

Chef Game Add-on: Multi-screen play

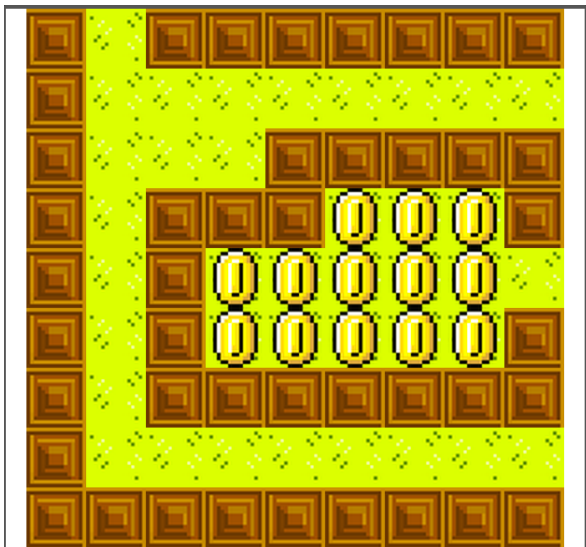
GOAL: Adding multi-screen play to the [Basic Chef Game](#)

Set up the app

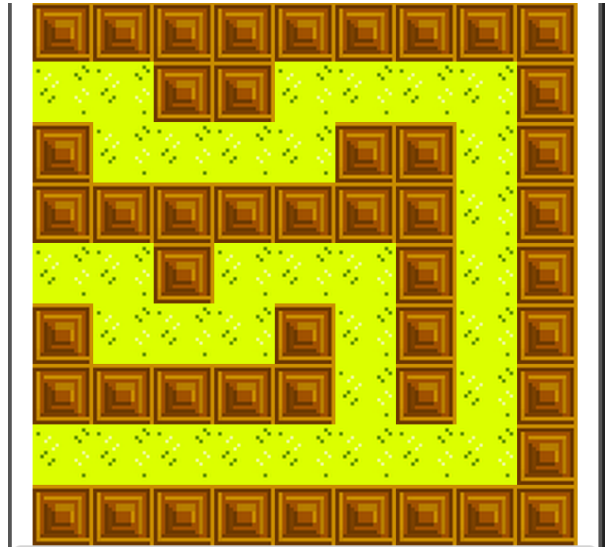
1. **Build the [Basic Chef Game](#)**
2. **Add a page to your app.** This page will have an additional Chef Adventure brick to make your game area larger. You will want this new page to look like your other gameplay page. Add the following bricks in this order, and customize them in a way that is similar to your current screen:
 - a. **Counter brick**
 - b. **Chef Adventure brick**
 - c. **Game Controller brick**

Drawing your game areas

You will need to make the openings of your Chef Adventure block match on the two screens. You may find it helpful to plan your work on a piece of graph paper.



FIRST SCREEN



SECOND SCREEN

Connect the bricks

1. **Connect the bricks for the [Basic Chef Game](#).** These instructions assume that you have already built the basic game.
2. **Channel E - Connect the game controller on the second screen.** Connect the game controller on the second screen in the same way that you did on the first screen. Click on the output arrow on the right of the game controller (second screen), and assign 'E' channel to "Any button pressed." Connect this brick to the game by clicking on the input arrow on the left of the Chef Adventure brick (second screen), and assign 'E' channel to "buttonpress."
3. **Channel G - Exiting chef on first screen appears on the second screen.** Click on the output arrow on the right of the Chef Adventure brick on first screen, and assign 'G' channel to 'Exit Right.' Connect this brick to the Chef Adventure brick on the second screen by clicking the input arrow on it on the left side, and assigning 'G' channel to 'Enter Left.'

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4. **Channel H - Exiting chef on the second screen appears on the first screen.** Click on the output arrow on the right of the Chef Adventure brick on the second screen, and assign 'H' channel to 'Exit Left.' Connect this brick to the Chef Adventure brick on the first screen by clicking the input arrow on it on the left side, and assigning 'H' channel to 'Enter Right.'
5. **Channel D - Matching counters.** Make your counters match each other. On the counter block on the second screen, click on the input arrow on the left, and assign 'D' channel to 'Set increment.' This action will assign the value of the counter on the first screen to the counter on the second screen.

