



# FULL MANUAL

*An interaction stimulating game  
for public spaces.*



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## Purpose:

The purpose of this manual is to provide comprehensive and detailed guidance, instructions, and information about our *Shift it* product. The manual is designed to assist users in understanding and effectively using *Shift it's* system, and concept. The different chapters outline step-by-step procedures, assembly steps, safety guidelines, troubleshooting techniques, and relevant background information for the different users.

## Scope:

Since *Shift it* comprises of different target groups, this manual considers chapters with different step-by-step processes. The target groups considered are:

- The players
- Employees of *Shift It* company
- Employees of business partners
- Manufacturing and production company

The operating manual-user instructions are for the user who uses the device in a public space, such as for example a park. A visual step-process of how to use the product and how to play the game is provided for participants so that they can understand exactly what they need to do to play.

The product description and safety guidelines are relevant for all stakeholders, and troubleshooting tips and FAQs are very important for the players and can be relevant for the people assembling and installing the game as well. This includes employees of the *Shift it* company as well as business partners who have bought the product.

Another chapter explains the pre-assembly steps of the different product parts in the factory or workshop of the company during the production of the product. This includes the welding of certain components. This chapter is not relevant for players and applies to the employees of the *Shift it* company or business partners owning the product and the manufacturing company of the product parts.

The other step process is for the employees of *Shift it* or buyers of our product such as municipalities and museums who need to know how to assemble, install and maintain the product. This chapter is not relevant for players. The electronic operating instructions are also useful for these stakeholders.

The product features and functions are useful for players as well as the people installing the product in public spaces, because it helps them understand what certain features are for and how they should function properly.

How to use this manual, the glossary and the contact details apply to all stakeholders.

Finally the warranty is only relevant for businesses who have bought or rented the product from the *Shift it* company.

# How to use this manual:

This user manual provides a full guide to everything one might need to know about *Shift it's* product, from production, assembly and installation instructions, to the user journey and experience.

When using the manual one should first look at the Table of contents for what they are looking for, and then turn to the correct page number. This provides a quick way of accessing the necessary information.

All abbreviations and certain technical terms used throughout the manual can be found in the glossary.

The manual starts with an overall product description. This should be read by every stakeholder to get a good idea about the product the manual is describing.

The list of product parts and assembly provides an overview of the components making up the product, and how these components must be assembled in order to build the final game. The first part of this chapter is only applicable for people in the production process and pre-assembly preparations having to weld certain components together. It will be made clear to them how and which fabricated parts need to be welded together, including the correct positioning.

The 2nd part applies to the people who have to install the game in the public area, whether employees of *Shift it* or business partners. Step-by-step instructions are explained clearly with the help of images to show which components need to be fastened together, in which order, how and which tools are needed for each step.

If one wants an overview of all the functions and unique features the game has, applicable for all stakeholders, then this chapter can be consulted. It provides detailed images and explanations of all the features, including what they look like, what they are for, where they can be found on the game and how the user should interact with them.

The electrical operating instructions apply only to the stakeholders of the production process and pre-assembly team as well as the maintenance team. They describe how the electronics are positioned and connected inside the product, what all the digital and electronic components are for, and how they work.

The operating instructions for the users apply to people who want to play the game. They explain step-by-step how to participate in the game, including actions required and what the desired reactions from these interactions are.

These instructions are explained by means of images showing the product with a user in a user context. They are visual, making them clear for age 6 and up.

A shortened version of the manual is available containing only the instructions for the players of the game. This ensures that users can easily and quickly understand how to get started and play. This step guideline is visible on the device, as well as available in leaflet form, on the poster, flyer and on the website.

The safety instructions are relevant for all stakeholders and describe the measures and precautions that should be taken in order for the product to be assembled, installed, maintained and played safely, without anyone getting hurt or finding themselves in dangerous situations.

The troubleshooting chapter can be relevant for all stakeholders and is very important because it explains what to do if problems or malfunctions arise. It describes potential problems, their causes and what to do to solve the problem.

Information about the warranty of the product applies to business partners or other companies or organisations who rent or purchase the product.

The FAQs are relevant for all stakeholders, and can be consulted if someone interacting with the product, whether it be assembly, maintenance or play, has a query about something concerning the game, (uncertainties, concerns, problems, or just wanting to know more about the company, the product, its locations, etc). If, once consulting this list, questions remain unanswered, users are urged to post their questions on the website so that they can be answered by the company and added to the list to help future users. In this way the company can continuously update this chapter to help people with relevant questions.

Finally, if one wants to contact the company one can go to the last page of this manual to consult the contact details of *Shift it*. They can phone or send an email to the company who will assist them as soon as possible.

The company's social media sites are also present for people who want to find out more about the business and its concept, as well as a QR-code that once scanned, brings one directly to *Shift it's* website.

# Overall product description:

"Shift it" is an interactive puzzle game with the goal of encouraging social collaboration and well-being between locals or tourists visiting the city. It is a product designed to stimulate social interaction and in this way provide fun experiences for people. It will be placed in public areas like parks or open squares to encourage interaction between bystanders and those around them through teamwork or competition to complete the puzzle.

Participation is free and the company works together with business partners to finance the project.

Pressing the button initiates the countdown before the user's photo is taken. Users cannot see how their image will turn out, but they can assess whether they are standing in the correct position within the frame on the screen or user interface. Then, for their mystery photo, which shows up on the screen as jumbled-up digital fragments, there is an opportunity to select an artistic filter. Additionally, the difficulty level can be chosen.

If users do not want a picture of themselves they can opt for a promotional image of a business partner or historical site of the city.

To solve the problem on the screen and reveal their mystery portrait, players must work together to slide real puzzle blocks horizontally and vertically across the gaming board. Fast completion of the puzzle is required in order to compete with other teams for the highest score. The duration and total number of moves will be displayed on the screen. The winning team is the one with the fewest moves and lowest time.

The user can then decide whether they want to put their photo on the screen for others to see and whether they want their score to be made public.

People who scan the QR code are taken to the company's website where they may retrieve their photo and view all the team scores, times, and rankings. They can then choose how to perform better the following time they take part.

Additionally, the website offers details about the business's objectives, core values, and puzzle game rules. Users can also view all of the cities and locations where the puzzle game has been installed.

## Glossary:

<b>ISEP</b>	Instituto Superior de Engenharia do Porto
<b>LDR</b>	Light Dependent resistor
<b>QR</b>	Quick Response
<b>Ff. no.</b>	Reference number
<b>ISO</b>	International Organisation for Standardisation
<b>FAQs</b>	Frequently Asked Questions

# Product parts and Assembly:

The list of materials is provided in Table 1 for an easier understanding of the steps while assembling the product.

Table 1 – List of Materials

Quantity	Designation	Norm	Material	Rf. Number
9	Sensores de luz ambiente Ceramic Photocell (in case those don't work we will try these TCRT5000)	-	-	1
40	Cables	-	-	2
9	1k ohm resistor	-	-	3
1	RASPBERRY PI 3 MODEL B BCM2837	-	-	4
1	Câmara Web	-	-	5
5	Push Buttons	-	-	6
1	AOC e2270Swn 21.5" Full HD Preto monitor de ecrã plano	-	-	7
1	Screen Protection	-	Plexi	8
1	Pneumatic Actuator	-	-	9
1	Foot Lever 1	-	-	10
1	Foot Lever 2	-	-	11
1	Pin EN ISO 8734	-	Steel	12
8	Puzzle Pieces (Lip/Groove)	-	White Oak	13

Quantity	Designation	Norm	Material	Rf. Number
1	Frame (Lip/Groove)	-	Aluminium	14
1	Frame Base	-	Aluminium	15
1	Big diameter Cylinder	-	Aluminium	16
1	Funnel	-	Aluminium	17
2	Retainer 50x100mm	-	Aluminium	18
1	Screen Frame	-	Aluminium	19
1	Rubber Insert	-	Rubber	20
1	Cylinder-Sliding Pieces Connector	-	Aluminium	21
1	Piston Rod Guide	-	Aluminium	22
16	Screw ISO 4017	-	Steel	23
8	Handles	-	White Oak	24
2	Brackets	-	Aluminium	25
1	Base	-	Aluminium	26

## Pre-assembly instructions:

-  
 The following assembly instructions are aimed at the production team manufacturing the components for *Shift it*, as it requires welding material and equipment.  
 -

## Step 1:

Weld the base (26) to the big diameter cylinder (16), figure 1, that's going to be the cover for the gas lift and will protect and give a nice look to the final design of the model.

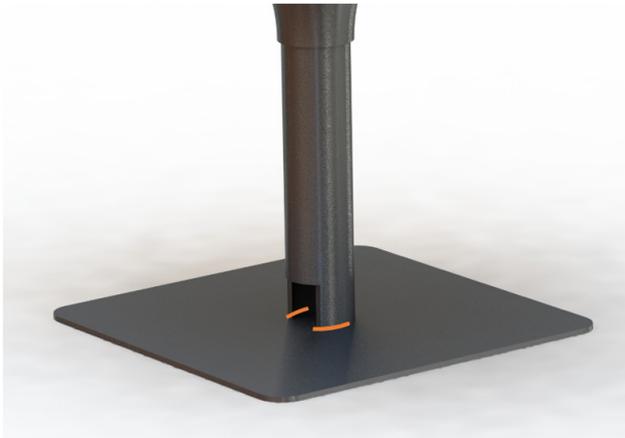


Figure 1 - Welding zone Base-Cylinder

## Step 2:

Weld the brackets (25) into the big diameter cylinder (16), figure 2, for the pedal assembly that will come later.

