

Editor's Manual

(Feb 2020)

Please use a large screen (computer) to read this document.

This guide will help you create successful games and prevent problems and difficulties during the game

Treasure-HIT enables you to create and conduct “Treasure Hunt” like games operated via IOS & Android mobile devices (smartphone or tablets).

The games can serve for:

- ✓ Location based learning in **any subject** (history, geography, biology, art, science and technology ...)
- ✓ Leisure activities for friends and family (birthday, family trip)
- ✓ Activities that support familiarization with new places and environments (campus, workplace)
- ✓ Active visit to a touristic site, museum, park, zoo ...

A Treasure-HIT game can be designed to cover large areas (town, neighborhood, campus) or can be confined to a limited space (a building or one room). The game stations can be outdoors or indoors.

The goal of a game, except fun and enjoyment, would be to familiarize with the environment and objects included in it, that one usually does not pay attention to.

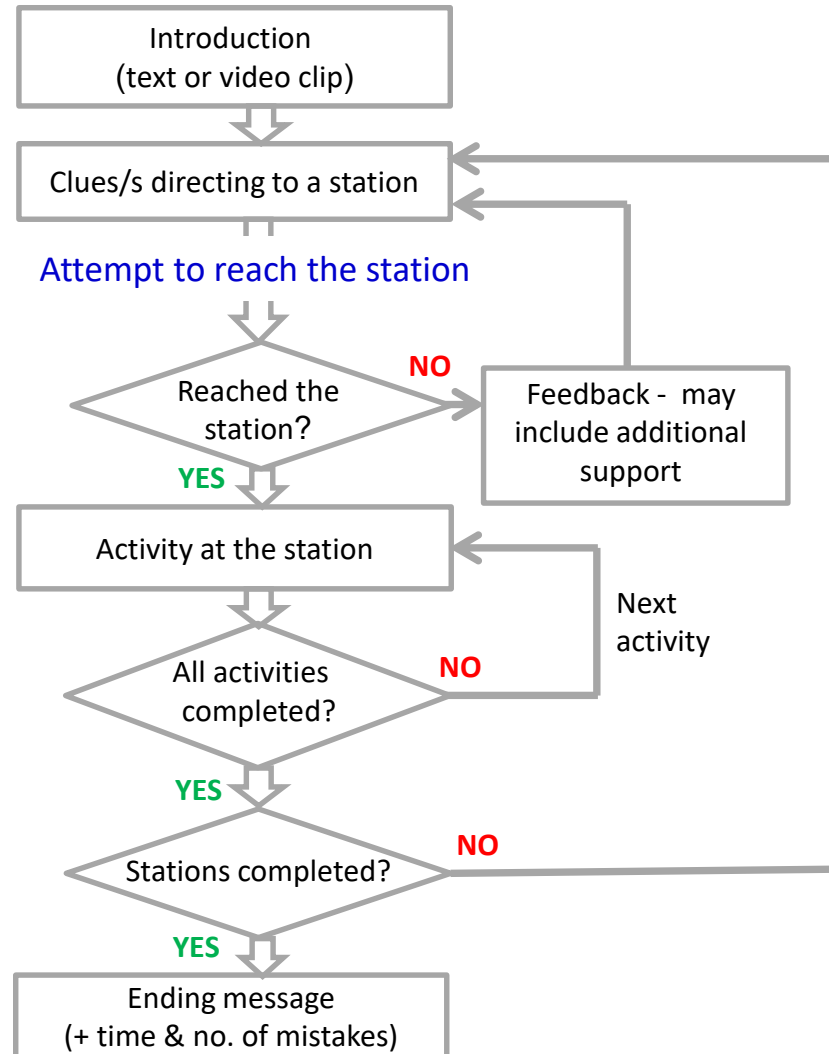
A Treasure-HIT game will operate like this:

Direct the players to the location of the station using text, pictures, links to websites, YouTube clips, puzzles or maps (static or interactive).

Checking location by GPS or by Barcode.

Any number of activities presented in a specific order as defined by the editor. May include single/multiple choice, Type answer, Creative tasks, Facebook tasks or physical team challenges.

Inclusion of activities is not mandatory – the game can involve only navigation challenges via clues directing to stations.



To next station: Players may be directed to different stations according to the order defined by the editor.

This Manual offers you support for creating effective and enjoyable games and adapting them to your goals and your target audience.

A [Player's Guide](#) is available. You can download it and adapt it to your specific game.

If you have not participated in a Treasure-HIT game as a player please look first at the Player's Guide.

You can read this through or open each topic separately, and return to this page

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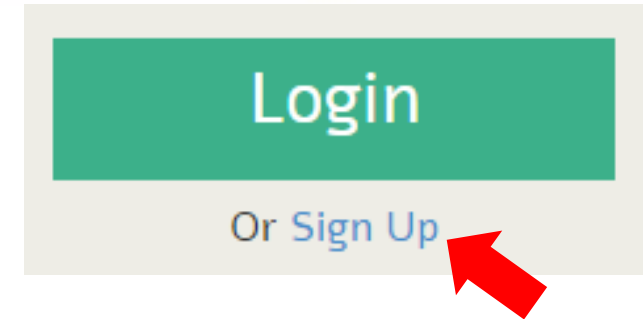
[Gallery: View products and share](#)

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In order to create and manage games you must Sign Up and become a Treasure-HIT editor.



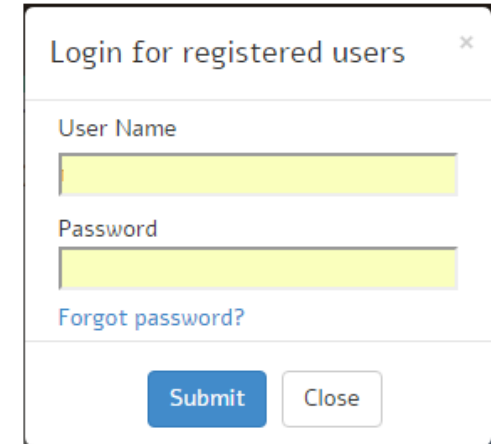
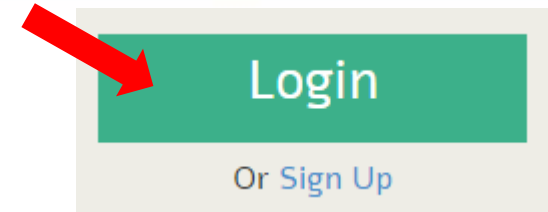
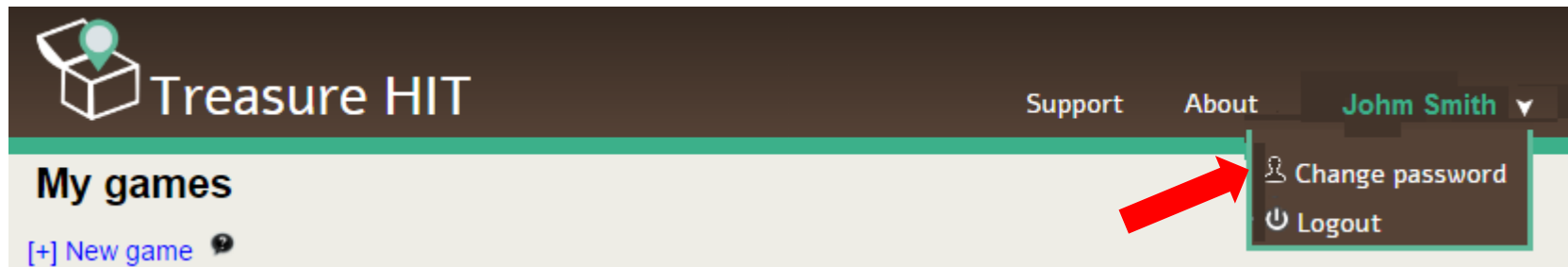
Fill in all the details required for the registration process. Use your [current](#) e-mail address. This e-mail will be used to complete the registration process and will serve as your username.

When the process is completed you will receive a confirmation and an initial password.

