Sands

Jargonball 1.0

MOTION GUIDE

Table of Contents

Overview

Title	Jargonball Motion Guide 1.0
Document Type	Game Animation Info
Division	Sands Digital Services
Department	Design
Authors	Charles Reid

Timing Guide

The Timing Guide is a visual reference that outlines the game's overall flow and key event timings. All listed times are approximate and may change. These guides are maintained on the central Miro board, which houses timing references for all our games. For access, please contact the Motion Team.

Global Animation Elements

Description: Global animations include elements reused across all or some of our games. Examples include:

- *Timer bar*
- *Chip selectors*
- *Chips*
- *Buttons*

Asset location: Production > _Global > HandOff >

Standard animations include elements that are frequently included in our games but are customized for each game, such as:

- *Win screens*
- *Phase changes (Place Your Bets, Bets Closed, Pick Your Cards, etc.)*
- *Betting and chip FX*
- *Logo animations*

Asset location: Production > the specific game folder > HandOff > Animation_assets

Formats

Description: Most of the animations for our games are exported via Esoteric Spine 2D.

All Spine animations are exported at 30FPS.

For game logos on the loading screens, we use an Adobe After Effects plugin (Bodymovin or Lottie) to export vectorized animations as .json files.

Reference Videos – Motion Developer Guides

Description: Some of our more complicated animation sequences require a visual representation to effectively demonstrate the series of events in the sequences. We have created a library of videos that reference these sequences, and have included them in our Library and Design System.

Location: *Video references are located next to corresponding animation assets within the Global Handoff folder.*

\Production-Files_Global\HandOff\

PixiJS Text Styling

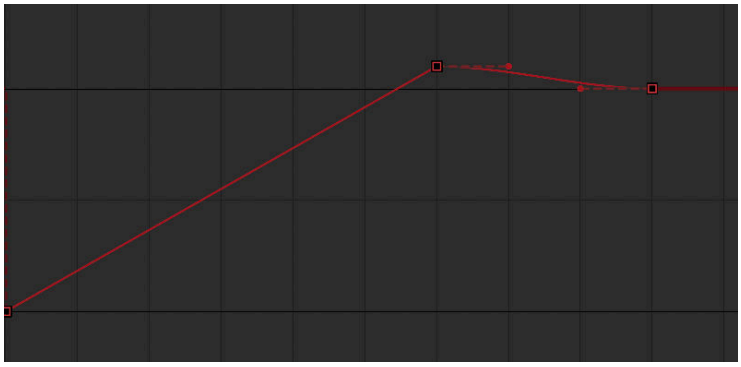
Description: For many of our animations we include stylized text that is dynamically generated via JSON file. The style information for the text is located within the Handoff folders.

Location: HandOff\Animation_Assets__Documentation

Common Animation Styles

Scale up/down – the preferred transition style for most situations in our games is a rapid scale up from 0% to 100% with a slight overshoot to around 110% before returning to 100% scale. The overshoot should ease in and out so that the element feels smooth as it comes to rest.

Durations for small elements should last approximately 300ms, with larger elements taking slightly longer depending on their size.



Wipe in/out – Sometimes a wipe transition is best, particularly for larger elements such as banners. These are done by animating a mask. The element should transition on from left to right and exit the screen in the opposite direction. Most durations should last approximately 300ms.

Fade in/out – Fades are used in some situations where too many other transition type are already being used. Too many of the same transition style at the same time can feel chaotic and disorderly. A simple quick fade can be used to have elements enter/leave the screen in a subtle way.

Fades are particularly useful for situations in which we do not know how long the element will remain on the screen and we want the developers to be in control of when the element leaves the screen. Most durations should last approximately 3sec/3000ms.

Avoiding “POPS”

Description: Whenever possible, elements should fade on/off quickly rather than suddenly appearing or disappearing.

When things pop on or off suddenly the eye will catch this, and it will feel like a mistake.

Logo Animation, Game Loading Screen

Description: The loading screens for our games are placed according to a standard format.

- Game logos are centered
- Loading bar is placed below the logo
- Background visual is usually a radial color gradient or a supplied image

While the game is loading, we show a quick animation of the game’s logo entering the screen. The logo has a looping element that continues to play until the game is successfully loaded.

The background of this screen fades out about 1000ms or so before loading finishes, revealing blurred footage of the game (the loading bar should be approx. ¾ full when this happens).

All elements (logo, loading bar, etc.) should fade out rather than instantly disappear.

Duration: The logo enter animation is typically 2sec long

Asset location: Lottie/BodyMovin .json file

Element, Timer Bar

Description: The timer bar is a global element commonly found in our live dealer table games.

The timer is used during various phases of a game where there are strict time limits, such as placing bets.

Timer bar elements can be found in the global production folder at Timer.

Messaging

The timer bar is used for various game-specific messaging even when the timer bar is inactive.

Timing Formula and Visual Logic

Description: At different durations, the timer bar should adjust the duration of each hash mark to maintain a certain visual standard. We want to avoid the appearance of too many or too little hash marks, which causes visual confusion and looks messy.

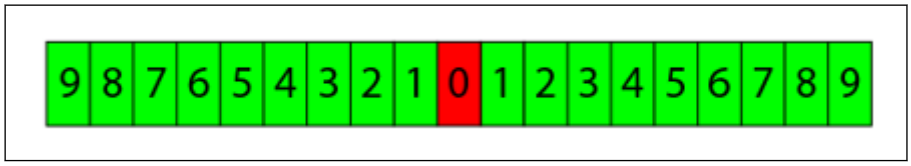
30 is the upper limit, and *10* is the lower limit of how many hash marks can be visible at a time.

For 1s – 9s timers: hash mark duration should be 0.5s

For 10s – 30s timers: hash mark duration should be 1s

For 31s – 60s timers: hash mark duration should be 2s

For 61s – 120s timers: hash mark duration should be 4s



Timer Code Snippet

```
let

segmentsQuantity: number = time * 2 - 1;

if
 (time < 10) segmentsQuantity = time * 4 - 1;

if
 (time > 30) segmentsQuantity = time - 1;
```

Animation Notes

- The timer bar seconds total should always be displayed with at least 2 digits and include a colon (:00).
- The timer segments will change color as the timer progresses down to 00. The colors typically start at green and then change to yellow and finally red. The background color is typically a blue/black gradient. These colors may be adjusted for specific games.
- When the timer bar starts, show the timer segments fading on quickly before they start to tick down (avoid a “pop” where the timer segments instantly appear.).
- As the seconds expire, each timer segment will animate off with a vertical gradient shift to the center.
- When the timer hits 00, there is a red/white flash as it expires.

Buttons

Description: Action buttons are used globally on live dealer games. These buttons are delivered via Spine. The button bevel color is dynamically changed to match the color style of the game via skins in Spine.

Button States

- Normal (static)
- Hover (animated - only on desktop)
- Press (animated)
- Disabled (static)

Action Buttons

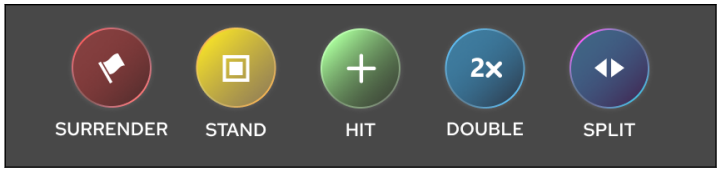
Description: Action buttons are any button where the user is taking action to do something. These buttons include, but are not limited to:

- Autoplay
- Cancel
- Cashier
- Chat
- Double bet
- Help
- Re-bet
- Switch table view
- Tip
- Undo
- Volume off/on

Decision Buttons

Description: Decision buttons are considered to be any button where the user must make a decision, usually while a clock is ticking. These buttons are used on games with cards like poker and blackjack.

Figure 1. An example of some decision buttons



- Accept
- Surrender / Quit
- 2X / Double Down
- Hit
- Stand
- Split

Pick 'Em Animations

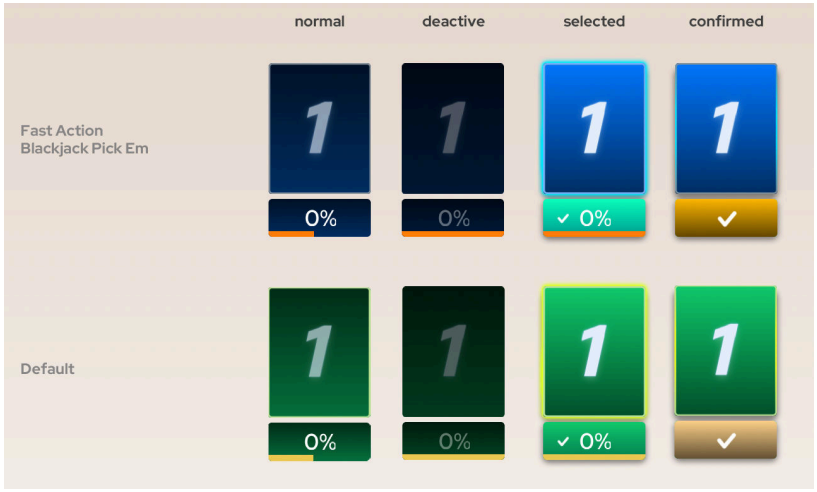
Description: The Pick 'Em feature allows players to select their own starting hand from a pool of face down cards. This sense of choice creates a more engaging experience. The Pick 'Em feature is composed of a set of global designs and animations that will be restyled (colors, fonts) for each Pick 'Em titled game.

