

Running a Private Party

Note: the system is in its infancy and not as slick as we'd like it to be. Re-download this pdf if you run into problems and see if the information has been updated.

Registration is as easy as ...

1. From the main page at <http://ghost-patrol-owl2013.appspot.com/> click "Organize." Create a name and a password for your event. You are not emailed this information, so copy it down in case you need to access the party organization from another machine. We suggest you bookmark this page as it won't be available if you log in as a team. At any time you go back to the "Organize" web page and add additional teams. This is also where you will access the results for the event.

****NOTE:** You MUST be logged in as a team playing in the private party, to see the proper results. If you are not seeing your results when you click the link, open a NEW tab, go to <http://ghost-patrol-owl2013.appspot.com/> and LOGIN as one of those teams. Then go back to the "Organize" page (<http://ghost-patrol-owl2013.appspot.com/party>) and try the link again. If you never made a team for yourself, you can quickly create one. Sorry for the inconvenience and email inspector if you need further assistance.

2. On the next page click "Register a team" to add teams to the event. Alternatively, you can also publicize the unique link to that page. Any one who goes to that link will be registering for the Private Party (don't forget to register yourself if you intend to play!).
3. After that, when registered teams log in from the main page, they will be logged in as part of the private party.

Private parties can begin and end at any time after launch. No information is kept or shared by GP. The intent is just for you to easily track your friends (or enemies) times against each other. Team members should be in the same room, but other teams can be located anywhere theoretically. All teams will need access to a printer as each team prints puzzles as they solve.

Results

From "Organize" page, click the link to view the results. The results are not pretty, but if you copy and paste them into a spreadsheet, you will see the team name and events running in rows across. You will be able to see the number of hints (represented by a number) taken, whether the final hint (big hint) was taken, and the time the team entered a solve. It will take a bit of work, but you will have everything you need to determine how long each team took. Looking at when the "First Solve" vs "Last Solve" will tell you that teams total time. Looking at solve to solve gives you the time for that puzzle. There is a break in the middle of the game and any time spent during this break should be removed from overall solve time.

The official scoring is to deduct \$100 (from zero) for each hint taken and \$200 if the final hint (solve word) was taken. For a possible score of -\$600 per puzzle. Teams are ranked by time with outstanding debt displayed with it. You can change the scoring however you like. A fast team could be done in 4-5 hours. You can set an end time to the game if you'd like.

For an example on how to format the data, go to: <http://tinyurl.com/mo25843>



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