

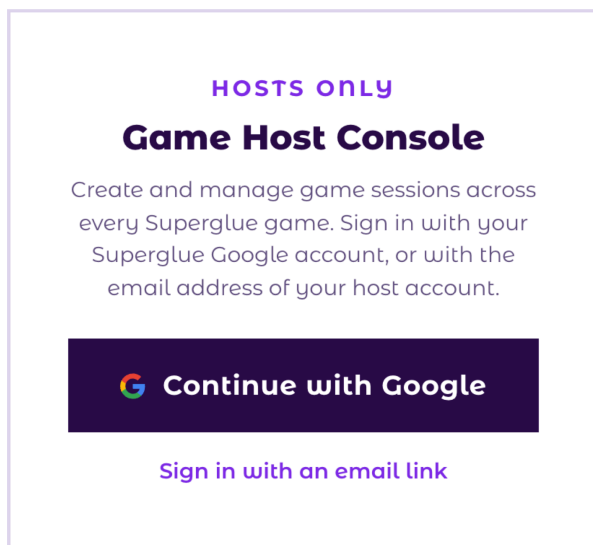
Host Superglue games for your clients

This guide shows how to sign in to the host console, make game links for your client teams, run a game live from the operator panel, and find the results afterwards.

CONSOLE playsuperglue.com /host	PLAYERS PER ROOM Up to 10	A LINK IS VALID FOR 1 day	OPERATOR LINK WORKS FOR 4 hours
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Sign in

- 1 Go to **playsuperglue.com/host**.
- 2 Sign in with the email address that we invited. If that address is a Google account, click **Continue with Google**. If not, click **Sign in with an email link** and open the link that we send to you.
- 3 The console opens. It shows your email address and your company name at the top.



How rooms work

Each game link opens one **room**: one team of up to 10 players. Your trial lets you run a fixed number of rooms at the same time. The console shows how many are in use. You can make as many sessions as you like over the trial, as long as you stay inside that number at any one time.

- A room counts as in use for **3 hours** after you make its link. After that it is free again, even if the team is still playing.
- A link is valid for **1 day**. Make the link on the day of the event, not before.
- For a group of more than 10 people, make one link per team.

Make a game link

HOST CONSOLE

Game sessions

Signed in as alex@northwind-events.example for Northwind Events [Sign out](#)

SESSIONSRESULTS

Backrooms EscapeMarvelli's Last ShowNorth Pole Night ShiftThe Last Human OfficeRonin Realm

Spirit SpeakSupernovaMind the Generation GapRise of the Mad PharaohKTANESlender

Slender Halloween Edition

Create codes

Rooms in use: 1 of 2

The next room frees up at 1:57 PM. A room counts for 3 hours after you create it. Each link is valid for one day, for up to 10 players.

Label

e.g. Acme Corp — Friday 4pm

Codes

1

Play window (min)

180

Create code

Sessions — Backrooms Escape

☐ show ended [refresh](#)

Use [operate](#) to open a session's operator panel. The link works for 4 hours.

CODE	LABEL	STATUS	EXPIRES	ACTIONS
K7PX2M	Globex — team day	ACTIVE	10/11/2026, 1:57:36 PM	operate link +60 min revoke

The host console. All names and codes on this page are examples.

- 1 Click the tab of the game that you want to play.
- 2 In **Label**, enter the client and the time, for example *Acme Corp, Friday 4pm*. Only you see the label. It helps you find the session later.
- 3 In **Codes**, enter the number of teams. Each team gets its own link.
- 4 Leave **Play window** empty to use the game's normal length. Enter a number of minutes only if you want a different length.
- 5 Click **Create code**. The new code shows under **Created**.
- 6 Click **copy link** and send the link to the team. Players open it in a browser. They do not need an account or a download.

Create codes

Rooms in use: 2 of 2

The next room frees up at 1:57 PM. A room counts for 3 hours after you create it. Each link is valid for one day, for up to 10 players.

