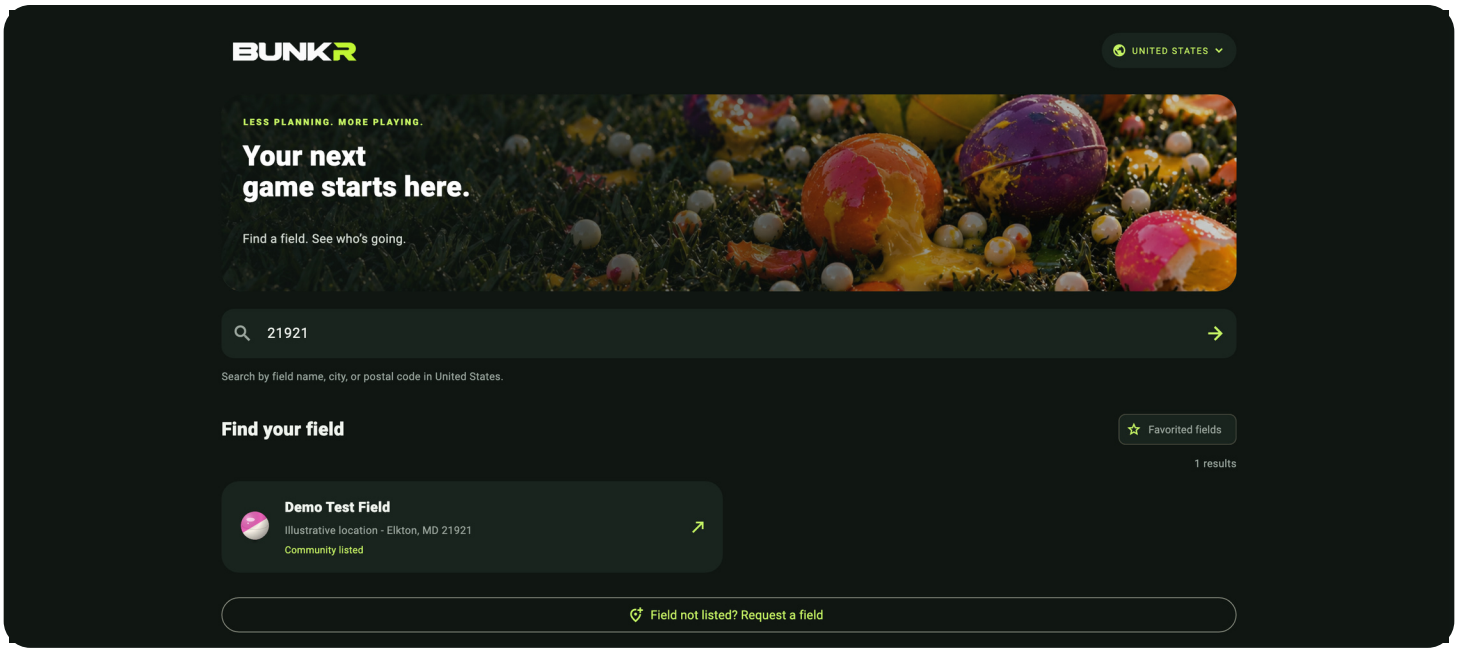
More players. Better field days.

A practical guide for paintball and airsoft players, field owners, and counter staff.



Current app layouts shown with fictional players, fields, visits, and rewards.

UPDATED PLAYER + FIELD OWNER EDITION

For players / pages 2-5

Find a field, plan a day, meet other players, and show your Bunkr Pass at participating fields. Staff-verified visits earn badges and may earn field rewards.

For fields / pages 6-9

Get invited, assign counter staff, confirm real visits, and run an optional loyalty offer. Review visit history and correct mistakes. Quick-start help is on page 10; listings and pilot feedback are on page 11.

Start in your browser.

app.bunkrpb.com

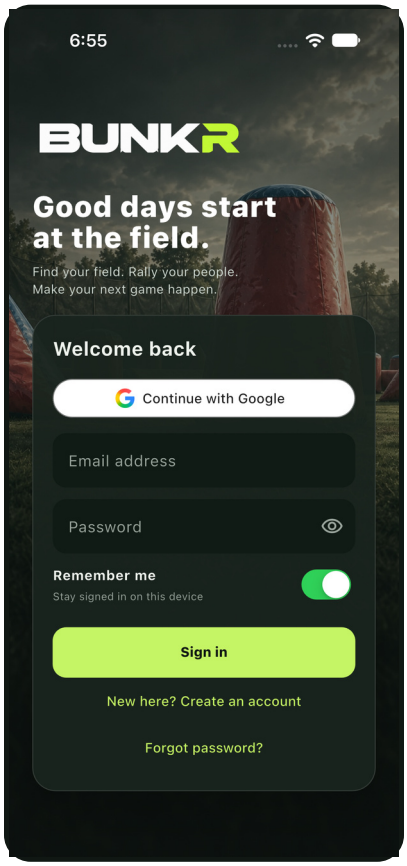
Phone, tablet, or desktop. No download needed.
Planned check-ins are not reservations or verified visits.

