

## Sign In

**So the idea here is that once game participant visit the url given by Organizer/ game host - this is what they see.**

An typical game url would be:  
[rebuslop.no/gamehostname/gamename/](http://rebuslop.no/gamehostname/gamename/)

game participant would need to insert a game code and password  
to start the game

Gamecode can be letters/numbers , password can be letters/number

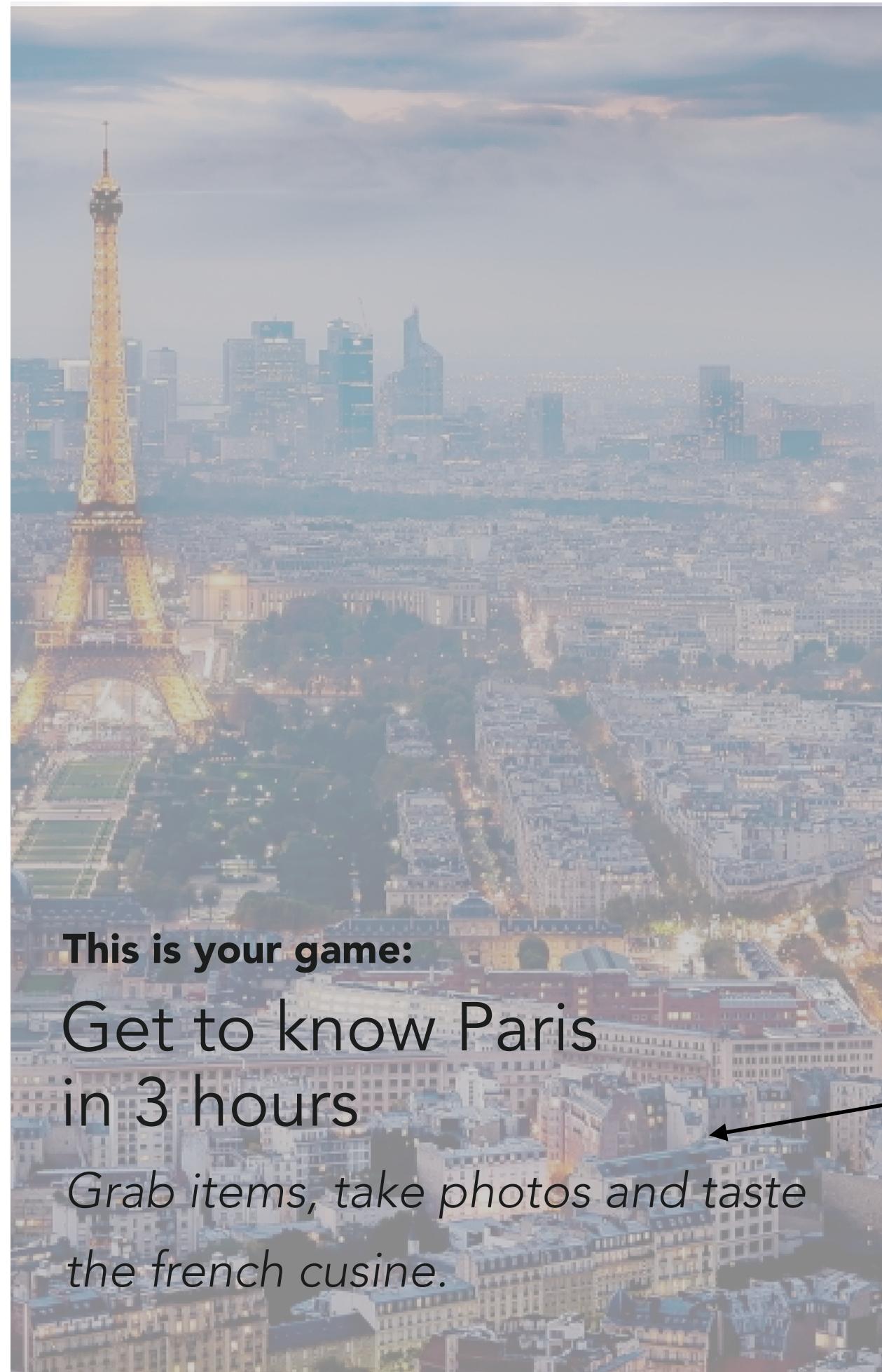
Both is given by organizer/game host in separate  
sms message/email



**So this is how it would look on desktop - this is a «mobile only game»**



GAME INFO



So this is the welcome screen game participant see after adding code and password. Its great if it has a small animation while loading!

