

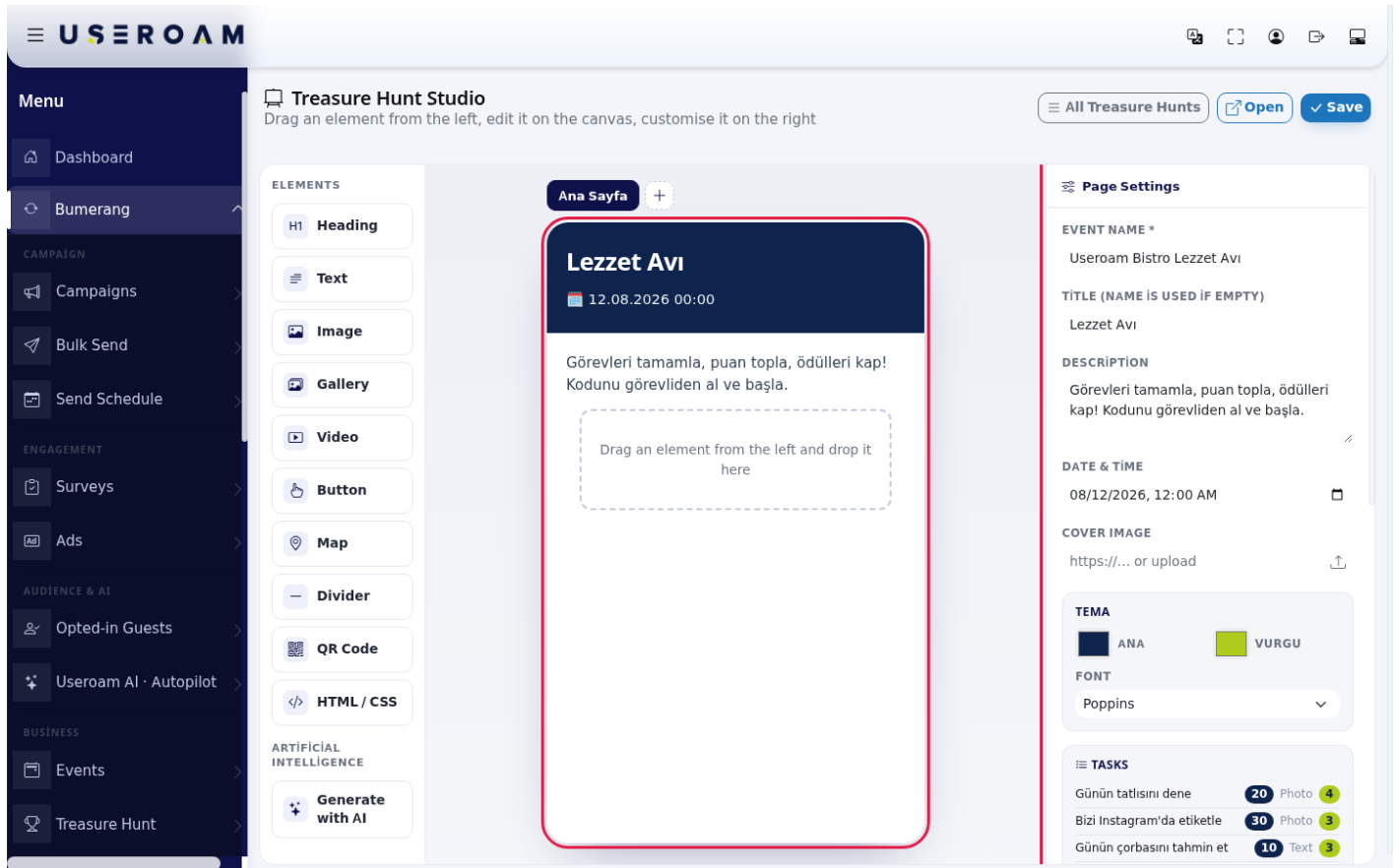
Treasure Hunt Studio

The screen subtitle sums it up: "Drag an element from the left, edit it on the canvas, customise it on the right".

What is it for?

Treasure Hunt Studio is where you design the treasure hunt page the guest sees on their phone. You build the page with a title, description, cover image, colours and drag-and-drop blocks. The hunt's end date, proof rule, leaderboard and publishing languages are also set here.

“ How do I open this screen? On **Bumerang** → **Business** → **Treasure Hunt**, press **Design** on the card. For a new hunt press **New Treasure Hunt**.



Note: some labels on this screen stay in Turkish even when the panel is in English. Where that happens, the Turkish label is given in brackets below.

When to use it

- When creating a new treasure hunt (the first save happens here).
- When you want to add rules, a map, a gallery or a promo video to the guest page.
- When you want to change the end date or translate the page into other languages.

