

Choice of competitors' order of play

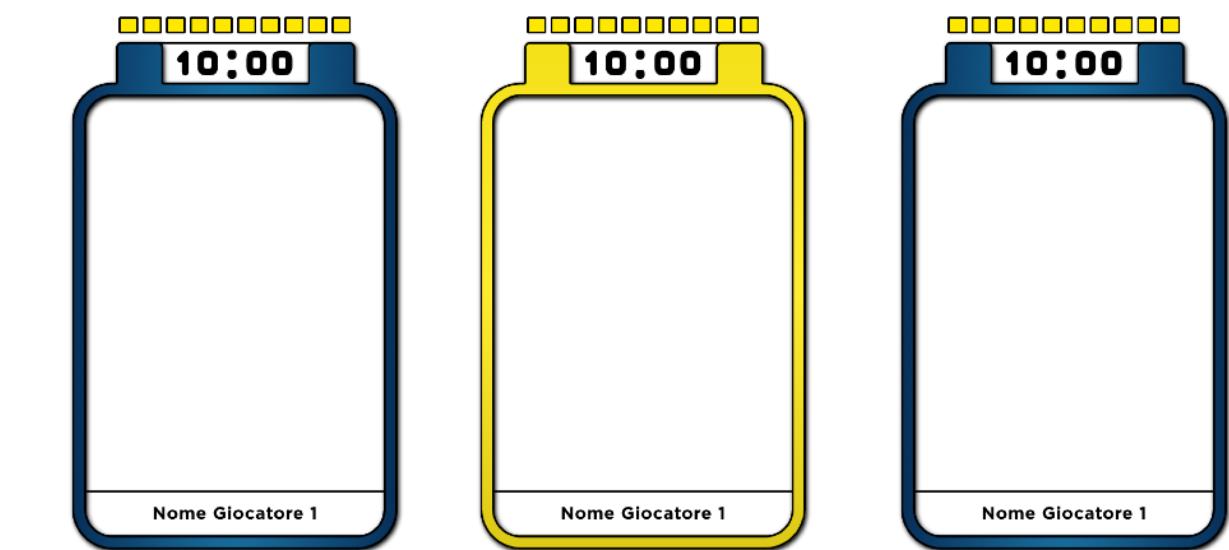
Choice of competitors' order of play

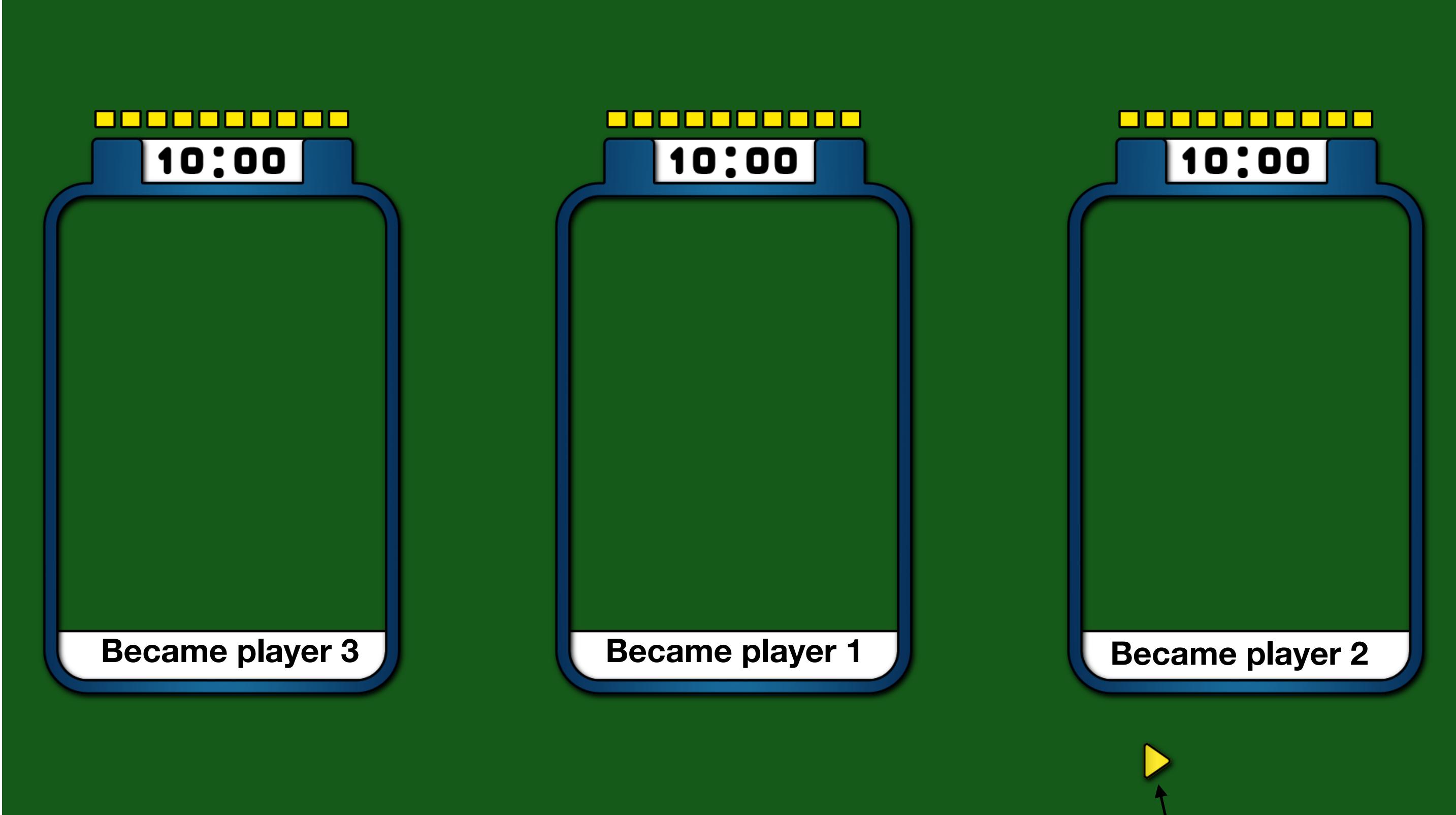
By clicking on the "PLAY" button the computer randomly chooses the order of the players.

