

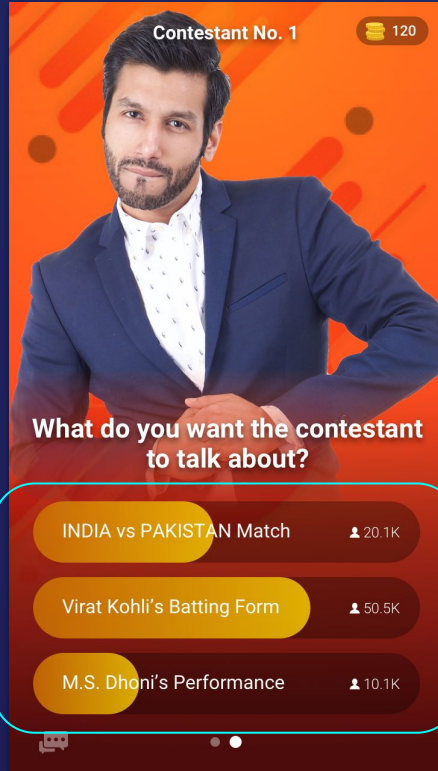
BEGINNING OF THE GAME

While the game hasn't started or is in progress, all the users in the session can send messages and chat with each other.

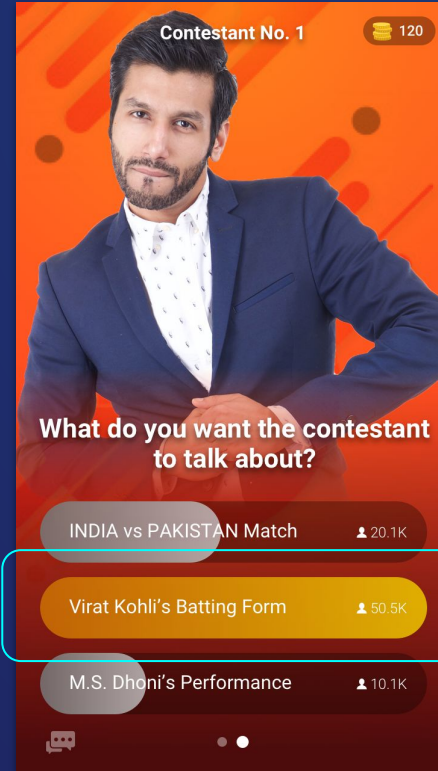


Users are introduced to three choices, of which only one can be chosen.

Users select one of the three topics for the contestant to talk about.



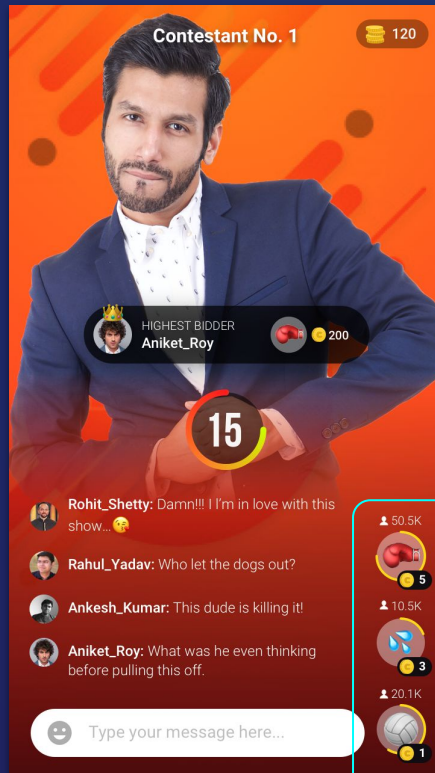
The highest voted topic is what the contestant has to talk about.



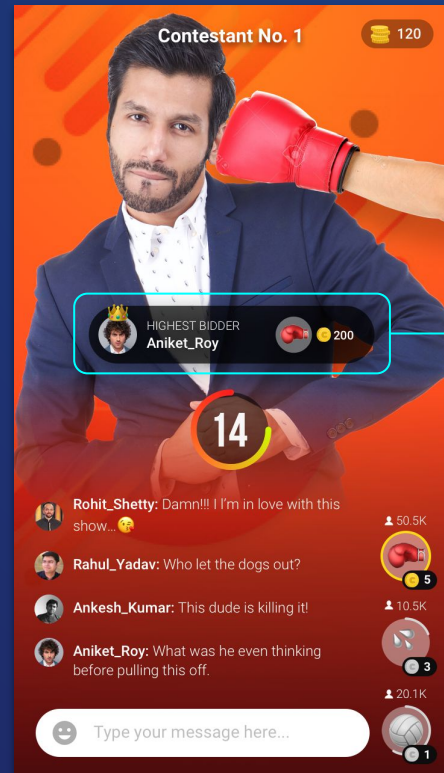
ANNOY THE CONTESTANT (Interactive)



Every contestant has to entertain users for the given time limit.