The Pick 'Em interface consists of a series of incrementally numbered boxes with a smaller box below containing a percentage indicator. Both elements act as a button for the player to interact with.

The Pick 'Em feature is designed as a single Spine file.

The Spine file contains 2 separate skeletons.

1. A single Pick 'Em block that can be duplicated and arranged according to the game's design.
2. A banner animation that announces to the player that they need to make picks.



Common Animation States

- **Confirmed**
  - This state shows when the selected numbers have been confirmed via the confirm modal.

- **Confirmed (Card Flip)**
    - Same as the confirmed state, but the Pick Em number is replaced with the card flip animation, revealing the card.

- **Inactive**
    - This state shows after other choices have been confirmed and these have not been selected.

- **Enter**
    - Plays when the number block enters the game for the first time.
    - These should play slightly offset from one another – in order – left to right and top to bottom.
    - The % bar that is implemented via code can appear after the animation is complete. A quick fade on would be best.

- **Hover**
    - Desktop only – show this state when the mouse is hovered over the number block.

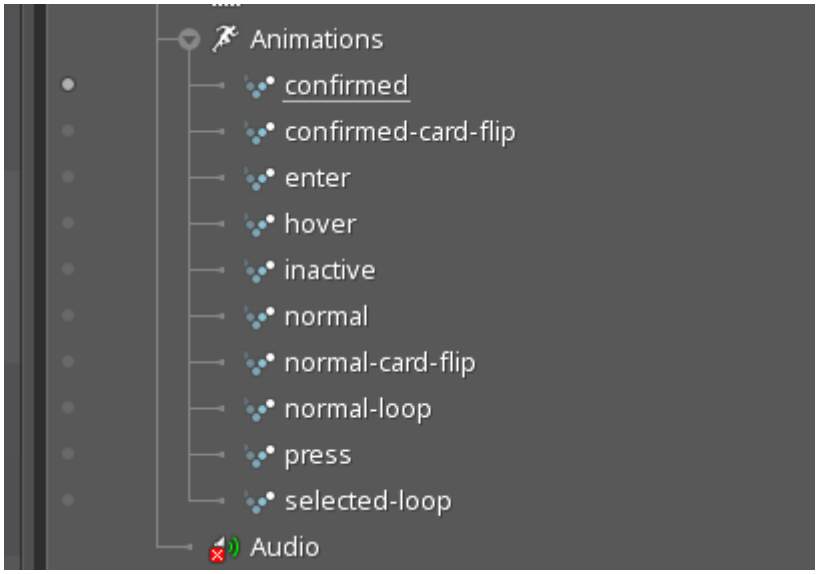
- **Normal**
    - Included, but may not be necessary.

- **Normal (Card Flip)**
    - Same as the Normal state, but the number is replaced with the card flip animation, revealing the card.

- **Normal-loop**
    - This looping animation should be used for the default normal button state.
    - The number blocks on the screen should not all play together – instead the looping animations should be offset from one another and play in sequence – left to right and top to bottom in the order that they first appeared on the screen.

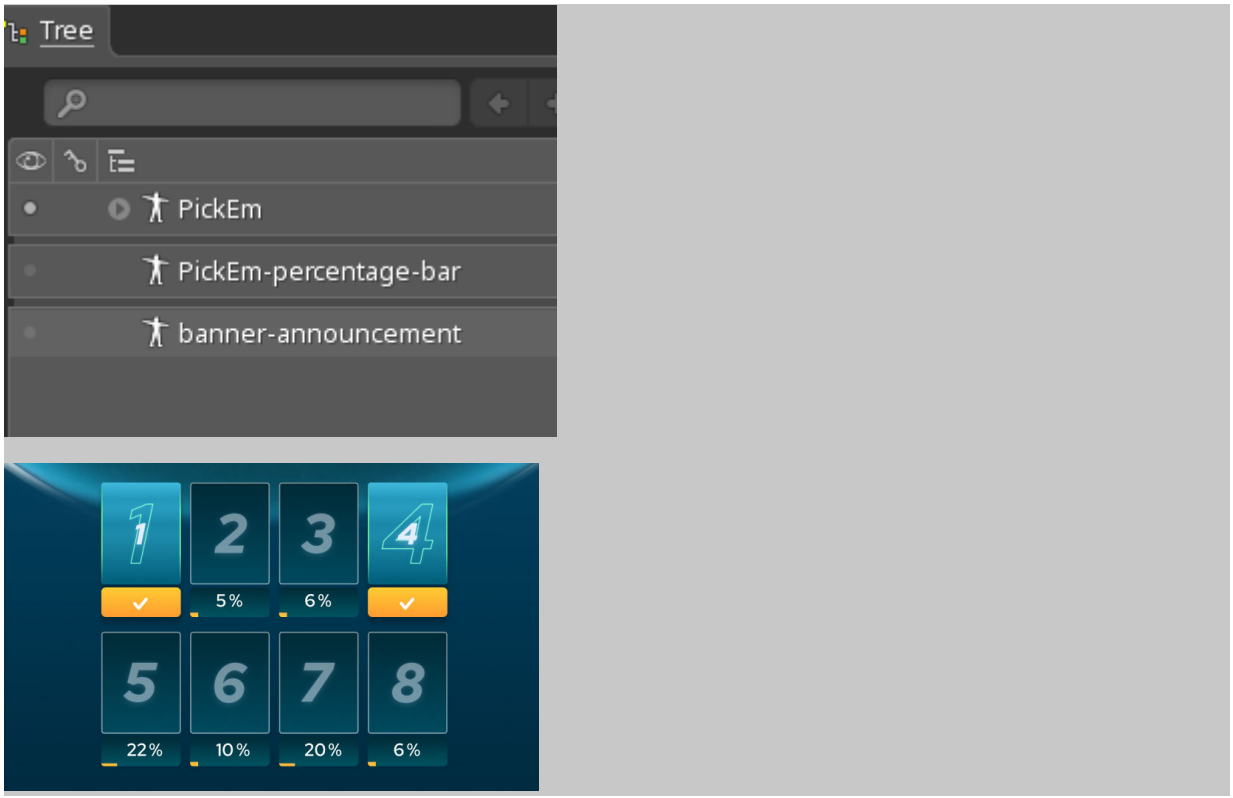
- **Press**
    - This state is meant to briefly appear on press/click, and before the “selected-loop” state plays. If this state is not deemed necessary, then it can be omitted.

- **Selected-loop**
    - This is the selected state once the user has made a choice but has NOT yet confirmed their choice.
    - There is an empty slot “number-stroke” that should be used to load in the corresponding numbered stroke to the style of the game. These strokes are saved out as PNGs (one for each number) and can be found in the same handoff directory.
    - This state should play until it becomes deselected, or the selections are confirmed.

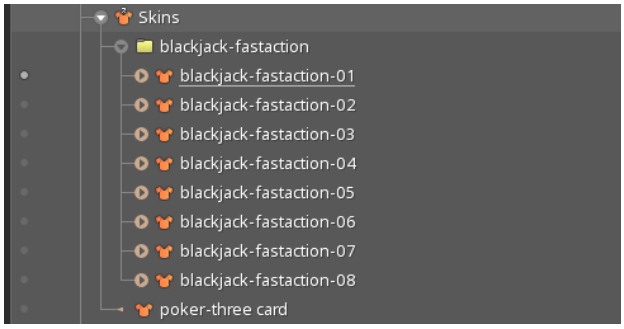


Structure / Skeletons

This Spine animation is broken into three skeletons: the Pick 'Em number block, the progress (percentage) bar block, and the announcement banner. Each number block has an associated progress bar block below it. The progress bar block contains dynamic text implemented by code, and a progress bar which is implemented via Spine from the separate skeleton.



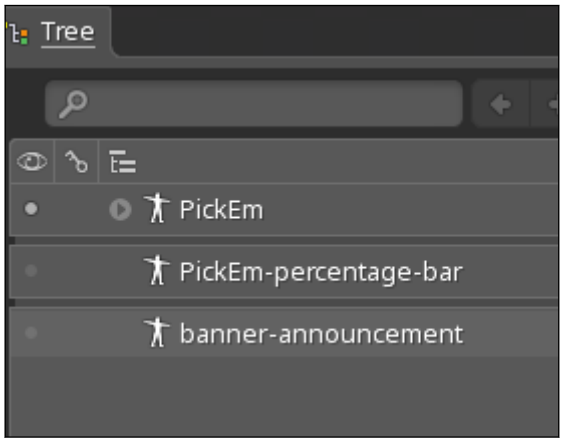
Skins for each game's color theme are also included. However, for new games additional skins will be required.



Banner Announcement Skeleton

Some games will have a separate phase animation for this Pick 'Em feature.

This spine animation is for the prompt that tells the players that it is time to make selections. This can play once – center screen and can fade off after an appropriate amount of time.



PixiJS Text Styling

The fonts will be changed for each game, but the color/effects will be constant unless otherwise noted. The JSON file for the font styling of the main numbers is also included in this directory.