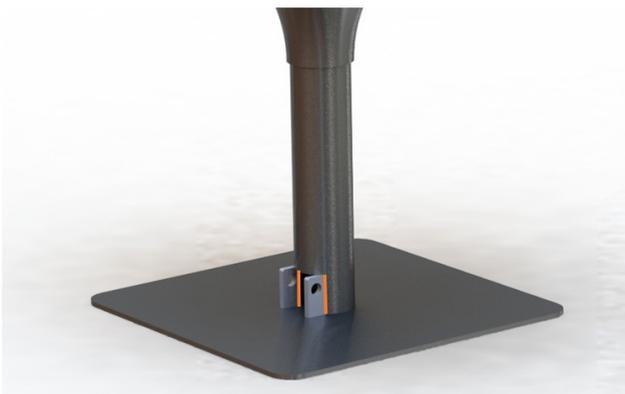


Figure 2 - Welding zone Brackets-Cylinder

## Step 3:

Weld the Cylinder-Sliding Pieces Connector (21) to the Piston Rod Guide (22), figure 3, make sure the Piston Rod Guide (22) is **centered**.

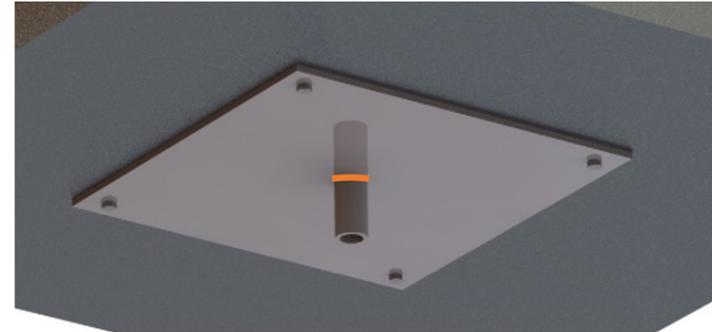


Figure 3 - Welding zone Connector-Piston Rod Guide

## Step 4:

Weld the slants used for the frame base (15), figure 4, so it turns out as seen on the picture. The slants will be previously bent, and the welding must make it a **closed frame**.



Figure 4 - Welding zone Frame base

## Step 5:

Weld the screen frame (19) to the frame base (15), figure 5.



Figure 5 - Welding zone Screen Frame-Frame Base

## Assembly for Installation:

The following assembly instructions are aimed at anyone who can work **manually** and with a **screwdriver**:

### Step 1:

The pedal will be connected to the system by holding the pedal parts (10/11) in position and sliding the pin (12) through the holes in the pedal pieces and brackets, figure 6. This enables the foot pedal to pivot around the pin.

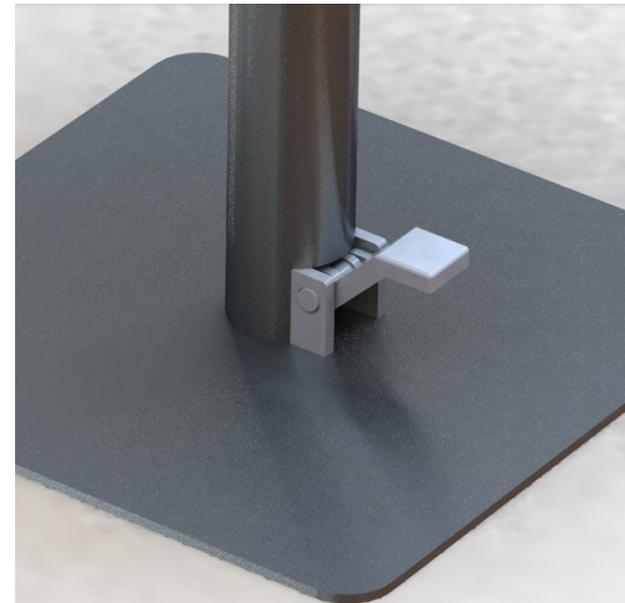


Figure 6 - Manual installation of the pedal

## Step 2:

The spacers (18) must be placed on the ledge created inside the big diameter cylinder (16). Insert the gas lift (9) into the spacer hole until the extra ring welded onto the gas lift rests on the spacer, preventing it from going further down.

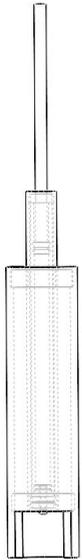


Figure 7 – Placement spacers and gas lift inner view

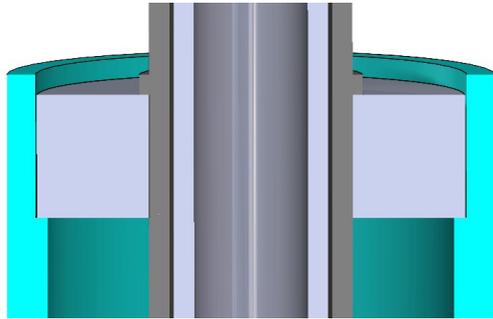


Figure 8 – Detail view cross-section of spacer and gas lift placement



Figure 9 – Placement spacers and gas lift outer view

## Step 3:

With the help of a **screwdriver** and 4 screws (23), fix the pre-assembled Cylinder-Sliding Pieces Connector (21) with the Piston Rod Guide (22) to the bottom frame, figure 9.

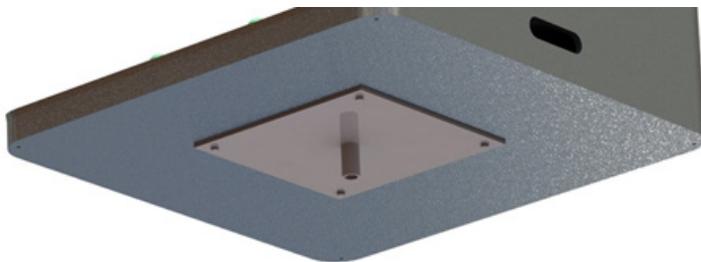


Figure 10 – Connector-Frame Base connection

## Step 4:

With the help of a **screwdriver** and 4 screws (23), fix the funnel (17) to the bottom frame, figure 10.



Figure 11 – Funnel holes for screws

## Step 5:

Place the light sensors (1) into the respective gaps in the frame base (15), figure 11 and figure 12.

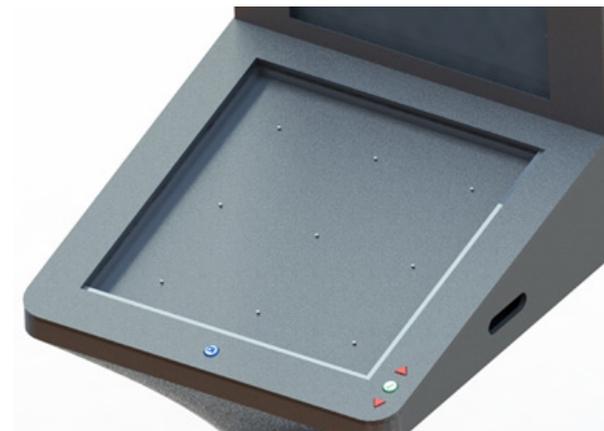


Figure 12 – Light sensors-Frame Base connection

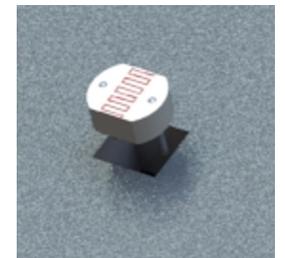


Figure 13 – Detailed view of the connection

## Step 6:

Place the Raspberry PI (4) into its gap in the puzzle frame layer, figure 13 and figure 14.



Figure 14 – Raspberry PI-Puzzle Frame Layer Connection

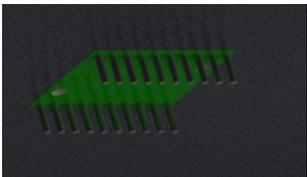


Figure 15 – Detailed view of the Raspberry PI fitting

## Step 7:

The lip and groove frame (14) as well as the puzzle pieces (13) will be pre-assembled by gluing the sliding pieces and screwing the frame layers in place, and then placing the pieces in the frame, to make them slide, figure 15. **Do not put them in the metal frame yet.**

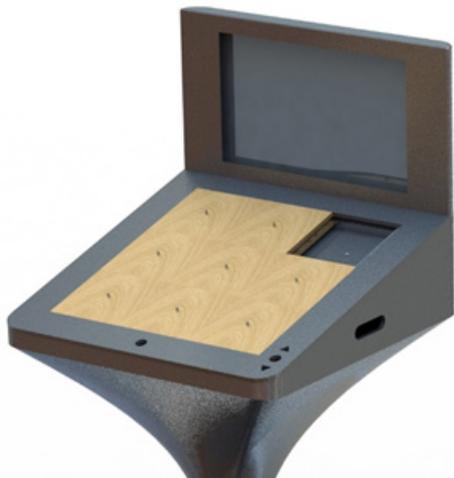


Figure 16 – Sliding Pieces fitting within the frame

## Step 8:

Fasten the Handles (24) to the Sliding Pieces (13), using a screw (23) that must be placed **under the Sliding Piece**, figure 16. The whole puzzle piece assembly can then be slid in place in the aluminium frame.



Figure 17 – Handles-Sliding Pieces Connection

## Step 9:

Place the Push Buttons (6) into their place in the puzzle frame, figure 17.



Figure 18 – Push Buttons fittings

## Step 10:

Place the screen (7) within the screen frame (19), figure 18.

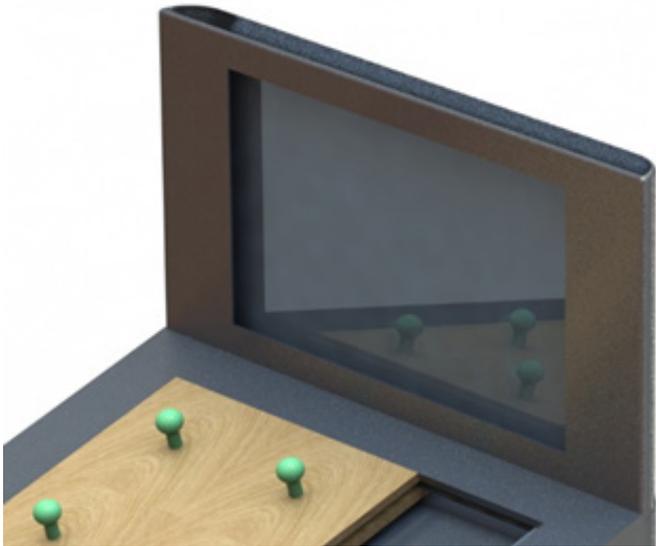


Figure 19 – Screen within the screen frame

## Step 11:

Cover the screen frame entrance with the rubber insert (20), figure 19.

