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GAME TABLE



# NEXTURN USER MANUAL

Nexus Workshop

May 2026



Setup, modes, lights, app workflows, and advanced games.

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NexTurn is a tabletop turn manager. Each player uses a physical node with a top LED ring, a Primary/Top button, and a Side/Menu button. A system can run without a phone, but the mobile app adds preset management, virtual players, firmware updates, help guides, and advanced game creation.

This manual follows the current in-app guide structure and uses the same LED language shown in the Help tab.

## QUICK START

1. Power on every NexTurn node.
2. Pick one node as the Leader.
3. Set every other node as a Follower.
4. On the Leader, open menu Page 7: Pairing.
5. On each Follower, open menu Page 7 and join the Leader.
6. Optional: connect your phone while the Leader pairing window is open.
7. Choose a preset: Turn Order, Simultaneous, or Hybrid.
8. For Turn Order or Hybrid, hold Primary/Top on all participating nodes together, then release in the desired play order.

**Setup rule:** Each normal NexTurn system should have exactly one Leader. A room can have multiple separate systems, but each system needs its own Leader and Followers.

## HARDWARE CONTROLS

Control	Normal play	Menu behavior
Primary/Top tap	Advance the active turn, mark ready, or confirm the current action.	Change the selected page value or run the page action.
Primary/Top hold, then release	Pass when Pass Round is enabled and amber hold-ready feedback appears.	Ignored, so gameplay holds do not accidentally change menu values.
Hold Primary/Top, then tap Side/Menu	Undo one turn or undo only this player's ready/pass state. Releasing Primary/Top commits the undo immediately.	Not used.
Hold Primary/Top, then tap Side/Menu twice	Manually advance the current Advanced Game stage.	Not used.

Control	Normal play	Menu behavior
Hold Primary/Top, then hold Side/Menu about 2 seconds	Claim the active turn for this node. In Advanced Game stages with start-player movement set to Claimed, this claims the next first player instead.	Not used.
Side/Menu hold about 2 seconds	Enter or exit the menu.	Exit the menu and resume gameplay.
Side/Menu tap	No normal-play action.	Move to the next page.
Side/Menu long hold about 6+ seconds	Factory reset when outside the menu.	Avoid using this unless intentionally resetting.

## STATUS LIGHT

The small side LED shows state that should stay visible even when the ring is showing gameplay. Status colors are intentionally dimmer than the ring.

Status light	Meaning
Amber double blink	The on-device menu is open.
Solid green	Leader role with no saved group active.
Solid blue	Follower role with no saved group active.
Pulsing teal/cyan	Pairing, joining, or guest-join window is open.
Pulsing blue	Unpaired preview or connection discovery state.
Player color	Advanced game is active.
Red or amber blink overlay	Low battery, error, or warning state.

## ON-DEVICE MENU

Enter the menu by holding Side/Menu for about 2 seconds, then releasing. While the menu is open, the side status light double-blinks amber.

Short press Side/Menu to advance pages. Press Primary/Top to change the selected value or run the current page action. You can use the menu on any joined node to control the whole system.

The top ring markers identify the menu page. Opposite markers show the value.

Page	Name	Primary/Top action
1	Preset	Selects preset slot 1-8. The first three are Turn Order, Simultaneous, and Hybrid.
2	Timer Mode	Cycles Off, Turn Timer, Turn Timer + Auto Advance, Player Budget, and Player Budget + Auto Advance.
3	Timer Duration	Cycles through quick duration choices.
4	Pass Round	Toggles whether Turn Order and Hybrid players can pass until everyone has passed.
5	Brightness	Cycles LED brightness levels 1-5.
6	Role	Selects Auto, Leader, or Follower.

Page	Name	Primary/Top action
7	Pairing	Opens Leader pairing or starts Follower scanning/joining.

### PAGE 1: PRESETS

Page 1 chooses the active preset slot. Preset 1 is Turn Order, Preset 2 is Simultaneous, and Preset 3 is Hybrid. Custom presets can fill the remaining slots up to 8 total. Once presets are saved to the physical system, you can select them from the node menu without opening the app.

### PAGES 2-3: TIMERS

Timer Mode chooses how time is tracked.

Timer mode	LED cue	Behavior
Off	Red	No countdown. The app can still track analytics in advanced games.
Turn Timer	Light blue	Current turn counts down.
Turn Timer + Auto Advance	Purple	Time expiration advances or resets automatically.
Player Budget	Amber	Each player has a total time budget.
Player Budget + Auto Advance	Amber row ending in red	Expired players can be removed or skipped automatically.

Timer Duration uses 8 quick choices. Turn timers are 30 seconds, 1 minute, 1 minute 30 seconds, 2 minutes, 3 minutes, 5 minutes, 10 minutes, or 15 minutes. Player budgets are 5, 10, 20, 30, 45, 60, 90, or 120 minutes. Use the app when you need an exact duration outside these quick choices.

### PAGE 4: PASS ROUND

Pass Round applies to Turn Order and Hybrid. When enabled, the active player can hold Primary/Top until amber markers appear, then release to pass. Passed players stay amber and are skipped until every active player has passed, then the pass list clears automatically.

### PAGE 5: BRIGHTNESS

Brightness has five levels. Use lower brightness for dark rooms and longer battery life. Use higher brightness for bright tables or large rooms.

### PAGE 6: ROLE

Green means Leader. Blue means Follower. Use exactly one Leader for a normal system. Followers join the Leader and receive shared game state from it.