PixiJS TextStyle Editor:

PixiJS Viewer

{

"dropShadow": true,

"dropShadowAlpha": 0.6,

"dropShadowAngle": 90,

"dropShadowBlur": 12,

"dropShadowColor": "#ffffff",

"dropShadowDistance": 2,

"fill": "#ffffff",

"fontFamily": "Impact, Charcoal, sans-serif",

"fontSize": 99,

"fontWeight": "bolder",

"letterSpacing": 2,

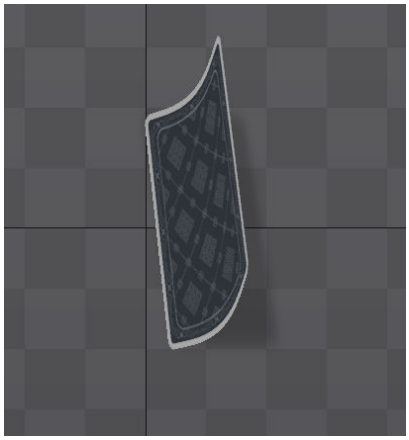
"stroke": "#ff29d1"

}

Animations, Card Flip

Description: This effect is triggered whenever a card is revealed.

Format: Spine



Animations, Chip Placement FX

Description: Chip placement effect animations occur when placing any chip(s) on a bet area.

Common Chip Placement FX Animations

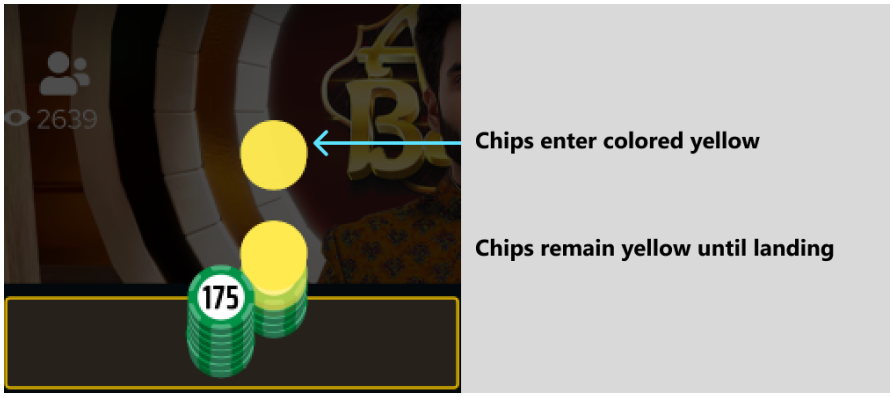
- Bet-placed (25 frames or 833ms): FX animation for basic placing of chips
- Bet-placed-double (25 frames or 833ms): This effect is a bit more exciting, and used in situations when chip totals double.

Animations, Winning and Losing Chips

Description: Once the game result is determined, players are accordingly awarded based on how much they bet and how the paytable is structured. These winning chips stacks are meant to mimic the experience of real-world casinos where dealers will slide additional chip stacks next to the original winning bets on the table.

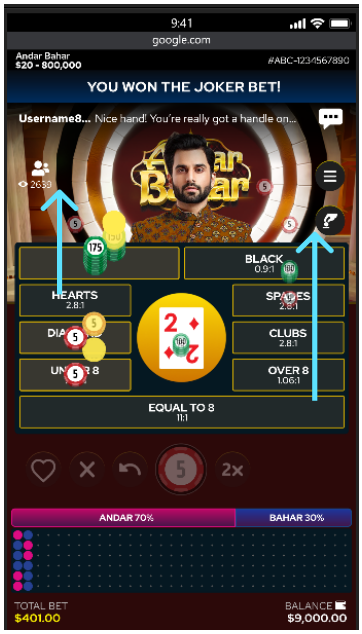
Our winning chip animations are very similar across our games. All card games should behave as described below.

Roulette games work differently as the winning chips are not stacked next to the original bet, but on top of the original bet.

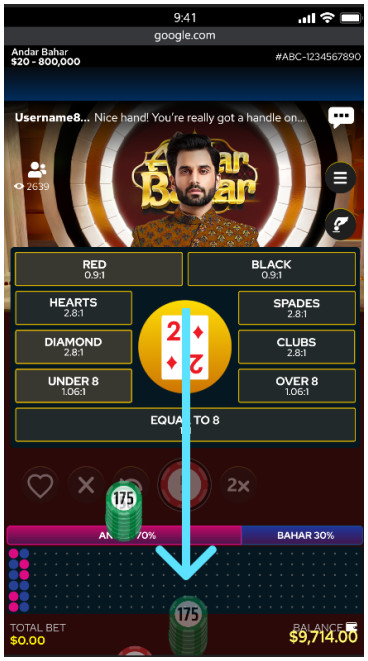


After the winning bet has been decided, the sequence is as follows:

- Each winning chip enters tinted opaque yellow, dropping downward just behind and to the right of the original bet, as illustrated above.
- As each chip lands, the yellow tint fades off quickly.
- About 300ms – 500ms ***after the first chip lands***, the losing chips should: exit away from the player (toward the dealer), slightly scaling down and fading out. See illustration below.

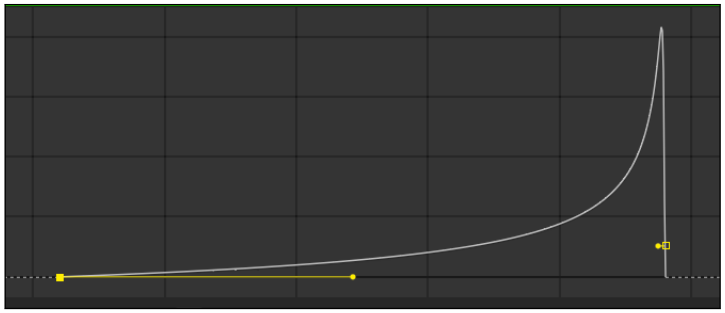


- Promptly, once all, or nearly all, chips have entered, the sparkle animation starts on the new and original winning chip stacks.
- The sparkles should continue to loop while the chips remain on the board.
- The winning chips will then exit, scaling up as they move closer to the player, then fading away quickly as they approach the bottom of the screen. See image below.



- The movement should start slowly with a strong ease-in so that they begin to speed up as they continue.

Figure 2.



- The motion should feel like a dealer sliding a stack of chips across a felt table.

- Once the chips have moved off the board the table should immediately transition back to the default state for the next round.

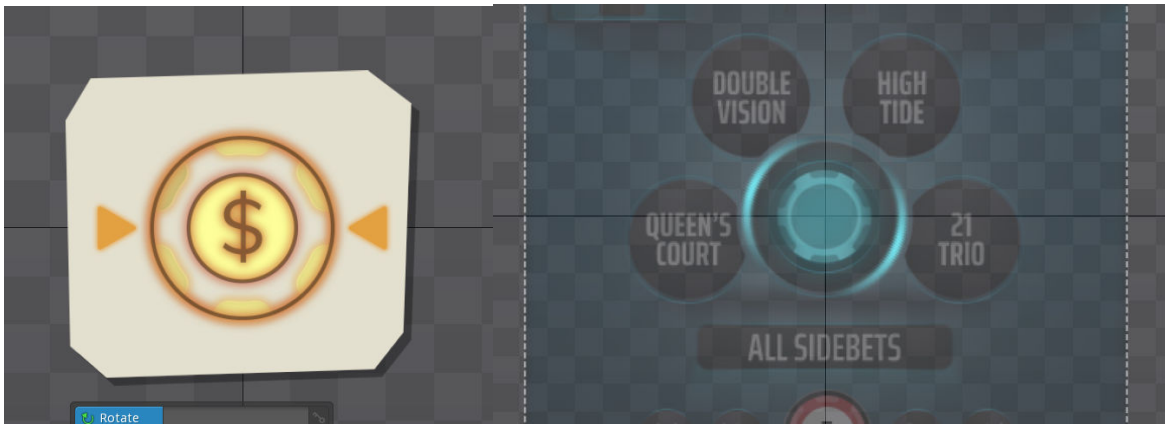
Betting Areas, Ante Wager Prompt

Description: Games that have an ante wager will sometimes have an accompanying prompt in the form of a subtle looping animation. The purpose of this is to remind the player to place an ante wager, especially in cases where an ante wager is ***required*** to participate further.

States:

active-loop – plays the looping animation

normal – normal static state



Animations, Phase

Description: Phase animations are used to announce major phases of the game like “Place Your Bets” and “Bets Closed”. However, there are occasions when additional phases are necessary.

Common Phase Animations

- Place Your Bets (65 frames or 2165ms)
- Bets Closed (65 frames or 2165ms)

Animations, Win

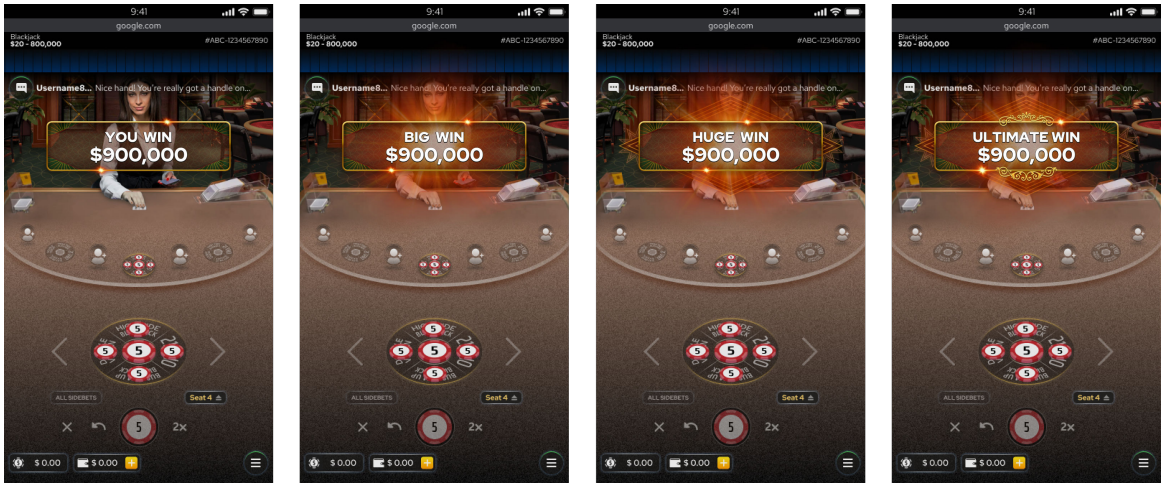
Description: Win animations are shown when the player wins at the end of a round of play. There are five typical variations of these win animations (also referred to as “win rankings). The animations for each is progressively more impressive and should be associated with a higher value win.

