

CommuniCare Fentanyl Awareness Animation

Concept with text/narration plus description of onscreen action

Concept: This Game is Rigged

SETUP:

Game show setting. Narrator asks a question, offers 4 possible answers... timer clicks off 3 seconds and correct answer is shown.

SCENE 01:

[Narration] It's Quiz Time!
Question 1:
Fentanyl, mixed into stuff, tastes like:
A) chicken B) candy C) sweat D) nothing

[Onscreen] *Words/illustrations... Ticking timer. 3, 2, 1...*

[Narration] The answer is... NOTHING!

[Onscreen] *Highlight NOTHING. Ding, ding, ding...*

SCENE 02:

[Narration] Question 2: Fentanyl in stuff smells like:
A) smoke B) fish C) gas D) nothing

[Onscreen] *Words/illustrations... Ticking timer. 3, 2, 1...*

[Narration] The answer is... NOTHING!

[Onscreen] *Highlight NOTHING. Ding, ding, ding...*

SCENE 03:

[Narration] Question 3: Fentanyl in stuff looks like:
A) dust B) glass C) slime D) nothing

[Onscreen] *Words/illustrations... Ticking timer. 3, 2, 1...*

[Narration] The answer is... NOTHING!

[Onscreen] *Highlight NOTHING. Ding, ding, ding...*

SCENE 04 CONCLUSION:

[Narration] So, Fentanyl in stuff has NO taste, NO smell, NO 'look'...

[Onscreen] *Cross each one off...*

[Narration] This game is RIGGED, people! (Just sayin'...)

[Onscreen] *Words only.*

SCENE 05 Call to Action:

[Narration] VERSION 01:
For more information,
visit CommuniCare HC [dot] org

VERSION 02:
For more information,
visit CommuniCare OLE [dot] org

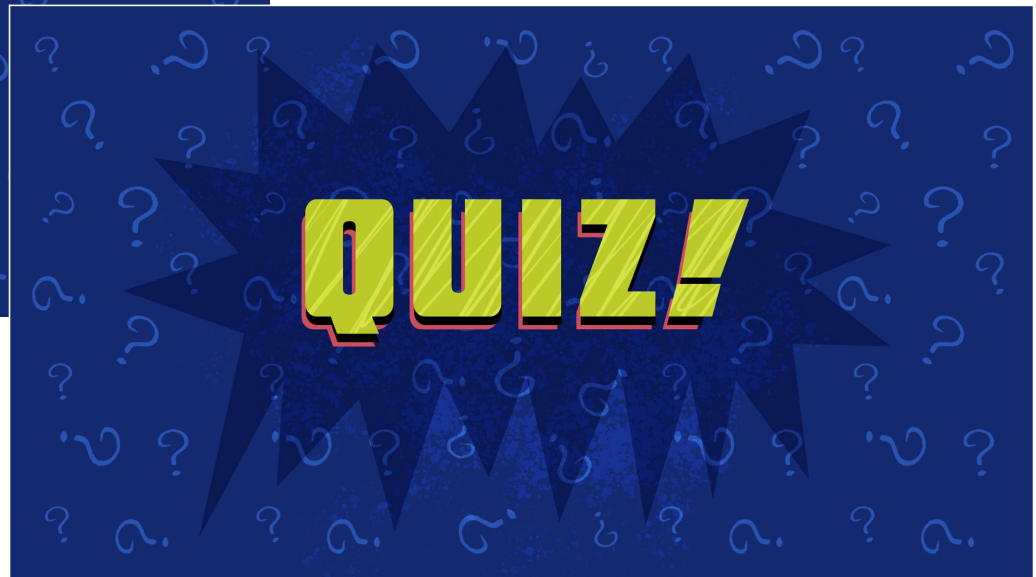
[Onscreen] *logo, website url, YOR statement*

CommuniCare+OLE Fentanyl Awareness Animation

NOTES: *The panels that follow show the key poses that will be used in telling the story. The text below the images includes the narration that will be heard during the animation. There are also some notes in italics that briefly describe the action onstage. Cues in blue type are just to show which part of the story we are in, they will not be narrated or displayed on the screen.*



Onscreen action: Exciting music...



...the word QUIZ! explodes onto the screen.

