3 monkeys are traversing one below the other.

They don’t start exactly at same point – each one is slightly ahead or behind other – this makes it hard for player to determine speed based on position. Which monkey is ahead or behind has to be determined randomly on each question on load time.

They all traverse at different speeds.

The user needs to touch the monkeys from slowest to fastest.

If the monkeys disappear from screen before being touched, then the user loses.

There will be 5 questions from this variation. The variation is about monkey speeds.

Monkey speeds

When number is not 100, read it as relative number to 100. For example 105 would be 5% faster than 100.

|  |  |  |
| --- | --- | --- |
| Monkey 1 | Monkey 2 | Monkey 3 |
| 100 (5 seconds) | 93 | 107 |
| 94 | 100 (5 seconds) | 106 |
| 100 (5 seconds) | 105 | 95 |
| 104 | 100 (4 seconds) | 96 |
| 100 (4 seconds) | 97 | 103 |
| 98 | 100 (3 seconds) | 102 |
| 101 | 100 (3 seconds) | 99 |

Please show -> “Next question requires fast reaction time. Get ready and click Play”.

User clicks “Play”

Now show the question.

Monkey has to animate and fall down when touched.