Currently, the placement of these animations is centered on the dealer video to keep the game object zone clear.

Common Win Animations

- **Level0** - “sub-win” where the user has won the same or less than their original bet (75 frames or 2498ms – same as level 1)
- **Level1** - You Win (75 frames or 2498ms)
- **Level2** -Big Win (90 frames or 2997ms)
- **Level3** -Huge Win (105 frames or 3497ms)

- **Level4** -Ultimate Win (120 frames or 3996ms)

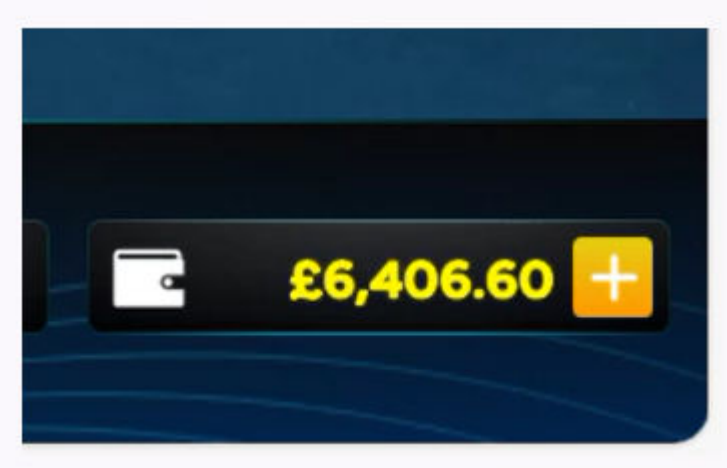


Animations, Wallet Balance Rollup

Description: Each time the player's wallet total increases a special animation should play. This animation should ONLY play when the balance increases (not decreases).

This animation only plays on the wallet field.

The total will change to a bold/gold style while the number rolls up.



Further details can be found in the handoff folder for this feature.

Asset location: Production > _Global > HandOff > Balance_RollUp_Animation

Game Resolution Overview

After the result of a game is determined, the game resolution phase begins. This includes notifying the player of all outcomes related to their bet(s).

STEP 1: Any additional chips resulting from winning bets are neatly placed on the table next to the corresponding winning wagers.

STEP 2: Losing bets are removed from the table. This occurs just after the start of the winning chips animating in. Ideally, we'd have the winning chips enter, then a half second later start exiting the losing chips.

STEP 3: The win animations play which show the player's total winnings for this round (SPINE).

STEP 5: Winning chips are moved off the table as the win animation ends, just before.

STEP 6: The table transitions to accept new bets for the next round.

Unique Animations

Jargonball - Unique Motion Design Elements

Note: many of the documents and folders for this project go by the name of “Blingo” which was the original working title.

All production-ready design and animations files are located in the appropriate project folder in PRODUCTION:

Asset location: Production > Gameshow-Jargon Ball > Hand Off > Animation_Assets > ...
Playthrough video: Production > Gameshow-Jargon Ball > Hand Off > Animation_Assets > _Reference Videos >...

Note: The playthrough video can be used as a guide for transitions, timing, and animation. While many of the layouts and placements in the video are correct, the Figma file is generally the most accurate and should be used as the source of truth for the UI elements.

Unique animations are elements tailored specific to this game, which include:

- *UI animations*
- *Background 3D set*
- *Monitor animations (left, middle, and right monitors)*

“Next game starting soon” Animated Banner

Description: After the previous round is complete and the round has been fully resolved there may be a bit of dead time before the next betting round starts.

There are 2 animations for this:

- **Next-game-intro** (animation appears and immediately should transition to idle)
- **Next-game-idle** (keep this looping and fade out when ready)

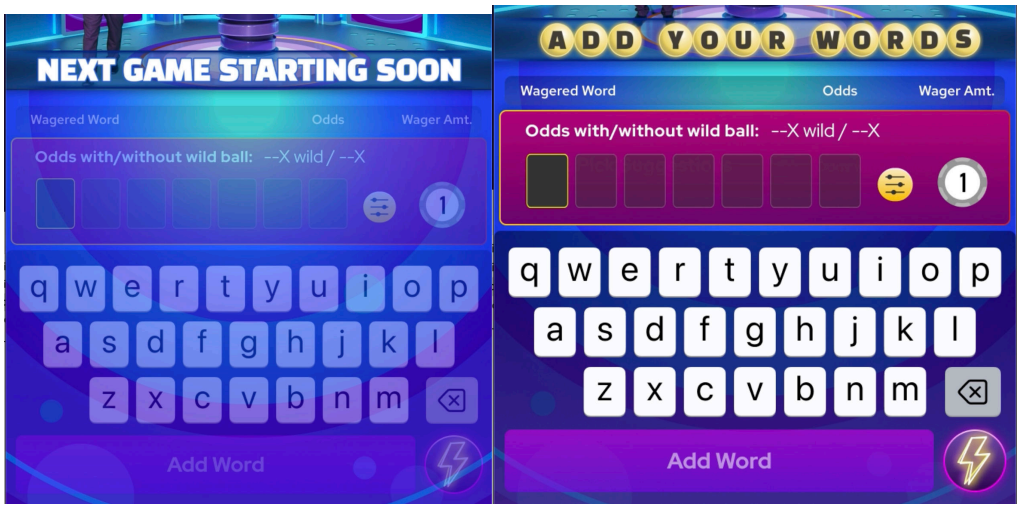
Format: Spine

Duration: Play after round resolution is complete – loop until just before new betting round

Asset location: Production > Gameshow-Jargon Ball > HandOff > Animation_Assets >

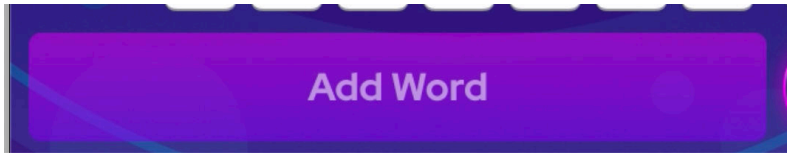
Keyboard Betting/Word Creation Area

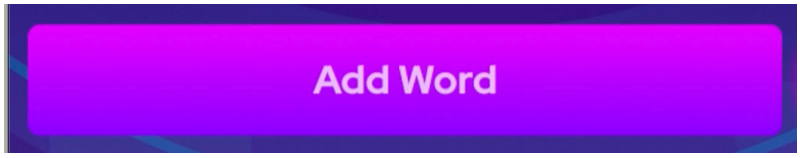
Description: To place bets, players must enter words (3-7 characters in length). The keyboard/betting area should be clearly visually inactive (semi-transparent) until the new betting round begins.



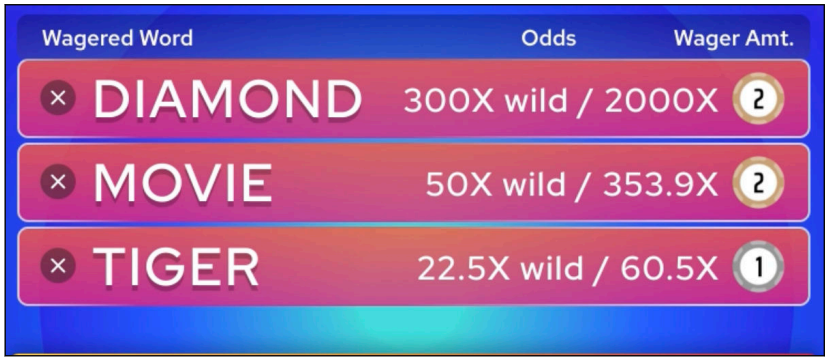
As the player type, word suggestions will appear in the “Quick Pick Suggestions” field.

Words that are less that 3 letters or for other reasons don’t qualify (too many of the same letter, etc.) will NOT display odds and the “Add Word” button that the bottom will be inactive. Once the word qualifies, then the odds will be displayed, and the “Add Word” button will become active.





Letters are entered into the 7 letter boxes above the keyboard from left to right. Entered letters show in white boxes with black text. The next box to the right should be opaque grey with a gold outline. Any other boxes to the right should be grey semi-transparent like shown in the video playthrough and the Figma designs.