### PAGE 7: PAIRING

If the node is a Leader, Page 7 opens the pairing window for Followers and trusted app connections. Leave the Leader on Page 7 while you join Followers or connect a new phone. Pressing Primary/Top on Page 7 returns to Page 1 and closes the pairing window.

If the node is a Follower, Page 7 scans for a Leader and attempts to join. Follower feedback moves through amber scanning, blue connecting, then green joined confirmation.

## LED AND GESTURE REFERENCE

NexTurn uses position, motion, and count as much as color. Default colors can be adjusted in the app, but the meaning of the patterns stays the same.

### PAIRING SETUP EXAMPLES

Page 7 uses different feedback for leaders and followers.








 <p><b>Leader capacity</b> Small green capacity dots.</p>	 <p><b>Known followers</b> Bright green dots in connected slots.</p>	 <p><b>Advertising open</b> Pulsing cyan dot among capacity dots.</p>
 <p><b>Joined</b> Two green spinning heads.</p>	 <p><b>Connected</b> Two cyan spinning heads.</p>	 <p><b>Connecting</b> Amber spinning heads with tails.</p>
 <p><b>Not connected</b> Four red static points.</p>		

Figure 1: Pairing setup examples

### STATUS LIGHT EXAMPLES

The small side LED shows system state at a glance.




 <p><b>Amber double blink</b> Menu is open.</p>	 <p><b>Solid green</b> Leader mode with no saved group active.</p>	 <p><b>Solid blue</b> Follower mode with no saved group active.</p>
 <p><b>Pulsing teal</b> Host pairing or joining window is open.</p>	 <p><b>Pulsing blue</b> Unpaired pairing preview.</p>	 <p><b>Red double blink</b> Low battery overlay.</p>

Figure 2: Status light examples

### MENU PAGE EXAMPLES

Top selector dots identify the page; opposite dots show the current value.

The figure displays six examples of menu pages, each with a circular selector and a horizontal bar at the top. The selector consists of a ring of dots, with some colored to indicate the current value. The examples are:

- Preset:** Teal selector, 1 to 8 teal value dots.
- Brightness:** Amber selector, 1 to 5 amber value dots.
- Timer mode:** Cyan selector, 1 to 3 value dots.
- Timer length:** Blue selector, up to 10 blue value dots.
- Role:** Green and blue value dots for Leader or Follower.
- Pairing link:** Green selector; action stays alive on this page.

Figure 3: Menu page examples

### TIMER OVERLAY EXAMPLES

Timer is an overlay on top of the selected game preset.

The figure displays four examples of timer overlays, each with a circular selector and a horizontal bar at the top. The overlays are:

- Turn countdown:** Sparse green countdown.
- Simultaneous countdown:** Sparse purple countdown.
- Last 10 seconds:** Amber markers appear with the countdown.
- Expired:** Red wipe.

Figure 4: Timer overlay examples

Color	Common meaning
Green	Active, selected, joined, Leader, or advanced-game completion.
Blue	Follower, waiting, connected, or preview state.
Purple	On deck, synchronized round reset, or Switchback midpoint.
Amber	Ready, passed, scanning, or player-budget warning.
Teal/cyan	Menu framing, pairing, or advanced-game stage change.
White	Start-player marker or turn-order capture.
Red	Disabled, timed out, expired, failed, or needs attention.

Pattern	Meaning
Four breathing points	Stable waiting, ready, passed, or value state.
Spinning tails	This node is active or the system is working.
Purple wipe	Synchronized round reset in Simultaneous or Hybrid, or Switchback midpoint.
Teal wipe	Advanced game moved to a new stage.
Green pulses with sparkles	Advanced game completed.
Two adjacent white points	Start player in Turn Order or Hybrid.
Two adjacent green points	Active leading player marker in Hybrid.

## CORE GAME MODES

NexTurn has three core play modes. Advanced games build on these modes by combining them into stages.

### TURN ORDER

Use Turn Order when one player acts at a time.

Light	Meaning
Spinning green points	Your turn.
Breathing purple points	You are on deck.
Breathing blue points	You are waiting.
Breathing amber points	You passed and are skipped until the pass round resets.
Dim breathing red	You are excluded from the current captured order.
Two adjacent white points	This node is the start player.

Primary/Top tap by the active player advances the turn. Normal Turn Order round wraps do not play a purple full-ring wipe; the turn simply loops to the next active player.

### SIMULTANEOUS

Use Simultaneous when everyone acts at the same time and the round resets after everyone is ready.



Figure 5: Turn Order light examples

Light	Meaning
Purple breathing base with green sparks	Not ready.
Breathing amber points	Ready.
Full-ring purple wipe	Everyone is ready; the round advances.
Red wipe	Timer timeout, if enabled.
Short teal wipe	Advanced game stage changed.
Green pulses with color sparkles	Advanced game completed.

Primary/Top tap marks this player ready. Hold Primary/Top, then short press Side/Menu to undo only this player's ready state.



Figure 6: Simultaneous light examples

**HYBRID**

Use Hybrid when one active player leads while the rest of the table confirms before play moves on.

### HYBRID LIGHT EXAMPLES

Active player still matters, but everyone confirms readiness.



**Active, not ready**  
Spinning green points with short tails.



**Active, ready**  
Breathing amber groups.



**Not active, ready**  
Breathing amber points.



**Not active, waiting**  
Mixed green and purple sparks.



**Timer expired**  
Red wipe.

Figure 7: Hybrid light examples

## TURN-ORDER CAPTURE

Turn-order capture lets the table set player order physically.