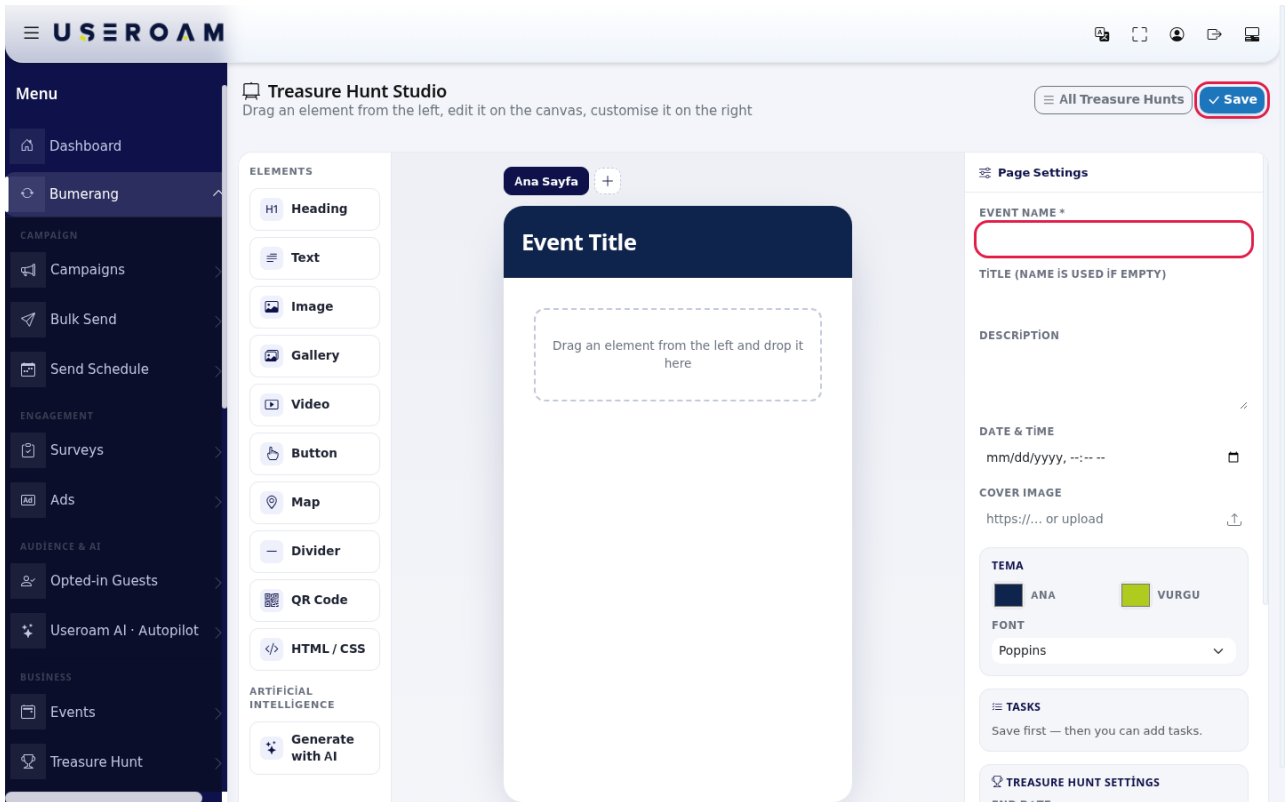
The three areas of the screen

- **Left: ELEMENTS.** Blocks you can add: **Heading, Text, Image, Gallery, Video, Button, Map, Divider, QR Code, HTML / CSS.** Below them the **ARTIFICIAL INTELLIGENCE** heading and the **Generate with AI** button.
- **Middle: phone preview (canvas).** Shows live how the page will look to the guest. Above it are the page tabs (**Ana Sayfa**, the home page, and pages you add) and the **+** button.
- **Right: Page Settings.** With no block selected you see the page's general settings; with a block selected you see that block's settings.

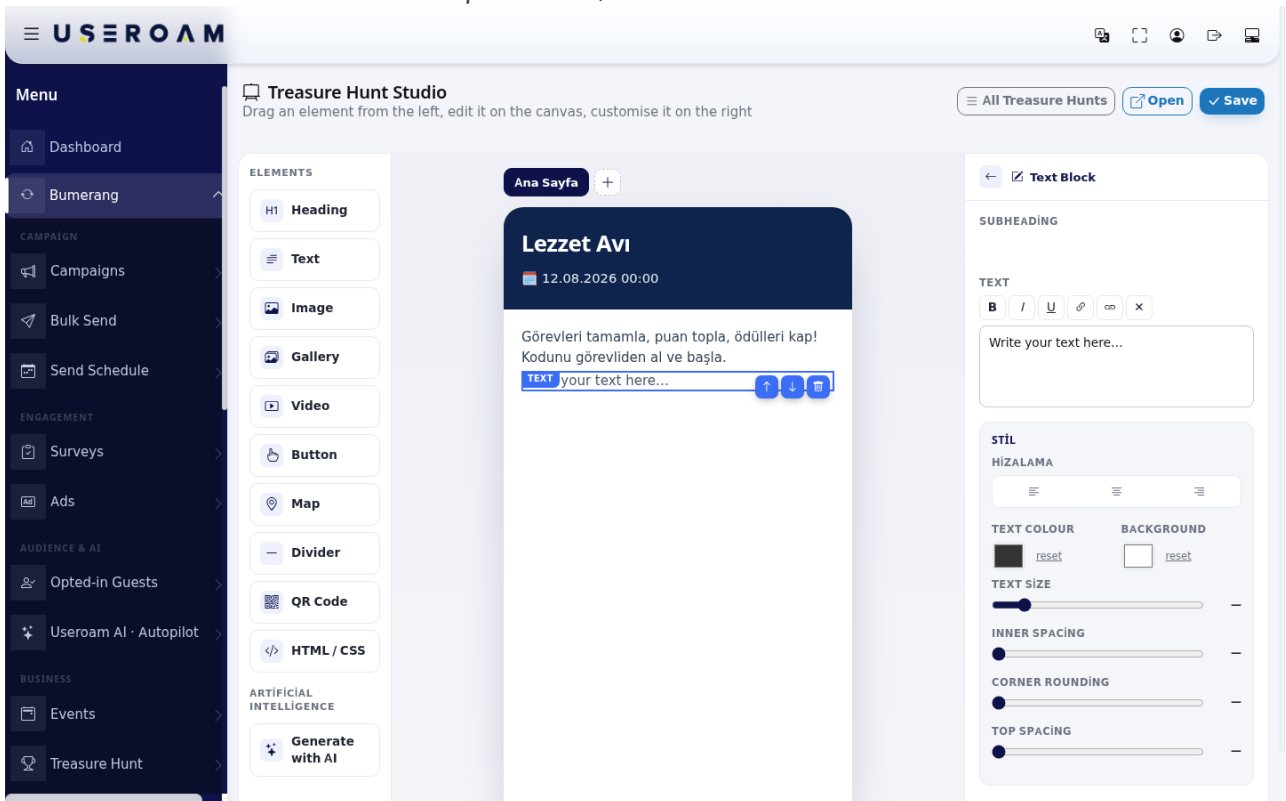
Top right: **All Treasure Hunts** (back to the list), **Open** (opens the guest page in a new tab; only shown for a saved hunt) and **Save**.

Step by step: preparing the page

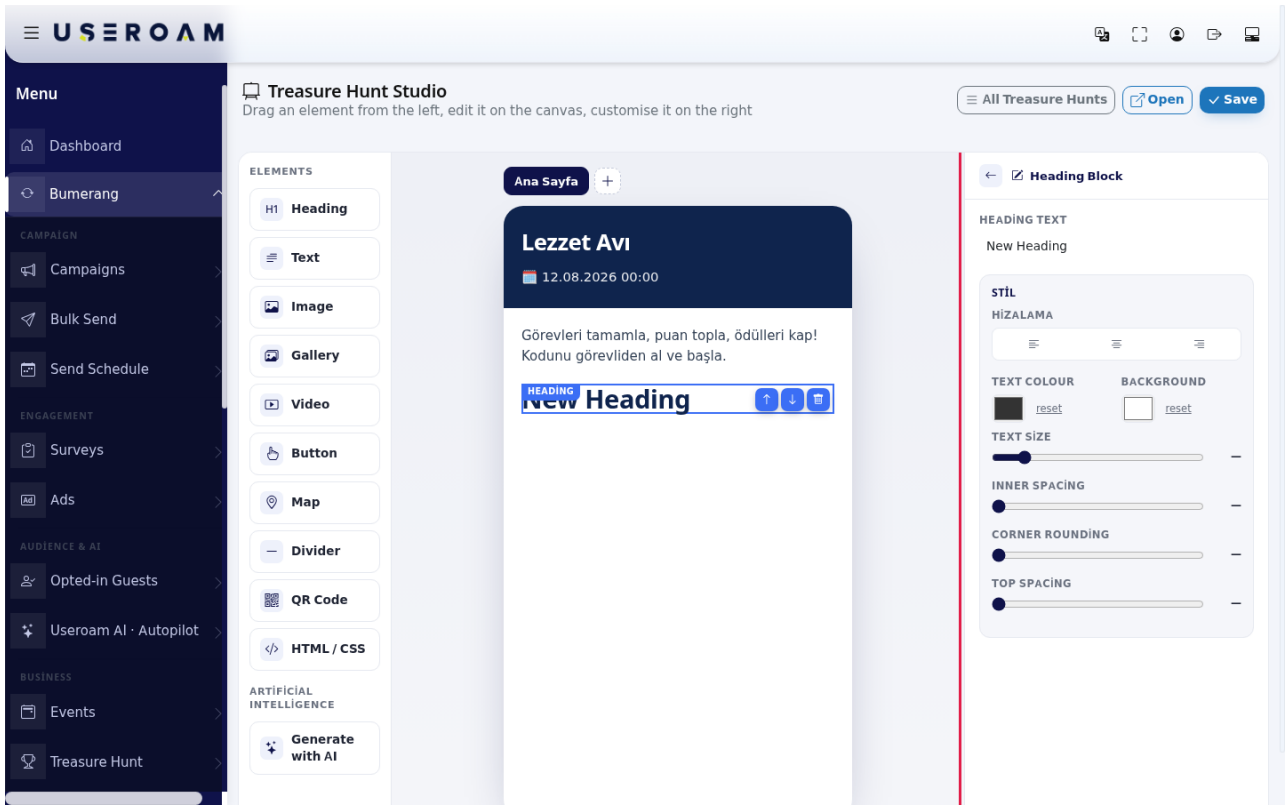
1. Type the hunt name into the first box on the right and press **Save**. (The box is labelled **Event Name *** on screen; it is the treasure hunt's name.) If empty: "*Treasure hunt name is required.*" After the first save you stay on the same screen and "*Saved.*" appears.