The purpose here is to explain game participant how game will work.

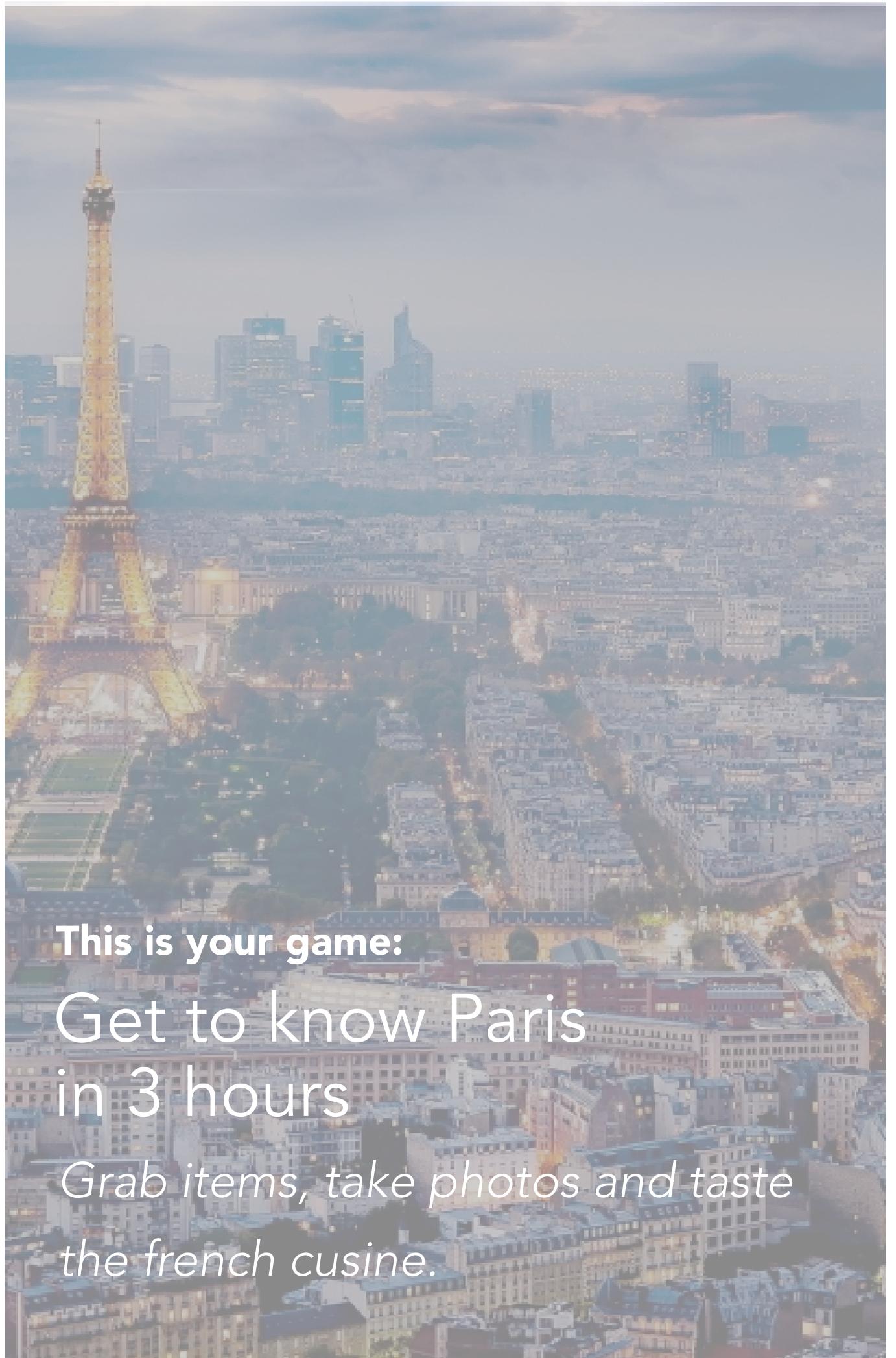
The first screen is one portrait image and overline, headline, subline. This is just a teaser for the game participant, they would need to click «view instructions» to get more info.