SCAN TO TRY

PLAYER / Find your next field day.

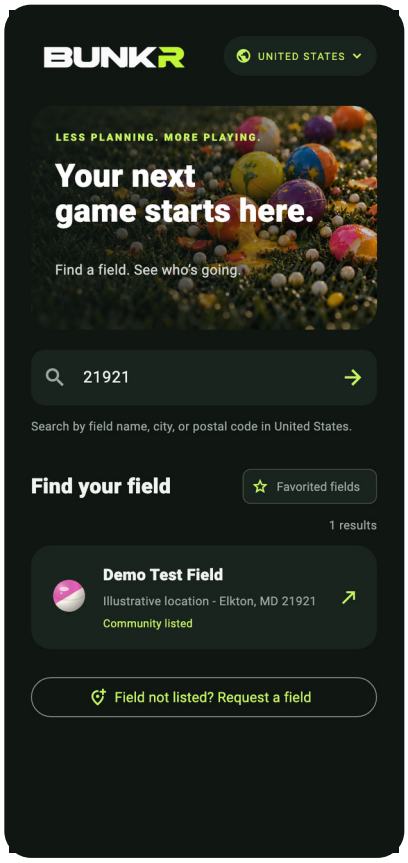
Create your account, choose your country, and save the fields you want to return to.

01 / SIGN IN



Players can use Google or email and password.

02 / FIND AND FAVORITE



Search by name, city, or postal / ZIP code.

One account across devices

Open app.bunkrpb.com. Choose Google or create an email/password account. Pick a unique username and accept the Terms confirming age 13+. Minors need guardian permission.

Use a personal device

The web and mobile apps share your account and plans. Use Remember me on your own device; sign out of shared devices.

Search and favorite

Choose a country, then search for a field. Open it and tap the outlined star to favorite it. The Favorited fields toggle shows your saved list. Discovery is shared across sports.

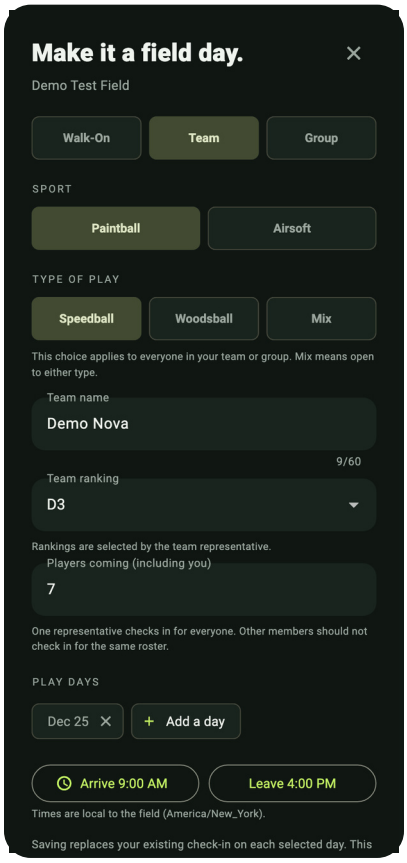
A useful starting point

Your selected country is remembered. Save a private postal / ZIP code under Player to set the starting search for that country. You can search another location anytime.

PLAYER / Choose a sport. Make a plan.

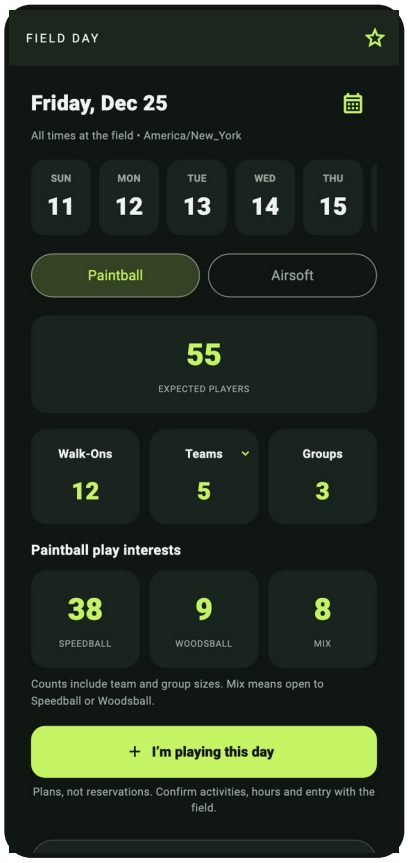
Open a field, choose a date, then select Paintball or Airsoft below the dates.

03 / PLAN YOUR VISIT



Example check-in for a fictional paintball team.

04 / READ THE COUNTS



Example: 55 expected players from 20 check-ins.

Make and manage a plan

Tap **I'm playing this day**. Choose Walk-On, Team, or Group, sport, dates, and times. Enter the full team / group size, then Confirm check-in. Use **My days** to reopen, edit, or **Cancel my check-in**.

