

# Storyboards

**Closed caption is an issue for Actionscript 3.0 – cannot use captionate, but we can put text with audio based on xml.**

## Introduction

The following sections of this document contain the storyboards for the multimedia product. The storyboards contain information about the following components of the multimedia:

- Graphics
- Text
- Prompts
- Interaction feedback
- Audio sfx, voiceover and cues

## Game Overview

Similar to Two Truths and a Lie, “You Be The Judge” is a quick, interactive game show format with an off-screen announcer. Learners determine if a selected scenario meets the criteria of Insider Trading based on 3 questions. Answering YES to all of these questions provides a Yes answer, however, the learner will be given other questions to choose from during the game. It is through repetition they discover that these three questions are the deterrent factors for considering in their own employee life if Insider Trading has occurred.

1. Is it material information?
2. Is it nonpublic information?
3. Were stocks sold or bought based on material and nonpublic information?

The learner is introduced to a series of three employees—each of whom shares a story that may or may not be Insider Trading examples. The employee is a silhouette behind a screened mask and is heard through audio.

The learner hears the employee’s story, and must select 4 questions to ask the employee. The employee will answer each question selected with an audio reply. After the 4th reply is said, the announcer and visuals cue the learner to select from a YES or NO button to answer the question “IS THIS INSIDER TRADING? YOU BE THE JUDGE!”

The learner will have 3 seconds to press YES or NO and feedback will be heard from the announcer, as well as a visual cue explaining why or why not the scenario would be considered Insider Trading. Once audio is complete, a new employee appears until all 3 employee scenarios have been covered.

The game should take approximately 5-7 minutes to complete.

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LOGO and music

**Screen text:**

You Be The Judge (as a game show “logo” treatment)

**Audio FX/ A/V notes:** Game music swells and “YOU BE THE JUDGE” logo indent is on screen. A wispi graphic transitions to next scene. Very Judge Judy / Pam Grier movie beat.

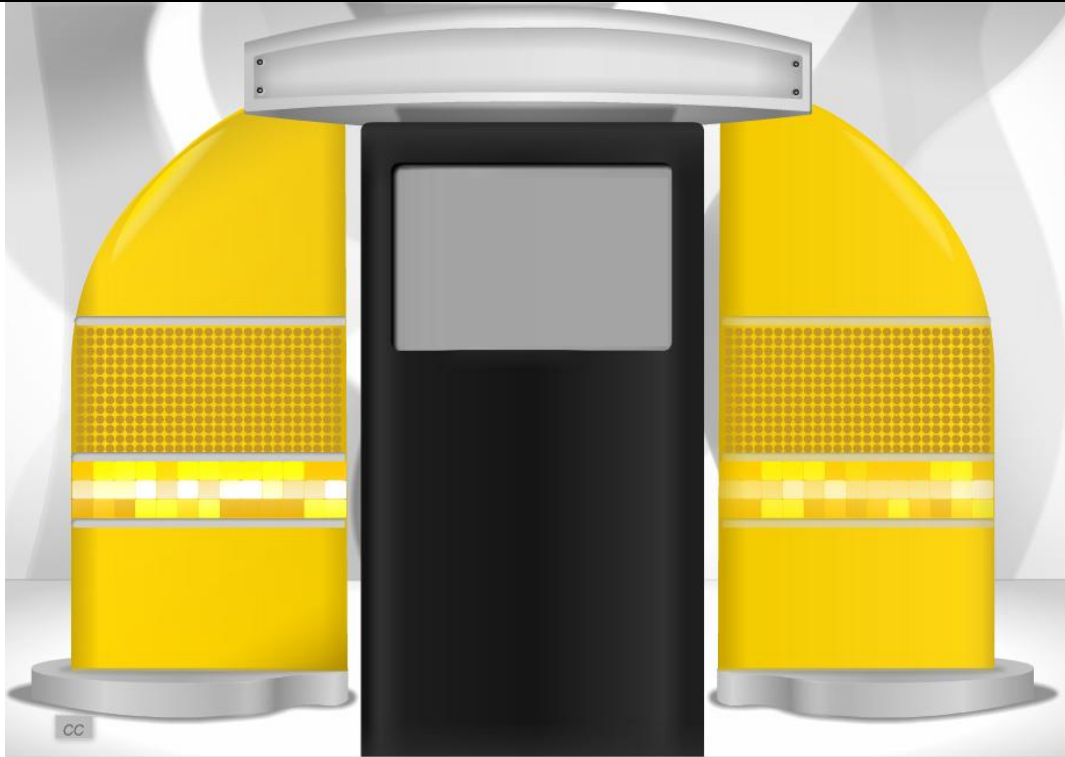
(a chorus of voices that will sync with the logo for the game as it appears on screen):

“YOU...BE...THE...JUDGE!”

