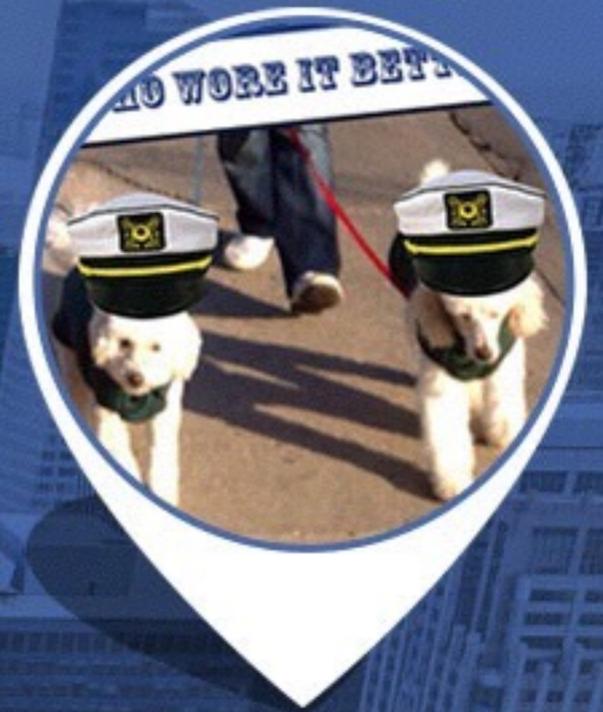


**SOCIAL**  
SCAVENGER

THE MOBILE ENGAGEMENT PLATFORM  
APPLYING BONUS POINTS



# Scoring Games is Easy

You can always simply kick back and let the system calculate the points and update the leaderboard as your game goes along.

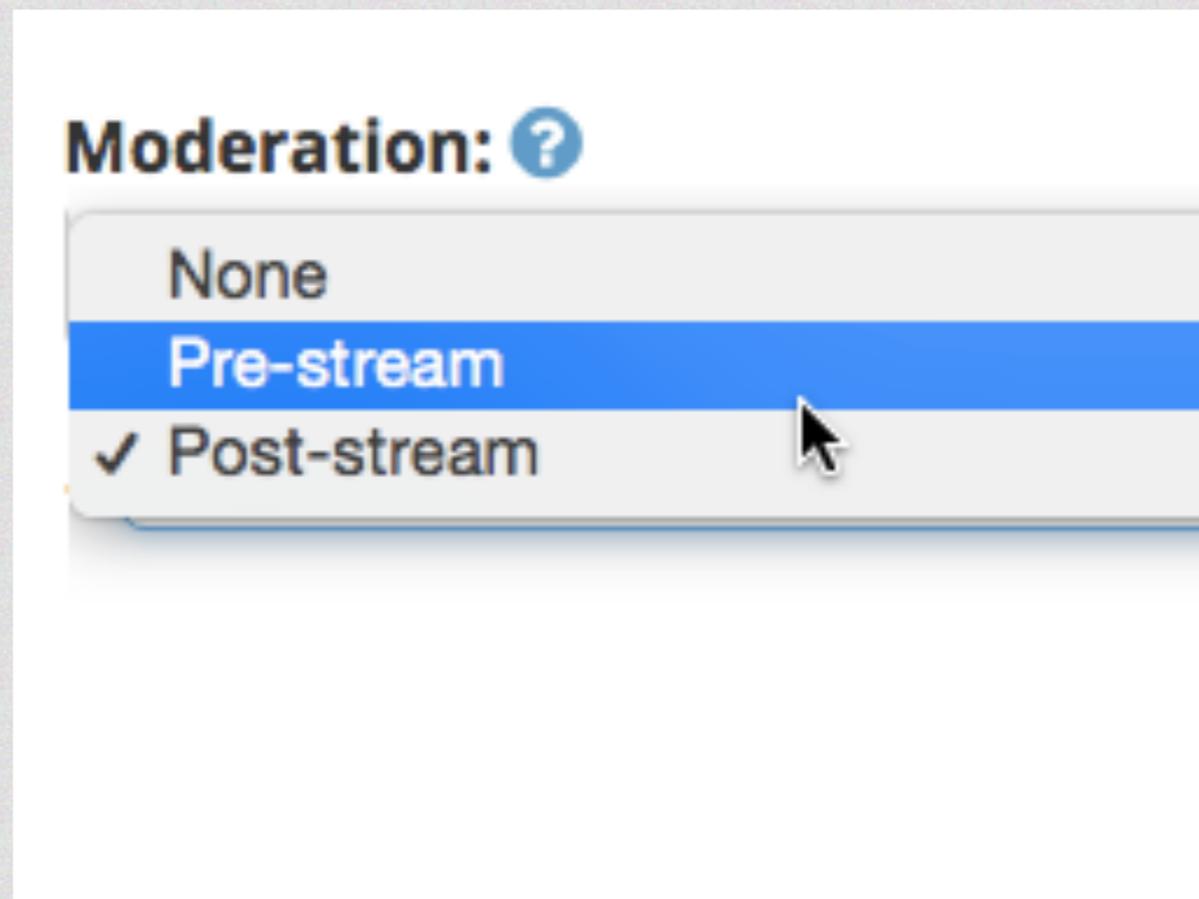
In this guide, however, we'll look at how you can change the point values of certain challenges allowing you to mix in some subjective challenges into your game.