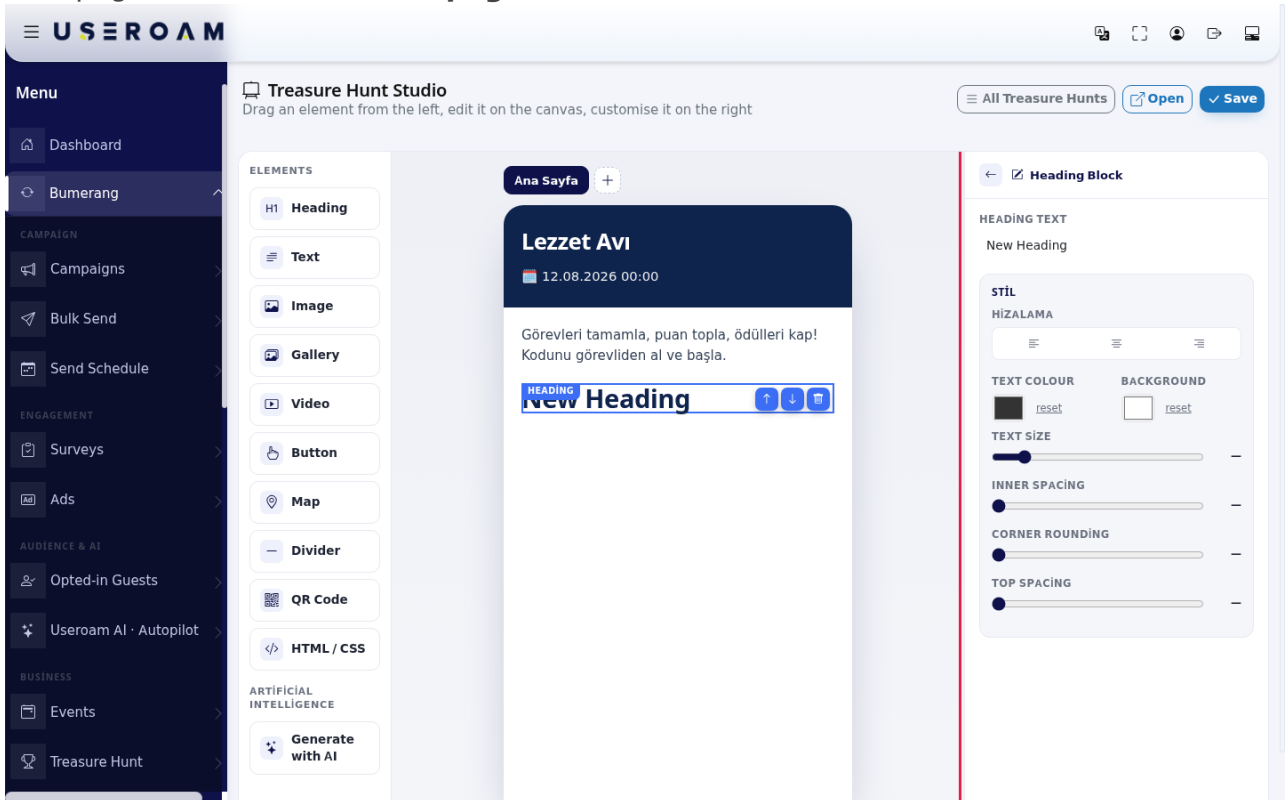
2. Drag an element from the left into the phone in the middle. An empty page shows "Drag an element from the left and drop it here"; the element lands there.



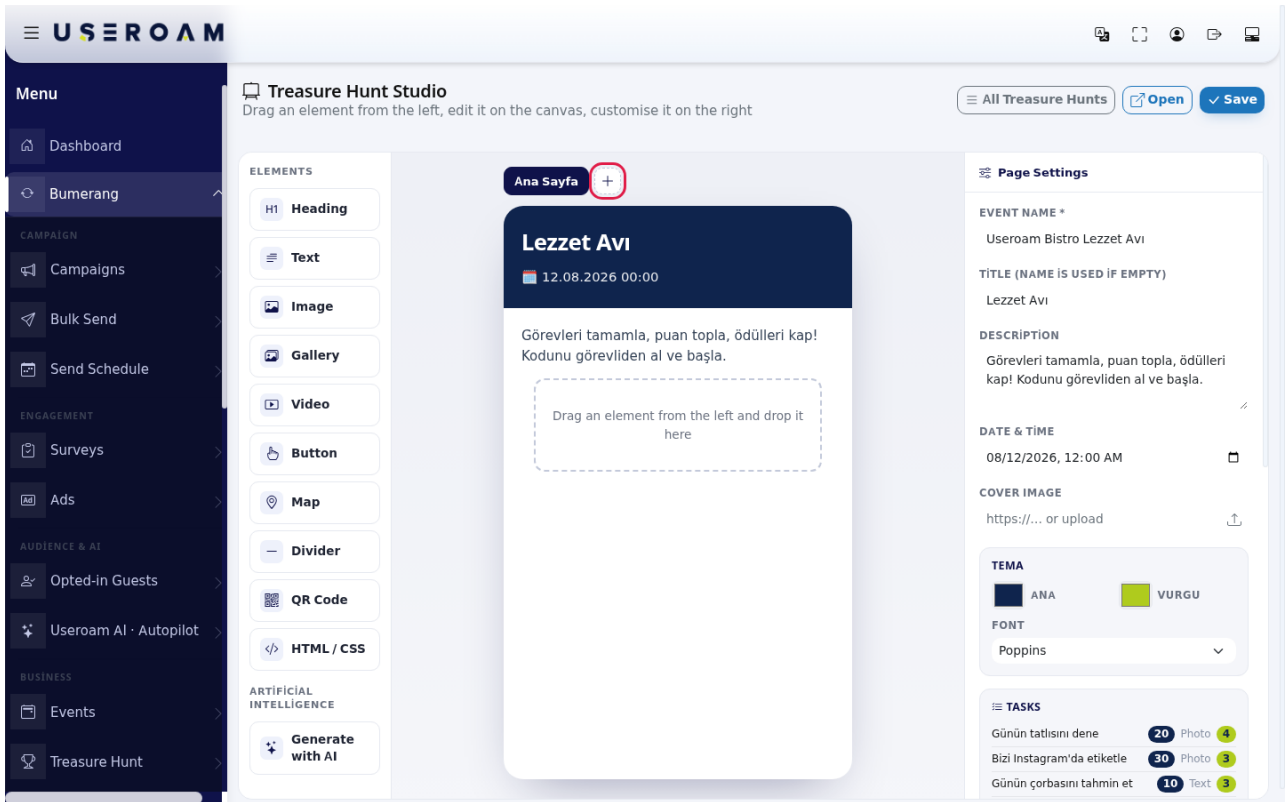
3. Click the block on the phone. The right panel switches to that block's settings (for example **Heading Block**). Enter the text, link or image there; the preview changes instantly. Press the back arrow at the top left of the right panel ("*Back to Page Settings*") to return to the page settings.



