

04 FOR BIG TRAVEL DREAMS

Airport

Getting started, step by step

Check-in, security, boarding at the gate and take-off: a whole airport in the living room. Here is how to set it up in about ten minutes, and how the first flight goes.

●●●●● Difficulty 5/5 · Extra challenging

💡 Ready in about 10 minutes



What you need



A computer, laptop or tablet **NEEDED**

With an up-to-date browser (Chrome, Edge, Safari or Firefox) and internet. Nothing to download or install.



Something to scan with **NEEDED**

Best with a USB hand scanner that works as a keyboard; a 2D model also reads QR codes. Or scan with the camera or a spare phone, or type the numbers under the barcode.



A printer **NEEDED**

For boarding passes, bag tags, passports and the signs for the stations, gates and seats.



A label printer **EXTRA FUN**

A thermal printer for 100 × 150 mm labels turns them into real stickers. An ordinary printer works too.



Your email address **NEEDED**

For your free account. There is no password: you log in with a link or a code from the email.



Suitcases and chairs **NEEDED**

A small suitcase or backpack for each traveller, dining chairs for the plane, a doorway as the security arch and a laundry basket as the hold.

In this guide

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Setting up

Account, scanner, settings and the starter pack.

3

The first game

Step by step, with real screens.

4

Ideas and help

Ideas for playing, tips, and what to do if something doesn't work.

Setting up

Do this once, together with your child. After that, they can carry on by themselves.

1 Make a free account

Go to **beeptown.app** and tap **Try for free**. Enter your email address. You get an email with a link and a 6-digit code: click the link or type the code.

2 Open Airport

Choose Airport among your play worlds. On an iPad, tap **Share** in Safari, then **Add to Home Screen**: the play world then opens like a real app, full screen. Log in there with the code.

3 Connect the scanner

Plug the scanner into a USB port or pair it over Bluetooth. **Settings** → **Test your scanner** shows whether it works. No scanner? Tap **Camera** at the bottom, or **Phone** to make a phone the scanner.

4 Set up your airport

In **Settings**, follow the five steps of **Set up your airport**: a name and a three-letter code, the children (and a teddy), the gates and the seats per row.

5 A passport for everyone

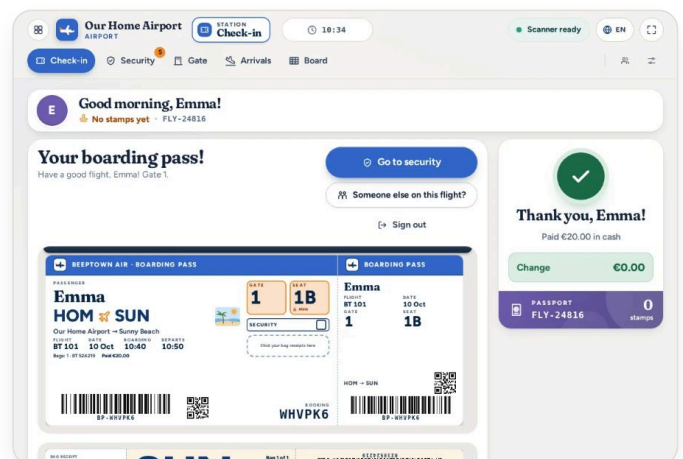
In **Passengers**, make a passport for each child, with a photo if you like. **Print all passports** puts eight on a sheet. Any other barcode can be a passport too, like a library card.

6 Print the starter pack

Every sign in one go: for each station, each gate and each seat. Print at actual size (100%). With a label printer, boarding passes and bag tags become real stickers.

7 Set up the airport

A check-in desk with the screen, a doorway as security, and chairs in rows with an aisle, each with its seat sign. The laundry basket is the hold. Put up the signs.



The boarding pass, with the gate, the seat and a real barcode.

The first game

Who does what? One child works at check-in and the gate, and then becomes the pilot; the others (and their cuddly toys) are the passengers. Carry the screen from station to station.

1 Check in

Scan your passport, choose where to fly and a seat. Put the suitcase on the scale, pay for the ticket, and print the boarding pass and bag tags.

2 Through security

Scan the boarding pass. The x-ray shows what is in the backpack: tap whatever may not fly, then walk through the arch.

