

WHAIWHAI Play the storyline through the city

How to use WHAIWHAI

WHAIWHAI/ THE SERIES



WHAIWHAI guides help you search for the secrets hidden in cities.

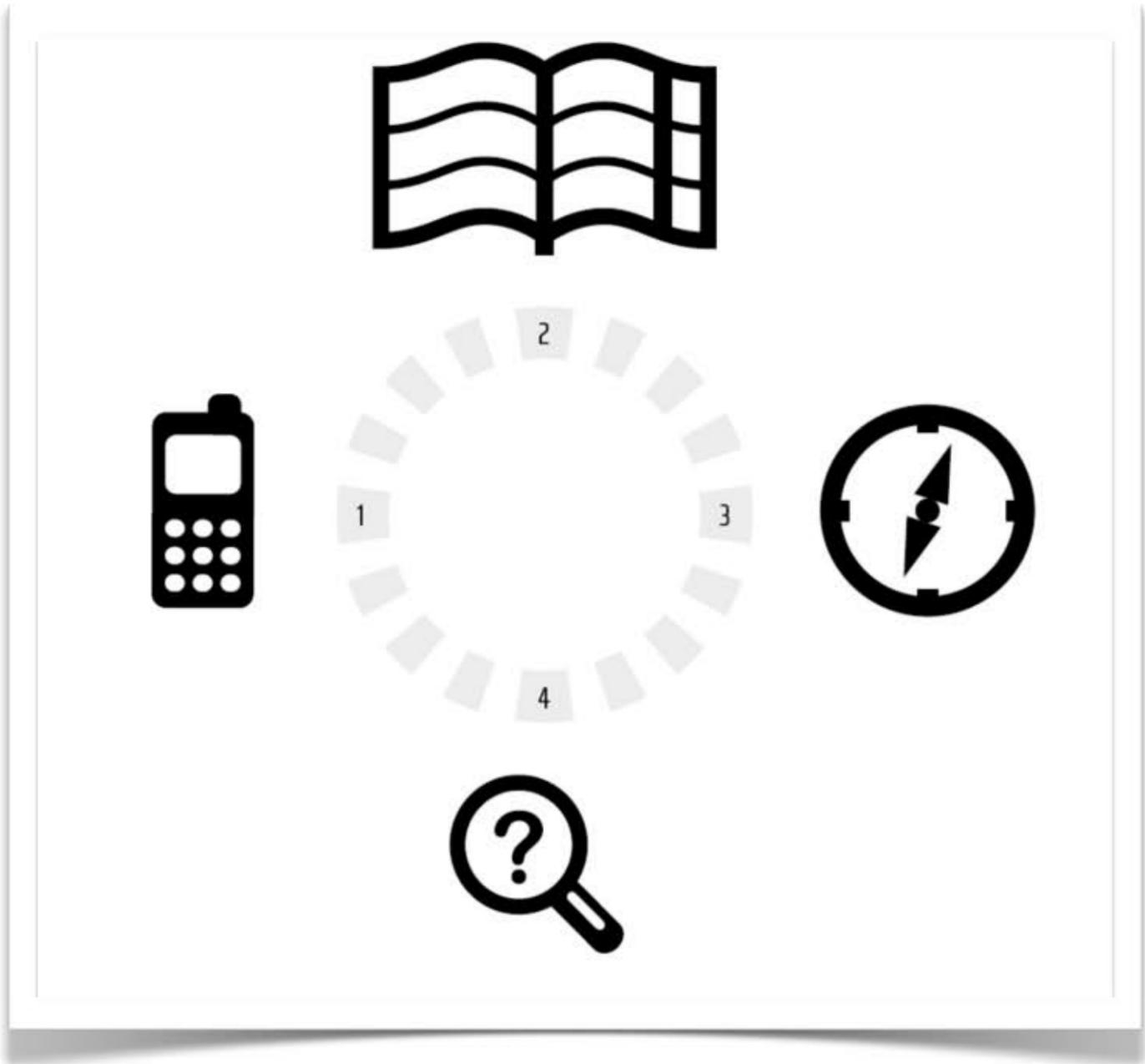
They're **unconventional guides** for tourists and travelers who are looking for an out-of-the-ordinary experience. They're different from other guides because they give you original information about cities while you go on a **hunt for clues**.