1. Every participating player presses and holds Primary/Top.
2. Included nodes show capture-ready feedback.
3. Release nodes one at a time in the desired play order.
4. Nodes that do not join capture stay out until the next capture.

The system may recommend a random next player by turning one node purple. If you release the suggested node, it keeps recommending. If you choose a different node, suggestions stop and the system leaves the order to the table.

Light	Meaning
Dim purple, green, and blue ring	Capture is waiting for players.
Dim breathing blue	Included and waiting to release.
Bright breathing purple	Suggested next player.
Breathing amber groups	Already captured.
Brief white flash	A player was captured.
Purple wipe	Capture complete.
Dim breathing red	Not included.

### TURN ORDER CAPTURE EXAMPLES

Hold together, release in the desired play order.



**Join window**  
Dim purple, green, and blue Mardi-gras ring.



**Included**  
Dim breathing blue.



**Suggested next**  
Bright breathing purple.



**Already captured**  
Breathing amber groups.



**Captured**  
Brief white flash.  
8



**Complete**  
Purple wipe around the ring.

Timer light	Meaning
Sparse green countdown	Active Turn Order or Hybrid player has time left.
Sparse purple countdown	Simultaneous countdown.
Amber markers	10 seconds or less remain.
Red wipe	Time expired.
Four red markers over normal play	Player budget warning or expiration.

When Pass Round is enabled, hold Primary/Top until the amber markers appear, then release. The previous-turn gesture can undo an accidental pass.

Correction gestures:

Gesture	Behavior
Hold Primary/Top, tap Side/Menu	Undo one turn or undo only this player's ready/pass state.
Hold Primary/Top, tap Side/Menu twice	Manually advance the current Advanced Game stage.
Hold Primary/Top, hold Side/Menu about 2 seconds	Claim the active turn for this node, or claim the next first player in Advanced Game stages using Claimed start-player movement.

## PAIRING, PHONES, AND VIRTUAL PLAYERS

Permanent pairing and guest joining are different flows.

Flow	Use it for	Access level
Permanent physical node pairing	Joining Followers to the Leader.	Full system participation.
Permanent phone connection	Your own phone or trusted controller.	Presets, settings, brightness, firmware, advanced games, virtual player tools.
Guest player join	Temporary phone player.	Virtual-player controls only. No settings, presets, brightness, pairing, or firmware updates.

Permanent phone connection needs a trusted system or an open Leader pairing window. Guest player join uses the turn-order capture window, not the normal pairing window.

A system supports up to 11 active players total, whether they are physical nodes or virtual players.

## MOBILE APP WORKFLOWS

The app is organized around system connection, presets, advanced games, and built-in help.

### CONNECT SCREEN

Use Connect to find visible NexTurn systems. Systems may show a connected state, pairing-window badge, turn-order-window badge, or pairing-required state. To connect to a new system permanently, put the Leader on menu Page 7 first.

### PAIRING AND JOINING EXAMPLES

Use permanent group pairing as the normal workflow.

 <p><b>Host window</b> Teal breathing marker pattern.</p>	 <p><b>Permanent pairing</b> Green 8-point marker pattern.</p>	 <p><b>Pairing succeeded</b> Rotating green quartet.</p>
 <p><b>Pairing failed</b> Four blinking red markers.</p>	 <p><b>Guest window</b> Alternating amber marker sets.</p>	 <p><b>Unpaired preview</b> Breathing blue points.</p>

