

# Emote Guessing game

When you import / copying and pasting the code / deck make sure the IDS of the buttons match the Pictures below Also Make sure that the Ini File is in the Main Folder of your Lioranboard folder

WHAT EACH OF THE BUTTON COLORS MEAN

**Red** = Button that is trigger

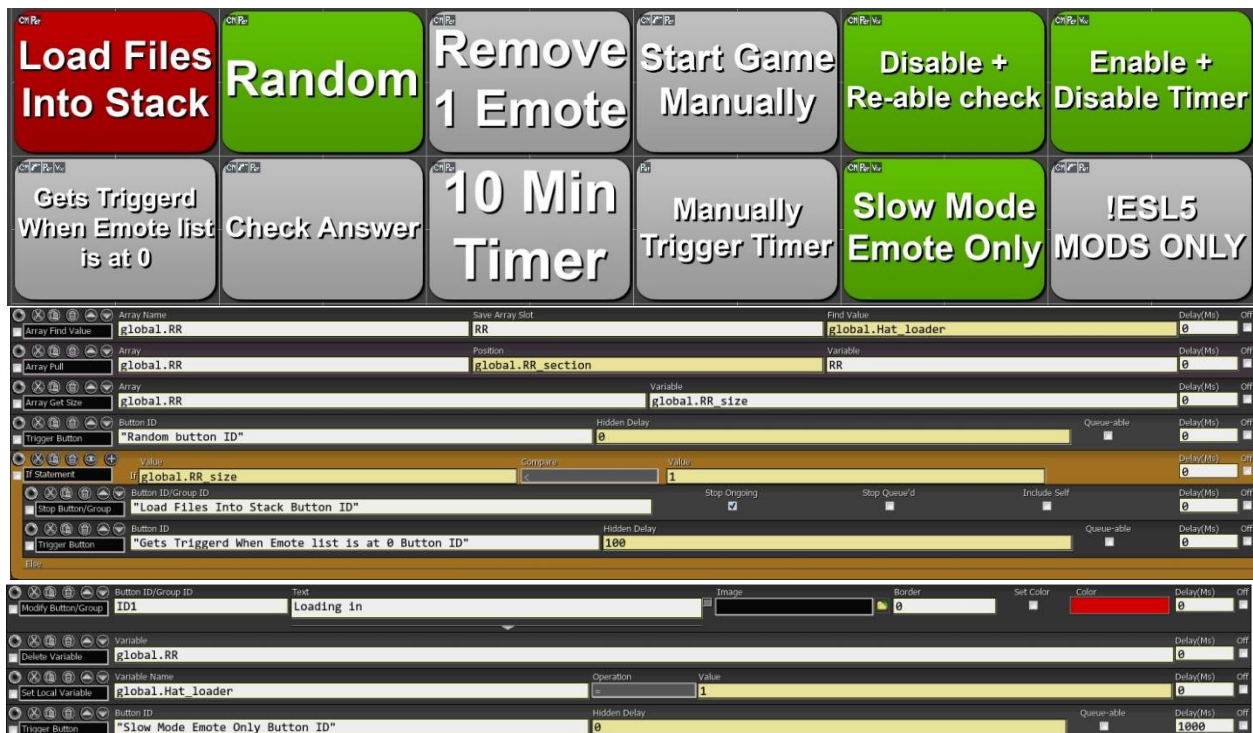
**Green** = what is being trigger by the red button

**Pink** = Condition in a if statement is correct / true

The once labeled with number must be in the order that they are in like 1, 2 and 3 for green

For the pink once they will be in the if statement with condition

If they have the same number it does not matter which gets triggered first



Note that ID 1 in the pic is just the Buttons own ID

<b>Load Files Into Stack</b>	<b>Random</b>	<b>Remove 1 Emote</b>	<b>Start Game Manually</b>	<b>Disable + Re-able check</b>	<b>Enable + Disable Timer</b>
<b>Gets Triggerd When Emote list is at 0</b>	<b>Check Answer</b>	<b>10 Min Timer</b>	<b>Manually Trigger Timer</b>	<b>Slow Mode Emote Only</b>	<b>!ESL5 MODS ONLY</b>