# Approving Every Challenge

## Pre-Stream (as it happens)

Most game runners (admin) do not want to approve each challenge as it comes in.

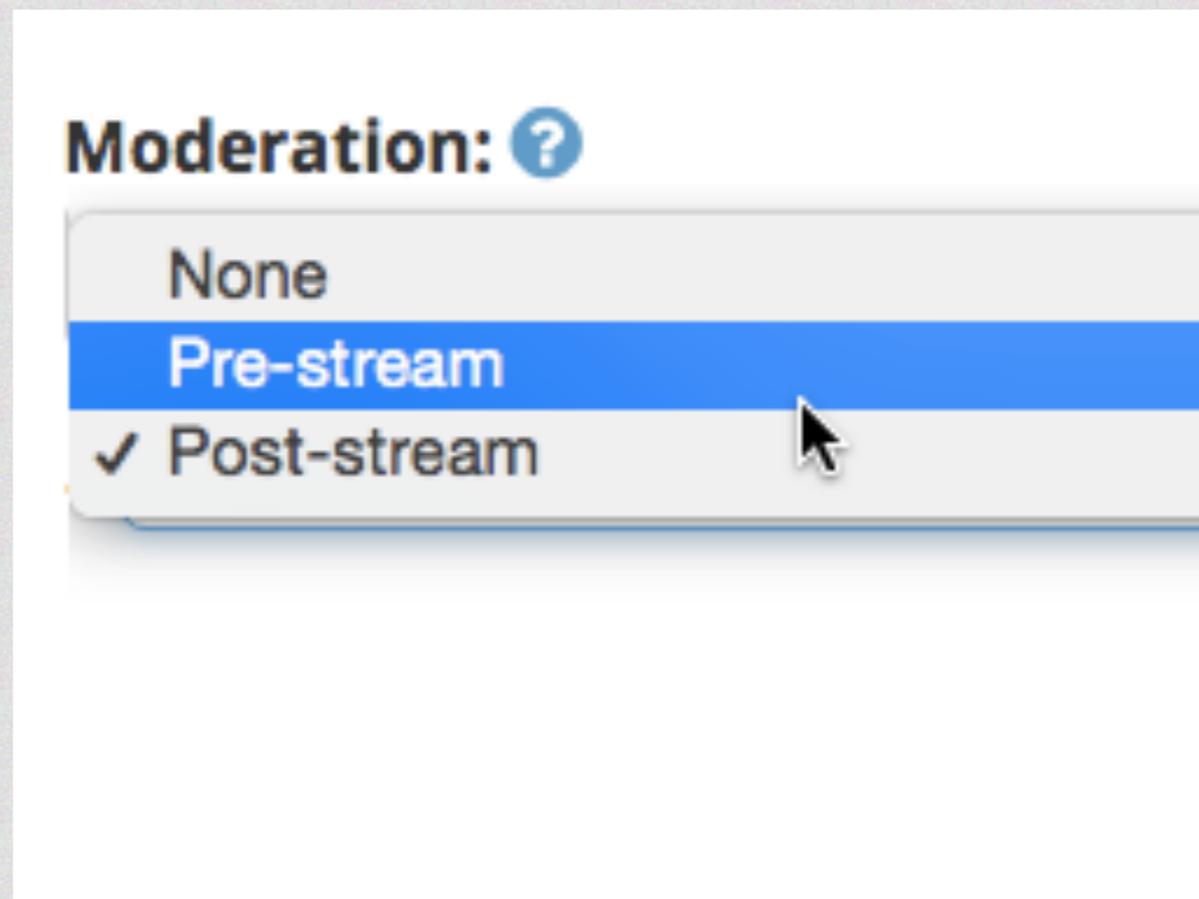
However, that is an option. By setting a games moderation to “Pre-Stream” you are effectively saying ‘before any challenge makes it live to the stream (and scores points) I’m going to approve it’.