INTRO:

It's Quiz Time!



Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

SCENE 01 QUESTION:

Question 1:

Fentanyl, mixed into stuff, tastes like...

A) CHICKEN...?



B) CANDY...?



Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

C) SWEAT...?



D) NOTHING...?



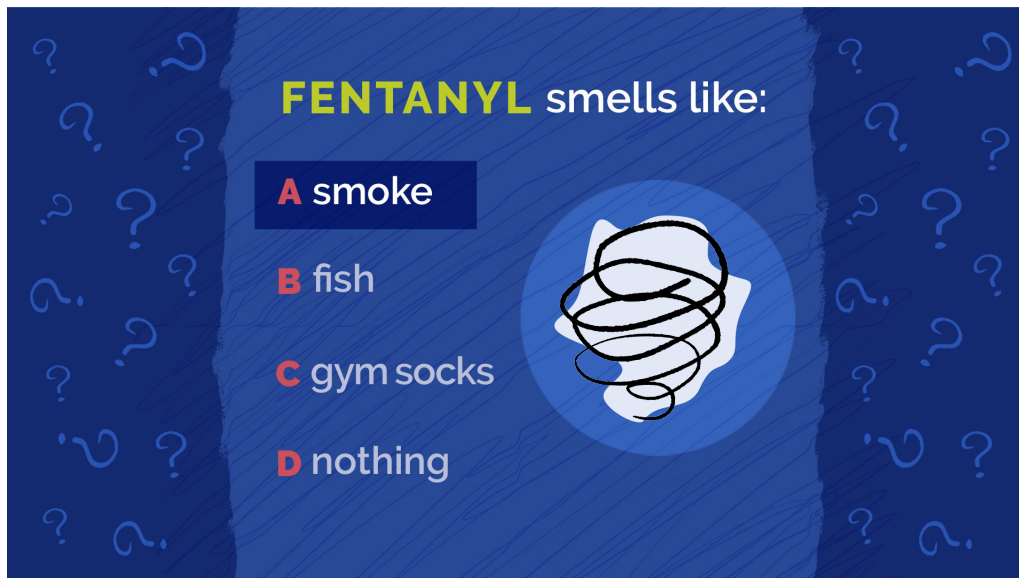
SCENE 01 ANSWER:

Onscreen action: Timer ticks down count with quiz timer sound effects...



The answer is... NOTHING!

Onscreen action: CC+OLE 'stars' explode out, sfx ding, ding, ding!



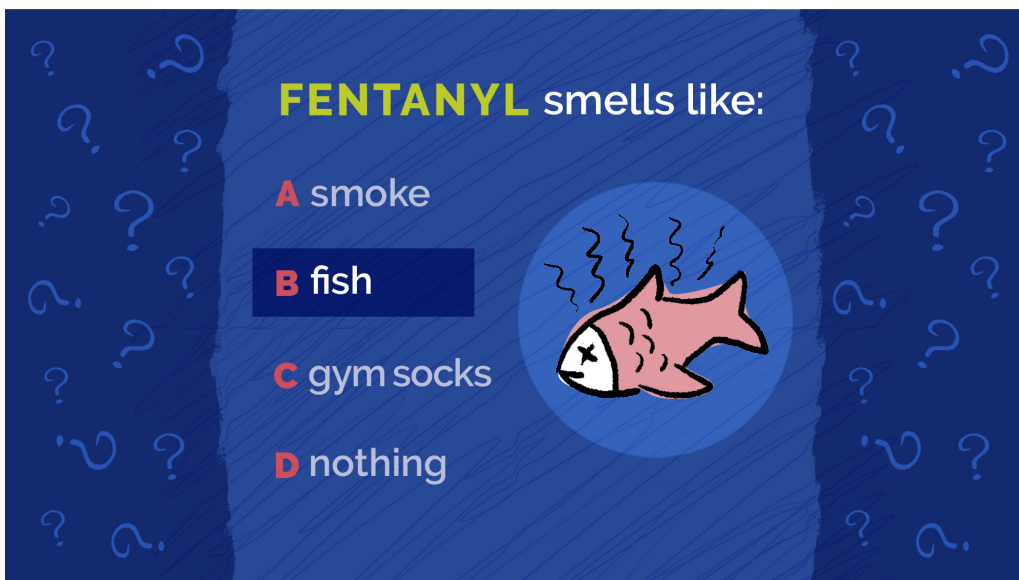
Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

SCENE 02 QUESTION:

QUESTION 2:

Fentanyl in stuff smells like...

