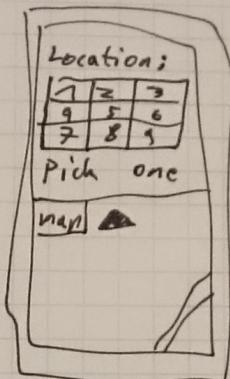
- Mark ~~Places~~ to visit by the players, all points are marked on the map
- When Players visited a place, they get for example a new letter
- They have to guess the word, when they are right, the finish is marked on the map



- (4) - You got all riddles given and then have to find all locations described in the riddles.



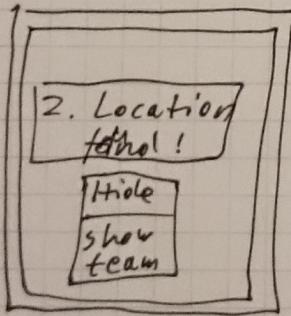
- guess if your current location is a mentioned one and assign a riddle to this place



- When you are right you get points

(5) Variation

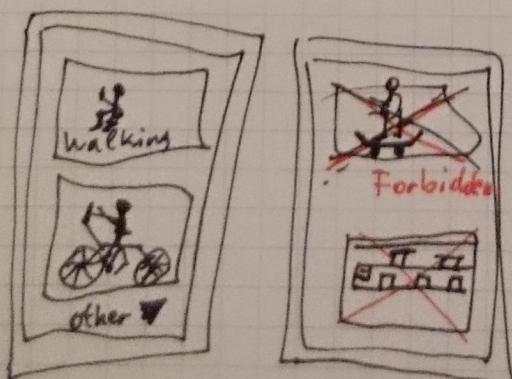
- More teams play against each other
- You can betray your team, when you find a location you can hide it from the others



- to keep it interesting only one random person is able to do it.

(6) Variation

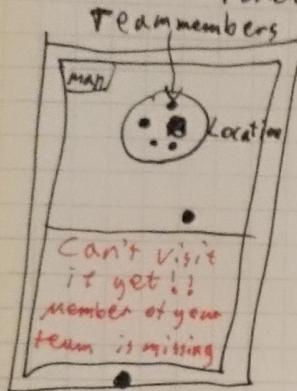
- Be active and do some ^{points!} means of transport are allowed or forbidden
- choose what kind of ~~velocity~~ is allowed or forbidden



- App tracks velocity, so obvious cheating will be prevented.
- get as fast as you can to the designated spots!

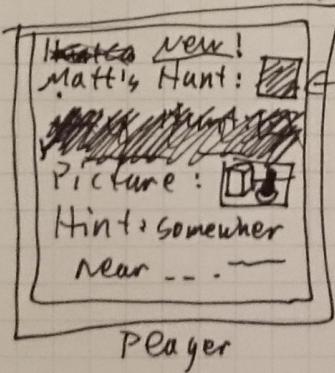
⑦ Teammembers Social Hunt

- A Location can only get checked as visited, when all team-members are on this spot, so they are forced to go together and can't get an advantage through spreading

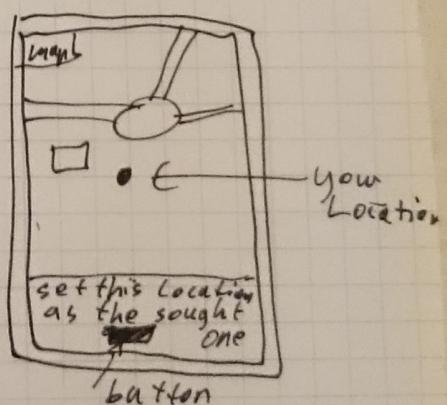


⑧ Spontaneous Scavenger Hunt

- A Player makes a picture of a place and gives a maybe a hint, saves the GPS-Location
- the other is online and when a person knows where ~~the~~ the picture is taken, he/she has to go to this place
- Only when the other player reaches the place and presses a button, they get the points.
- (optional) he has to send a picture to the host and he has to validate it)

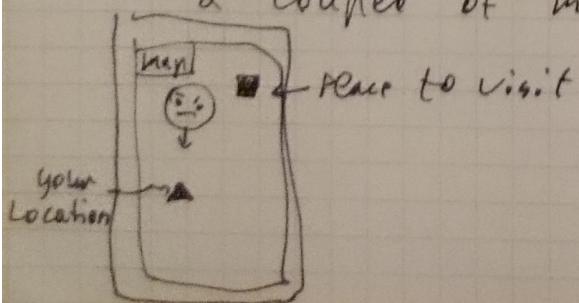


Button
to accept
Hunting



⑨ Scavenger Hunt with monsters

- On the map are ~~some~~ monsters marked, which hunt the hunters
- when a hunter got caught, they have to wait a couple of minutes to visit locations



10.

- the smartphone measures the humidity and temperature, ~~map~~ looks up the weather according to your position.
- when the climate is uncomfortable you get more points, or the app is giving some warnings

