

09 FOR LITTLE RECEPTIONISTS AND PORTERS

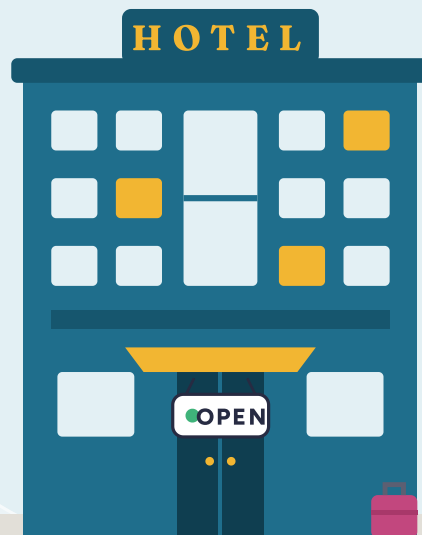
Hotel

Getting started, step by step

The sleepover becomes a stay: a reception with a room plan, a key card that opens only your own room, a porter for the suitcases, pancakes from room service and a real bill at checkout. Here is how to open the hotel, and how the first stay goes.

●●●●● Difficulty 3/5 · Medium

🕒 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 the door signs and hangers, the room service menu, the key cards, luggage tags, breakfast vouchers and the bills.



Desk bell, label printer **EXTRA FUN**

A bell on the reception desk: ding! A label printer (100 × 150 mm) prints keys, luggage tags and vouchers as stickers.



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 cuddly toys **NEEDED**

A suitcase or bag for every guest, the bedroom doors, cuddly toys who come to stay, and a tray for room service.

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 Hotel

Choose Hotel 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 Make it yours

Open **Settings** (the sliders, top right). Name the hotel and choose the prices: **Whole euros** (ages 5–7), **With 50 cents** (7–9) or **Real prices** (9 and up). In **Rooms**, choose which doors are in the game.

5 A hotel card for every guest

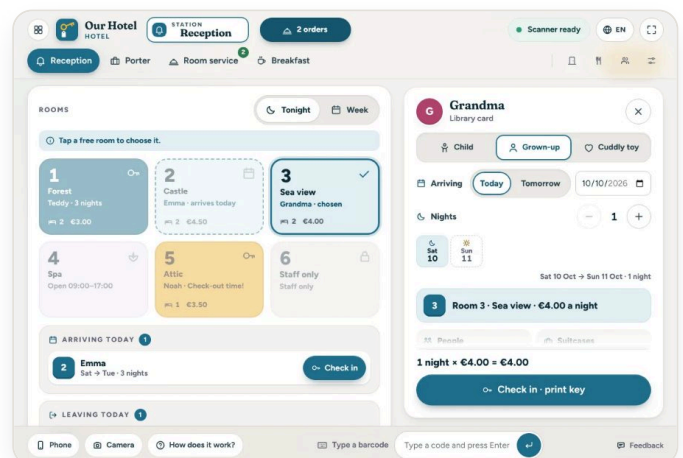
In **Guests**, make a hotel card for each child (and a teddy), with a photo if you like. **Print all cards** puts eight on a sheet. A card from another play world, like a library card, works too.

6 Print the starter pack

In **Settings**: the station signs, a door sign for every room, the Do not disturb hangers, the room service menu and play money, all in one go. Print at actual size (100%). Keys, tags and vouchers print at check-in.

7 Set up the hotel

A reception desk by the front door, with the screen, a bell and the key cards. The bedrooms are the rooms: a door sign on every door, a hanger on the handle, the menu inside. The bathroom can be the Spa. Scan a station sign and the app becomes that station.



Reception: tonight's room plan, and Grandma's card.

The first game

Who does what? One child is the receptionist, another the guest (cuddly toys stay for free), a third the porter, a fourth room service. The best guest? Grandma, who comes to stay on Saturday.

1 Ding! Checking in

At **Reception**, scan the guest's card. Choose a free room and the nights, check in, and print the key card, the luggage tags and the breakfast vouchers.