Array Name:  Save Array Slot:  Find Value:  Delay(Ms):  Off  
 Array Find Value:  global.RR  RR  global.Hat\_loader  0  Off  
 Array:  Position:  Variable:  Delay(Ms):  Off  
 Array Pull:  global.RR  global.RR\_section  RR  0  Off  
 Array:  Variable:  Delay(Ms):  Off  
 Array Get Size:  global.RR  global.RR\_size  0  Off  
 Button ID:  Hidden Delay:  Queuable: ☐ Delay(Ms):  Off  
 Trigger Button:  "Random button ID"  0  0  Off  
 IF Statement: ☐ Value:  Compare:  Value:  Delay(Ms):  Off  
 If global.RR size  1  0  Off  
 Stop Button/Group: ☐ Button ID/Group ID:  Stop Ongoing: ☐ Stop Queue'd: ☐ Include Self: ☐ Delay(Ms):  Off  
 "Load Files Into Stack Button ID"  0  Off  
 Trigger Button: ☐ Button ID:  Hidden Delay:  Queuable: ☐ Delay(Ms):  Off  
 "Gets Triggerd When Emote list is at 0 Button ID"  100  0  Off

<b>1 Load Files Into Stack</b>	<b>2 Random</b>	<b>Remove 1 Emote</b>	<b>Start Game Manually</b>	<b>2 Disable + Re-able check</b>	<b>2 Enable + Disable Timer</b>
<b>2 Gets Triggerd When Emote list is at 0</b>	<b>Check Answer</b>	<b>10 Min Timer</b>	<b>Manually Trigger Timer</b>	<b>1 Slow Mode Emote Only</b>	<b>!ESL5 MODS ONLY</b>

Array:  Variable:  Delay(Ms):  Off  
 Array Get Size:  global.RR  global.RR\_size  0  Off  
 Wait Until Variable Is:  Threshold:  Delay(Ms):  Off  
 100  0  Off  
 IF Statement: ☐ Value:  Compare:  Value:  Delay(Ms):  Off  
 If global.RR size  -1  0  Off  
 Stop Button/Group: ☐ Button ID/Group ID:  Stop Ongoing: ☐ Stop Queue'd: ☐ Include Self: ☐ Delay(Ms):  Off  
 "Load FilesInto Stack button ID"  0  Off  
 Trigger Button: ☐ Button ID:  Hidden Delay:  Queuable: ☐ Delay(Ms):  Off  
 "Gets TriggerdWhen Emote list is at 0 button ID"  100  0  Off  
 ELSE: ☐ Button ID:  Hidden Delay:  Queuable: ☐ Delay(Ms):  Off  
 Trigger Button: ☐ "GREEN Button 1 ID"  0  0  Off  
 Trigger Button: ☐ "GREEN Button 2 ID"  0  21000  Off  
 Trigger Button: ☐ "GREEN Button 2 ID"  0  21000  Off  
 Trigger Button: ☐ "GREEN Button 2 ID"  0  21000  Off  
 Message: ☐ Channel Name:  Delay(Ms):  Off  
 This is the rules of the game you have 10 minutes to guess the Global twitch emote if nobody gets it it w1  100  Off  
 Twitch: Send Chat M: ☐ Channel Name:  Delay(Ms):  Off  
 3  18000  Off  
 Twitch: Send Chat M: ☐ Channel Name:  Delay(Ms):  Off  
 2  19000  Off  
 Twitch: Send Chat M: ☐ Channel Name:  Delay(Ms):  Off  
 1  20000  Off  
 Twitch: Send Chat M: ☐ Channel Name:  Delay(Ms):  Off  
 start  21000  Off

<b>Load Files Into Stack</b>	<b>Random</b>	<b>Remove 1 Emote</b>	<b>Start Game Manually</b>	<b>Disable + Re-able check</b>	<b>Enable + Disable Timer</b>
<b>Gets Triggerd When Emote list is at 0</b>	<b>Check Answer</b>	<b>10 Min Timer</b>	<b>Manually Trigger Timer</b>	<b>Slow Mode Emote Only</b>	<b>!ESL5 MODS ONLY</b>