### **Practical use in backend/on organizer/game host side:**

Image size should be restricted and only portrait is allowed. Max size (or recommend size should be added on backend so organizer/game host advised best practice to avoid slow loading and system should auto crop/resize..)

They DONT NEED to fill in all three lines (not mandatory) and its a great feature if organizer/game host from backend can upload the image and decide the degree of picture transparency on image AND set color on headline.

[VIEW INSTRUCTIONS](#)



**This is your game:**

Get to know Paris  
in 3 hours

*Grab items, take photos and taste  
the french cuisine.*

[VIEW INSTRUCTIONS](#)

Same screen - just heading is inverted to white and it might be more visible,  
Depending on the choice of image - so this feature is great.

Next up for frontend user/team is to click «view instructions».

## INSTRUCTIONS

Just text about the game, time limit and how to solve it.

this text should also be restricted so is fits on maximum two screens scrollingdown.

bla bla bla bla bla bla blaJust text about the game, time limit and how to solve it.

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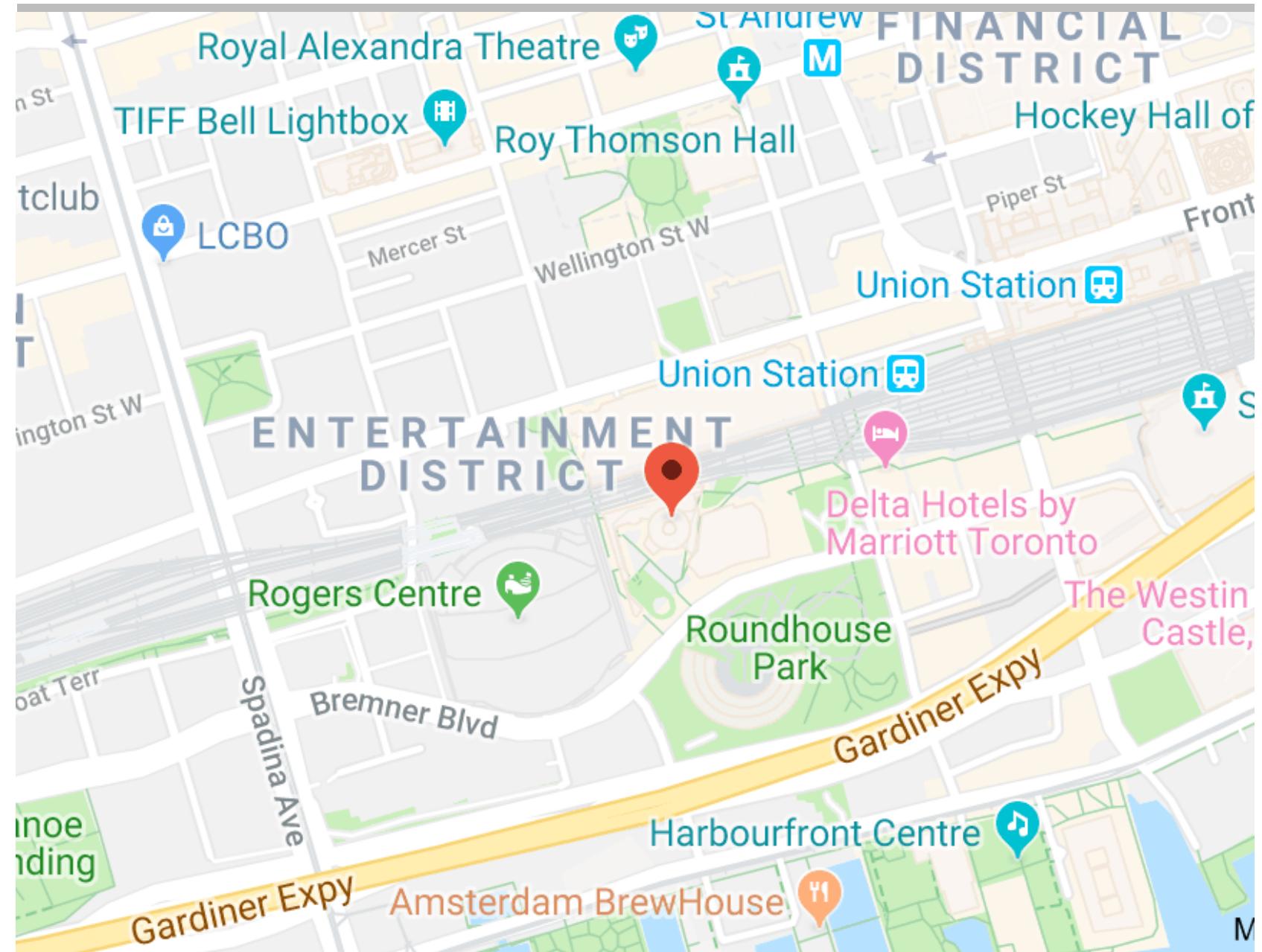
Instructions screen. This would be information by organizer/game host to the game participant about start time, apron time from first to last task, points , tasks and practical issues during the game.