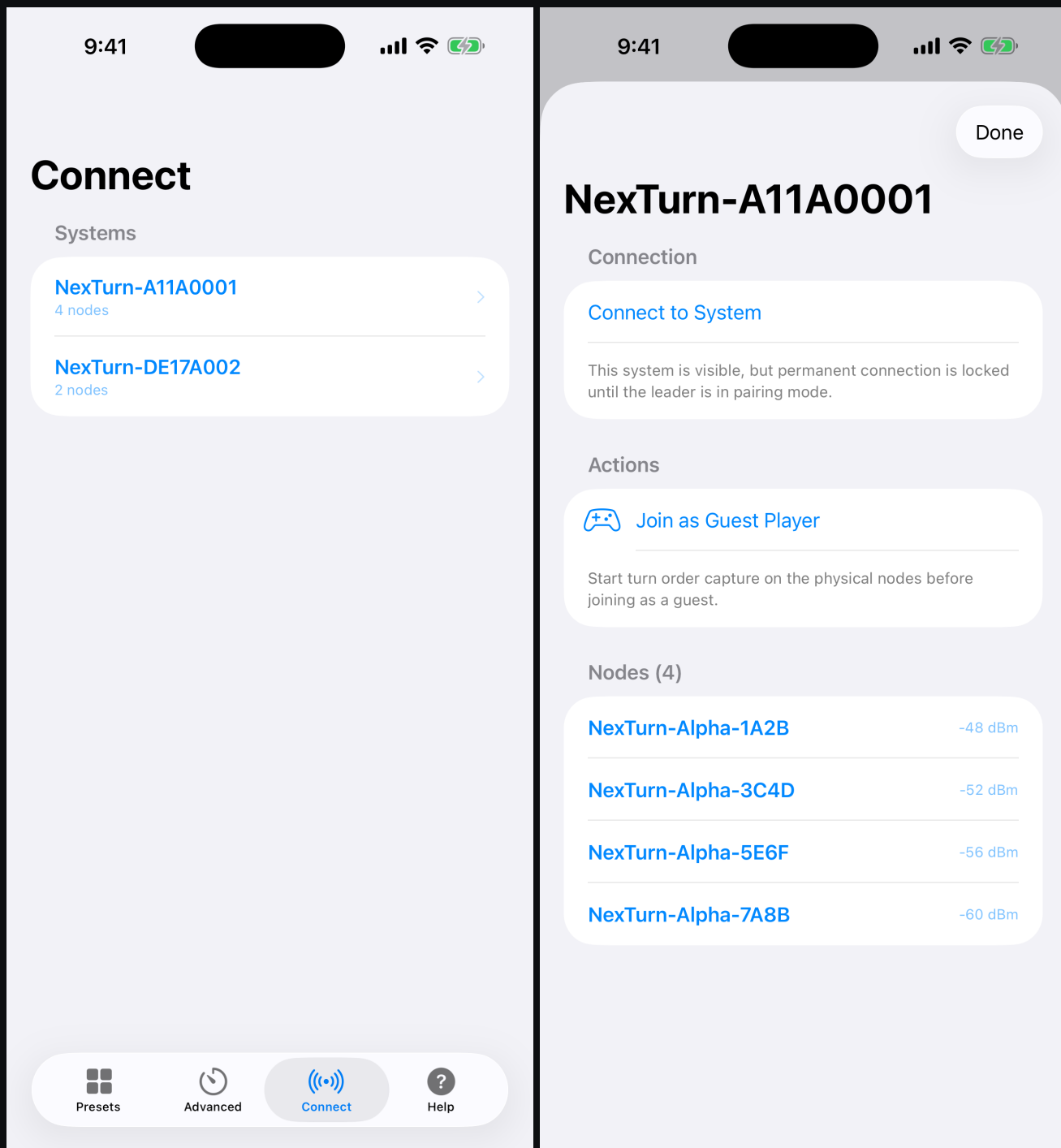
Figure 9: Pairing and joining examples

### MOBILE APP NAVIGATION MAP

Built from the current iOS SwiftUI and Android Compose navigation code.

<p><b>Bottom Tabs</b></p> <ul style="list-style-type: none"> <li><b>Presets</b> Manage preset slots after permanent connection.</li> <li><b>Connect</b> Scan systems, connect, join guest, open actions.</li> <li><b>Help</b> Built-in guide and menu reference.</li> </ul>	<p><b>Connect</b></p> <ul style="list-style-type: none"> <li><b>Systems</b> Rows show Connected, pairing window, turn order window, or pairing required.</li> <li><b>Connect to System</b> Permanent connection requires trust or pairing window.</li> <li><b>Join as Guest Player</b> Uses turn-order window for temporary virtual player access.</li> <li><b>System</b> Nodes, brightness, battery, firmware update when permanently connected.</li> </ul>	<p><b>Presets</b></p> <ul style="list-style-type: none"> <li><b>Connect first</b> Disconnected state points users to Connect.</li> <li><b>Guest mode</b> Guest players cannot change presets or settings.</li> <li><b>Preset list</b> Tap a slot to run it; core presets are locked.</li> <li><b>Edit preset</b> Name, play style, timer feedback, duration, auto-advance.</li> </ul>	<p><b>Firmware</b></p> <ul style="list-style-type: none"> <li><b>Check for Update</b> Read hosted manifest and installed version.</li> <li><b>Download Firmware</b> Prepare and verify the firmware file.</li> <li><b>Install Over Bluetooth</b> Transfer to leader and show progress.</li> <li><b>Cancel / status</b> Cancel while sending; read status or errors.</li> </ul>
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Figure 10: Mobile app navigation map



## PRESETS AND LIVE SETTINGS

Permanent connections can manage presets and live settings. The first three presets are locked to Turn Order, Simultaneous, and Hybrid. Custom presets can be added, edited, deleted, and reordered after those core presets. Up to 8 presets are stored on the physical system, and preset names sent to the system are limited to 15 characters.

Each preset can define mode, timer behavior, timer duration, and whether Turn Order or Hybrid allows pass rounds. Live Settings can change the currently running mode, timer, and pass setting while connected.

## BUILT-IN HELP

The Help tab contains the same guide structure used for this manual: Getting Started, The Menu, Game Modes, LED and Gesture Reference, Virtual Players, Advanced Games, and Other App Features.