2 The porter

Tag the suitcase. At the **Porter** station, scan the tag: "Grandma, room 3, upstairs, the second door." Carry it up and scan the door sign: delivered!

3 Click! The door

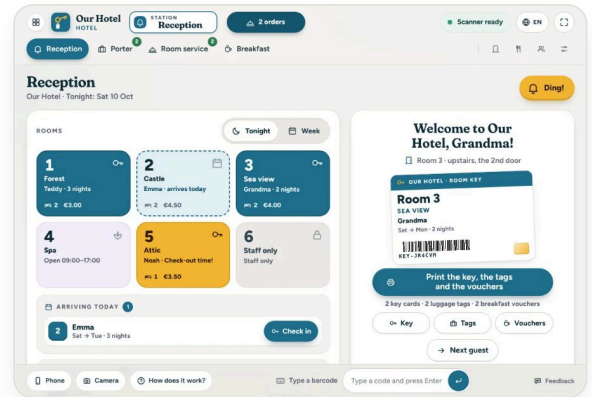
Pair a spare phone (**Phone**): it is the door lock. Scan the door sign, then the key: "Click! Welcome to room 3." A wrong key just beeps.

4 Room service

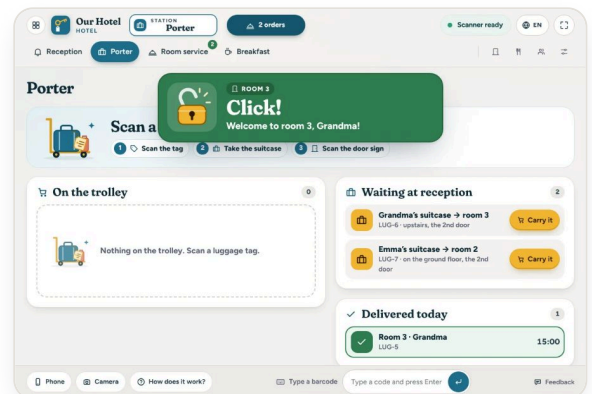
In the room, the guest scans a dish on the menu, then the key. The order pops up at **Room service**: scan the door sign to deliver it.

5 Checking out

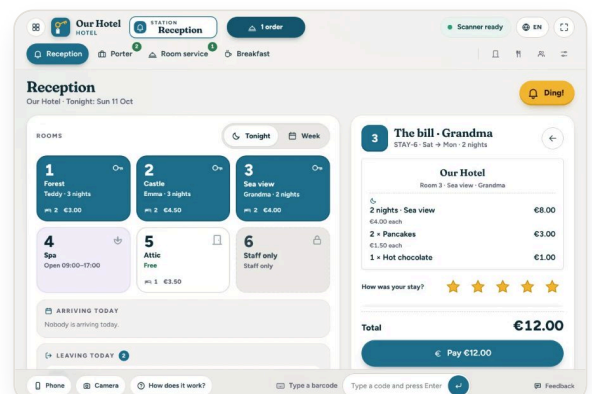
At **Reception**, scan the key: the bill adds up the nights and room service. Pay with play money or a card (a Beeptown Bank card too) and give stars. The key stops working.



Checking in: two nights, and the key card.



The door lock on a phone: Click!



Checking out: the nights, room service and stars.

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



Breakfast after lunch

Every night comes with a breakfast voucher: valid once, and only in the morning. Playing in the afternoon? At **Breakfast**, tap **Pretend it's morning**.



Do not disturb

Hang the hanger on the door handle and scan it at **Room service**: that room's orders wait until it is scanned again. Are the cuddly toys asleep? Shh!



A day at the Spa

The bathroom is the Spa: every guest's key opens it, but only in its opening hours. Bring towels, slippers and two slices of cucumber!

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 guest and 2 stays; the door, the porter, room service and checking out always work. Want more? Any three play worlds of your choice cost €27.50 together; this one alone €12.50. 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/hotel