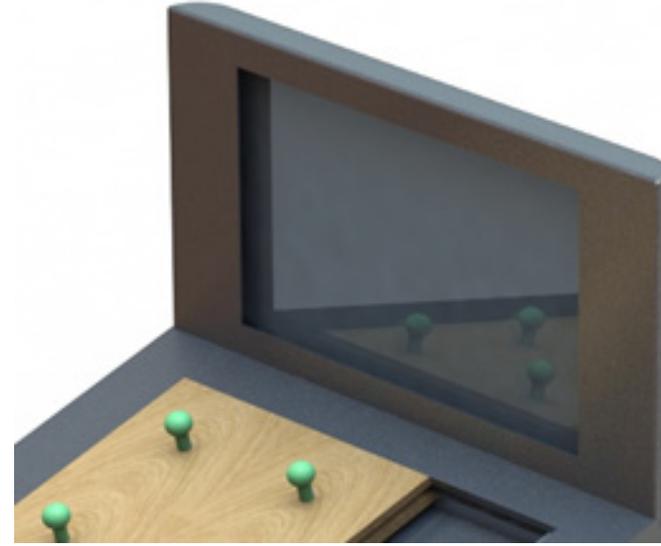


Figure 20 – Rubber cover for screen frame

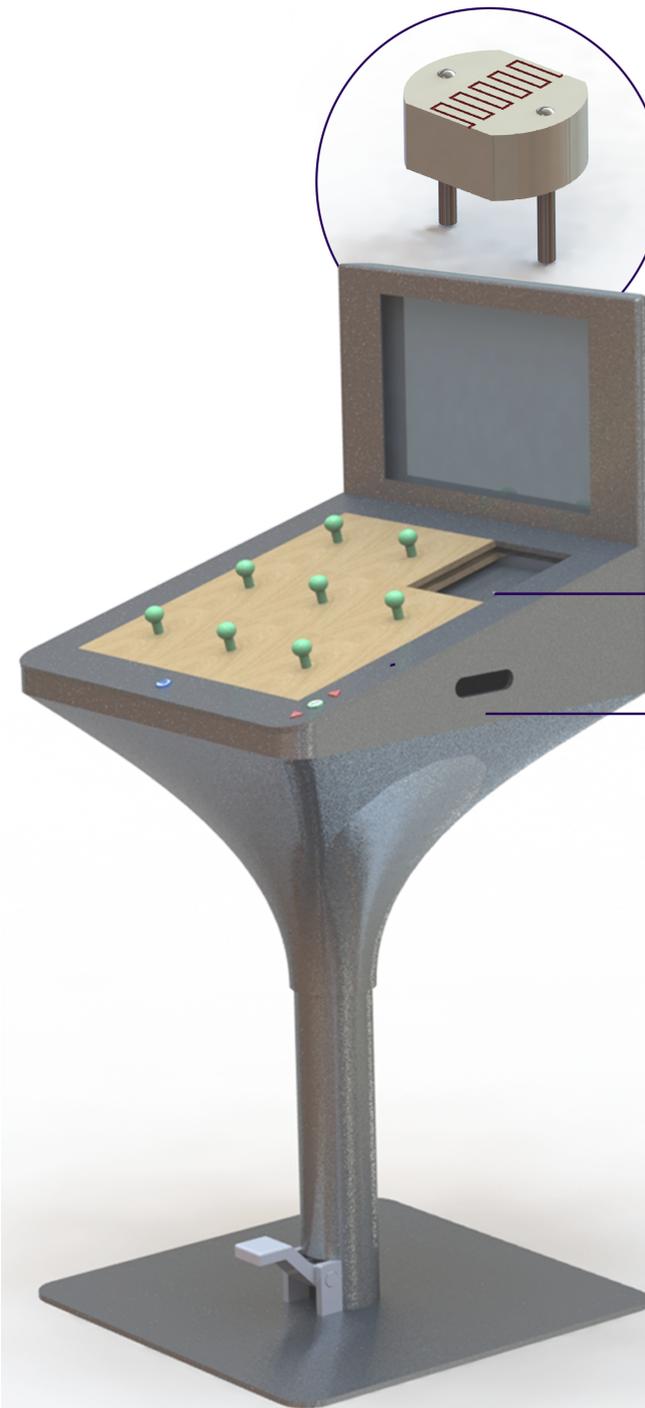
# Maintenance guidelines:

This chapter details the most important aspects that need to be considered when maintaining the product and protecting it from wear-and-tear as well as the outdoor weather conditions.

- The wooden parts of the product such as the puzzle pieces and handles have to be **coated with a layer of varnish** every 3 years to protect it from the UV rays and rain.  
If the puzzle pieces do not slide smoothly, remove the puzzle assembly and **wax each piece** and the puzzle frame.
- An employee of *Shift it* must check each product every 4 months for **trapped dirt and to ensure nothing is waterlogged**. If there is water and other debris trapped inside, the frame and puzzle assembly must be **unscrewed and the inside dried**.
- At the same time one must check that all **electronic connections are still intact and the push buttons functioning properly**. Components that malfunction must be replaced by new ones. This can be done by unscrewing the puzzle assembly. A **star screwdriver** is needed for this.
- After Summer and Winter, an employee of *Shift it* must complete a **full control** of the product. This includes ensuring the electronics and screen work properly, that the foot pedal and gas lift function smoothly and that the puzzle pieces slide easily.  
If the **foot pedal** does not work well, the pivot point must be **lubricated by oil**.
- The **underground** of the game must be **even** for it to be stable. During the control, one should ensure the **game is still stable**. If there is corrosion of the ground, it should be moved or the ground made even again.
- One must ensure all product parts are still fastened properly. If certain **parts are loose one must tighten the screws** with the screwdriver.
- Ensure the **rubber insert** protecting the screen is still intact and **sealing off the screen frame to prevent water from penetrating through**. If it is showing signs of disintegration, remove the rubber insert and replace it with a new one.

# Product features:

This chapter details the product features and how users must interact with them to achieve the desired actions. Images with labels are used to create a clear picture that is quick to read and understand.



## 9 LDRs

Underneath each piece, placed on the bottom plate is one light sensor. The light sensors detect when pieces have been moved and communicate this information via the software back to the screen, so that players can see the digital puzzle pieces onscreen moving in relation to the physical puzzle pieces when they are being slid horizontally or vertically. This communication between the light sensors and the screen, allows players to solve the puzzle.

When a LDR is covered by a puzzle piece, it detects that the light intensity is very low, whereas when a puzzle piece is moved, uncovering a LDR, the LDR will detect a sudden increase in light intensity and so the software will know a piece has been moved to another location. This is how the movement of the puzzle pieces will be monitored. Each piece has a LDR underneath so that their positions can be evaluated.

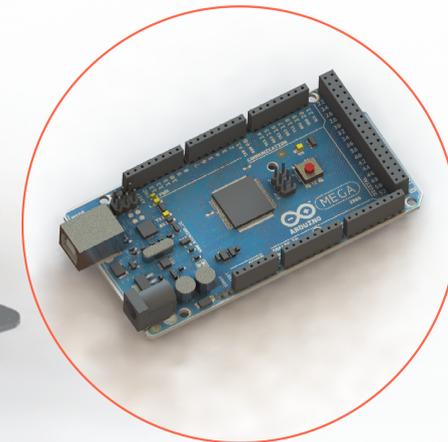
## Light sensors

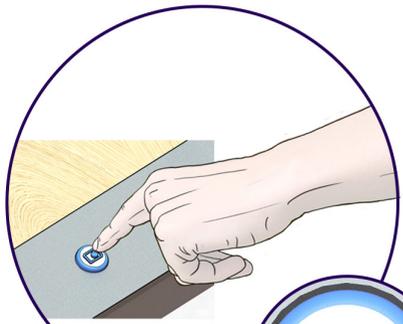
## Raspberry Pi

### Microcontroller

The microcontroller receives the inputs from the push buttons and LDRs and sends output instructions to the screen.

It is situated under the puzzle assembly and is connected to the screen as well as the 4 push buttons and 8 LDRs by means of electric wires.





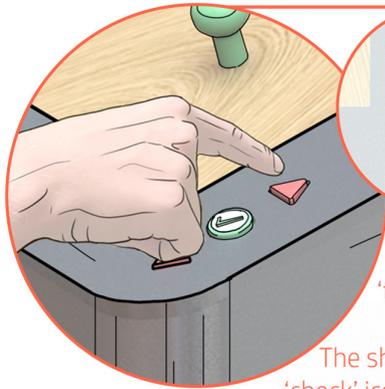
### Push button

Users press the button on the front of the product and see on the screen where they must stand. They do not see what their picture would look like.

The camera icon ensures intuitive use and auditive feedback reassures the user that the picture has been taken.



