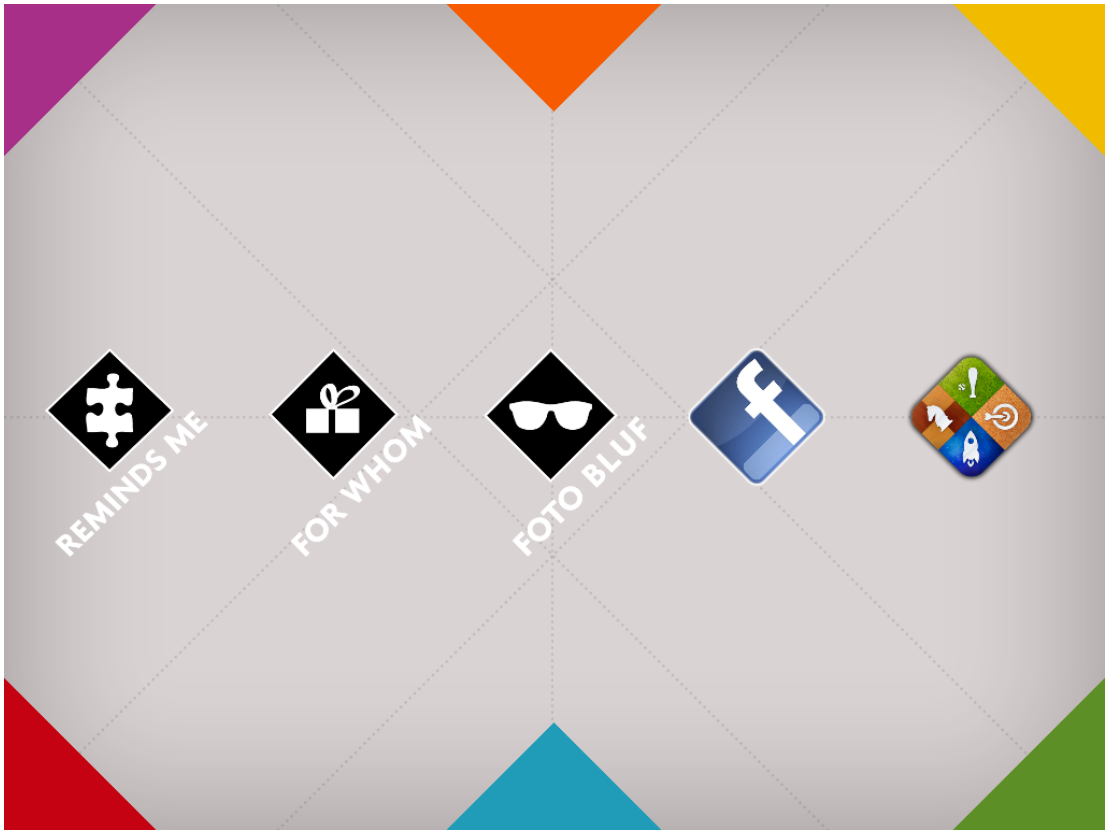
MANUAL



Play With Your Life

Express to Connect

Get together with family or friends and discover things you never knew about your fellow players!

Introduction

Play with your life is an application for the iPad, consisting of three games that use personal photos of the participants. The aim of the game is to earn as many points as possible, but above all to trigger stories and conversations. The game can be played at an easy pace and may be interrupted at any point to discuss the images or to share anecdotes. This manual gives general information on the goal and the use of Play With Your Life, and step-by-step instructions for each of the three games.

GENERAL INFORMATION

Playing with personal content

Players can choose from three different games. Each game uses personal pictures to start interacting and telling stories about the players' experiences. The games are played with personal media because this enables players to reflect on personal and shared events, and to get to know the others better. As we want the game to be uplifting and empowering the content should support this – creating or renewing the contact with good, positive moments in life and with resources that were forgotten.

The games can be played with digital photos that are stored on the iPad (iPhoto), photos from Facebook, or photos (from analog photos) that are taken with the iPad camera. Some generic images have the potential to elicit engagement as well, for example when displaying events that represent an era, a famous person, or the town people live in.

Connection to social network

Social networks offer the potential for people to connect, exchange media and share experiences. At this point in the pilot phase players can connect to Facebook to invite friends, import photos and upload so called 'mementos' of the game. When users log in to Facebook, their account will remain active untill the game is being reset.

Use of the iPad

Play with your life is played on the iPad. The tablet can be placed at a table. The participants gather around the tablet so they can all see and touch the screen. The players are guided through the game with the help of message bars. The dark grey bars with white text are instructions for all, whereas the white message bars with colored texts represent instructions for individual players.
During the game the participants can operate the touch screen with a couple of basic gestures:

- To dismiss a message bar: tap the message bar once and it disappears
- Shuffle photos on the board: drag the photo with the finger.
- Enlarge a photo: tap a photo once to make it full screen and tap it again to make it small again
- Typing: when written input is needed, a touch keyboard appears automatically. Press the 'done' button when finished to make the keyboard disappear.

Apart from the touch screen there are two physical controls that can be used:

- To exit the game: press the home button, located at the front below the screen (see image left), to go to the desktop of the iPad.
- To adjust the sound: press the rectangular button on the side of the iPad (see image right) to increase or decrease the volume

Left: home button to exit the game; right: volume button to adjust the sound

Preparing content for the games
Before starting the game the content should be prepared. Apart from some default photo albums, users can import photos from the camera roll or from iTunes. Photo albums from iTunes must be organized on a regular computer, and then synchronized with the iPad. They can not be edited on the iPad directly.