Sport-specific choices

Paintball adds Speedball, Woodsball, or Mix and team divisions. Airsoft hides those choices. The selector filters counts, attendance, teams, and chat.

People versus check-ins

Expected players includes team / group sizes. The three smaller cards count check-ins by visit type. One representative enters the roster; avoid counting those players twice. Tap Teams for the selected sport's list.

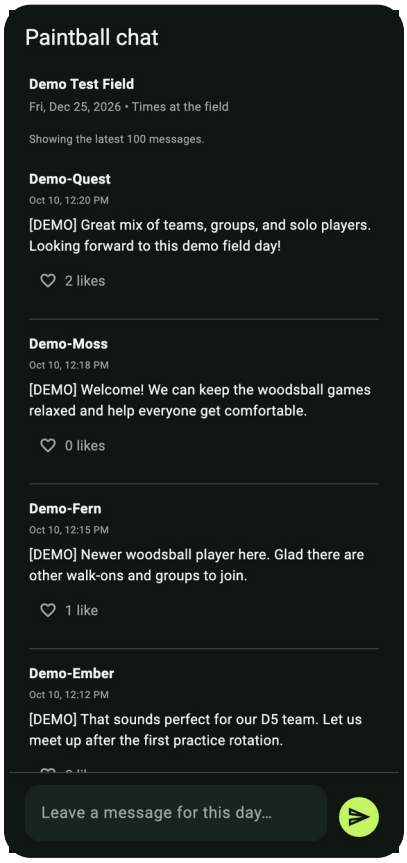
Plans are not verified visits

Plans do not reserve admission or earn badges or credit. At the counter, **each member presents their own pass** for staff to verify actual attendance.

PLAYER / Find your people.

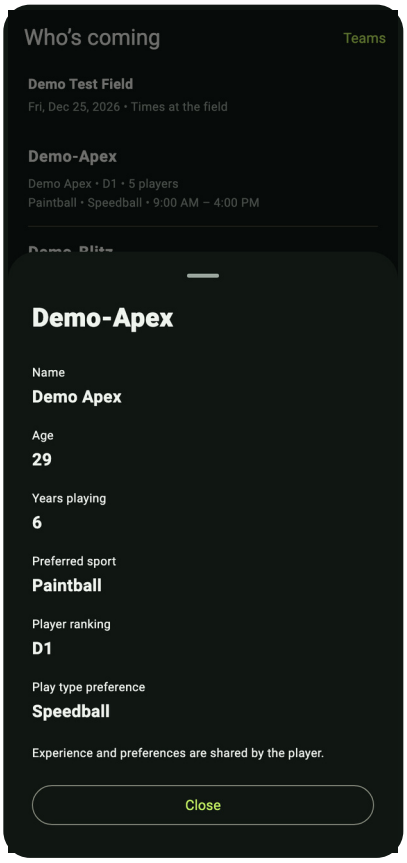
Use sport-specific conversations and optional shared profiles to coordinate before the day.

05 / CONVERSATIONS



Newest messages appear at the top.

06 / SHARED PLAYER DETAILS



Illustrative player details, not a real profile.

Open the full conversation

Choose Paintball or Airsoft on the field page. Each sport has its own conversation for that date. The preview shows recent messages; tap **Open conversation** for the full chat. Scroll down for older messages.

Useful messages and reactions

Share arrival plans, look for extra players, or coordinate a team. URLs open in the browser. Hearts show likes, **not read receipts**. You can delete your own messages; Bunkr staff can moderate content.

See who is coming

Who's coming previews up to five check-ins. Choose View all for the full list. Tap a player name in attendance or chat to see the details they have chosen to share.

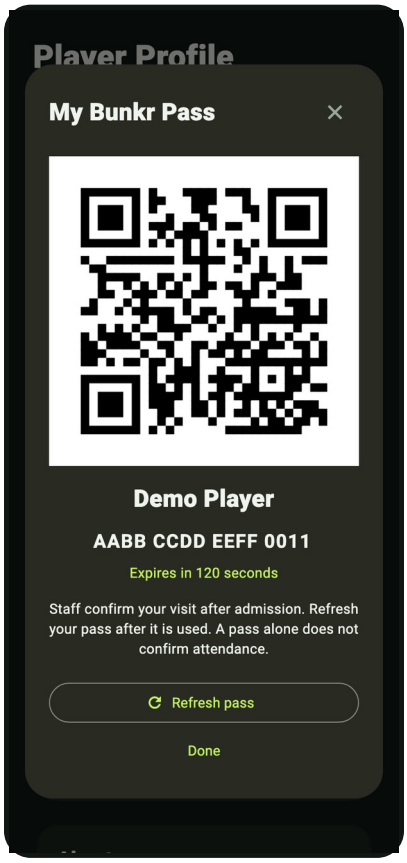
Share only what helps

Under Player, optionally add your name, birth date, experience, sport, and paintball preferences. Your age updates automatically. Signed-in players see your age; your full birth date, email, and postal / ZIP code stay private. Tap Save profile.

PLAYER / Your pass. Your progress.

