

This guide is designed to help IT staff install and run NumberShire on school computers.

1) Test run with the free demo.

- a) On a student computer play the NumberShire demo at <https://game.numbershire.com/demo.php>
- b) If the intro sequence plays, the game is mostly ready to play.

2) Requirements.

- a) Broadband internet access
 - b) Firewall settings – traffic must be allowed to the following sites:
 - <https://game.numbershire.com/> and <https://dashboard.numbershire.com/> (both 52.26.207.202)
 - <https://s3-us-west-2.amazonaws.com/ctl-ns1-live-webgl/>
 - <https://s3-us-west-2.amazonaws.com/ctl-nsk-live-webplayer/>
 - <https://s3-us-west-2.amazonaws.com/ctl-numbershire-images/>
 - <https://s3-us-west-2.amazonaws.com/ctl-js-lib/>
 - <https://cdn.jsdelivr.net/>
 - c) Tablet Specs: iPad2 or newer with iOS8 or newer.
 - d) Desktop Specs: 1GB RAM with Mac OS X10.6 or newer, or Windows 7 or newer.
 - e) Software: NumberShire Class 1 app for iPad (free in App Store) OR supported desktop web browser. Supported browsers include Chrome, Firefox, Safari, and Microsoft Edge.
 - f) Audio hardware.
 - NumberShire requires that the students hear dialogue. Headphones are recommended.
 - Subtitles may optionally be enabled by using the “~” key during gameplay.
 - g) Input devices.
 - Keyboard for student login.
 - Mouse or trackpad for student gameplay.
- 3) Web browser setup (desktops or laptops only).
- a) Ensure that browser session cookies are allowed.
 - Cookies are required for Student login and metrics.
 - Cookies do not have to persist when the browser is closed.
 - b) Recommendations.
 - Bookmark <https://game.numbershire.com> on browsers being used for gameplay.
 - Use browser’s fullscreen mode for easier gameplay.
 - Test with student account if necessary. If your school has multiple logins for each computer, play NumberShire with an account that students use.
 - Allow browser caching for faster game loading.

For assistance, contact us at support@dibels.uoregon.edu or toll-free 888-497-4290.