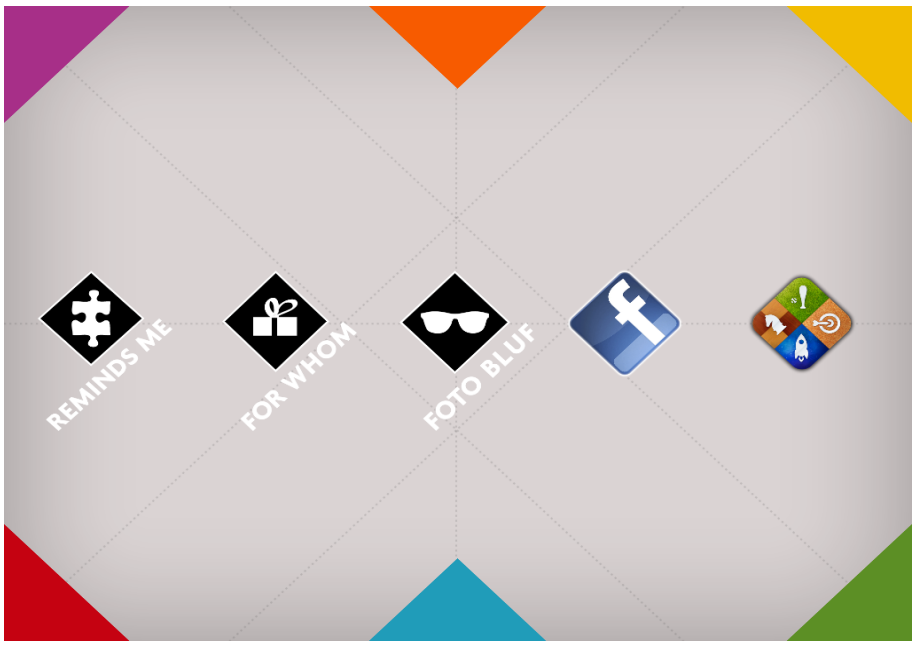
Troubleshooting
Play with your life is a prototype, which means that bugs might occur. In case this happens, please let us know what happened, and where it happened during the game.

In case of a bug in the application, the game can be reset. Note that the game will be aborted and the scores of the players will be lost. The steps to do a reset are:

- Click the home button once to exit the game. The desktop appears.
- Double click the home button, the dock appears in the bottom of the screen.
- In the dock the Play with your life icon appears. Press it with the finger for at least three seconds. A small red ‘delete’ icon with a minus sign will appear.
- Press the red minus sign to reset Play with your life. Then tap any place in the desktop.
- The application is reset and a new game can be started from scratch.

Left: PWYL icon at the desktop; right: PWYL icon in the dock with ‘delete’ icon

THE HOME SCREEN



The home screen displays five icons. Players can tap one of the icons to start a game, to go to Facebook or to the game center.

Reminds me
Test how well you know your fellow players' preferences. Earn points by guessing which images the other players prefer.

For whom
Hand a photo to a fellow player, and explain why the photo applies to this player. Players can accept the photo, or pass it on to the next. The winner is the player who remembers best who accepted the pictures and why.

Photobluff
Write stories about the photos that seem credible enough to make other people believe it is true. Earn points by fooling the others.

Facebook
Connect to Facebook to import personal images, invite friends and share memories of the game.

Game center
Check in at the game center to get an update on your overall results.

REMINDS ME – STEP BY STEP

Can you guess the other players' preferences?

Goal
Players can earn points by showing how well they know each other. The player with most points wins.

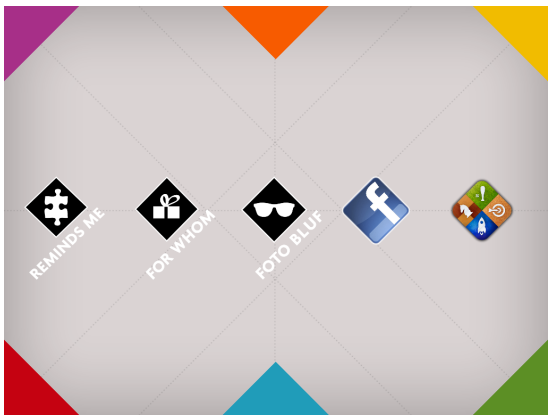
How it works
The player who is at play gets a statement. He/she picks one to four photos that he/she relates to this statement. When his/her co player is able to select the same photo(s), both players earn points.

Score calculation
For each photo that is selected by both players, both players earn one point

Recommended content
It is recommended to prepare the photo sets before starting up the game (see page 4). For this game a set of at least six photos needs to be chosen. If players select more images the iPad will draw randomly from the selected set. The game works best if the images are:

- associative (hobbies, professional life, daily life)
- art/symbolic pictures
- diversity in form, color, composition, detail, overview
- representing more time periods (the 60's, the 70's etc)
- nature, city life
- every day objects, everyday practices

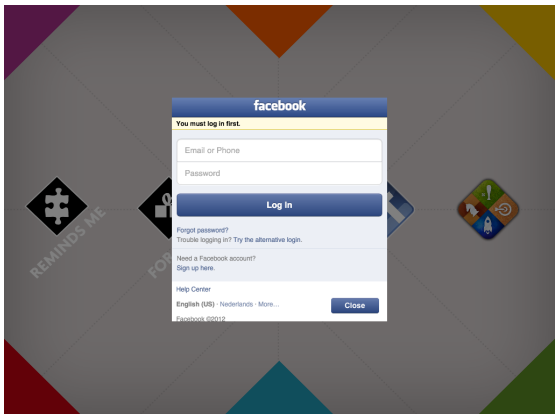
Preparation



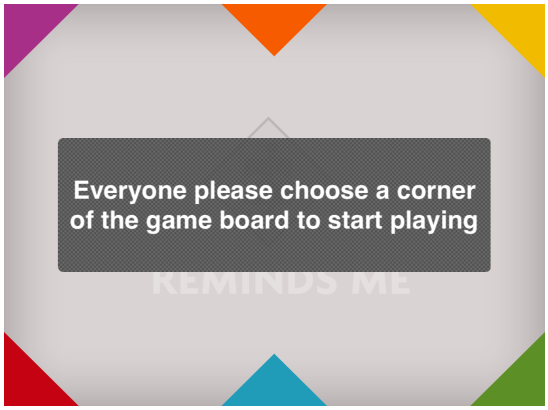
On the homescreen, tap the Reminds Me Icon

A blue message pops up. When a player is logged in via Facebook, the iPad automatically imports his or her photo albums.

If you wish to be able to import your friends and/or photos from Facebook tap *Yes*, else tap the *No thanks* button.

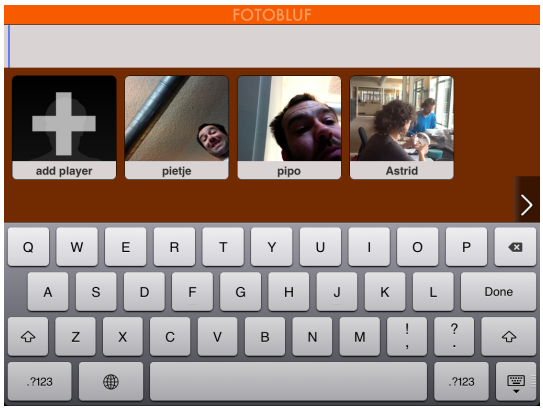


Fill in your details and tap *Log In*. Tap *close* if you do not want to log in.