At participating fields, staff confirm your visit after admission. Show a fresh pass for each action.

07 / OPEN MY BUNKR PASS



Illustrative QR and manual code; not a usable pass.

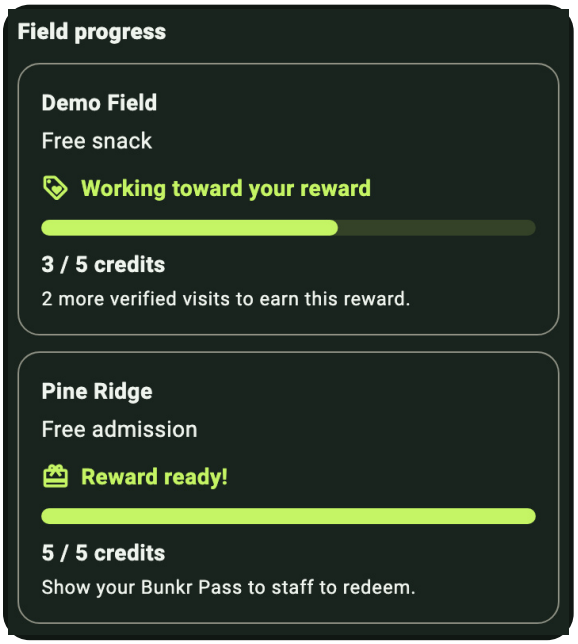
Show your own pass

In Player, tap **My Bunkr Pass**, then **Show my QR code**. Staff scan it or enter its displayed code. Codes expire after two minutes and are used once. Tap Refresh pass if it expires or after staff use it.

Every person earns their own progress

A team or group plan does not award credits to everyone. Each member must present their own pass. One verified visit per member, field, and local day counts. Staff cannot verify their own pass.

08 / VISITS, BADGES, AND FIELD PROGRESS



Illustrative progress bars, not live field offers.

Five badges, no discount required

First Field Day: 1 verified visit.
Field Regular: 5 visits.
Dedicated Player: 10 visits.
Field Veteran: 25 visits.
Field Explorer: visits to 3 different fields.

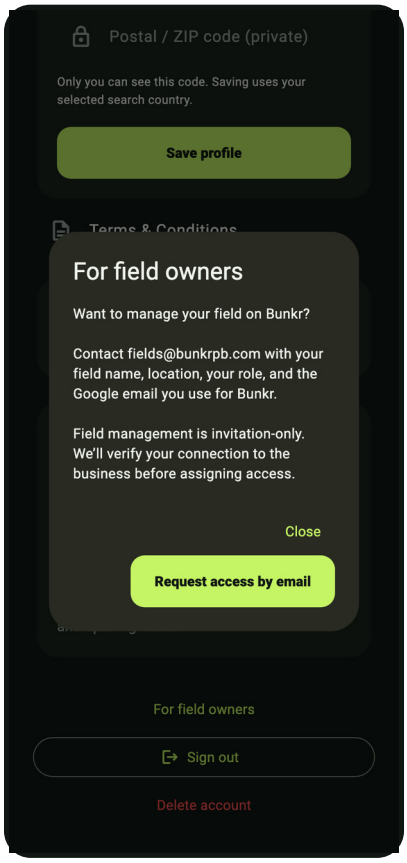
Watch your reward progress

The bar fills as verified visits earn credits at fields with active offers. It shows your balance, target, and visits remaining. At the target, **Reward ready!** and a dot on the Player tab signal a reward. Show staff your pass. After redemption, close the QR screen to refresh the bar and dot. Extra credits remain; paused offers preserve credits.

FIELD OWNER / Get invited.

Field management is invitation-only. Listing a field and receiving management access are separate steps.

01 / CONTACT BUNKR



For field owners is near the bottom of Player.

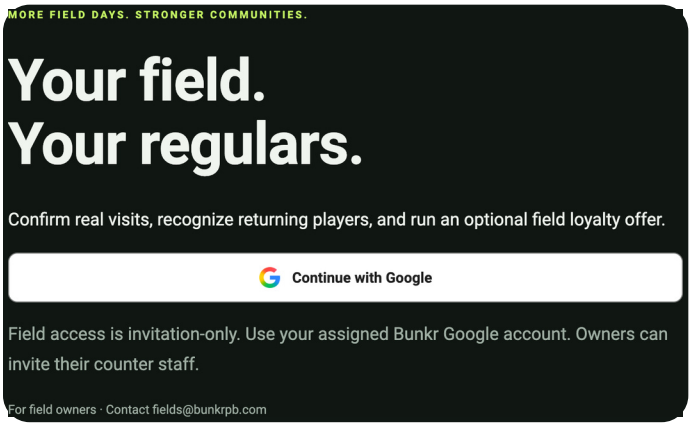
Email fields@bunkrpb.com

Tap **For field owners** in Player or on BUNKRPB.com, then **Request access by email**. Send your field name, location, business role, Google email used for Bunkr, and public business contact.

