

Version 1.2.1

The forest whispers. Follow it.

A treasure hunt on your phone

Clues out in the open, a place to find, and the clock is running. The game runs in your phone's browser — nothing to install.

How the game works

1 Join the game

Scan the QR code or open the link. Choose a nickname and give a phone number and password. The number is only for delivering a prize and is visible to the organiser alone.

2 You get a clue

A picture, text, or both. The clue points to a place — working it out is up to you.

3 Go to the place

When you think you have arrived, press “I have found the right place”. The app checks your location.

4 Answer the question

At the right place you get a verification question. After a correct answer you see when the next clue opens. Turn on notifications on your own page to hear about new clues (on an iPhone, add the game to the home screen first).

A wrong answer costs time

A wrong answer to the question: first one minute, then 5 min, 10 min, 20 min and an hour. A wrong place costs nothing at all. The wait need not be empty, though: the player's page has a “**Play: Nella the Adventurer**” button, and the mini-game can be played at other times too.

Prizes

The three fastest are rewarded: the order is set by the time of finishing. The winner gets a message from the organiser saying where to find the medal. Prizes come from the game's sponsors.

A special medal for the winner
Every game's winner receives it in addition to the prize.

Location

The game needs your location, but only for a moment at a time:

- Your location is read only when you press the button.
- It is not stored and you are not tracked.
- Nobody else sees where you are.

The clue's real location stays on the server and cannot be dug out of the app.

Games are run by clubs, communities and companies

The organiser invents the clues, picks the places and finds the sponsors. A game can be a village summer event, a club evening or a company away day. Interested in running your own? Get in touch.

Scan the code and join in

cyberleogames.com/cotwp

The game is in Finnish, Swedish and English.
Runs in your phone's browser — no installation.

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Developed by CyberLeo Games