

07 FOR LITTLE CHEFS AND WAITERS

Restaurant

Getting started, step by step

The play kitchen gets a dining room: a menu with a barcode for every dish, a waiter with the scanner, a chef who rings the bell, and a real bill with a tip and stars. Here is how to set up the restaurant, and how the first meal 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 menu, the table and station signs, the staff badges and the bills. Ordinary A4 or Letter paper is enough.



Second screen, receipt printer

EXTRA FUN

The kitchen in a window of its own, on a monitor or the TV connected to the computer. A receipt printer (80 mm) prints chits and bills on a roll.



Your email address **NEEDED**

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



A play kitchen and a table **NEEDED**

The play kitchen (or real pans and wooden spoons), plates, cups and play food, a table for the guests, and play money for the bill.

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Account, scanner, settings and the starter pack.

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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 Restaurant

Choose Restaurant 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). Name the restaurant and choose the prices: **Whole euros** (ages 5–7), **With 50 cents** (7–9) or **Real prices** (9 and up). Under **Tables**, say how many tables you have.

5 A restaurant card for everyone

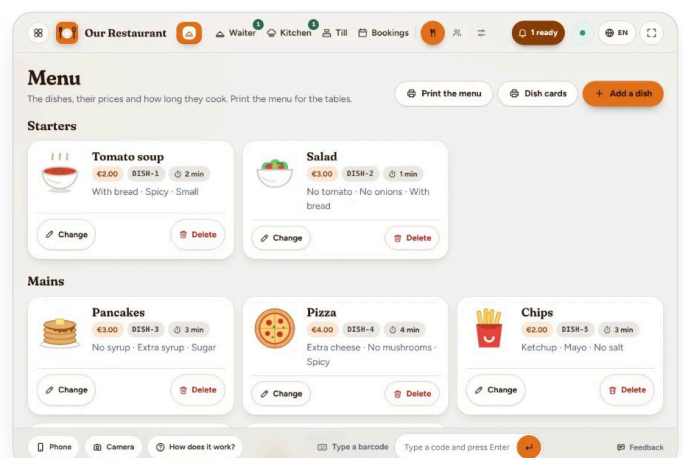
In **Guests**, make a restaurant card for each child (and a teddy), with a photo if you like. **Print all cards** puts eight on a sheet. A library card or any other barcode works too.

6 Print the starter pack

In **Settings**: the menu, a sign for every table and every station, the staff badges, and play money and bank cards to cut out, all in one go. Print at actual size (100%). Your own dishes on the menu? Change it in **Menu** first.

7 Set up the restaurant

A table sign on every table, the menu next to the plates, the till on a little table by the door. Scan a station sign and the app becomes that station. A second screen? Open the restaurant there in a second window and scan the kitchen sign. A receipt printer? Switch on **Settings** → **Print every order**: the chef gets a chit for every order.



The menu: every dish has its own code, a price and a cooking time.

The first game

Who does what? One child is the waiter with the scanner, another the chef at the play kitchen; the others (and their cuddly toys) are the guests. At the end, someone works the till. Every station runs on one device: carry it along.

1 What would you like?

At the **Waiter**, scan the table sign, then the dishes on the menu. Tap a dish for extras such as “no onions”, or a note for the chef. Then tap **Send to the kitchen**.

2 Off to the kitchen!

The order appears in the **Kitchen**: on the second screen, or carry this one over. The chef taps **Start cooking**, and a timer runs while the pots bubble.

3 Ding! Food's ready

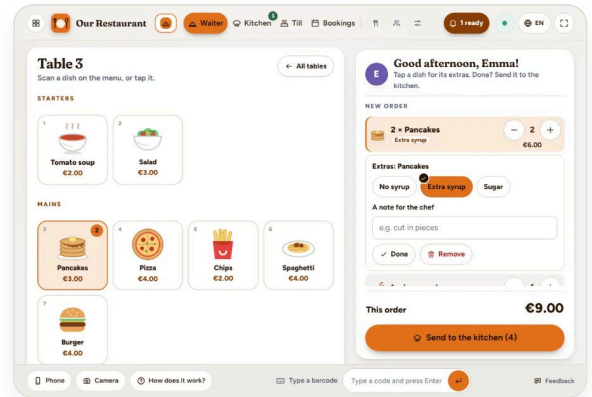
The chef taps **Ready!** and the bell rings at the waiter. Carry the plates to the table, then scan the chit or tap **Serve**.

4 The bill, please!

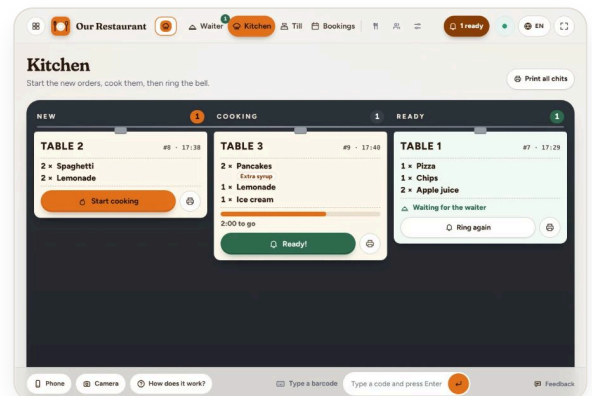
At the **Till**, scan the table sign: the bill adds itself up. A tip? Split between friends? And how many stars does the meal get?

5 Pay and get a stamp

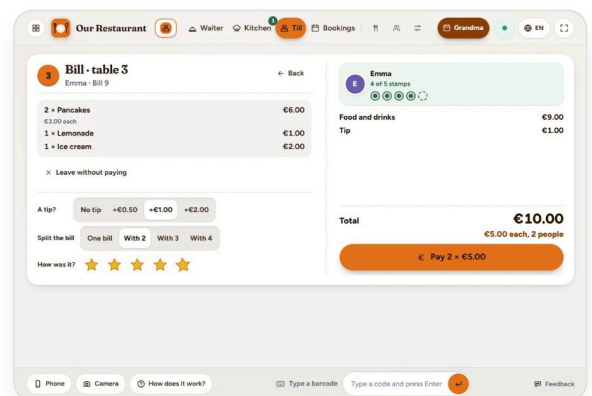
Pay with play money or the card, and print the bill. Scan the guest's restaurant card at the till: a stamp for every meal, and a full card means a free dessert.



Taking the order: two pancakes with extra syrup.



The kitchen: new, cooking and ready.



The bill: a tip, split between two, 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



A table for Grandma

Grandma calls to book? Write it in **Bookings** and print the reserved sign for her table. When she arrives, scan the sign: her table is ready.



Their own dishes

Scan a real packet from the play kitchen, or add a dish in **Menu** with a photo of their own cooking. It joins the menu with a code of its own.



Five stars

Guests give the meal stars at the till. Print the **Star poster** and hang it by the door: will the restaurant get five stars?

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 table and 5 dishes (a drink counts too); the kitchen, serving and the till always work. Want more? Any three play worlds of your choice cost €29.99 together; this one alone €17.99. 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/restaurant

Beeptown is a trade name of General Software B.V., De Molen 65, Houten, the Netherlands.