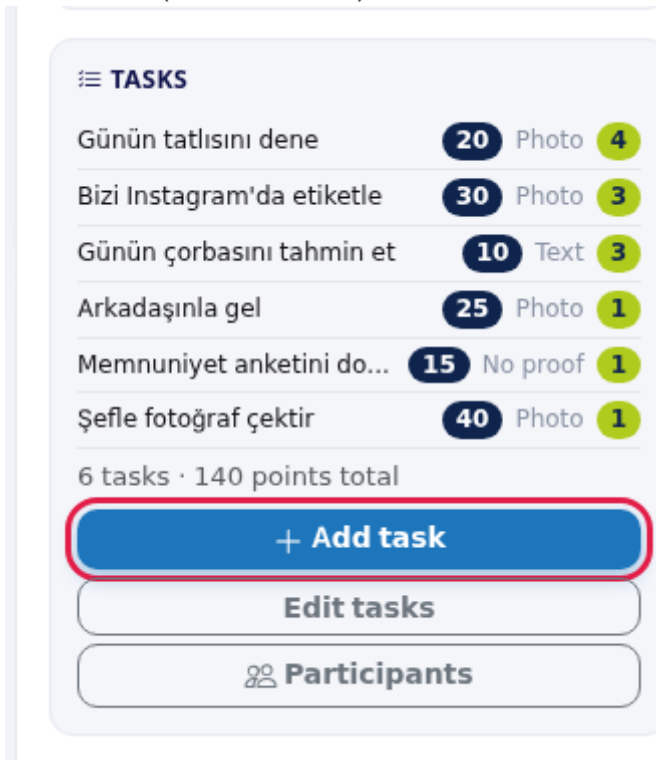
4. To reorder blocks, use the **drag** handle that appears when you hover over a block, or the **Up / Down** arrows at the block's top right. The bin (**Delete**) removes the block. The cross on a page tab is called **Delete page**.



5. Add extra pages if you like: press **+** (**Add page**) next to the tabs and answer "New page name:" (the box suggests **Program**; type for example **Rules**). A single click on a tab switches to that page; double-click the tab name to rename it via "Page name:". The cross on a tab deletes the page ("Rules" page will be deleted. Continue?). The home page cannot be deleted. Up to 12 extra pages are saved.



6. Scroll the right panel down and check your tasks on the **TASKS** card; press **Add task** for a new one (details below).



7. On the **TREASURE HUNT SETTINGS** card set the end date and languages, then press **Save**. Press **Open** to see the page.


TREASURE HUNT SETTINGS

END DATE

09/18/2026, 12:00 AM


Leave empty for no end date. No new submissions after it ends.

☐ Proof required for all tasks

☒ Show leaderboard to participants

LANGUAGE YOU WROTE THE CONTENT IN

Türkçe


LANGUAGES TO PUBLISH

☒ Türkçe
☒ İngilizce
☐ Arapça
☐ Rusça
☐ Almanca
☐ Farsça


Translate to selected languages with AI

Translated languages: EN

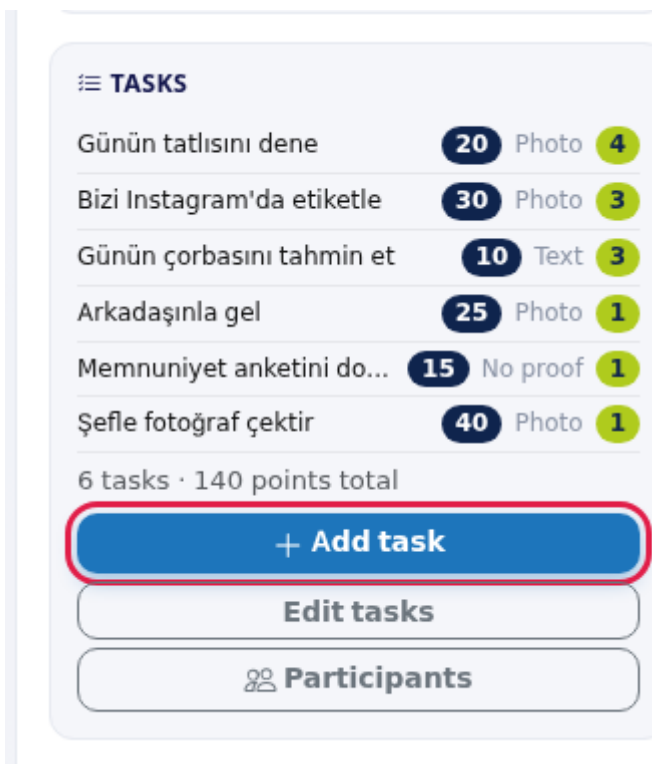

Report

Page Settings (no block selected)

Field	What it does	Example
Event Name *	The treasure hunt's name. Required. Used in the list, on QR cards and in the SMS.	Useroam Bistro Taste Hunt
Title (name is used if empty)	The large title at the top of the guest page. While empty, the preview of a new hunt shows "Event Title".	Taste Hunt
Description	Intro text under the title.	Complete tasks, collect points, win rewards!
Date & Time	Start time. Shown as a date on the page. Guests cannot submit tasks before it. If empty the hunt starts immediately.	12.08.2026 00:00