**File Name:**

[game\\_musicIntro.mp3](#)

[audience.mp3](#)



CC

**Screen text:**

You Be The Judge (as a game show “logo” treatment)

**Audio FX/ A/V notes:** Game music swells as the virtual set is established through graphics. The design is a branded version of a game show set. Music fades down under the announcer audio and fades out.

**File Name:** [game\\_music.mp3](#)

**Audio script:**

*(music under VO)* “Welcome to ‘YOU BE THE JUDGE.’ *(sfx: gavel)* Today we have three guests *(sfx: ding-middle C note)* with three different stories. *(sfx: ding-next scaled note)* After listening to each story, you’ll have a chance to ask each guest four questions *(sfx: ding-next scaled note)*. to help you determine if they’ve committed *Insider Trading* *(sfx: echo or emphasize “insider trading”*

**File Names:**

[anncr\\_welcome.mp3](#)

with an effect every time anncr mentions it) *then a (sfx: boom).*” (fade out music 1)

*(stinger music-a little different)* “Let’s meet our first guest, Lola. Listen to her story, ask her some questions and choose Yes or No to whether she committed Insider Trading. Lola...tell us your story. *(sfx: soft ding cue)*”

*(sfx: spotlights turning off in a studio—like on Millionaire when they transition from interview to the game question portion—MUSIC under vo like “jeopardy thinking music)* “I’m an EAA to an SVP. My husband is in the IT department. Well...last year I was looking for something on my boss' desk, and I saw letters from the Securities Exchange Commission and Department of Justice indicating that Sprint and several of its employees are going to be indicted on allegations of accounting fraud. *(sfx: audience grumble)* I mean...whoa.

Get this...the government had alleged this had been occurring over several years. *(sfx: audience gasps)* So, that night over dinner, I mentioned it to my husband.” *(fade music)*

[anncr\\_welcomelola.mp3](#)

*[SFX: Light turns on and we see the silhouette of our first employee behind a privacy screen]*

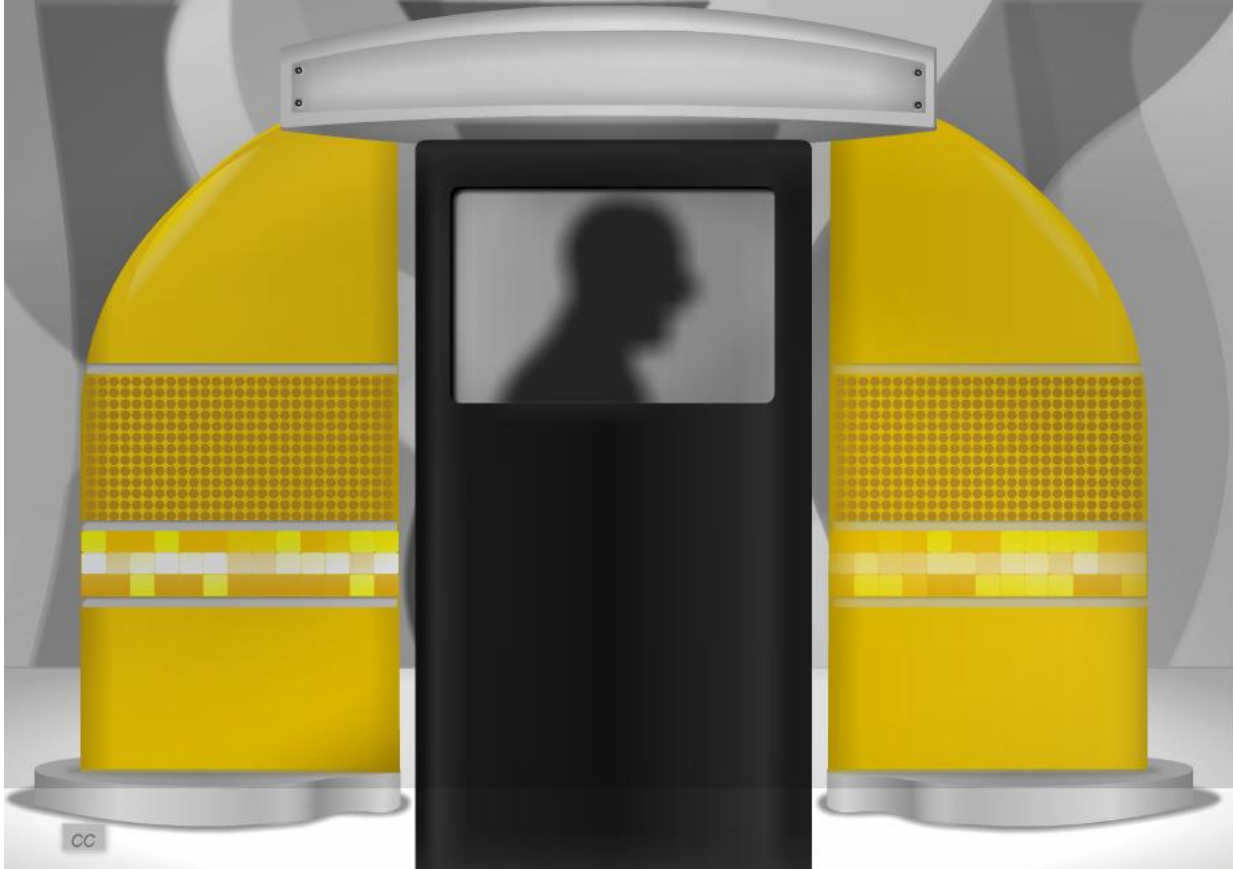
[lola\\_story.mp3](#) (Note: This VO will also need a “tension” audio track with it).

