

01 FOR LITTLE BOOK LOVERS

Library

Getting started, step by step

A real library at home, with the books from their own shelves, a library card of their own and a barcode scanner. Here is how to open the desk in a few minutes, and how the first game goes.

● ● ● ● ● Difficulty 1/5 · Very easy

🕒 Ready in about 5 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 **OPTIONAL**

For the library cards, a welcome poster and signs. You can do without: any card with a barcode makes a fine library card.



Your email address **NEEDED**

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



Books from the shelf **NEEDED**

Every book with a barcode (ISBN) on the back can join in. And a basket or box for the books that come back.

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 Library

Choose Library 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. Tap **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). Give the library a name, choose the language and how long a book may stay out: the **Loan period**.

5 A card for every reader

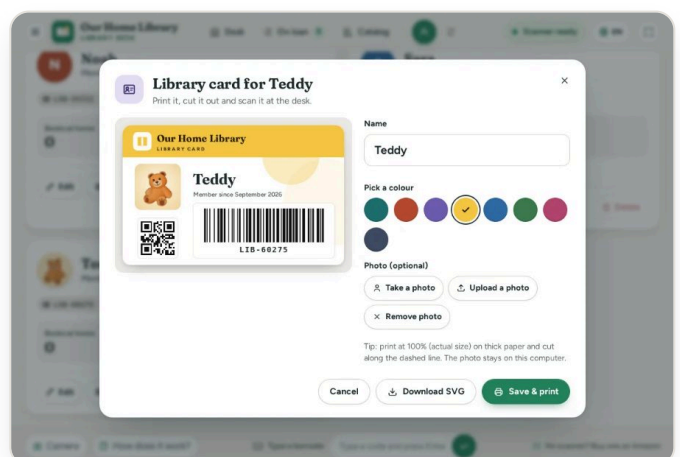
In **Members**, make a library card for each child: a name, a colour and a photo if you like. A teddy can join too! Any other barcode can be a library card as well.

6 Print the starter pack

In **Settings**: a welcome poster, a desk sign, a returns sign and every reader's card, eight to a sheet. Print at actual size (100%) and cut the cards out.

7 Set up the library

The screen is the desk, with the books within reach and the returns basket next to it. Put up the poster. Want every book in the catalogue right away? Switch on **Add books by scanning** in **Catalog**.



A library card of their own, with a photo, a barcode and a QR code.

The first game

Who does what? One child is the librarian behind the desk. The others, and their cuddly toys, come to borrow and return books. Then you swap roles.

1 Scan your library card

The library says hello. A card it doesn't know yet? Then it asks once whose card it is.

2 Scan a book

Scan the barcode on the back. The book gets a stamp with the day it has to come back. More books? Just scan them one after another.

3 Done? Sign out

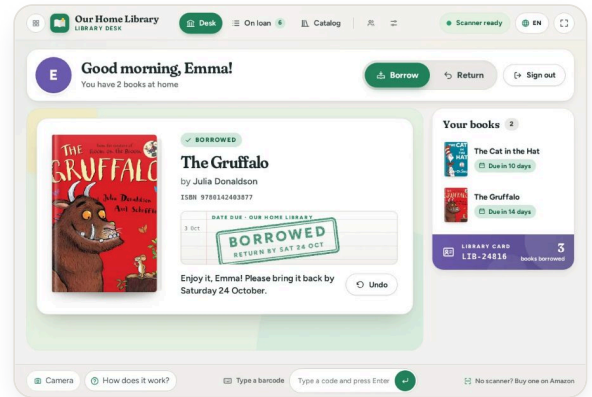
Scan your card again, or tap **Sign out**. Next reader, please!

4 Bringing a book back

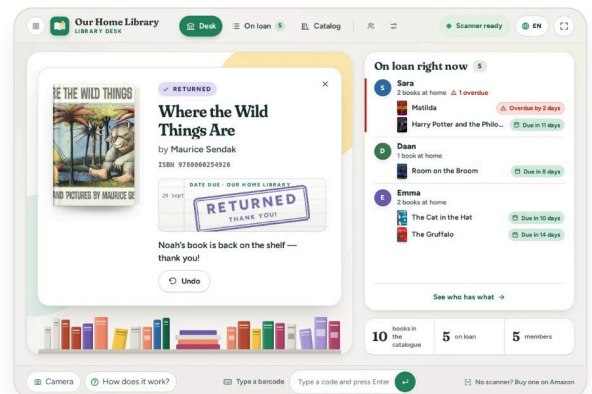
No card needed: scan the book and it is back on the shelf, with a big thank-you stamp.

5 Who has which book?

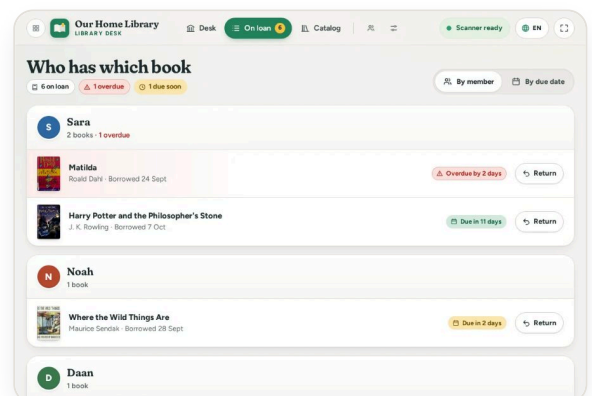
On loan shows which books are out, who has them and when they have to come back.



Borrowed, with the return date on the stamp.



Bringing it back: one beep, no card needed.



Who has what: every book that is out.

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



Teddy joins

Make a card for a cuddly toy.
Which book does teddy borrow today, and who reads it aloud?



Reading month

Members shows how many books everyone has borrowed.
Who reads the most this month?



Back on time

Put the return date on the calendar together: a little planning, without it feeling like a lesson.

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 reader and 2 books; returning books always works. 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/library