When your subscription is completed you can Login and create your own games:

User name: *your email*

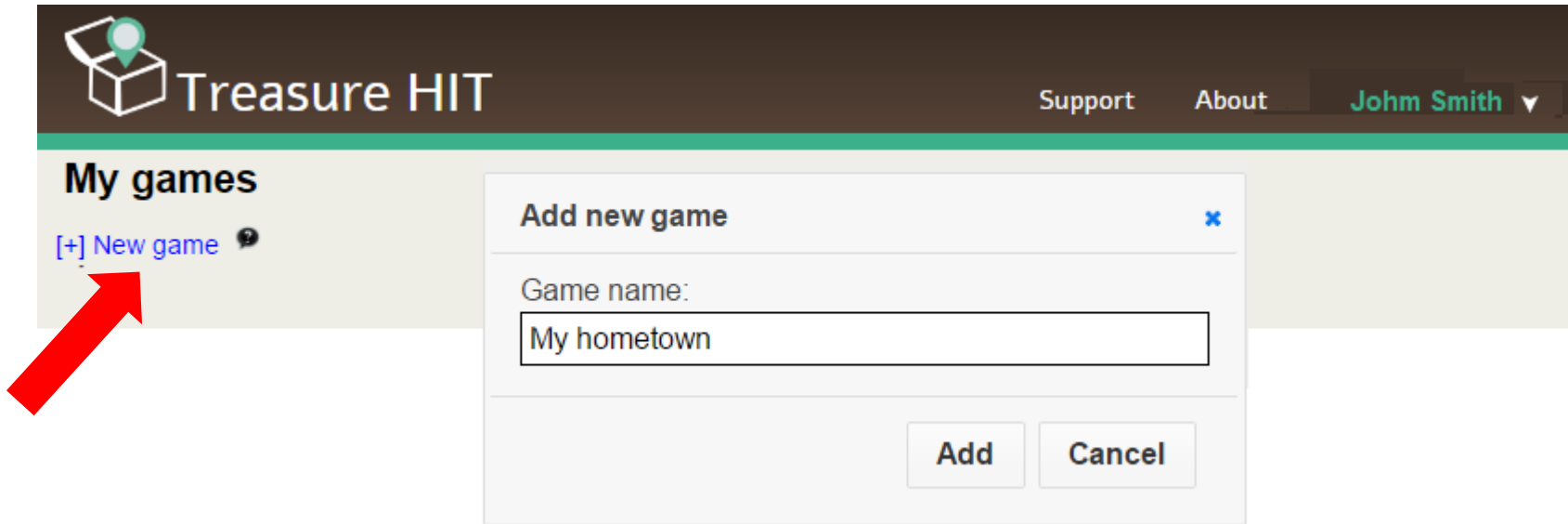
Password: *the initial password that you have received by e-mail.*

A screenshot of a login form titled "Login for registered users" with a close button (X) in the top right corner. The form contains two input fields: "User Name" and "Password", both highlighted in yellow. Below the "Password" field is a link that says "Forgot password?". At the bottom of the form are two buttons: a blue "Submit" button and a white "Close" button.

Your first action would be to **change** your arbitrary initial password so that you can easily remember it.

At first use there are no games in your “My games” list. All you can do is to define a new game.

Click [\[+\] New game](#) and type the name of your game. This name will appear in the app. You can change this name any time.



The screenshot shows the Treasure HIT app interface. At the top, there is a dark header with the Treasure HIT logo on the left and navigation links for 'Support', 'About', and 'John Smith' on the right. Below the header, the 'My games' section is visible, featuring a blue link labeled '[+] New game' with a small speech bubble icon. A red arrow points to this link. A modal dialog box titled 'Add new game' is open in the foreground. It contains a text input field labeled 'Game name:' with the text 'My hometown' entered. At the bottom of the dialog, there are two buttons: 'Add' and 'Cancel'.

The game settings will be presented:



My games » **Edit game: My hometown (11775)**

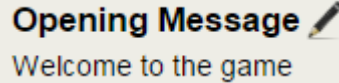
Game Settings:

Name:  My hometown	Opening Message  Welcome to the game	Ending message  You have finished the game, well done	Delay (sec)  <input type="text" value="10"/>
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- **Name:** The game name as it will appear in the app.
- **Opening message:** Will be presented to the players at the beginning of the game (as text or video).
- **Ending message:** Will be presented to the players when they complete the game.
- **Delay** after repeated mistake.

You can keep the default values and change them later by clicking the “pencil”.

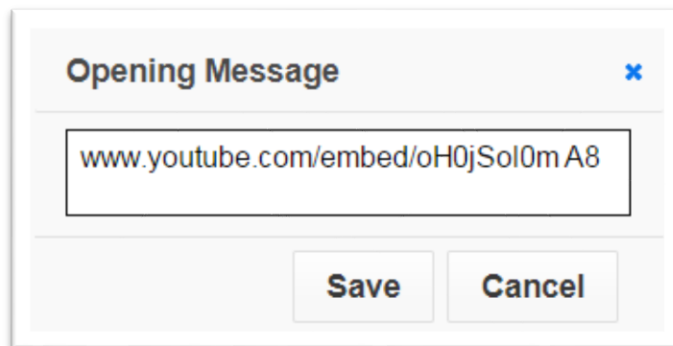
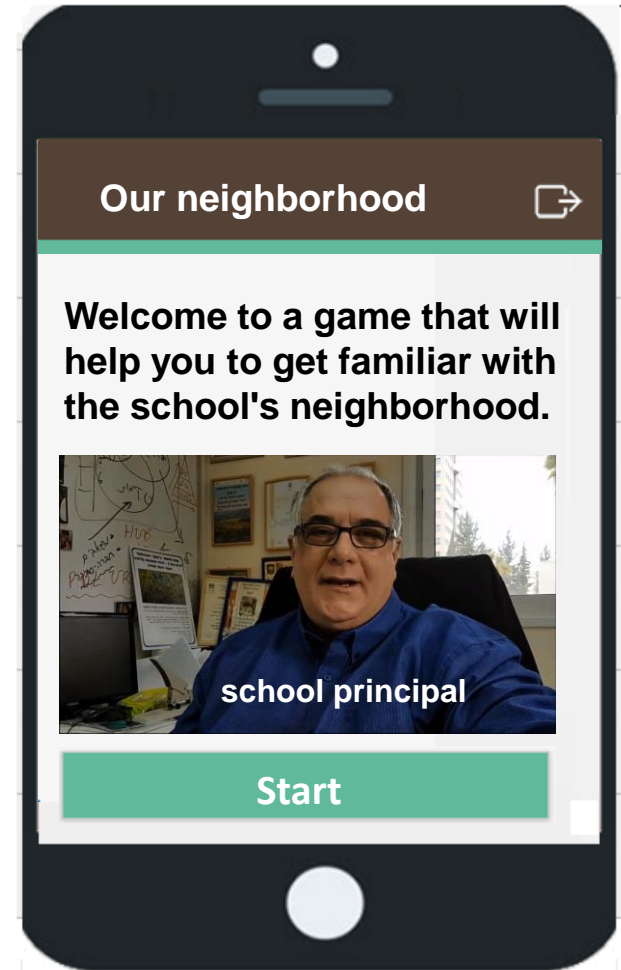
The system offers a default:



It is recommended to open a game with a short video of a significant figure for the game and the target audience, which addresses the players (the school principal, major, CEO)

How to ?

1. Prepare the content (max 30 sec) and the presenter.
2. Take a short video - phone is positioned **horizontally**.
3. Upload the video to YouTube and define it as "Unlisted".
4. Copy the link to the Opening Message and Save.

A dialog box titled "Opening Message" with a close button (x) in the top right corner. It contains a text input field with the URL "www.youtube.com/embed/oH0jSol0m A8". At the bottom, there are two buttons: "Save" and "Cancel".

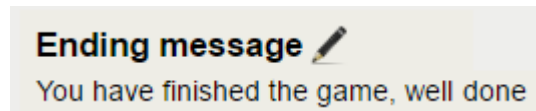
The Ending message will be presented to the players after they have **completed all the stations and tasks** as defined by the game creator.

This message will serve to:

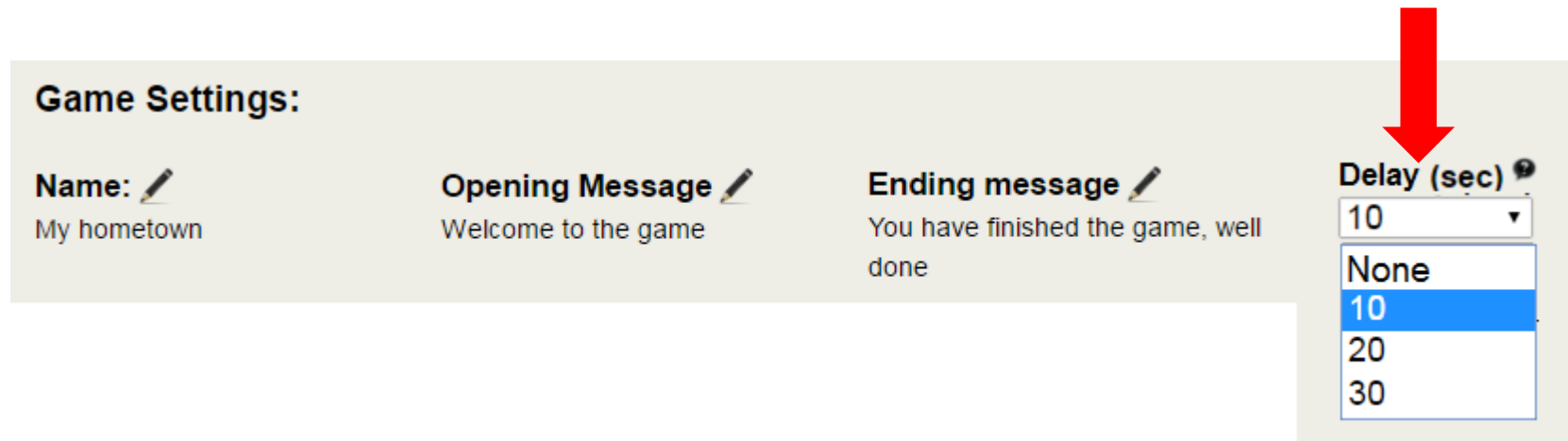
- Praise (already exists by default)
- Inform participants what happens next and where, for example:
“return to the class for a summary and presentation of the results”

If there is no gathering at the end of the game you can briefly summarize the game (short text or video as in the opening message)

Do not create a "station" where players are supposed to gather at the end of the game. For this purpose use the Ending Message as shown here.



