# WE'LL BE RIGHT BACK HELL BERIGHT BACK

Inspire your audience to donate by showing them the difference they'll be making. Here's some video download links for your breaks.

# SpecialEffect in 60 Seconds (1:00) http://bit.ly/2XrJmec

What we do and the impact it has

## SpecialEffect in 100 Seconds (1:40) https://bit.ly/2z5PQci

A longer version of the above featuring quotes from people we've helped

# Magic Moments (HD) (3:39) <a href="http://bit.ly/36Eh4CN">http://bit.ly/36Eh4CN</a>

An uplifting video featuring many of the people we've helped, and the fun they're having

# Ninja meets SpecialEffect (0:31) http://bit.lv/2N8KSzO

Ninja sums up the impact of our gaming and inclusion work. Courtesy of Microsoft

## Lucinda (1:58) <a href="https://bit.ly/3qDaJ73">https://bit.ly/3qDaJ73</a>

Meet Lucinda, who uses her eyes to play games and communicate

### Aaron (1:56) http://bit.ly/2tE9edY

Aaron, who plays games mainly with his feet, talks about how gaming has changed his life

### Chase (2:08) <a href="http://bit.ly/37PClJX">http://bit.ly/37PClJX</a>

Chase's mum talks about how happy he is to be part of their gaming-mad family

# Ceyda (1:37) <a href="http://bit.ly/37QkLFQ">http://bit.ly/37QkLFQ</a>

Ceyda uses large switches and joysticks to play Disney Infinity

### Will (2:10) <a href="http://bit.ly/2T2JmmF">http://bit.ly/2T2JmmF</a>

Will's visit to SpecialEffect's Games Room in Oxfordshire

# Paul (1:04) <a href="https://bit.ly/3GKU0V9">https://bit.ly/3GKU0V9</a>

"I'm playing as well, if not better, than I was before my injuries."

### David (1:32) <a href="https://bit.ly/33M9mKi">https://bit.ly/33M9mKi</a>

David's playing again after an accident in the military many years ago

### **Obligatory Small Print**

These linked videos supplied are the property of SpecialEffect, except where stated. They may only be used in the production of materials or assets that relate directly to bona fide fundraising, awareness or promotion of SpecialEffect. They must not be used in any circumstances where they may be misconstrued as representing the work of any other organisation and/or individual(s). They must not be used by any other party or for any other purpose without the express permission of SpecialEffect. They must not be edited for misrepresentation, sold or lent. Use of videos implies agreement to these terms.