Bunkr verifies your role

First sign into Bunkr with Google and finish choosing a username. The Bunkr team checks your connection to the business, then assigns that account to the field. A link or listing alone never grants access.

02 / OPEN YOUR DASHBOARD



The field dashboard uses your Google sign-in.

Use Google for field management

Players can use email/password or Google. Field owners and counter staff currently require a verified Google sign-in. Use the same assigned account when opening the dashboard.

Manage my field

Once assigned, **Manage my field** appears in Player. It opens **app.bunkrpb.com/owners/**. Choose your field. The dashboard works on desktop, tablet, or phone; no separate owner app is needed.

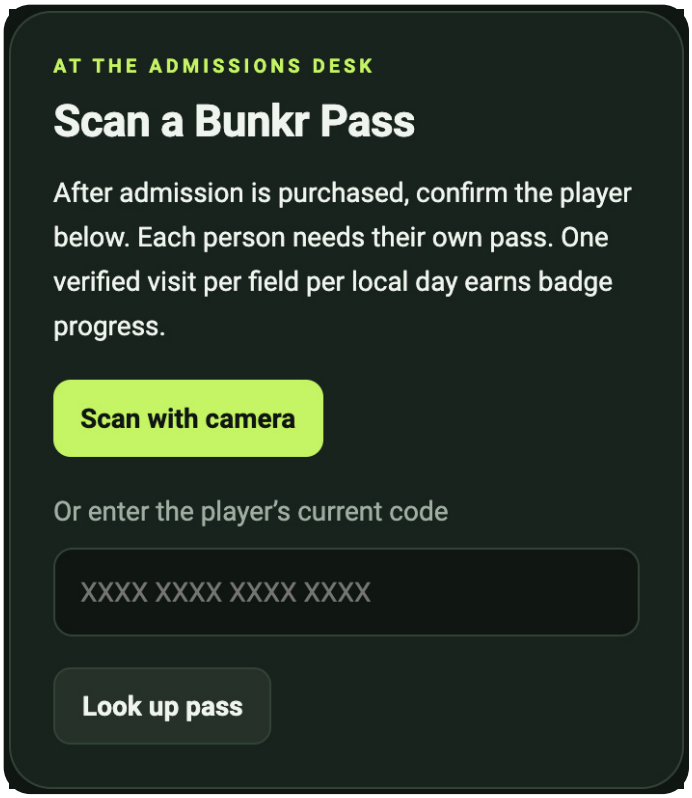
Only your assigned field

Opening the dashboard without an assignment shows invitation information. Your role grants no Bunkr-wide admin access. If access does not appear after approval, refresh or reopen the app.

FIELD OWNER / Confirm real visits.

Use the field dashboard at the admissions desk. A scan identifies a member; staff still confirm admission.

03 / SCAN OR ENTER A CODE



Camera scanning is optional; manual entry also works.

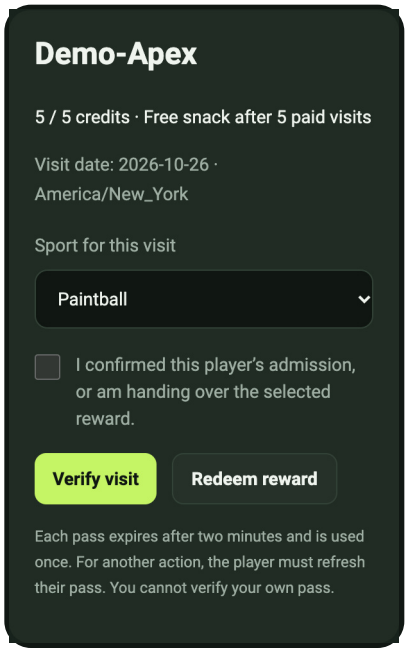
Start after admission is purchased

Choose the correct field. Ask the player to open My Bunkr Pass. Select **Scan with camera** and allow camera access, or type their current 16-character code and choose **Look up pass**.

Use a fresh pass

Check the username. Do not use a saved screenshot as proof of attendance. Passes expire in two minutes, and refreshing invalidates the previous code. Each team / group member presents their own pass.

04 / CHECK THE PLAYER AND CONFIRM



Illustrative eligible reward and player details.

Verify the visit

Choose Paintball or Airsoft, confirm that admission has been checked, and select **Verify visit**. The server records one visit for that player, field, and local day. Verification updates private badge progress.

Loyalty credit is conditional

If your optional field offer is active, the visit also earns a credit. If rewards are off, badges still progress. Staff confirmation records attendance; Bunkr does not track play time or replace admissions procedures.