WHAIWHAI/ GAMEFLOW

To use these guides, you need to immerse yourself in the places you visit.

The gameflow is simple.

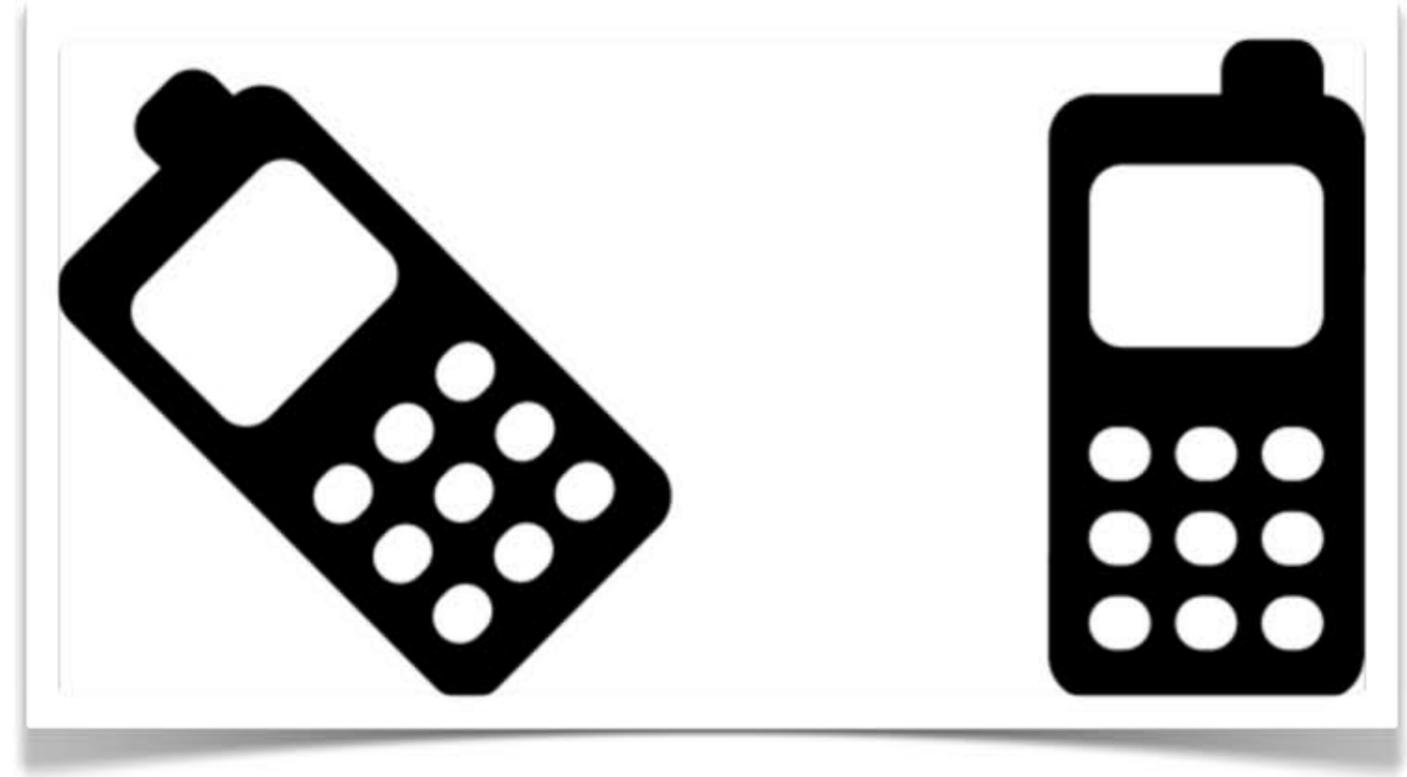
All you need is a **WHAIWHAI guide**, a **mobile with text message function** and a **map** about the city.



GAMEFLOW/ **STEP 1**

If you want to get to the heart of this experience right away and play for the next 2 hours, simply **send a text message with your name** to number that you find on the first pages. Before you begin, you will be asked to send, via text message, the **code number** you'll find on the last page of the guide.