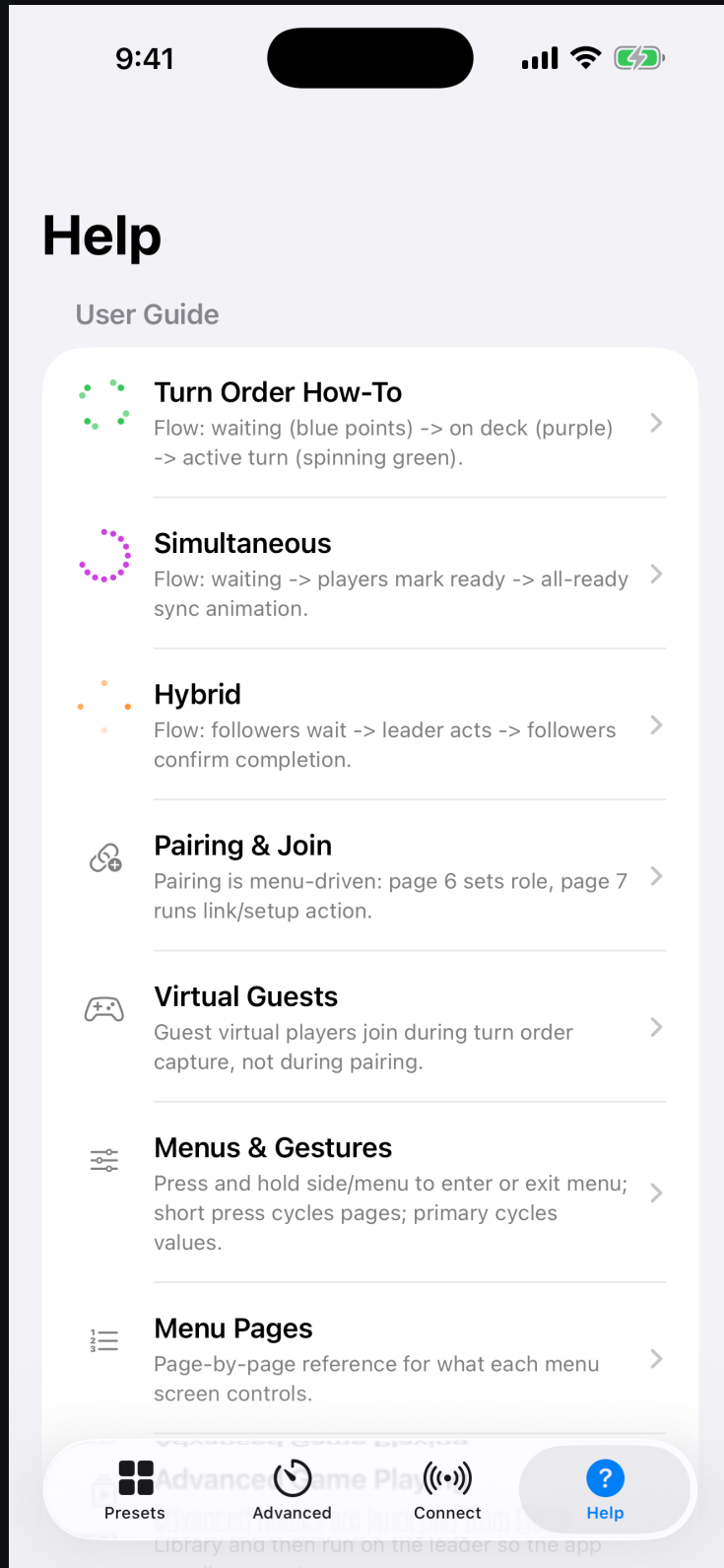
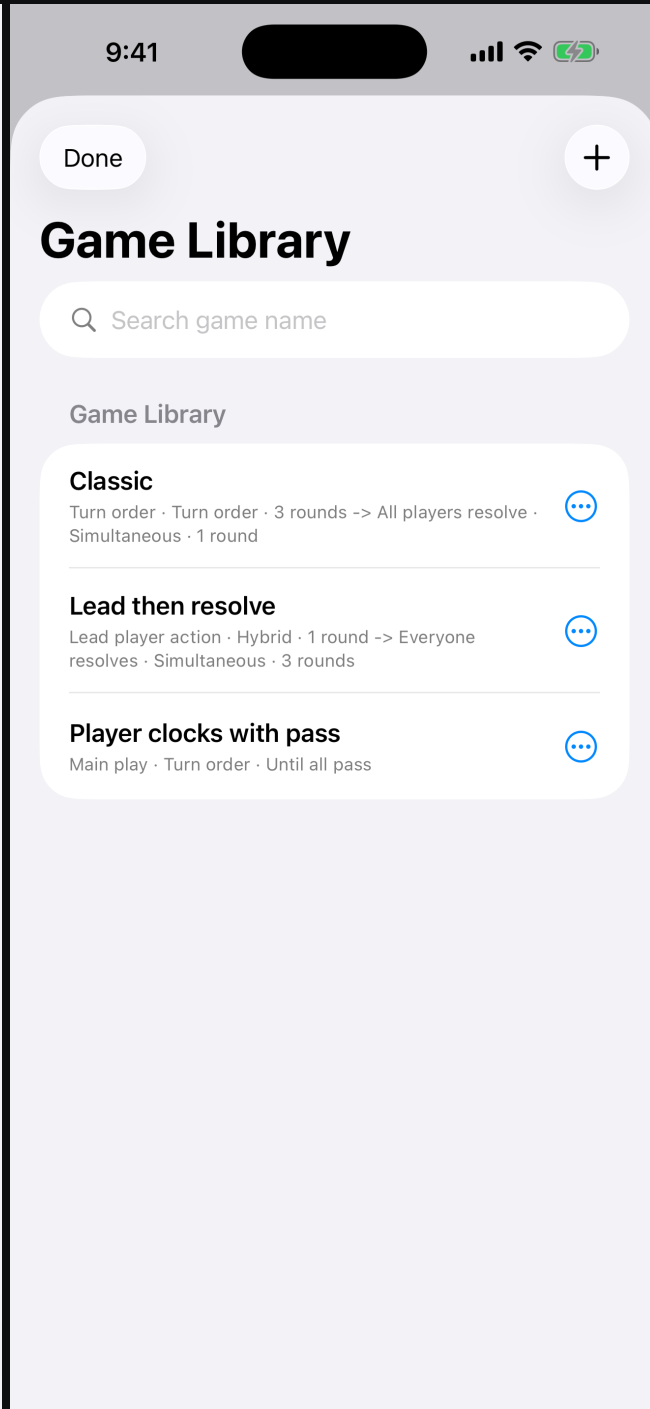
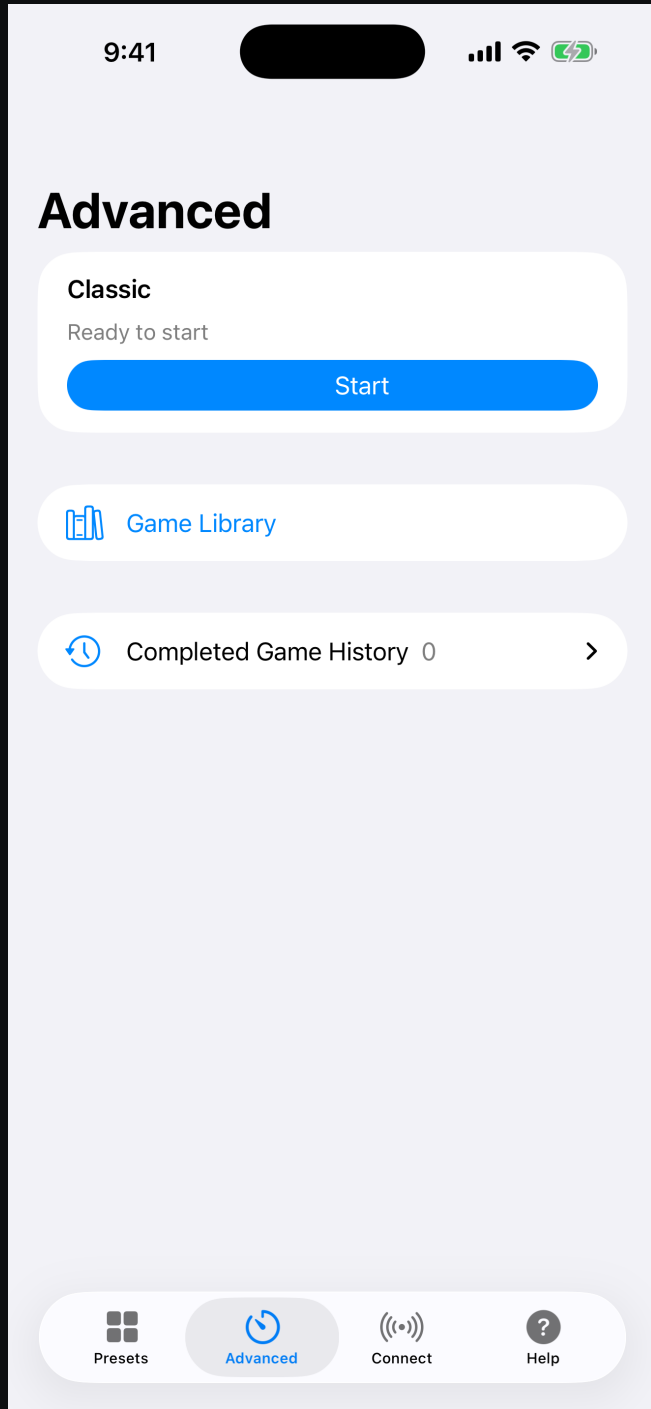


