

How to Make Clues

For our Valuable Volunteers... How to give us great clues and photos

Why does TGG need photos?

When we set up a game in a particular location, we'll look for a story first.

This can be historic, adventure, magic, children-focussed, film based, story based, geographical, environmental or any combination of the above.

Once we have a theme for the game, we'll look to see what clues we have for the locations we want to produce a game for.

Our clues are based on photos taken by our team and by our international panel of volunteer assistants. We really hope that you find this part of the process fun and challenging enough to join the people who are already helping us to make TheGlobalGame.net the most Amazing Game on the Planet!

Our photos are organised by latitude and longitude and once we know where we're going to set the game, we do a search to see what we have for that area. Games are typically set around a 5 to 15 kilometre course, depending on the Level of the game.

When we use a photo (and there are examples later in this document). We'll quite often make a number of different clues from the one photo. You'll know, if you've played a TGG game, that if you play it a second time, you won't get the same clues – this is because we have multiple random questions and answers at each clue location. Keeps things interesting.

So how do I take a photo??

When you take a photo and send it to us as a potential clue and answer, we need to clearly see all the text and information related to that particular item.

If necessary, take a long shot of the item (statue, monument, building, geographical feature, children's playground or whatever) and then take a close-up of any text or information about the item. Then you just have to give us the location of the photo(s). This is ideally a latitude and longitude figure, but the nearest cross street will do just fine.

Sample photos and the clues we derived from them

The first photo shows the context of the monument in the park, the second photo gives the detail that we need to be able to make clues, for example:

Speaking of flying, fly around the corner in the park and find a statue for a fast flying man. Who was he? (3,4,5) Answer = Sir Ross Smith

Speaking of flying, the monument around the corner, for Sir Ross Smith, was for a flight from England to Australia. When was it: (4) Answer = 1919

We're flying again, find a statue and tell us Sir Ross Smith flew from where to where in 1919? (7,9) Answer = England Australia

In the middle of the park you're in, is a monument for a flight from England to Australia, how old was Sir Ross Smith, when he flew it? (2) Answer = 27

Flying to the statue in the park, where was the man who flew from England to Australia in 1919 born? (9,9) Answer = Semaphore Australia

So you get the picture?

How you can help

We'd love you to become part of the TGG.net global family, so if you'd like to be involved on the development side of the game, either by taking photos or by suggesting game locations or themes, we'd love you to let us know at gamemaster@theglobalgame.net

Welcome on board – we look forward to working with you!