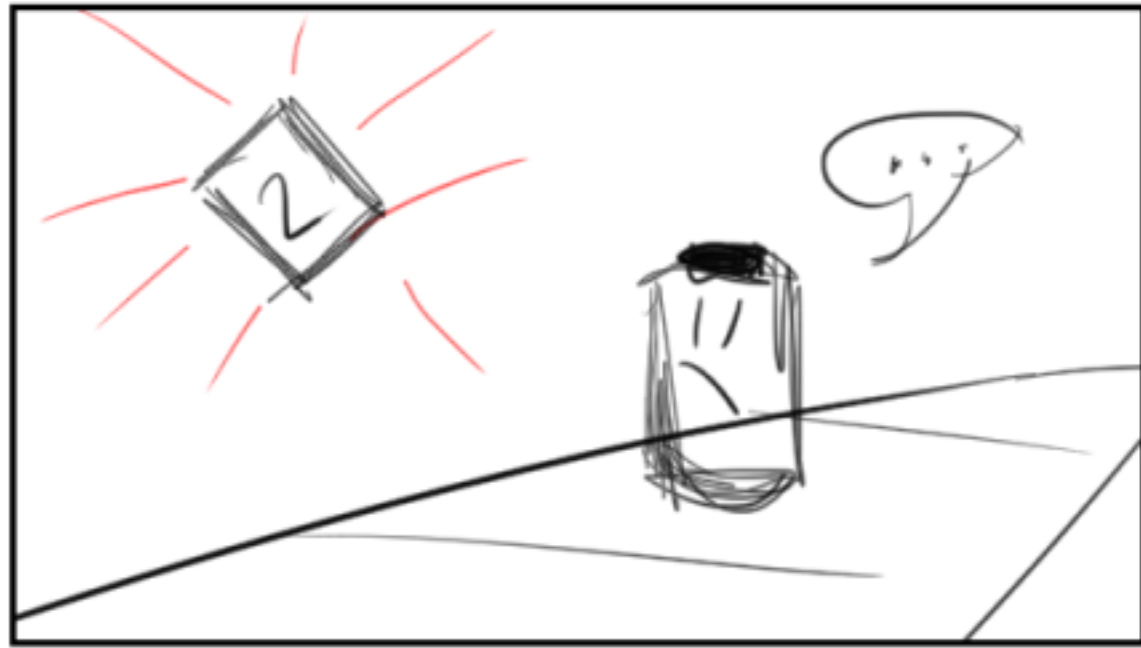


Mechanic 1: Stacking

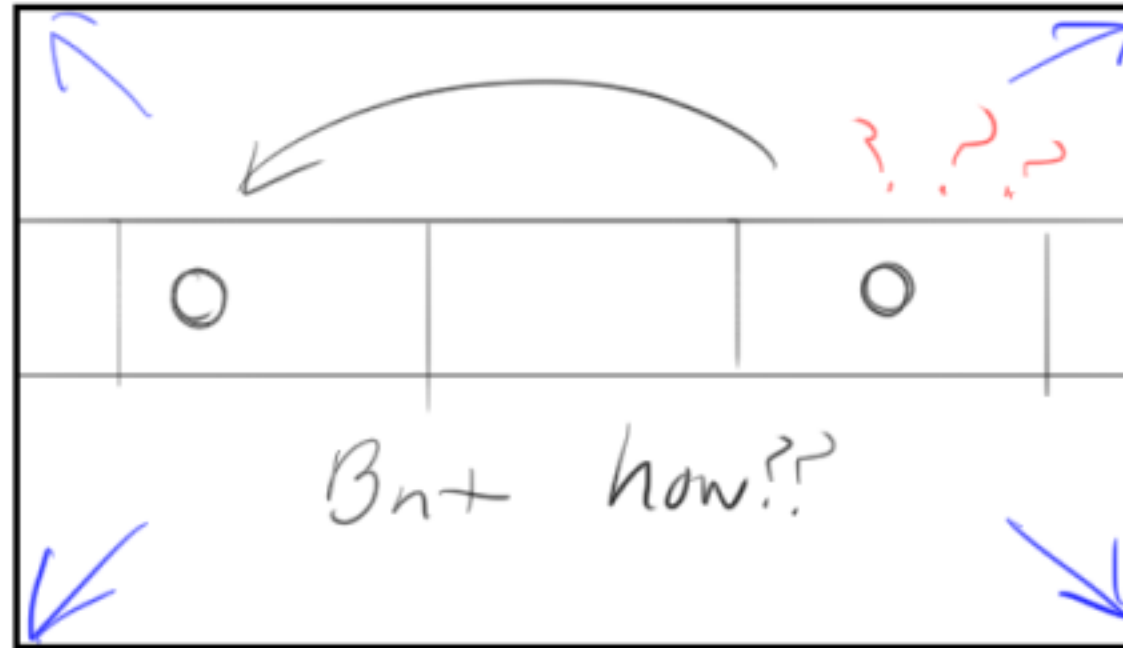


Fade from black to scene

A die goes through #s before landing on 2

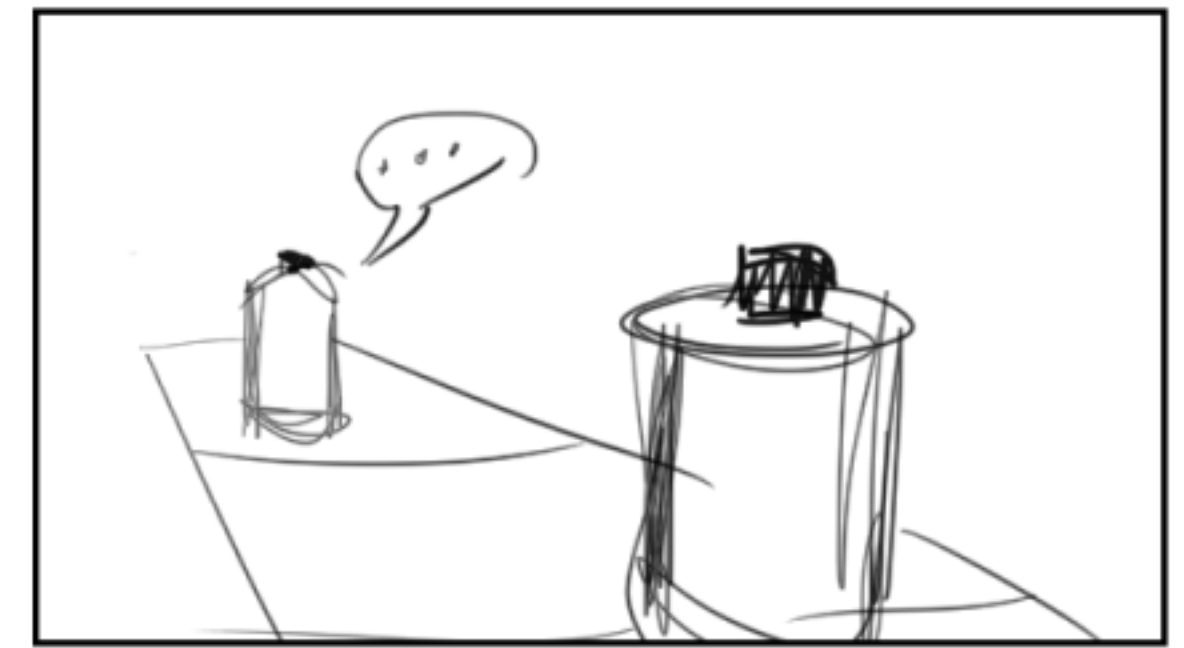
A yellow peg sees they can move forward 2 spaces

