CREW HANDBOOK

THE LOST CHEST OF RIXDORF

ANNO 1737 · BOHEMIAN VILLAGE · BERLIN-NEUKÖLLN

For the whole crew. Chapters 4 to 7 are for the accompanying adults, the grown-ups who come along.



2.5 KM | 120 TO 180 MIN | KIDS 8 TO 12 | CREW 2 TO 6 | GERMAN & ENGLISH | GPS-GUIDED

CHAPTER 1 · THE MISSION

1737. YOUR CHEST IS GONE.

You have just arrived in Rixdorf from Bohemia. Your wooden chest lay on the cart, full of tools, books, songs and small keepsakes. In the bustle of arriving it fell off the cart and disappeared. Now it's time to go. Through the Bohemian Village, from station to station, until you have it back.

A messenger from the king welcomes you and hands you an apprentice certificate with ten empty seal spaces. At every station you collect a seal for something you are good at together. In the evening the village holds a celebration, and he'll be back for it.

WHERE AND HOW

Meeting point · **Richardplatz**, with cafés, toilets and a playground. From there the in-game navigation leads you to station 1.

End · **Alfred-Scholz-Platz**. From there it's a few minutes to the U-Bahn at Karl-Marx-Straße or the S-Bahn at Sonnenallee.

Getting there · U7 Karl-Marx-Straße (about 8 minutes on foot) · S-Bahn ring Sonnenallee (about 9 minutes) · buses 171 and M41. Bikes are best parked around Richardplatz or Alfred-Scholz-Platz.

Duration · 120 to 180 minutes including intro and breaks, of which 15 to 20 minutes are for tech and game setup

Crew · 2 to 6 children per device, 3 to 5 is ideal · one accompanying adult comes along or plays along

Device · one smartphone or tablet per team, with internet, camera and sound



A crew out in Rixdorf. The in-game navigation takes you to every station.

10 stations. 10 puzzles. 1 goal. At every station you find a letter. Together they make the solution word that opens the chest.

The game is cooperative: there is no high score and no stopwatch. You only win together.



MEET NAUTI

Nauti travels with you through space and time. At every station Nauti sends a radio message, tells the story, sets the tasks and gives hints when you are stuck.

THE RADIO MESSAGE IS ENOUGH

Children who don't like reading or can't read confidently yet understand everything on their own through Nauti's radio message with audio. The chronicle and the deep scan are optional, for everyone who wants to know more.

WANT TO KNOW MORE?
All station addresses are in chapter 6.
See the route and meet the 9 apprentices:

localnauts.com/en/routes/rixdorf

Also playable in German · Auch auf Deutsch spielbar: localnauts.com/de/routen/rixdorf

CHAPTER 2 · BEFORE YOU START

READY IN 5 MINUTES.

A quick check the day before or in the morning, and the day runs by itself. As soon as you enter the game code, the in-game navigation leads you straight to station 1.

SEVERAL TEAMS AND SCHOOL CLASSES

If you come with several teams, you don't need staggered start times. All teams start together at the meeting point. Every team takes a different amount of time along the way, so gaps open up by themselves and the teams spread out across the route. It works best if you let them walk freely. For school groups, the school decides whether teams may walk on their own, together with the parents' consent. For school classes and groups, we agree on the date in the preparatory call.

TECH CHECK, 3 MINUTES

- **Game link and game code** arrive by email after booking. You enter the code on the start screen on the day.
- **Up-to-date browser:** Chrome or Samsung Internet from the last two years, Safari from version 15 on iPhone and iPad.
- **A smartphone finds the places most accurately.** A tablet works too and has the bigger screen for looking together.
- **Location on:** iPhone and iPad: Settings → Privacy & Security → Location Services → Safari Websites → "While Using". Android: padlock next to the address → allow location. Then reload the page.
- **Allow camera and microphone:** for the photos, two apprentice trials and the crew call in the finale.
- **Sound on:** Nauti speaks. Headphones if you like.
- **Full battery, power bank with you.** Auto-lock set to "Never", brightness all the way up outdoors.
- **Poor signal on the way?** On Wi-Fi, tap "Download game" once in the tech check and update it on the morning of the day. Safari deletes this copy if the page hasn't been opened for seven days.

