

02 FOR HAPPY SHOPKEEPERS

Supermarket

Getting started, step by step

A supermarket of their own, stocked from the kitchen cupboard: scanning the shopping, paying with play money or the card, and a real receipt. Here is how to set up the shop, and how the first customer goes.

●●●●● Difficulty 2/5 · Easy

🕒 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 **EXTRA FUN**

For receipts, customer cards, the Bonus signs and the loose items to cut out.



Your email address **NEEDED**

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



Groceries and play money **NEEDED**

Packets, jars and tins with a barcode from the kitchen cupboard, a basket or bag, and play money: euros or dollars.

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 Supermarket

Choose Supermarket 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 shop a name, choose euros or dollars for the play money, and the prices that suit your children: **Whole euros** (ages 4–6), **Half euros** (6–8) or **Real prices** (8 and up).

5 A customer card for everyone

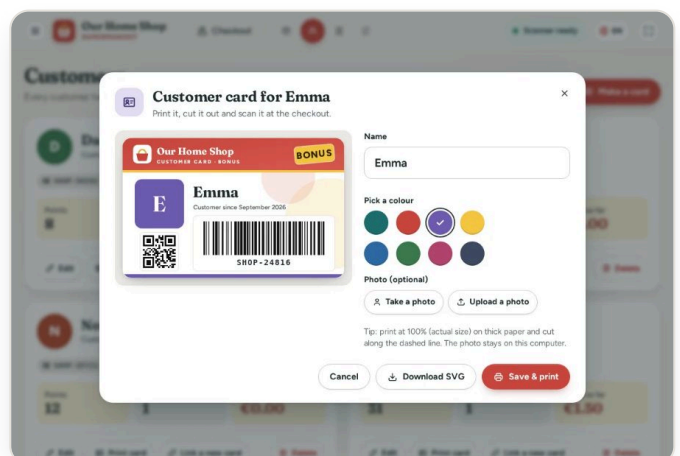
In **Customers**, make a card for every customer, with a name, a colour and a photo if you like. The card collects points and gets the Bonus prices. A library card works here too.

6 Print the starter pack

In **Settings**: a shop sign, a checkout sign, Bonus signs, the loose items (fruit, bread, eggs) to cut out, and every customer's card. Print at actual size (100%).

7 Set up the shop

Put the shopping on a shelf or table, with the Bonus signs. The screen is the till: have the play money and a bag ready. Scan each product once: the shop looks up its name and photo, and gives it a price.



A customer card of their own: points and Bonus prices.

The first game

Who does what? One child works at the till. The others come shopping, with their customer card and a basket. Then you swap roles.

1 Scan your customer card

The shop says hello, saves points and gives the Bonus prices. A new card? Type a name once.

2 Scan the shopping

Beep by beep the basket fills up and the total adds up. Fruit, bread and eggs without a barcode are tapped on the screen.

3 Pay

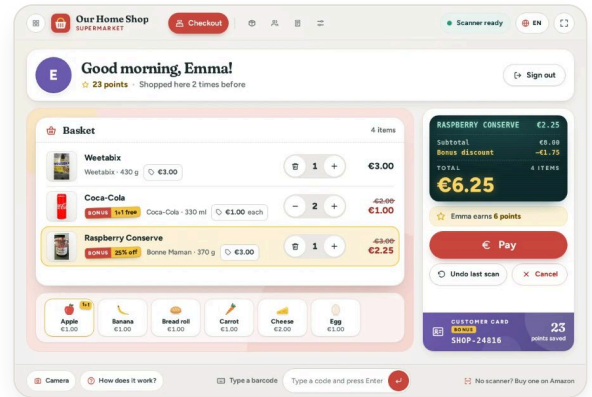
Tap **Pay**. Cash: hand over the play money and the till works out the change. Card: hold the card to the screen and type four numbers.

4 The receipt

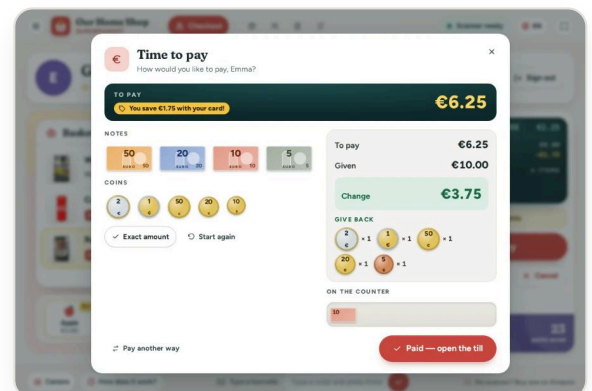
The receipt shows the Bonus discount, the change and the points saved. Print it for the customer, or look at it on the screen.

5 Next customer!

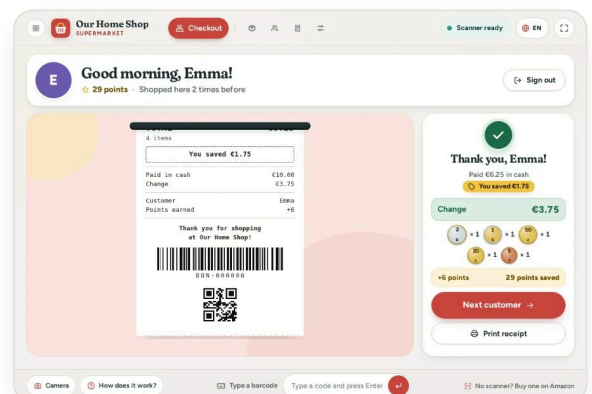
Tap **Next customer**. Later, **Sales** shows every receipt of the day, and the best sellers.



Beep by beep, a full basket.



Paying with play money: the till works out the change.



The receipt, with the discount, the change and the points.

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



Offer of the week

In **Products**, give a product a Bonus sticker. Who spots the offer first?



The shopping list

Write or draw a list together. Can the customer find everything, and is there enough money?



The exact amount

Who can pay exactly the right amount? Counting and working out change happen by themselves.

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 customer and 5 products. 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/supermarket