### Camera button



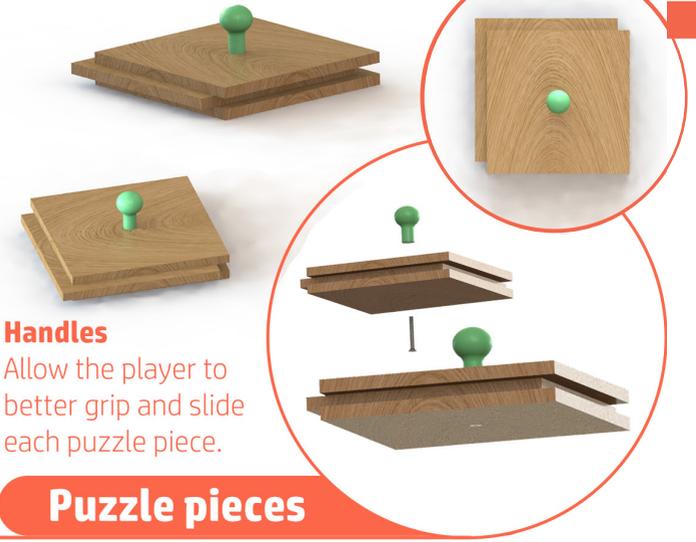
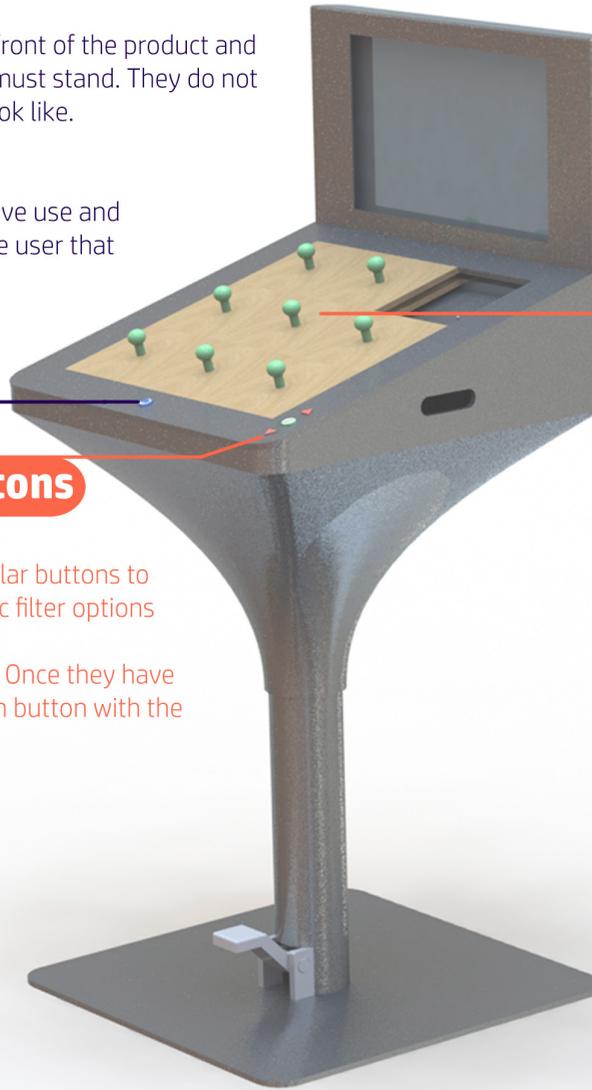
### Selection buttons

#### Push buttons

Players use the triangular buttons to scroll through the artistic filter options for their photograph.

The options are visible on the screen. Once they have chosen, the user must press the green button with the 'tick' on top to confirm their choice.

The shape of the red buttons and the green 'check' icon make the buttons intuitive in use.



### Handles

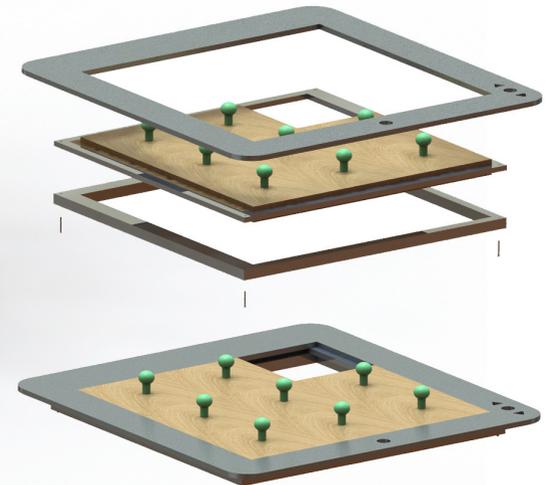
Allow the player to better grip and slide each puzzle piece.

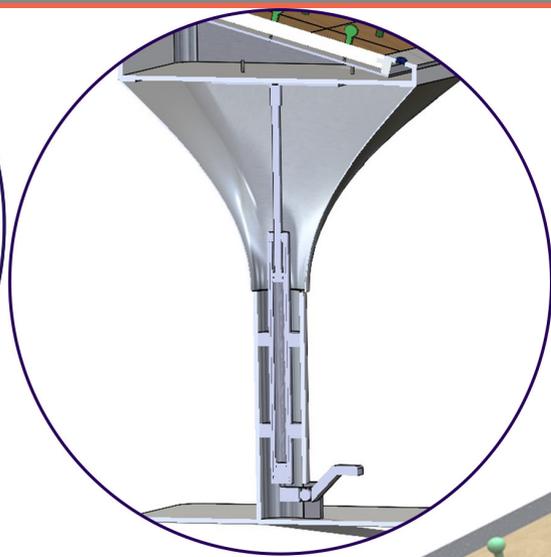
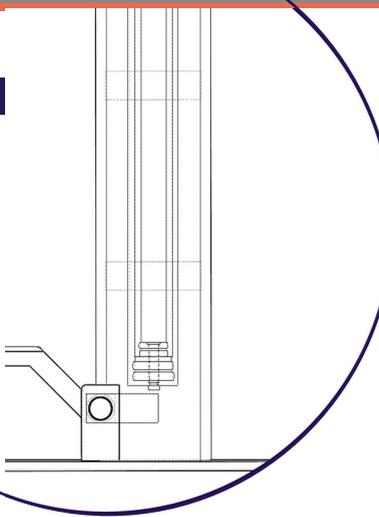
### Puzzle pieces

#### 8 Puzzle pieces

The puzzle pieces consist of three layers of wood. These layers are placed on top of each other in a specific way in order to create a groove in two adjacent sides of the piece, and a lip on the other adjacent sides.

This lip-and-groove system allows the puzzle pieces to slide along each other and within the frame, keeping them on a horizontal or vertical path. It also prohibits players from removing the pieces.





### Gas lift system

The pneumatic lift system enables players to adjust the height of the playing area. It is in connection with the foot pedal by means of a button. When the pedal is pushed down, it presses against the button which in turn activates the pneumatic lift to lift the game table up.

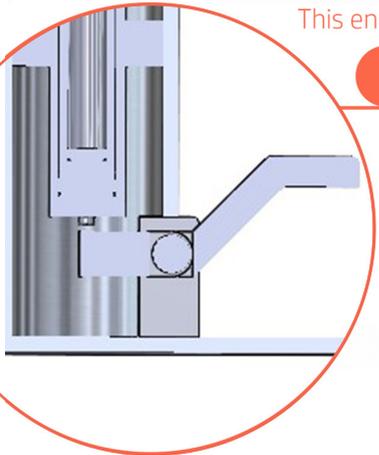
When the player wants to lower the table, he/she must press down on the pedal and push down on the table to the desired height

The pneumatic lift system is held in place by means of 2 retainers inside the housing.

### Pedal lever

The foot pedal when pressed, activates the pneumatic lift and enables players to adjust the game's height.

This enables people of different ages to play.



### Foot pedal

#### Pedal lever

The pedal consists of 2 parts that pivot around a central pin in between 2 brackets that are soldered to the structure's base. The 2nd piece of the pedal pushes against the button of the lift when the 1st piece is pressed down upon.

### Pneumatic lift

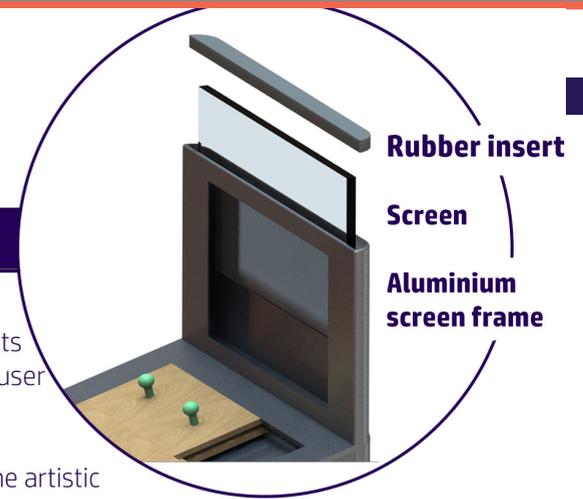


### Display

#### Screen

The screen acts as the digital user interface.

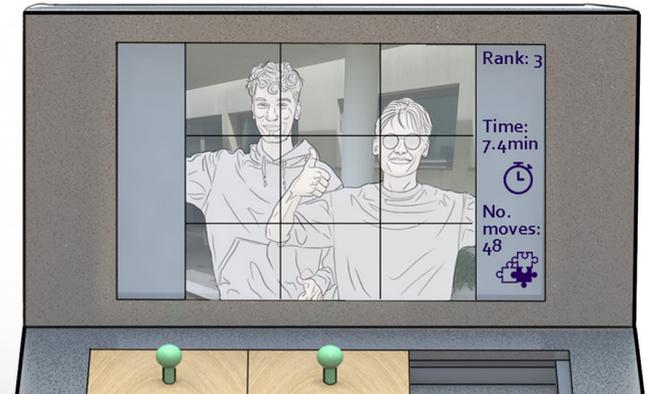
Players see the artistic filter selection, their scrambled photo, the digital pieces moving in relation to the players sliding the physical pieces, the completed photo, and their score, number of moves and time taken for completion on the screen.



Rubber insert

Screen

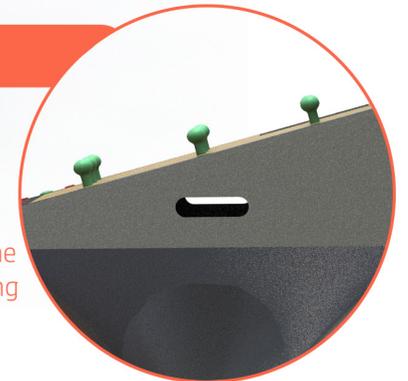
Aluminium screen frame



### Handles

#### Handle indents

The 2 indents on each side of the product allows for easier handling and moving of the product when it is being assembled and installed.