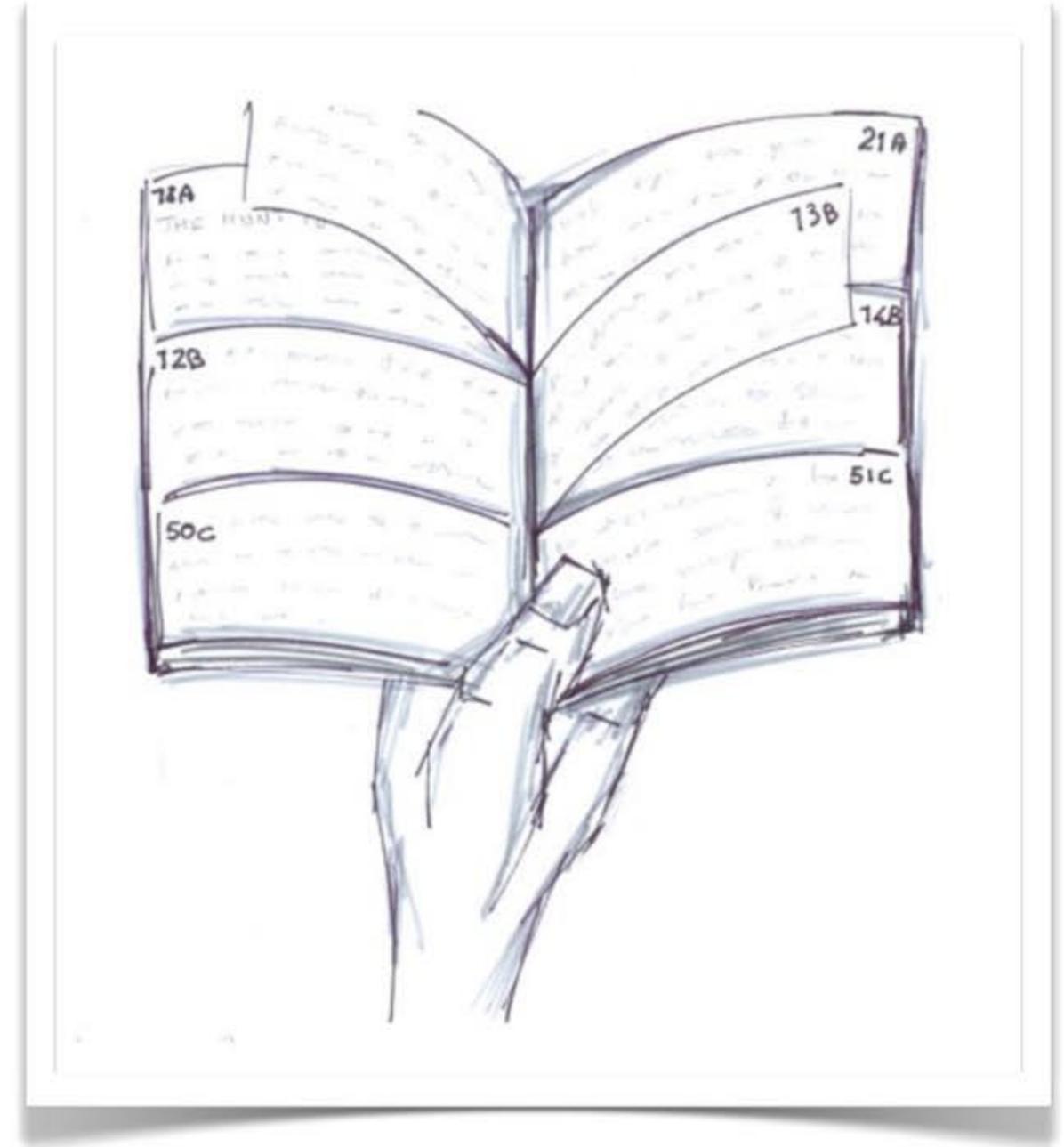
If you want a **more personalized experience**, you can select the duration, difficulty level, the area of the city you want to visit, and whether to play in challenge mode. All these indications can be wrote in the first text message after your name



GAMEFLOW/ STEP 2

The system will send back a text message that you can use to **unscramble the pages**.