Peg looks uncertain



Scene zooms out and cuts to bird's eye view

Question marks grow from peg on the right



Cut to next angle

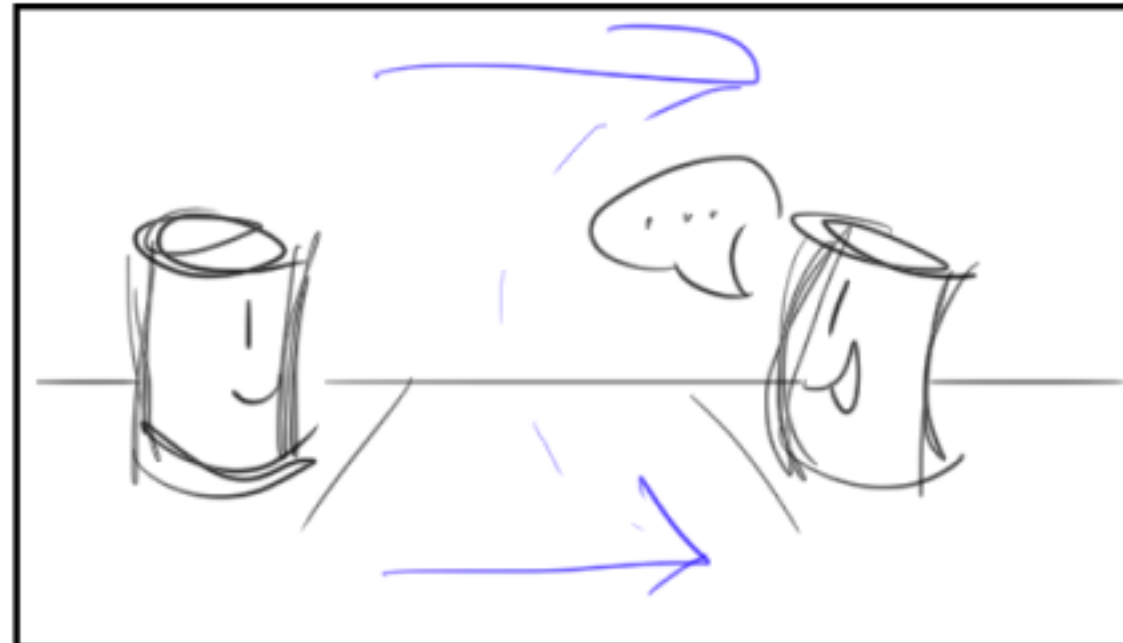
Another yellow peg speaks to the worried one

"Why so worried, we're friends!"



Camera zooms and fades to next scene

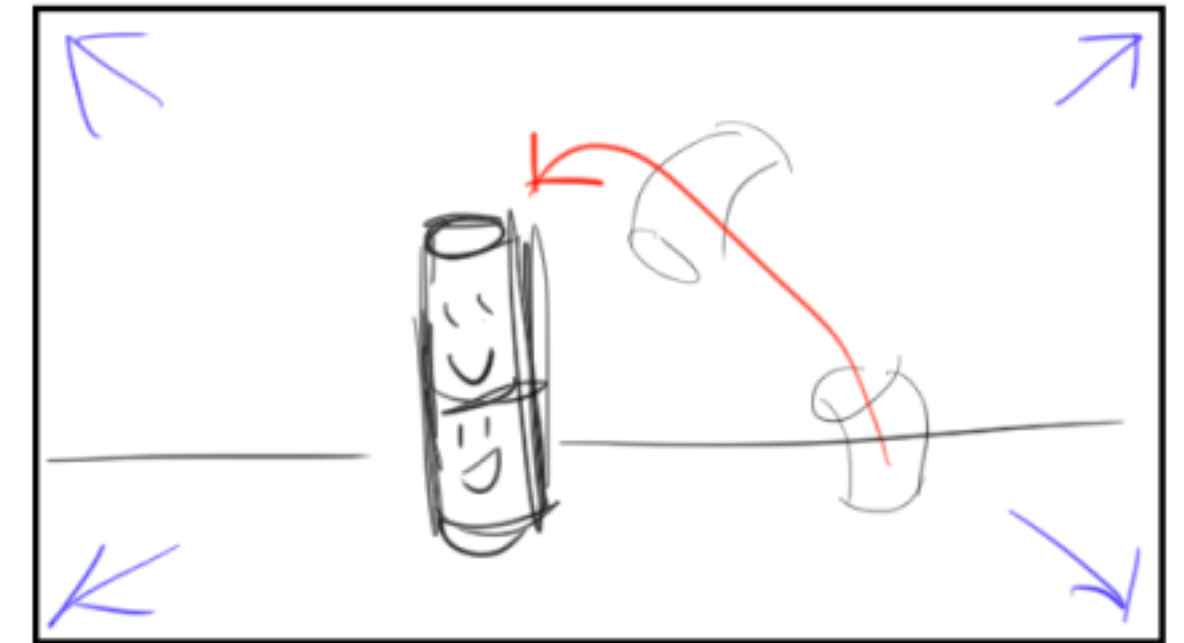
Peg explains with pictures how stacking works