Player 1 (from configuration) could become player 2 or 3.
The animation will be slot machine type that will turn on the player frame until it stops.

(turns yellow) That will be player 1.

Immediately afterwards the other 2 player frames will flash.
On the one where the light stops will be player 2, and consequently the last one will be player 3.





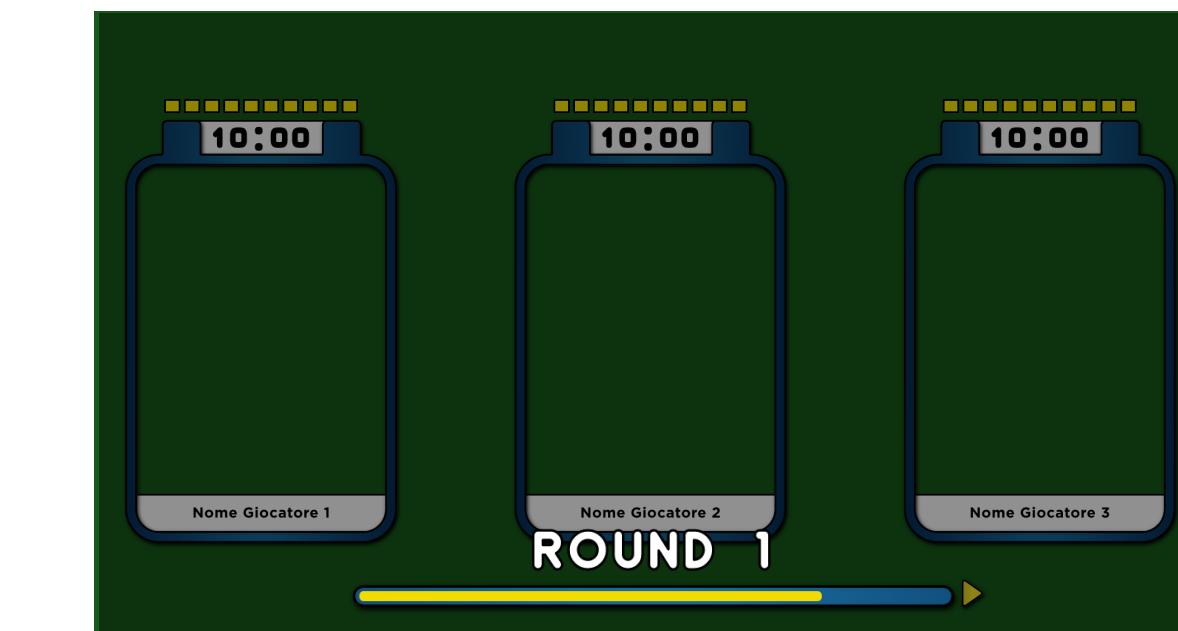
Graphic Note: The graphic position can't change. OBS drive the scene.