[sfx\\_lightson.mp3](#)

Button	Goes to	Selection	Plays
<p><b>Programming notes:</b> Time graphics and audio as noted in script, provided assets and discussions.</p> <p>Closed caption is required for all audio.</p>		<p><b>Graphic notes:</b> Create and animate graphics as noted in script and provide frame labels for programmer on different scene changes/audio cues. Example: Lights may dim during when Lola is talking.</p> <p>Closed caption functionality and graphic placing required.</p>	

You Ask The Questions Scene (Employee 1)

Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.



Was the information considered "material"?

ANSWR: [lola\\_q1.mp3](#)

Was the information non-public?

ANSWR: [lola\\_q2.mp3](#)

Is your husband in jail now?

ANSWR: [lola\\_q3.mp3](#)

Did you or your husband buy or sell stock?

ANSWR: [lola\\_q4.mp3](#)

CC

**Screen text:** Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.

<b>Audio script:</b>			
<p>ANNCR: (sfx: quick “stinger” related to music file to transition to question) “Now you’ll have a chance to ask Lola four questions to help you determine if <i>Insider Trading</i> (sfx: echo or emphasize “insider trading” with an effect every time anncr mentions it) has occurred. After you select all four questions, you’ll have the chance to make your final judgment.” (sfx: soft ding)</p> <p>LOLA answer 1:</p> <p>“Yes. I’m pretty sure the investigation hadn’t made the news yet or it would be the buzz around the office.” (sfx: buzz)</p> <p>LOLA answer 2:</p> <p>“Yes. Does the name Enron ring a bell with you?” (sfx: nasdaq bell ring)</p> <p>LOLA answer 3:</p> <p>“No, not jail...more like the doghouse.” (sfx: roof roof)</p> <p>LOLA answer 4:</p> <p>“No. We didn’t buy or sell any stocks. We were tempted, though. It’s hard to retire to Boca when a large portion of your stock tanks.” (sfx: slide whistle going down)</p>		<p><b>Anncr_askLola.mp3</b></p> <p><b>gameloop.mp3</b></p> <ol style="list-style-type: none"> <li><b>1. Is it nonpublic information?</b> <b><a href="#">lola_q1.mp3</a></b></li> <li><b>2. Is it material information?</b> <b><a href="#">lola_q2.mp3</a></b></li> <li><b>3. Is your husband in jail now?</b> <b><a href="#">lola_q3.mp3</a></b></li> <li><b>4. Did you actually sell or buy stock?</b> <b><a href="#">lola_q4.mp3</a></b></li> </ol>	
<b>Button</b>	<b>Goes to</b>	<b>Selection</b>	<b>Plays</b>
		Question 1	<b><a href="#">lola_q1.mp3</a></b>
		Question 2	<b><a href="#">lola_q2.mp3</a></b>
		Question 3	<b><a href="#">lola_q3.mp3</a></b>
		Question 4	<b><a href="#">lola_q4.mp3</a></b>
Selection notes: After 4 questions, gavel sound occurs and moves to next scene.			
<b>Programming notes:</b> Announcer asks		<b>Graphic notes:</b> If lights were faded during Lola’s “confession”	

the question after employee story. Main question appears on screen in random order. Learner choice questions appear on screen. Learner is able to select 4 questions. Remaining questions box counts down. After the 4<sup>th</sup> question's audio response is complete, play gavel.mp3 and move to next announcer audio and visuals.

