GAMIFIER

LEVEL UP VISITOR ENGAGEMENT

NINJA COURSE

A brand of **Techtopia**

HOW TO PLAY A GAME

Basic game

step 1
Login / Register in Gamifier
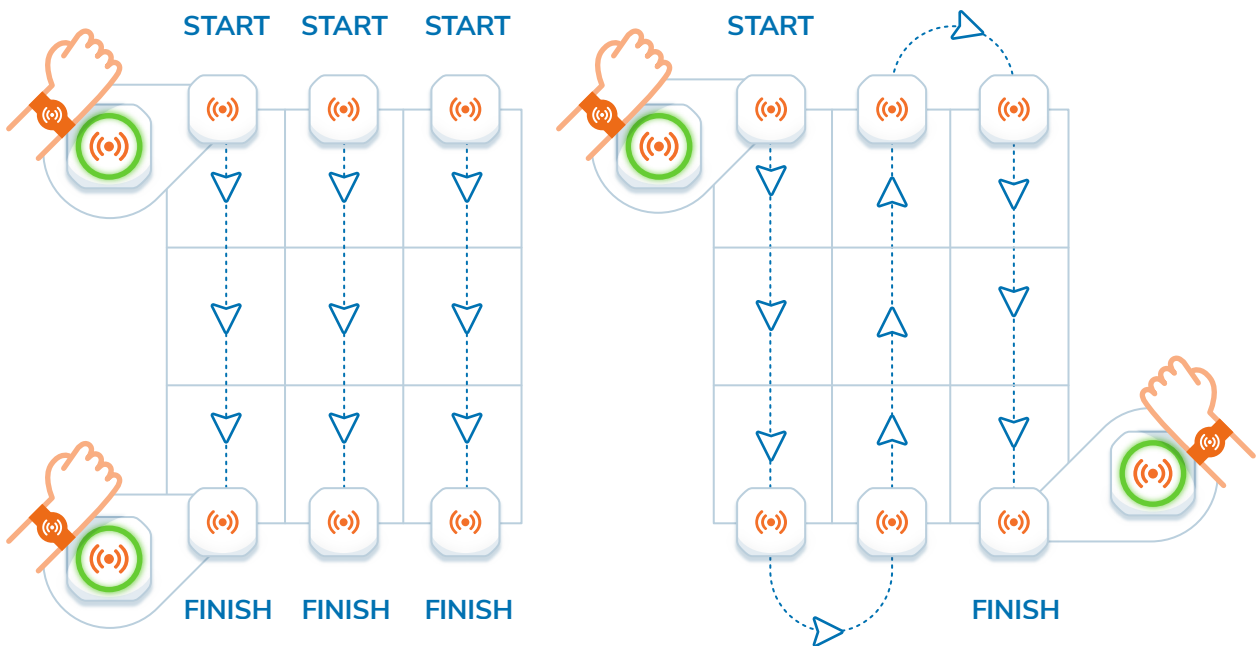
step 2
Scan your RFID wristband at the PlayTag on start

step 3
Play for time

step 4
Scan your RFID wristb and at the PlayTag on the finish

START   START   START

FINISH   FINISH   FINISH

START

FINISH

Numbers of players – one player on the lane.
The players must wait for each other at the start.