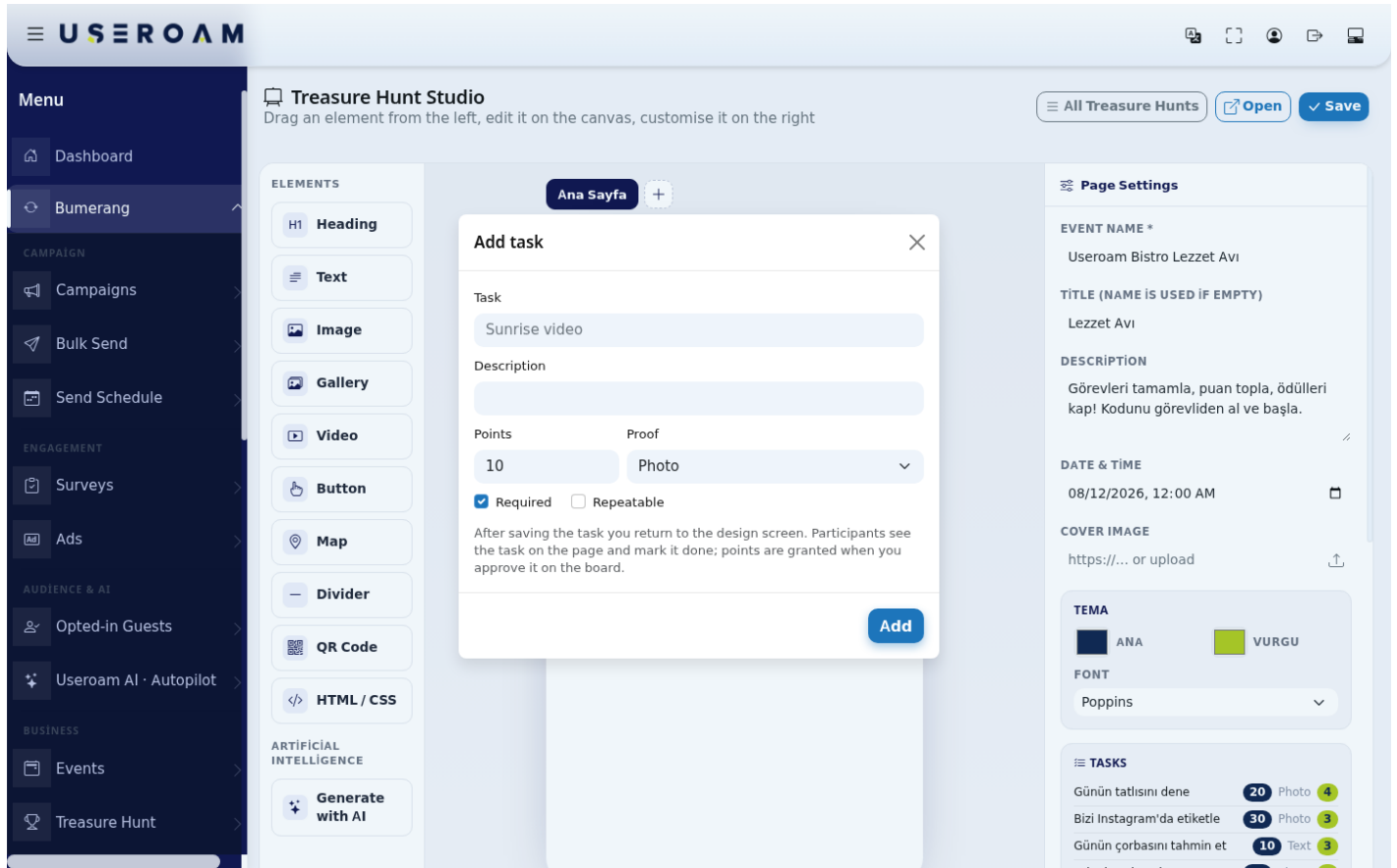
Field	What it does	Example
Cover Image	Image above the title. Paste a link ("https://... or upload") or pick a file with the upload button. JPG, PNG, WEBP or GIF; at most 5 MB.	
Theme (Tema): Main (Ana) / Accent (Vurgu)	Colour of the title background and highlights.	navy / green
Font	Typeface: Poppins, Inter, Fraunces, Montserrat.	Poppins

TASKS card



- Each row shows the task name, its **points** on a navy badge, the **proof type** in grey (for example Photo, Text, No proof) and the number of **submissions** on a green badge.
- Below it a summary of the number of tasks and total points (for example "6 tasks · 140 points total"). With no tasks: "No tasks added yet."
- If the hunt has not been saved yet, the card only says "Save first, then you can add tasks."
- With no participant codes a yellow warning appears: "No participant codes: nobody can sign in or see the tasks." The **Add codes** link next to it opens the Participants panel.
- **Add task** opens the dialog below. **Edit tasks** opens the Tasks panel. **Participants** opens the Participants panel.

Add task dialog



Field	What it does	Example
Task	Task name. Required.	Sunrise video
Description	Short explanation (optional).	
Points	Points earned on approval. Default 10.	10
Proof	Photo, Video, Photo or video, Text or No proof.	Photo
Required	When ticked, submissions without proof are not accepted.	ticked
Repeatable	When ticked, the same guest can do the task more than once.	not ticked
Add	Saves the task and returns to the studio.	

The dialog note: "After saving the task you return to the design screen. Participants see the task on the page and mark it done; points are granted when approved on the approval board."

Important: the dialog saves separately. If you changed anything else on the page, press **Save** first and then add the task; otherwise unsaved design changes are lost.

TREASURE HUNT SETTINGS card

 TREASURE HUNT SETTINGS

END DATE

09/18/2026, 12:00 AM



Leave empty for no end date. No new submissions after it ends.

☐

 Proof required for all tasks

☒

 Show leaderboard to participants

LANGUAGE YOU WROTE THE CONTENT IN

Türkçe



LANGUAGES TO PUBLISH

☒ Türkçe

☒ İngilizce

☐ Arapça

☐ Rusça

☐ Almanca

☐ Farsça

 Translate to selected languages with AI

Translated languages: EN

 Report

Field	What it does
End date	"Leave empty for no end date. No new submissions after it ends."
Proof required for all tasks	When on, every task requires proof, regardless of the task's "Required" tick.
Show leaderboard to participants	When on, the guest page shows the points ranking of the top 10 participants. On by default.
Language you wrote the content in	The language you wrote the page in (Turkish, English, Arabic, Russian, German, Persian).
Languages to publish	Languages offered as buttons (TR, EN...) at the top right of the guest page. The language you wrote in is always included.
Translate to selected languages with AI	Translates the title, description, blocks, tasks and rewards with AI. While running it shows "Translating... 1/2 (en)", then "✓ Translated into 2/2 languages." Below it a status like "Translated languages: EN".

Field	What it does
Report	Opens the treasure hunt report.

- Before the hunt is saved, the translate button is replaced by *"Save the hunt first to translate it."*
- If you press translate without choosing a language other than the one you wrote in: *"Select at least one language other than the one you wrote in."*
- If you added tasks or rewards after translating, a yellow warning says some items are missing a translation and may have been added later: *"Translate again."* Press the button again.