Closed Caption option appears for all audio.

fade graphics up and animate questions into scene. Buttons highlight on rollover and ding. Once selected, the button has an "already selected" state. The audio answer cannot be heard twice.

**You Be the Judge! Did Insider Trading Occur?**

LOLA

Timer

**YES**

**NO**

CC

**Audio Script:**

**File Name/TOS/Description:**



<p>ANNCR: (sfx: quick “stinger” related to music file to transition to question) “Does this intriguing dinner time confession constitute <i>Insider Trading</i>(sfx: echo)? Yes or No. You have 3 seconds.”</p> <p>ANNCR- CORRECT: (sfx: “stinger” music throughout audio here) “Judge Judy...lookout. You are correct! Lola shouldn’t have shared the information, even with her husband who is also an employee, because it was material, nonpublic information, but neither of them sold or bought any shares of stock with the information. Remember, whenever there’s a leak of proprietary information, it may result in a violation of company policy and discipline. But in this case, we’re happy to inform you that Tim and Lola are still happily married and enjoying employment...and dreams of Boca (sfx: <i>Island music</i>). But don’t tell Lola your darkest secrets.(sfx: <i>gavel-1 hit</i>)”</p> <p>ANNCR-INCORRECT: (sfx: “stinger” music throughout audio here) “Not so quick with the indictment, Shapiro! Lola shouldn’t have shared the information, even with her husband who is also an employee, because it was material, nonpublic information, but neither of them sold or bought any shares of stock with the information....so it wasn’t Insider Trading. But remember, whenever there’s a leak of proprietary information, it may result in a violation of company policy and discipline. In this case, we’re happy to inform you that Tim and Lola are still happily married and enjoying employment...and dreams of Boca (sfx: <i>Island music</i>). But don’t tell Lola your darkest secrets.” .(sfx: <i>gavel-1 hit</i>)</p>	<p><a href="#">anncr_decidelola.mp3</a>  <a href="#">sfx_tick3secs.mp3</a> (3 second time fx)  <a href="#">sfx_buzzerbtn.mp3</a> (sound fx for the Yes/No buzzer button—like on gameshows—or could be a gavel)</p> <p><a href="#">anncr_lolacorrect.mp3</a></p> <p><a href="#">anncr_lolaincorrect.mp3</a></p> <p><b>TOS</b>  Correct: Judge Judy, look out!  Incorrect: Maybe you should consider reading about...</p> <p>LOLA behind screen Cheers and disappears (pop).</p>
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Button	Goes to	Plays	Animates
Yes	Feedback	<a href="#">anncr_lolacorrect.mp3</a>	Label (Lola cheers and disappears)

No	Feedback	<a href="#">anncr_lolaincorrect.mp3</a>	Label (Lola sighs and disappears)
<p><b>Programming notes:</b> Program timer and buttons to appear after the announcer asks the question “Is this Insider Trading?”</p> <p>The learner can choose from Yes or No and has 3 seconds. Timer appears. If user does not select an answer, the incorrect choice will play after the time is complete. Feedback box appears on screen. Audio completion of correct or incorrect feedback cues the next scene.</p> <p>Closed Caption option appears for all audio.</p>		<p><b>Graphic notes:</b></p> <p>Animate questions off previous scene. Replace with two large buttons for yes or No. Create time graphic and change scene lighting or saturation as needed.</p> <p>On selection, provide feedback area for text</p>	

**EMPLOYEE 2**

Game music swells back on and employee #2 appears behind scrim.

Music

FX

ANNCR audio

CC

**Audio FX/ A/V notes:** Game music swells as the virtual set is changed for employee #2. Music fades down under the announcer audio and fades out.