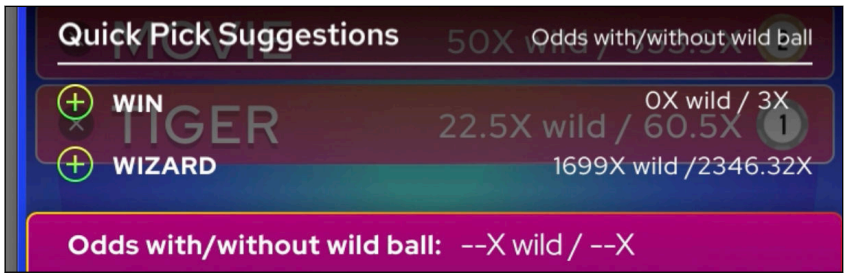


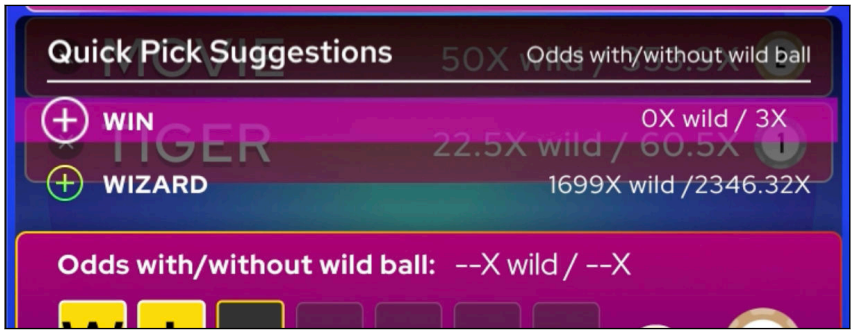
Submitted words should appear in like shown with the relevant odds and the wager amount. The most recently submitted word should show at the top of the list. If a word is removed it should disappear and the words below it on the list should move up to fill the space.

Submitting a Word

Description: There are two ways to submit a word. The player can click on “Add Word” after a qualifying word has been entered or they can press the plus button in the Quick Pick Suggestions field.

The plus button has been animated in Spine with the standard set of button states.



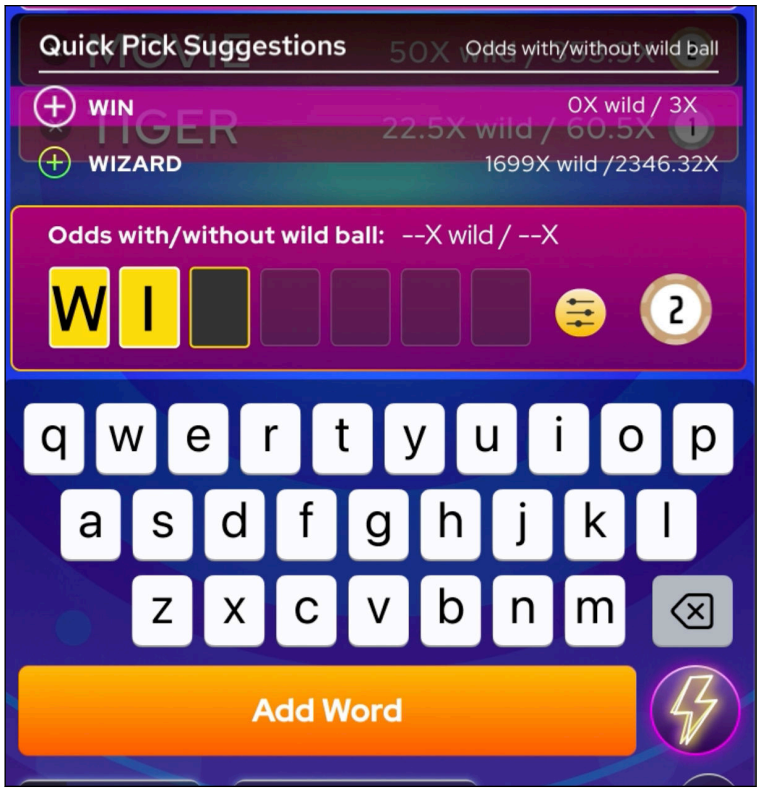


When submitting a word a few things happen:

1. The letter boxes flash yellow around the letters of the submitted word (all other letter boxes remain semi-transparent grey)
    a. Yellow – white – yellow – word is removed.
2. The “Add Word” button changes to the pressed state (this is regardless of whether that button was pressed, or the plus button was pressed)
3. Quick Pick Suggestions field collapses
4. Newly submitted word moves to the top of the list.

Please reference the playthrough video to see this behavior.

Playthrough video: Production > Gameshow-Jargon Ball > Hand Off > Animation_Assets > _Reference Videos>...



Quick Picks Button

Description: The quick picks button brings up a menu of filter choices. These choices affect how the auto suggestions are populated.

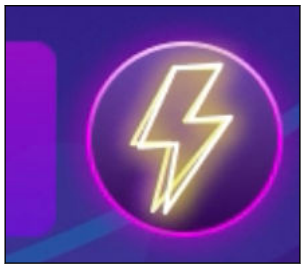
The button is a lightning bolt. It has been animated in Spine with four basic states.

-normal

-hover (mouse only)

-press (animated)

-deactivated (this state may not be needed)



Format: Spine

Duration: Normal button states – press state is the only animated state.

Asset location: Production > Gameshow-Jargon Ball > HandOff > Animation_Assets >

Gameplay Round (Letters being drawn)

Description: Once bets are closed the game begins. A list of the words the player has chosen is displayed in order of the most recent words the picked.

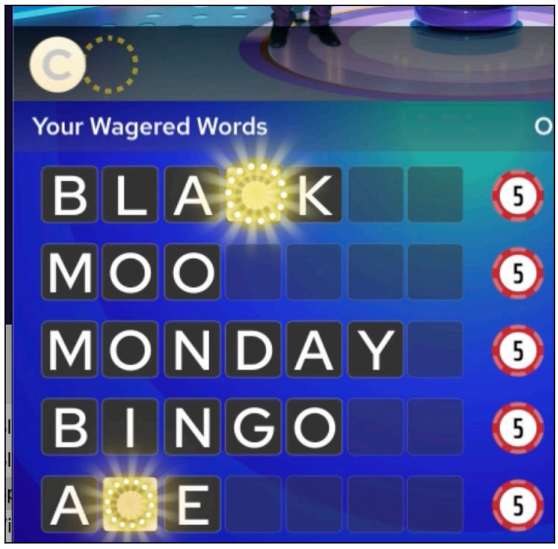
(NOTE: the playthrough video shows additional words on this list that were not shown being picked, this is a time saving technique as it would take too long to show all the words being picked for the video. In the real game, players MUST SUBMIT ANY WORD THAT THEY GET TO BET ON)

Each word on the list shows the chip value of the bet, the odds, and the potential payout. The odds and potential payout are shown as transparent until the word is won.

As letters are successfully matched, the letter boxes turn from grey to white and the text from white to dark grey.

A Spine animation plays once over top the newly matched letter. This happens on one instance of the letter on all submitted words. If a word contains more than one of the same letter then the letter to the left will be matched first. For another instance of that letter in a word to be matched a new letter must be drawn from the ball blower.

The Spine animations play once on newly matched letters. Ideally, we should have these spine animations play slightly out of sync from one another for a staggered look. Refer to the video playthrough example to see how the animations don't all play exactly simultaneously.



Auto Sorting

Description: The word list is dynamically sorted as new letters are drawn. Words move up and down the list depending on how close they are to being completed and how much the potential payout will be.

Animating the words moving: The These words should animate with ease in/out as they quickly resort themselves after each letter is drawn. There should be a very slight delay after the new letter is drawn and before the words resort themselves. This gives the player a chance to see the new letters on their list be matched and the sparkle/shine animations play (at least most of the way) before the words start shuffling.

Sorting logic:

The initial list should be sorted the same as how the player entered them. With the most recent words added at the top. After that the list should resort itself after each newly drawn letter.

Note: only words with at least one matched letter should trigger being sorted. Words with no matched letters should remain sorted how they were relative to any other sorting changes.

This is the priority criteria for ranking:

- Completed words

        - Ties go to those with highest potential payouts
        - Further tie breakers go to longer words

- Partially completed words
    - priority to those words closest to completion
    - Ties go to those with highest potential payouts
    - Further tie breakers go to longer words

- Words with no matched letters should remain in their same position relative to the shifting list (as noted above)

Fewest letters remaining > highest payout > longest word

Winning Words

Description: Once all letters of a word are successfully matched, a winning animation should play. This animation is likely a combination of Spine and code.

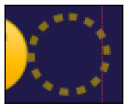
1. A purple bar is revealed behind the word entry. The bar is quickly wiped on from left to right (code)
2. The letter tiles flip over from left to right revealing pink tiles with white letters spelling “WINNER!” and they then flip back over to show the wining word on gold letter boxes.
3. The final odds for that word become opaque white.
    a. In the case of NO wild being drawn then the previous wild odds change to golden “WINNER” text
    b. If a wild WAS drawn then the wild odds text become opaque white and the non-wild odds text should become the golden “WINNER” text.
4. The potential payout should now display the actual payout for that word in opaque gold text.

Digital Letter Balls Animations

Description: As each letter is drawn, a digital version of that letter ball animates on the gameplay UI into the screen from the right. This is shown over the bottom of the video stream with a semitransparent bar behind the letters.

The ball moves to the left and does a slight bounce (with animated effect) on the ball closest to it and then comes to a rest. A row of letters is formed over the course of the game that is identical to the balls drawn from the ball blower.

A “ball pending” animation appears in the right-most open spot that a ball has not yet filled. This animation loops until a ball takes that spot and then the animation appears at the next open ball spot.



This animation has been created in Spine but in the case where creating it via code is preferred I have outlined the steps for recreating this below.