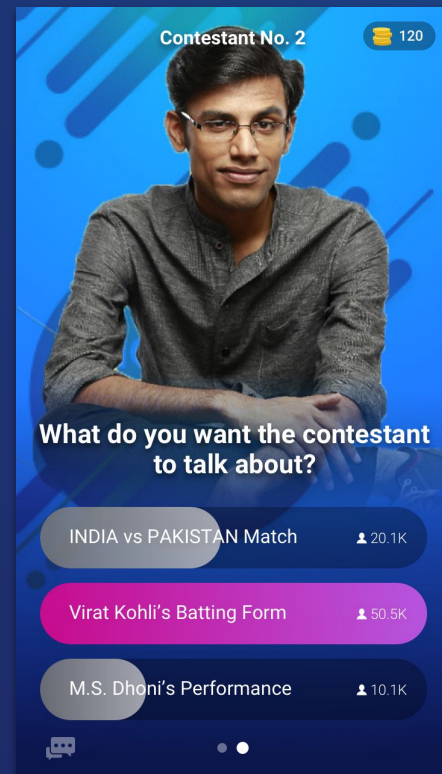
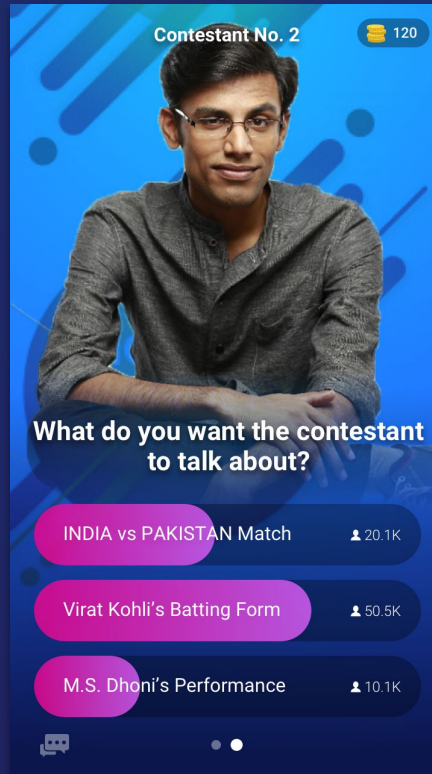


Users can bid for a prop to be used on the contestant to annoy him/her.




The prop that gets the highest bid is used on the contestant to annoy him/her. Also, the highest bidder gets a shoutout with no. of coins spent.

GAME-IN-PROGRESS (Contestant No. 2)



GAME-IN-PROGRESS (Contestant No. 3)

Contestant No. 3 120




What do you want the contestant to talk about?

- INDIA vs PAKISTAN Match
- Virat Kohli's Batting Form
- M.S. Dhoni's Performance

Chat icon, Progress indicator

Contestant No. 3 120




What do you want the contestant to talk about?

- INDIA vs PAKISTAN Match 20.1K
- Virat Kohli's Batting Form 50.5K
- M.S. Dhoni's Performance 10.1K

Chat icon, Progress indicator

Contestant No. 3 120

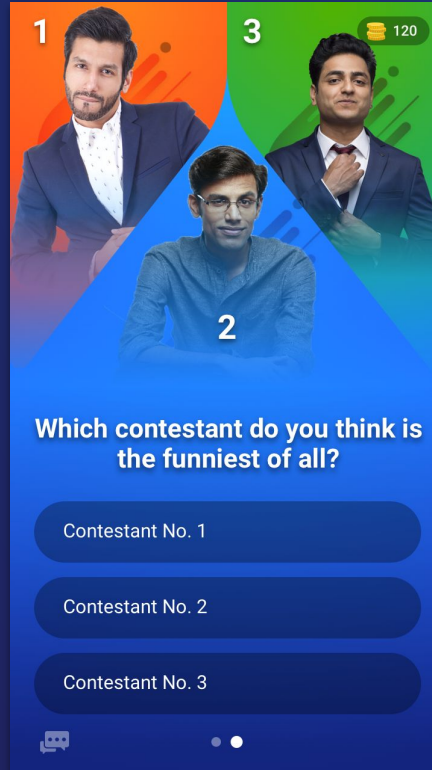


What do you want the contestant to talk about?

- INDIA vs PAKISTAN Match 20.1K
- Virat Kohli's Batting Form 50.5K
- M.S. Dhoni's Performance 10.1K

Chat icon, Progress indicator

SELECTION OF THE WINNER



After all of the performances, users are prompted to select the winner of the night..
The highest voted contestant wins the game.