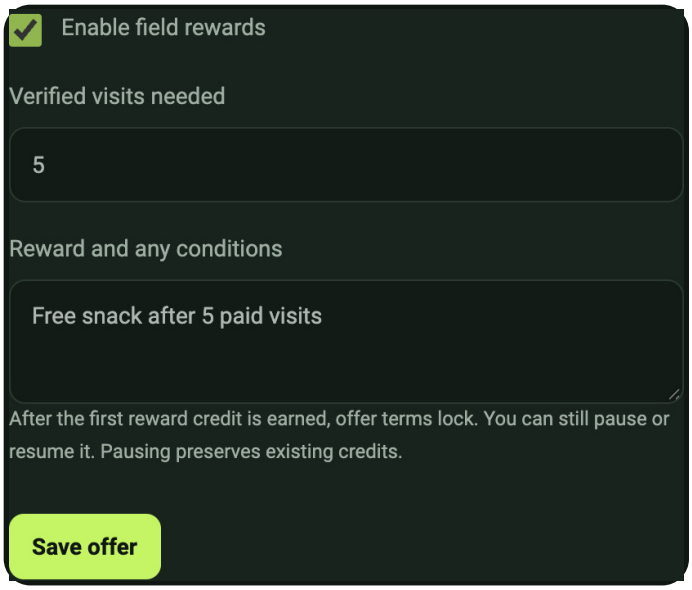
After the action

For another action, ask the player to refresh their pass. A staff member must have another authorized employee verify their own visit or reward.

FIELD OWNER / Make rewards optional.

Badges work without discounts. Owners choose optional perks and assign counter staff.

05 / ONE OPTIONAL OFFER PER FIELD



Example only. Your field funds its own reward.

Enable an offer only if you want one

Set a threshold of **2-100 verified visits**, describe the reward and its conditions, enable rewards, then choose Save offer. Only visits verified while the offer is active earn a loyalty credit; old plans do not earn retroactive credit.

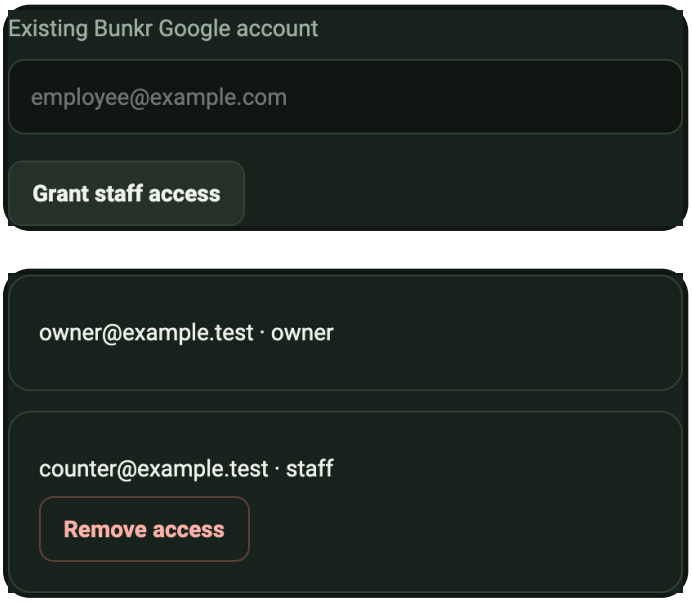
Protect earned progress

After the first credit is earned, the description and threshold lock. You can pause or resume the offer. Pausing preserves credits but stops earning and redemption until resumed.

Redeem at the counter

Scan a fresh pass, confirm the reward handoff, then select Redeem reward. A five-credit reward changes 5/5 to 0/5; extra credits, visits, and badges remain. History records the redemption.

06 / INVITE COUNTER STAFF



Staff accounts shown are fictional.

Owners assign staff

Staff first sign into Bunkr with Google. Enter their existing Google account email under Counter staff and select **Grant staff access**. Remove access here when an employee no longer needs it.