Steps:

1. Looping ball pending animation plays (perforated circle) in the location where the next ball will appear.

2. New letter ball moves rapidly in from screen right.

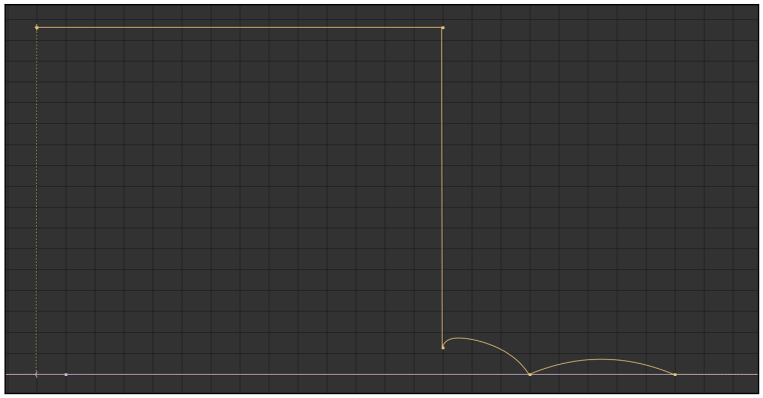
3. The ball goes PAST the position where it will ultimately land. As soon as it reaches the most extreme left position it turns 100% white.

4. Delay: 467msThe white begins to fade off revealing the letter again as the ball moves back to the right

5. The white continues to fade off as the ball moves further to the right PAST the position where it will ultimately land (yet again).

6. The ball then moves left and comes to rest at its final position.

Position and keyframe information for the ball motion:



Position: 814 → 37 | 44 → 44

Duration: 467ms

Linear

Position: 37 → 50 | 44 → 44

Duration: 100ms

(0.17, 0.17, 0.67, 1.00)

Position: 50 → 42 | 44 → 44

Duration: 167ms

(0.33, 0.00, 0.67, 1.00)

Delay: 567ms

Revealed Letter Ball Display Slot Animations

Description: Along with the digital letter ball animations, we have added “slots” or “divets” to show where the balls would land. This addresses a note from our team playthroughs about the display feeling empty throughtout the game.

Important Notes:

1. These slots animate into the bar at the beginning of the game the same way the balls will animate in later in the game.

2. They need to be masked so they don’t animate in from off-screen, but rather start appearing from the edge of the display bar.

3. These slots are separate entities from the dotted line yellow circles. However, the final placement of each ball should be center aligned with each slot’s corresponding dotted line circle and letter ball.

4. There are currently no Spine assets for this animation, as they haven’t been deemed necessary, but they can be created upon request.

5. The sprite for each slot should always be displayed at 50% opacity.

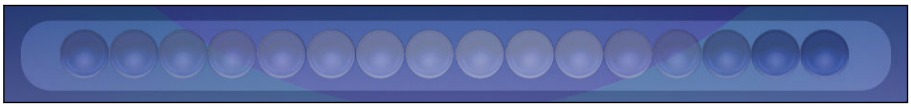
6. It’s ok if the pulse animation plays at the same time as the first dotted line yellow circle is spinning, but the animation should stop once the first ball rolls in.

   The animation goes as follows:

7. The slots animate in from the edge of the side bar. The whole animation shouldn’t take longer than 63 frames or 2.1 seconds. Use the original ball animations as reference for the timing of the individual slots moving in.

8. About 23 frames (0.77 seconds) in, the pulse animation begins. The pulse moves from left to right. Each slot's individual pulse takes 21 frames (0.7 seconds). The animation consists of a white circle of the same size and alignment as the slot going from 0% opacity to 30% opacity in 0.35 seconds, and then going back to 0% opacity in the same amount of time, with no holds.

9. The individual pulses between slots are offset by a single frame (0.03 seconds). So, after the first slot begins "pulsing", the second slot begins 0.03 seconds later, and then the third slot after that, and so on, until the cycle is complete. The whole "wave" should about 35 frames (1.17 seconds).

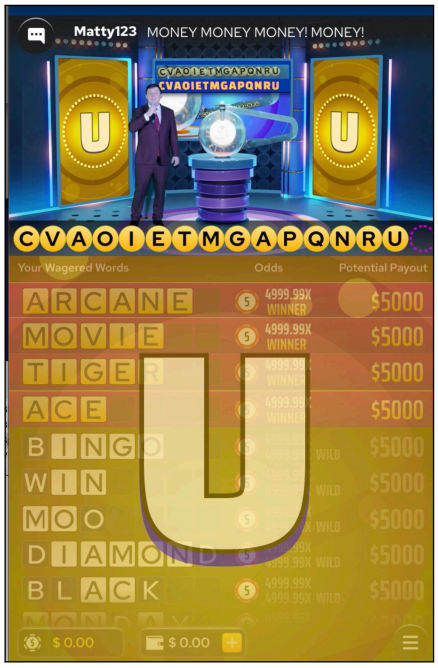


10. The second wave begins 45 frames (1.5 seconds) after the first one ends. This time opacity goes from 0% to 6% and back to 0%. The timing is the same as the previous wave.

Final Three Letters

Description: When there are 3 letters remaining to be drawn, the UI transitions to a new look.

- the background of the word list changes from blue to gold.
- Three purple ball pending animations appear (Spine animations).
- As the final three letters are drawn, they are momentarily displayed over top the word list UI.
    - A copy of the gold background fades on and off.
    - The corresponding letter scales up from 0-100% and then fades off on the top layer.
        - If possible, the animation timing of the letter should match the animation of the left/right back monitors.



Phase Animations

The phase animations are setup slightly different for this game than most other games.

- The placement should be at the bottom of the video (over the video)
- The text is unique in that the phases are **“add your words”** and **“time to play”**
    - It is also baked into the animations and is not dynamic. In the future when localization is a concern these phase animations will need to be redon via code.

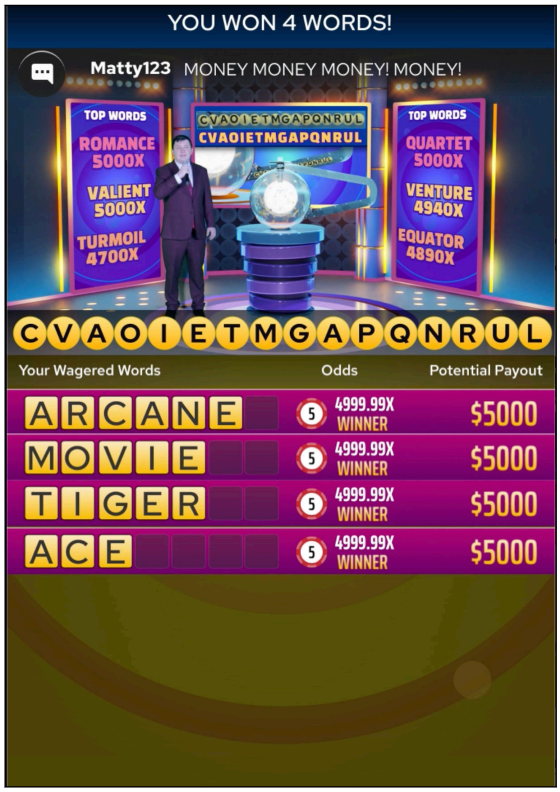
The win animations are the same format as other games (win, big win, huge win, ultimate win).

Resolution and Win Animations

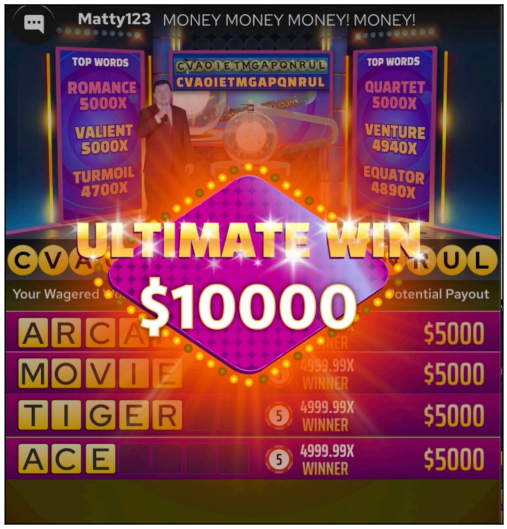
Find the PixiJS links for the Jargon Ball win animations below. After the last letter is drawn the uncompleted words will fade away.

They should fade away bottom to top. It is ok if it happens slightly different than in how the playthrough video portrays it. Perhaps they can fade off one at a time in sequence starting from the bottom.

The winning words should remain. This is the player’s record of what words won and how much each payout is for each word.



The winner Spine animations should play over top just like our standard win animations do. There are four layers just like our other games (winner, big win, huge win, ultimate win).



