



Co-funded by
the European Union



ETELÄ-POHJANMAAN LIITTO
Regional Council of South Ostrobothnia

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Guide for nature tourism entrepreneurs: HAVU trail game



Add your own routes to the game platform, so you can offer a fun and exciting service to your customers – or provide extra reassurance for those exploring your route independently.

The HAVU trail game is a free adventure game played outdoors in nature using a mobile phone. With it, your customers gain a new kind of activity, stay more easily on a predefined path, and you can highlight specific places and features in nature that you want them to pay attention to.

This guide explains the technical requirements for using the game and how you can create one or more of your own routes on the platform. In addition, the guide briefly explains where you can create your own routes.

The game platform is provided by the HAVU project (Wellbeing and experiences from private forests through new technologies), implemented by the University of Vaasa.



Version 6/2026



1. HOW TO PLAN YOUR OWN ROUTE IN THE HAVU TRAIL GAME

A Content planning for the route

Routes can be planned as one or several (e.g. children – youth – adults).

1. Define the route

Which route do you want your customers to follow?

2. Define the stopping points

What do you want customers to see, and what should they pay attention to? Where will they stop?

3. Define checkpoint names and content

What information do you want players to receive at different checkpoints? Do you encourage them to admire an old deadwood tree or tell about the birds in the region? What would be a good descriptive name for the checkpoint? Will you utilize pictures, YouTube link or questions on checkpoints?

B Available functions on checkpoints

- Text editor – write text, use different text types, add lists
- Upload images
 - max. 10 MB (.jpeg/.jpg, .png, .gif, .webp)
 - ThingLink 360° images are supported.
- Upload videos
 - max. 100 MB (.avi, .mp4)
- Insert a YouTube link
- include multiple-choice or text questions.

Write down the checkpoint names and content in advance to make route creation faster and easier.



2. USER ACCOUNT FEATURES

A Account creation

1. Open <https://havupeli.jansoftworks.fi>
2. Click "Create account"
3. Fill in the details:
 - Full name — at least 2 characters
 - Email address — will serve as your username
 - Password — at least 8 characters
 - Confirm password — must match
4. Click "Create account." You will be redirected to the login page with a confirmation message.

C Admin panel

In the admin panel, you can:

- create new routes and edit, copy, test, share, and delete them
- share one route or all routes by generating a unique link and QR code
- track user statistics
- send feedback and read received feedback
- change your interface language (FI, EN, SV)

B Logging in and logging out

Logging in

1. Open the link.
2. Click "Log in" on the home screen
3. Enter your email address and your HAVU game password and click "Log in"
4. You will be directed to the game.

Logging Out

1. Click the Settings menu.
2. Select "My Profile" and then "Log Out."

D Other functions

The profile page includes:

- Account settings (changing your password, deleting your user account)
- Instructions for playing the HAVU Trail Game
- Privacy policy and terms of use

3. CREATING A NEW ROUTE

A Adding a new route

Go to “Add a new route” in the admin panel.

1. Enter route details

Fill in the fields on the left:

- Route name
- Description — the description is shown to players on the route selection page. It helps players understand what the route is like and who it is intended for.
- Select the distance in meters from the checkpoint at which the player can mark it as visited or respond to a challenge. Allowed range: 15–50 meters
- Choose whether the blue route line is visible to the player or not.

2. Add checkpoints to the map

On the right side, you will see an interactive map.

- Click on the location on the map where you want to add the first checkpoint.
- The checkpoint editing view will open:
 - Enter the checkpoint title (required).
 - Add content for the checkpoint (see the details on page 2).
- A multiple-choice question can have 2–4 answer options. Select the correct answer by clicking the circle next to the appropriate option.
- Click “Save” to confirm the checkpoint details.
- Repeat this for each checkpoint. The first checkpoint will become the starting point and the last one the finish.
- Note! If you click “Cancel”, the checkpoint content will not be saved, but the marker will remain on the map. You can click the marker later and fill in its details.
- You can also remove a marker from the map (see instructions on the next page).



3. CREATING A NEW ROUTE

B Editing a route

3. Arrange the checkpoints in your desired order

On the left, you will see a numbered list of all the checkpoints you have created.

- Use the arrow buttons (↑ ↓) to change the order if needed. Players will go through the checkpoints in the order they appear in this list from top to bottom.
- You can delete a checkpoint by clicking the trash icon next to it in the list.
- You can move a checkpoint on the map by dragging the marker to your desired location.
- The game will automatically calculate the route length based on the checkpoint locations.
- The checkpoint coordinates are generated automatically.

4. Save your route

Click “Create route” at the bottom of the page. The route will be saved and is immediately ready to be shared and played.

On the admin panel homepage, you will see all the routes you have created.

1. Click “Edit route” for the route you want. The route will load in the editing view — all existing checkpoints will be visible on the map and in the list.

2. Make the desired changes, such as:

- Edit the route name and description
- Edit the checkpoint title and content
- Add new checkpoints by clicking on the map
- Delete checkpoints using the trash icon
- Reorder checkpoints using the arrow buttons
- Drag markers to adjust checkpoint locations

3. Click “Save changes” when you are done.



HAVU

4. TESTING, COPYING AND DELETING A ROUTE

A Testing a route

Before sharing the route with players, please test it yourself.