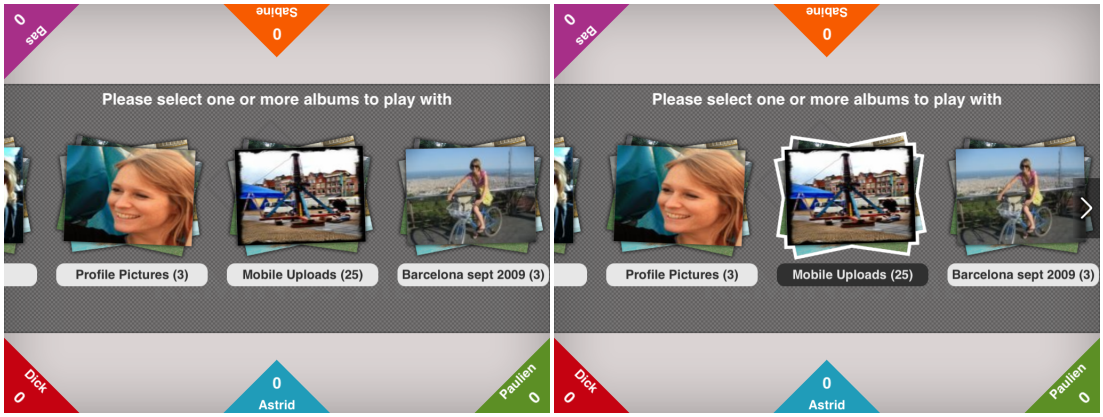
Tap this message when all players are ready.

Empty gameboard; the first player can tap a corner to enter his/her name.



A list of previous players appears. Either click a name, or use the keyboard to type the name of a new player and press ‘add player’. Press the camera button below the image to make or change the profile picture.

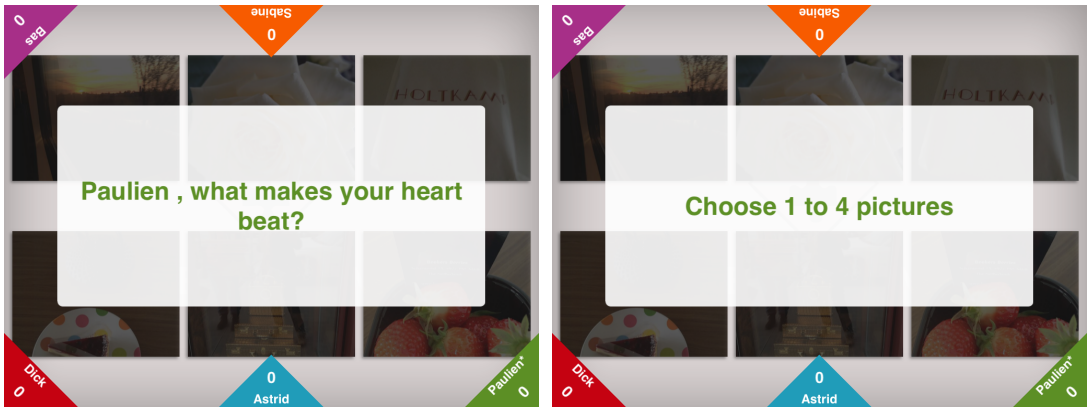
When all players have entered their name press the grey ‘continue’ button to prepare the content. This button appears when at least three and a maximum of six players have entered their names.



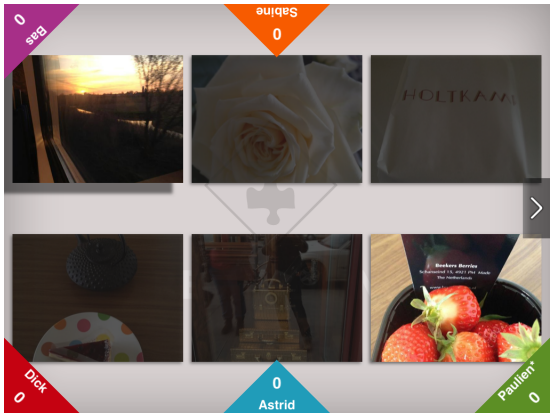
Select photo albums for the game.

A bar appears with several photo albums that have been drawn from Facebook and iPhoto. An album can be selected and deselected by tapping, a selected album becomes highlighted. The number indicates the amount of images within the album. It is possible to select more photos than necessary for the game. In that case the game draws a smaller set from the selected photos. As soon as the recommended minimum amount of photos have been selected, a 'continue' button appears. Click it to start playing.

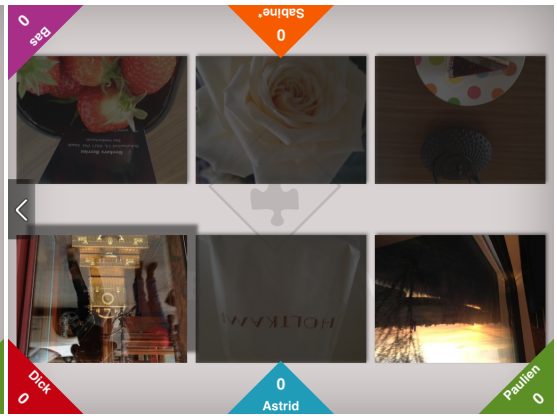
Playing



The first player is asked to answer the question by selecting 1 to 4 out of 6 pictures. The messages can be tapped away with the finger, then the photos appear. The player who is at turn is indicated with * behind its name.



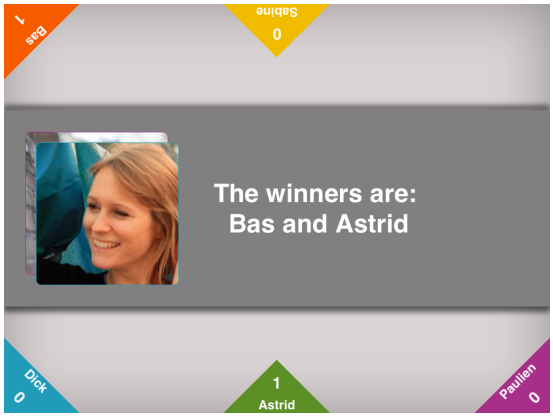
The most suitable pictures can be selected by tapping them. They brighten up when selected. When the selection is made, press the grey ‘continue’ button at the right of the screen.