Find the PixiJS links for font sytling below:

Win Text

https://pixijs.io/pixi-text-style/#%7B%22style%22%3A%7B%22dropShadow%22%3Atrue%2C%22dropShadowAngle%22%3A2.6%2C%22dropShadowColor%22%3A%22%234d0051%22%2C%22dropShadowDistance%22%3A3%2C%22fill%22%3A%5B%22%23ffff95%22%2C%22%23ffea72%22%2C%22%23ffd039%22%2C%22%23ffc31e%22%2C%22%23f1963b%22%2C%22%23f5a33e%22%2C%22%23fdbc43%22%2C%22%23ffc944%22%5D%2C%22fontFamily%22%3A%22BlackHanSans-Regular%22%2C%22fontSize%22%3A31.75%2C%22stroke%22%3A%22%2300364a%22%7D%2C%22text%22%3A%22ULTIMATE%20WIN%22%2C%22background%22%3A%22%23741616%22%7D

Win Amount

https://pixijs.io/pixi-text-style/#%7B%22style%22%3A%7B%22dropShadow%22%3Atrue%2C%22dropShadowAlpha%22%3A0.5%2C%22dropShadowAngle

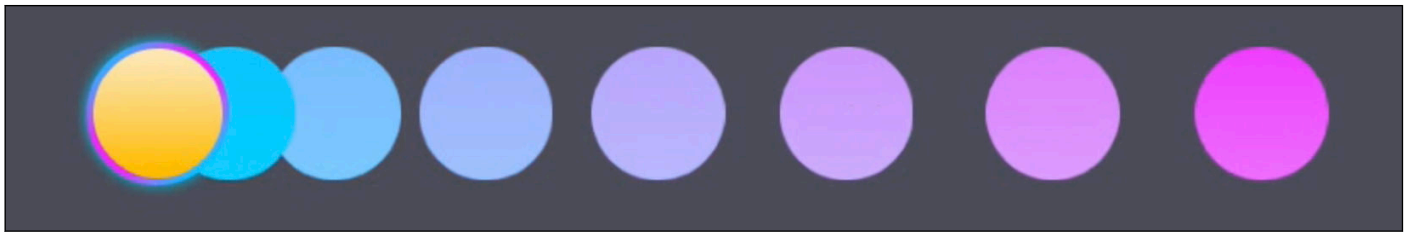
%22%3A2.6%2C%22dropShadowBlur%22%3A4%2C%22dropShadowDistance%22%3A3%2C%22fill%22%3A%22%23ffffff%22%2C%22fontFamily%22%3A%22RedHatDisplay-Bold%22%2C%22fontSize%22%3A60%2C%22stroke%22%3A%22%23f2a63d%22%2C%22strokeThickness%22%3A3%7D%2C%22text%22%3A%22%24900%2C000%22%2C%22background%22%3A%22%238d2bac%22%7D

Wild Ball

Basics

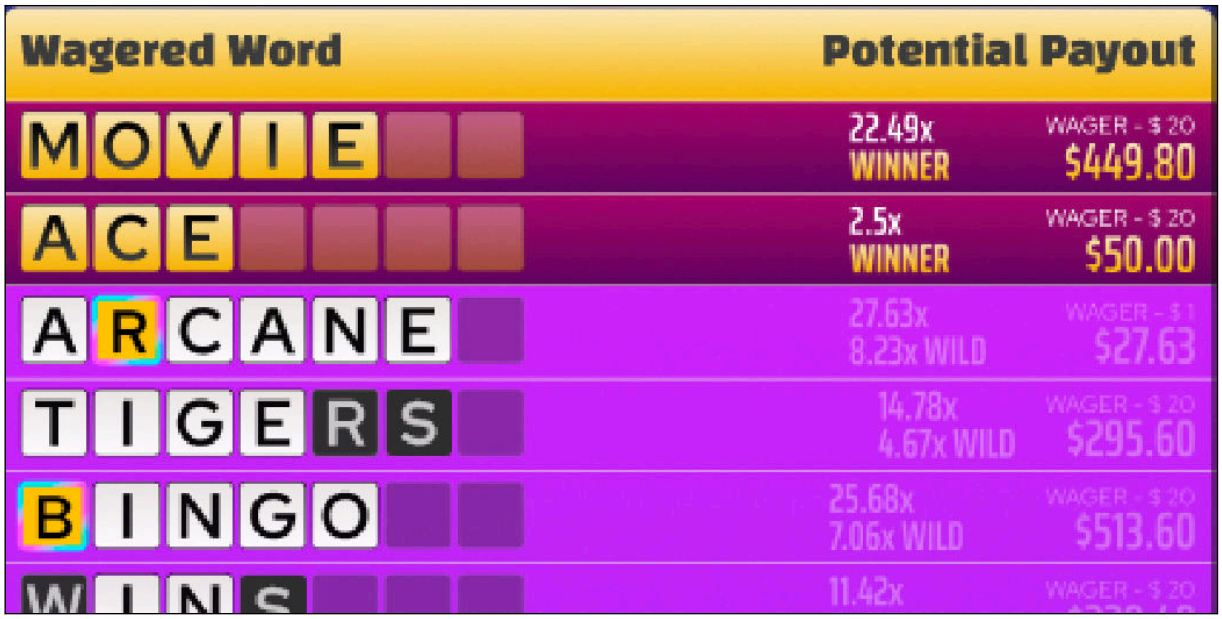
Description: This Wild Ball is a special ball that will automatically fill in one empty letter in all the user's unfinished words during the resolution phase. If any unfinished words are missing only one letter, then when the Wild Ball activates during the resolution phase, those words will be considered completed (but at the lesser payout).

When the Wild Ball is drawn from the ball blower, the UI version of the Wild Ball entering is highlighted with blue and pink to make it feel different from normal letter balls.



Highlighting Wild Ball Potential Wins

Description: If a Wild Ball has been drawn and a word is just one letter away from being complete, we highlight the final missing letter in that word. This helps users clearly see which words would win if the game were to end at that moment.



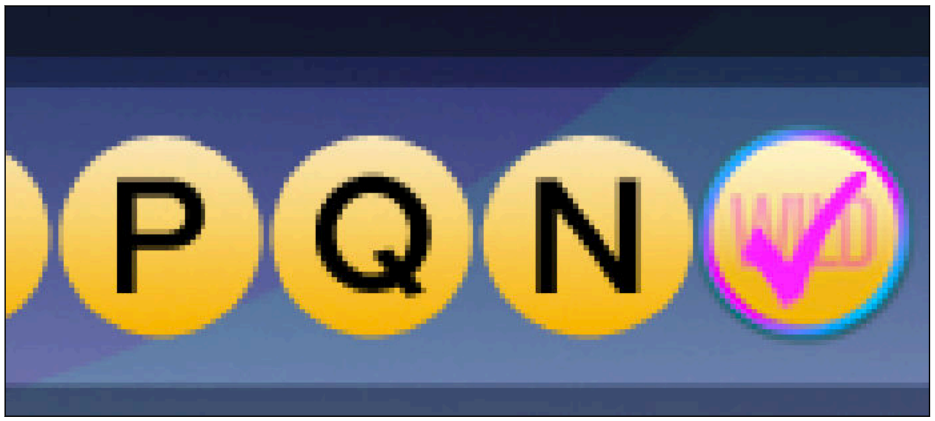
Game Resolution – Wild Ball Activation

Description: When the last ball has been drawn the Wild Ball will activate. This means that any uncompleted words will have the Wild Ball applied and if they are only missing one letter, those words will be completed and marked as winners.

Words that used the Wild Ball to complete them have special highlights to indicate which letters were completed by the Wild Ball.

End of Game

Description: After the Wild Ball has activated and the results have been applied, the visual state of the Wild Ball will change to indicate that it has already activated.



Jargonball – Back Wall Monitor Displays

Monitors (left, middle, right)

Description: There are three physical monitors on the back wall of the stage. These monitors display specific information to all players throughout each game cycle. The information is for EVERYONE (there is nothing specific to individual players displayed here).

The graphics on these monitors consists of predefined animations and dynamic text that informs the players on various things including what words other players are choosing or winning with.

What follows is a list of game states and what each monitor should be displaying at that time.

NOTE: Sometimes the right/left or all three monitors will mirror each other and show the exact same graphic at the same moments. This will be noted.

At certain moments the abstract circle background animation used will be called out.

- example - BG-A_Enter > BG-A_Loop
    - This means that BG-A_Enter sequence should play followed by the “BG-A_Loop” sequence. Any sequence with “loop” in the title can loop until slightly after another animation is triggered.
    - Animations with “Enter” in the name play over TOP (layered above) previous animations.

Default (game is paused or inactive)

Description: A simple looping animation of the wallpaper playing with the game logo centered on each monitor.

Pre-Game Phase

Description: This phase occurs between the previous round, and the next round.

Left Monitor:

1. Logo on looping background **(L/R mirrored)**
    - BG-A_ENTER > BG-A_Loop

2. (with 10seconds left before bets open) "GET YOUR WORDS READY" **(L/R mirrored)**
    - BG-B_Enter > BG-B_Loop
    - *Implication: [Precise Game Wrap] - We will need to have a precise understanding from a server event for when, exactly, the next game will start. Currently, the server sets a timer at an imprecise moment sometime at the end of the previous game. We should be provided a server event when this timer starts and/or quartile-like updates between rounds.*

Center Monitor:

1. Logo on looping background
    - BG-A_ENTER > BG-A_Loop (rotated 90°)

2. “GET READY” with animated explosion of yellow balls
    - BG-D_ENTER > BG-LetterDraw (rotated 90°)
    - **ballparticles-explode.mov** animation over background and under text

Right Monitor:

1. Logo on looping background **(L/R mirrored)**
    - BG-A_ENTER > BG-A_Loop

2. (with 10seconds left before bets open) “GET YOUR WORDS READY” **(L/R mirrored)**
    - BG-B_Enter > BG-B_Loop
    - *Implication: [Precise Game Wrap]*

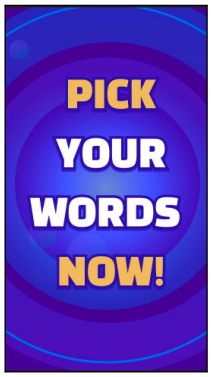
Betting Phase

Description: This state happens when betting is opened for the new round.