Figure 11: Built-in help screenshot

### ADVANCED GAMES

Advanced games are app-managed game definitions made from stages, rounds, timers, and mode changes. They are optional. New players can ignore the Advanced tab and use the simple physical modes above.

Advanced games launch from the Game Library and then run on the Leader node, so the app does not need to stay open after launch. While connected, the app shows game time, stage time, round count, active turn timer, player timing, turn counts, player budget timers, and analytics.



### ADVANCED LED FEEDBACK

Feedback

Short teal ring wipe

Meaning

Stage changed.

Feedback	Meaning
Purple wipe	Switchback midpoint, Simultaneous reset, or Hybrid cycle reset.
Green pulses with color sparkles	Game completed.
Two adjacent green points in Hybrid	Active leading player marker.
Side status LED in player color	Advanced game is active.
Full-ring player color	View Players is identifying each assigned player color.
Four red markers over normal play	Player budget warning or expired budget.

### ADVANCED GAME LIGHT EXAMPLES

Advanced games add stage, completion, player color, and budget feedback.



**Stage changed**  
Short teal wipe on every node.



**Switchback midpoint**  
Purple wipe; last player repeats, then order reverses.



**Game complete**  
Green pulses with color sparkles.



**Player color**  
View Players fills each node with its assigned color.



**Budget warning**  
Red markers flash while active-turn lights remain visible.



**Budget expired**  
Red feedback marks an expired or skipped player.

Figure 12: Advanced game LED examples

### STAGE TYPES

Stage type	Behavior
Turn Order	One active player at a time. A round counts when each active player has taken one turn.
Simultaneous	Everyone presses once. A round counts when all active players are ready.
Hybrid	One leading player is active while others confirm. A round counts from the active leading player's turns.
Switchback	Order moves forward, the last player plays twice at the midpoint, then order moves backward.
Until All Pass	The stage continues until every active player has passed. Pass order can rebuild the next stage's turn order from the order players passed. Leave unchanged keeps the current order.

Regular Turn Order stages loop without a purple round animation. The purple wipe is reserved for Switchback, Simultaneous, and Hybrid round changes.

