Level 4

1. Level 4

1.1 Unlock Levels

Notes:

glow level 1 (Slide Layer)

glow level 2 (Slide Layer)

glow level 3 (Slide Layer)

glow level 4 (Slide Layer)

glow level 5 (Slide Layer)

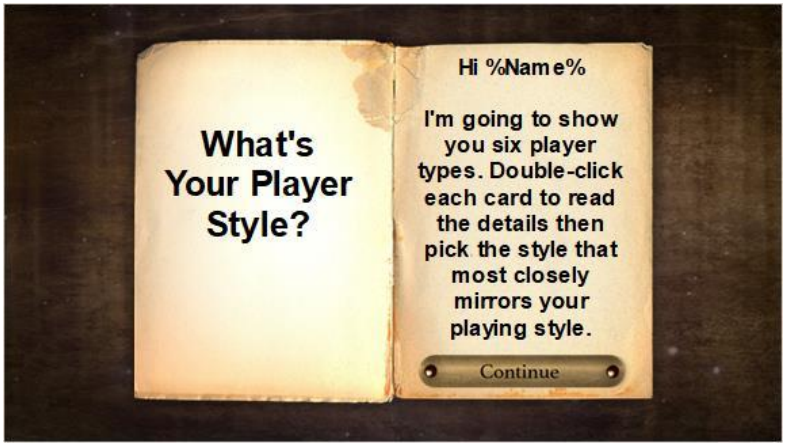
glow level 6 (Slide Layer)

1.2 Player Types

2. card game

2.1 Intro

Untitled Layer 1 (Slide Layer)



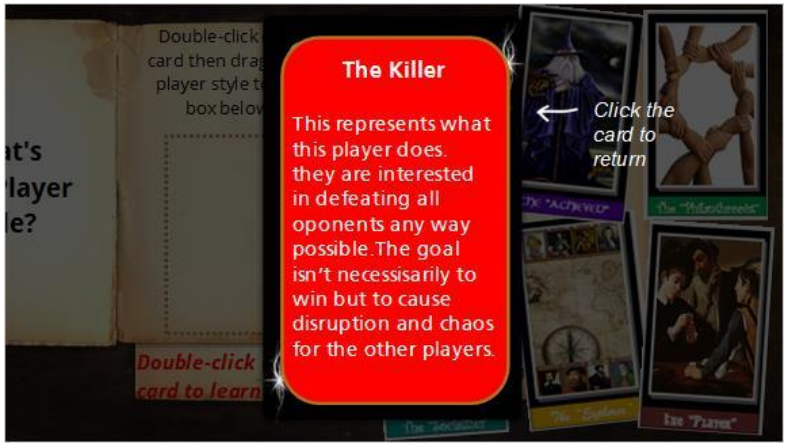
2.2 Style

(Drag and Drop, 10 points, 1 attempt permitted)

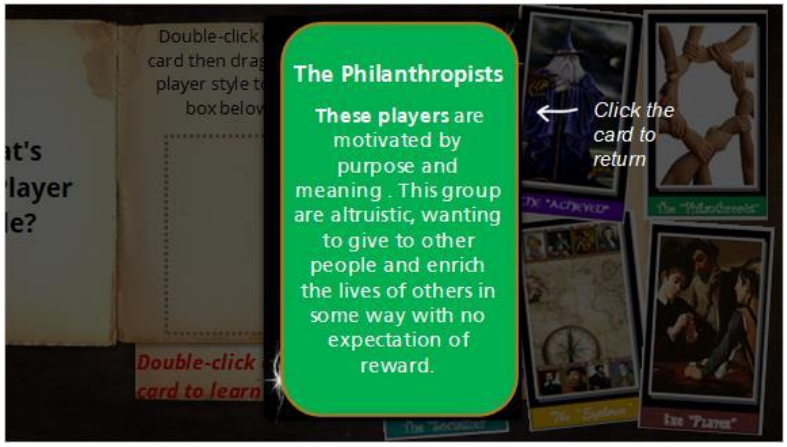
Drag Item	Drop Target
killer	drop style
achiever	drop style
philanthropist	drop style
socializer	drop style
explorer	drop style
player	drop style

