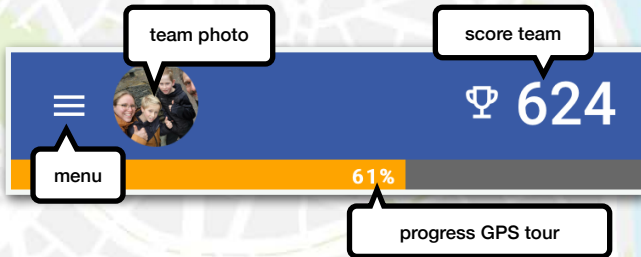


HEEL HOLLAND

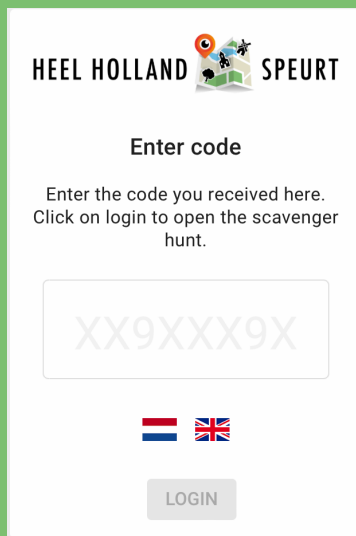


SPEURT

Code GPS tour



EXPLANATION LOGIN GPS TOUR



How does it work?

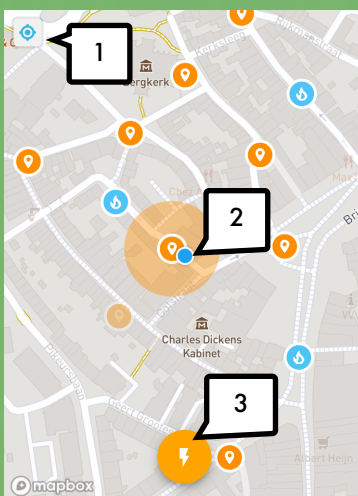
- Open a browser on your smartphone and go to <https://speur.app>
- Enter the code and click on login
- You are registered for the GPS tour

Special tip: place the *speur.app* on the home screen of the smartphone

Tips during GPS tour

- Start with a 100% charged smartphone
- Pen and paper are handy for on the go
- Split the roles within the team (messaging, check-in, search photos)
- Via Menu > Connect you can connect other GPS tours (live-ranking)

EXPLANATION HOTSPOTS CHECK IN



How does it work?

1. Select the interactive map and activate the GPS
2. Walk to a nearby hotspot (own position blue dot) so that the hotspot lights up
3. Click on the orange button with flash icon to check in the hotspot: you will always receive a message and/or new hotspot

Tips good GPS operation

- Test the GPS at home with the *speur.app*
- Allow your web browser to use GPS
- The GPS needs a few minutes to get accurate (fix)
- The GPS will not work as well between tall buildings



EXPLANATION SEND / RECEIVE MESSAGES



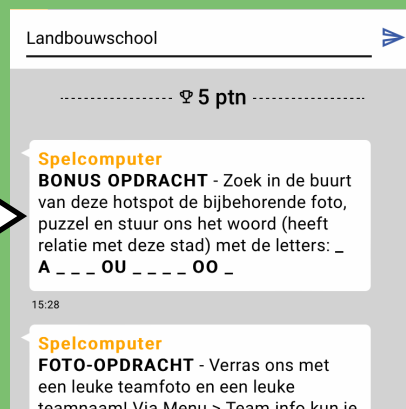
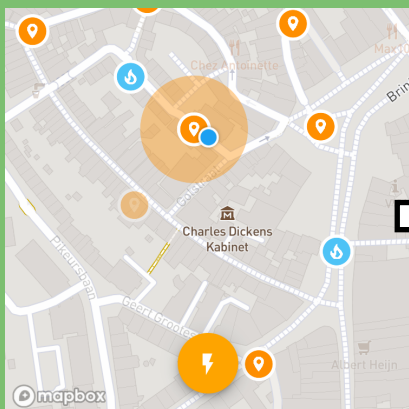
How does it work?

1. You can send messages at the top of the messages box
2. Sent messages are on the right
3. Received messages are left in the message box
4. New posts will be added to the top of the list

Good to know

- Check your message box regularly, so you don't miss any information
- Unread messages have a red dot after the timestamp
- Scores for questions and assignments are displayed in the message box

EXPLANATION PHOTO CLUES



Check in hotspots

- Open the map and activate the GPS
- Walk to a hotspot and check in the hotspot
- Check the message box for assignment with photo clue

Search photo clues

- Take a good look around the hotspot (5 - 25 m) if you can find a photo from the list of photo clues (last tab)
- Use the clue in the photo (orange bar) to solve the assignment

Solve assignment

- Use Clie (*NCL SWBDHL*) to solve assignment *_A_ _ _OU_ _ _OO_*
- Send *LANDBOUWSCHOOL* via the message box to the game console