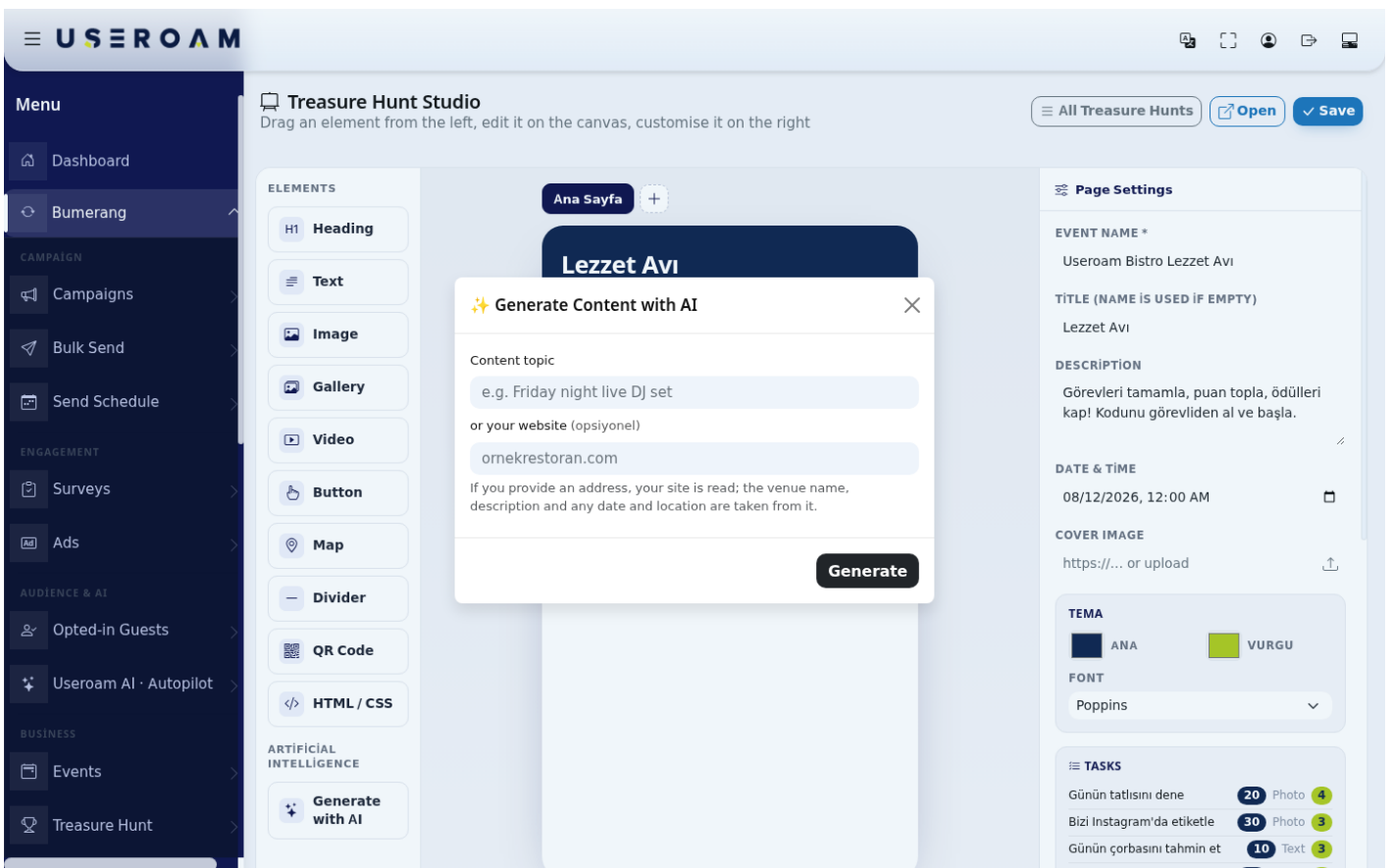
Block settings

Every block has a Style (**Stil**) card at the bottom: Alignment (**Hizalama**: left, centre, right), **Text colour**, **Background** (each with **reset**), and sliders for **Text size**, **Inner spacing**, **Corner rounding** and **Top spacing**.

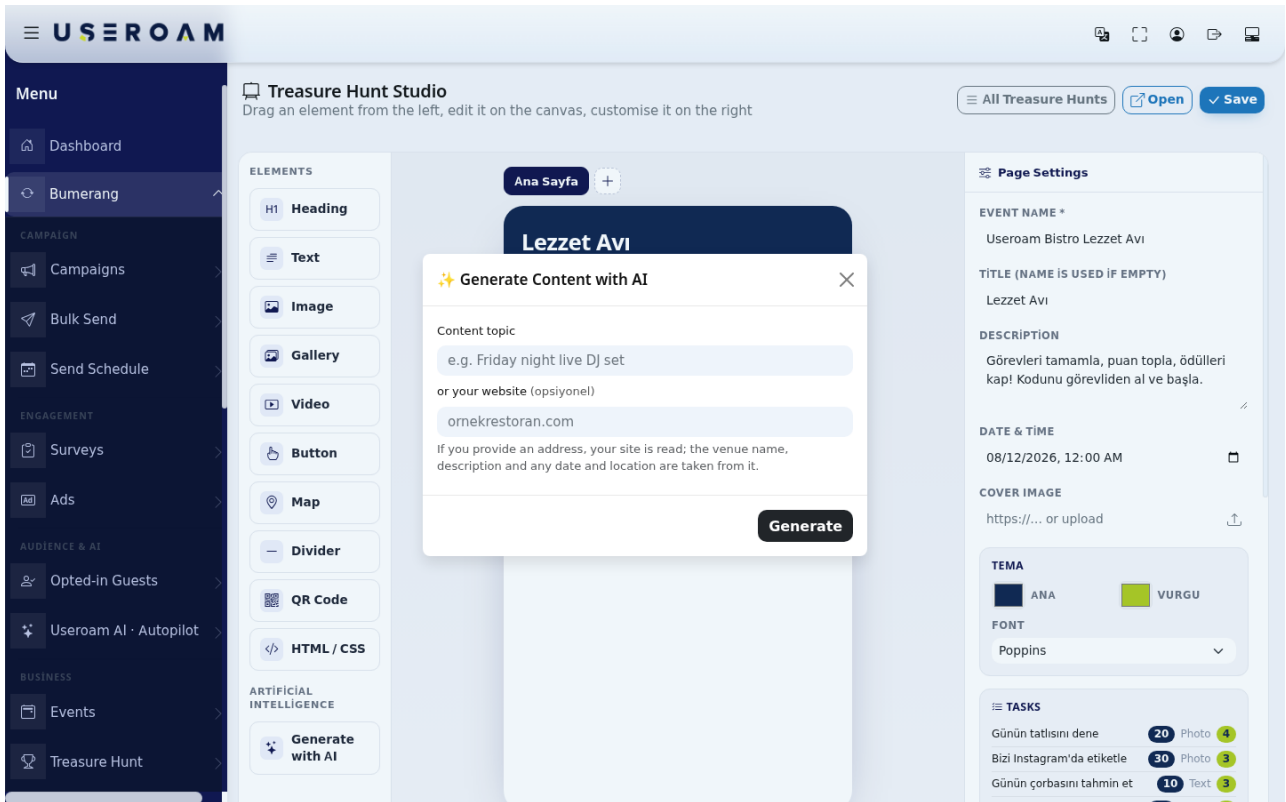
Block	Settings
Heading	Heading text (a new block reads <i>"New Heading"</i>).
Text	Subheading and Text . The text toolbar has Bold , Italic , Underline , Add link (asks <i>"Link (https://...):"</i>), Remove link , Clear formatting . A new block starts with <i>"Write your text here..."</i> ; an empty box shows <i>"Write your text..."</i> .
Image	Image URL or the upload button. While empty the preview shows <i>"Image: add a URL on the right"</i> .
Gallery	Images list: one link per row, Add URL opens a new row, Add image uploads a file, the cross is <i>"Remove this image"</i> . For many images, paste links into Have a lot? Paste your list (one per line or separated by spaces; the box shows <code>https://ornek.com/1.jpg</code> <code>https://ornek.com/2.jpg</code>) and press Add list . While empty: <i>"Gallery: add images on the right"</i> .
Video	YouTube link (YouTube linki). While empty: <i>"Video: YouTube link on the right"</i> . File upload is not available.
Button	Button text (default <i>"View Button"</i>), Target: External link (URL) or one of your pages (<i>"Page: Rules"</i>). For an external link, the Link box. With no extra page the note says <i>"To target an internal page, first add a new page from the top."</i>
Map	Address and Button text (default <i>"Yol Tarifi"</i> , directions).
Divider	No settings: <i>"A divider is just a separator line; it needs no content."</i>