The system allows you to automatically delay the players after two consecutive faulty answers to the same question. This delay is aimed to discourage random guessing.



The screenshot shows the 'Game Settings' interface. It includes four settings: Name (My hometown), Opening Message (Welcome to the game), Ending message (You have finished the game, well done), and Delay (sec). The Delay (sec) dropdown menu is open, showing options: None, 10, 20, and 30. A red arrow points to the '10' option, which is highlighted in blue.

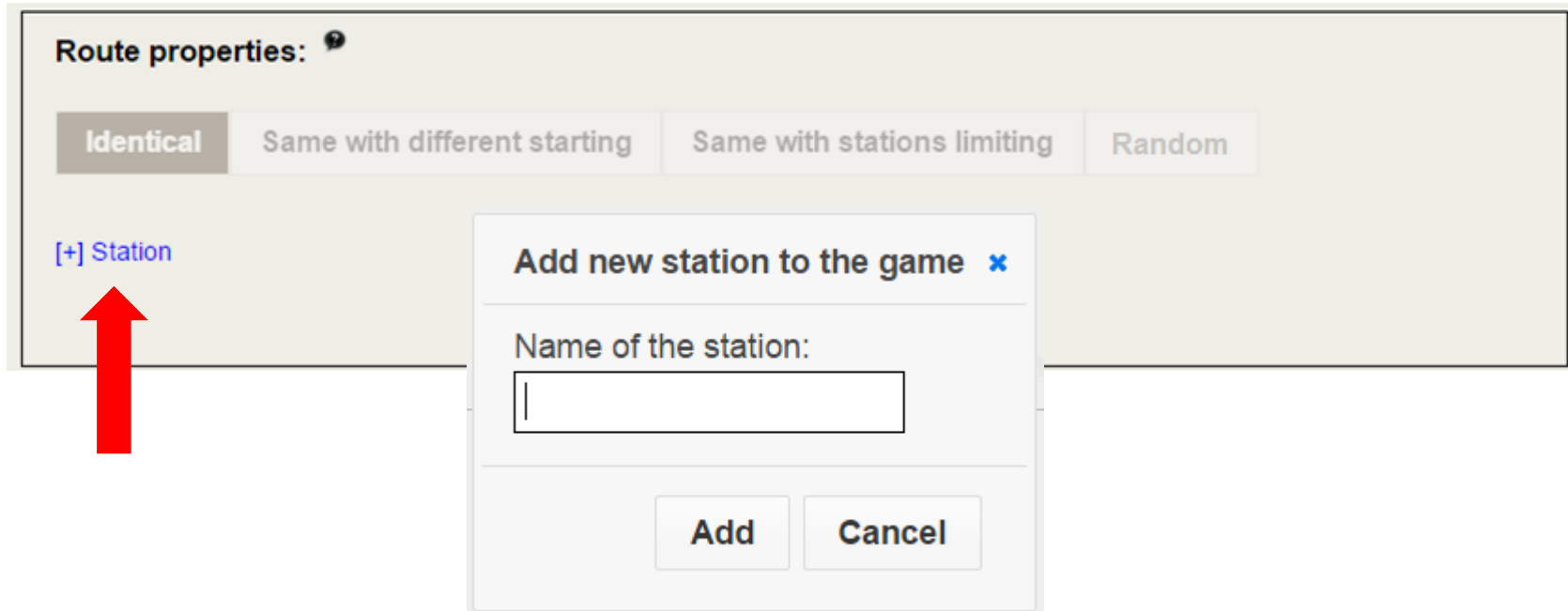
Setting	Value
Name	My hometown
Opening Message	Welcome to the game
Ending message	You have finished the game, well done
Delay (sec)	10

Delay (sec) dropdown menu options:

- None
- 10
- 20
- 30

The default delay is 10 sec. You can change it (up to 30 sec) or cancel it by selecting “None”.

To create a new station click [\[+\] Station](#) and define its name and “Add”.




The names of stations will **not** be presented to the players – they will only serve you as the game editor.


Use **significant** names related to the content (not 1, 2, 3) so that you can identify them easily during game preparation and operation.


The station definition interface consists of 4 areas:


My games » Edit game: My hometown (11775) » Edit Station: **Central park**

Name: 
Central Park


Verify arrival using: **GPS** Barcode Tolerance (Meters):


Route map 






Clues for identifying the station 


[+] Add clue


Feedback for successful arrival: 
Well done, you arrived to the station


Feedback for unsuccessful arrival: 
This is not the station. Please try again.

Tasks: 

 Single
 /Multiple choice

 Type answer

 Creative task

 Facebook task

Creating the clues that will help players identify the station

Defining the feedbacks for arrival

Creating the Tasks that will be presented at the station.

Defining the type of station and its location

Type of station – GPS or Barcode

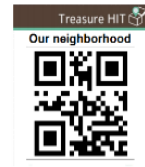
A station in the game can be defined as:



GPS


or


Barcode



Name:


Verify arrival using: **GPS** **Barcode** Tolerance (Meters):


Route map 




Arrival will be verified by activating the device's GPS.

Name:

Verify arrival using: **GPS** **Barcode** 

Route map  [Print barcode](#)



Arrival will be verified by scanning a Barcode placed on site.

To publish a game, you will need to define its location, even if your game is based entirely on Barcode stations.

So when you create a new game, set the position of the first station you create (it does not have to be the first station in the game).

Defining the location of a station

The Station is located using a Google map integrated into the system.

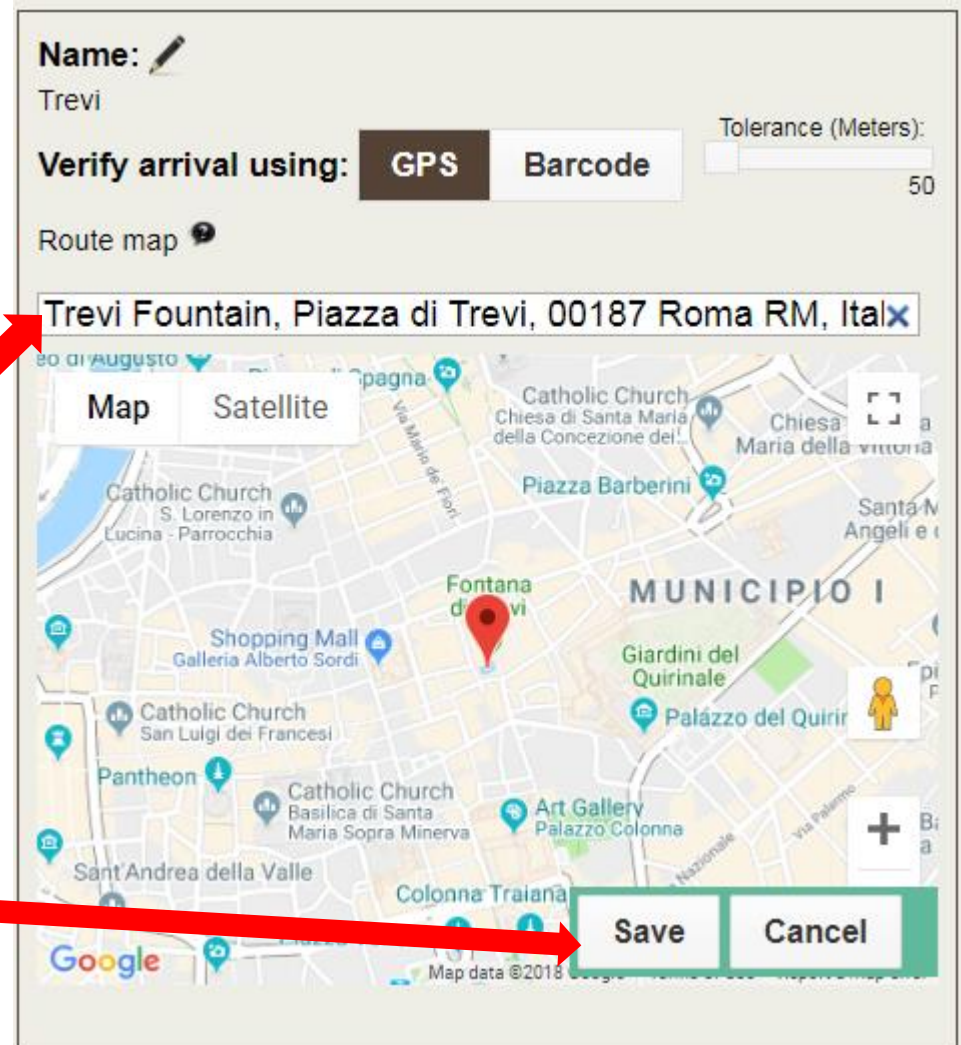
In the first station in a new game, the map will open in a random location or at your current location.