The iPad points out another player, who is indicated with an • behind his/her name. This player must guess which photos the first player selected. The selection can be made by tapping the photo with the finger, and pressing the ‘continue’ button at the right of the screen.

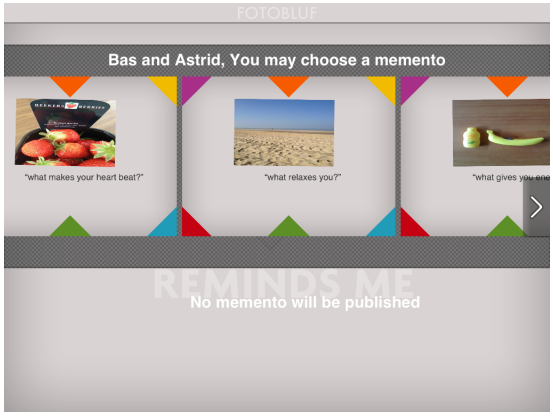
The iPad gives feedback on how many pictures the second player selected correctly. Both players earn one point for each correct match.

The iPad selects a new player and the game continues untill all players have had one turn to select and one to guess.



After the game the winners are announced.

Creating a memento



Winners can select one of the ‘mementos’ and publish them on Facebook. A memento is a nice memory of the game that can be shared with friends on an online social network. The Reminds Me mementos consist of a picture of the game, and a subtitle why it was chosen by a participant. Tap the image you like most, and press the ‘continue’ button to publish it automatically to the Facebook account of the person that is logged in. It is also possible to log out and log in as another user to publish the memento. The last person who logs in remains logged in untill the game is reset or untill another person logs in.

FOR WHOM – STEP BY STEP

Can you keep track of how the photos are being passed around?

Goal
The game consists of a social round and a memory round - the player who recalls best what happened in the first round wins the game.

How it works
'For whom' seems to be easy at first sight, but can turn into a tricky brain trainer in the second round.
In the first round the players are asked to hand out photos to a fellow player and explain why they think the image suits this player. The receiver can accept the photo or pass it on. Players have to pay attention, because in round two it comes to remembering who rejected and accepted the photos.

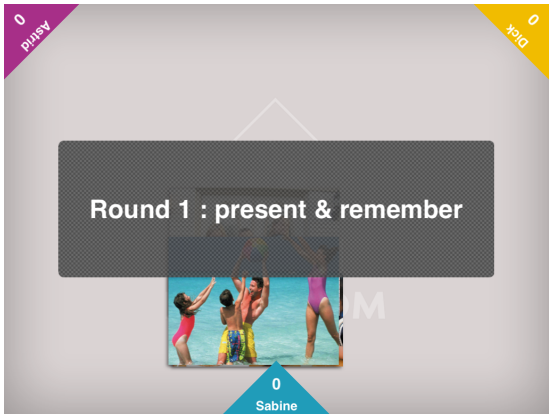
Score calculation
Players start earning points if they recall the entire path of the photo in correct order. They earn one point for each step of the path and one point for each tag they match correctly.

Recommended content
It is recommended to prepare the photo sets before starting up the game (see page 4). For this game a number of photos is needed that at least equals the number of players. Suitable photo's:

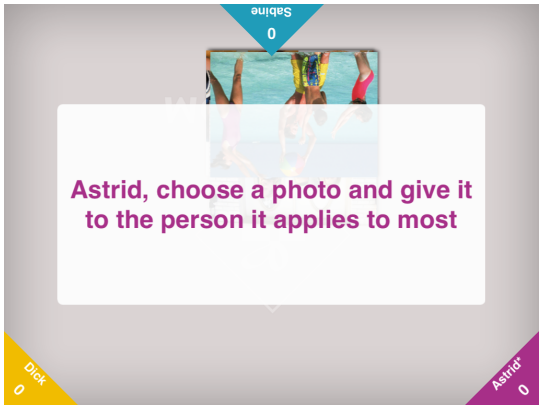
- can be personal, but more generic images trigger more complex and more elaborate attributions to the other players. When using personal images the attribution to a player can be too obvious.
- are associative (representing hobbies, interests, professional life, daily life)
- are diverse in form, color, composition, detail, overview

Preparing
The preparation phase is identical for all three games. See the 'Reminds Me' section for instructions.

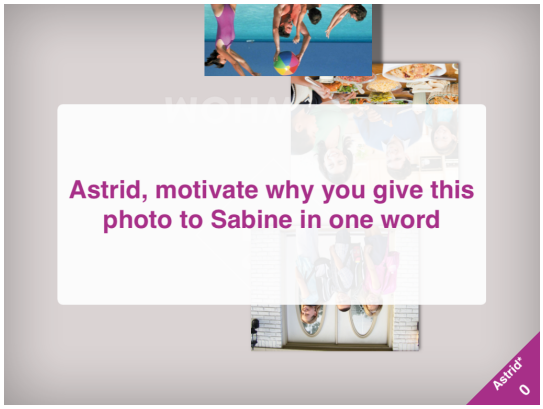
Playing



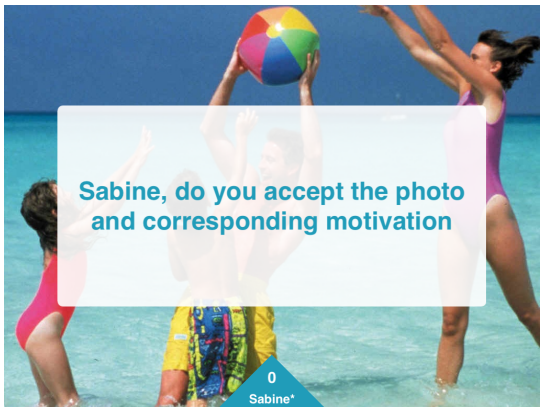
Start of the first round. Tap the message away with one finger.



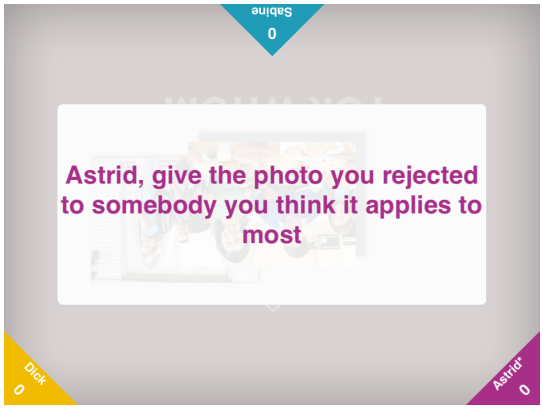
The iPad announces which player starts. Tap the message away with one finger when ready to play. The first player chooses a photo that suits one of the other players. Drag the photo with the finger towards the triangle of a player.