Drag and drop properties
Snap dropped items to drop target (Snap to center)
Allow only one item in each drop target

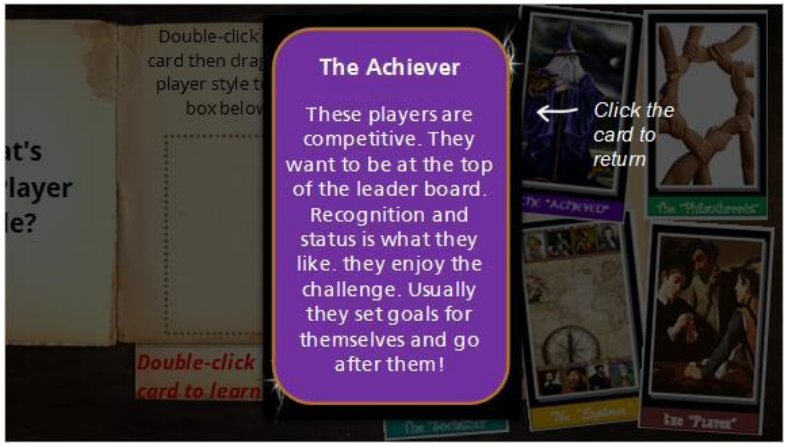
the killer (Slide Layer)



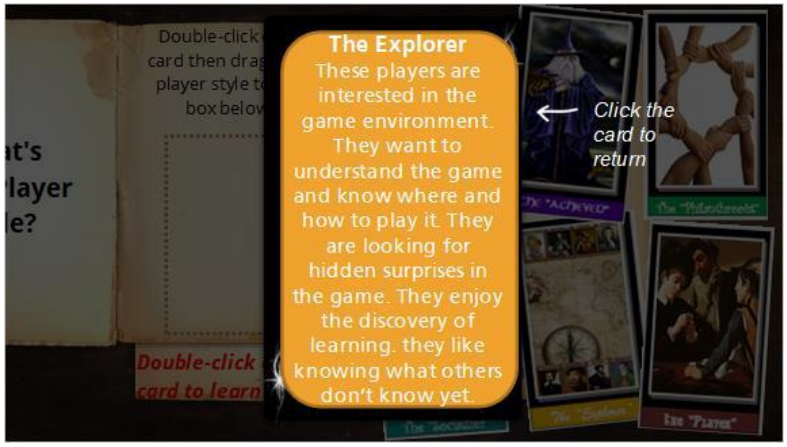
the philanthropist (Slide Layer)



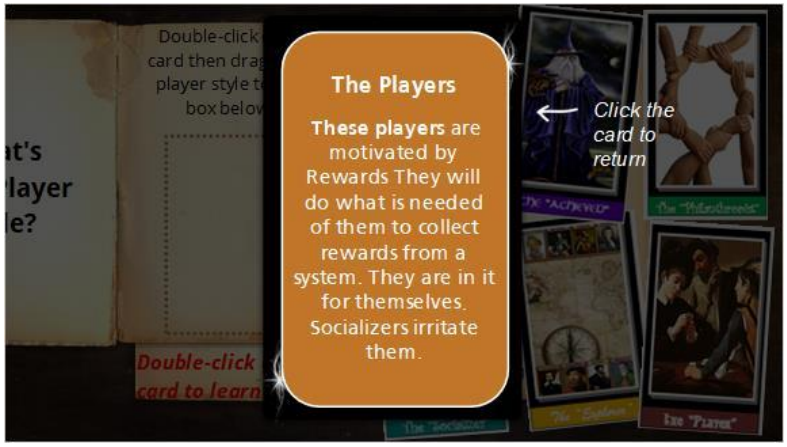
the achiever (Slide Layer)