**File Name:** [game\\_music.mp3](#)

**Audio script:**

ANNCR: *(stinger music a little different)* "Let's meet our next employee...Harry from finance. Harry... tell us your story *(sfx: soft ding cue)*"

HARRY: *(sfx: spotlights turning off in a studio—MUSIC under vo like "jeopardy thinking music)*  
"I'm a finance officer at Sprint. In simple terms, my team brokers deals with new vendors. In fact, we were working on closing a deal during my family's vacation...which is sort of why I'm here. *(sfx:*

**File Names:**

[anncr\\_welcomeharry.mp3](#)

*[SFX: Light turns on and we see the silhouette of our first employee behind a privacy screen]*

[harry\\_story.mp3](#)

<p><i>“aaaaah.”)</i></p> <p>My buddy, Bob, was along on the trip and kept nagging that I was working while I should be out fishing with him and my older son. I told him that I’d be in vacation mode just as soon as the deal was finished. I told him that it would be the biggest ‘nuke’ we’d launch yet – because it was technology that the competition would be scrambling to match! <i>(sfx: “oooooo”)</i> And I promised him I’d relax the next day or two, after the company announced the big news. Bob’s in telecom too, so he understands the importance of something like this.” <i>(fade music)</i></p>			
Button	Goes to	Selection	Plays
<p><b>Programming notes:</b> Time graphics and audio as noted in script, provided assets and discussions.</p> <p>Closed caption is required for all audio.</p>		<p><b>Graphic notes:</b> Create and animate graphics as noted in script and provide frame labels for programmer on different scene changes/audio cues. Example: Lights may dim during when Harry is talking.</p> <p>Closed caption functionality and graphic placing required.</p>	

Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.

HARRY

QUESTIONS  
REMAINING:

3

Was the information considered "material"?

ANSWR: [harry\\_q1.mp3](#)

Was the information non-public?

ANSWR: [harry\\_q2](#) .mp3

Did the 'nuke' detonate as planned?

ANSWR: [harry\\_q3.mp3](#)

Did you or Bob buy or sell stock?

ANSWR: [harry\\_q4.mp3](#)

CC

**Screen text:** Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.

**Audio script:**

ANNCR: (sfx: quick "stinger" related to music file to transition to question) "Now you'll have a chance to ask Harry four questions to help you determine if *Insider Trading* (sfx: echo) has occurred. After you select all four questions, you'll have the chance to make your final judgment." (sfx: soft ding)

(SFX: Jeopardy thinking music)

HARRY answer 1: "Well, yes, the deal wasn't quite finished and officially announced yet...which is why I was working on vacation." (sfx: audience

**File Names/TOS/Description:**

[anncr\\_askHarry.mp3](#)

[gameloop.mp3](#)

1. Is it nonpublic information?  
[harry\\_q1.mp3](#)
2. Is it material information?  
[harry\\_q2.mp3](#)
3. Did the 'nuke' detonate as planned?  
[harry\\_q3.mp3](#)
4. Did you or Bob actually buy or sell stock?

<p><i>“hmmmm”</i>)</p> <p>HARRY <i>answer 2:</i></p> <p>Oh yeah, it would change the whole ballgame for us. <i>(sfx: bat/ball being hit)</i> Probably the most material information we’ve had in a while.”</p> <p>HARRY <i>answer 3:</i></p> <p>“Have you heard the term ‘4G?’ <i>(sfx: audience “oooooooooooo!”)</i> Oh, it detonated alright. The competition’s still scrambling to catch up.” <i>(sfx: boom)</i></p> <p>HARRY <i>answer 4:</i></p> <p>“I did not buy or sell stock, but I know that Bob did. In fact, I am going on a trip with him this weekend...on his new yacht. <i>(sfx: audience “uh-oh!”)</i></p>		<p><a href="#">harry_q4.mp3</a></p>	
Button	Goes to	Selection	Plays
		Question 1	<a href="#">harry_q1.mp3</a>
		Question 2	<a href="#">harry_q2.mp3</a>
		Question 3	<a href="#">harry_q3.mp3</a>
		Question 4	<a href="#">harry_q4.mp3</a>
<p>Selection notes: After 4 questions, gavel sound occurs and moves to next scene.</p>			
<p><b>Programming notes:</b> Announcer asks the question after employee story. Main question appears on screen in random order. Learner choice questions appear on screen. Learner is able to select 4 questions. Remaining questions box counts down. After the 4<sup>th</sup> question’s audio response is complete, play gavel.mp3 and move to next announcer audio and visuals.</p> <p>Closed Caption option appears for all audio.</p>		<p><b>Graphic notes:</b> If lights were faded during Harry’s “confession” fade graphics up and animate questions into scene. Buttons highlight on rollover and ding. Once selected, the button has an “already selected” state. The audio answer cannot be heard twice (?)</p>	