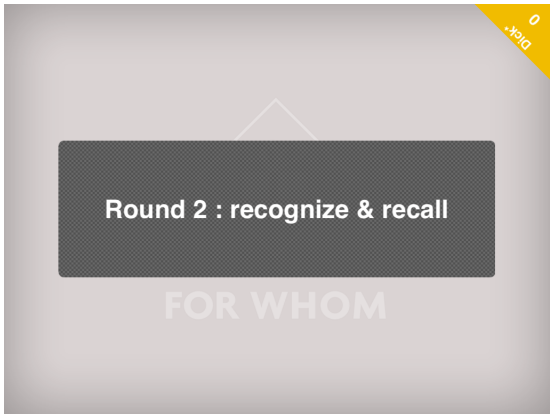
The photo flips around. The player can describe in one word why he/she thinks the other player should receive the photo.



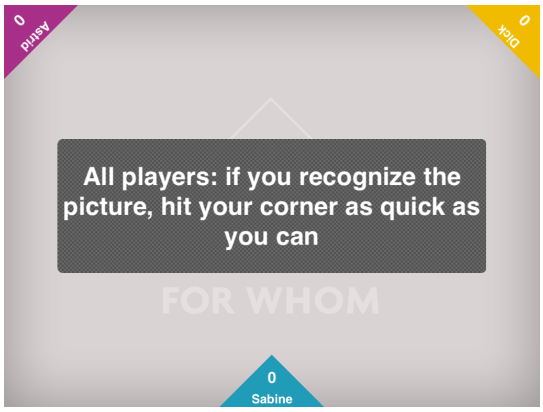
The receiver of the photo is asked if he/she wants to keep the tagged photo. To accept, press *V*, to reject press *X*.



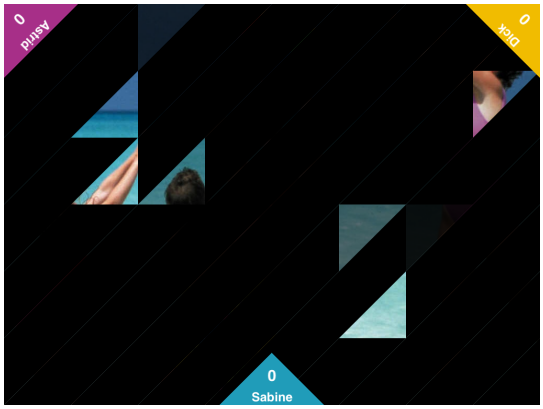
When a player rejects the photo, he or she has to offer it to another player and give a motivation in one word. The photo is passed around until one of the players accepts it. The game becomes more complicated when the photo travels along several players. Round one ends when all photos have been handed over.



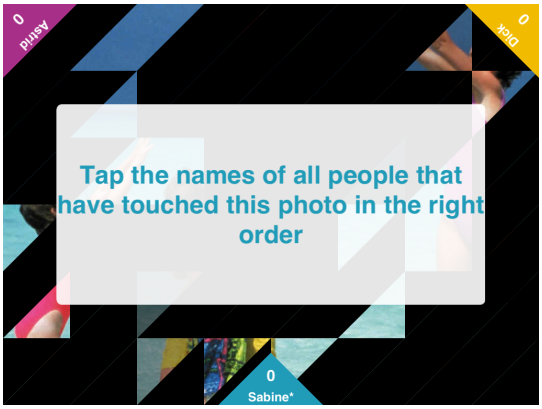
In round two the players have to recall what happened in round one.



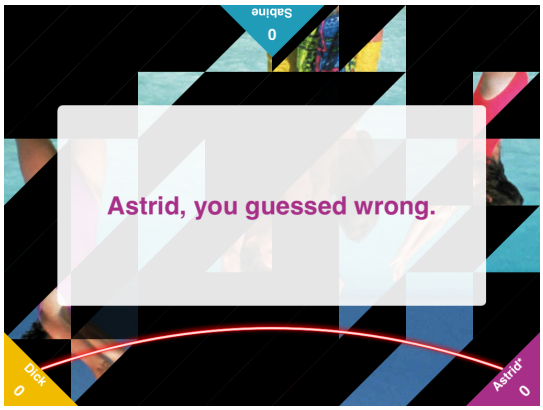
When ready, press the message bar.

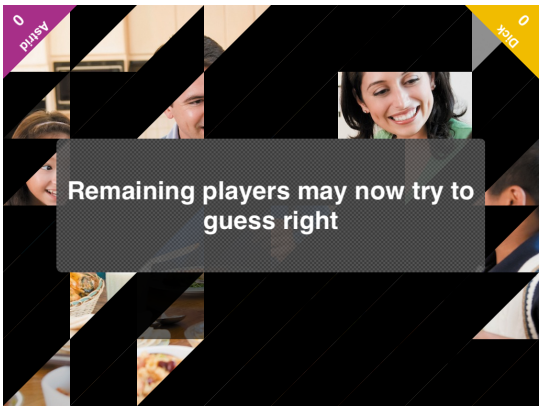


The picture appears bit by bit. The players have to recognize which picture is being revealed ánd remember who rejected the and accepted it. The player who recognizes and recalls the picture first, presses his/her corner.

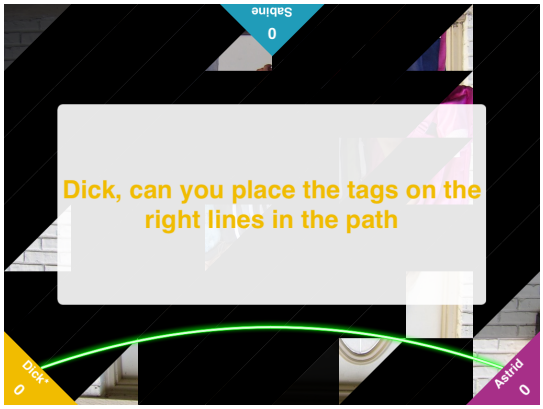


This player has to indicate how the photo travelled from player to player. Draw the path by tapping the corners of the players in the correct order.
For example: in the first round Astrid gave a photo to Dick, who rejected it and gave it to Sabine who accepted it. In the second round the player who recognizes the photo has to tap Dicks'corner first, and then Sabines corner.
As the triangles are touched, lines from player to player appear. The line turns green if correct, if the order is incorrect the line turns red.