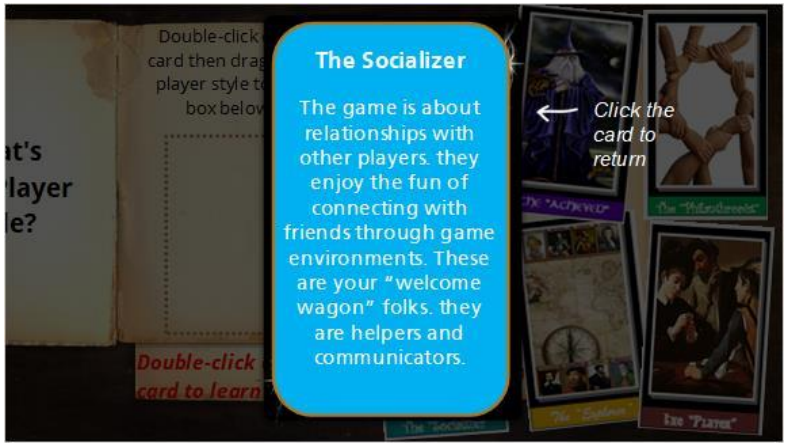
the explorer (Slide Layer)



the player (Slide Layer)

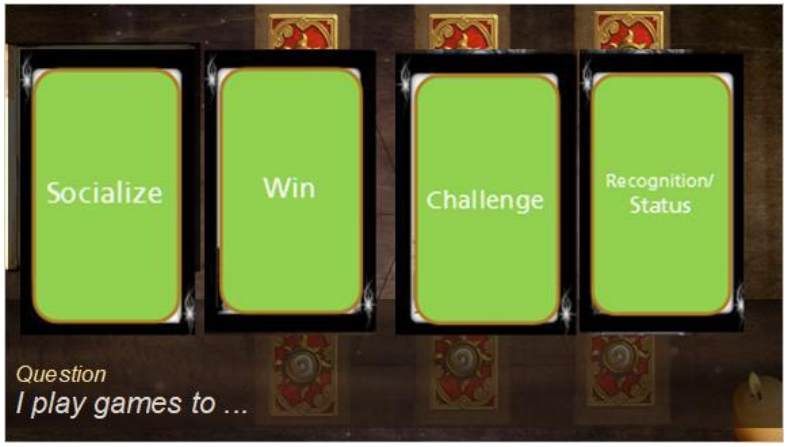


the solcializer (Slide Layer)

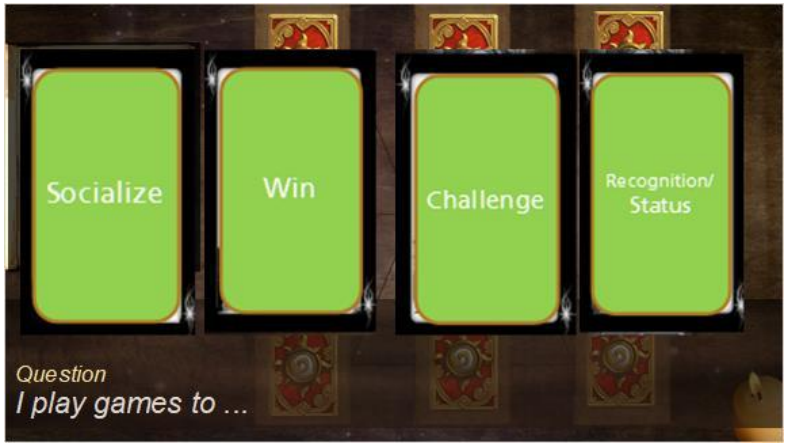


2.3 Questions

Q1 (Slide Layer)



Q1 Out (Slide Layer)



P2Q2 (Slide Layer)

P2Q2 Out (Slide Layer)

P3Q2 (Slide Layer)

P3Q2 Out (Slide Layer)

