Document version 1 in PROCESSING phase

This and subsequent Analysis documents should always be updated as changes occur and validated.

GENERAL RULES

Number of players **3**
Number of rounds **3 + 1 Final round.** All players can participate in the first 3 rounds, in the final round **only the player with the advantage**.

Each player has **(n) minutes** available during the whole game.
This time decreases during the player's turn but can vary according to the effect of certain conditions.

ACTIVE players are those who still have time.
SUSPENDED players are those who have finished their time.
The player who wins the most rounds will be the **ADVANCED PLAYER**.
(Note: there can never be a tie situation, in the remote case the remaining time will be the selector)

You mean the **player with the advantage**?

The round (You mean: The turn?) is passed to the next **ACTIVE** competitor in case of a mistake or if the player enters the **SUSPENDED** state.

At the beginning of each round players are assigned **ACTIONS** that can be called at any time by **ACTIVE** players during their turn.
The player's time pauses as soon as an **ACTION** is called.

During a turn, the player can do multiple **ACTIONS** and communicate multiple characters / coordinates / ...

At the end of **rounds 1 and 2**, each player's time is also increased by (n) minutes. This will allow SUSPENDED players to participate in all rounds.
At the beginning of the final round, the time will be increased only to the player with the advantage.

Each letter solved by the player adds **(n) seconds** to his time.
Each error made by the player **subtracts (n) seconds** from his time.

At the end of the 3 rounds the **player with the advantage** must pass the **Final round**, if he passes it he wins the game.

If the three players are simultaneously in SUSPENDED status, the game ends automatically.

When does the round end?

- ACTIONS RULES

Actions can only be used in the first 3 rounds.
Each ACTIVE player, during the round, has the possibility to use ACTIONS:
1 PASS, 1 CHALLENGE, 4 GIFT OR TRY, unlimited RESOLVE.
It is not mandatory to use all of them and they can be used at any time, even one after the other, but not in (n)seconds. Actions not used in the round will be "lost" and will not be accumulated in the next round.

➔ **PASS**: The player voluntarily passes the turn to the next ACTIVE competitor. (The player uses this action to pause his time)
   Can be used only 1 time per round.

➔ **CHALLENGE**: The player chooses to challenge any other competitor in the game, either ACTIVE or SUSPENDED. During the CHALLENGE the contestants' time is paused.
   Usable only 1 time per round.
   Player 1 is the one calling the challenge, player 2 is the one being challenged.

   - Player 2 must answer a question. If he does not answer correctly he gives up (n) minutes of his time to player 1.
   (N.B.: If player 2 does not have enough time left or if his status is SUSPENDED, player 1 is given more minutes).

   - If player 2 answers correctly, his time will be increased by **(n) minutes**. Player 1's time will remain unchanged.

   At the end of the CHALLENGE, the turn is resumed by player 1.

➔ **GIFT OR TEMPTATION:** This action consists of 4 sub-elements, 3 Gifts and 1 Temptation. When the player calls this action, the computer will causally assign one of these elements. The used element will no longer be assigned to the player during the round. Can be used 4 times per round.

   The 3 GIFT elements are:
   GIFT OF POWER, GIFT OF REVELATION, GIFT OF SPEECH. These gifts have different effects depending on the round. As general rules the effects will be these.
   - GIFT OF POWER -> Adds **(n) minutes** to the player's time.
   - GIFT OF SPEECH -> Shows **a letter.**
   - GIFT OF WORD -> Show **a word**

   The **TENTATION** element in any round **subtracts (n) minutes** from the player's time. The player cannot go negative with time, in case he has less minutes left his time is simply reset to zero and the SUSPENDED status is activated.

➔ **RESOLVE:** The player attempts to resolve a round or a challenge of a round. The challenge
   The player who makes a mistake as simply ends after Player 2 answered with the correct
   a result of the solve action will lose answer or the false answer. I don't understand
   (n) minutes and will NOT pass the the RESOLVE action in a challenge.
   round. An input form will appear
   when the solve action is called. You mean the player thet will NOT pass the round
   Always usable during is SUSPENDED for the rest of the round,
   the round but can play again in the next round?
   The round ends when only one player is left?

- Rounds

The game consists of 4 rounds. In the first 3 rounds all players will participate, in the final round only the player with the advantage will play. In the final round it will not be possible to use ACTIONS.

- **Round 1 - Find the title.**
  The program will select a paragraph title from any book of the Bible.
  Players will have to unravel the title by calling consonants.
  Each correct consonant will increase the player's time by (n) seconds.

  GIFT OF REVELATION will give the player the opportunity to call a **VOCAL**. If the chosen vowel is not present in the sentence he will have wasted the gift. If it is present it will increase the player's time by (n) seconds.
  GIFT OF WORD will show one of the 3 words given in help
  The player who has solved the sentence wins the round and his time will be increased by (n) minutes.

- **Round 2 - Find the words.**
  By communicating the initial letter coordinate and direction, players will have to solve the puzzle game. Are letters in the grid only uncovered by GIFT OF REVELATION? That would only allow 3 letters to be uncovered...

  GIFT OF REVELATION will show the player 1 random letter contained in the word to be found.
  The **WORD GIFT** will show a word from the list, the player will still have to communicate the coordinates to solve the word.
  The player who has solved the most words wins the round.

- **Round 3 – Reorder.**
  The program will select 9 words at random and shuffle the letters of each word.
  Players will have to reorder the letters and solve the words.
  The player will have to call out the letters in the correct order to solve the word.

  GIFT OF REVELATION will resolve the first unordered letter of a word of the player's choice. If, for example, the first letter is reordered, the gift will show the second letter and so on.
  The **WORD GIFT** will solve a word from the list by selecting the one with less "reorderable" characters.
  The player who has solved the most words wins the round.

- **Round 4 - Starting over.**
  Only the ADVANTAGE PLAYER will participate in this round. For this reason there can never be a tie situation. In addition to his time he will receive an extra 1 minute to get through the last round.
  The host will read 20 questions. If the player does not know the answers, he/she notifies by saying "RETURN". The host will read the answer and start reading the questions again. The round is won if the player gives the correct answer to all 10 questions.

For Rounds 1-3, is there any other effect of winning besides increasing time?
What happens if a player does not win Round 4? What if the player says RETURN 20 times?
Should there be a limit for RETURN calls?