# Operating instructions:

## Electronics

Website:

The website can be accessed by scanning the QR code available on the product, the manual, the poster or the leaflet. This will bring you directly to your photo that was completed by your team where you can download it. By going back, the user can see the gallery with all the photos people consented to display publicly. By going back again, the user will be brought to the home page where they can then choose different information tabs including "About us", "Game locations", "Gallery" and "Contact us".

### LDRs

The game contains 9 LDRs situated underneath each puzzle piece place on the grid. They are embedded in holes in the bottom layer of the puzzle with the wiring going through to the hollow space underneath the puzzle. They are connected to the microcontroller which is connected to the screen inserted in the screen frame.

When a LDR is covered by a piece, the readings will be sent through to the microcontroller to register the position of the piece, refer to Fig. 21. When a puzzle piece is moved, the LDR will be exposed to light, sending different readings to the microcontroller which will then know that a specific piece has been moved. The LDRs form the communication between the physical movements of the puzzle pieces and the digital pieces on the screen.

They help track the puzzle piece positions so that when players shift the pieces, they will see their actions relate to the digital pieces of their puzzle on the screen.

### Electronics schematics

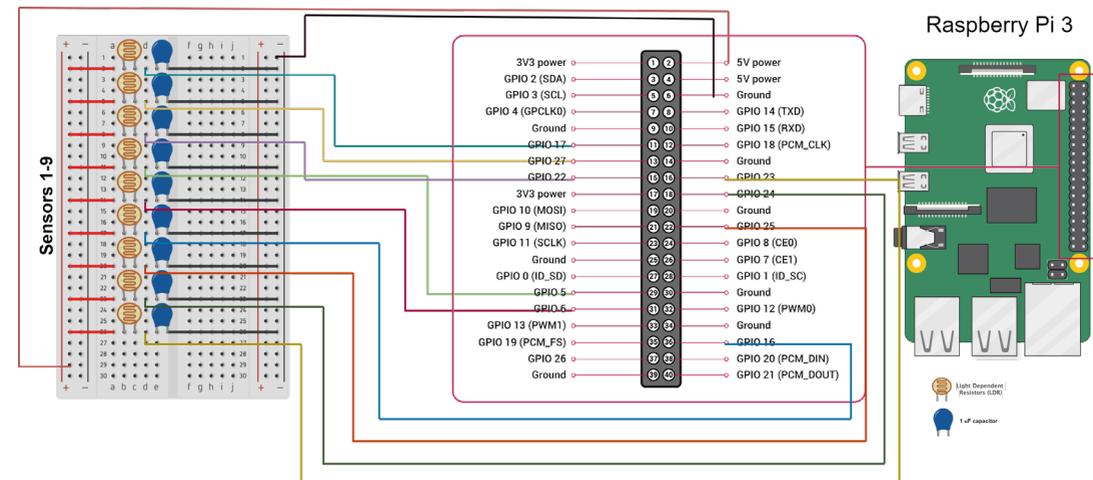


Figure 21-Connection of 9 LDRs to the microcontroller

# Operating instructions:

## Player instructions

A step-by-step overview of the process players need to go through in order to participate in the game is depicted visually by means of an illustrated user journey. Users can read and see in a quick glance what they need to do to play the game.

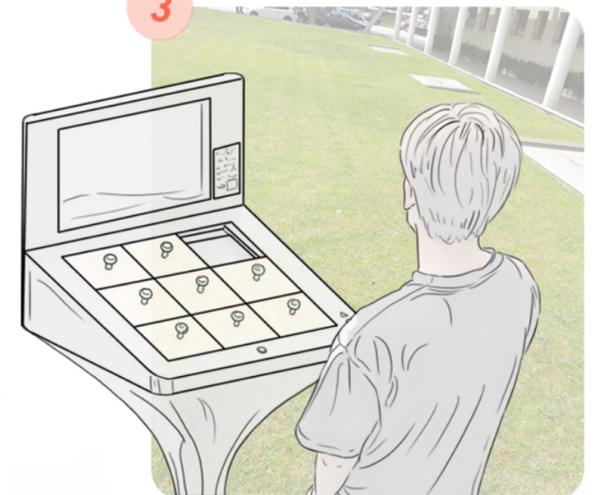
This chapter exists separately online as well as on display on the game itself, as it is the most important information in the manual that players need access to.



Public spaces within the city often **lack social interaction**.

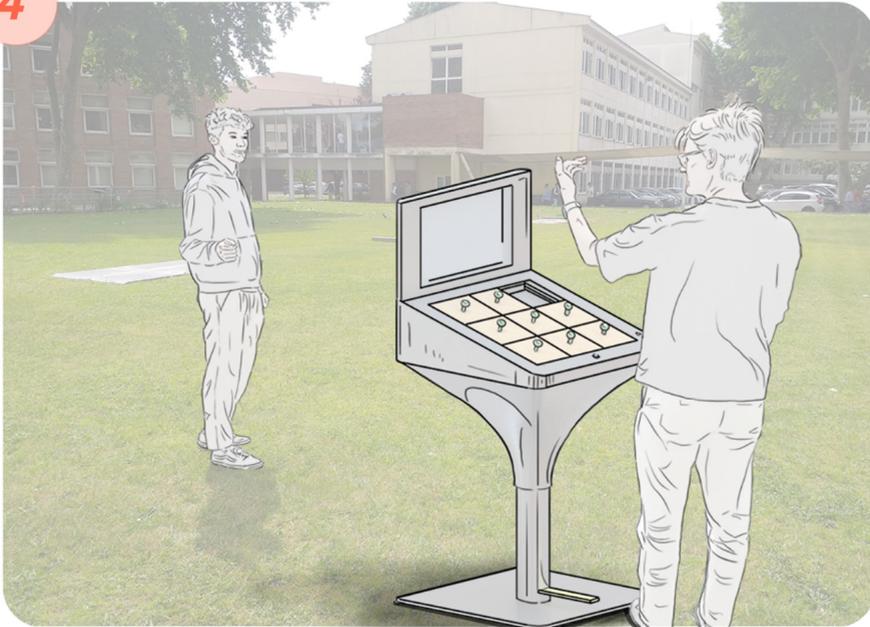


The game is installed in a public space with photos from other players on display on the screen. It gets noticed by a local or tourist visiting the city and passing through that area.

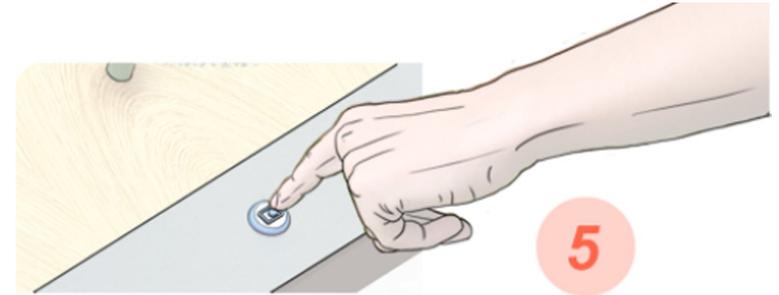


**Read the instructions**

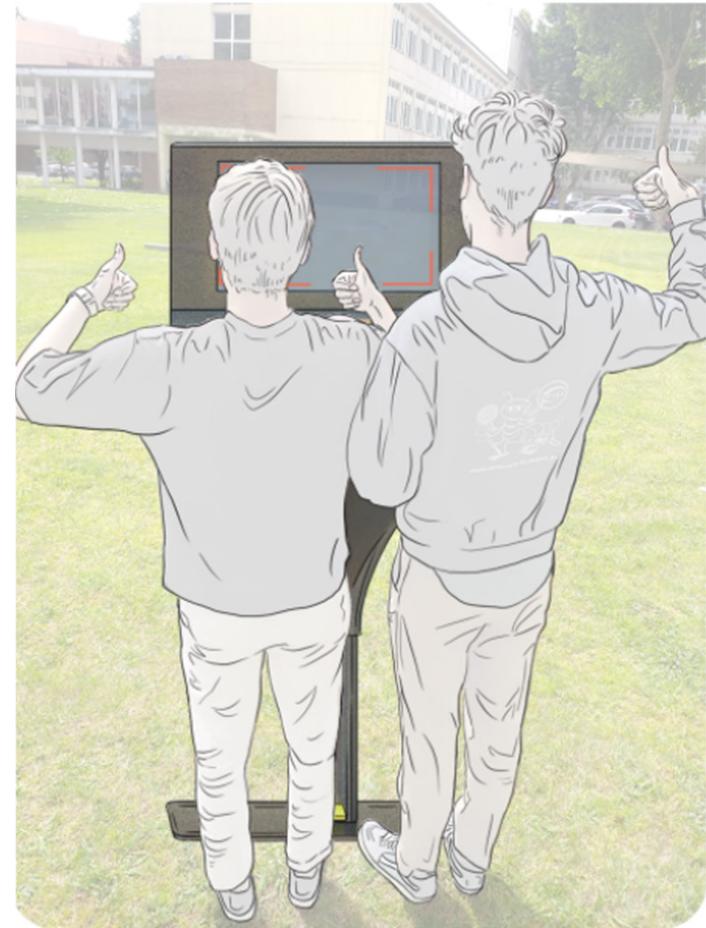
4



Find someone to collaborate with!

