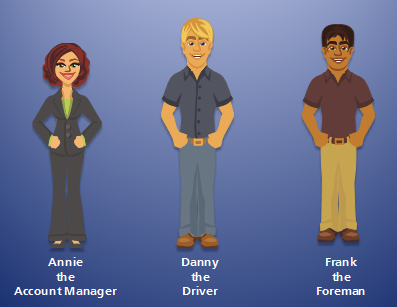
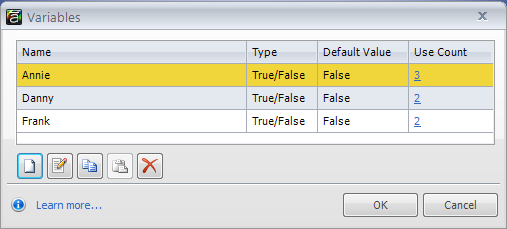
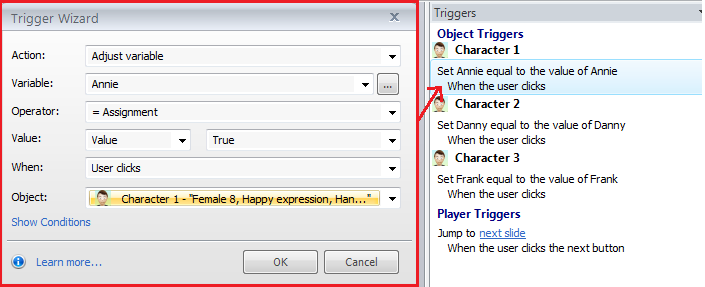
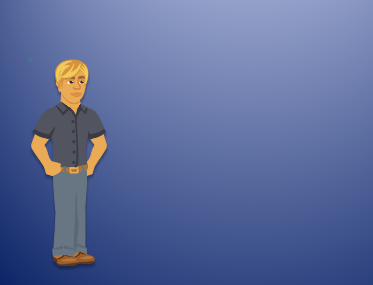
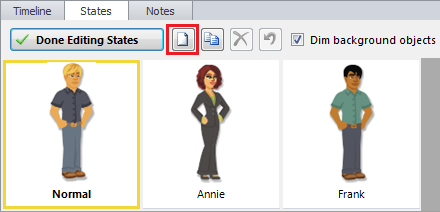
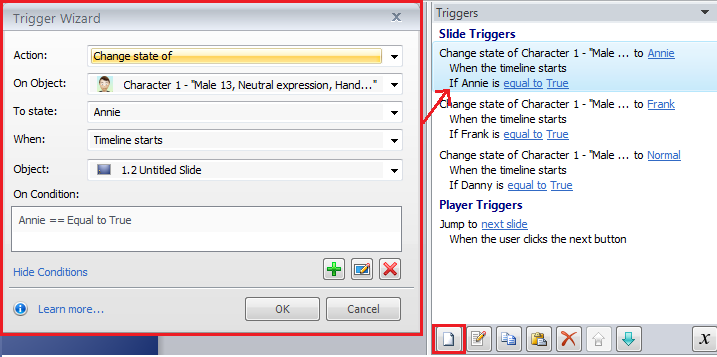
**ON THE SLIDE WHERE YOU WILL PICK THE CHARACTER**

1. Insert the character images onto the slide  
   
2. Create a T/F Variable for each character with the default value = false  
   
3. Create a trigger for each character image and move the object triggers to the top of the trigger list (above any player triggers)  
   

**ON SLIDES WHERE YOU WANT YOUR CHARACTER TO APPEAR**

1. Insert one of the characters as a placeholder  
   
2. Create a state for the placeholder for each of the possible characters that could show  
   
3. Create a trigger for all characters  
   
4. Change the slide settings on all slides so that if user returns to the slide, it resets  
   