Speech bubble fades out

Camera pans to the right

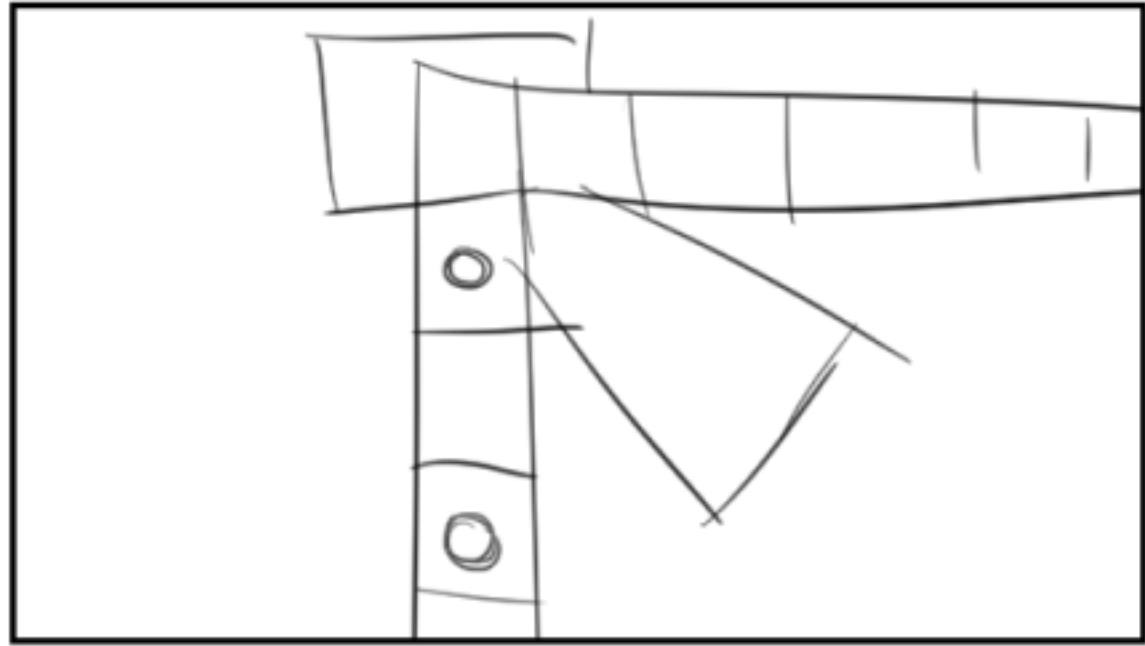
Previously concerned peg agrees to stack



