

exiQuiz

OUTDOOR LOGIC QUEST

Information for Teachers **Spring 2026**



The Outdoor Logic Quest is a free, 90-minute quiz challenge for students. During a pleasant outdoor walk, participants solve logic puzzles embedded in a story in order to escape from a maze. The game can be played anywhere in the world — in a park or in the school playground — using a smartphone or tablet.

Available languages:

ENGLISH  • GERMAN  • FRENCH  • SPANISH  • HUNGARIAN 

Why try it with your students?

- Students can think and collaborate together while moving outdoors.
- They can earn Bronze, Silver, Gold, or Diamond ranks, along with a certificate.
- The game also challenges their orientation and navigation skills.
- Teachers can monitor students' progress live during gameplay.

WHEN?

Any time between
February 1 and May 31,
2026

HOW LONG?

Maximum
90 minutes

WHERE?

Anywhere in the world
— in a park or
school yard

FOR WHOM?

Grades 3–4, 5–6,
7–8, and 9–12
Available at four
different difficulty
levels

HOW THE GAME WORKS

- 1 A few days before the planned session, the teacher needs to request a game-start PIN code at: **quest.exiquiz.com/requestpin**
The PIN code will be sent by email.
- 2 Before starting the game, the class or group should go to the chosen outdoor location. Each player or team will need a smartphone or tablet with internet access.
- 3 To begin, teams go to **quest.exiquiz.com**, enter the teacher's PIN code, and choose a team name. Location sharing must be enabled for the game to start.
- 4 Once the game begins:
 - A countdown timer starts.
 - The first task appears on the screen.
 - Solutions can only be submitted at the designated station indicated below the task.
 - Teams must physically walk to the station.
 - When they are near the correct location, the submission option activates automatically.
- 5 During the game, players can switch between Task View and Map View. After submitting a solution, the next task and destination appear. The game continues until students solve the final task, or the time runs out. At the end of the game, students receive a personalized digital certificate.



○ WHAT TYPES OF TASKS CAN STUDENTS EXPECT?

- A variety of fun mathematical and logical thinking challenges
- Tasks focus more on creativity and clever reasoning than on factual knowledge
- All puzzles are embedded in a story featuring the main character, Bluebeary, the blue bear

○ WHAT CAN STUDENTS WIN?

- Ranks (Bronze, Silver, Gold, Diamond), revealed during gameplay
- A personalized (team-name) certificate
- A sense of achievement

○ HOW CAN IT BE PLAYED?

- Individually (smartphone or tablet with internet required)
- In small groups — 2–6 students per team, one device per team
- The whole class can also participate together

○ ADDITIONAL INFORMATION

- Since the goal is to provide a positive success experience, classes are allowed to choose a lower or higher age-level version based on students' knowledge and ambitions.
- No app or software installation is required — the game runs directly in a web browser.

○ WHAT ELSE CAN EXIQUIZ BE USED FOR?

- Special themed lessons
- Afternoon activities
- Weekend homework
- School events and thematic days
- Regional or national programs and contests

**IF YOU WOULD LIKE TO INCORPORATE
MOVEMENT-BASED PROBLEM SOLVING INTO
YOUR TEACHING, FEEL FREE TO CONTACT OUR TEAM!**

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