START ROUND 1

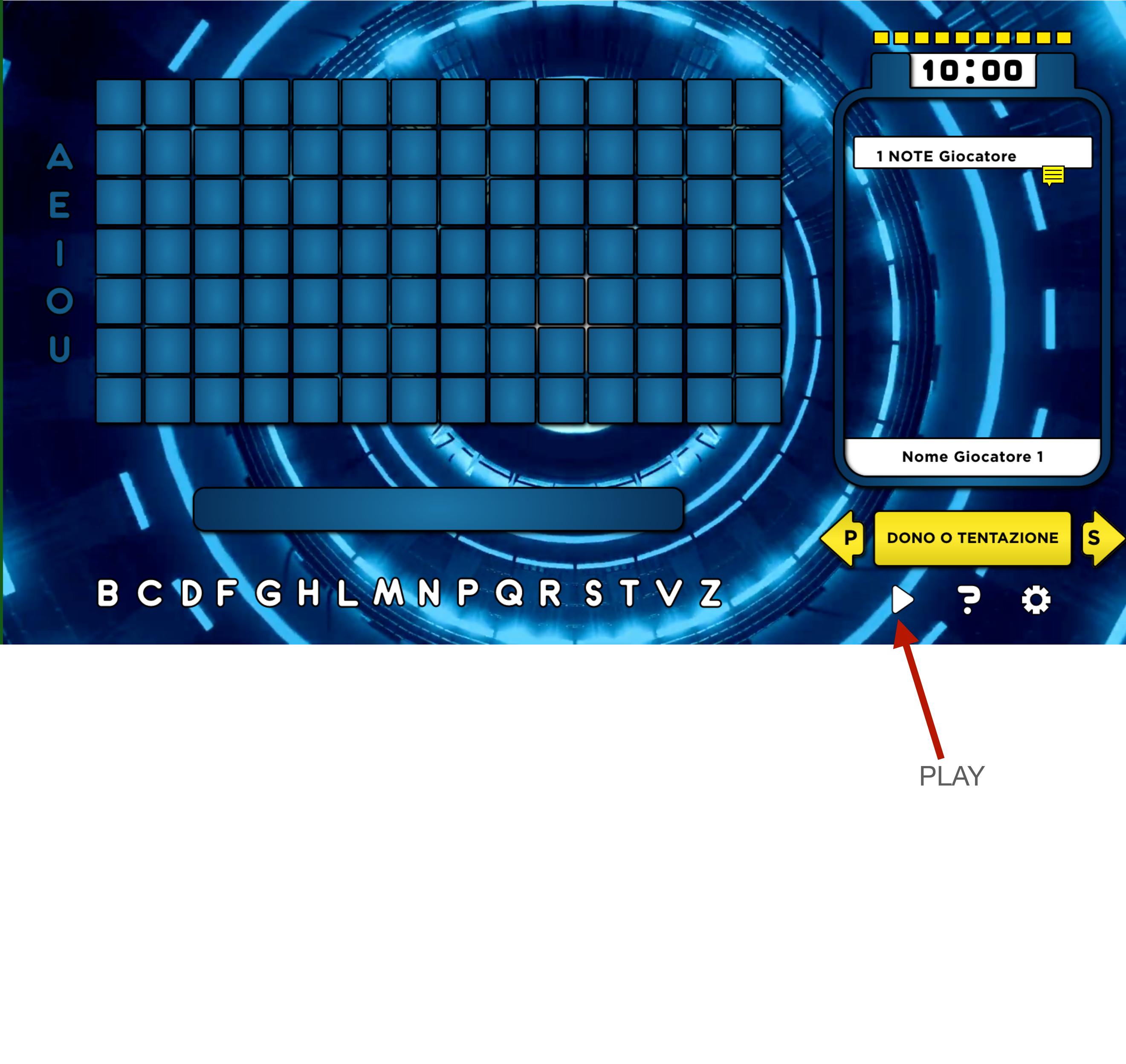
START ROUND 1

If you click on the "PLAY" button again, the screen changes.
The presenter must have time to change the scene in OBS then
a loading bar of (time_slide) time will start

ROUND 1



Graphic Note: Transparent dark overlay behind the bar.