Camera zooms out a bit

One peg hops onto the other

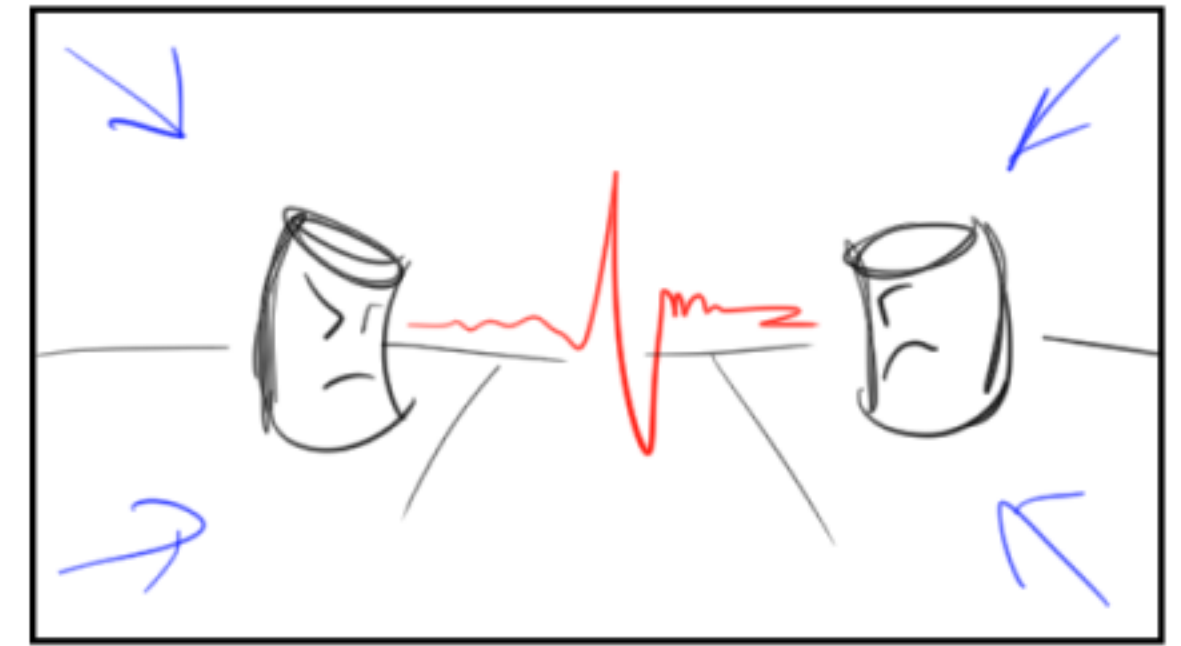
Mechanic 2: Dueling



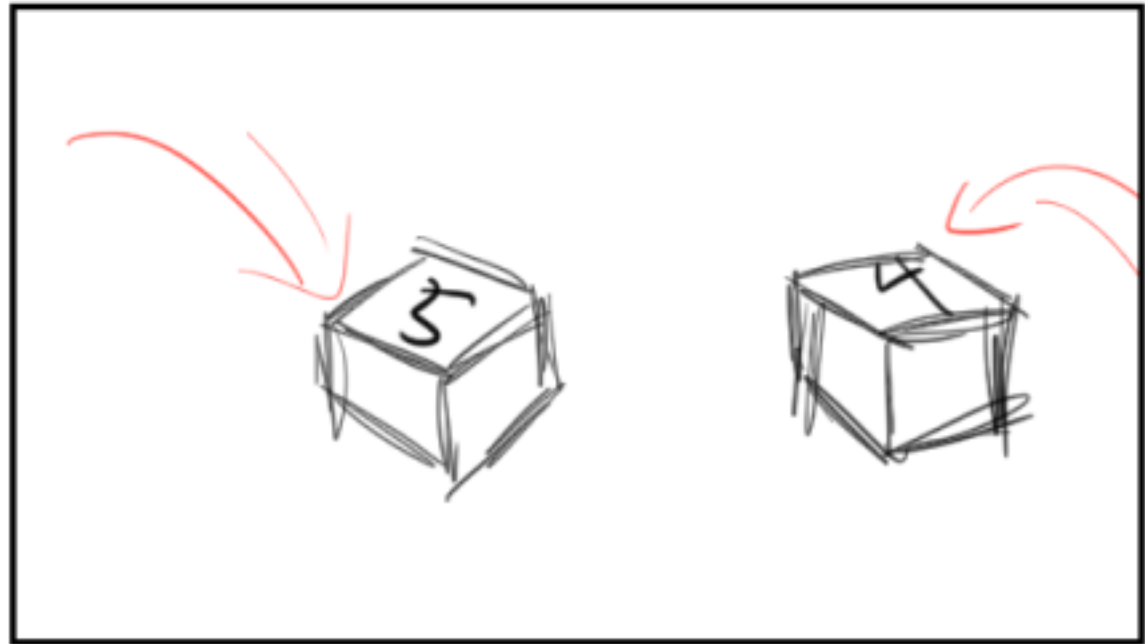
Fade from black to an opening shot of the board



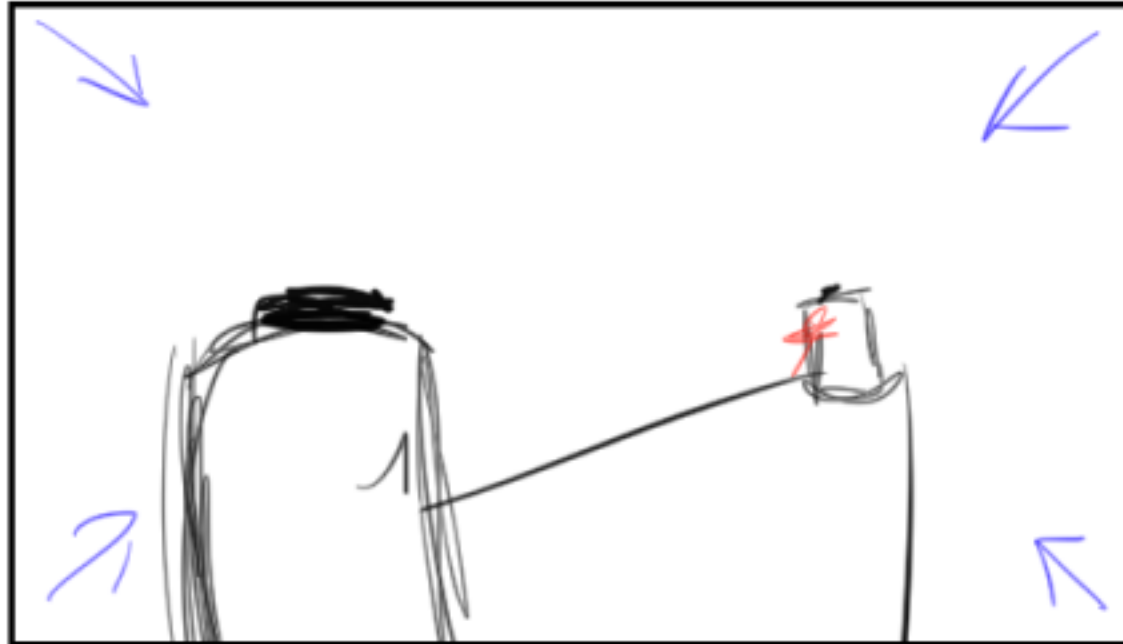
Cut to a die going through numbers before stopping on 2



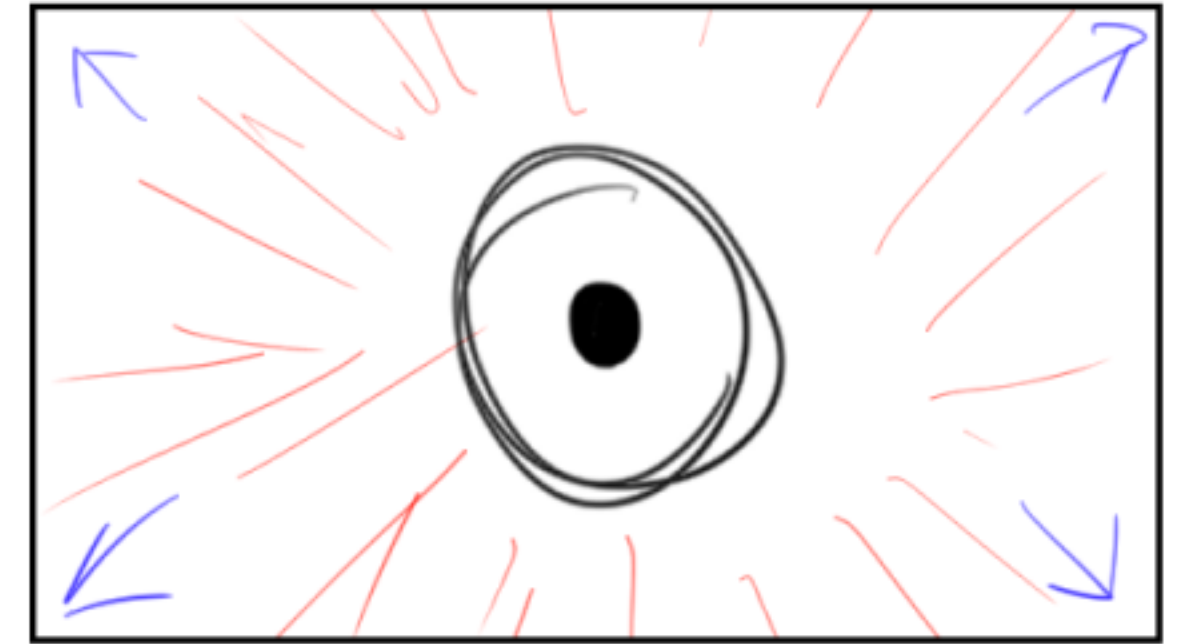
Zoom into the die fast, cut to pegs
Pegs are having a stare down
Lightning goes between them as a show of tension