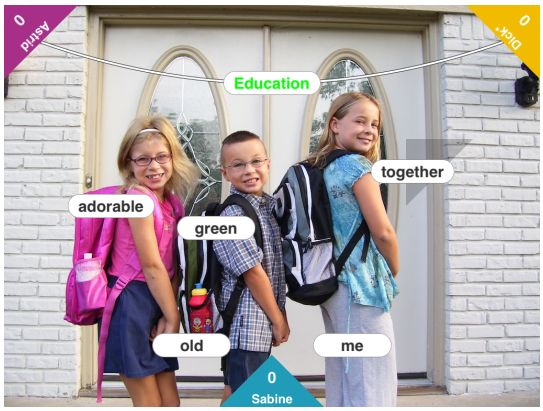


If the path is incorrect, the other players have the opportunity to recall the correct path.



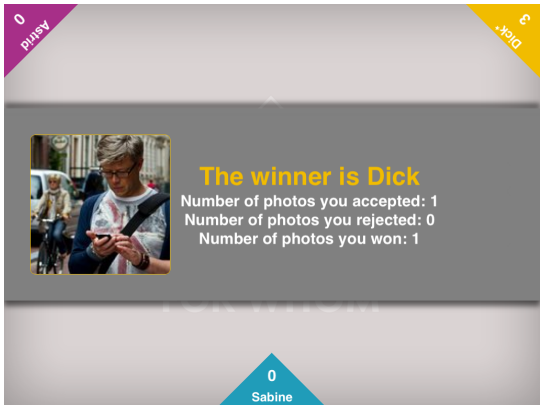
If the path of the photo is correct, the photo enlarges and a set of tags appears in the screen. The player has to recall the correct tag(s) and drag them to the middle of the line segment that it belongs to.

Press the grey arrow button on the right of the screen to check if the tag was correctly matched.



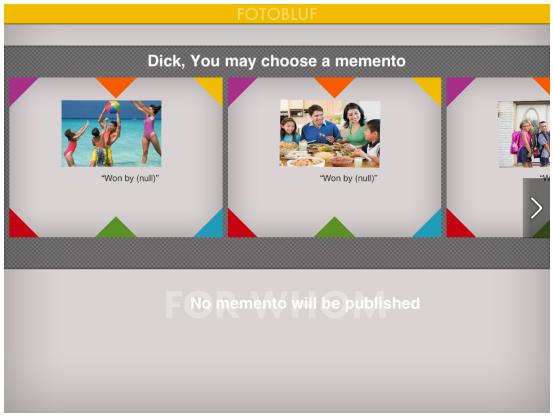
The tag turns green if correct. For every correct path and matching tag the player earns a point.

The game ends when all photos are recalled.



The winner is announced.

Creating a memento



The winner(s) can select one of the ‘mementos’ and publish them on Facebook. A memento is a nice memory of the game that can be shared with friends on an online social network. The Reminds Me mementos consist of a picture of the game, and a subtitle why it was chosen by a participant. Tap the image you like most, and press the ‘continue’ button to publish it automatically to the Facebook account of the person that is logged in. It is also possible to log out and log in as another user to publish the memento. The last person who logs in remains logged in untill the game is reset or untill another person logs in.

PHOTOBLUF – STEP BY STEP

Can you fool the other players with credible bluff stories?

Goal
The player who collects most points wins the game.

How it works
Players all write a story about a photo, one of the stories is true and the others are bluff. Players can earn points by guessing which story is true, or by fooling the other players with a bluff story.

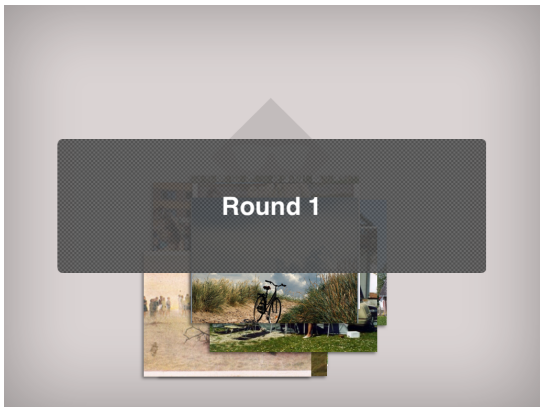
Score calculation
Players can earn one point for guessing the true story, and one point for each player they fool with a bluff story.

Preparing
The preparation phase is identical for all three games. See the 'Reminds Me' section for instructions.

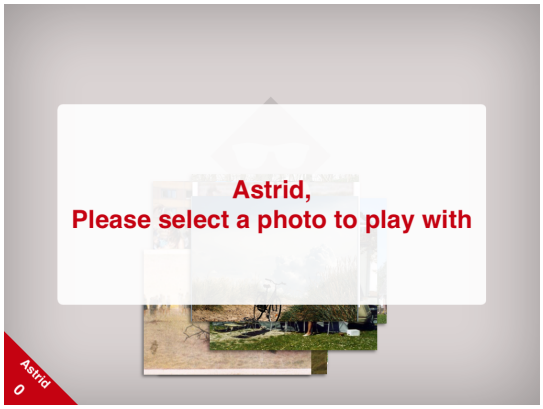
Recommended content
It is recommended to prepare the photo sets before starting up the game (see page 4). For this game a number of photos is needed that at least equals the number of players. Suitable photo's:

- are preferably personal
- relate to a shared experience or event, overlapping experiences between players (I live here now, you used to live here; we were on a trip together, you weren't part of the trip but can recognize the destination, shared hobby, etc)
- 'old' biographical photos that others can have a relation to as well
- are recognizable, 'iconic', representing a larger story people can relate to
- potentially trigger memories, stories
- display a diversity of events end experiences in the set
- are about people you know, places you've been, moments you shared
- contain things you didn't know about the other, but might have guessed
- are multi-layered

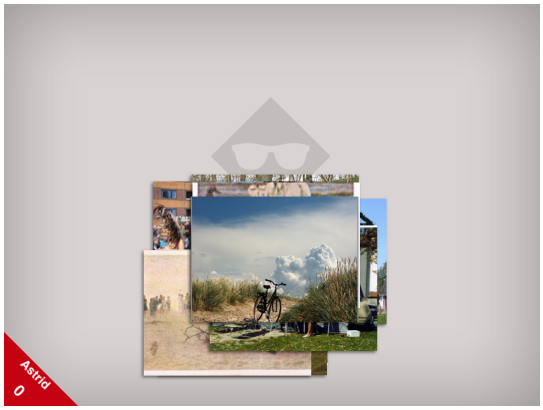
Playing



When all players are ready, tap the message away with one finger.