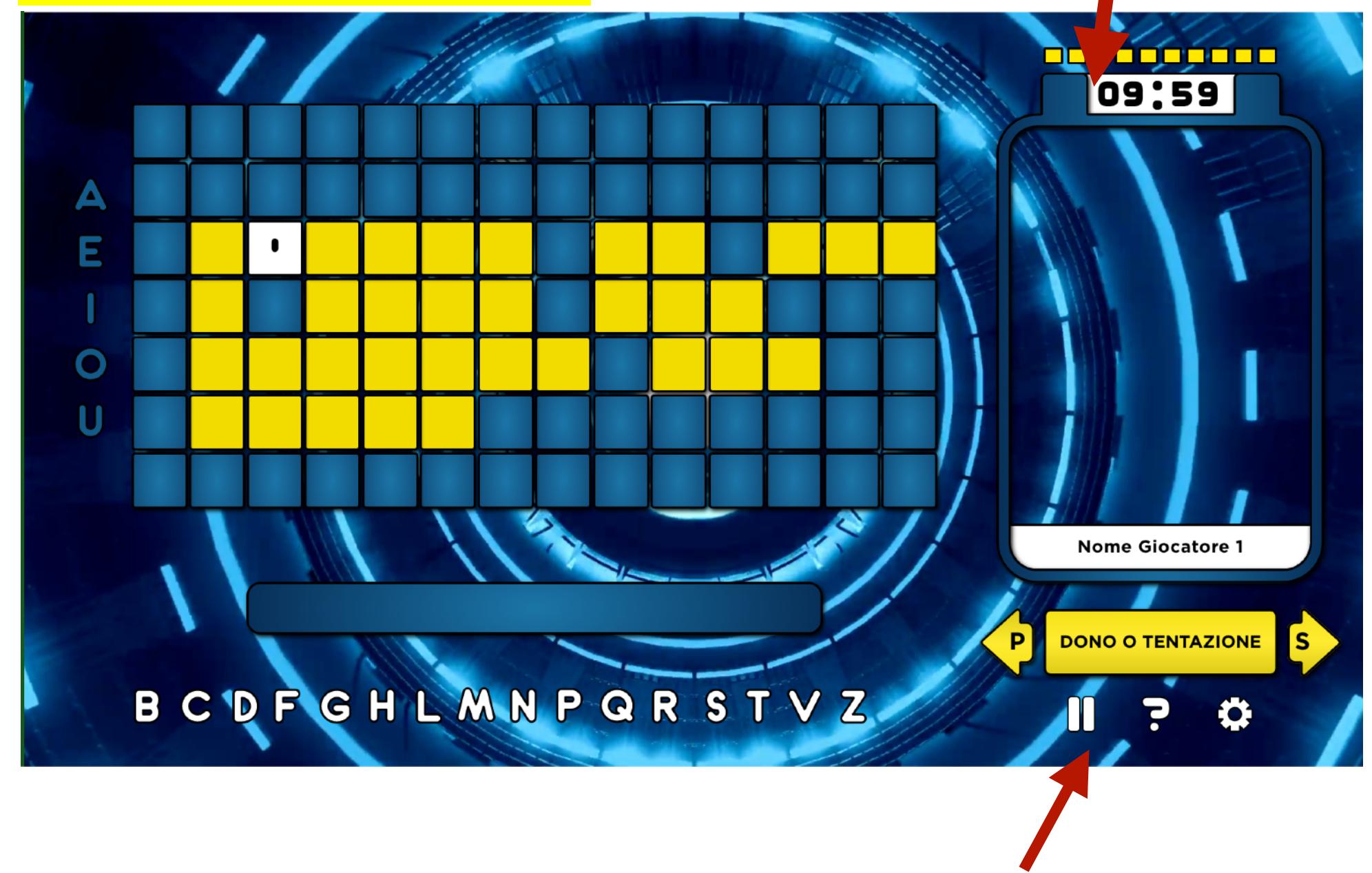


ROUND 1 - Player 1

At the start of the game the scoreboard shows nothing. Each square is coloured blue. Only when the "PLAY" button is clicked does the board visually show the yellow boxes hiding the letters one after the other.

At the end of the loading of the yellow tiles, player 1's time starts.

Note. Any punctuation characters and apostrophes will be discovered immediately.