Fade to the dice rolling

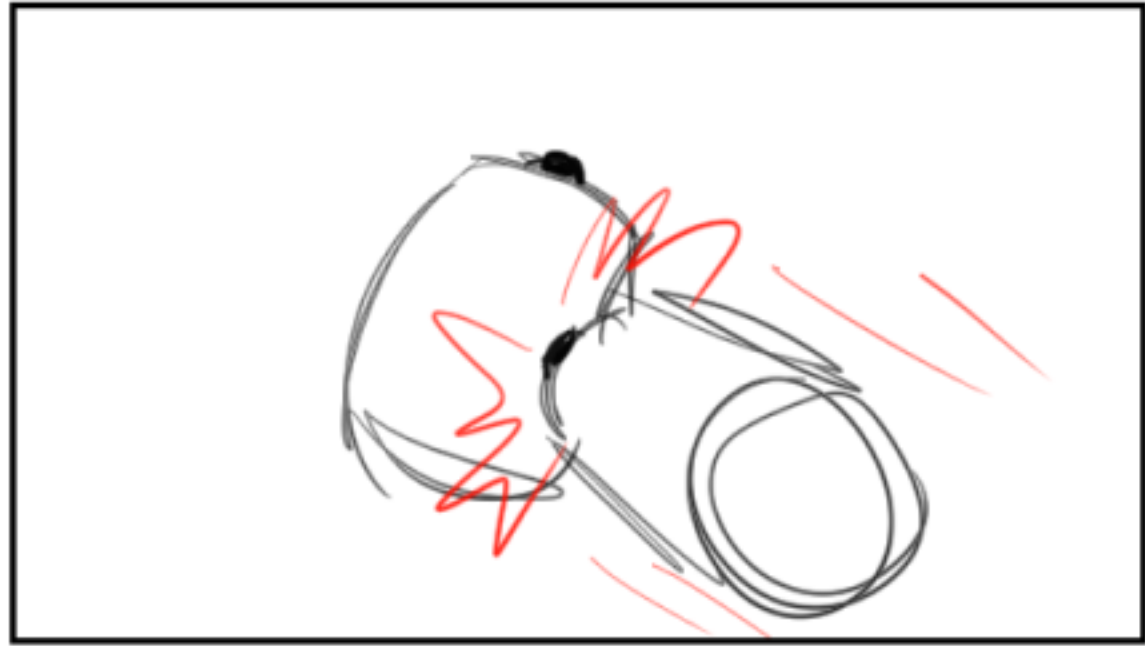


Zoom in between the space between the dice, then zoom
out to this scene
Twinkle in the attacking peg's eye