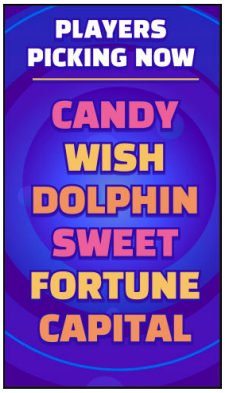
Left Monitor:

1. “PICK YOUR WORDS NOW!” **(L/R mirrored)**

BG-C_Enter > BG-C_Loop



1. **CONTENT BLOCK A:** (See content block section below)



Center Monitor:

1. "PLAY NOW"
    a. BG-A_ENTER > BG-A_Loop (rotated 90°)

2. "PICK 3 TO 7 LETTERS"
    a. BG-C_ENTER > BG-C_Loop (rotated 90°)

3. "USE QUCKPICKS FOR QUICK WORDS"

4. “ANY WORD”

5. Countdown timer at 5 seconds left. Screen background turns red. “TIME IS ALMOST UP!” blinks when time is up.

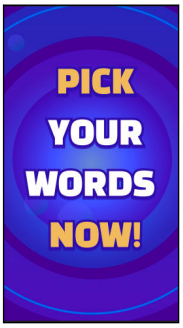
    a. BG-G_ENTER > BG-G_Loop (rotated 90°)

    b. *Implication: [All Tables with Predetermined Betting Cycles] - all tables use a timer or have a specified time when the betting round ends, and the Studio Vision application (by way of the Hud service or otherwise) is provided an accurate indication during each game for when the betting round will end.*

Right Monitor: (left and right monitor are mirrored)

1. “PICK YOUR WORDS NOW!” **(L/R mirrored)**

    a. BG-C_Enter > BG-C_Loop



2. Content Block A (see above)

Game Phase

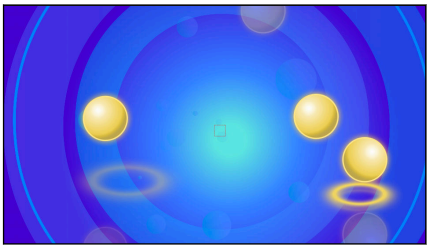
Description: This state happens when bets close, and winners are determined.

Center Monitor:

1. “GOOD LUCK!” with ball bounce animation

    a. BG-A_ENTER > BG-A_Loop

b. **ballsfalling.mov** animation over background AND over text



2. During the draw phase, the center monitor will display unique animations.

3. A blue bar at the top of the frame will show graphics of each selected letter. These letters will animate in and hold, creating a string of the chosen letter balls

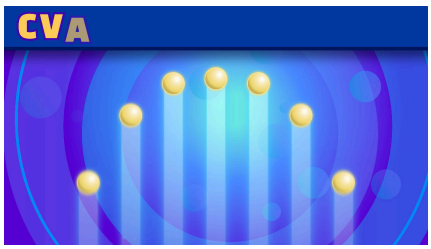
4. Below the top bar, a series of motion graphics will loop. These looping animations come in two styles (up/down, and left/right) and can be repeated as long as needed and contain a series of escalating states

5. Up/Down

6. Standard

7. Standard with letter bursts

8. Standard with letter burst and Sparkles



9. Left/Right

10. Standard

11. Standard with letter trails

12. Standard with letter trails and sparkles

13. Once it is time to reveal the final three letters, the screen will transition from a blue background to a golden yellow background with a slow letter burst particle system. Void graphics with question marks will animate on (Spine animation) representing the last three balls. As each of the final three balls are drawn, these void graphics will animate to reveal the chosen letters from left to right.

14. After all balls are drawn, the final three letter graphics will burst into letter particles and dissipate. The background will revert back to the original blue, and the top bar will animate off.

Right and Left Monitors:

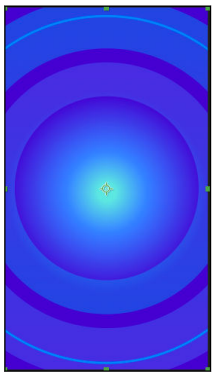
1. "IT'S TIME TO PLAY" **(L/R mirrored)**:

   BG-D_Enter > BG-D_Loop

2. (after 5 seconds) Screen transition **(L/R mirrored)**:

   BG-E_Enter > BG-E_Loop

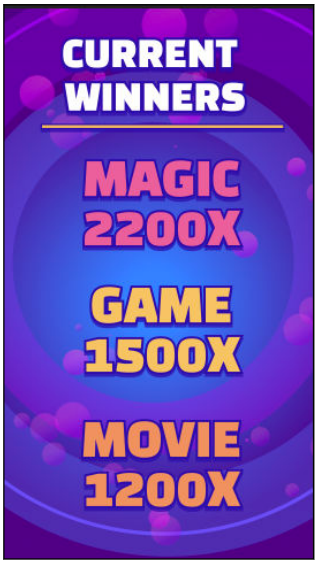
   

3. When a letter is drawn a couple things happen simultaneously **(L/R mirrored)**:

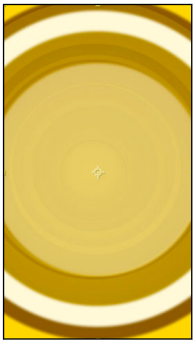
   a. BG-LetterDraw (NOTE: hold the last frame of this animation if it is ever reached. It should NOT loop. Ideally, we will never get to the final frame)

   b. Scale up the letter in the center of the screen from 0-100% scale. Ease into final scale.

4. **CONTENT BLOCK A:** (See content block section below)



5. When there are only 3 letters left **(L/R mirrored)**:
    a. BG-DrawGold_Enter > BG-DrawGold_Loop
    b. “THREE LETTERS TO GO!” (slightly delayed after BG-DrawGold_Enter is finished playing)



6. **CONTENT BLOCK B:** (See content block section below)

7. When a final 3 letter is drawn a couple things happen simultaneously **(L/R mirrored)**:

    a. BG-LetterDrawGold_Loop (NOTE: hold the last frame of this animation if it is ever reached. It should NOT loop. Ideally, we will never get to the final frame)

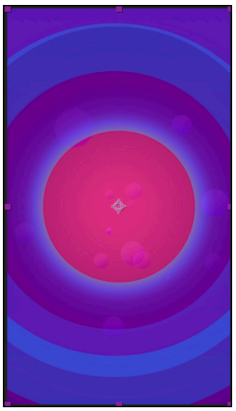
    b. Scale up the letter in the center of the screen from 0-100% scale. Ease into final scale.

Resolution Phase

Description: This state happens when all letters are drawn, and winners have been decided.

Left Monitor (the right/left monitors mirror each other some of the time):

1. After all letters have been drawn **(L/R mirrored)**:
    a. BG-G_Enter > BG-G_Loop
    b. BG-C_Enter > BG-C_Loop
    c. *Implication: [Precise Game Wrap]*



2. **CONTENT BLOCK C:** (See content block section below)

3. Leaderboard should show after around 12 seconds. **(L/R mirrored)**

4. *Implication [Data Fully Applicable] - All players at the physical table can have their activity/results subject to being displayed through Studio Vision. Furthermore, these players' activity/results would not go to any other physical studio.*

Center Monitor:

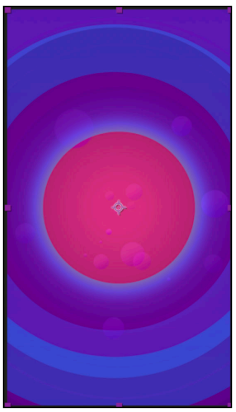
1. Hold on previous frame from game phase until 5 seconds AFTER leaderboards on L/R monitors appear.
2. "LET'S PLAY AGAIN!"

   BG-F_ENTER > BG-F_Loop (rotated 90°)

3. (show after 5 second delay) "NEXT ROUND STARTING SOON"
4. *Implication [Precise Game Wrap]*

Right Monitor (the right/left monitors mirror each other some of the time):

1. After all letters have been drawn **(L/R mirrored)**
   a. BG-G_Enter > BG-G_Loop
   b. BG-C_Enter > BG-C_Loop



2. "TOP WORDS" Sets of 3 words that other players are picking this round. After a few seconds a new set of 3 words appear replacing the old. **(NOT MIRRORED – different player-selected words should appear on both the right and left monitor)**

3. *Implication [Interesting Words] - Either the server or Studio Vision will need to implement some support for processing some heuristics that attempt to filter word activity to those matching specified criteria.*

4. Leaderboard should show after around 12 seconds. **(L/R mirrored)**

5. *Implication [Player Game Results Available] - Studio Vision will need access to player-specific data about each player's betting and aggregated win results.*

Varied Content Blocks

Description: There are three distinct sections of the game that are designed to maintain freshness and variety by allowing changes to the content. This content is described in detail in a sepa

(L/R mirrored- BUT with different words/payout multipliers)

Asset location: Production > Gameshow-Jargon Ball > HandOff > Animation_Assets > StudioVision Guide_Jargonball

Version History

Date	Author	Changes
5.14.2025	George Van Der Volgen	Updated PDF and corresponding image in the document for the Live Dealer Timing Guide. Update Global sections and republish.
5.14.2025	Joshua Mullinax	Updated center monitor state information and graphics.
7.31.2025	Charles Reid	• Removed outdated timing guide • Added animation information for “Revealed Letter Ball Display Slot Animations” • Simplified monitor animations breakdown
8.4.2025	George Van Der Volgen	Updated Dealer Timing Guide section