### **Practical use in backend/on game host side:**

I think we need to let organizer/game host have the possibility to add 15-20 lines on the screen and have MAX two screens with info, so if I add 30 lines, then its divided on two screens and I have to scroll down or swiping to read it all and start the game.

Next screen is when they hit start the game!

## START GAME



## Your start point

This is where your team should start your game.

Please push start when you are in the right address.

START

This is the last screen before the game starts and shows the start place,

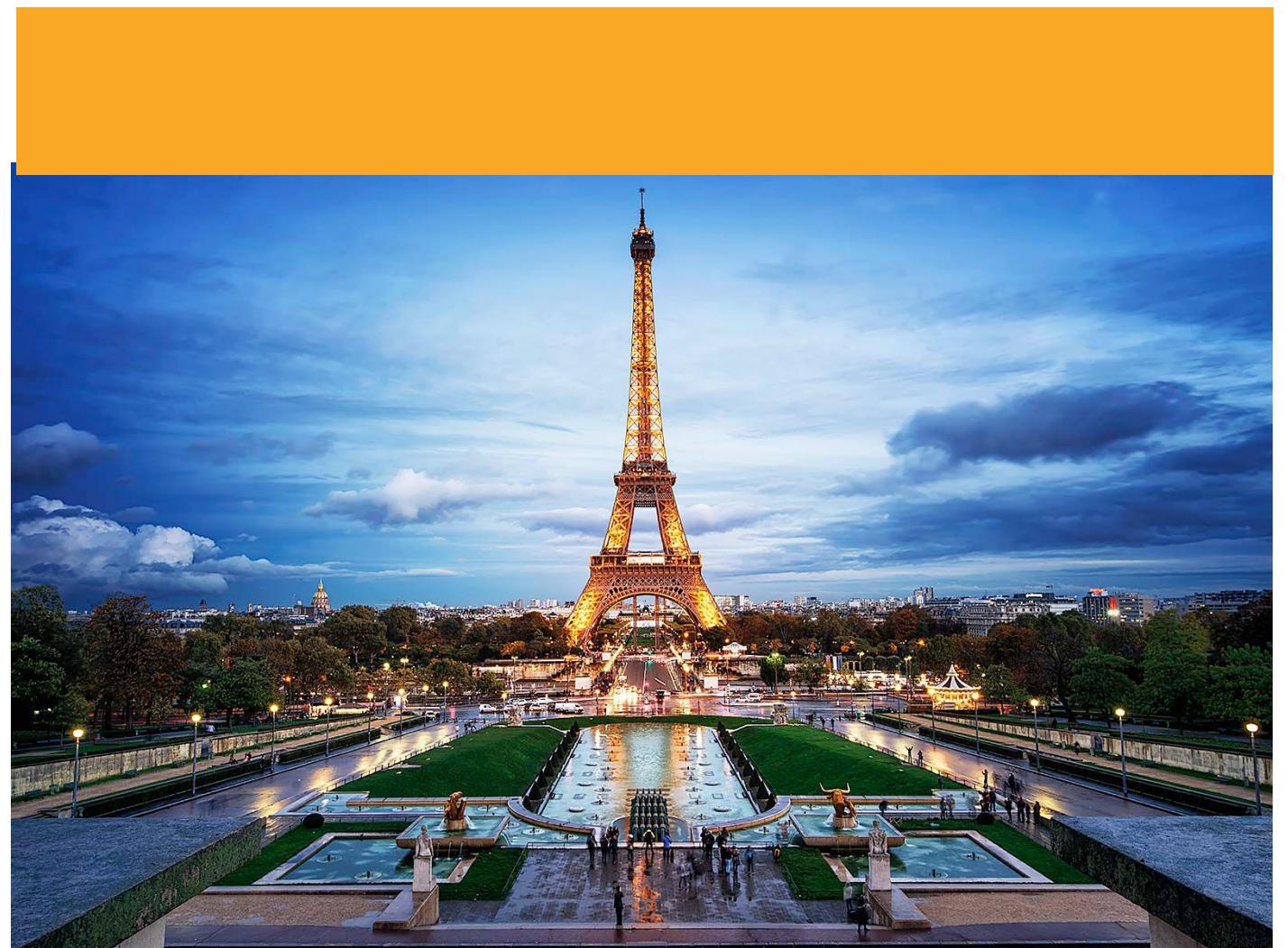
### Practical use in backend/on game host side:

From backend - were organizer/game host have to add longitude/lattitude  
And from this it shows in opentreetmaps or googlemaps the place this team  
should start.

It would be great to have possibility to create ONE game with same tasks,  
but were the game participant teams starts on different places. EG:  
If this game has 5 tasks and we have 4 game participant teams , then

team 1 have longtide/lattitude xy start with task 1  
team 2 have longtide/lattitude gt start with task 3  
team 3 have longtide/lattitude lk start with task 4  
team 4 have longtide/lattitude qw start with task 2

In this case the teams won't solve the tasks together/on the same time.



## Task#1: Find the tower

You and your team should find the effiel tower and take a creative photo of the group infront of the effiel tower.

Once you have uploaded the image,  
next task will be served.



UPLOAD IMAGE

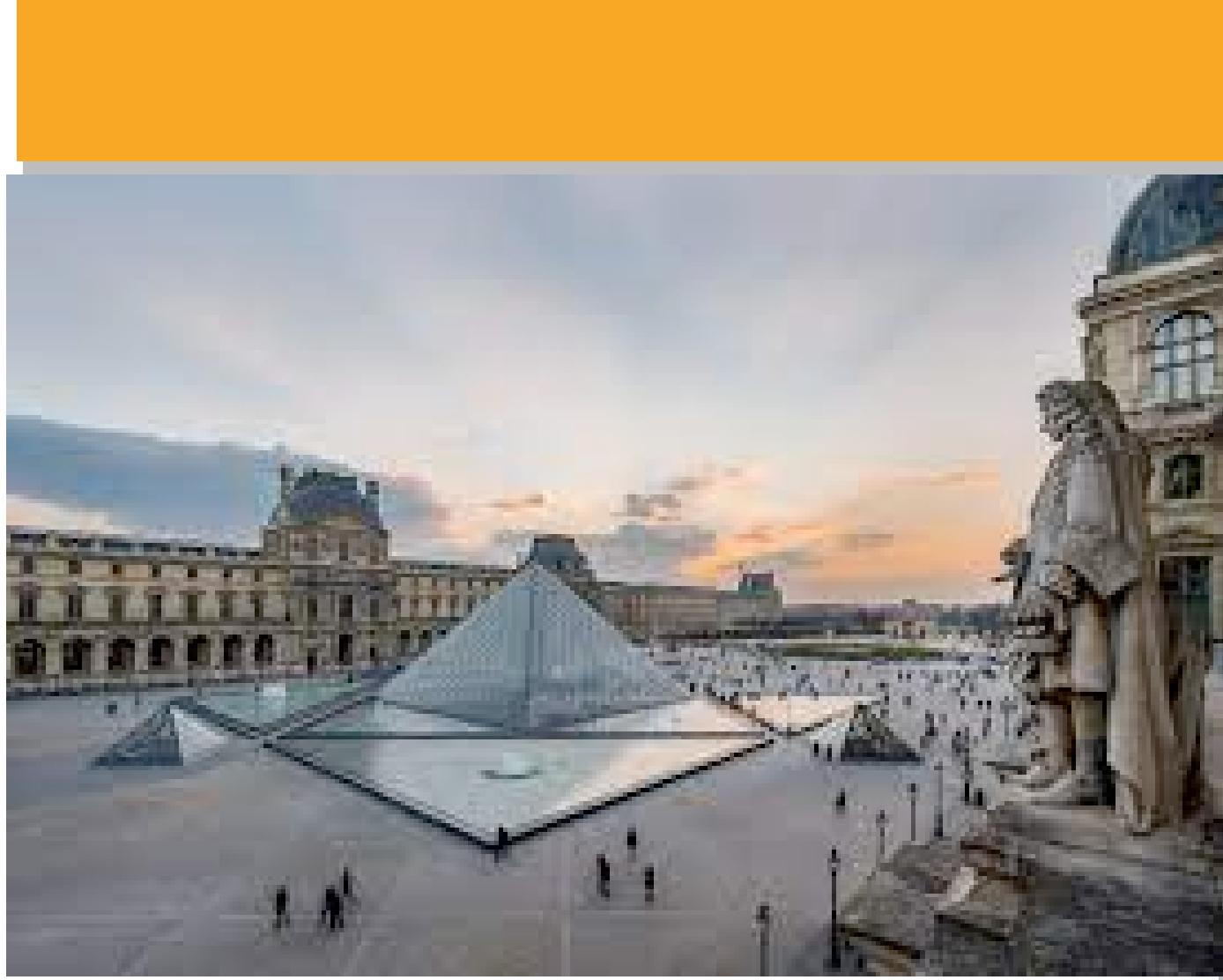
Skip

So we have served the first task and the game participant team will have the Task they are served. Again here I hope its possible by organizer/game host to randomize the tasks the different teams solve.

Eg team

team 1 have longtide/lattitude xy - start with finding effiel tower  
team 2 have longtide/lattitude gt - start with visiting the Louvre.

On this task it can be so they should upload an image to get served the next task.



## Task#2: Visit the Louvre

You and your team should find the Louvre.