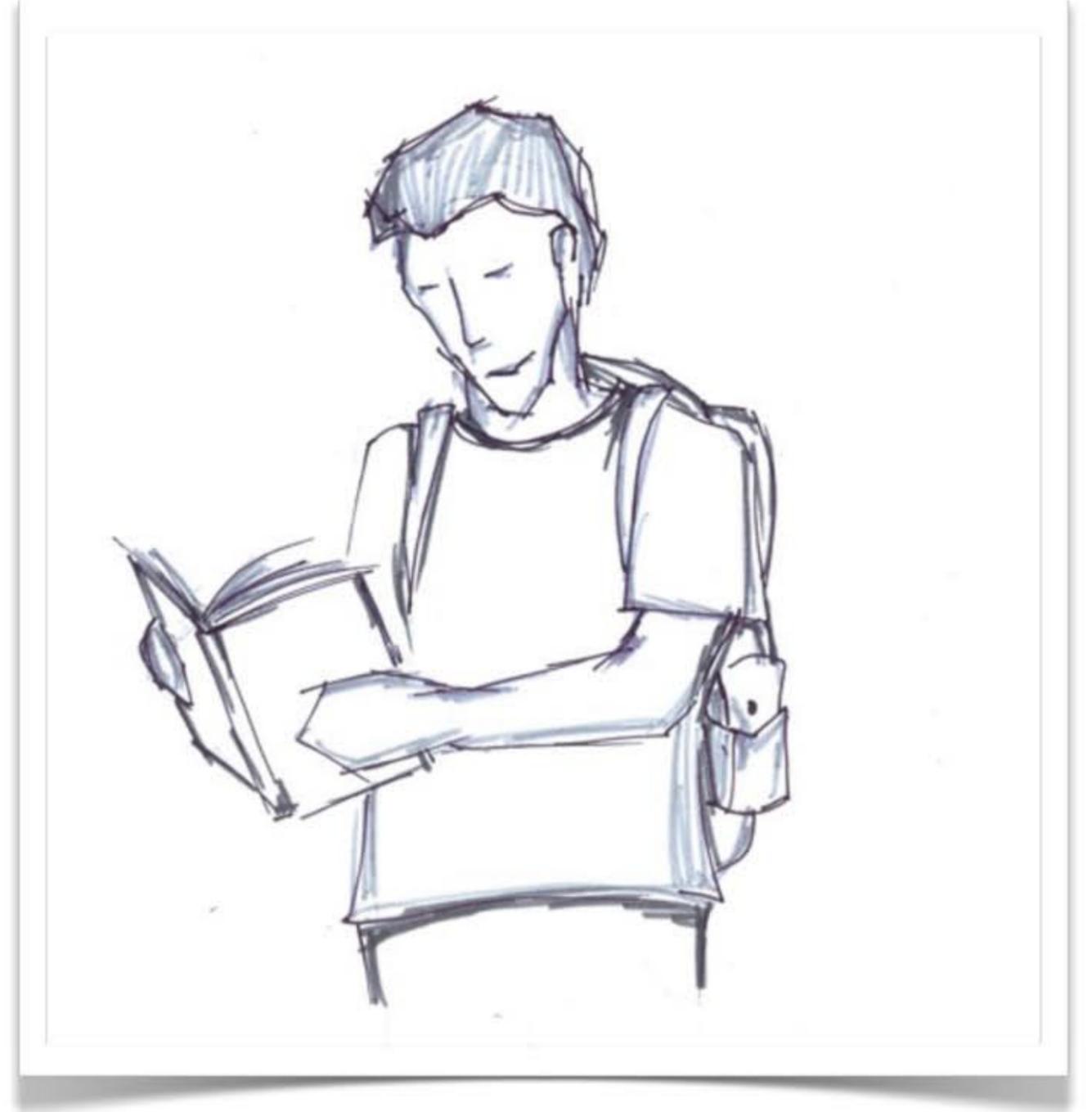
In fact the WHAIWHA! pages are cut in three pieces. Only with the right code and the right order you can read the tales.



Read your first story.

Each tale regards a legend about a place in the city.

