MULTIMEDIA GUIDE USER MANUAL

1. To turn on the tablet, press the lower blue button on the right side of the tablet.

2. There are four buttons in the upper right corner:

- "home" – means return to the main menu,
- black and white circle – means changing the background of the screen,
- letter A – means the size of the text on the screen,
- letters PL – means language selection (Polish , English, Russian).

3. You can see the division of the exhibition into floors on the screen.

4. Click the gray round symbols or scan the QR codes on the permanent exhibition to start the next activity.

5. To adjust the sound, press the top blue button on the right side of the tablet (louder) or the middle blue button on the right side of the tablet (quieter).

6. After pressing the first dot (or scanning the appropriate QR code), a film about the terms: repression, hard labor, deportation, gulag, repatriation and amnesty will start as you reach the freight car. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the movie again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

7. After pressing the second (or scanning the right QR code) dot, a movie about Siberia and *Sybir* will appear. To stop the movie, press the

second button located in the lower left corner of the screen, marked with two vertical lines. To play the movie again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

8. After pressing the third dot (or scanning the correct QR code), the animation will start. Then an image of the old market square in Bialystok will appear on the screen with four white, round points on it. After pressing each of them, information about: the market square, the town hall, the church of St. Assumption of the Blessed Virgin Mary and the development of motorization in the city will appear. To close the information, press the "x" symbol in the upper right corner. To go to the main menu, press the "home" symbol in the upper right corner.

9. After pressing the fourth dot (or scanning the correct QR code), the game will start, the goal of which is to defend the town. To play, select a character: male or female – by clicking on the character. Then the game will start. You should attack in such a way as to remain unnoticed (from behind or from the side). You control the character by touching the screen with a small silver circle on a black background located in the lower right corner. To attack, approach the Soviet combat vehicle and click on the picture with the petrol bottle in the square in the lower right corner. Petrol bottles can be refilled at the depot. Ammunition is recharged in the depot marked with a petrol bottle on the roof of the building. To exit to the main menu, click on the "home" symbol in the upper right corner.

10. After pressing the fifth dot (or scanning the appropriate QR code), the "Rubik's cube" game will appear. Photos of the heads of the Soviet repression services should be arranged so that each one fills one side

of the cube. Use the arrows on the screen to the left of the cube and below the cube to rotate the cube. In order for the squares on the dice to change their position, slide your finger on the dice.

11. After pressing the sixth dot (or scanning the appropriate QR code), a movie about deportation will appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the video again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

12. After pressing the seventh dot (or scanning the correct QR code), a game will appear in which you must find a common raccoon dog in the forest. To find it, swipe the image with your finger. Once you find it, click on it with your finger.

13. After pressing the eighth dot (or scanning the correct QR code), the game "Tetris" with chocolate cubes will appear. Pieces of chocolate in several colors appear in the center of the screen. Use the arrows in the lower left corner to move the falling pieces of chocolate so that they fit together. Using the white dice with arrows in the lower right corner, you can change the shape of the falling pieces.

14. After pressing the ninth dot (or scanning the appropriate QR code), a movie about life in Siberia will appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the movie again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

15. After pressing the tenth dot (or scanning the appropriate QR code), a movie about working in Siberia will appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the video again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

16. After pressing the eleventh dot (or scanning the appropriate QR code), a film about the labor camps will appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the video again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

17. After pressing the twelfth dot (or scanning the appropriate QR code), a quiz about Wojtek the Bear will appear. To answer the questions, click on the correct answer from those on the screen.

18. After pressing the thirteenth dot (or scanning the appropriate QR code), a film about the fate of the "Anders Army" soldiers will appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the video again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

19. After pressing the fourteenth dot (or scanning the appropriate QR code), a film about the fate of the soldiers of "Berling's Army" will

appear. To stop the movie, press the second button located in the lower left corner of the screen, marked with two vertical lines. To play the video again, press the first button in the lower left corner of the screen, marked with an arrow pointing to the right. To go to the main menu, press the button marked with the "home" symbol in the upper right corner of the screen.

20. After pressing the fifteenth dot (or scanning the appropriate QR code), a game will start consisting in matching the word "memory" to the language in which it was written. To get started, click the "start" button in the bottom center of the screen. After that the names of the different languages will appear on the left side of the screen, and the word "memory" written in those languages will appear on the right side. To match the spelling of the word "memory" to the appropriate language, slide your finger from each language to the appropriate spelling.

21. To turn off the tablet after use, press the blue lower button located on the right side of the tablet.

22. Hand over the tablet at the reception.

23. The tablet is disinfected and charged before being passed to the next visitor.