# Approving (Recommended)

## Post-Stream (after the fact)

By far the most popular Moderation settings is 'Post-stream', allowing the game runner (admin) to approve or reject the challenges after they have already gone live. This keeps game flow going quickly and still gives you the option to reject 'fake' challenges or award bonus points to others.



# Applying Bonus Points

## Applying Bonus Points

Do you want to have certain challenges where 'the best of' earns more points?

No problem! The best way to accomplish this is to first communicate this to players. The easiest way is right in the description of your challenge.

< Challenges

The LEGO Challenge

10  
POINTS

Complete by taking a photo!

Find a LEGO character that is bigger than a breadbox. Take a photo of it to earn your points.



**Bonus Point Alert:** note that the biggest and baddest LEGO submissions will earn extra points.

 Complete 

# Awarding Bonus Points

## Awarding Bonus Points

All of the challenges will show up in the approvals module. Here you have the opportunity to award extra points (or take them away).

To award extra points you simply have to click on 'approve' and change the point value. Don't worry if your game is set to 'post-stream' the challenge has already been approved (and player earned points) this is now your chance to override that.

# Click Approve to Change Value

Filter by challenge

Filter by team

The LEGO Challenge

Approve

Reject

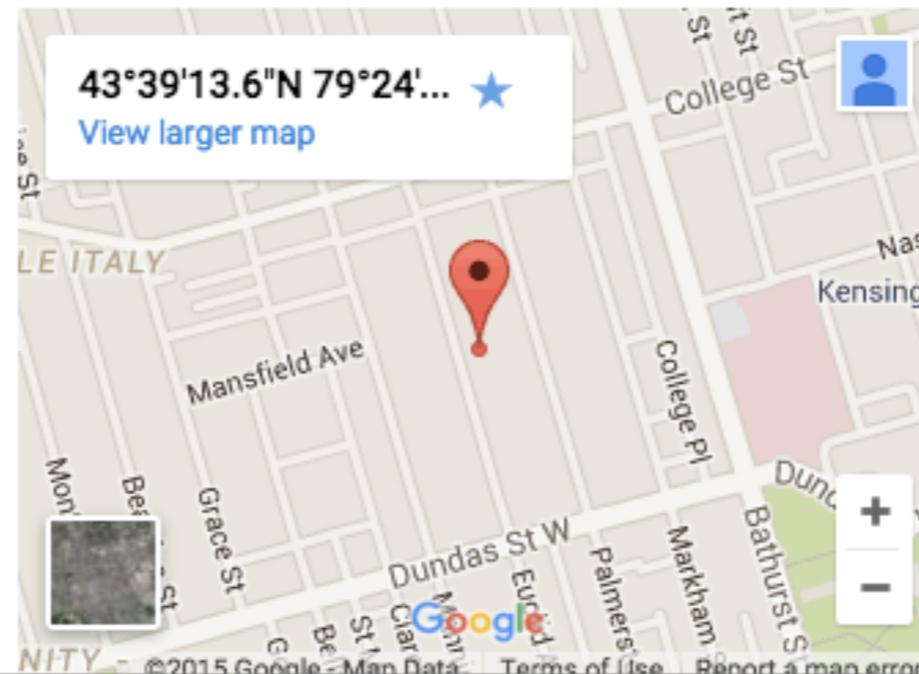
Feature



Find a LEGO character that is bigger than a breadbox. Take a photo of it to earn your points.

**Bonus Point Alert:** note that the biggest and baddest LEGO submissions will earn extra points.

War for 10 points. ⌚ 4 minutes ago



Game Builder

Settings

Challenges

Teams

Approvals

Exports

Combo Rewards

If you are moderating your game you will need to approve, reject or feature submissions.