Step by step and troubleshooting: localnauts.com/en/tech-setup · Help: help@localnauts.com

SETUP IN PEACE BEFORE STATION 1

1. **Create your crew**
   Enter the game code and give the crew a name.
2. **Choose apprentices**
   Each child picks one of 9 apprentices from Bohemia and gives themselves a nickname.
3. **Receive the mission**
   Mission, roles and the apprentice certificate from the king's messenger.
4. **Confirm the codex**
   Six crew rules, read them together and tap each one.

Find a quiet spot for this. You can **pause at any time**. The game state stays on the device, even if the browser is closed in between. Just don't use private browsing and don't clear your browser data.

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CHAPTER 2 · BEFORE YOU START

TALK IT THROUGH WITH THE CHILDREN.

Two minutes before you start, four sentences.

1

“You are a crew.”

Nobody is the boss. You vote on decisions.

2

“You only win together.”

The chest opens when you have all 10 letters. Speed doesn’t matter.

3

“If you’re stuck, ask Nauti.”

Nauti gives hints, you find the solutions yourselves.

4

“We stay together.”

The navigator leads, everyone follows. Before every station you find a safe spot to stand.

BACKPACKS ON. LET’S GO.

MUST HAVE

- one smartphone or tablet per team, fully charged, and a power bank
- water, at least half a litre per child, and snacks
- weatherproof clothes in layers, shoes for 2.5 km, a cap or umbrella, sun cream

NICE TO HAVE

- headphones, if it’s noisy
- a mini first-aid kit
- paper and pen
- a cup or bottle for station 7
- a bag for finds: chestnuts, stones, feathers



Smartphone · water · snack · cap.
That’s all it takes.

WEATHER

LIGHT RAIN

Jackets on, umbrella over the device, carry on.

HEAVY RAIN OR A THUNDERSTORM

Pause, go to a café, play on later or pick another day. The game code stays valid. Please don’t switch devices, the game state is stored on it.

ABOVE 28 DEGREES

Start before 11 am or in the late afternoon, look for shade, take twice as much water.

HOW A STATION WORKS.

At every station you move on screen by screen, always in the same rhythm. Nauti leads, you do.

1. **Radio message**
   Nauti tells the scene, with audio.

2. **Trace scan**
   Look closely on site and photograph a detail, on the monument, the wall, the sign. It leads to the puzzle.

3. **Puzzle cracker**
   You crack the puzzle and a letter is unlocked.

4. **Logbook**
   At four stations an apprentice trial comes first. Then the team decision and the crew photo. The short logbook entry is optional.

Station done? A seal goes on your apprentice certificate, then you move on. Allow about 10 minutes per station.

NAUTI GUIDES BY GPS

The game shows how many metres are left. Between buildings GPS is sometimes inaccurate. That's why you briefly confirm yourselves before every station that you are in the right place.

BONUS STATION · OPTIONAL

After station 7 Nauti offers a detour to **Karl-Marx-Platz**, to the Bohemian burial ground and the windmill. The bonus station is optional, has no letter and brings up to 40 stardust. If you're tired, skip it.

THE APPRENTICES

At the stations the apprentices talk about their craft. If a child in the crew has chosen that station's apprentice, Nauti announces it: "This is Jarka's station! Which of you is Jarka?" Then the child reads out the first sentence, and Jarka carries on in her own voice. Anyone who doesn't want to read out loud simply listens.

APPRENTICE TRIALS AND TEAM DECISIONS

At stations 2, 4, 5 and 7 the crew shows with voices and hands what it can do together: understand Czech, lift hay, hum, pump. Two challenges use the microphone, and both also have a way without it. Nobody fails.

Six times the crew decides together, sometimes by vote, sometimes by putting things in order. There is no right or wrong.

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CHAPTER 3 · HOW A STATION WORKS

EVERYONE IS A NAUT.

The roles rotate at every station, so every child gets a turn.

NAVIGATOR

Guides the crew by GPS to the next station and holds the device on the way.

ROTATES EVERY STATION

CHRONICLER

Reads aloud, leads the vote and takes the photos.

ROTATES EVERY STATION

NAUTS

That's everyone: puzzle, discover, decide.

EVERYONE TAKES PART

Just two of you? Then one is navigator, the other chronicler, and you solve everything together.