## REPEAT RULES, PATTERNS, AND START PLAYER MOVEMENT

Option	Behavior
Fixed rounds	Advances after the configured number of rounds.
Players + rounds	Sets the round count from the active player count plus the configured offset.
Each start player	Runs enough rounds for every player to become start player the configured number of times.
Infinite	Keeps counting rounds until the stage is manually advanced.
Until all pass	Keeps counting rounds until every active player has passed.
Switchback	Runs once forward and once backward through turn order.

Patterns group adjacent stages and loop them together. Fixed patterns loop a set number of times; Players + count patterns use the active player count plus the configured offset; Infinite patterns keep looping until manually exited.

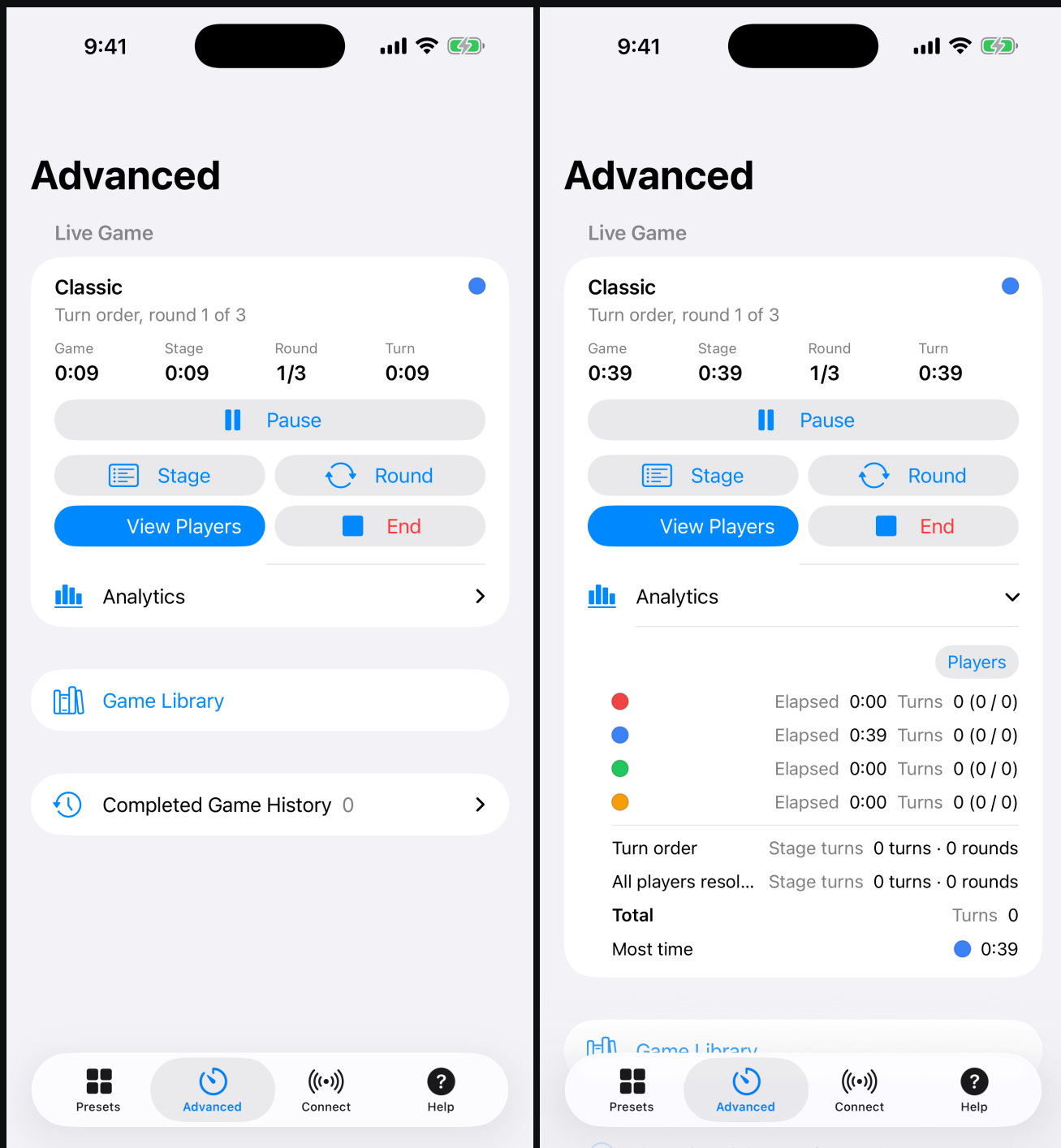
From a node, hold Primary/Top and short press Side/Menu twice to manually advance the stage. Inside a pattern, manual advance leaves the current stage and enters the next pattern loop until the pattern's loop count is complete. For Infinite patterns, the first manual advance starts the next loop. A second immediate manual advance exits the pattern.

Start player movement can be None, Forward, Backward, or Claimed. Rotate timing can move the start player every round, at the end of a stage, or at the end of a pattern. Claimed lets a player use the claim gesture to mark the next first player without changing the current active turn.

## RUNNING AN ADVANCED GAME

1. Open **Advanced**.
2. Choose **Game Library**.
3. Select a local or curated game.
4. Start it from the app or by taking the first hardware turn.
5. The Leader pushes each stage's mode, timer, and pass settings to the nodes.
6. Use Stage and Round menus to jump to a specific point if needed.
7. Complete Game ends the session and leaves it visible until you clear or replay it. Abandon Game removes it from history.

Changing Stage or Round backs a completed game out of Complete. Use View Players to temporarily fill each node with its assigned player color. You can assign player names, then record a winner and scores after the game completes.