Select: Verify arrival using: GPS

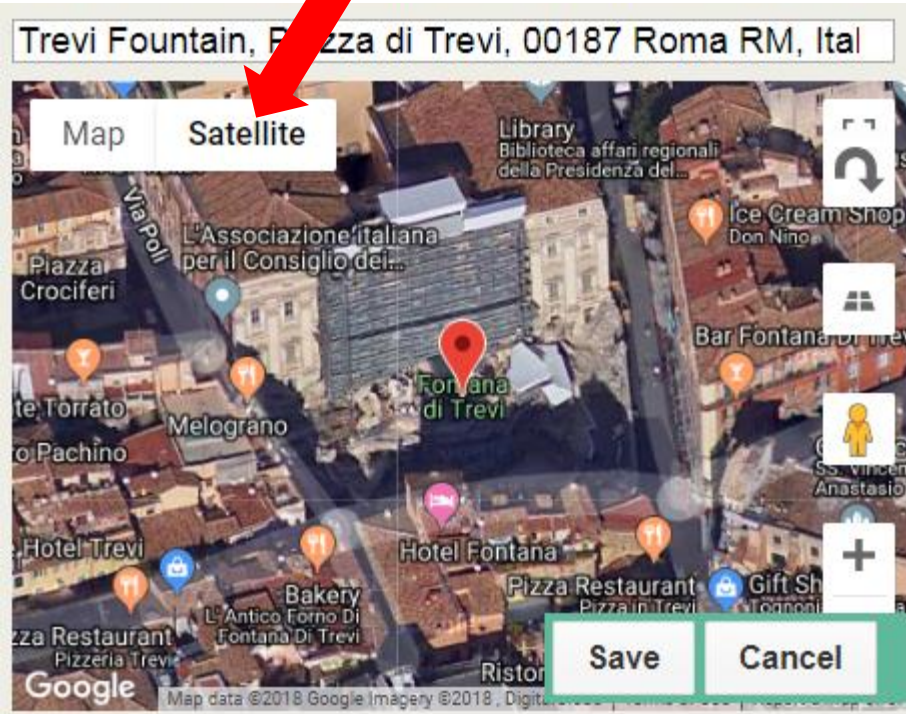
If you know the address, use the search engine and type in an address.

The map will **center** on this address and the place will be **marked** on the map.

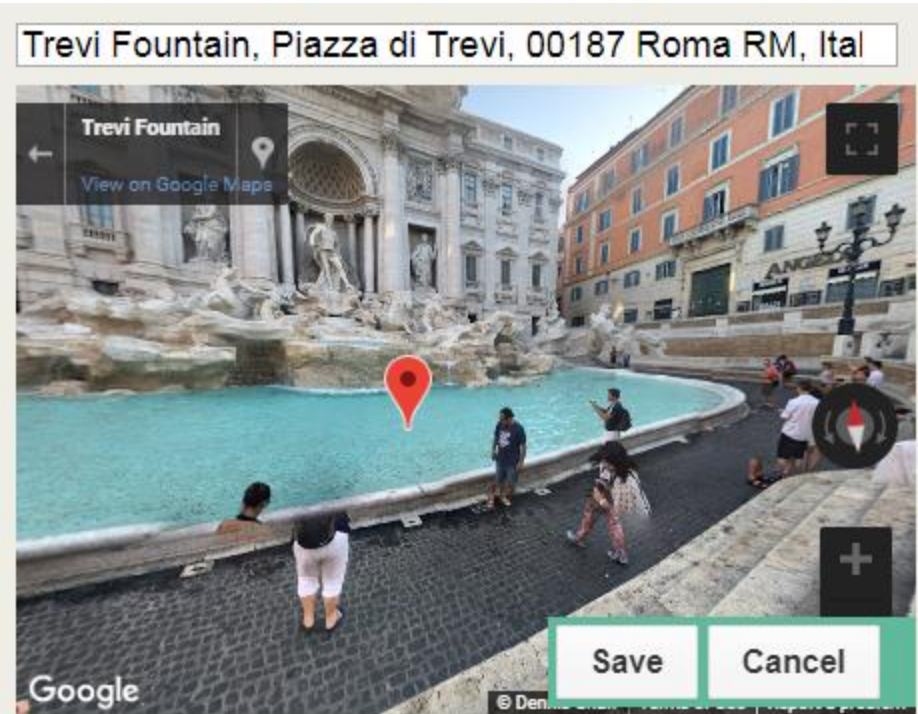
Save the location.



You can use the **Satellite** display to help you identify details of the terrain.



You can also use **StreetView** 🧑 – if available on this location.

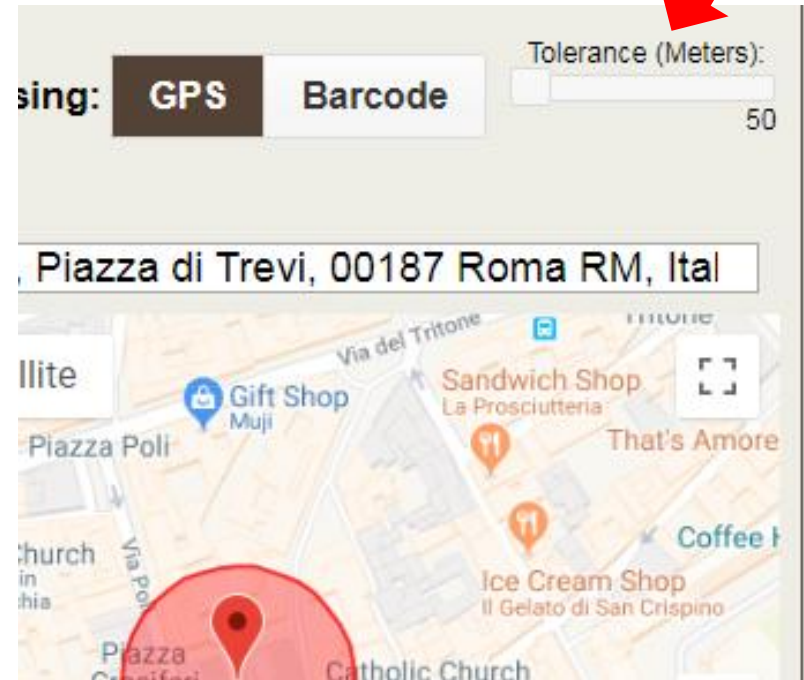


Move the point until you are satisfied with its location and Save.

The accuracy of arrival at the station (**Tolerance**) determines how far we will allow the players to be from the location defined in order for the system to confirm that they have reached the station.

You can change the Tolerance by dragging the precision meter or using the keyboard arrows.

The accuracy of GPS is **limited**. That is, if the player is standing exactly where the station is set on the map the location left by the GPS may be a few dozen meters away.