STARDUST AND RANKS

Points only come from optional extras: **chronicle +10** · **deep scan +10** · **logbook entry +5** · **bonus station up to +40**. The required tasks bring a seal and no points, so there is no race. The rank locks nothing and appears on the diploma at the end.

JUNIOR · 0 TO 60 → CREW · 61 TO 125 → PILOTS · 126 TO 169 → LEGENDS · FROM 170

WHAT THE CHILDREN WILL SOON BE SHOUTING

TERM	WHAT IT IS
Radio message	Nauti's message with audio at the start of every station
Trace scan	Observing on site and taking a photo
Puzzle cracker	The station's puzzle, the solution gives a letter
Team decision	The crew votes or decides on an order
Apprentice trial	A short task with voices or hands, it brings a seal
Logbook	Short entry and crew photo
Time gate	The passage between today and 1737
Chronicle, deep scan	Optional extras, they bring stardust

If you spot the solution word on the way, please don't give it away. The children love it when it appears letter by letter.

YOU ACCOMPANY. NAUTI LEADS.

You don't run the game, Nauti does. Your mission: the crew gets safely through the neighbourhood, and everyone is heard. You're welcome to play along with your own role and your own apprentice. But the children solve the tasks first.

01 · SAFE ROUTES

Traffic, traffic lights, keeping doorways clear. In traffic you always have the final say. Photos only when everyone is standing safely.

02 · HANDS IN YOUR POCKETS

Puzzles belong to the crew. If they're stuck, ask first: "Which two options can you see?" Then Nauti's three hints in the puzzle cracker help. The third one leads almost to the solution and costs nothing.

03 · SHARE THE JOY

Celebrate stardust, enjoy the crew photos, talk the codex through. You are audience and anchor.

NAUTI'S TIP

If a child comes to you frustrated, don't give them the answer. Ask back: "What did Nauti just say?" That's usually enough.



WHEN YOU STEP IN

Traffic: always. You'll spot an e-scooter sooner.

Arguments: a one-minute break, each child says one sentence, then vote.

Energy gone: suggest a break yourself. Children often notice too late.

A word is unclear: explaining terms is fine, solving tasks is not.

IN THE BOHEMIAN VILLAGE

People live here. Be quiet near houses and courtyards, don't touch anything, keep paths clear. The navigator looks up while walking. On the way: screen off, at the station: screen on.

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IF SOMETHING COMES UP.

GPS is stuck.
Walk to within sight of the place, then the station opens. Without any GPS, the bearing describes the way and the goal, and the location check asks whether you're in the right place. If that doesn't help, reload the page once.

Puzzle stuck, place not found, tech playing up.
At the top right of every station is the help button (?) with directions, hints and tech help. All addresses are in chapter 6.

The screen flickers.
That's the time matrix after a wrong answer, it costs nothing. If it's too exciting, choose "gentle" in the pause menu.

A child has had enough.
Snack, playground, breathe. A half-time break fits after station 5. If the energy is completely gone: skip the bonus station and the chronicle and take the third hint straight away. Via the help button you can skip any station, and from station 7 also directly on the route screen. You still get the letter, just no photo and no stardust. That way you make it to the finale.

A child runs ahead.
Calmly repeat the rule: "The navigator leads, we stay together." Give this child the navigator role next.

Battery below 20 %.
Plug in the power bank or find a café with a socket on Richardplatz or Richardstraße. The game state is saved. Please don't switch devices.

Rain.
See chapter 2.

Camera blocked, or you don't want to take photos.
Choose "Allow camera" in the browser. Every photo can also be skipped, the game carries on as normal.

Reading is hard.
The radio message explains everything with audio.

"I need the loo."
The cafés on Richardplatz have toilets, usually for a drink or about 50 cents, ask first. There are public toilets at Richardplatz and Alfred-Scholz-Platz. Tip: everyone goes once before the start.

Emergency.
Stop the mission, first aid, if in doubt call 112. The game state is saved.

HELP — help@localnauts.com · FAQ: localnauts.com/en/faq

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TEN STATIONS. ONE LOOP.

The in-game navigation leads you from station to station. This list is for you: to plan getting there and back, if the GPS is stuck, if you get separated briefly, or if you want to walk the route beforehand.

