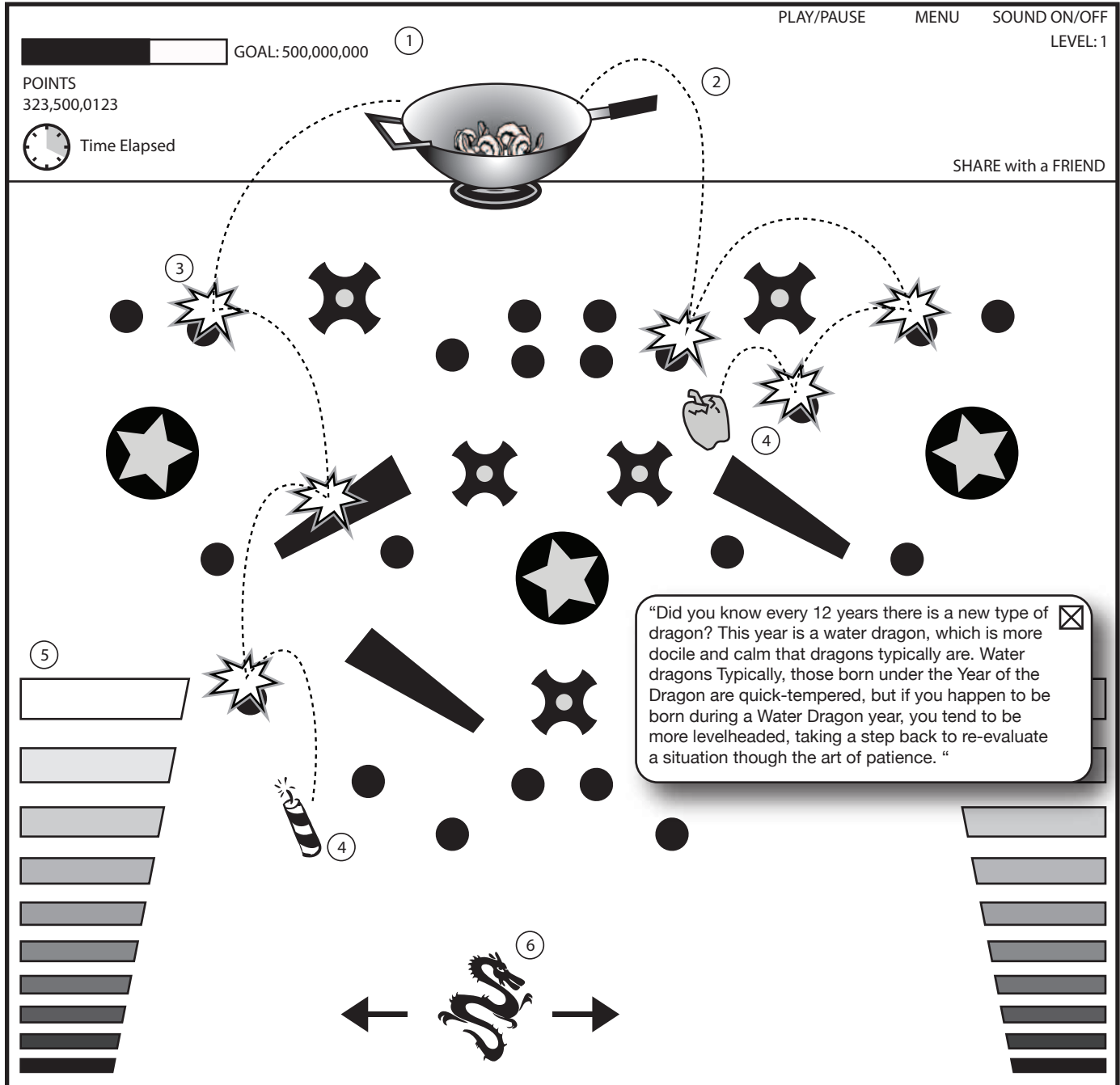


DRAGON DROP: GAMEPLAY

To help celebrate the Year of the Dragon and the return of Firecracker Chicken Breast, we'll create a game as exciting as the dish itself. Help the Chinese dragon catch ingredients before they hit the floor. Careful-- the ingredients are dropping through a Chinese-style "Pachinko" game, so the bouncing movement can be unpredictable and unexpected! Flashing lights, firecracker sounds, fireworks, dings and bells emphasize the fast-paced and exciting gameplay-- look and feel is similar to the most exciting pinball and pachinko games of the last 30 years.

Scoring: Like American "Pinball", the player receives points for each bumper or obstacle that is hit. Bonus multipliers and extra points are awarded depending on the type of bumper that is hit, the difficulty level, etc. If the player misses an ingredient, any score associated with that ingredient is lost. If the player receives enough points before the timer runs out, the player will advance to the next level. Otherwise, the player must try the level again.

At the end of every level, a dialog box appears that gives educational information about Chinese New Year, Year of the Dragon, and Firecracker Chicken Breast.



Legend:

- 1) Game readout-- player must get enough points to move to the next level
- 2) Prep cook/spawn point. Throws items onto gameplay stage.
Throw speed becomes faster as levels progress
- 3) Bumper (obstacle), flashing lights and sounds when lit. Bouncing food increases score
- 4) Food item/ingredient
- 5) Multiplier readout-- flashes and fills up as the score multiplies
- 6) Dragon (player). Moves from left to right to catch ingredients. Art changes depending on the level/environment
- 7) Informational readout-- appears when a player passes a level