Variable Name: Check Operation: Value: 1 Delay(Ms): 0

Set Local Variable: Check

If Statement: Value: Compare: Value: 1 Delay(Ms): 0

Block Button/Group: "Check Answer button ID" Block: Allow Queue: Delay(Ms): 0

Else: Value: Compare: Value: 1 Delay(Ms): 0

If Statement: Value: Compare: Value: 1 Delay(Ms): 0

Block Button/Group: "Check Answer button ID" Block: Allow Queue: Delay(Ms): 0

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Variable Name: Button1 Operation: Value: 1 Delay(Ms): 0

Set Local Variable: Button1

If Statement: Value: Compare: Value: 1 Delay(Ms): 0

Block Button/Group: "10 Min Timer Button ID" Hidden Delay: 0 Queue-able: Delay(Ms): 0

Else: Button ID/Group ID: "10 Min Timer Button ID" Stop Ongoing: Stop Queue'd: Include Self: Delay(Ms): 0

Load Files Into Stack	Random	Remove 1 Emote	Start Game Manually	Disable + Re-able check	Enable + Disable Timer
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only	!ESL5 MODS ONLY

Variable Name: Master\_start Operation: Value: 1 Delay(Ms): 0

Set Local Variable: Master\_start

If Statement: Value: Compare: Value: 1 Delay(Ms): 0

Block Button/Group: ID1 Stop Ongoing: Stop Queue'd: Include Self: Delay(Ms): 0

Else: Button ID: ID1 Hidden Delay: 0 Queue-able: Delay(Ms): 0

Load Files Into Stack	Random	Remove 1 Emote <sup>3</sup>	Start Game Manually	Disable + Re-able check <sup>4</sup>	Enable + Disable Timer <sup>2</sup>
Gets Triggerd When Emote list is at 0	Check Answer	10 Min Timer	Manually Trigger Timer	Slow Mode Emote Only <sup>1</sup>	!ESL5 MODS ONLY



All you have to do is Click the Button named “Load Files Into Stack” that will trigger the following buttons named  
Slow mode emote only  
Random

Disable Re-able check  
Enable + Disable Timer

If nobody guessed the emote correctly within 10 minutes  
The Emote will be posted in chat

Please Note that You Must Only have 1 emote Per Message  
Will not work with 2 emotes in 1 guess

If the Emote was correctly guessed then it will trigger the remove 1 Emote Button  
and that will then randomize the next emote Guessed

and if you want to play the game again then  
you can type in that the following command:

!STEGG

That command is Mode and Broadcaster Only

How this game works

Load Files into stack

→ Will post to chat the Rules and a countdown 3, 2, 1 and start each as a  
separate chat message

→ randomizer  
→ Emote only + Slow Mode 5 Seconds  
→ Enable Timer  
→ Enable check Answer

If Emote found

→ randomizer  
→ Disable Emote only + Slow Mode 5 Seconds  
→ Disable Timer

→ Disable check Answer

Emote gets removed if guessed Will not be guessed until all of the emotes have been guessed

If Emote Not found

→ randomizer

→ Disable Emote only + Slow Mode 5 Seconds

→ Disable Timer

→ Disable check Answer

→ Also post in chat what the Emote was that nobody found

Note that the Emotes Does Not get removed

If you want to see the word that is being selected you will have to make a new Text GDI on Any Scene that you want it to be in the button labeled Random You can have link the output that is the Green Source select the Newly created Text GDI source

Note:

The Emote being selected will only display after the countdown

If You want test if all of the emotes still work I have provided a list of all of the Global twitch Emotes that is Up to date

If you see that a emote is no longer a Global Twitch Emote you will have to do the following

Go into the Emotes.INI File and search for the Emote remove that line and rename the emotes below

for example

if the emote was 10

and there is a 9, 11, 12 etc

you will have to rename every single one

YES EVERYONE until the end of the list

If you see a new Global emote you can add that by adding in

the text in the Emotes.INI File at the bottom of the list

In the following format:

new number="Emote name spelled correctly"

Example:

1="4Head"

Not that you must not forget the double quotes mark

after that you will go into the deck and edit the one labeled

“Load Files Into Stack” and remove the number in red circle and replace

with the new number and for the bottom 1 that is not in the Purple

you will have to add 1 to your new / old Number that you entered