PLAY become PAUSE

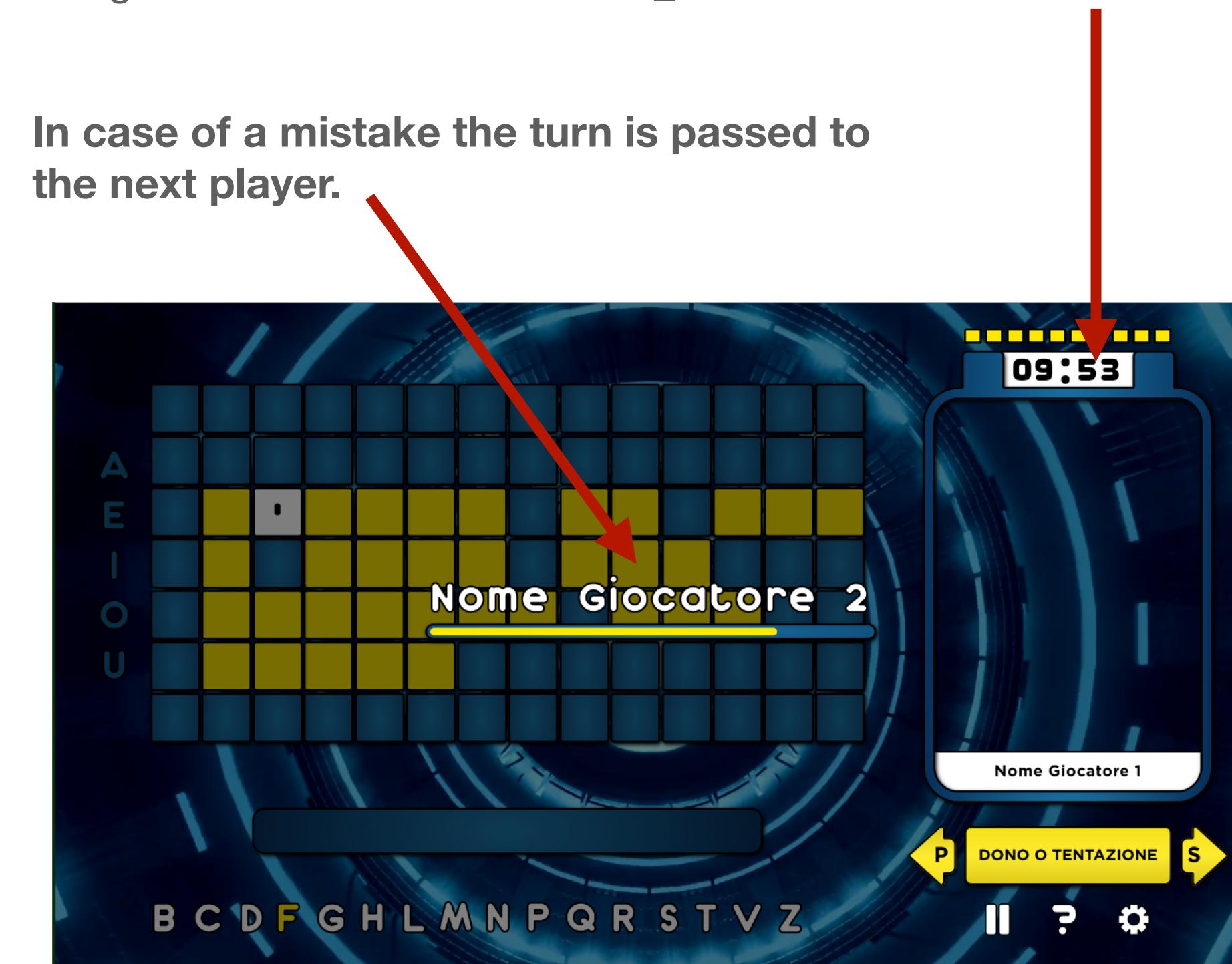


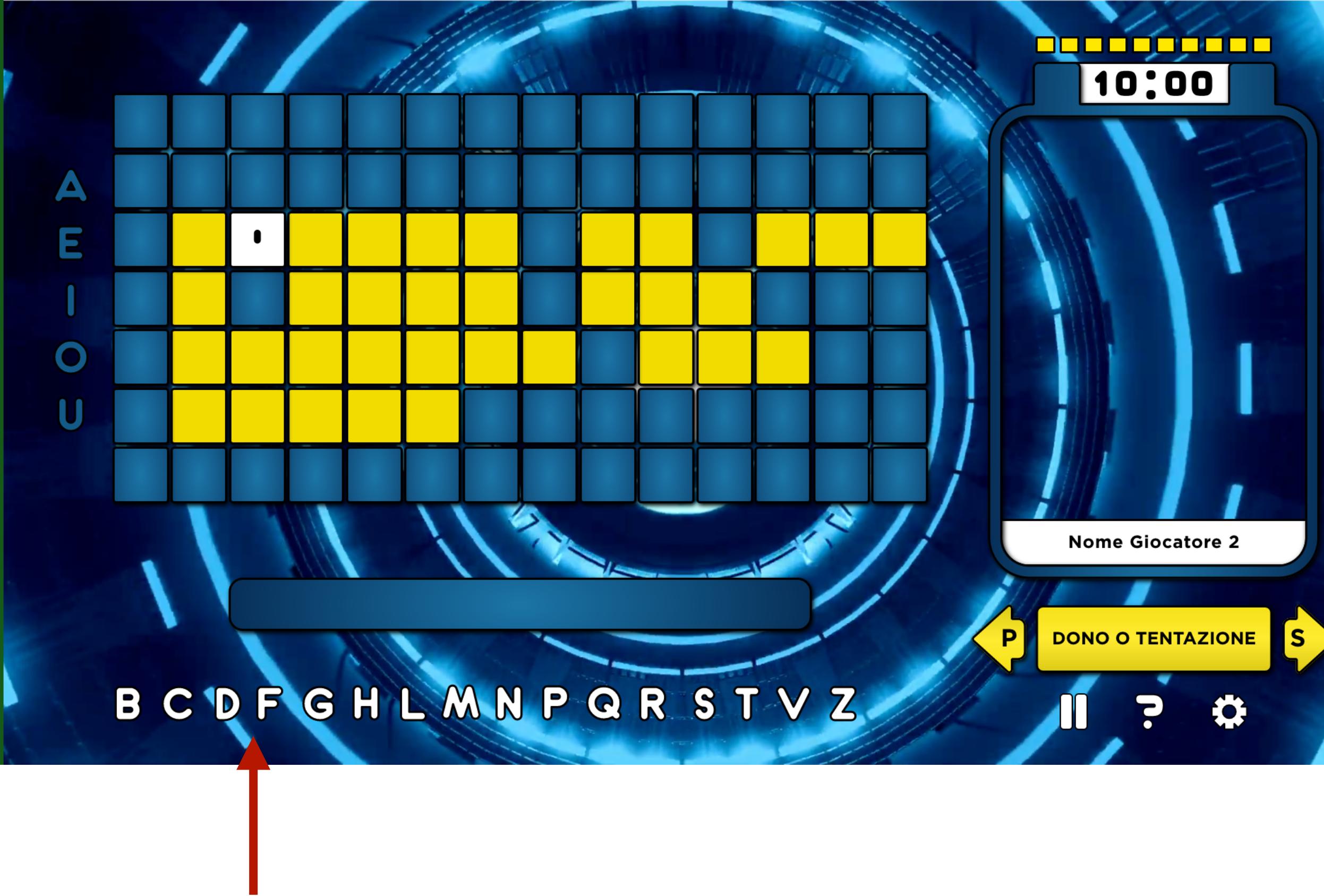
animation for wrong

ROUND 1 -Player 1

The player calls a consonant (vowels are not enabled). In this case the letter is not present in the mystery sentence, this generates an error and "time_error" seconds are subtracted

In case of a mistake the turn is passed to the next player.