Leaderboard

Search

# Default Value Shows Up

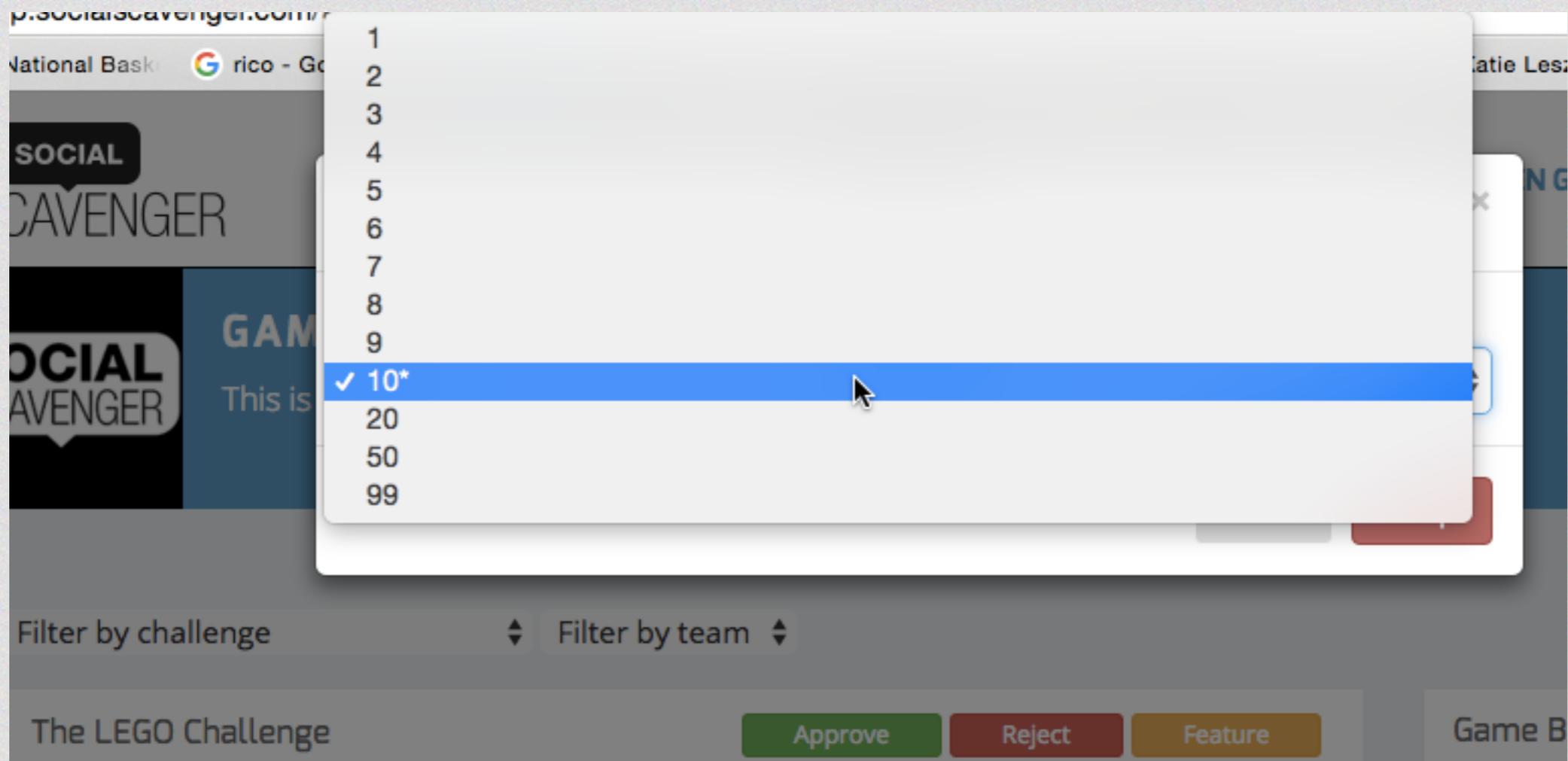
Click the arrow and choose a new value to submit!  
That's it.

