

The Huddersfield Yards Project: notes for players

A distributed derive and street game for multiple players.

Start when and where you like, in central Huddersfield, between 10.00 am and 12.00am; find the old Yards of Huddersfield (see <https://huddersfield.exposed/wiki/Category:Yards>), and look for hidden data in six of them. Stop when and where you like.

Don't ignore warnings that the Luddites or the Militia are around!

In the old yards, or the places where they once were, we have hidden QR codes, which you can read with barcode reader app on your smart phone. (see example, right)

Sounds have also been geolocated.* To hear them, make sure 'location' is turned on on your phone. Download the Echoes Explore app (free, from Google Play or Apple App Store) to your smart phone before you start the game. Under 'Explore our walks', find "Huddersfield Yards", and join it. Then listen to your phone: you will hear sounds as you move into geolocated areas.



Tweet any comments, or any sightings of other players, using the hashtag #hyards and sending images. Can you photograph other players without them realising?

Follow the central web page to track player activity (www.codedwalls/yardsControl)

Sound codes, QR stickers and the central web page will be available and responding on Saturday 6 August from 10.00 am to 12.00 am. You can take part at any time you wish within this. Just find the old yards, look, and listen.

Please remember to Tweet your thoughts, using hashtag #hyards

If you have any problems during the game, or just want to say hello, come and see the game wizards at Coffeevolution between 10.00 and 12.00

If you cannot find any yards:

Hint 1: all our chosen yards are inside the A62 Ring Road

Hint 2: try looking in King Street, or near Kirkgate

* Geolocated sounds are sounds contained within shapes on the map, which create geofenced areas. These will trigger content when listeners physically walk inside, by using GPS to determine their location or their proximity.