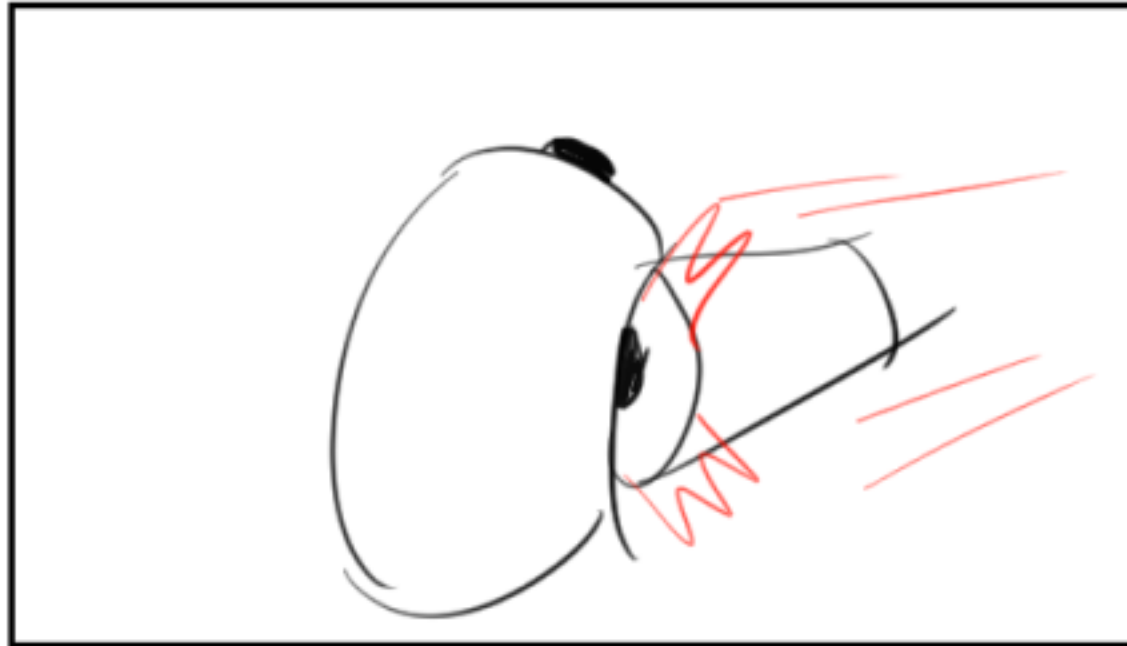


Attacking peg jumps at the screen
Action lines act as a transition of sorts

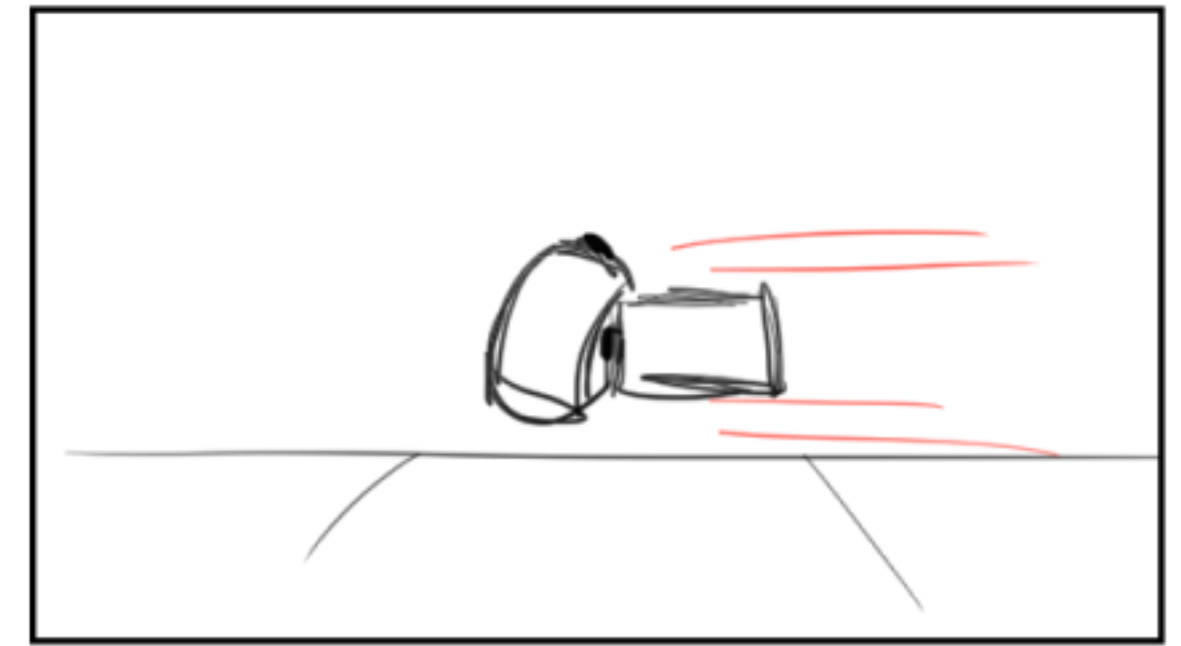
Mechanic 2: Dueling



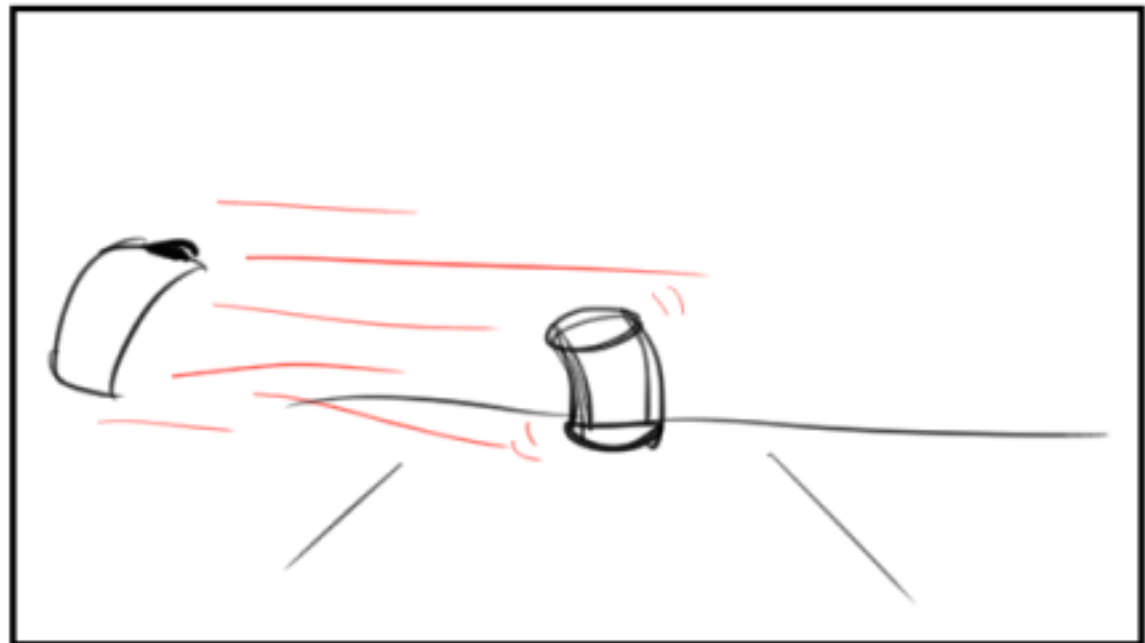
Cut to pegs clashing



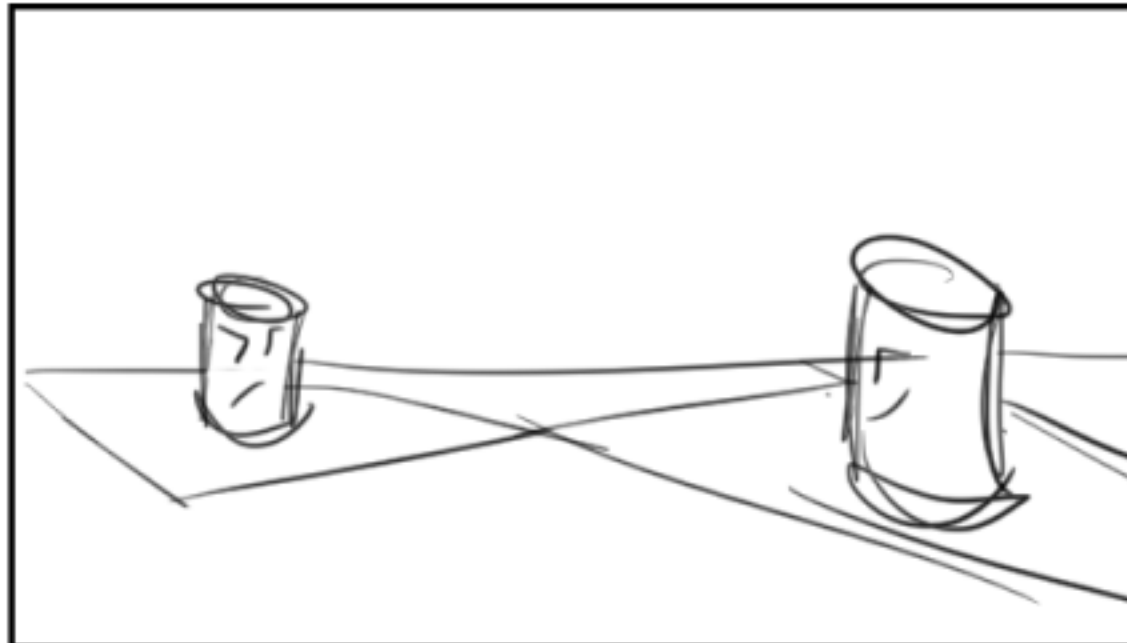
Cut to another shot of the pegs clashing