Medium game

step 1

Login / Register in Gamifier

step 2

Scan your RFID wristband at the PlayTag on start

step 3

Play for time

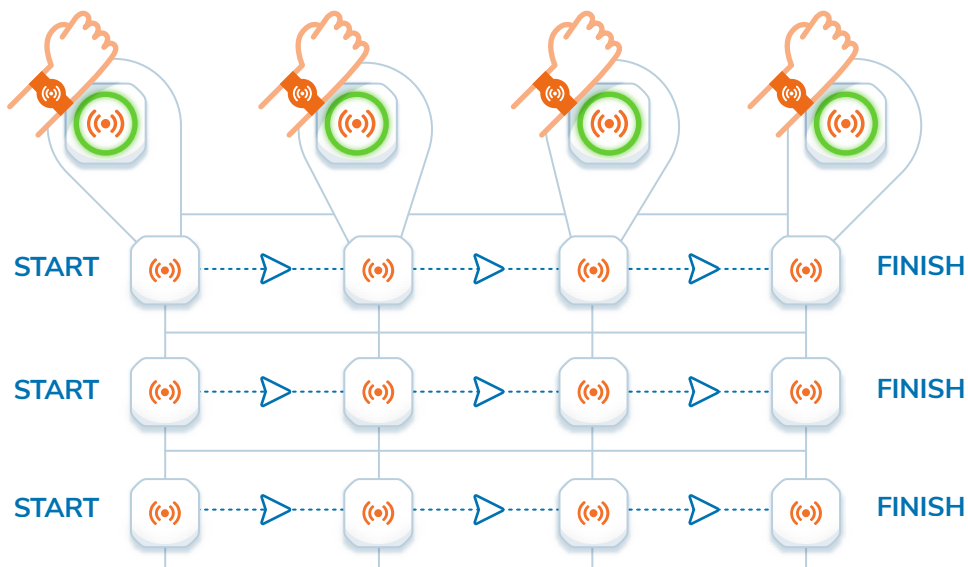**step 4**

Scan your RFID wristband at the PlayTagon the finish

step 5

Check scores on Leaderboard TV

START → → → FINISH

START → → → FINISH

START → → → FINISH

Numbers of players – one player on the lane.
The players must wait for each other at the start.

Advanced game

START **START** **START**

FINISH **FINISH** **FINISH**

step 1

Login / Register
in Gamifier

step 2

Scan your RFID
wristband at the
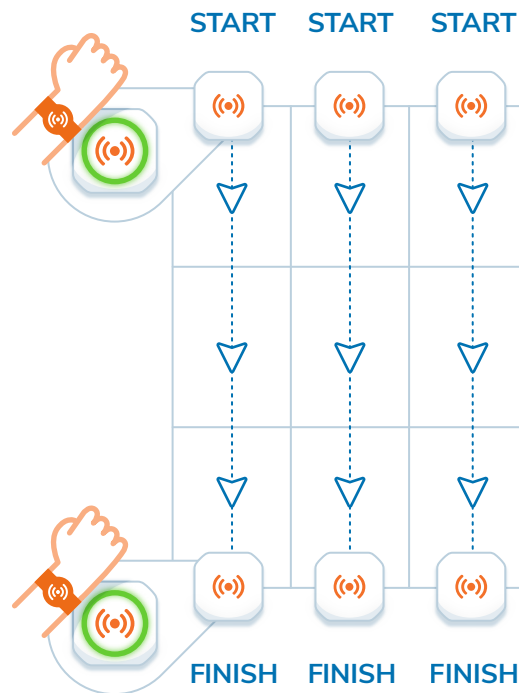PlayTag on start

step 3

Go ahead and scan your wristband at the PlayTag on the
next platform, marked in green color, in this way you will
stop your time. After the previous player starts his game,
you can scan your wristband at the same PlayTag, and can
start to play in the next section.

step 4

Check scores on
Leaderboard TV.

Numbers of players – 63 per hour on average.
The max players on the 3 section lane are nine at the same time.
Player's time will only be measured while on the obstacle and not while waiting on the platform.

HOW TO PLAY A GAME

Premium game

step 1

Login / Register
in Gamifier

step 2

Scan your RFID
wristband at the
PlayTag on start

START   START   START

FINISH   FINISH   FINISH

1 ★★★★★
2 ★★★
3 ★

step 3

Go ahead and scan your wristband at the PlayTag on the
next platform, marked in blue color. On the opposite side,
you will find another PlayTag in green color, which will
start your time for the next section.

step 4

Check scores on
Leaderboard TV.

Numbers of players – 63 per hour on average.
The max players on the 3 section lane are nine at the same time.
Player's time will only be measured while on the obstacle and not while waiting on the
platform.
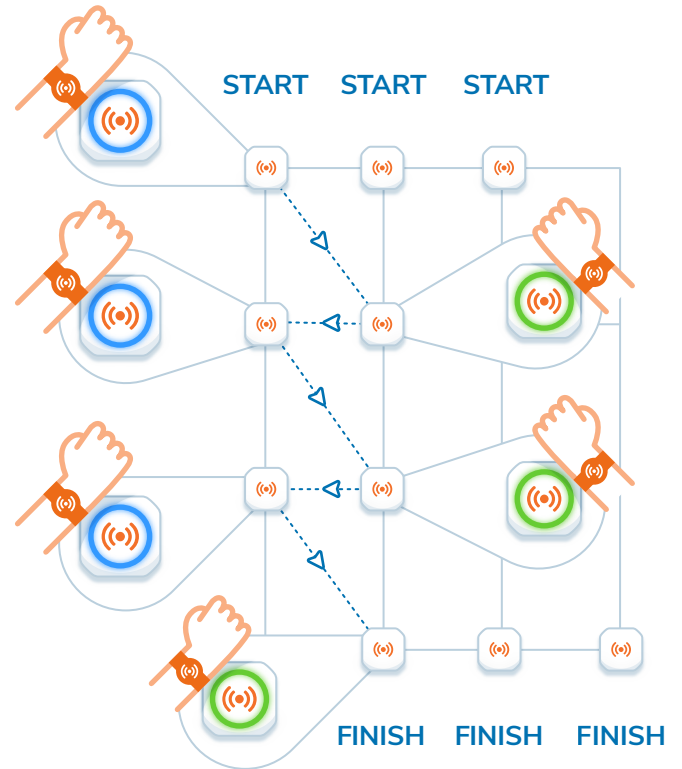
LEVEL UP VISITOR ENGAGEMENT