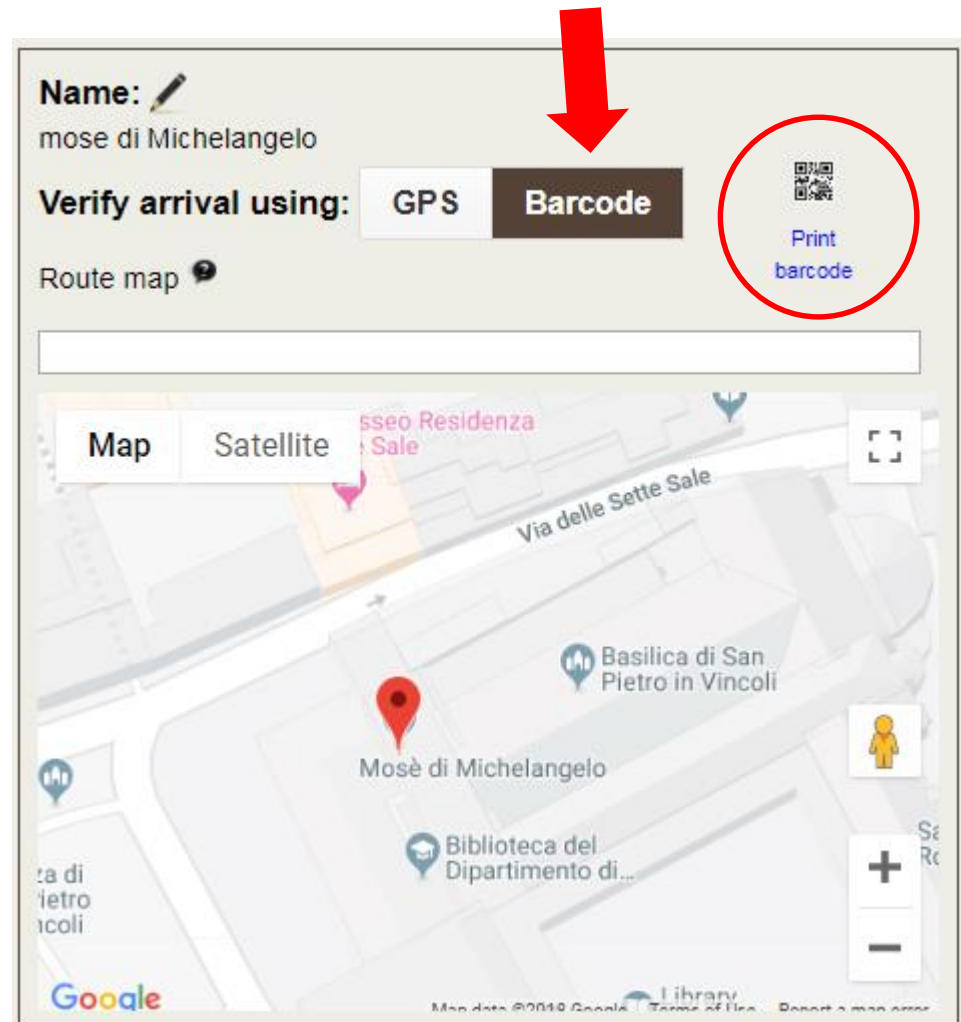
In order to allow the game to run smoothly and to prevent frustration and even abandonment of the game, it is preferable that inaccuracy in the arrival will be accepted as correct. Therefore, the min Tolerance that can be set in the system is 50 meters. To be on the safe side, it is recommended to set the Tolerance even higher (80-100), especially if the stations are far apart of each other.

If the station is located in a place that may not allow GPS tracking (e.g. inside a building)

Set Verify arrival using: **Barcode**, print the barcode and place it on site before you operate the game.

In this case, the “Tolerance” will not appear since GPS is not used.

However, the location of the station must be set as accurately as possible so that the system can associate the entire game with a particular location and present the layout of the stations on the map to help you set up a route.



Clues for identifying the station

Each station **must** include **at least one** clue.

A clue may consists of:

- Text (mandatory)
- Picture
- YouTube clip
- Link to a website or external game

You can add as many clues as you wish to a station – they will be opened separately.

The clue is aimed **only** to direct the players to identify the station and reach it. Do **NOT** present here long texts and do not ask questions.

To deal with content related to the station – use the Tasks .




Clues for identifying the station 

[+] Add clue

Edit Clue 

Write the clue content:

Arrive here

Upload an Image 

Supported formats: .jpg .png, .gif

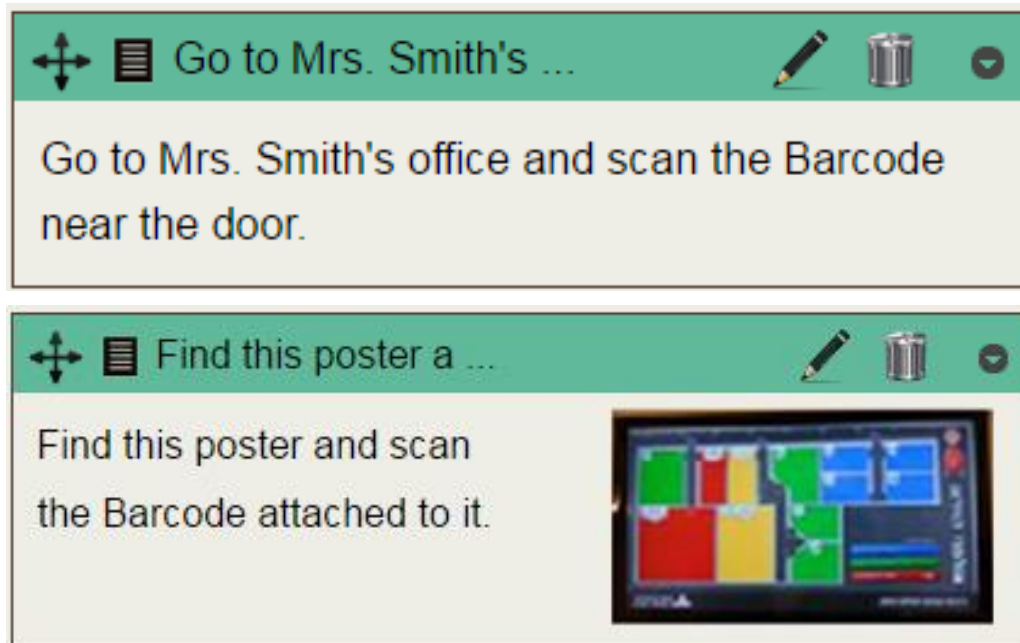


Save

Cancel

Arrival at a Barcode station will be confirmed by scanning the Barcode directly from the application.

The Barcode may be small and participants may not find it. Therefore, it is advisable to specify where to look for the it, for example:



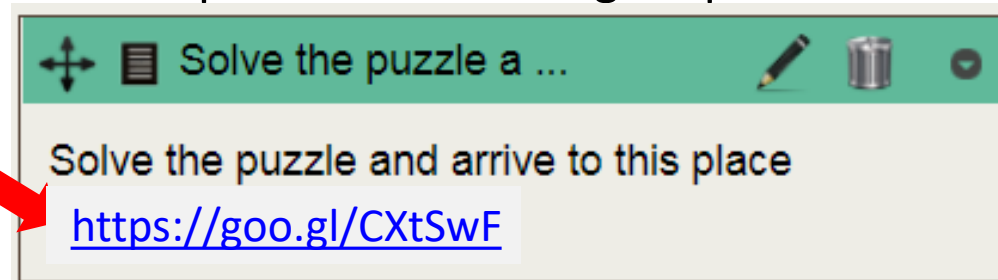
Instead of displaying a static image as a clue, you can use a puzzle (created with an online tool). Players will see the picture only after solving the puzzle.

How do?

1. Create a high-quality picture on your computer to serve as a puzzle.
You can include text in the picture and any content that will serve your purposes
2. Create an online puzzle using a suitable tool such as [Jigsawplanet](#) .
You can control the difficulty level of the puzzle (number of parts, rotation, shapes).
3. Copy the link to the puzzle and insert it in the clue.

An example created with Jigsawplanet:


You can try it –
click the link




The puzzle will open in a new page (outside the app). The game app will remain open and the players can return to it.

The system provides an automatic default feedback.



Feedback for successful arrival: 


Well done, you arrived to the station

Feedback for unsuccessful arrival: 


This is not the station. Please try again.

To adapt these feedbacks to your game, for each station click the pencil.



Feedback for successful arrival: 

Well done, you arrived to the entrance to SKEMA

Feedback for unsuccessful arrival: 

This is not the station. Look for the entrance on Rue Dostoievski

Feedback for successful arrival:

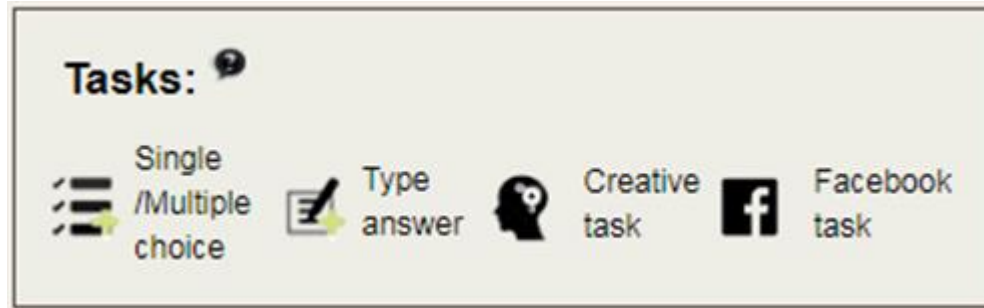
You can specifically mention the name of the place as in the example.

Do not provide here long info - the players will not read it since it does not contribute to their progress in the game. If you want to ensure that the players will read the info – refer to it in the **tasks**.

Feedback for unsuccessful arrival:

This feedback can be used to provide additional help, especially when the clue/s are challenging. In order to prevent frustration and even abandonment of the game. You can provide here the address or a link to an the interactive map.

When the players arrive to the station the Tasks will be presented.



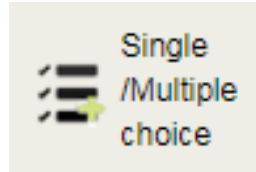
You can create four types of tasks:

- Single / multiple choice question
- Type answer (also used to control the completion of physical challenges)
- Creative tasks (of digital product)
- Facebook task

The clue/s directing to the next station will be presented only upon completion of all the tasks defined for the station.