Cut to final shot of the pegs clashing



Losing pegs flies out of view of the camera

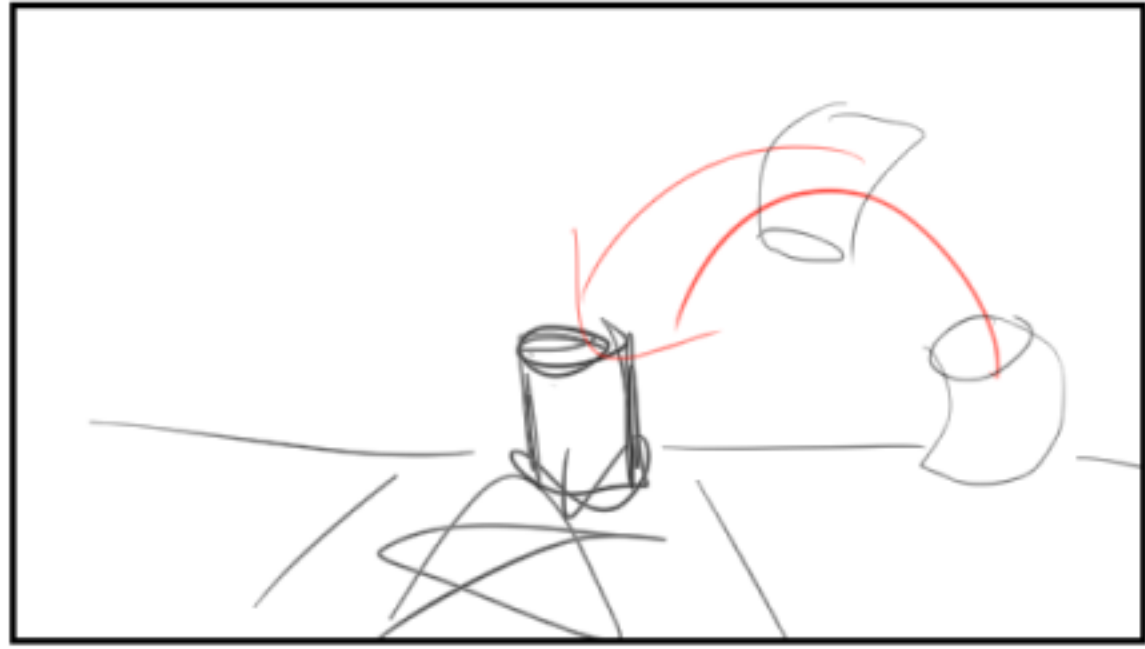


Camera pans to the left and fades to the next scene

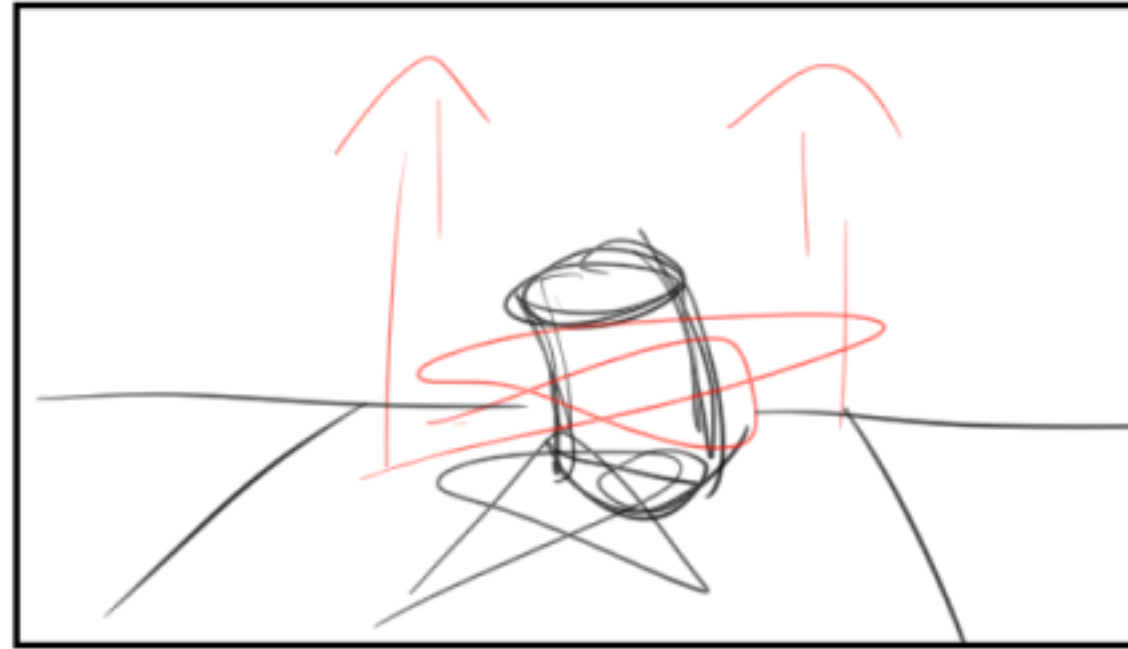
Losing peg is in the home area

Winning peg is where the loser was

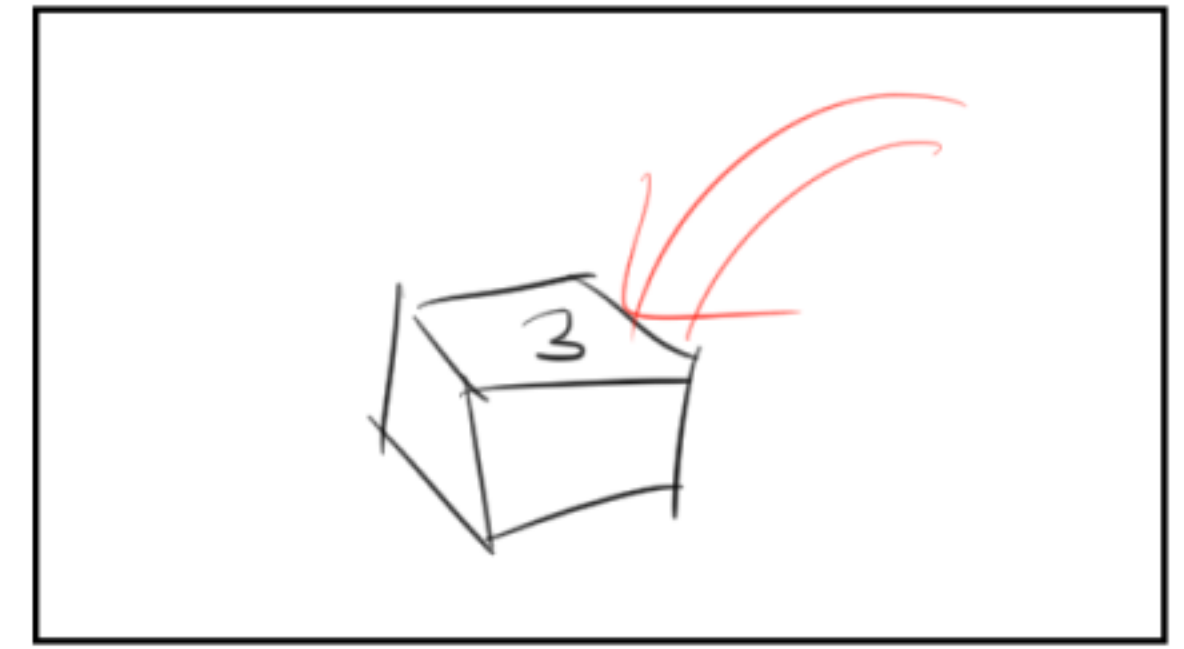
Mechanic 3: Special Spaces



Fade from black to an opening shot of a peg hopping onto a special star spot