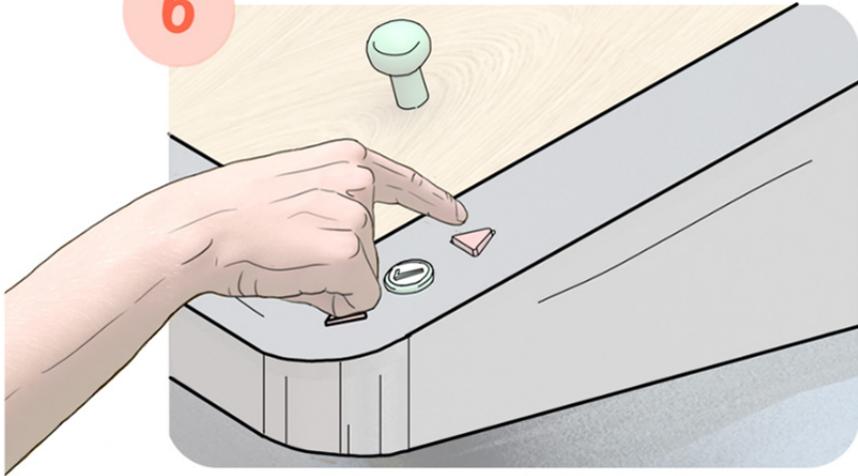


5



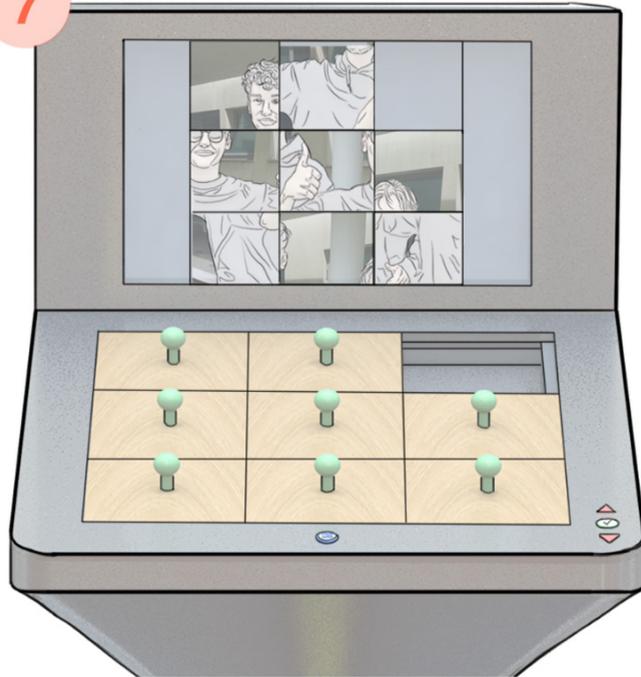
Press the blue button with the **camera icon** and pose in front of the screen to take a photograph. The actual photo cannot be seen, but players can **see in the frame visible on the screen where to stand.**

6

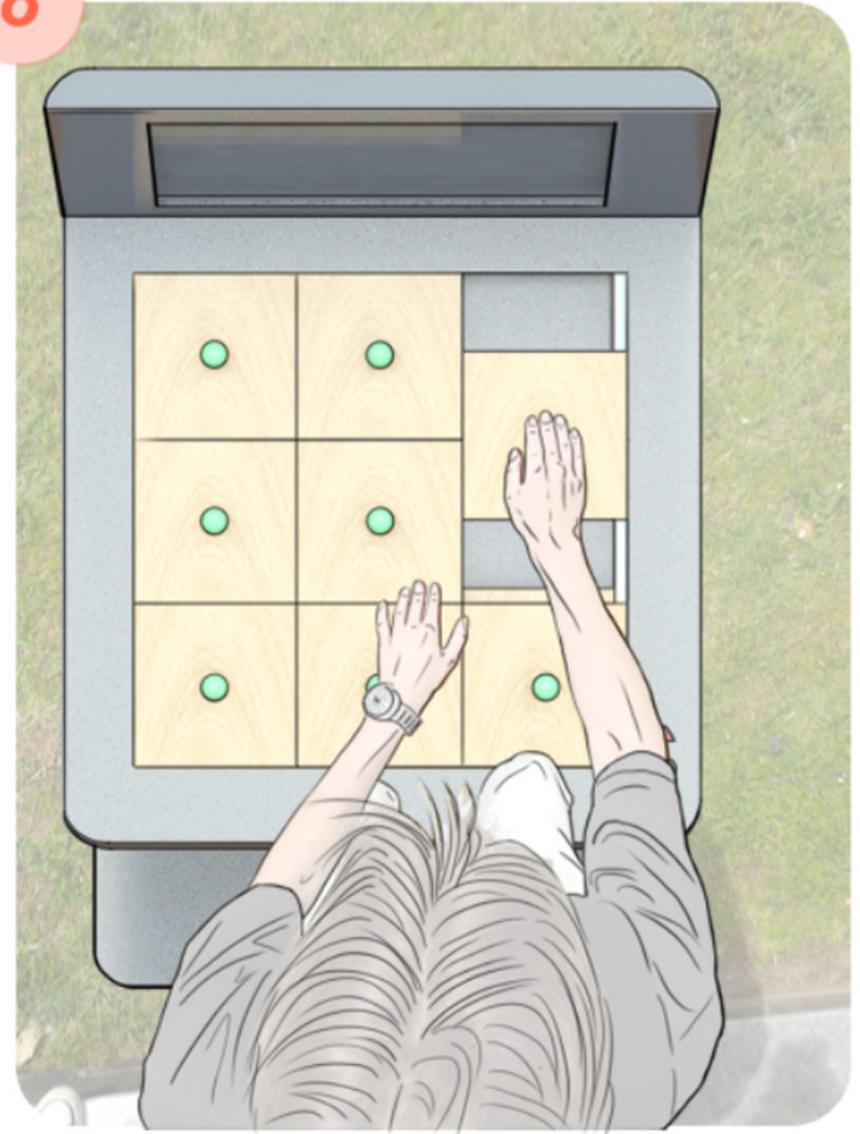


The photo appears scrambled up as 8 pieces on-screen.  
Use the buttons to **select the desired filter**.

7

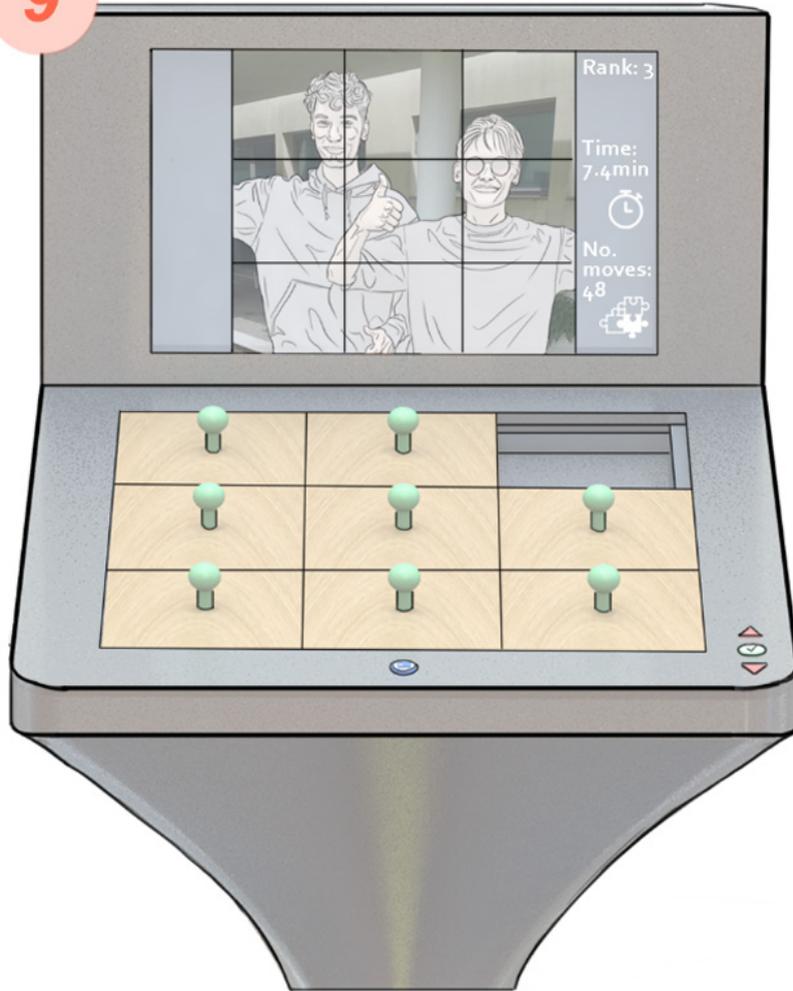


8



Slide the puzzle pieces **horizontally or vertically** to solve the puzzle on-screen. Use the handles for better grip.

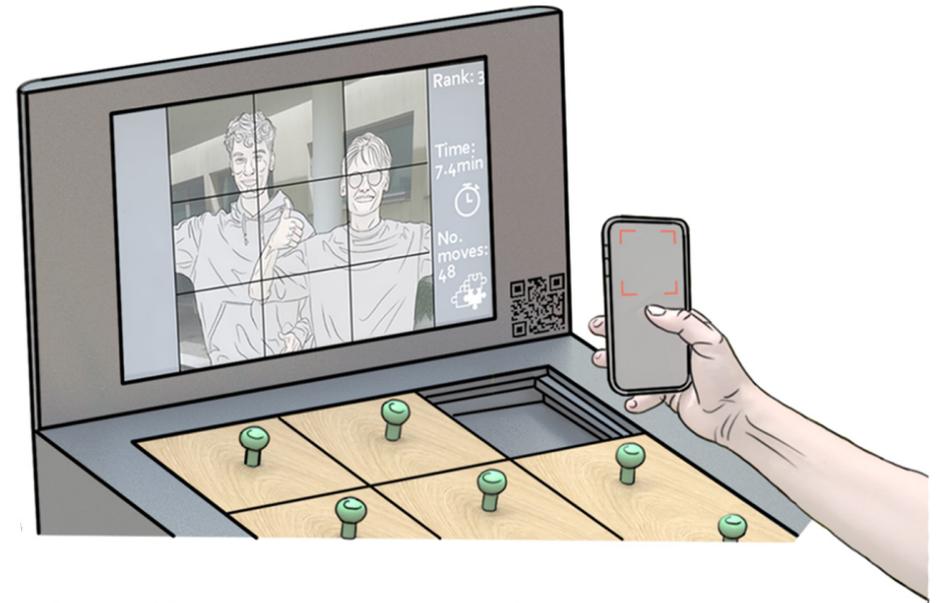
9



Once the puzzle is done, the original photo as well as **time and number of moves for completion** appears onscreen.