Block	Settings
HTML / CSS	HTML / CSS / JS code and Height (pixels) . Note: "The frame cannot measure its own height; adjust it manually to fit the content." The code runs in an isolated frame. A new block comes with a sample design titled "Your own design" reading "HTML, CSS and JavaScript can be used freely in this block." With empty code the preview shows "HTML: write code on the right".
QR Code	This block comes from the Events module. It does not draw a QR on the Treasure Hunt page ; the guest only sees the Warning shown when there is no personal link text ("This page must be opened from the personal link sent to you."). The block's description, Title , Alt not (sub note, example "Show this code to the staff member") and the Generate a test link box ("Enter a number, open that person the personal link and see the QR code.", "Opens in a new tab; the QR is drawn on that link.", "Save the event first.") are meant for events and have no effect in Treasure Hunt. Use the QR cards screen for participant QR codes.

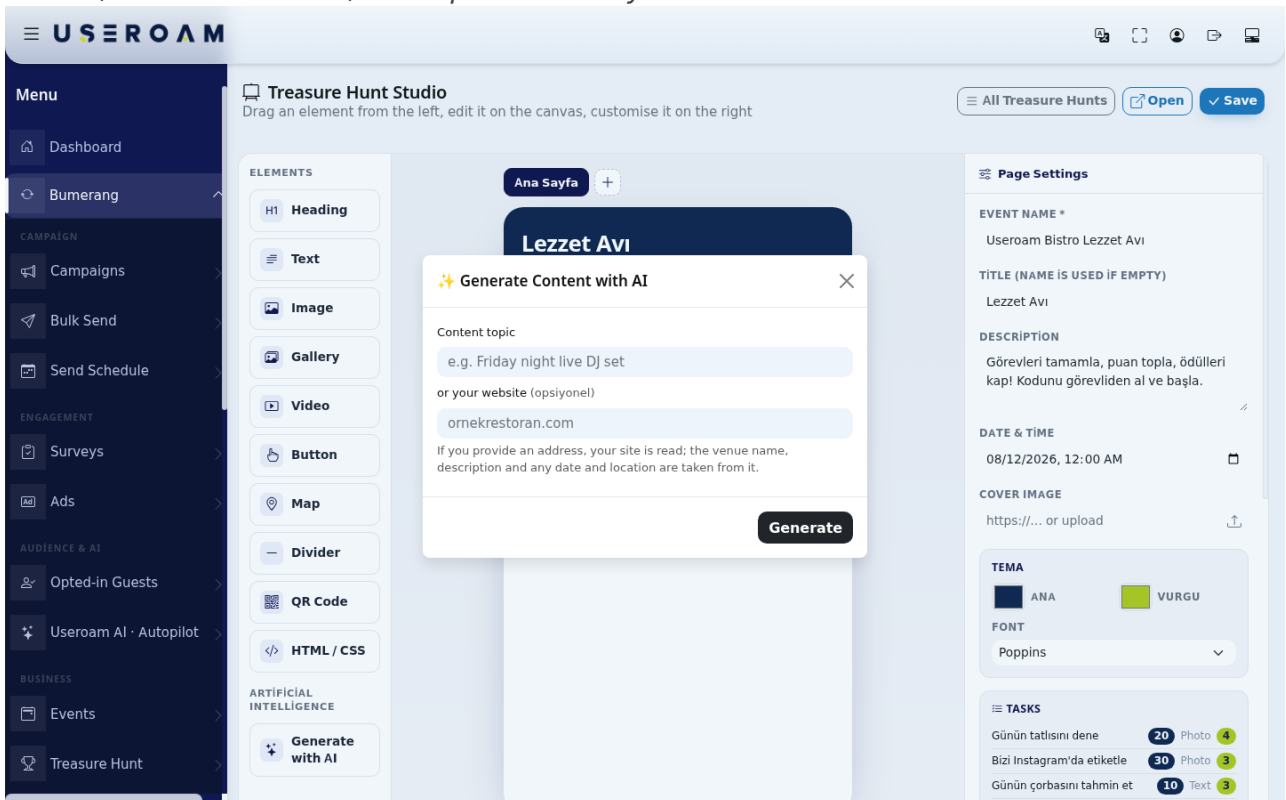
Generate with AI



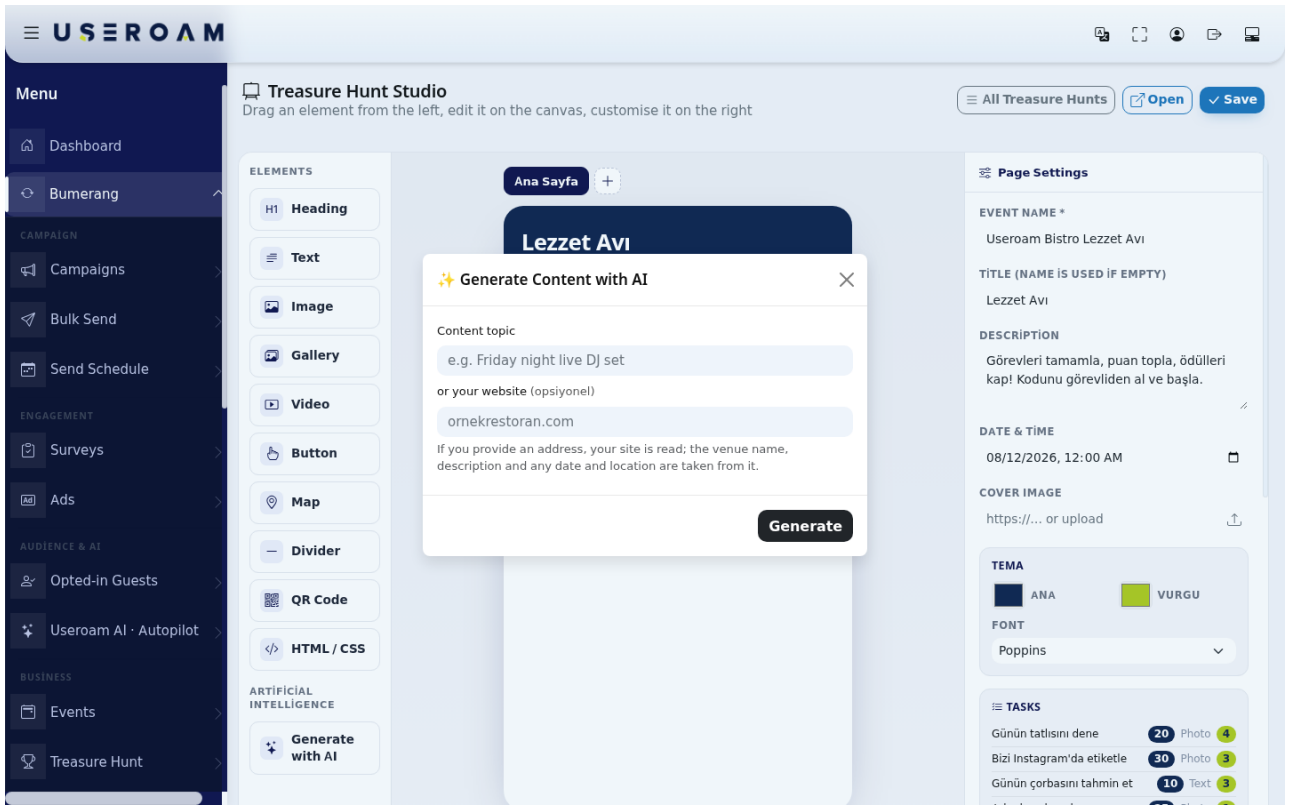
1. Press **Generate with AI** on the left. The **Generate Content with AI** dialog opens.



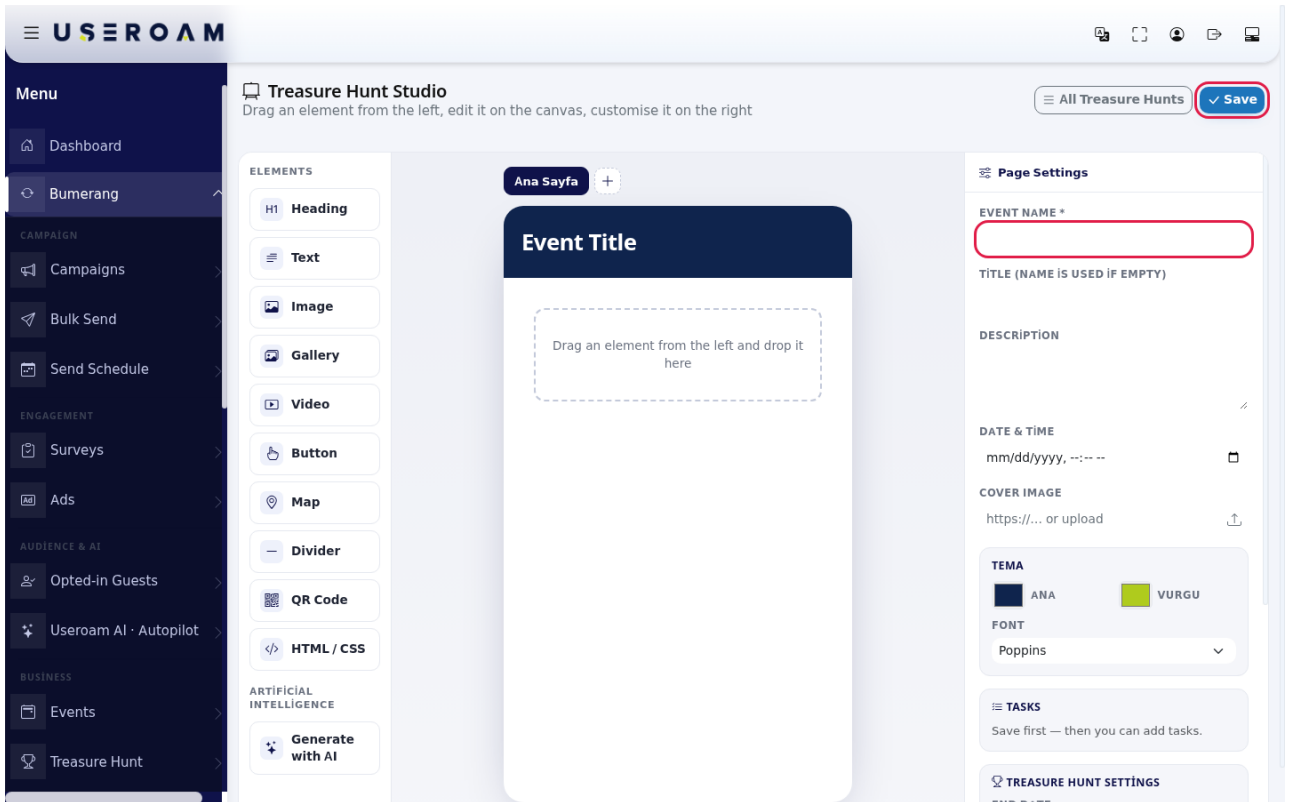
2. Type the topic into **Content topic** (example: Friday night live DJ set) or enter your website address in **or your website** (optional). Note: "If you provide an address, your site is read; the venue name, description and any date and location are taken from it."



3. Press **Generate**. You see "Reading your site and preparing the content..." or "Preparing the content...". When done: "Ready. The fields on the right have been filled, press Save."



4. Press **Save**.



Message	What to do
Write a topic or enter a web address.	Fill in at least one of the two boxes.