Label

e.g. Acme Corp — Friday 4pm

Codes

1

Play window (min)

180

Create code

CREATED

WDZVS6

[copy_code](#) [copy_link](#)

When all your rooms are in use, the console does not make a new link. It tells you when the next room is free. Wait until then, or contact us to add rooms.

Create codes

Rooms in use: 2 of 2

The next room frees up at 1:57 PM. A room counts for 3 hours after you create it. Each link is valid for one day, for up to 10 players.

Label

e.g. Acme Corp — Friday 4pm

Codes

1

Play window (min)

180

All your rooms are in use. Your account runs 2 rooms at a time. A room counts for 3 hours after you create it, so the next one frees up at 11:57 UTC. Contact us to add rooms.

Create code

CREATED

WDZVS6

[copy_code](#) [copy_link](#)

Manage sessions

The list on the right shows the sessions of the selected game. Tick **show ended** to see old sessions too. Click **refresh** to update the list.

Sessions — Backrooms Escape

☐ show ended [refresh](#)

Use **operate** to open a session's operator panel. The link works for 4 hours.

CODE	LABEL	STATUS	EXPIRES	ACTIONS
WDZVS6	Acme Corp — Friday 4pm	CREATED	—	operate link revoke
K7PX2M	Globex — team day	ACTIVE	10/11/2026, 1:57:36 PM	operate link +60 min revoke

CREATED

The link is ready.
Nobody has joined yet.

ACTIVE

The team is playing. The
game clock runs.

ENDED

The game is over, or the
link expired.

operate Opens the operator panel for this session. See [Operate a game](#).

link Copies the player link again.

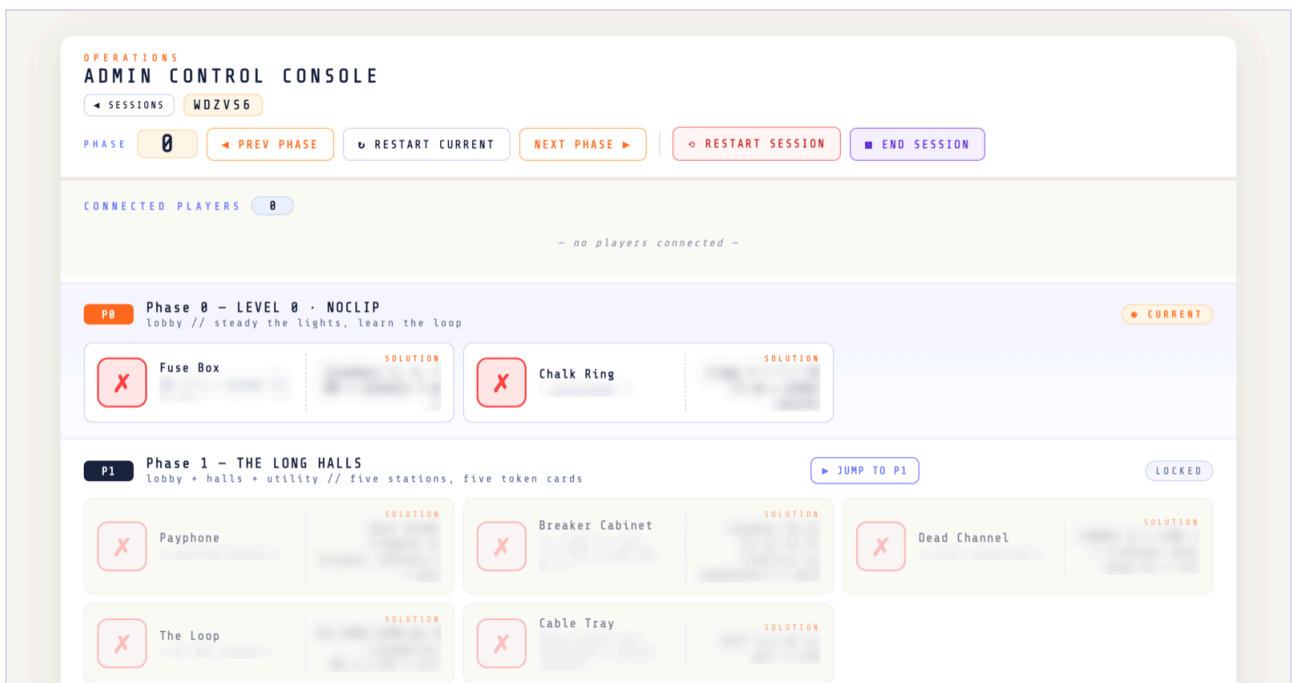
+60 min Gives a playing team one more hour. It shows only while the session is active, and not for KTANE.