You start at Richardplatz, and the finale is at Alfred-Scholz-Platz. From there it's a few minutes to the U7 at Karl-Marx-Straße and the S-Bahn at Sonnenallee.

NO.	STATION	ADDRESS	HOW TO RECOGNISE IT
START	**Meeting point**	Richardplatz, 12055 Berlin	Square with cafés, toilets and a playground
1	**King's monument**	Kirchgasse, at the Bohemian monument	Tall monument: a bronze figure on a large stone
2	**Old school**	Kirchgasse 5	Light-coloured house close by. Stand in front of the façade.
3	**Orchard meadow**	Richardplatz 3K (Karma Kultur community garden)	Hidden garden full of fruit trees. The narrow path branches off Kirchgasse to the left of a gate.
4	**Barn**	Richardplatz, Bohemian Village (barn courtyard)	Old courtyard with big wooden gates
5	**Bethlehem Church**	Richardplatz 22	Small church tower on the square
6	**Forge**	Richardplatz 28	Sign with a sword
7	**Water pump**	Richardplatz 16	Green pump on the square. Have a cup or bottle ready.
+	**Burial ground and windmill, optional**	Karl-Marx-Platz 10	Gate to the Bohemian burial ground
8	**Comenius**	Richardstraße 35 (entrance of the Comenius Garden)	Gate with the garden map, you don't need to go in. For photo 2, cross the street: a little to the right, next to the street sign, is the Comenius stone. Watch out for cars.
9	**Moravian Church**	Kirchgasse 14	Glass display case by the path
10	**MeinStein · finale**	Alfred-Scholz-Platz, 12043 Berlin	Stone mosaic on the large square. The finale is here too.

ON THE DAY

On the morning of the day, tap "Update offline version" once in the tech check while on Wi-Fi.

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CHAPTER 7 · THE FINALE

MAKE THE FINALE MAGICAL.

After station 10 at Alfred-Scholz-Platz, Nauti takes the crew through three screens: **seal · chest · photos**. On each screen the children do something together, and a keepsake comes out of it. Allow 20 to 30 minutes.

1 SEAL

Stand in a circle or sit together on a bench. Everyone puts a finger on the device at the same time: the tenth seal, Taking part. If that doesn't work, hold a button together. Then the king's messenger congratulates you.

→ The sealed apprentice certificate

2 CHEST

Tap the ten letters in order, from station 1 to 10, and the solution word appears. Everyone holds a finger on the chest, and it opens: ten finds. The stardust draws your path as a constellation, then the crew title appears. Crews that completed every deep scan find a secret extra in the chest. Finally the crew shouts its crew call as loud as it can.

→ The Orbit diploma

3 PHOTOS

The slideshow shows your crew photos. Then the children design their collage themselves: choose a frame, drag in photos, add filters and stickers. At the end Nauti says goodbye.

→ The crew collage

YOUR KEEPSAKES AND HOW TO SAVE THEM

Every crew gets four keepsakes: the sealed apprentice certificate, the Orbit diploma with rank, the crew collage they designed and the crew logbook as a PDF with all team decisions. On top of that come all crew photos individually.

- **Everything at once:** at the bottom of the photo screen, open "For the grown-ups" → "Save everything at once" → "Save / share" or "Download". Everything stays on your device, nothing is uploaded.
- **Save first, then "End mission".** After that the photos are deleted from the device.
- **For printing:** collage, diploma and apprentice certificate fit on a 20 × 30 photo print, for example at Rossmann (Karl-Marx-Str. 114 to 116) or dm (Karl-Marx-Str. 92 to 98). Print the logbook on A4.
- If you like, put everything in a box at home, together with a find from the way: your chest of today.

ON THE WAY HOME

Questions that get more than "How was it?"

- "Which station was the most exciting, and why?"
- "The families of 1737 could only take what fitted on a cart. What would you have packed?"
- "Which apprentice did you like best?"
- Round the circle: "Today I was proud of our crew because …"

Celebrating a children's birthday? The timetable and tips are at **localnauts.com/en/kids-birthday**. School classes also get Mission Control, the booklet for teachers (currently in German).

HAVE FUN OUT THERE.
NAUTI TAKES OVER FROM HERE.

Christine Möllers & Nauti



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