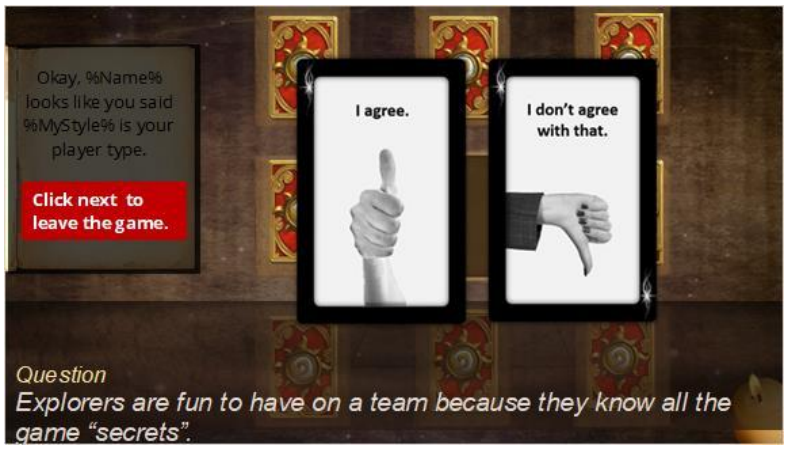
P2Q3 (Slide Layer)

P2Q3 Out (Slide Layer)

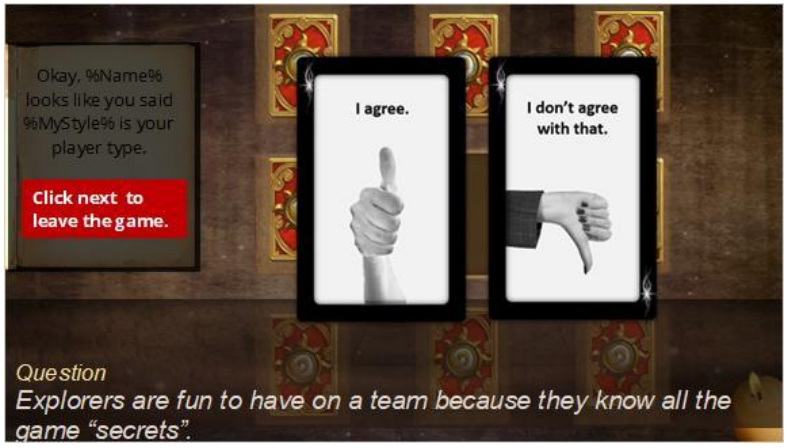
P3Q4 (Slide Layer)

P3Q4 Out (Slide Layer)

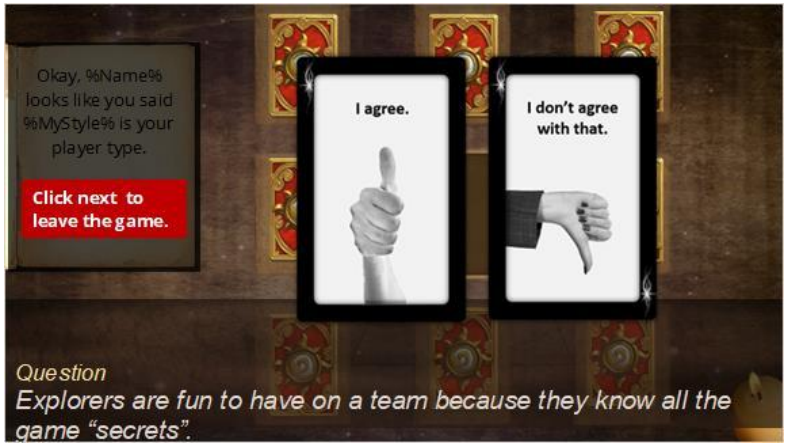
P3Q5 (Slide Layer)



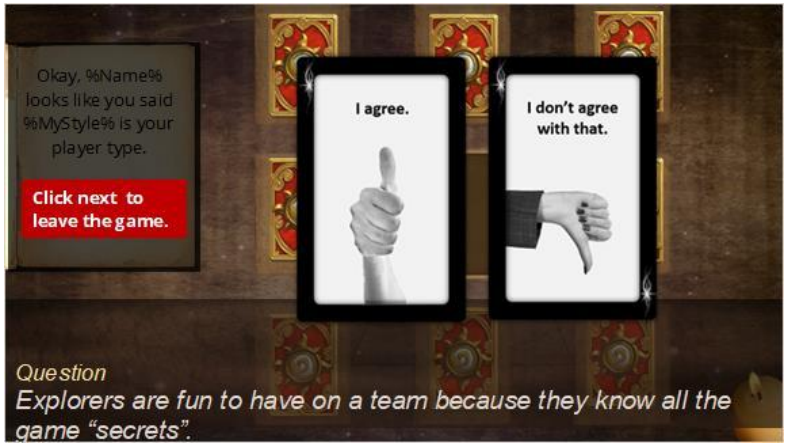
P3Q5 Out (Slide Layer)



