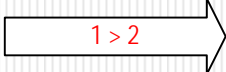
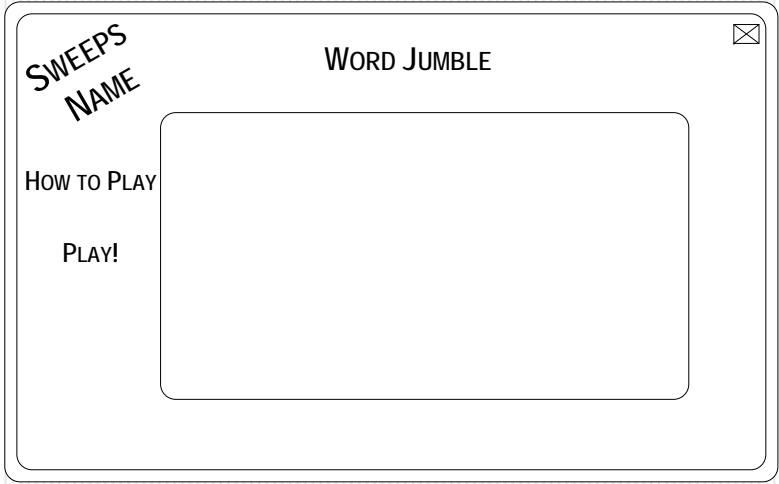
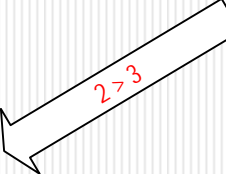
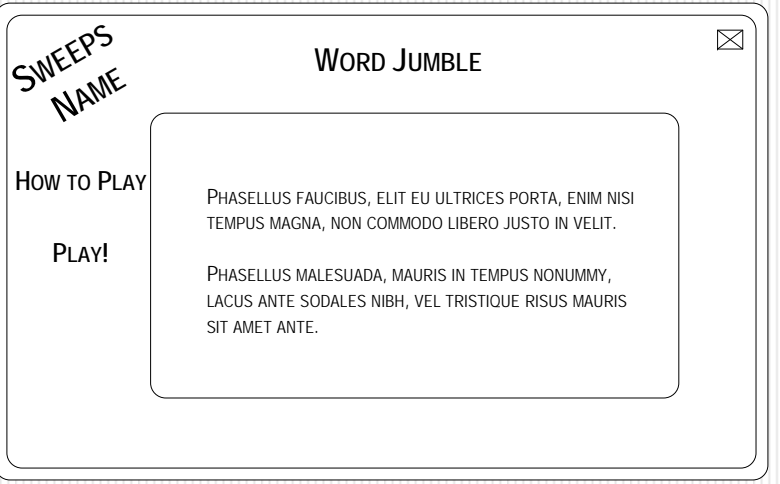


**GENERIC PRE-STORY:** UPON SELECTION OF THE LAUNCH LINK ON THE SWEEPSTAKES PAGE, THE FLASH GAME LOADS IN A DHTML LAYER. GUEST SWID AND AGE DATA ARE PASSED AND HELD FOR USE IN THE APPROPRIATE STATE AS A DETERMINANT FOR DISPLAY OF THE DYNAMIC SUBMIT OR PLAY AGAIN FUNCTIONALITY. THERE WILL BE A TOTAL OF SIX GAMES OVER A SIX-MONTH PERIOD, AND ALL WILL USE THE SAME PLATFORM. HOWEVER, ALL GAMES WILL HAVE DIFFERENT FUNCTIONALITY. THIS STORYBOARD SET IS FOR GAME 3 (WORD JUMBLE) ONLY. THIS ACTIVITY HAS A "WHEEL OF FORTUNE-ESQ" FEEL.

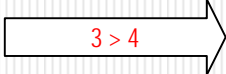
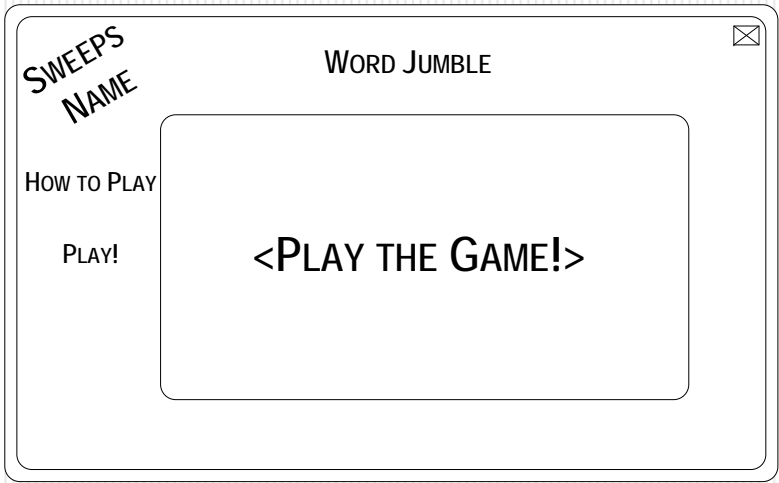
**STATE 1**  
ON INITIAL LOAD, THE GAME FRAME, SWEEPSTAKES TITLE, GAME NAME LABEL, HOW TO PLAY LINK, AND PLAY! LINK WILL DISPLAY. THE GUEST MAY CLOSE THE LAYER AT ANY TIME BY SELECTING THE CLOSE WINDOW ICON. (⊗)



**STATE 2**  
HOW TO PLAY TEXT WILL AUTOMATICALLY APPEAR ON THE PAGE (PERHAPS IN A SERIES OF TRANSITIONS, PENDING LENGTH.) AT ANY TIME DURING THE DISPLAY, THE GUEST MAY SELECT THE PLAY LINK TO HALT DISPLAY OF THE HELP TEXT AND START GAME PLAY.



**STATE 3**  
HOW TO PLAY TEXT WILL RESOLVE INTO THE CLICKABLE CALL TO ACTION: <PLAY THE GAME!>



**STATE 4**  
THE WORD JUMBLE WILL BEGIN WITH THE CLUE ON THE FIRST SCREEN AND REMAIN FOR A FEW SECONDS FOR USERS TO READ IT.

