

**Do we need Wi-Fi/data access for this activity?**

Each team captain will require access to the internet via data or wifi, as they will be submitting challenge responses on behalf of their team.

**What type of device can be used for this activity?**

Team captains can access the WebApp using a web browser on their preferred device.

**Who will be using the WebApp?**

Team captains will be the only members of each team logging into the app, so they can submit challenge responses on behalf of their team.

**Do we need to bring anything to this activity?**

Your teams may like to have water, pens, and paper with them but many of the challenges are designed to have teams get creative with how they complete them. We recommend providing copies of the challenge lists to each team when you give them the entry code for the activity, and do not share prior to the event.

Note: Please ensure you are not providing the teams with the Challenge List that includes the challenge responses.

**Can the event organizer (you) participate in the activity?**

Yes. The event organizer can certainly participate in the activity with the group. We recommend that if you participant you provide the other teams a way to contact you in case they have questions about the activity.

**Does the activity stop automatically?**

The activity does not have a hard “stop” time. The running time will be decided by you, the activity organizer, and must be communicated to the group accordingly. We recommend that you wait a few minutes after the “stop” time for the leaderboard to load and then take a screenshot of the leaderboard at the correct “stop” time for the event.

**How long will my activity take?**

The running time will be decided by you, the activity organizer, and must be communicated to the group accordingly. We recommend approximately 1.5 hours for most activities. For outdoor scavenger hunt style activities, we recommend 2-2.5 hours. Please note that the introduction and conclusion/closing of the event typically take about 15 minutes each, so please ensure to plan that into your activity time.

**EG. 1.5 Hour Activity**

- 15 minutes for introduction
- 1 hour playing time
- 15 minutes for wrap-up/conclusion/announce winners

**Will teams complete every challenge?**

There are 60 to 80 challenges in most activities. With the 1.5-2.5 hour time-limit, teams won't usually complete every challenge, but instead must strategize and work together to complete as many as they can. In most cases, teams will not be able to complete every challenge within the timeframe they are given. This is to encourage strategy and competition. Certain challenges may be more difficult, but worth greater points. Teams may choose to complete more large-point challenges, more small-point challenges, or a mix of both.

Note: If you are running a Clue Murder Mystery event, the goal is to complete all challenges, and we recommend completing the challenges in order as they appear and allowing teams enough time so that they can guess the murderer!

### **Can I change my team name or team photo?**

You are not able to change your team name or photo once you have joined the activity. If you wish to do so, you must log in and join as an entirely new user.

### **How does my team complete challenges?**

Once you are signed into the app and logged into the activity, click on Challenges. Select the challenge you wish to complete, and instructions will appear. Read the instructions carefully and complete each challenge by submitting a photo, video, or text via the 'complete' button in the bottom right-hand corner of the page.

### **What if a device dies or the team captain must leave?**

Another player can log into the activity using the SAME credentials (username & password) as their teammate to continue playing with that team. However, we recommend only having one player per team submitting challenges at a time.

Note: If another player logs into the activity with different credentials, but wishes to play on an existing team, a new team will be created for their log-in and the scores will remain separate.

### **What if we experience Webapp issues?**

If you notice submissions not appearing in the Leaderboard, ensure there is a good Wi-Fi or data connection and give them a few minutes to load. If there are other technical issues with the app, try the following:

1. Log out of the activity & log back again.
2. Close any other pages or tabs that may be open on the device.
3. Try playing through another web browser or a teammate's device with the same login credentials.

### **Can I test the activity before my event?**

Yes. You can test the activity before the event. We ask that you do not create more than 5 test teams prior to your event. If you need any submissions removed, please reply to your confirmation email and your Outback Operations Coordinator will look to assist you.

### **How do I download my media after our event?**

Please contact your Operations Coordinator at [events@outbackteambuilding.com](mailto:events@outbackteambuilding.com) to get a download link for your media.