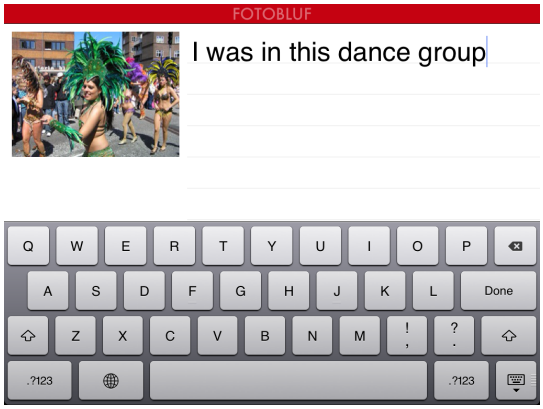


The first player can select a photo from the pile.

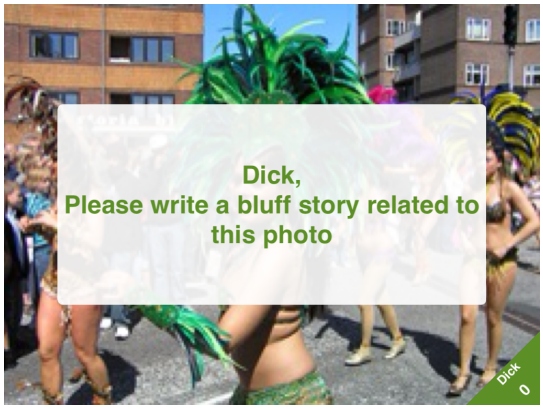


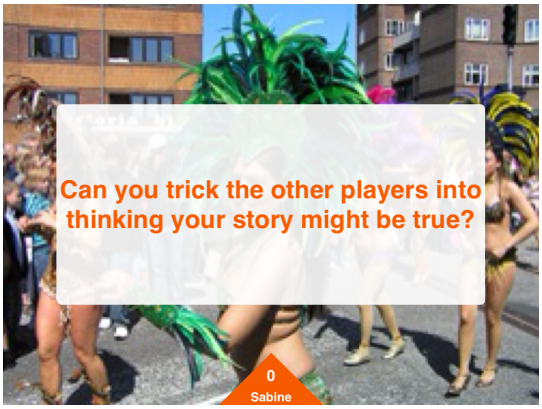
For a better overview the photos can be organized around the board by dragging them around with one finger. To select a photo, tap it once with the finger.

The selected photo enlarges and the player is invited to write a story about the photo that is true. It can be an anecdote that really happened, or something that other people did not know about you. The game gets more engaging when players reveal surprising facts or anecdotes.

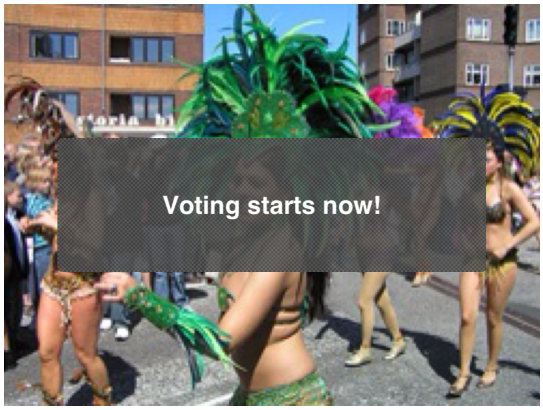


The photo turns around automatically and a keyboard appears. Make sure the other players do not see what is being written. Press done when the story is finished to flip the photo back.

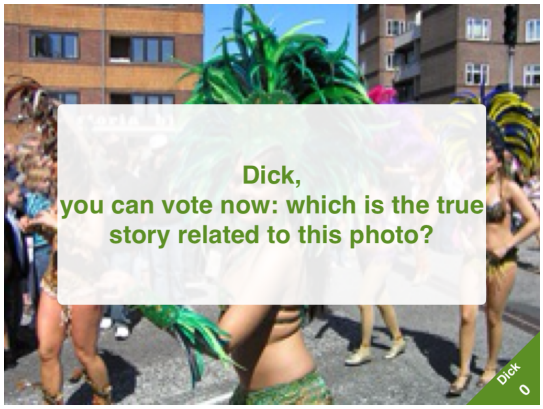




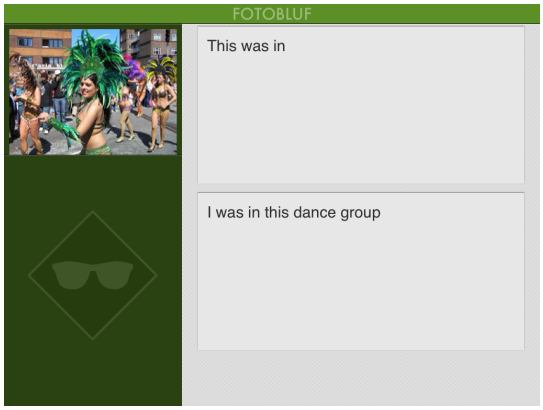
The iPad indicates who is next. The next player has to write a story as if it were written by the first player. The challenge is to come up with something that is not true, but creadible enough to make others believe the first player wrote it. Make sure nobody is looking when a player writes a bluff story.

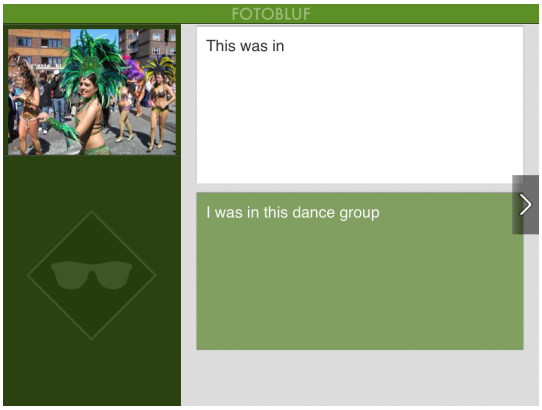


The voting round starts when each player has entered a story.