Single/Multiple choice

Click the icon



- the question window will open.

Write the question and the possible answer options (correct and incorrect) that will be presented to the participants. At least one of the options must be marked as correct.

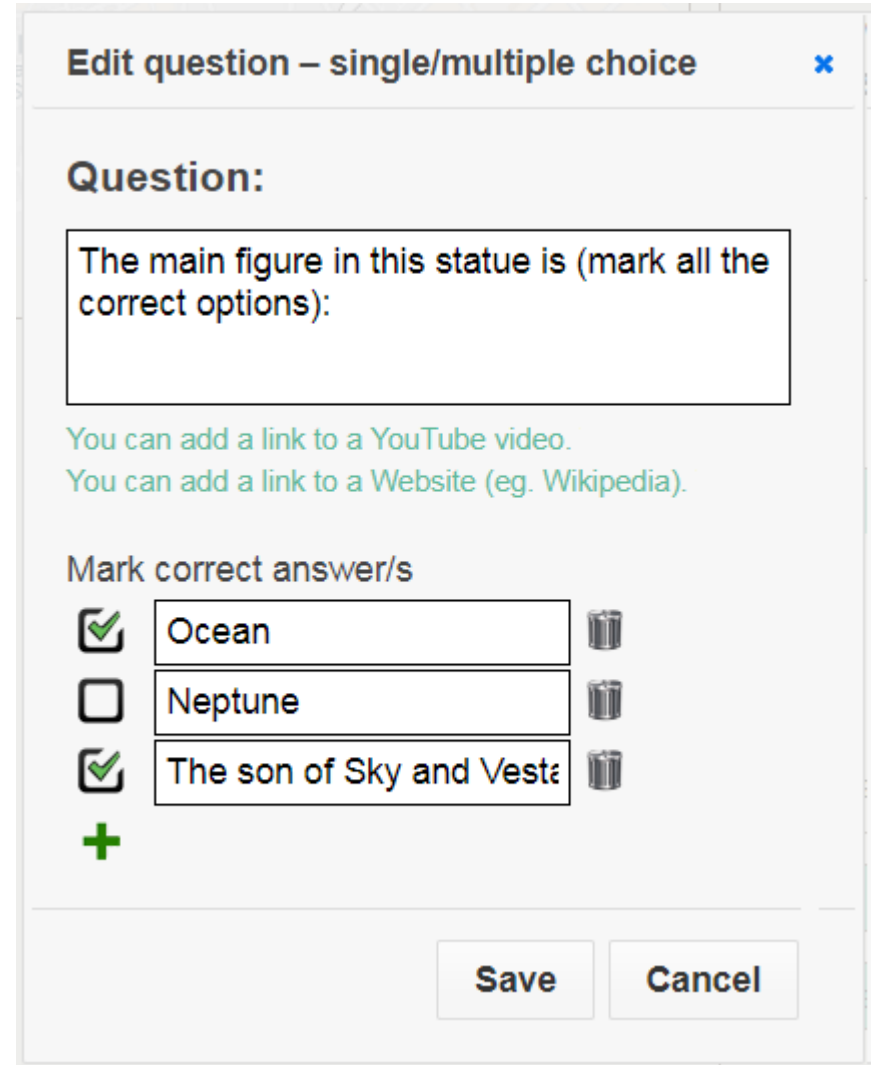
Therefore, when you create a new question, the first option is automatically marked as correct. When you add more options, you can change the settings as needed.

You can add more options using the 

The answers will be presented in a random order - each time in a different order.

When there is more than one correct option - a **complete** answer is **required**.

Therefore in such cases it is recommended to specifically mention it - as in the example.

The screenshot shows a window titled 'Edit question - single/multiple choice' with a close button (x) in the top right corner. The window contains a 'Question:' label followed by a text input field containing the text 'The main figure in this statue is (mark all the correct options):'. Below the input field, there are two lines of light blue text: 'You can add a link to a YouTube video.' and 'You can add a link to a Website (eg. Wikipedia)'. Underneath is a section titled 'Mark correct answer/s' with a list of three options: 'Ocean', 'Neptune', and 'The son of Sky and Vesta'. Each option has a checkbox to its left and a trash can icon to its right. The 'Ocean' and 'The son of Sky and Vesta' checkboxes are checked, while the 'Neptune' checkbox is unchecked. A green plus sign is located below the list of options. At the bottom right of the window, there are two buttons: 'Save' and 'Cancel'.

Do not number the answers (because their order presentation will be random) and do not link between answers:

~~The sculptor of this statue.~~

- 1. Was born in Rome
- 2. Was born in 1475
- 3. Painted the Sistine Chapel ceiling
- 1 and 3 are correct

~~The sculptor of this statue:~~

- Was born in Caprese
- Was born in 1475
- Painted the Sistine Chapel ceiling
- all answers are correct

Phrase the answers in a direct and separate way as demonstrated here:

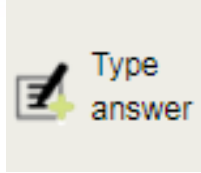
The sculptor of this statue (mark all the correct options):

- Was born in Rome
- Was born in 1475
- Painted the Sistine Chapel ceiling
- Was an apprentice of Ghirlandaio

The sculptor of this statue (mark all the correct options):

- Was born in Caprese
- Was born in 1475
- Painted the Sistine Chapel ceiling
- Was an apprentice of Ghirlandaio

Click the icon  - the question window will open.



Write the question and all the answers that you will accept as correct.


You can add options using the .


Present questions with an unequivocal and short answer (a word or two).


Try to anticipate and cover all the options and variants that you will accept as correct (including spelling mistakes – if you are willing to accept them).


The artist that created this statue:


Correct answers (alternatives)

Rodin 

Auguste Rodin 

François Auguste René F 

François René Rodin 

Auguste René Rodin 



The “Type answer” mechanism can be used to control physical team challenges that will be performed outside the application – like in “The Race to the Million”.

Such tasks require the presence of a "station manager" who will verify that the team has performed the task and then reveal the code that will enable them to continue.

Such a task will be defined in the system as an "open question" as demonstrated here. Invent a code and insert it as the “correct answer” to the task.



New question – Type answer question

Question:

Wear the triple ski and cross the yard without falling.
When you succeed the station manager will reveal the secret code.
Type the code here:

Correct answers (alternatives)



You can embed YouTube videos in clues and tasks in order to provide rich relevant info in a friendly way. The video will open **inside** the app – as part of the Task presentation.

All you have to do is copy the video URL to the clue (or task) window.

Watch what happens to the coins thrown to the fountain
https://www.youtube.com/watch?v=Z_GhQOr81TE
Some facts about these coins (mark all the correct options)



Watch what happens to the coins thrown to the fountain



Some facts about these coins (mark all the correct options)

- The coins are donated to Caritas, a Catholic charity organization that uses it to support the poor and to fund Aids shelters
- Visitors threw 1.5 million Dollars into Trevi Fountain during 2016
- Collecting coins from the fountain is a crime
- The Municipality of Rome uses this money to restore statues

You can use a relevant video that you have found on YouTube

or

Produce your own video clip and upload it to YouTube (as described for the Opening message).

It is highly recommended to use **short** videos (1-3 min max).



Creative
task

Creative tasks are designed to challenge the participants to produce original digital product/s, according to the games goals.

The products are stored in the system and at the end of the game they can be shared and used for follow-up activities.

The products of a Creative task can be:

- **Free text** - for example, write a limeric, a story, impressions from the place, questions about the place ...
- **Picture** - taken by the players according to specific instructions.
- **Link** - to a website or video clip. **The system does not store video files.** Participants can produce a video, upload it to YouTube and provide the link.

New creative task ✕

Creating free text [?]

Take a picture [?]

Link creation [?]