1. On the admin panel homepage, click “Test route” for the route you want.
2. The game will open in a separate view – the same experience as for players.

This allows you to ensure that the checkpoints are in the correct locations, the content displays properly, and the route is playable from start to finish.

During testing, you can use the Settings menu in the top-right corner to choose whether the route line is visible or not. You can also disable the GPS restriction during testing, allowing checkpoints to activate even while indoors.

B Copying a route

Copying a route is a useful feature, for example if you want to create different language versions of a route or routes with varying difficulty levels (e.g. for questions at the checkpoints).

1. Click “Copy route” for the route you want.
2. Enter a new name for the copied route.
3. Make the desired changes to the route.

C Deleting a route

On the admin panel homepage, you will see all the routes you have created.

1. Click “Delete route” for the route you want.
2. A confirmation window will ask: *“Are you sure you want to delete this route? This action cannot be undone.”*
3. Click OK to confirm.

The route, its checkpoints, and all statistics will be permanently deleted. This action cannot be undone. To go back without deleting, click “Cancel”. Note! Save the route statistics from the route statistics menu before deleting the route.



5. SHARING THE ROUTE, TECHNICAL REQUIREMENTS FOR PLAYING, AND TRACKING STATISTICS

A Sharing the route

You can decide how you communicate your HAVU Trail Game route to your customers.

The link to your route can be shared:

- publicly with everyone, for example on your website, to attract new visitors, or in a more targeted way to customers who have made or paid for a reservation, or who have arrived at your location. In that case, the game link can be included in a booking confirmation or displayed on your premises.

→ The most suitable sharing method depends on how and at what stage you want to provide the information to your customers.

On the admin panel homepage, you will see:

- The route name, along with its unique URL and QR code (click "Share route").
- By clicking "Share all routes," you can generate a link and QR code that display all of your created routes on a single page.

B Technical requirements

- A standard smartphone or tablet
- GPS/location enabled on the phone while playing
- Recommended browsers: Google Chrome or Mozilla Firefox
- An internet connection when starting the game and, if needed, at the end
 - An internet connection is useful during gameplay but not required
- The player's web browser has permission to access the phone's location.

C Tracking route statistics

From the top menu of the admin panel, you will find the "Route statistics" button. Here you can monitor statistics for the routes you have created:

- Route name
- Number of checkpoints on the route
- Number of players who started
- Number of players who completed
- Average number of checkpoints completed
- Completion rate



6. COLLECTING AND HANDLING FEEDBACK

Feedback from players A to route administrators

Logged-in players can contact the route creator in two ways:

- During gameplay: Settings → Message creator
- From the profile page:
 - Select “Message creator” for the desired route.
 - Fill in the form fields.
 - Click Send.

A confirmation message will appear after successful submission.

Feedback to the University of Vaasa platform

C administrators

There are two ways to send feedback:

- Click the Feedback button at the bottom right of the page.
- While playing, open the Settings menu and select Report a bug.

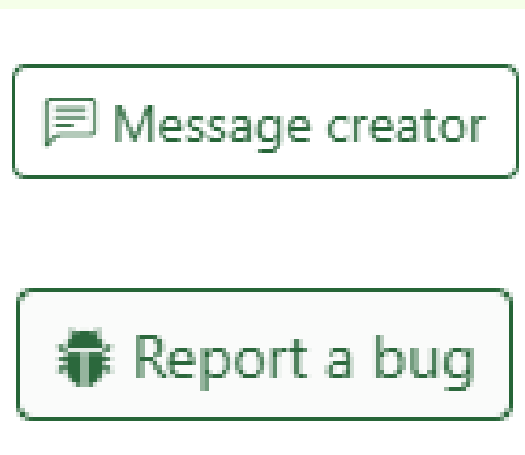
Choose the feedback type (if necessary), fill in the form, and click Send. A confirmation message will appear after successful submission.

Handling player B feedback

Feedback is sent to the HAVU Trail Game system. HAVU Trail Game will send you an email notification when feedback is received.

You can view the feedback by logging into your HAVU Trail Game account and clicking “Messages” in the top bar of the admin panel.

Read the feedback, copy the sender’s email address, and respond by email if needed.





7. RESPONSIBLE ROUTE CREATION

Where you can create routes

- The HAVU Trail Game is intended for routes and checkpoints created on land owned by the route creator or on land where the entrepreneur already has permission to operate their business activities.
- The platform is completely free of charge for both route administrators and players.
- A route may guide players along an existing public trail (for example, a local nature trail).
- Game routes should not direct players along trails that are not publicly accessible or located on land without permission. Any such route must be agreed upon with the landowner.

Enjoy wonderful moments in nature!

Create your own HAVU Trail Game routes and turn nature into an interactive adventure. Guide players to discover meaningful places, learn new things, and enjoy the outdoors in a fun and engaging way.



Information
on the project
HAVU
(2024 - 2026)

