The top 10 things you wanted to know about play/share. (but were afraid to ask)

Q  How do I sign up?
A  You can sign up by clicking here or by texting 'playshare player signup' to phone number 25252.

Q  Do I need an iPhone to play?
A  No way! All you need is an SMS-enabled phone. If you (or anyone on your team) can send and receive text messages, you’re in. This being said, some of our missions will require photographic documentation, or drawing so bringing along some sort of camera, paper, pencils, etc. is a good idea.

Q  Do I need a team?
A  Nope. You can play individually or as a team.

Q  Can I still join in if I missed the launch?
A  Yes! Yes! Yes! The game runs for 2 weeks, so it’s totally possible to join late, collect points and win! Sign up now, and we’ll keep you posted with who’s in the lead as the game progresses.

Q  I want to play with a team, but none of my friends do. Can I join another team?
A  Totally. When you form a team, you get a password to give to prospective teammates so they can be added to the team. Find other players – potentially on the website – and get one of these codes from them to join!

Q  I was just on your website, and there are tones of missions that you can do! Do we have to do all of the missions to win?
Actually, our awesome developers have made over 50 missions. And, no, you don’t need to do them all. This being said, the team or individual that earns the most points wins, and the only way to earn points is to complete missions.

**Q** How do the badges and points work? Do I need to earn badges to get points? Or get points to earn badges?

**A** You earn points by completing missions – you’ll get points for accepting a mission when you receive it for the first time, as well as additional points for submitting correct answers and/or mission-related media. Points are how you win the game!

Badges are a system we’ve devised to help you mark your progress in the game. You can earn badges for a variety of achievements, including completing benchmark numbers of missions (which will also get you points).

The short answer is: you’ll be earning points and badges side-by-side. Badges don’t directly affect your team's rating on the leaderboard, but they might earn you a prize pack!

**Q** OK! I've done a mission and have photos to upload. What do I do?

**A** You can upload the media you create directly to the play/share site. Create a new blog post to put the photos in – keep photos for particular missions together in a single post – and tag the post with the mission name and your team name. Points will be awarded in good time!

**Q** Help! I can’t:

a) find the site where the mission takes place
b) upload my photos/videos

**A** a) Da-dum! We have a map.

b) Look online for our troubleshooting guide.

**Q** Double-help!

a) I need to figure out how many points we have;

b) I can’t find my teammate who has been collecting all of our points!

**A** a) Not to worry. To find out your number of points anytime, day or night, text 'playshare team status' to phone number 25252. Playing by yourself? Text 'playshare player status' to the same number.

b) Anyone can contribute points to the team total, no one player is solely responsible for all the scores (provided you have a registered/activated phone number associated with your team).

**Hold it – what is this again?**

*play/share beyond/in* is a technology-driven scavenger hunt exploring the history and culture of Western New York though a series of interactive missions. Using SMS-enabled mobile phones the game brings players through the galleries and installations in the Beyond/In Western New York 2010 exhibition, as well as other sites of historical, ecological, or cultural interest.

The next round of *play/share beyond/in* will begin on Saturday, October 16 at the Burchfield Penney Art Center and will continue to October 30. For more information, visit [http://playsharebeyondin.org/](http://playsharebeyondin.org/)