Staff have limited permissions

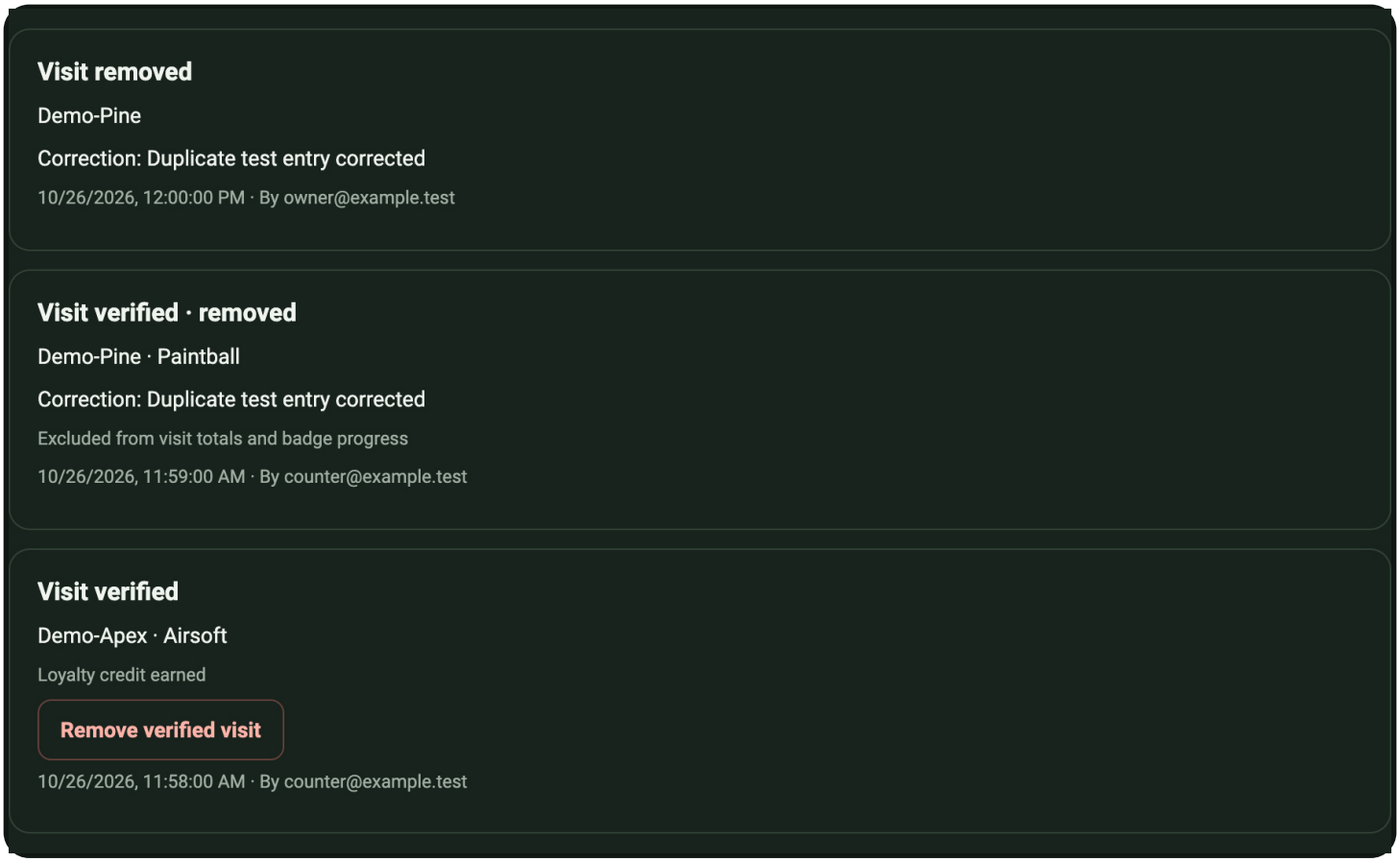
Counter staff can verify visits, redeem eligible rewards, and read the field history. Only the field owner can manage the offer and staff. Bunkr admins handle platform-wide access and moderation.

Sign-in confirmation

For sensitive changes, you may be asked to confirm Google sign-in. Click Continue with Google in that prompt; the entered action resumes after confirmation. Sign out of shared counter devices.

FIELD OWNER / Keep a clear record.

History shows verified visits, redemptions, staff changes, and corrections, with the most recent activity first.



Illustrative history. Removed visits stay visible for accountability; they no longer count toward progress.

Correct a mistaken verified visit

Owners choose **Remove verified visit** on an active history entry, enter a reason, and confirm Google sign-in if asked. The removed visit and correction stay in history. Counter staff cannot remove visits; Bunkr admins can help.

Badges and credits adjust

Totals, badges, field progress, and unspent credit adjust. A fresh pass allows a corrected visit the same day. Spent credits require Bunkr review before removal.

Canceling a plan is different

A player can choose **Cancel my check-in** on the planned field/date. That removes the plan from expected attendance. It does not reverse a visit already verified by staff. Use the history correction action for verified mistakes.

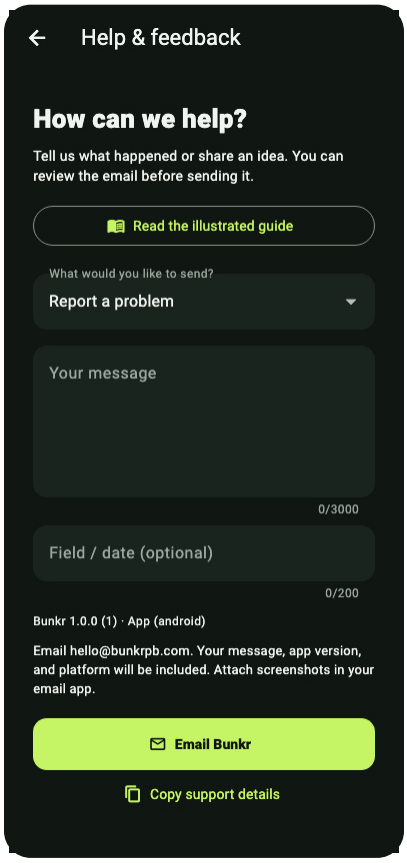
Review older activity

Choose **Load older activity** for more history. Times use the field's local time zone. Entries record staff actions; they are not booking or payment records.

BOTH / A quick start. Help when needed.

Follow the owner checklist, spot ready rewards, and contact Bunkr from your Player Profile.

10 / HELP & FEEDBACK



Help is available from Player Profile.