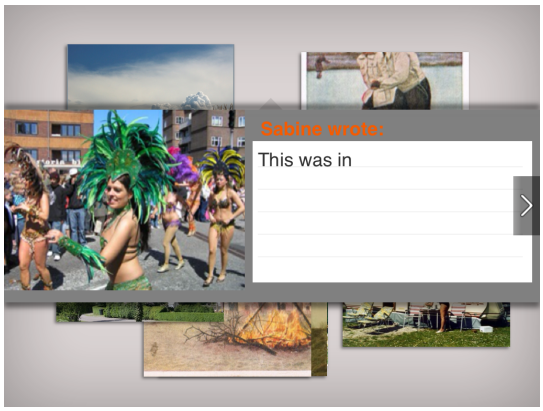


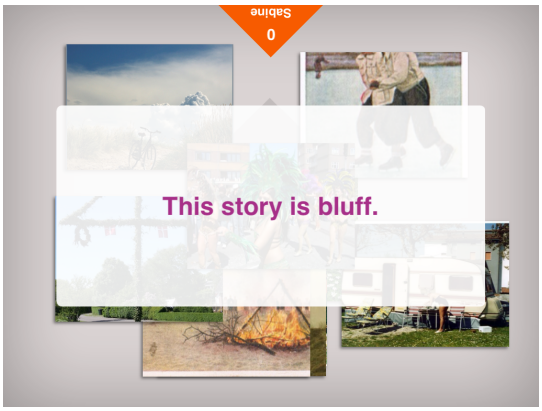
All players - except for the first player - are asked to vote. The iPad is handed to the player as indicated in the message bar. Make sure no other players are watching.



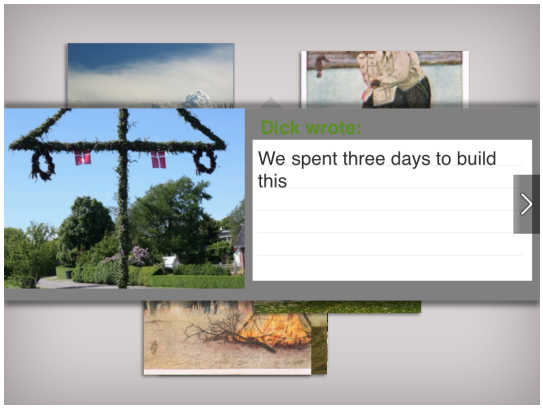


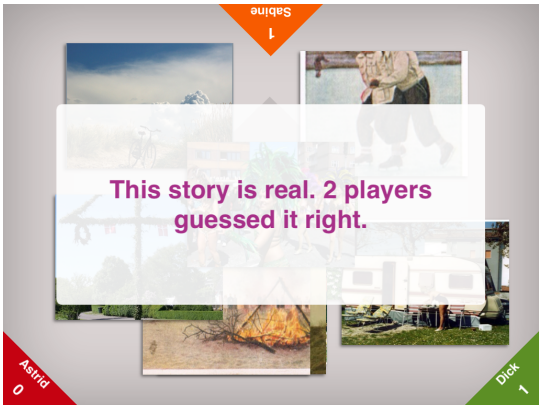
Each player selects the story that is most likely written by the first player. Tap with the finger to select, it will highlight when selected. Press the grey arrow button and give the iPad to the next player as indicated.





When all votes have been collected, the iPad shows the bluff stories one by one. It tells how many people were fooled by each story. Players earn a point for each player that is fooled.

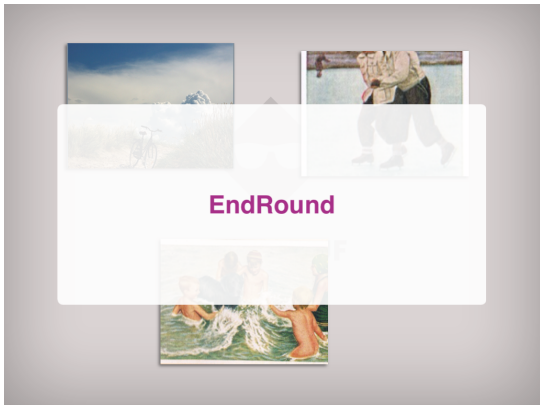




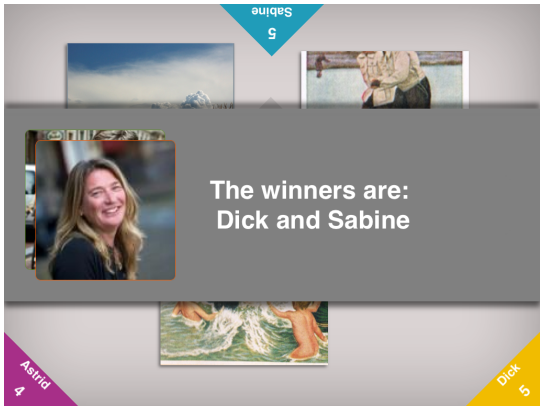
At last the true story is revealed. Players who guess the true story earn 1 point.

In the next round another player gets to choose a photo and write a true story. The other players write bluff stories, etc.

When all players have had one turn to select a photo and write a true story, the iPad asks if the game should continue. Press *Yes* to keep on playing another round or *No thanks*.

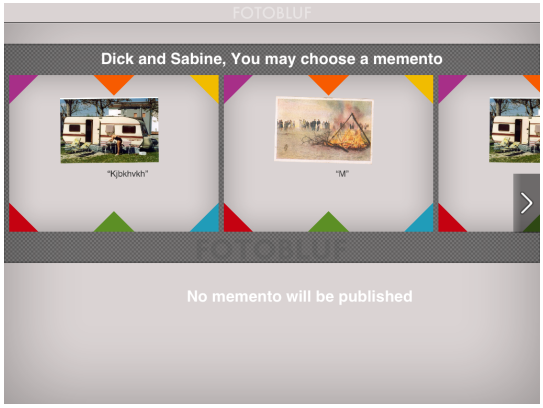


When *No thanks* is pressed the game ends.



The player(s) who earned most points is/are the winners.

Creating a memento



The winner(s) can select one of the ‘mementos’ and publish them on Facebook. A memento is a nice memory of the game that can be shared with friends on an online social network. The Reminds Me mementos consist of a picture of the game, and a subtitle why it was chosen by a participant. Tap the image you like most, and press the ‘continue’ button to publish it automatically to the Facebook account of the person that is signed in. It is also possible to log out and log in as another user to publish the memento. The last person who logs in remains logged in untill the game is reset or untill another person logs in.