## CREATING GAMES

Open **Advanced** → **Game Library** → **Add Game** to create a local game. Local games are marked with a local icon and stay on this device unless submitted.

Each game is made of named stages. Each stage can set:

- Mode: Turn Order, Simultaneous, Hybrid, or Switchback.
- Repeat rule: Fixed rounds, Players + rounds, Each start player, Infinite, Until all pass, or Switchback.
- Pattern controls: group adjacent stages and repeat them by fixed count, players + count, or infinite loops.
- Optional Pass Round behavior.
- Timer mode: Off, Per turn, Per turn auto-pass, Player budget, or Player budget auto-pass.
- Stage reminders that appear in the app when a stage starts and clear when gameplay continues.
- Until All Pass turn order policy: Leave unchanged or Pass order.
- Start player movement: None, Forward, Backward, or Claimed.

- Rotate timing: every round, end of stage, or end of pattern.

Server games are curated and cannot be edited directly. Duplicate a curated game to make a local copy, then edit the copy. Submit sends the local game's JSON to Nexus Workshop for review; email is optional and only used if follow-up is needed.

## FIRMWARE UPDATE

Firmware update is done over Bluetooth from the mobile app and requires a trusted permanent connection to the Leader.

1. Connect permanently to the Leader.
2. Open **Firmware Update** from the connected system tools.
3. Choose **Check for Update**.
4. Choose **Download Firmware**.
5. Choose **Install Over Bluetooth**.
6. Keep the phone near the Leader until transfer, verification, apply, and reboot finish.

App state	Meaning
Checking	Reading the hosted firmware manifest.
Downloading	Downloading the firmware file.
Verified	File size and SHA check passed.
Transferring	Sending firmware chunks over Bluetooth.
Verifying / Applying	Node is checking and preparing the image.
Rebooting	Update completed and the node is restarting.
Error	Stop and read the app message before retrying.

**Firmware warning:** Do not power off the node during an update. Current app screens install to the connected Leader; follower or all-node update targets should only be used when the app exposes those controls.

## LOW BATTERY, RESET, AND TROUBLESHOOTING

Low battery shows a red or amber blink overlay on the side status LED. The ring may dim automatically to save power.

Factory reset uses a long Side/Menu hold while outside the menu. Reset clears local settings and group state, so the node must be set up and paired again.

Problem	What to try
Followers do not join	Confirm exactly one node is set to Leader, leave the Leader on Page 7, then run Page 7 on each Follower.
Phone says pairing required	Put the Leader on Page 7 and reconnect while the pairing-window badge is visible.
Guest player cannot join	Start turn-order capture first; guest joining uses the turn-order window, not normal pairing.
Wrong turn order	Run turn-order capture again and release nodes in the desired order.
Accidental pass or ready state	Hold Primary/Top, then tap Side/Menu to undo.
Need to advance an Advanced Game stage from hardware	Hold Primary/Top, then tap Side/Menu twice.
Game appears complete but needs correction	In the app, choose a Stage or Round to reopen the advanced game at that point.


Problem	What to try
LEDs are too bright or too dim	Use menu Page 5 or app brightness controls.

## APPENDIX: VISUAL REFERENCE


Use these pages as a quick table-side reference.

### TURN ORDER LIGHT EXAMPLES

One active player, one on deck, everyone else waiting.




**Your turn**  
Spinning green points with short tails.



**On deck**  
Breathing purple points.



**Waiting**  
Breathing blue points.



**Excluded**  
Dim breathing red points.

Figure 13: Turn Order light examples

### TURN ORDER CAPTURE EXAMPLES

Hold together, release in the desired play order.








 <p><b>Join window</b> Dim purple, green, and blue Mardi-gras ring.</p>	 <p><b>Included</b> Dim breathing blue.</p>	 <p><b>Suggested next</b> Bright breathing purple.</p>
 <p><b>Already captured</b> Breathing amber groups.</p>	 <p><b>Captured</b> Brief white flash.</p>	 <p><b>Complete</b> Purple wipe around the ring.</p>
 <p><b>Not included</b> Dim breathing red.</p>		

Figure 14: Turn order capture examples

### SIMULTANEOUS LIGHT EXAMPLES

Everyone readies up, then the round resets together.




 <p><b>Not ready</b> Purple breathing base with green sparks.</p>	 <p><b>Ready</b> Breathing amber points.</p>	 <p><b>Round advances</b> Full-ring purple wipe.</p>
 <p><b>Timer expired</b> Red wipe.</p>		

Figure 15: Simultaneous light examples

### HYBRID LIGHT EXAMPLES

Active player still matters, but everyone confirms readiness.

The figure displays five distinct hybrid light states, each with a corresponding circular light pattern and a descriptive text box. The states are: 1. **Active, not ready**: Spinning green points with short tails. 2. **Active, ready**: Breathing amber groups. 3. **Not active, ready**: Breathing amber points. 4. **Not active, waiting**: Mixed green and purple sparks. 5. **Timer expired**: Red wipe.

Figure 16: Hybrid light examples

### TIMER OVERLAY EXAMPLES

Timer is an overlay on top of the selected game preset.

The figure displays four distinct timer overlay states, each with a corresponding circular light pattern and a descriptive text box. The states are: 1. **Turn countdown**: Sparse green countdown. 2. **Simultaneous countdown**: Sparse purple countdown. 3. **Last 10 seconds**: Amber markers appear with the countdown. 4. **Expired**: Red wipe.

Figure 17: Timer overlay examples



Figure 18: Pairing and joining examples