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Players can play on the NinjaCourse by scanning their RFID wristbands on the start and finish PlayTag at each lane. Time is measured between the start and finish and scores are added according to the difficulty of the lane/section.

On the basic & medium configurations, there are PlayTags only at the beginning and the end of each lane.

* Players can start and finish in the opposite direction too.

Multy-directional

Multi-directional passes are supported. Players can scan on each PlayTag or only on the finished ones. Gamifier will handle all cases.

Cheating prevention

A minimal time is added and players are not allowed to finish before it.

START   START   START

START

FINISH   FINISH   FINISH

FINISH

GAMEPLAY OUTLINE
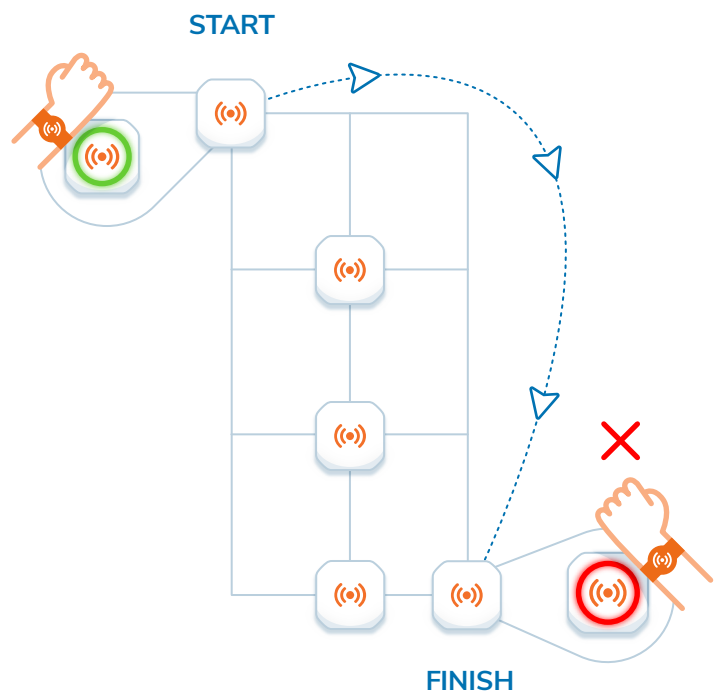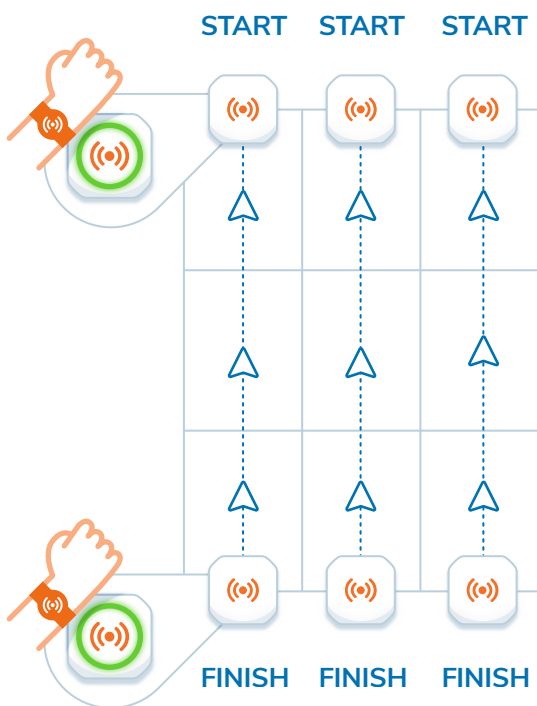
Playtag animation

PlayTag animation during scan to start timer

0 sec ——————————————————————— 1 sec ————————————————————— 2 sec

Tik-Tok sound

PlayTag animation during scan to stop timer

0 sec ——————————————————————— 0.5 sec ————————————————————— 1 sec

high pitched melody

Premium start timer in section

0 sec ——————————————————————— 1 sec ————————————————————— 2 sec

Tik-Tok sound