Once there go to the entrance door and write in the text that is written above the door.

WRITE IN TEXT

Skip

So we have served the second task and the game participant team will here have to Add text to the system/backend to be able to complete the task.

The gamehost/admin will have to look at all answers to say if they are correct or not, The game participant team only needs to solve this task to their best knowledge.



## MULTIRPLE CHOICE



### Task#3: Quiz time

How many city districts is there in Paris?

12

21

28

49

112

• • • •

So third task, quiz with multiple choice.

#### **Practical use in backend/on game host side:**

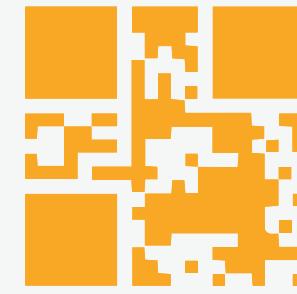
Should have possibility unlimited questions, but organizer/game host need to add both questions and choices.

So if gamehost/admin add 5 or 10 question it just keep on popping up until all of them are answerd.

NEXT QUESTION



FIND THE QR CODE



FIND THE QR CODE

Go to Sony Departments store and  
look for the QR code we have hidden  
in the female bathroom.

Scan it .

OPEN CAMERA AND SCAN QR

4th task given - go to a specific address and find a QR code.

**Practical use in backend/on game host side:**

Each team gets their own QR code that should be scanned. System  
should generate it and it should be possible to export to PDF so it can  
be printed or copied out to a word (and then printed)

Scan time should be logged in backend.