Task title:

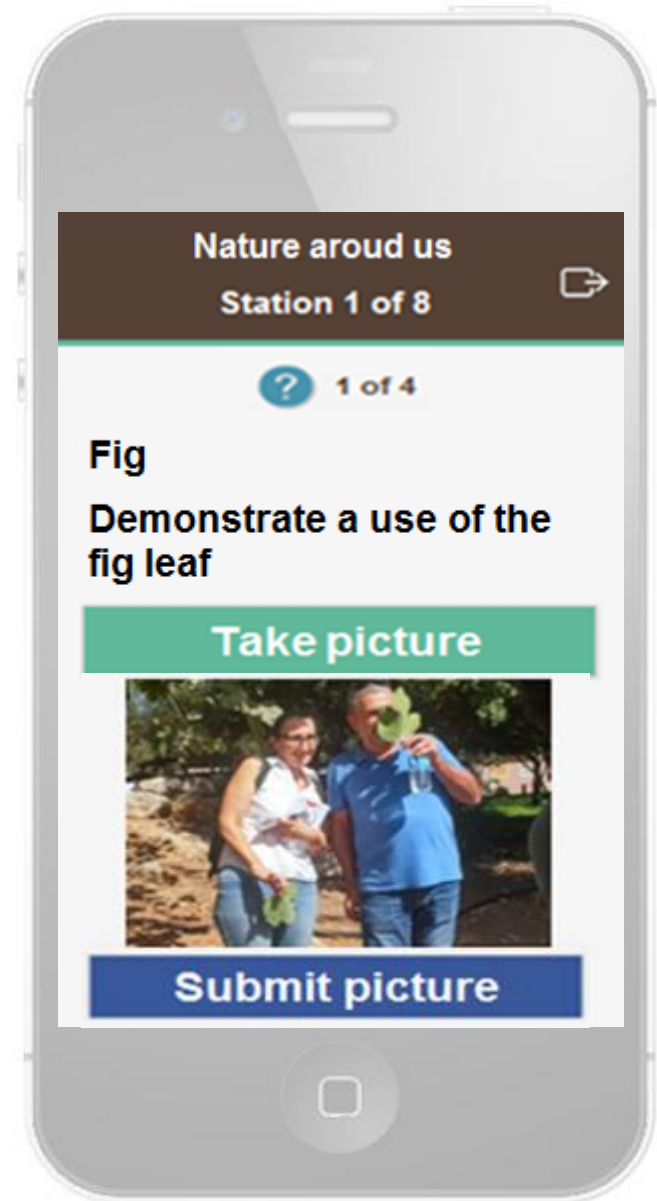
Instructions to players:

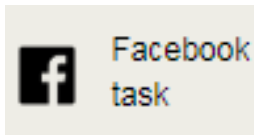
The artifacts created are collected in the game's Gallery, which can later be shared in different ways (email, Twitter, Facebook).

An example of a Creative task (picture) may look like this when activated in the app:

Creative tasks would challenge the players to build something using local natural available materials (leaves, stones, wood ...) and to document their products.

Such tasks can also use specific raw materials that were prepared in advance.





Facebook tasks are similar to the Creative tasks (Picture).

The players will be asked to upload a status (Text) or a status + picture to the Facebook wall of one of the team's members.

The process is automatic, without exiting the app, but it requires access to an active Facebook account from the game device.

Please note that you'll have to declare that the activity complies with Facebook rules (age 13 +)

Even if the age limitation is not an issue, players may not hold active Facebook accounts or will not be interested to use them.

Therefore, when presented in the App, Facebook tasks offer an option to “skip the task” and continue the game.

Recommendation: If you are not sure that Facebook use fits everyone in your target audience - avoid it and use only Creative tasks.

New Facebook task ✕

publish status [?]

publish image and status [?]

Instructions to players:

Take a selfie of team hugging the statue. Connect to Facebook with one of the team members' accounts, add a status to the picture and publish it.

I confirm that the activity is aimed for participants aged 13 +

Once you have created all the game stations you can define the “Route properties” - the order of presentation of stations to the participants.


Route properties: ?

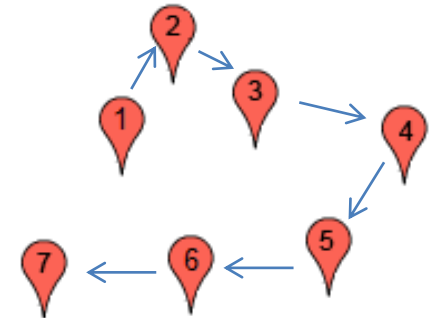
Identical

Same with different starting

Same with stations limiting

Random

Identical: The Stations will be displayed in the same order for all groups. Therefore it would be advisable to arrange the stations in a continuous order so that the players will not go back and forth. The order of the stations is controlled by dragging them to the desired location using the arrows  next to the name of the station in the station list.



What will happen? If all teams start at the same time, the result will be that the teams will just follow the predecessor and will crowd at the stations.

When is it suitable? This type of route is appropriate for a game that is not played simultaneously by different groups.

Same with different starting

Route properties: 

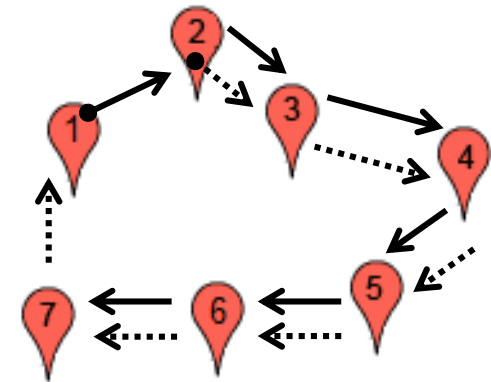
Identical

Same with different starting

Same with stations limiting

Random


Each group starts from a different station and all advance in the same direction (the order of stations in the list of stations). In the example the first group will start at station 1 and finish at station 7 the second group will start at station 2 and finish at station 1, the third group will start at station 3 and finish at station 2, and so on.








What will happen? If the teams play simultaneously they will be directed to different stations.

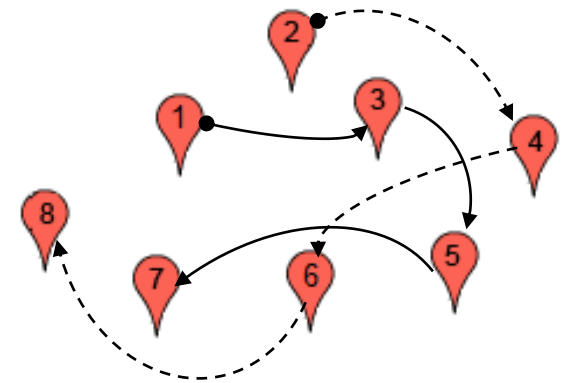
When is it suitable? This type of route is appropriate for a game that is played simultaneously by different groups and the number of groups does not exceed the number of stations.

Same with station limiting

Route properties: 

Same Route with limited stations  Last station for all  Number of stations for group 

Each group is directed to some of the stations (odd or even). The figure shows an example of a game that includes 8 stations while each group will be directed to 4 of them. The first group  will be sent to the stations 1,3,5,7 the second  to stations 2,4,6,8 the third (not marked in the figure) will start at station 3 and will continue to 5,7,1 and so on.



Setting up such a route provides a wider variety of different routes and reduces the chances that groups will crowd in the same station.

It is suitable for a game in which many teams play simultaneously. Since you know in advance that a team will be sent only to odd or even stations, you can create "pairs" of stations (1/2, 3/4, etc.) in which the tasks will be similar in content, level of difficulty, depending on your goals.

Random

Route properties: 

Identical

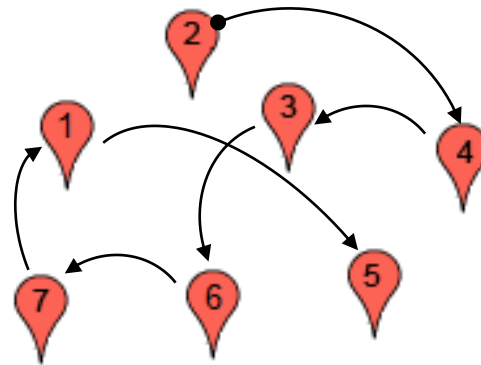
Same with different starting

Same with stations limiting

Random

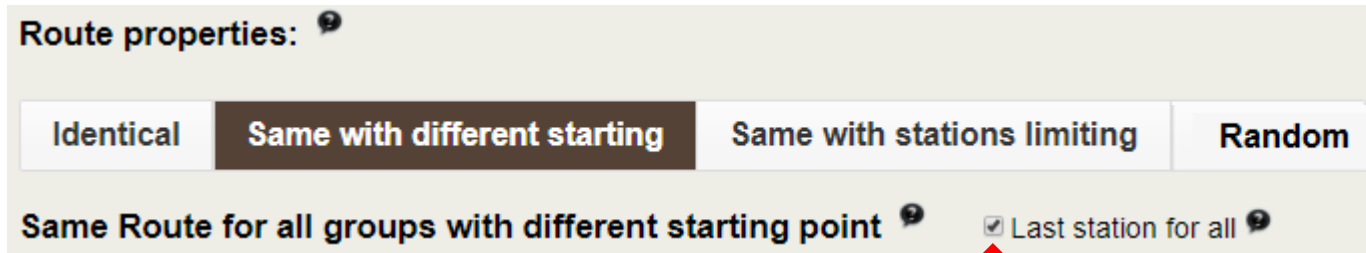
The system sets random routes so that each team will complete the game in a different order.

In the example the order of stations for this team will be: 2, 4, 3, 6, 7, 1, 5.