The image shows a web application interface with a modal dialog box. The modal is titled "Accept" and has a close button (X) in the top right corner. Inside the modal, there is a label "Points:" followed by a text input field containing the value "10\*". Below the input field are two buttons: "Cancel" and "Accept".

The background of the application shows a challenge titled "The LEGO Challenge" with three buttons: "Approve", "Reject", and "Feature". Below the challenge title is a photo of a large green LEGO character and a description: "Find a LEGO character that is bigger than a breadbox. Take a photo of it to earn your points." Below the photo is a "Bonus Point Alert" section: "Bonus Point Alert: note that the biggest and baddest LEGO submissions will earn extra points." On the right side, there is a sidebar menu with items: "Game Builder", "Settings", "Challenges", "Teams", and "Approvals" (which is highlighted).

# IMPORTANT

The new value we select is how many points we are awarding the player...NOT how many 'extra points'. So if the challenge was worth 10 points by default and we change it to 20 points, we are awarding 10 'extra points' as the total is now 20 points earned for this challenge.



# Filter for Speed

You'll notice you can also filter your game by certain challenges. In this case I'll filter by 'lego challenge' so I can quick go through and award all appropriate bonus points.

The screenshot displays a moderation interface for a game. At the top, there are two filter dropdowns: "Filter by challenge" and "Filter by team". Below these, the "The LEGGO challenge" is selected. The challenge description reads: "Find a LEGO character that is bigger than a brick box. Take a photo of it to earn your points." There are three buttons: "Approve" (green), "Reject" (red), and "Feature" (orange). A "Bonus Point Alert" is visible, stating: "note that the biggest and baddest LEGO submissions will earn extra points." Below the alert, it says "War for 10 points. 4 minutes ago". A map shows the location with coordinates 43°39'13.6"N 79°24'... and a "View larger map" link. On the right, a "Game Builder" sidebar lists various settings: Settings (checked), Challenges (checked), Teams (checked), Approvals (selected with a minus sign), Exports, and Combo Rewards. A note at the bottom of the sidebar states: "If you are moderating your game you will need to approve, reject or feature submissions."

# Points Reminder

Once you have changed the value, the new value will show up in the approvals module so it's easy to remember.

## The LEGO Challenge

Warren Glenn

Reject

Feature

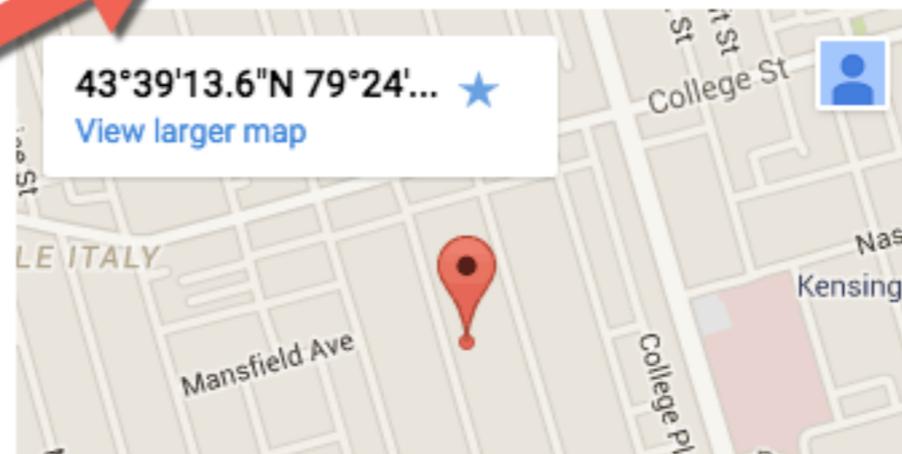


Find a LEGO character that is bigger than a breadbox. Take a photo of it to earn your points.

**Bonus Point Alert:** note that the biggest and baddest LEGO submissions will earn extra points.

War for 20 points. 12 minutes ago

43°39'13.6"N 79°24'... [View larger map](#)



## Game Builder

Settings

Challenges

Teams

Approvals

Exports

Combo Rewards

If you are moderating your game you will need to approve, reject or feature submissions.

## Leaderboard

# Questions?

- The best first step is usually just to try it out in a test game! Once you are comfortable with bonus points start putting them into your games.
- Still have questions? Send us an email and we'll help you out: [info@socialscavenger.com](mailto:info@socialscavenger.com)