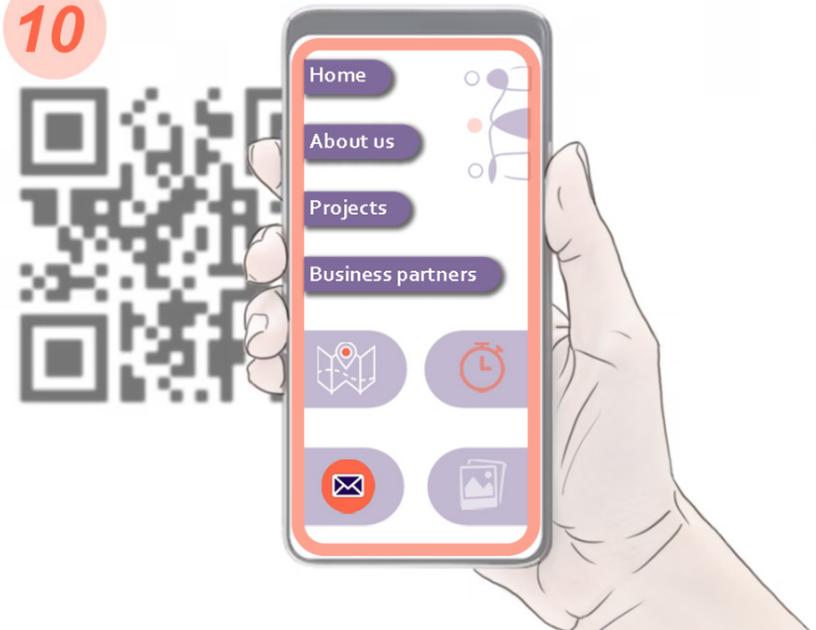
A question will appear, asking you whether you consent to allowing your photo to be publicly displayed or not.

Use the buttons to **select whether you consent to publicly displaying** your photo or not.



Scan the QR code on the product to access *Shift it's* website to see your ranking and download your photo.

10



# Safety guidelines:

## **Follow all guidelines:**

**Follow the instructions** given in the manual and on the display carefully. To ensure a secure and pleasurable experience, strictly follow them.

**Be careful when using the equipment:** Use caution when using the offered equipment, including the wooden puzzle pieces. Avoid rough handling, throwing, or other improper use that could hurt you or others.

**Supervise children:** Children should always be under the supervision of responsible adults if they are participating. Children should be instructed on how to use the puzzle pieces properly and should also be reminded to take safety measures.

**Be mindful of your posture:** To prevent any discomfort, have a posture that is comfortable while working on the puzzle. A lot of bending, twisting, or reaching could make you uncomfortable.

**Respect personal boundaries:** Be careful of personal space and regard other participants' limits as well as your own. Avoid acting in a way that might make people feel unsafe or uncomfortable.

**Report any problems or issues:** Please get in touch with us right away using the information found in the manual or on the screen if you observe any safety risks, broken equipment, or other issues.

**Respect local laws and ordinances:** Play the social game in accordance with all public space laws and ordinances. This includes rules for using the public space, taking photos, and other relevant regulations.



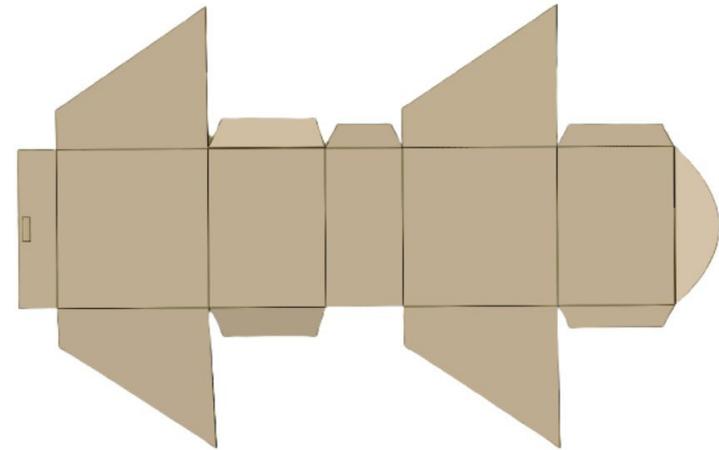
# Packaging solutions:

This chapter details the packaging designed for the various components of the product. There are 5 different packaging solutions to transport and protect the different product parts.

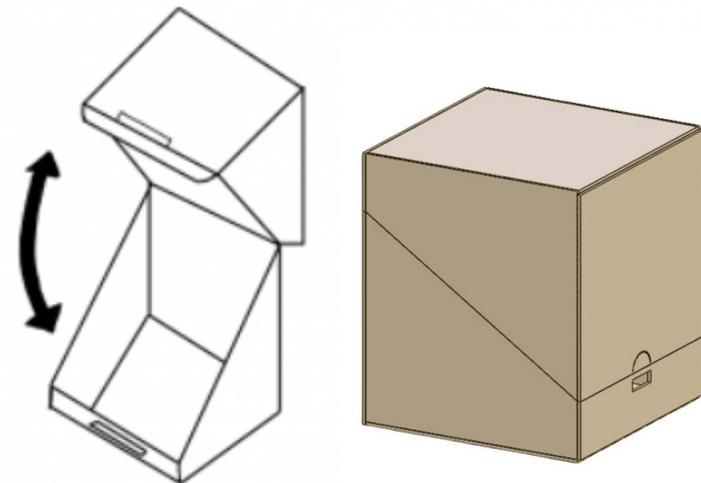
Each packaging solution is made of corrugated cardboard of 3 mm. The templates are made of one sheet that are then folded. Certain flaps require glue and others are inserted into slits without glue to close the box.

All the packaging can be recycled after its purpose has been achieved.

## TEMPLATE

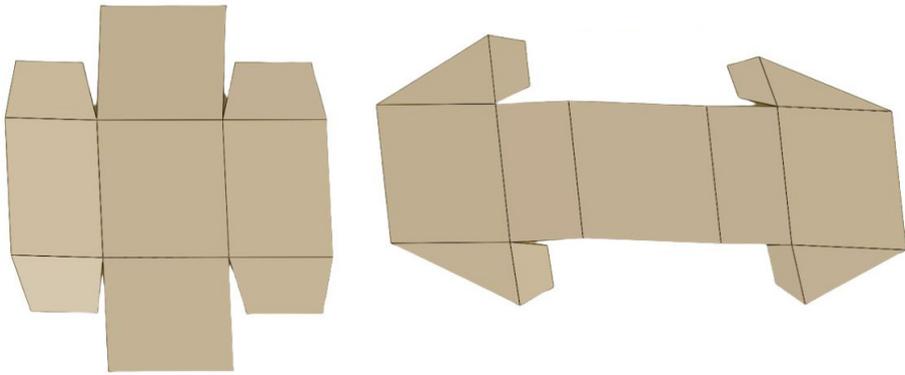


## FOLDING THE PACKAGING

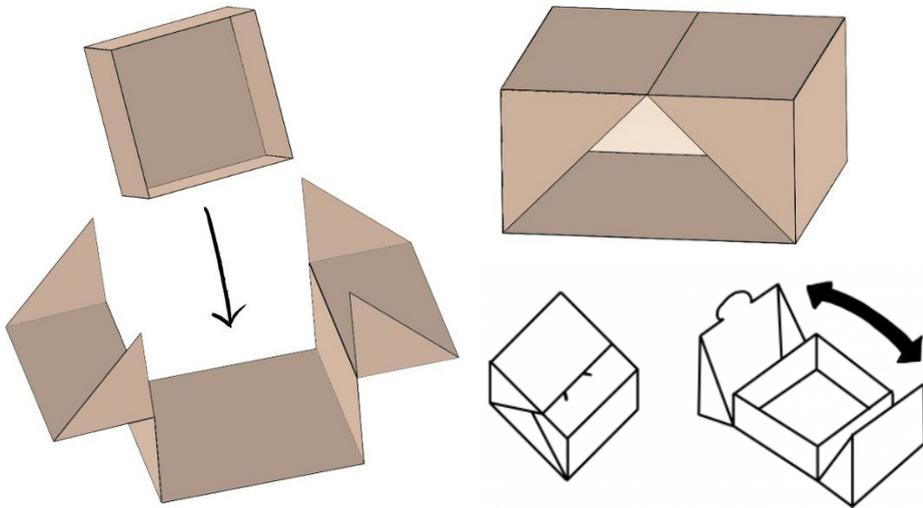


Triangle piece packaging for the 2 aluminium sides of the puzzle frame.