**You Be the Judge! Did Insider Trading Occur?**

HARRY

Timer

**YES**

**NO**

CC

<b>Audio Script:</b>	<b>File Name/TOS/Description:</b>
<p>ANNCR: (sfx: quick “stinger” related to music file to transition to question) “Does this vacation revelation constitute insider trading? Yes or No. You have 3 seconds.”</p> <p>ANNCR- CORRECT: (sfx: “stinger” music throughout audio here) “You caught a live one! Harry is guilty of insider trading by passing along nonpublic, material information; although Harry didn’t buy or sell stock based on what he knew, he violated company policy and can also be held responsible for the trading performed by anyone to whom he discloses material, nonpublic information. Bob is also guilty of insider trading</p>	<p><a href="#">anncr_decideharry.mp3</a></p> <p><a href="#">anncr_harrycorrect.mp3</a></p>

<p>because he traded on the information that he knew was improperly provided to him.” <i>(sfx: gavel-1 hit)</i></p> <p><i>ANNCR-INCORRECT: (sfx: “stinger” music throughout audio here)</i> “Better throw that one back! Harry is guilty of insider trading by passing along nonpublic, material information even though he himself did not trade on the information. He didn’t buy or sell stock based on what he knew, but he violated company policy and can also be held responsible for the trading performed by anyone to whom he discloses material, nonpublic information Bob is also guilty of insider trading because he traded on the information that he knew was improperly provided to him. <i>(sfx: gavel-1 hit)</i></p>		<p><a href="#">anncr_harryincorrect.mp3</a></p> <p><b>TOS</b> Correct: You caught a live one!</p> <p>Incorrect: Better throw that one back!</p> <p>Harry behind screen cheers and disappears (pop).</p>	
Button	Goes to	Plays	Animates
Yes	Feedback	Annrc_harry_correct.mp3	Label (Harry cheers and disappears)
No	Feedback	Annrc_harry_incorrect.mp3	Label (Harry sighs and disappears)
<p><b>Programming notes:</b> Program timer and buttons to appear after the announcer asks the question “Is this Insider Trading?”</p> <p>The learner can choose from Yes or No and has 3 seconds. Timer appears. If user does not select an answer, the incorrect choice will play after the time is complete. Feedback box appears on screen. Audio completion of correct or incorrect feedback cues the next scene.</p> <p>Closed Caption option appears for all audio.</p>		<p><b>Graphic notes:</b></p> <p>Animate questions off previous scene. Replace with two large buttons for yes or No. Create time graphic and change scene lighting or saturation as needed.</p> <p>On selection, provide feedback area for text</p>	



**EMPLOYEE 3**

<p>Game music swells back on and employee #3 appears behind scrim.</p> <p>Music</p> <p>FX</p> <p>ANNCR audio</p>
<p>CC</p>

<p><b>Audio FX/ A/V notes:</b> Game music swells as the virtual set is changed for employee #3. Music fades down under the announcer audio and fades out.</p>	<p><b>File Name:</b> <a href="#">game_music.mp3</a></p>
<p><b>Audio script:</b></p> <p>ANNCR: <i>(stinger music a little different)</i> “Let’s meet our next employee...Todd from legal. Todd... tell us your story <i>(sfx: soft ding cue)</i>”</p> <p>Todd: <i>(sfx: spotlights turning off in a studio—like on Millionaire when they transition from interview to the game question portion—MUSIC under vo like “jeopardy thinking music)</i> “I am an analyst in the Legal Department. I was thinking about tee times for the weekend but I knew that I couldn’t</p>	<p><b>File Names:</b></p> <p><a href="#">anncr_welcometodd.mp3</a></p> <p><a href="#">todd_story1.mp3</a></p> <p><i>[SFX: Light turns on and we see the silhouette of our first employee behind a privacy screen]</i></p>

<p>make it golfing this weekend because I had a lot of work to do. Thinking to myself how much more fun I could have if I could retire and spend all my time golfing, I considered selling my stock in Remyo, the company that makes our coolest devices, because it is going belly up. Bankrupt! (sfx: audience groan) They were going to file that coming Monday or Tuesday, so I had a pile of Sprint and Remyo contracts to review." (fade music out)</p>			
Button	Goes to	Selection	Plays
<p><b>Programming notes:</b> Time graphics and audio as noted in script, provided assets and discussions.</p> <p>Closed caption is required for all audio.</p>		<p><b>Graphic notes:</b> Create and animate graphics as noted in script and provide frame labels for programmer on different scene changes/audio cues. Example: Lights may dim during when Harry is talking.</p> <p>Closed caption functionality and graphic placing required.</p>	

Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.