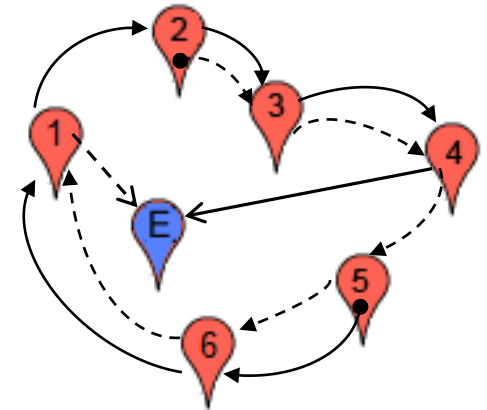


This type of route is suitable when the distances between the stations are small (for example, the game takes place in a school yard, in a small public garden, in a museum hall).

For all route types (except "Identical") you can define "Last Station for all".



This option is useful when teams are directed to different routes and you want to include in the game one station that will be shared by all groups. The example shows the tracks of two teams in a game that includes 6 stations + a last one for all. Each team will start at a different station, complete all stations and then will be directed to station (E).



Use this option **only if** the last station **includes Tasks** !

You do not need to define a station in order to send the teams to a meeting point after they finish the game. For this purpose use the **Ending message**.

You control the games you have created via the My Games list.

My games

[\[+\] New game](#) ?

Publish ?	Published until ?	Game name	Game code ?	View ?	Results ?	Gallery ?	Management
<input type="checkbox"/>	--	My hometown (8 stations)	54105				
	--	Central Park (2 stations)	11775				

 The game settings are not complete : the location of the station is not defined and/or there are no clues direction to stations

You cannot publish games whose name appears in red because their settings are incomplete - there are no clues leading to stations / location settings and therefore can not be played.

In order to activate a game you'll have to Publish it.
The system allows you to publish a game for 48 hours.



My games

[\[+\] New game](#) ?

Publish ?	Published until ?	Game name
<input checked="" type="checkbox"/>	19/4/2017 1:00	My hometown (8 stations)

A red arrow points to the 'Publish' column header and the checked checkbox in the table row.





You can re-publish the game any time .

Before you play the game with other people it is important that you check it out thoroughly.

To see how the game will operate (without location confirmation), you can click on the icon in the View column.


My games













[\[+\] New game](#)

Publish	Published until	Game name	Game code	View	Results	Gallery	Management
<input type="checkbox"/>	--	My hometown (8 stations)	54105				

When the first participant registers to the game, an icon will appear in the "Results" column.

My games

[\[+\] New game](#) 

Publish 	Published until 	Game name	Game code 	View 	Results 	Gallery 	Management
	19/4/2017 1:00	My hometown (8 stations)	54105			  	

Clicking this icon will open a page where you can view the updated status of the participants' performance.

You can choose whether to show all the results of everyone who subscribed, only the results of the teams that finished the game, or only teams that played in certain time ranges.





[My games](#) >> **Game results : My hometown (54105)**


Choose time period **Show all** Show only teams who completed the game


Since To **Show results**

For example, you can run the same game with different groups (classes) on different days and separately view the results of class.

The system creates the grading automatically. The grading is relative, weighting the content errors (as the main factor) and the total time.

Choose time period		Show all	Share results					
#	Group name	Starting time	Stations found	Ending time	Total time	Locations errors	Content errors	
 1	Princess	17/2/2018 11:09	6	17/2/2018 11:37	00:28:04	0	10	
 2	The Lions	17/2/2018 11:08	6	17/2/2018 11:32	00:24:21	0	14	
 3	The winners	17/2/2018 11:09	6	17/2/2018 11:32	00:23:01	0	16	
 4	Kings	17/2/2018 11:09	6	17/2/2018 11:39	00:30:23	0	17	

 Can be used to **permanently** delete “records”. For example, your attempts when testing the game, groups that have registered but did not play at all (0 stations).

 Share results

Allows you to share the results page - exactly as it is presented. If your game was played by different classes on different dates you can create different results pages by selecting the appropriate "time period" for each class.

If your game included Creative tasks of Facebook tasks and the participants have submitted any digital product – the Gallery will appear.

My games

[\[+\] New game](#)

Publish	Published until	Game name	Game code	View	Results	Gallery	Management
<input type="checkbox"/>	---	My hometown (8 stations)	54105				

Clicking the Gallery icon will open the game's gallery of artifacts.


The Gallery collects all the products submitted by the players during the game. The items are organized by stations and tasks.

By clicking on a product you can see a full view and browse through the products of the same task.




The icons at the top of the page will allow you to share the gallery link via email, Twitter or Facebook, or to present it on your website. (the shared page will not include the names of the teams)


Caution before you share!


Examine all products carefully and make sure that they are indeed worthy of sharing.


If necessary, delete  products from the gallery. Before sharing, you will be asked to confirm that you are responsible for the content you share.


Products' gallery - Happy Birthday


  


Station: Kineret
Selfie 





שלושת הבהמעלפות 




אבא על ארבע 




שבתאי בבנביסטי 


Station: Kineret
Limerick about the Lake 


הו כנרת
איזה ים, בעצם ימה
יותר כמו שלולית
או בעצם גיגית
תראו! הנה חבית


שלושת הבהמעלפות 

...ת שלנו בכלל לא עמוקה
...פה וחביבה שאין כמותה
...ם כאן לטייל וגם לנפוש
...חה לפעמים כואב הראש

Read more 

אבא על ארבע 

...שמנמים יצאנו לחופשה
...צות ראינו את השקיעה..
... התחבקנו עם העננים..
...אויי כנרת כנרת
..השמש היום נסתרת
...אוי כנרת כנרת
...הגענו כל השבט♥♥♥
Read more 

שבתאי בבנביסטי 

You can print the game details by clicking the printer icon in the management column. You may find this option useful/necessary in case you need help for managing the game in real time (for example – from older students or other teachers who are not familiar with the contents)

My games

[\[+\] New game](#)

Publish	Published until	Game name	Game code	View	Results	Gallery	Management
	19/4/2017 1:00	My hometown (8 stations)	54105				

The game printout will include:

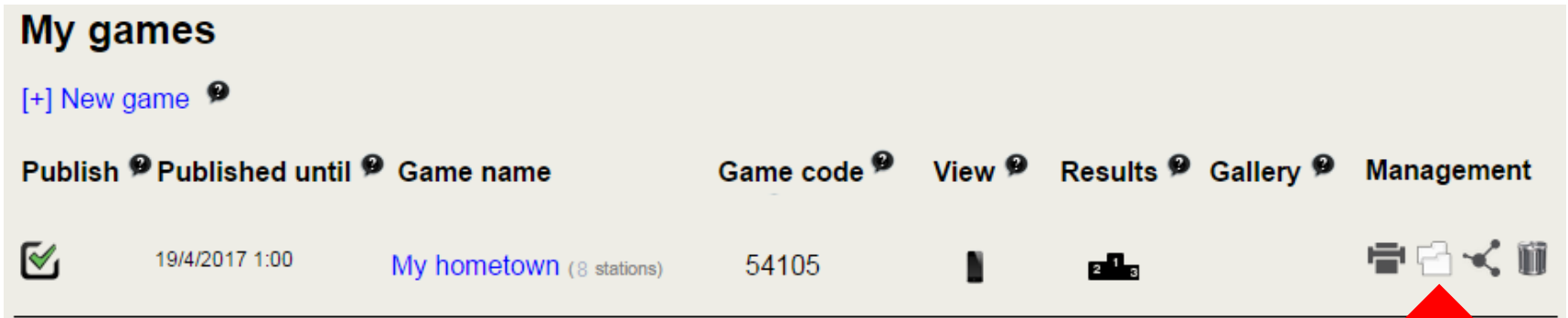
- Name of the game
- Game Code
- Type of route

For all game stations

- Station name + type
- The Clue/s
- The Tasks + markup of the correct answers








If the games includes Barcode stations: all the Barcodes for printing

If you want to create a version of a game based on the same stations but with different clues/tasks for different players (e.g. kids or adults) you can use the duplicate game option.



My games

[+] New game ?


Publish ?	Published until ?	Game name	Game code ?	View ?	Results ?	Gallery ?	Management
	19/4/2017 1:00	My hometown (8 stations)	54105				   

It will create a new duplicated game “copy of ...” that you can adapt it to your needs without changing the original one.

If the game includes Barcode stations the barcodes of the duplicated game will be **different** from those of the originals.


Share a game with another editor












Each game has only one editor who controls the content and can view the results and show them to the players.

You can send a copy of the game to another editor by clicking the  - if you know their username (e-mail).

The copy received by the other editor will act as a duplicate and will be a completely independent game. Changes introduced in this copy will not affect the source game.

My games

[\[+\] New game](#) 

Publish 	Published until 	Game name	Game code 	View 	Results 	Gallery 	Management
	19/4/2017 1:00	My hometown (8 stations)	54105				



You can ask other editors that you are in touch with to "share" with you with a copies of their games.

Enjoy creating games

List of Topics

Need more help ?

Please contact the support at: treasure@hit.ac.il