3 Boarding at the gate

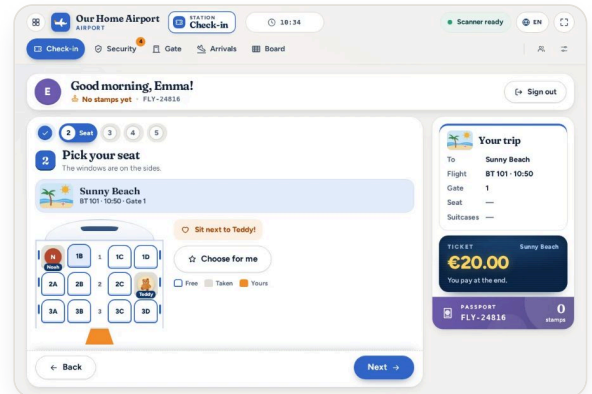
Choose the gate, tap **Start boarding** and scan every boarding pass and every suitcase. Everyone on board? **Take off!**

4 In the air

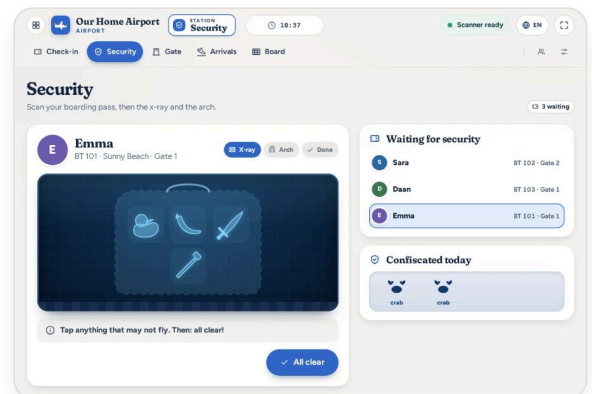
The screen is now the cabin: seatbelts, drinks, a bumpy bit and a message from the captain. Then **Land now**

5 Arrivals

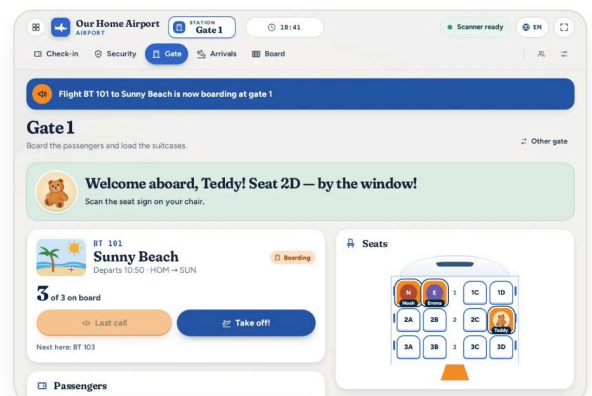
Scan your passport at passport control for a stamp from your destination, and find your suitcase on the baggage belt.



Check-in: choosing a seat, teddy by the window.



Security: what is in that backpack?



Boarding at the gate: who is on board?

Real screenshots, with example data.



Tap **How does it work?** at the bottom of the screen together: a short tour shows everything, on the real screen.

Ideas for playing



Stamps from everywhere

Passengers shows everyone's stamps. Who is first to collect five destinations?



The departures board

Put **Board** full screen on a second screen: it clatters just like at a real airport.



Packing the suitcase

Let them pack for their destination themselves: swimming things for the beach, a hat for the mountains.

Something not working?

The scanner does nothing

First tap or click once in the app's window: the scanner types wherever the cursor is. **Settings** → **Test your scanner** shows what arrives, and whether the scanner sends an Enter after each code.

Odd characters or numbers

Set the scanner to the same keyboard layout as your computer. Its manual explains how, usually with a barcode to scan.

The camera won't start

Allow the browser to use the camera, and close other apps that use it. Hold the code still inside the frame, in good light. Typing always works: the numbers are under every barcode.

No email?

After a few minutes, look in your spam folder. A link and a code work once, for 15 minutes; otherwise ask for a new one.

Good to know

Try it free, pay once

With a free account you play with 1 passenger and 3 bookings; a journey that has started can always be finished. Want more? This play world costs €17.99, all four together €39. You pay once: no subscription, no ads.

Everything stays at home

Names, photos and everything your children play stay in the browser on this device: we never receive them. A backup (**Settings** → **Export backup**) also moves everything to another device.

Playing safely

Hand scanners use laser or LED light: never point one at anyone's eyes. Play together, especially with young children.

Need help?

In the app, **How does it work?** shows everything again. A question, an idea, or something not working? Email **hello@beeptown.app** or use the form on beeptown.app. We read every message ourselves.



Scan to start playing
beeptown.app/airport