Todd

QUESTIONS  
REMAINING:

3

Is it nonpublic information?

ANSWR: [todd\\_q1.mp3](#)

Is it material information?

ANSWR: [todd\\_q2.mp3](#)

How's your golf handicap?

ANSWR: [todd\\_q3.mp3](#)

Did you actually buy or sell stock?

ANSWR: [todd\\_q4.mp3](#)

CC

**Screen text:** Select 4 questions to ask this employee to determine if Insider Trading occurred. Once you select all four questions, you'll have the chance to make your final judgment.

**Audio script:**

ANNCR: (sfx: quick "stinger" related to music file to transition to question) "Now you'll have a chance to ask Todd four questions to help you determine if *Insider Trading* (sfx: echo) has occurred. After you select all four questions, you'll have the chance to make your final judgment." (sfx: soft ding cue)

Todd answer 1:

"Yes. I guess Sprint had to know ahead of the filing so we could prepare an action plan for future

**File Names/TOS/Description:**

[anncr\\_askTodd.mp3](#) [gameloop.mp3](#)

1. Is it nonpublic information?  
[todd\\_q1.mp3](#)
2. Is it material information?  
[todd\\_q2.mp3](#)
3. How is your golf handicap?  
[todd\\_q3.mp3](#)
4. Did you actually sell or buy stock?  
[todd\\_q4.mp3](#)

orders.” *(sfx: something like an adding machine)*

Todd answer 2:

“Yeah, it was going to trigger a pretty rapid sell-off.” *(sfx: whoosh to indicate fast)*

Todd answer 3:

“Although I have a lot of free time, there is no golf at this “country club.” *(sfx: prison bars being shut?)*

Todd answer 4:

“I sold my shares of Remyo before the closing bell that Friday. I figured I should get some sort of bonus for having to work all weekend and miss my golf game.” *(sfx: golf swing whoosh and ball being hit—hitting trees maybe—or alternate)*

Button	Goes to	Selection	Plays
		Question 1	<a href="#">todd_q1.mp3</a>
		Question 2	<a href="#">todd_q2.mp3</a>
		Question 3	<a href="#">todd_q3.mp3</a>
		Question 4	<a href="#">todd_q4.mp3</a>

Selection notes: After 4 questions, gavel sound occurs and moves to next scene.

**Programming notes:** Announcer asks the question after employee story. Main question appears on screen in random order. Learner choice questions appear on screen. Learner is able to select 4 questions. Remaining questions box counts down. After the 4<sup>th</sup> question’s audio response is complete, play gavel.mp3 and move to next announcer audio and visuals.

Closed Caption option appears for all audio.

**Graphic notes:** If lights were faded during Todd “confession” fade graphics up and animate questions into scene. Buttons highlight on rollover and ding. Once selected, the button has an “already selected” state. The audio answer cannot be heard twice (?)

**You Be the Judge! Did Insider Trading Occur?**

TODD

Timer

**YES**

**NO**

CC

**Audio Script:**

ANNCR: *(stinger music a little different)* "Did a little 'birdie' cause a federal mess in this one? Yes or No. You have 3 seconds." *(sfx: soft cue ding)*

ANNCR- CORRECT: *(sfx: "stinger" music throughout audio here)* "You hit a hole in one! Todd is in the rough because he tried for too much green! You can be guilty of insider trading even if it isn't Sprint shares of stock." *(sfx: gavel-1 hit)*

ANNCR-INCORRECT: *(sfx: "stinger" music throughout audio here)* "Fore! Todd is in the rough because he tried for too much green! You can be guilty of insider trading even if it isn't Sprint shares of stock." *(sfx: gavel-1 hit)*

**File Name/TOS/Description:**

[anncr\\_decideTodd.mp3](#)

[anncr\\_toddcorrect.mp3](#)