ROUND 1 - Player 2

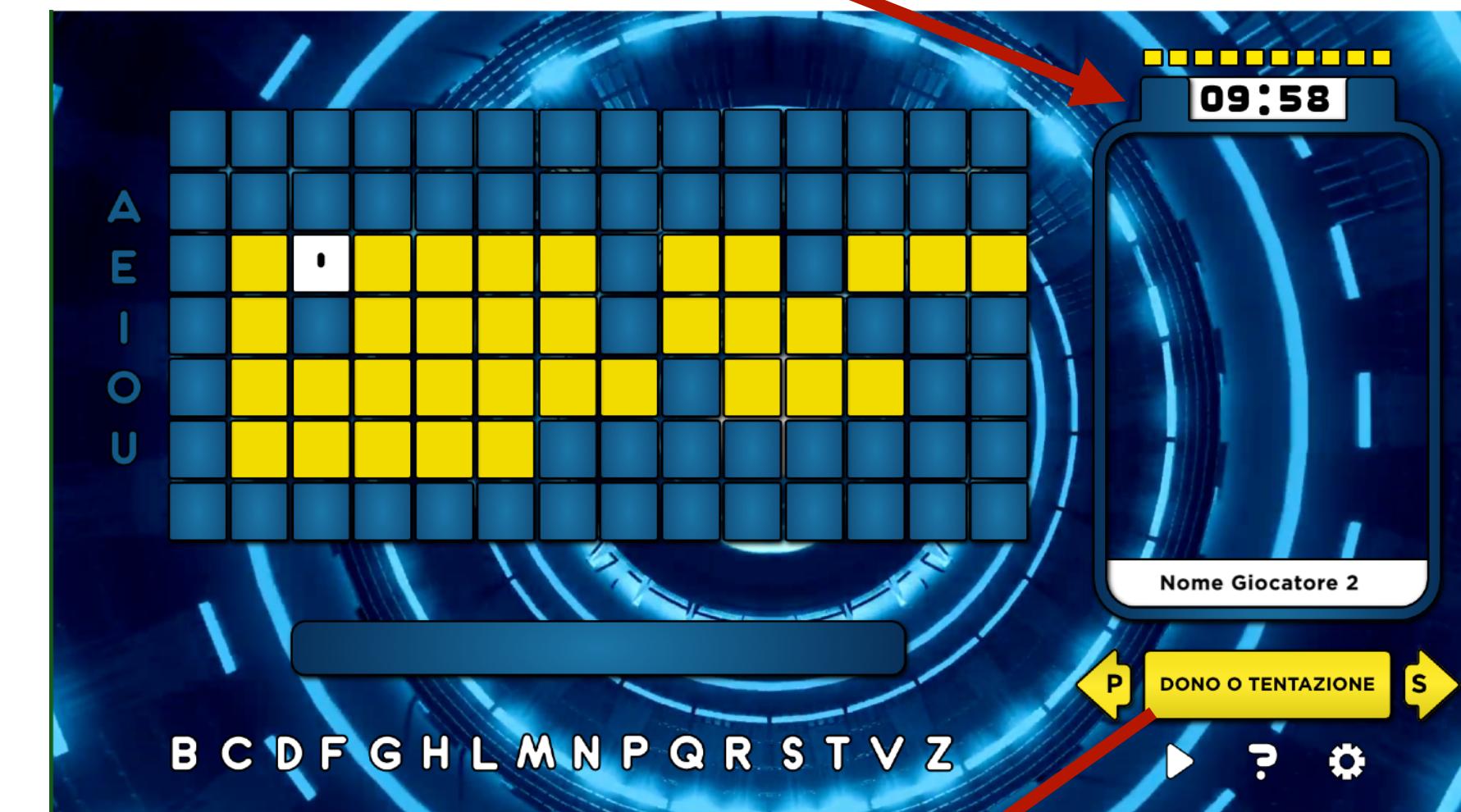
As soon as the scroll bar disappears and the transparent black overlay mask fades out player 2's time starts.

Note te F become withe again



ROUND 1 - Player 2

After a couple of seconds, the player calls "GIVE OR TAKE (DONO O TENTAZIONE)".



The pantry comes to life like a slot machine, with gifts and temptations spinning inside.

**RIVELAZIONE
POTENZA**

The item "WORD (parola)" is selected at random to the player

PAROLA



Note: Buttons are disabled for
"time_pause_action" seconds



ROUND 1 - Player 2

With the word domo an aid word is revealed



With a "ZOOM OUT" animation, the WORD help appears.



The turn of the game remains with player 2, who can now only call a consonant or wait for the GIFT OR TENTATION button to be reactivated.



Note: same animation for
wrong

Note: The timer for activating
the button is separate from the
player's time

ROUND 1 - Player 2

Player 2 continues his turn by calling a consonant, in this case present in the mystery phrase, he will receive (time_true) extra seconds





Note: "L" become with again

Note: The timer for activating
the button is separate from the
player's time

ROUND 1 - Player 2

Player 2 decides to call "PASS", usable only once during round 1, he may not use it again.

Next round WORD and PASS to player 2 will remain DISABLED