A) SMOKE...?

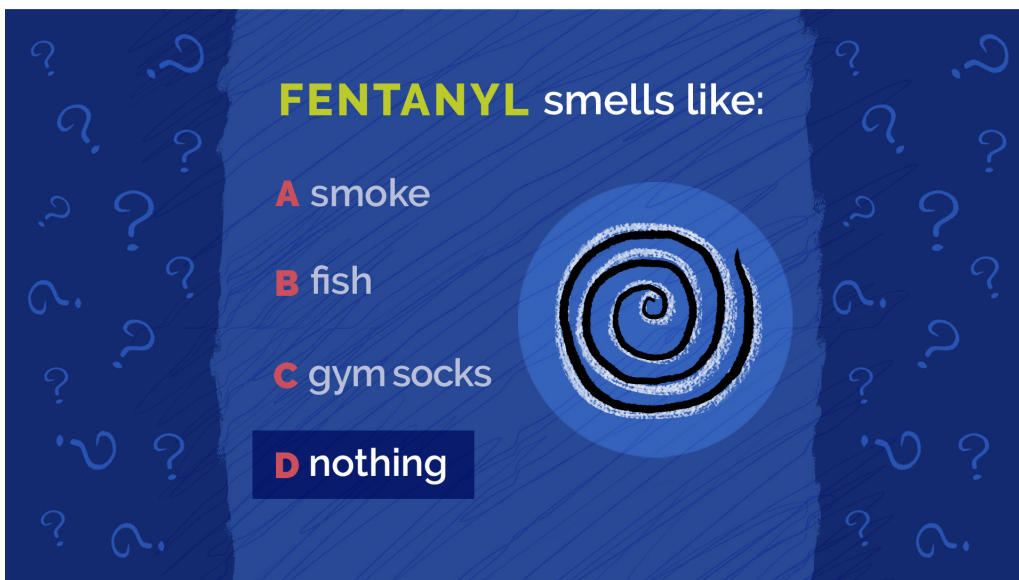


B) FISH...?

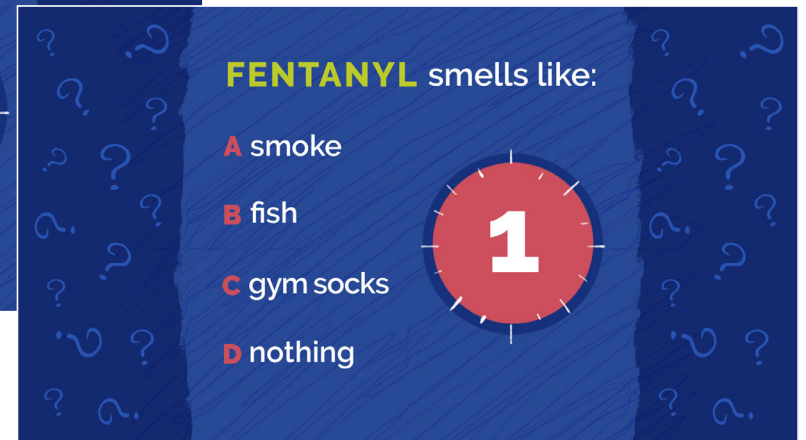
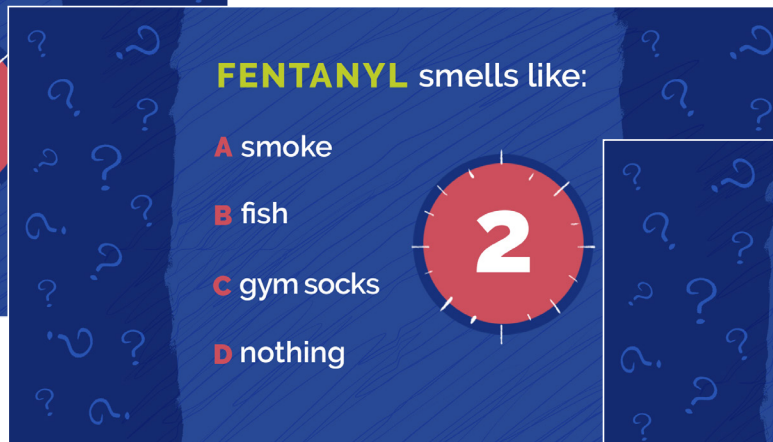


Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

C) GYM SOCKS...?