revoke Stops the link. Players can no longer join. Use it if you sent a link to the wrong people.

Operate a game

The operator panel lets you follow a team and help it during the game. It is available on the escape rooms: Backrooms Escape, Marvelli's Last Show, North Pole Night Shift, The Last Human Office, Ronin Realm, Spirit Speak, Supernova, Mind the Generation Gap and Rise of the Mad Pharaoh.

- 1 In the sessions list, click **operate** next to the session.
- 2 The panel opens in a new browser tab. If nothing opens, allow pop-ups for playsuperglue.com and click **operate** again.
- 3 The panel works for **4 hours** and only for this session. After 4 hours, click **operate** again for a new link.



The operator panel of Backrooms Escape. Each escape room has its own phases and puzzles. We blurred the solutions in this picture.

Connected players Shows who is in the game. **Kick** removes a player who joined by mistake.

Puzzles Each puzzle shows its progress and its solution. Click the box next to a puzzle to mark it as solved for a team that is stuck.

Phases **Next phase**, **Prev phase** and **Jump to** move the team through the game. **Restart current** resets the current phase.

Restart session Starts the whole game again from the beginning.

End session Ends the game for everyone.

The panel shows every solution. Do not share your screen while the panel is open. Players see your changes at once.

KTANE, Slender and Slender Halloween Edition have no operator panel. You can still make and manage their links.

Results

Click **Results** at the top right to see the escape room results of your teams: outcome, time, hints and players.

HOST CONSOLE

Results

Signed in as alex@northwind-events.example for Northwind Events [Sign out](#)

SESSIONS

RESULTS

Game

All games

Search

Code, team, label, player or organiser email

From

dd/mm/yyyy

To

dd/mm/yyyy

Outcome

Any

☐ show void

hide removes a run from the public leaderboard only; the team keeps its scorecard. A team name change goes to the game server.

DATE	GAME	CODE	TEAM	OUTCOME	TIME	HINTS	ANSWERS	HOST	PLAYERS	ORGANISER	ACTIONS
Oct 10, 2026, 9:47 AM	Backrooms Escape	H3QN8T	The Noctippers Initech — offsite leaderboard opt-in	ESCAPED	00:48:58	3	0	0	Maya, Tom, Priya +3	alex@northwind-ev...	card link rename hide
Oct 9, 2026, 9:47 AM	Marvelli's Last Show	P9DW4C	Team P9DW4C Umbrella — sales kickoff	TIME UP	01:00:00	7	2	1	Ana, Ben, Chloé +2	alex@northwind-ev...	card link rename hide

Search Find a result by code, team name, label, player or date.

card Opens the team's scorecard.

link Copies the scorecard link, so you can send it to your client.

rename Corrects the team name.

hide Removes the result from the public leaderboard. The team keeps its scorecard.

Good to know

- You see only the sessions and results of your own company.

- Each player needs their own screen with a modern browser. Teams talk on a video call (Zoom, Teams, Meet) while they play.
- When the trial ends, the console shows a notice and you can no longer make links.
- Questions, more rooms or a longer trial: email **contact@superglue.games**.