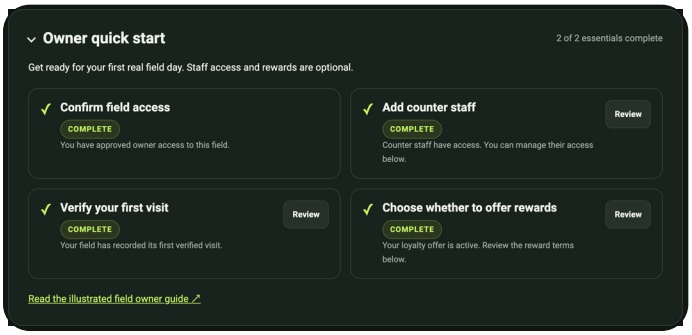
Send useful feedback

In Player Profile, open **Help & feedback**. Choose Report a problem or Share feedback, then enter your message. Field and date are optional. **Email Bunkr** opens a draft to hello@bunkrpb.com with app version and platform details. Review it and send it from your email app.

No email app?

If email does not open, use **Copy support details** and paste them into an email to hello@bunkrpb.com. Attach screenshots in your email app. You can also open this illustrated guide from the help screen.

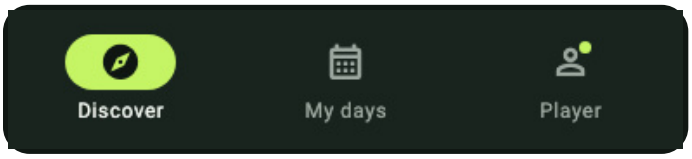
11 / OWNER QUICK START



Two essentials; optional rewards

The owner dashboard shows a collapsible **Owner quick start**. Confirm field access and verify your first real visit to finish the two essentials. Adding counter staff and choosing a loyalty offer are optional. Open / Review shortcuts take you to the matching tools; the checklist updates as you use them.

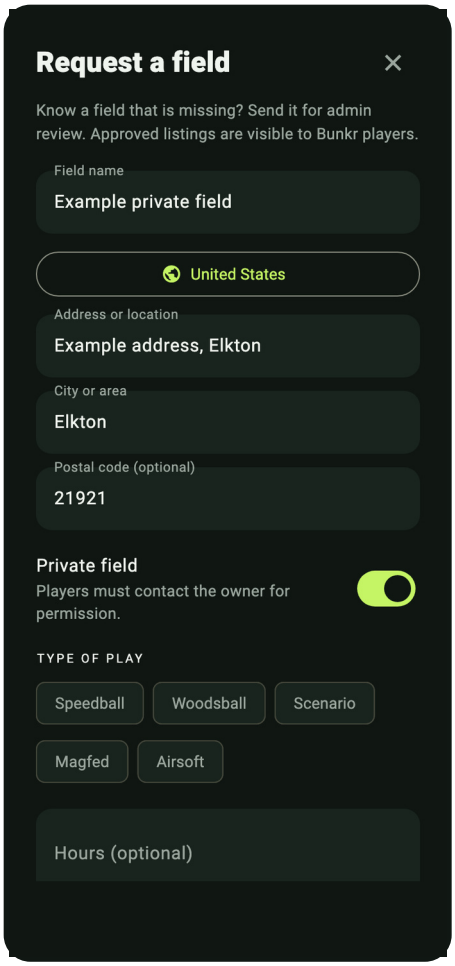
A reward-ready reminder



A small dot on the Player tab means an active field offer has enough credits for a reward. Open My Bunkr Pass to see which field and its conditions. Staff redeem it using a fresh pass. Close the QR screen afterward to refresh your progress. The dot clears when no active reward remains ready.

BOTH / Help improve the pilot.

Request missing listings, check field details, and send useful feedback from a real day at the counter.



Illustrative private-field listing request.

Try the existing demo

Search **Demo Test Field** in the United States and choose **December 25, 2026**. Demo-players and [DEMO] messages illustrate planned attendance. Those plans are not verified visits or earned rewards.

Request a missing listing

At the bottom of field results, choose **Field not listed? Request a field**. Supply its name, country, address / location, city, and play types. Hours and postal code are optional. Private fields need permission / contact instructions.

Listings do not grant management

Only submit information you have permission to publish. A Bunkr admin reviews the listing. An approved private listing is visible to signed-in players; it is not permission to enter. Management access still requires the separate invitation process on page 6.

A simple test for field owners

Use separate player and staff accounts. Plan a visit, show the player pass, and verify after admission. Check badge progress. If offering rewards, review the terms and test the handoff. Correct test visits through history when finished.

Tell us what needs work

Send the field, date, sport, device / browser, exact steps, and a screenshot. Tell us whether scanning fits your admissions workflow, counts are understandable, and players find a reason to return.

Contact the Bunkr team

hello@bunkrpb.com
app.bunkrpb.com / Field dashboard

Plans, not reservations. Confirm hours, admission fees, permission, and booking requirements with the field. Rewards are optional, offered and funded by each field. Confirm reward conditions with the field before participating.