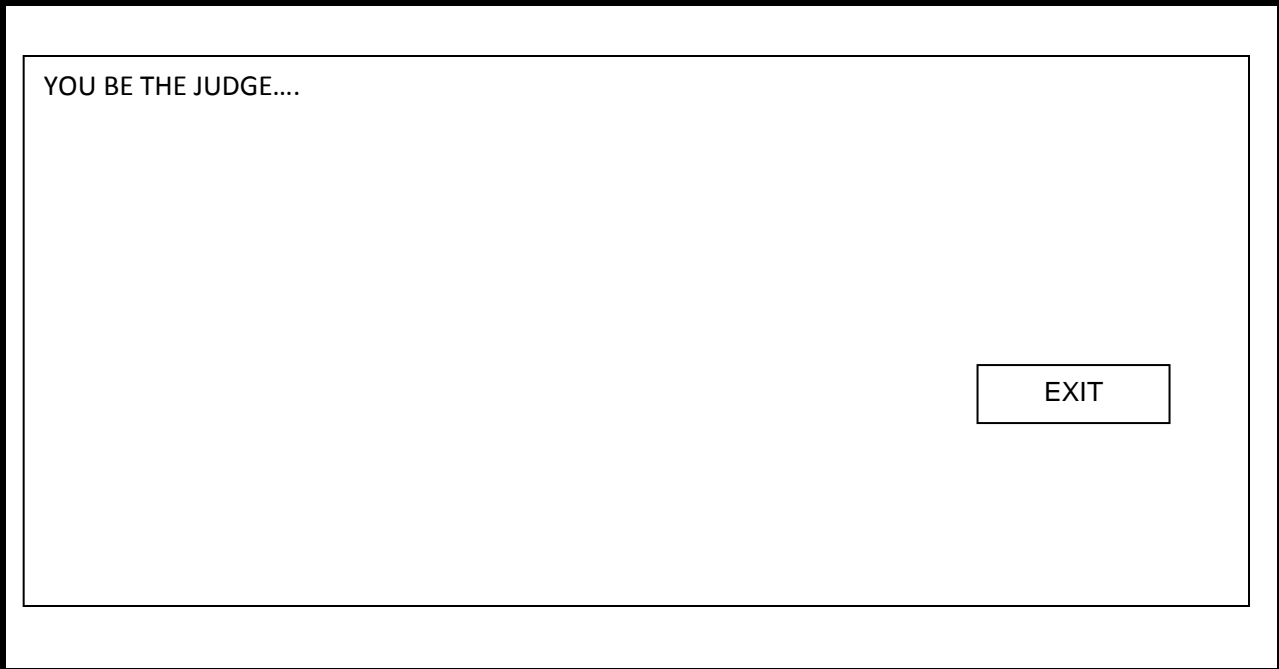
[anncr\\_toddincorrect.mp3](#)

**TOS**

Correct: You hit a hole in one!

		<p>Incorrect: Better watch out which way you slice it!</p> <p>Todd behind screen cheers and disappears (pop).</p>	
Button	Goes to	Plays	Animates
Yes	Feedback	<a href="#">anncr_toddcorrect.mp3</a>	Label (Todd cheers and disappears)
No	Feedback	<a href="#">anncr_toddincorrect.mp3</a>	Label (Todd sighs and disappears)
<p><b>Programming notes:</b> Program timer and buttons to appear after the announcer asks the question “Is this Insider Trading?”</p> <p>The learner can choose from Yes or No and has 3 seconds. Timer appears. If user does not select an answer, the incorrect choice will play after the time is complete. Feedback box appears on screen. Audio completion of correct or incorrect feedback cues the next scene.</p> <p>Closed Caption option appears for all audio.</p>		<p><b>Graphic notes:</b></p> <p>Animate questions off previous scene. Replace with two large buttons for yes or no. Create time graphic and change scene lighting or saturation as needed.</p> <p>On selection, provide feedback area for text</p>	

**END OF GAME**



**Screen text:**

**Text scrolls quickly across the bottom of the screen, like the 'fine print':** "In certain situation when an employee's conduct does not rise to the level of insider trading, it may nonetheless violate internal company policies which could result in discipline, including termination of employment. "

<b>Audio FX/ A/V notes:</b>	<b>File Name:</b> <a href="#">game_music.mp3</a>
<p><b>AUDIO SCRIPT:</b>  <b>Transition music and prompt (announcer):</b> <i>(music under VO—same music bed as welcome anncr audio used)</i> "Thank you for playing YOU BE THE JUDGE and remember, only you can spay and neuter...whoops, <i>(sfx: needle slipping across record)</i> wrong script...<i>(sfx: music winds back up)</i> and remember: sharing nonpublic, material information and buying or selling stock based on that information is <i>(sfx: audience shouts along with announcer...)</i> <b>INSIDER TRADING!</b> <i>(echo Insider Trading..)</i> music swells up for a few seconds and then ends with one final big Gavel or boom sound."</p>	<p><b>File Names/TOS/Description:</b>  <a href="#">anncr_end.mp3</a></p>

Button	Goes to	Selection	Shows
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Window "x"	Exits game		
Try Again	Restarts game		
<b>Programming notes: ...</b>		<b>Graphic notes: ...</b>	