D) NOTHING...?



SCENE 02 ANSWER:

Onscreen action: Timer ticks down count with quiz timer sound effects...



The answer is... NOTHING!

Onscreen action: CC+OLE 'stars' explode out, sfx ding, ding, ding!



Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

SCENE 03 QUESTION:

QUESTION 3:

Fentanyl in stuff looks like...

A) DUST...?



B) GLASS...?

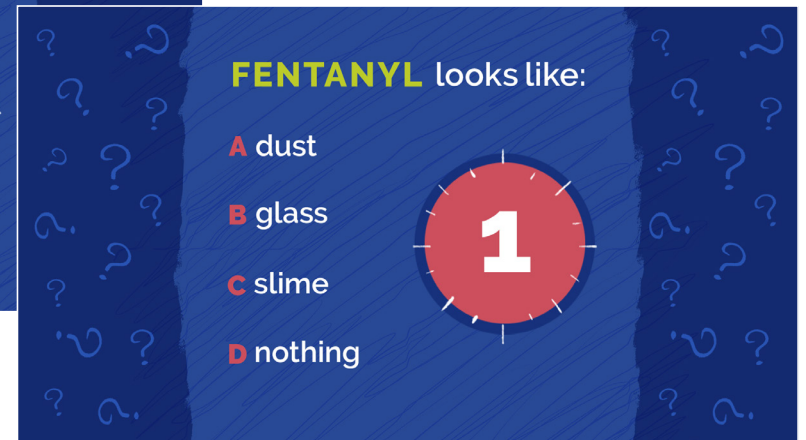
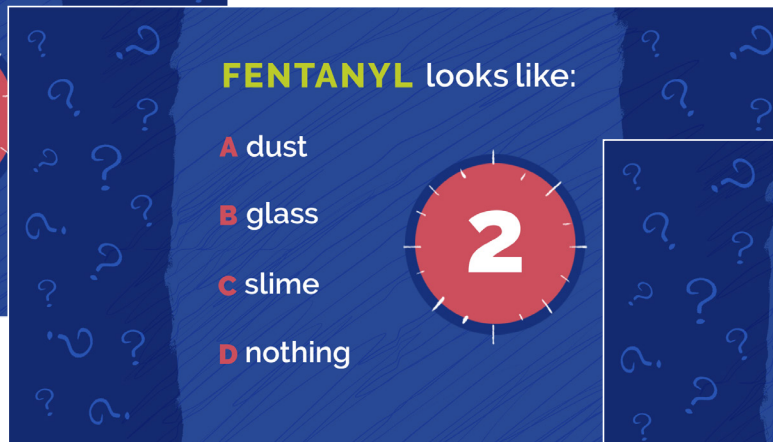


Onscreen action: Illustrations and words animate onstage and are highlighted as choices are narrated.

C) SLIME...?



D) NOTHING...?



SCENE 03 ANSWER:

Onscreen action: Timer ticks down count with quiz timer sound effects...



The Answer is... NOTHING!



Onscreen action: CC+OLE 'stars' explode out, sfx ding, ding, ding!



Onscreen action: Words will flip and get crossed out as narration continues.

SCENE 04 CONCLUSION:

So... Fentanyl in stuff has...



NO taste,
NO smell
NO 'look'...



Onscreen action: Final message explodes onto screen.

SCENE 04 CONCLUSION PART 02:

This game is RIGGED, people!



(just sayin'...)



Version 01



Version 02

SCENE 05 CALL TO ACTION:

For more information, visit [CommuniCareHC\[dot\]org](https://CommuniCareHC.org).

Alternate version:

For more information, visit [CommuniCareOLE\[dot\]org](https://CommuniCareOLE.org).

Onscreen: Communicare+OLE logo, website url and YOR statement will animate onscreen.