**THE GIFT BOX SYSTEM**

1) one time per day a player may freely offer 5 gifts to 5 different facebook friends simultenaously

2) a Gift is a package of « 1 Life + 10 hits + 10 seconds" generated by the computer itself. It means that the player DOES NOT need to possess gifts to be able to offer them. He can offer something he does not possess, as gifts are self created by the IT system.

3) the Gift Button is in the General Level Screen (as you have already designed)

4) when the player clicks on the Gift Button, then a screen appears with list of facebook friends. The player then he has to select **5** different facebook friends, and then press « send gift »

5) the 5 friends will ALL receive 1 package of « 1 Life + 10 hits + 10 seconds" that will increment into their GIFT BOX

6) the player who has sent the 5 gifts **will ALSO receive** a package of « 1 Life + 10 hits + 10 seconds" that will incrément into his GIFT BOX

7) the gift collection of any player is stored into a personal GIFT BOX which is displayed on the bottom right of the PLAYING SCREEN

8) a GIFT BOX is a personal box where you can store a maximum of 5 gifts. No matter how much gifts he has send, no matter how much gifts he has received, a player cannot ever accumulate more than 5 gifts into the Gift Box. In the Gift Box, 1 gift is represented by 1 mini icon. Therefore there is a maximum of 5 mini icon in a gift box.

So globally, a player will fulfill its gifts box when (i) he sends gifts to friends that generates 1 gift also for him and (ii) he receives gifts from friends. Up to 5 gifts all together.

**HOW TO USE A GIFT?**

1) a player can use a gift whenever he wants during the game. The only condition is to use the gift **before** running out of hits / time / life. In other words you can use the gift only when the game is still playing.

2) the player clicks on the gift box bottom right of the playing screen, then the screen of the gift box appears. It contains X mini icons representing all the gifts he has cumulated (up to 5)

3) the player click on a mini icon and is **immediately credited with "1 Life + 10 hits + 10 seconds" in this level counter**. For instance before clicking he was at 2 lives, 3 hits remaining and 17 seconds remaining. After using a gift it would be 3 lives, 13 hits and 27 seconds

4) after using a gift, 1 mini icon disappears from the gift box. The player has now X-1 gifts remaining in his gift box

5) the player can use several gifts in the same level if he wants

btw we would need to display a popup for this msg « Offer 1 gift to 5 friends and receive 1 gift! » right?