## CREATIVE PHOTO

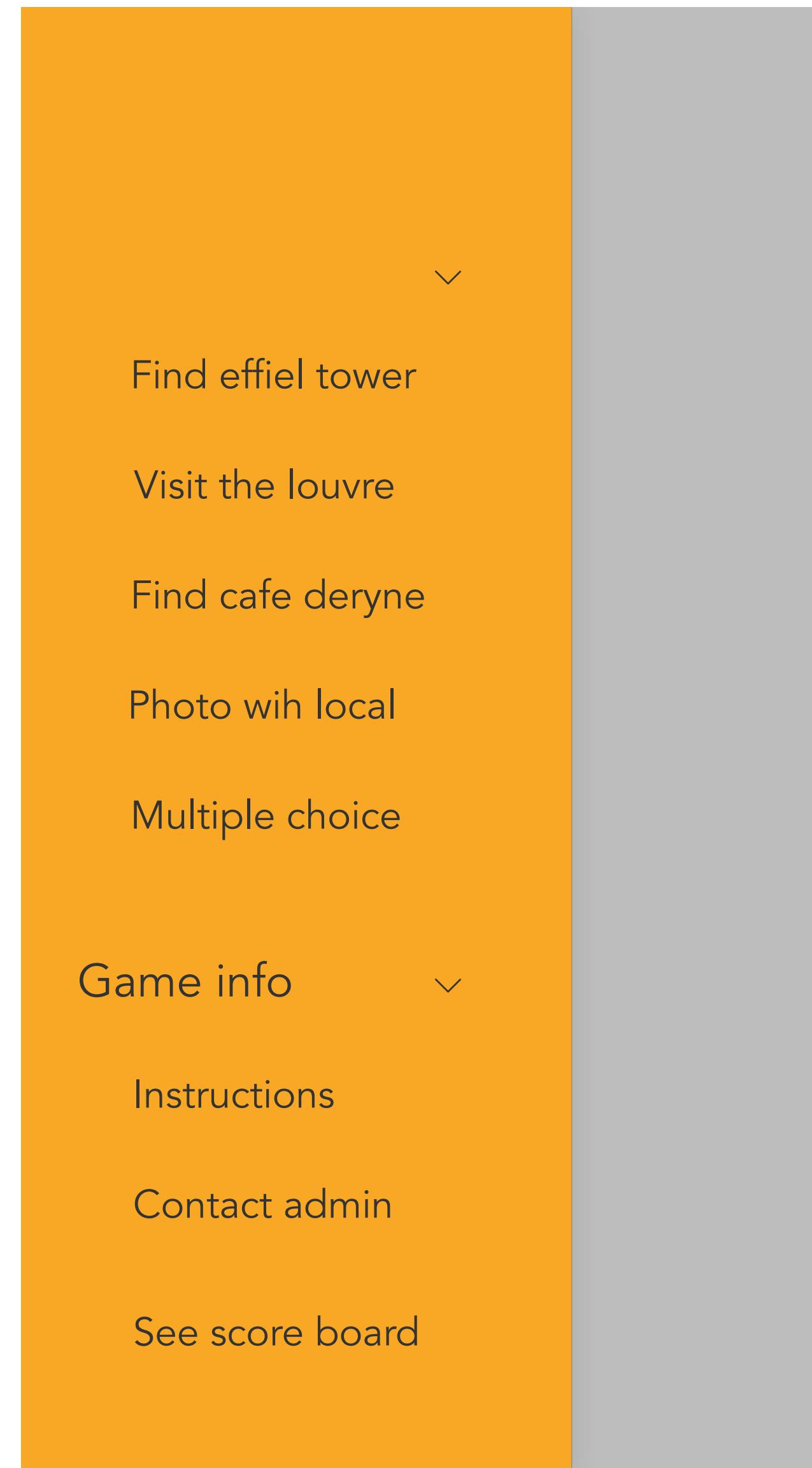


勿使用

This is basically same task as the task 1, about Eiffel Tower, but instead of finding a place and taking a photo we ask them to find a local person And make a creative group photo.... This is just an example how one Gametask can be used in different ways.

Find a local and make a creative  
photo with the team members

UPLOAD IMAGE



Navigation if you click hamburger on left corner, you get the navigation:

A list of the tasks, instruction, contact admin (written in as gamehost/organiszer makes the game. Typical its a email or phone number the game players can contact If they run into trouble

Scoreboard would be great to have - but should be able to restrict access to it from backend from game host / organiser. (Show, not show, show top 3 teams) @