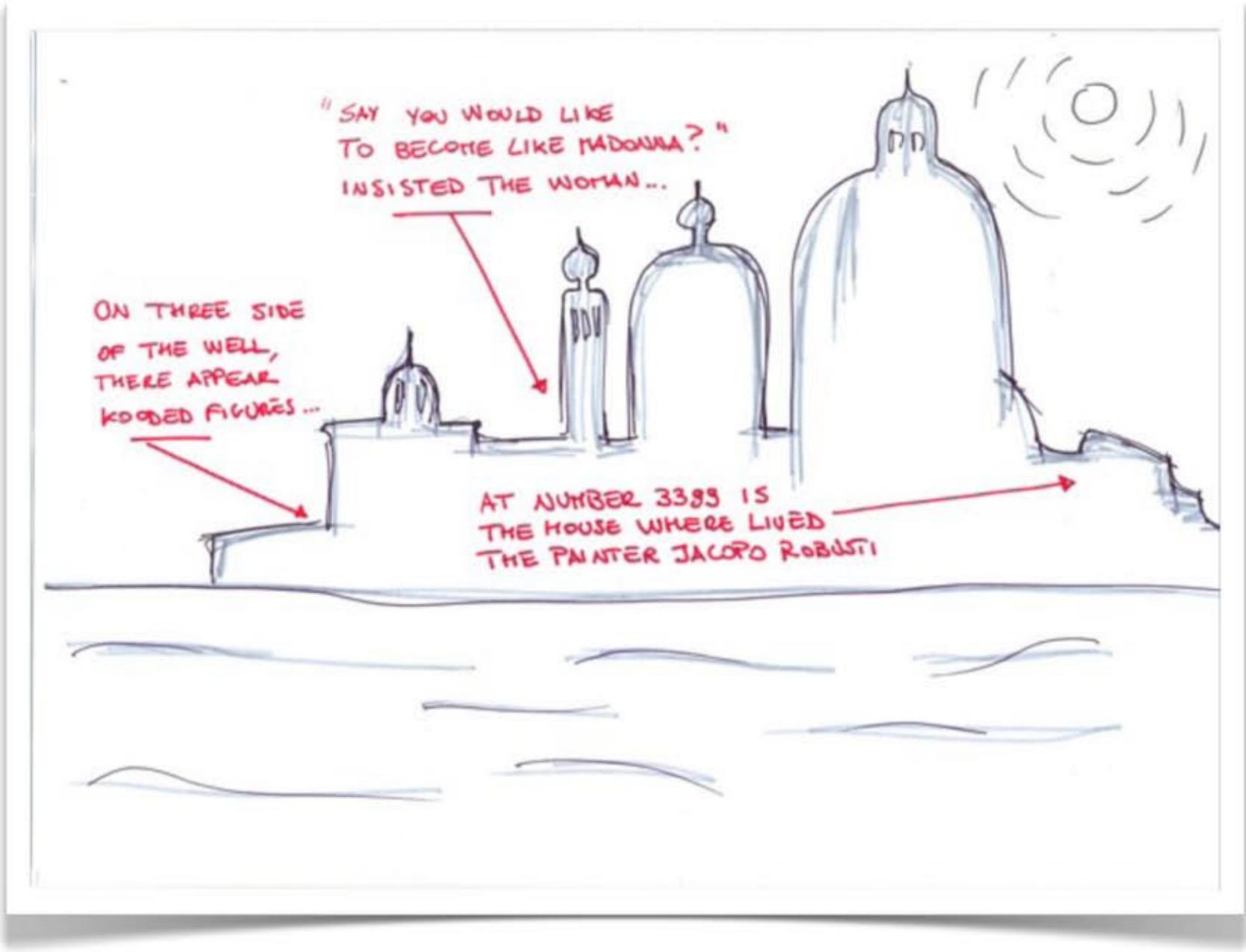
Get there.



