MBB Motion Rocket Game Operations Cliffs Notes

When First Arrive

- MBB Initialize
- Run through all script elements

Doors Open 60 Minutes Out

a. Pregm MBB Loop
b. MBB Score blank on Main board / Timeout Rotation Courtside

Check Captioning during SB2 roughly 35 min out

a. Caption Welcome on board to see captioning

Around 12 minutes out you should receive Lineups

a. MBB Score 2022 on main board to add players to scoreboard and make sure stats are working
b. Note starter number order for headshots during lineups

Anthem/Alma Mater/Tunnel Video – Around 10 min mark

a. Anthem around 9 min mark
b. Anthem Text 1-4, TR Full Trans to lose flags at end
c. Generic CC KSU for Willie KSU
d. Men Tunnel for team tunnel video
e. BOTC 2024 after video ends
f. Generic CC KSU after team runs out
g. After fight song ends Pregm MBB Loop with CS Timeout rotation

0:00 on the clock

a. Clock Hits 0
b. Dillons Dom for visitor starting lineups
c. MBB Starting Lineup at start of Starting Lineup Video - Wait for Cue from Board Director
d. Starter Headshots in order
e. MBB Tipoff at start of tipoff video
f. Entropy Tipoff when video ends

Tipoff

a. Start Game Loop

Timeouts

a. Dominations as needed
b. Resume MBB game to lose dominations
c. Play resumes CS In Game – Plays CS TV rotation, Stops FG layer on courtsides

Postgame If Win

a. Cats Win
b. Wait Until referees have left the court before Hitting ‘Postgame If Win’
c. Bud Light Domination for Postgame Highlights
d. Back to ‘Postgame If Win’ After Highlights

Postgame If Lose

e. Push to ‘Postgame if Lose’ During postgame handshakes
f. Bud Light Domination for Postgame Highlights
g. Back to ‘Postgame If Lose’ After Highlights

Prompts on Directors Cues
For 3 and Slam Dunk prompts when the Occur
Free Throw – headshot or player stat
Big Plays - Headshot