P4Q5 (Slide Layer)



P4Q5 Out (Slide Layer)



P4Q6 (Slide Layer)

P4Q6 Out (Slide Layer)

P5Q6 (Slide Layer)

P5Q6 Out (Slide Layer)

P3Q8 (Slide Layer)

P3Q8 Out (Slide Layer)

P4Q8 (Slide Layer)

P4Q8 Out (Slide Layer)

P6Q8 (Slide Layer)

P6Q8 Out (Slide Layer)

P7Q8 Out (Slide Layer)

P4Q9 (Slide Layer)

P4Q9 Out (Slide Layer)

P5Q9 Out (Slide Layer)

P6Q9 (Slide Layer)

P6Q9 Out (Slide Layer)

P7Q9 (Slide Layer)

P7Q9 Out (Slide Layer)

P8Q9 (Slide Layer)

P8Q9 Out (Slide Layer)

P4Q10 (Slide Layer)

P4Q10 Out (Slide Layer)

P5Q10 (Slide Layer)

P5Q10 Out (Slide Layer)

P6Q10 Out (Slide Layer)

P7Q10 (Slide Layer)

P7Q8 (Slide Layer)

P5Q9 (Slide Layer)

P6Q10 (Slide Layer)

P7Q10 Out (Slide Layer)

Socializer (Slide Layer)

Killer (Slide Layer)

Achiever (Slide Layer)

Philanthropist (Slide Layer)

Explorer (Slide Layer)

Player (Slide Layer)

2.4 Level Up

Notes:

2. Player 2 questions

Q2.1 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
3	Drop Area

pigs
bodily functions
dragons
Kirkpatrick

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Drag (Slide Layer)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"3 pigs" (Slide Layer)

Pause (Slide Layer)

Q2.2 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
anger	
me, me! pick me!	Drop Area
crying	

bad breath

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"me, me! pick me!" (Slide Layer)

Pause (Slide Layer)

Q2.3 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
Captivate	
Storyline	Drop Area
paper & glue	
other people's integrity	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"Storyline" (Slide Layer)

Pause (Slide Layer)

Q2.4 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
hey dog	
hey boo	Drop Area
i'm	

tired
wazzup?

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"hey boo"

(get it?!?) (Slide Layer)

Pause (Slide Layer)

Q2.5 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
F-	
A+	Drop Area
nope	
wrong	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"A+" (Slide Layer)

Pause (Slide Layer)

Q2.6 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
no way jose'	
pick me!	Drop Area

not it
don't even think about it

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"pick me!" (Slide Layer)

Pause (Slide Layer)

Q2.7 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
heat stroke	
sunshine and rainbows	Drop Area
bitter cold	
the flu	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"sunshine and rainbows" (Slide Layer)

Pause (Slide Layer)

Q2.8 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
Sriracha	
Sochi	Drop Area
Somalia	
my backyard	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"Sochi" (Slide Layer)

Pause (Slide Layer)

Q2.9 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
dragons	
Sriracha	Drop Area
bad breath	
heat stroke	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"Sriracha" (Slide Layer)

Pause (Slide Layer)

Q2.10 Drag and Drop

(Drag and Drop, 10 points, 1 attempt permitted)

Drag Item	Drop Target
woof	
?	Drop Area
moo	
meow	

Drag and drop properties
Return item to start point if dropped outside the correct drop target
Snap dropped items to drop target (Free)

Yeah, exactly right!

1 point for you. (Slide Layer)

Another player had a better answer:

"?" (Slide Layer)

Pause (Slide Layer)