GAMEFLOW/ **STEP 4**

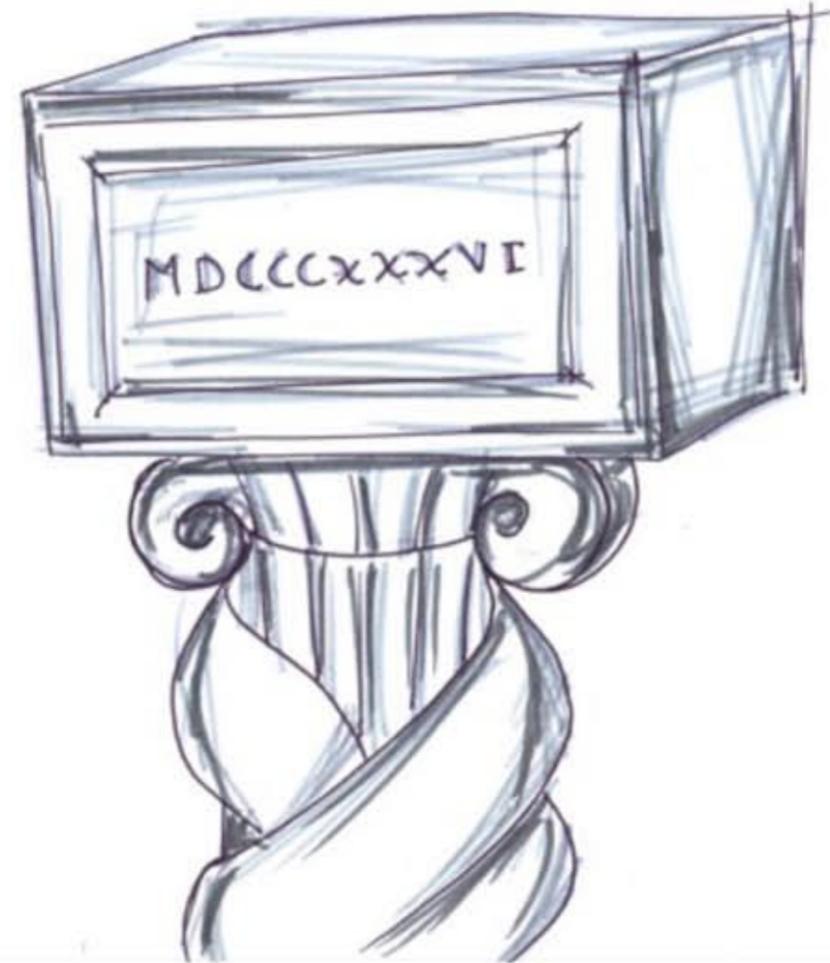
WHAIWHAI guides contain **about 50 tales** about the places.
The content is always original and fascinating.

In an average experience of two hours, you will play and read 6 tales related to 6 places.