Enter a valid web address. / This address cannot be read (local/private addresses are blocked).	Enter a public website, for example examplerestaurant.com .

Message	What to do
No readable text was found on the site (it may be rendered with JavaScript). Please write the topic manually.	Clear the address and type the topic yourself.
The AI could not respond right now, please try again. / The AI output could not be read, please try again. / AI error / Connection error	Press Generate again after a few seconds.
This device has no marketing (Bumerang) licence, AI generation is disabled.	Contact your sales team about the licence.
The AI dialog could not be opened	Refresh the page and try again.

Image upload messages

- "images only": only JPG, PNG, WEBP or GIF can be uploaded.
- "en fazla 5MB" (at most 5 MB): make the file smaller and try again.
- "Upload failed" / "upload error": check your connection and try again.

Frequently asked questions

I saved, but guests cannot submit tasks.

A new hunt starts as **Draft**. Publish it with the power button on its card in the list. Also, if **Date & Time** is in the future, submissions open only at that time.

Why does the label say "Event Name"?

The studio uses the same foundation as the Events studio. This box is the treasure hunt's name.

Can I upload a video file?

Not in the page design; the Video block works with a YouTube link. Guests, however, can send a video from their phone as task proof (when the task's proof type is Video or Photo or video).

My changes disappeared.

The studio does not save automatically. Press **Save** before leaving the page or adding a task.

Related pages

- [Treasure Hunt](#): tasks, participants, rewards, QR cards, report.
- [Treasure Hunt Approval Board](#): approving submissions.