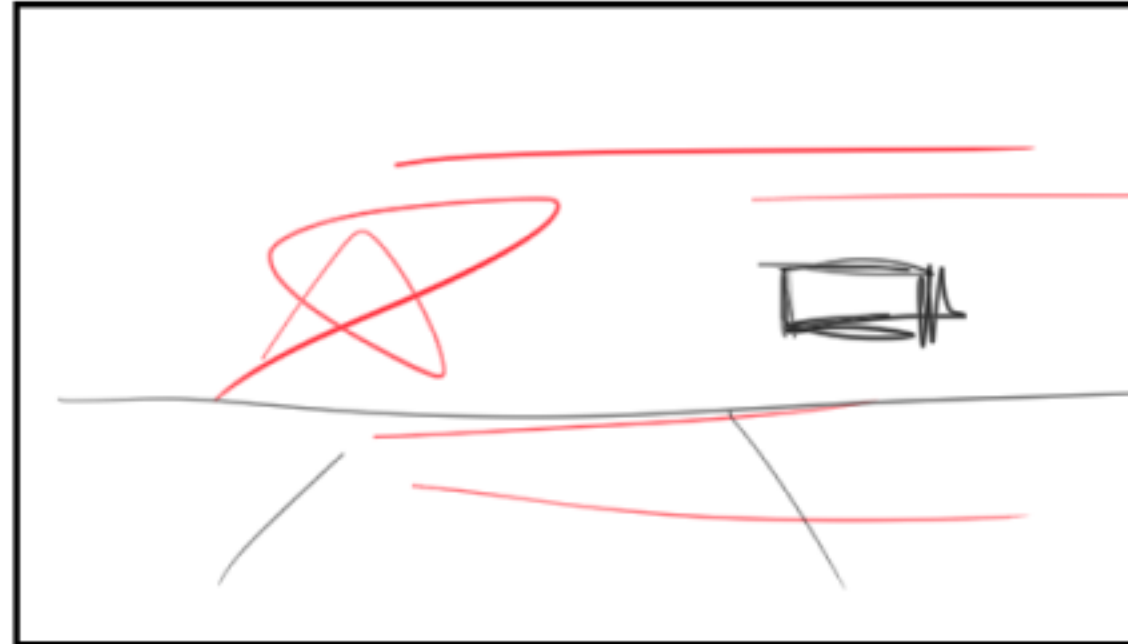
Small zoom in
Magical star rises up from spot and surrounds the peg



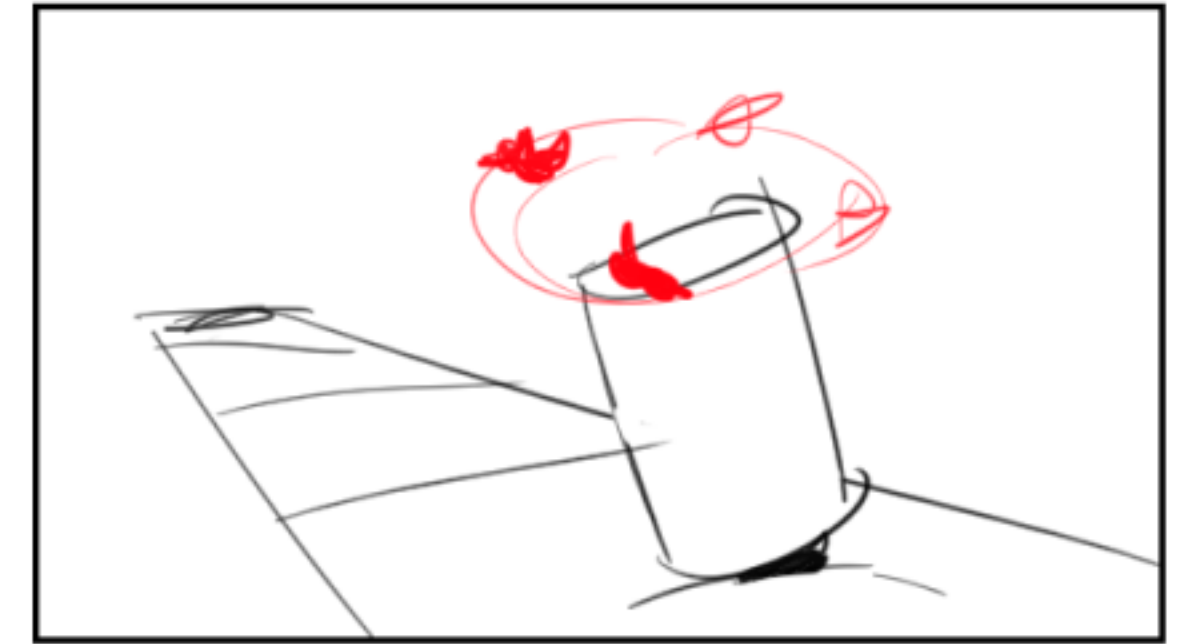
Cut to a die being rolled, it lands on a 3



Fade and zoom to star magic glowing around the peg



Magic star shoot peg like a cannon
Fade to color of star magic



Color fades away, camera pan to right
Scene shows the peg 3 spaces back
Birds and stars fly around it
Fade to black