## TEMPLATE

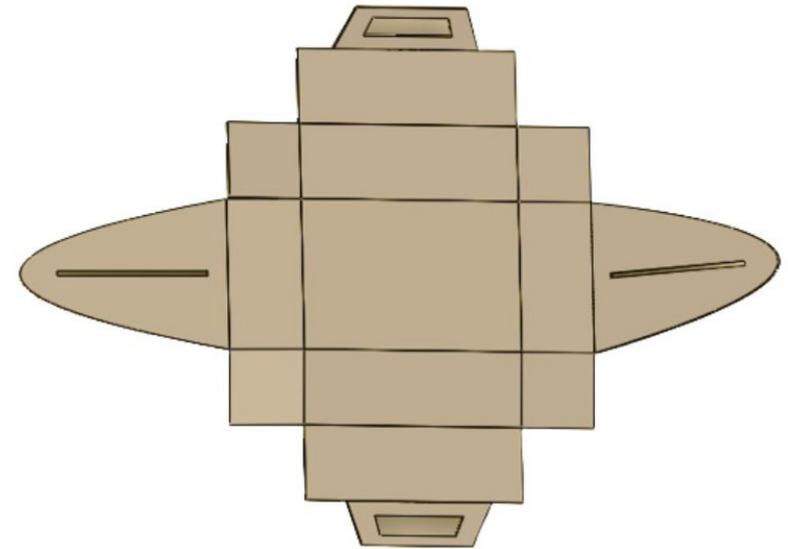


## FOLDING THE PACKAGING

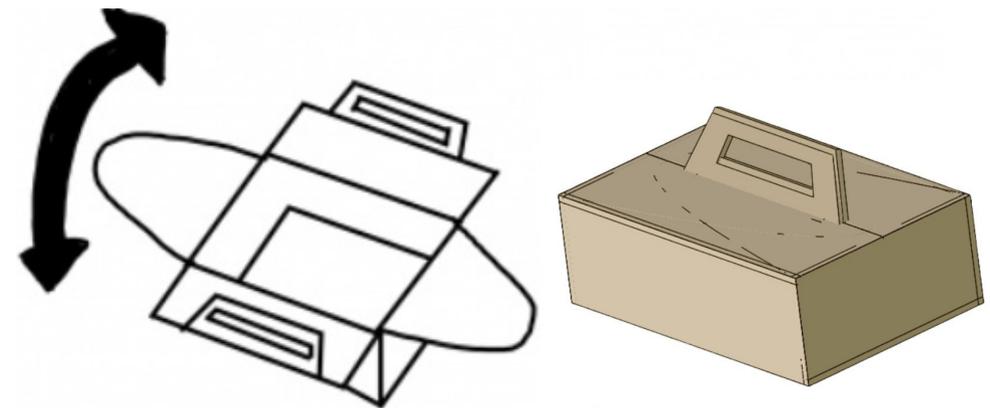


Packaging for all the square pieces.

## TEMPLATE

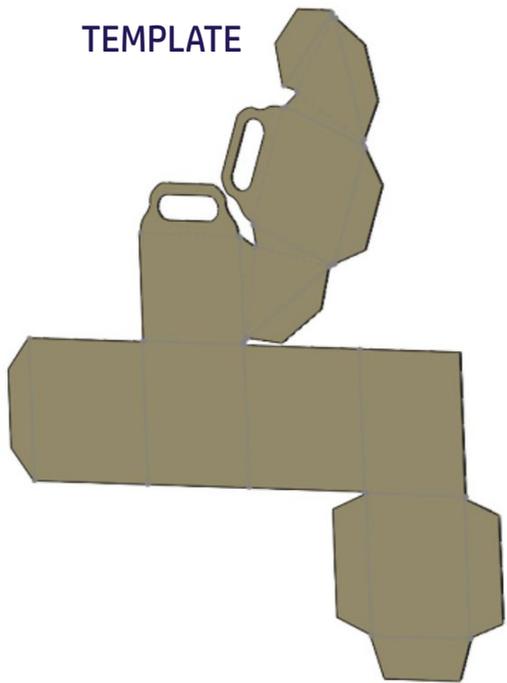


## FOLDING THE PACKAGING

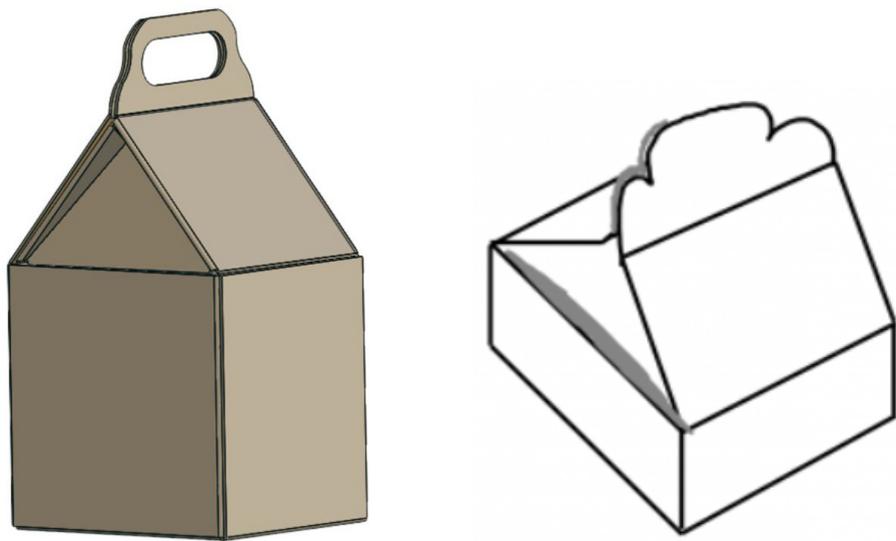


Packaging for the electronic and digital components including the 9 LDRs, the micro-controller, wires, etc.

TEMPLATE

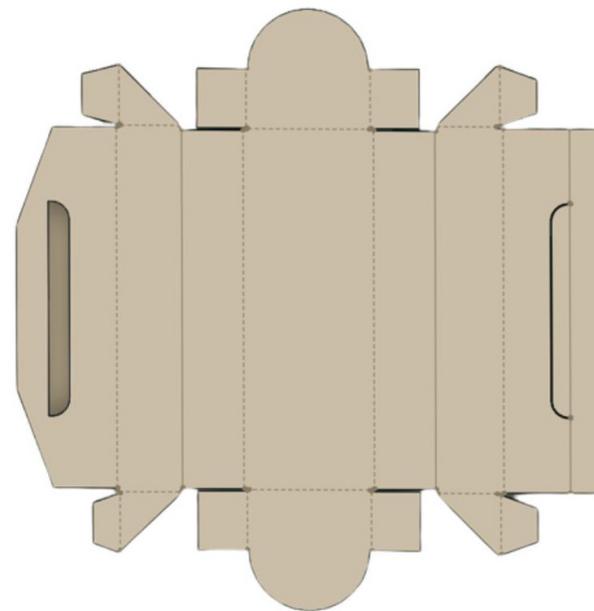


FOLDING THE PACKAGING

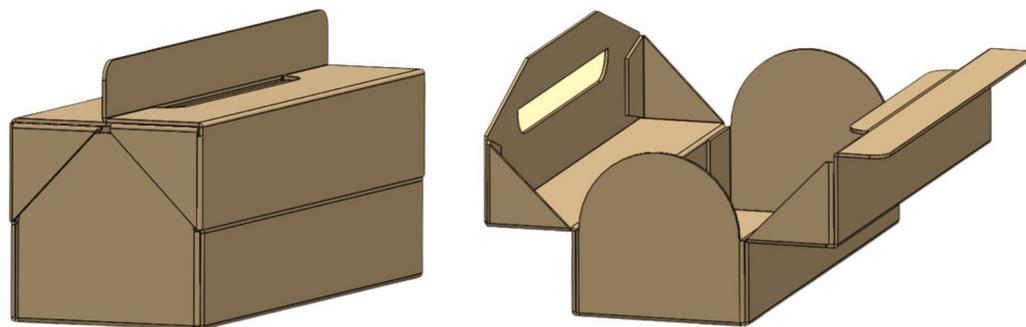


Packaging for the 8 puzzle pieces.

TEMPLATE



FOLDING THE PACKAGING



Packaging for the pneumatic gas lift and cylindrical parts of the product.

# Troubleshooting:

**Hydraulic cylinder not working** – If you press the pedal and the hydraulic lift does not act, one must check whether the pressurized gas inside the lift escaped through some gap. If the gas escaped, one will need to replace either the valve or the retainers to make it functional again and afterwards insert pressurized gas into the lift.

**Push buttons not working** – If a push button stops answering their functions, you must check if it is the mechanical part of the button that is not working or if the electronic part is not answering properly. If you find that the mechanical part is causing the problem, replace the button with another one.

**If the problem is electronic**, make sure a person that oversees solving the problem is a person with some electronic background because the connections may be damaged or out of place, and to acknowledge the problem it is necessary to have some understanding of the topic. After checking what is wrong, replace the cables if they are damaged or simply connect them better if they are out of place. For technical malfunctions contact the *Shift it* company.

**Pedal stuck or broken** – First, make sure there is nothing preventing the pedal from moving. If there is nothing and the pedal is still stuck, check the joint of the pedal, it might have lost the tight fitting it had due to usage wear- and-tear, and be displaced. If this is the case, a new pin or pedal depending on the usage damage must be placed.

## Warranty:

After the analysis of the materials and components that were used in the final product, there is a warranty for the product of 5 years.

In case of a malfunction of the product use our contact to obtain additional information from our employees at customer support.

# FAQs:

## 1. What is the interactive social game?

The puzzle game is an interactive social game made for groups of people in public spaces. Together, you take a photo that is later broken up into pieces for a puzzle. To solve the puzzle, the group must use the manual wooden pieces that are provided in front of the screen. The team can download the image from the website once the puzzle has been solved.

## 2. How does the game work?

Take a group photo using the built-in camera. On a screen, the picture will be broken up into puzzle pieces. In front of the screen, your group can find wooden puzzle pieces. By correctly sliding these pieces, you can use them to solve the puzzle shown on the screen.

## 3. Where can I find the game?

The interactive social game is generally set up in public settings like parks or other specified locations. These specified locations are available on our website.

## 4. Do I need to bring anything with me to play the game?

No, you're not required to bring anything. The game station will be equipped with all the necessary hardware, including instructions, the camera, wooden puzzle pieces, and the screen.

## 5. How many people can play the game?

It is intended for groups of people to play the game together. The exact number of participants may vary but the game requires at least two people. A group of up to 4 is ideal.

## 6. Is there an age restriction to play the game?

All ages can enjoy the game. However, younger kids might need help from adult participants to solve the puzzle.

## 7. How long does the game usually take to complete?

It usually takes 10 to 20 minutes to finish the puzzle and get the picture.

## 8. How do we download the picture once we solve the puzzle?

The game will give instructions on how to download the image once your group has successfully solved the puzzle. Normally, a QR code will be given to you, leading you to our website where you can view and download the image.

# Contact:



LOOK FOR OUR OTHER DESTINATIONS



[WWW.SHIFTIT.COM](http://WWW.SHIFTIT.COM)



00351 74 744 7944



[SIFTITPUZZLE@GMAIL.COM](mailto:SIFTITPUZZLE@GMAIL.COM)



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