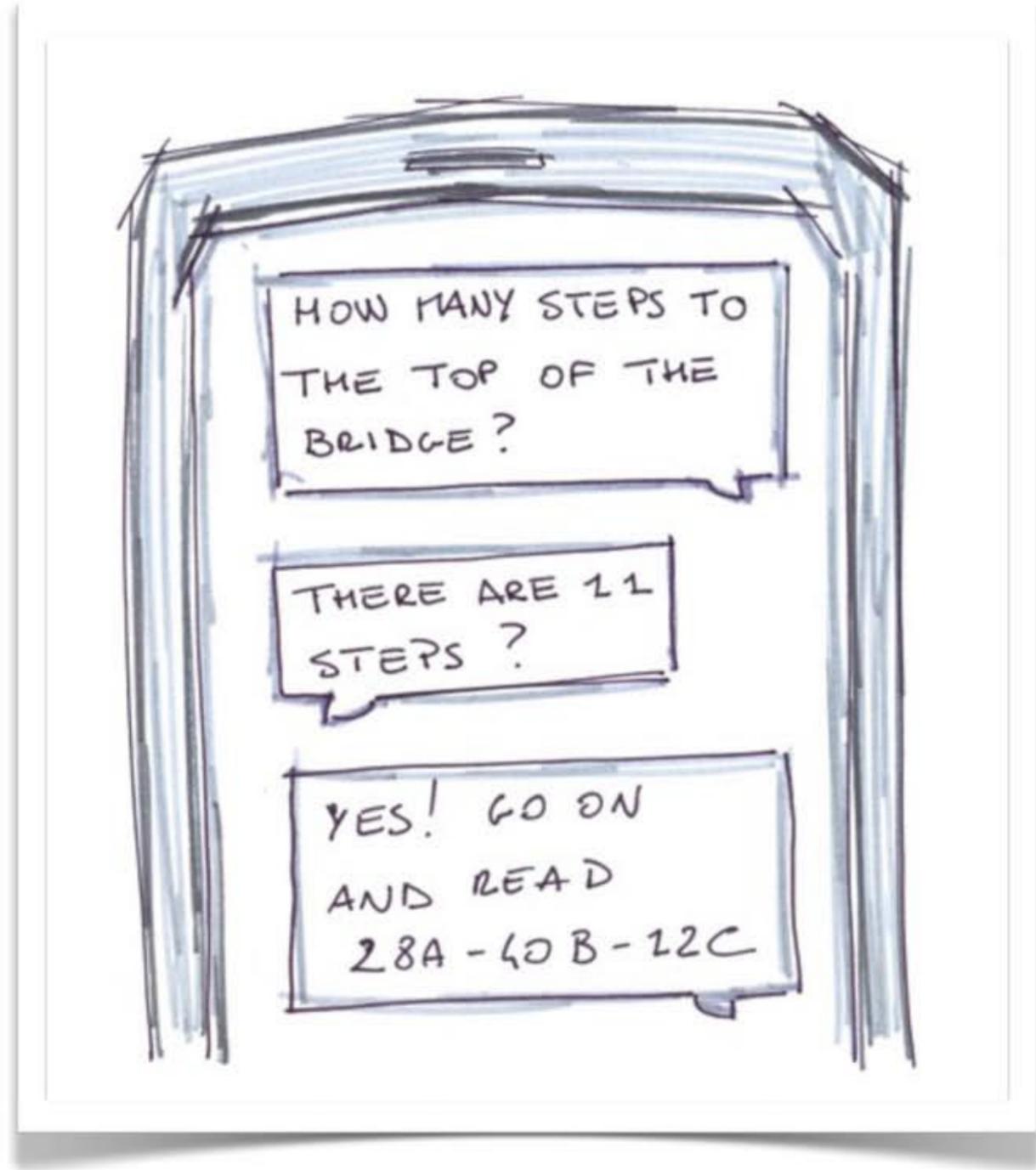
While you are walking toward the place, you receive a text message with a **question**.

It is a **clue hidden in the place**, a mysterious detail that you must look for.



Solve the enigma via text message and **you can continue your adventure** with other tales about other places.

You can make 3 attempts. After giving a third incorrect answer, you will still receive indications to proceed to another story.



1 - Could there be delays in sending and receiving text messages?

Normally, messages are sent and received instantly. There may be delays due to heavy network traffic or to the telephone operator's delivery times. A couple of minutes after the first text message you send to gain access to the game, you will receive a message asking you to insert the numerical code that can be found at the back of your WHAIWHA! guide.

2 - What if I'm unable to solve a puzzle during the match?

If you're playing alone, have no fear: you can make three attempts. After giving a third incorrect answer, you will still receive indications to proceed to another story. If you are in a challenge, however, you get three chances, but be careful! If you answer incorrectly three times, you will be penalized with a 15-minute delay before receiving the next clue, after which you will receive indications to proceed to another story.

3 - Can I suspend the match and resume it the following day?

Yes, of course you can. Once started, the match remains active for 72 hours. At the end of which it will be annulled.

4 - Can I interrupt the match?

Yes, you can interrupt your game session sending a text message with the indication "reset". If you have completed less than half of your search, the match will not be registered, meaning that you will start the game from the beginning when you chose to.

5 - How many people can be in a team?

There is no limit to the number of people per team. However, for each member to get a more direct experience, we suggest teams of two or three people.

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6 - How many guide does each team need?

One per team is sufficient, although we would be happy to provide each player with his own.

7 - How many stages do I see in a match of two hours? And of nine hours?

Roughly five or six in a match of two hours. Roughly twenty in a match of nine hours.

8 - Is it possible that a place is not accessible while I'm playing?

No, the places that you will have to discover are all public and open.

9 -Can I play at any time of day?

Of course, you can play at any time of day, any day of the year. If you play in the evening, take a flashlight with you – you'll need one to find the clues.

10 - What happens when the estimated time for my game expires?

Your game continues until you finish the set of steps foreseen for the amount of time you have chosen. For example, if you decide to play for two hours and after two hours you have only “conquered” two of the steps, you will still proceed to the end, that is, until you complete about five or six steps.