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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Realistic Fireworks</title>
  <style>
    body {
      margin: 0;
      font-family: Arial, sans-serif;
      background-color: #000; /* Dark background for better fireworks visibility */
      overflow: hidden; /* Prevent scrollbars from showing */
      color: white; /* Default text color is white */
    }

    .banner {
      position: relative;
      width: 100%;
      height: 100px;
      background-color: black;
      display: flex;
      align-items: center;
      justify-content: center;
      color: white;
      font-size: 15px;
      overflow: hidden;
    }

    /* Link style in the banner */
    .banner a {
      color: white; /* Set link color to white */
      text-decoration: none; /* Remove underline */
    }

    .banner a:hover {
      text-decoration: underline; /* Underline on hover for better visibility */
    }

    .headline {
      position: absolute;
      opacity: 0;
      transform: scale(0.5); /* Start smaller */
      animation: fadeBounce 21s infinite; /* Total time for 3 headlines */
      font-weight: bold; /* Make the text bold */
    }
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}
.headline:nth-child(1) {
  animation-delay: 0s; /* First headline */
}
.headline:nth-child(2) {
  animation-delay: 7s; /* Second headline */
}
.headline:nth-child(3) {
  animation-delay: 14s; /* Third headline */
}
@keyframes fadeBounce {
  0%, 20% {
    opacity: 1; /* Visible */
    transform: scale(1); /* Original size */
  }
  10% {
    transform: scale(1.2); /* Scale up */
  }
  25%, 100% {
    opacity: 0; /* Invisible */
    transform: scale(0.5); /* Shrink down */
  }
}

/* Firework styling */
.firework {
  position: absolute;
  top: 100%; /* Start off-screen at the bottom */
  opacity: 0.8;
  pointer-events: none;
  z-index: 9999; /* Ensure the fireworks stay on top of the content */
}

.particle {
  position: absolute;
  width: 10px;
  height: 10px;
  border-radius: 50%;
  background-color: white;
  pointer-events: none;
  opacity: 0;
  animation: particleAnimation 1s forwards;
}

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/* Particle animation */
@keyframes particleAnimation {
  0% {
    transform: translate(0, 0) scale(1);
    opacity: 1;
  }
  100% {
    transform: translate(var(--dx), var(--dy)) scale(0.5);
    opacity: 0;
  }
}

/* Firework explosion animation */
@keyframes fireworkBurst {
  0% {
    transform: translateY(-100px) scale(0);
    opacity: 1;
  }
  100% {
    transform: translateY(-400px) scale(3);
    opacity: 0;
  }
}
</style>
</head>
<body>

<!-- Banner Section -->
<div class="banner">
  <div class="headline"><a href="https://needarooof.xtremeroofingllc.com/nfba"
target="_blank">NEED FINANCING? CLICK HERE!</a></div>
  <div class="headline"><a href="https://xtremeroofingllc.com/about-us"
target="_blank">HAPPY NEW YEAR</a></div>
  <div class="headline"><a href="https://needarooof.xtremeroofingllc.com/nqa"
target="_blank">GET YOUR FREE QUOTE NOW</a></div>
</div>

<!-- Firework Animation Section -->
<script>
  // Function to create and animate realistic fireworks
  function createFireworks() {
    const fireworkContainer = document.body; // Where to append the fireworks

    // Randomly set the firework's starting point

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const xStart = Math.random() * 100 + 'vw'; // Random horizontal position

// Create the firework
let firework = document.createElement('div');
firework.classList.add('firework');
firework.style.left = xStart;
firework.style.animation = `fireworkBurst ${Math.random() * 1 + 2}s ease-out forwards`;

fireworkContainer.appendChild(firework);

// After the burst animation, create particles
setTimeout(() => {
  createParticles(firework.offsetLeft, firework.offsetTop);
  firework.remove(); // Remove firework after explosion
}, Math.random() * 1000 + 500); // Create particles after a short delay
}

// Create firework particles after the burst
function createParticles(x, y) {
  const particleCount = 50; // Number of particles per firework
  const colors = ['#ff0', '#f00', '#00f', '#0ff', '#ff1493'];

  for (let i = 0; i < particleCount; i++) {
    const particle = document.createElement('div');
    particle.classList.add('particle');

    // Randomize particle properties
    const size = Math.random() * 5 + 5; // Size between 5px and 10px
    const angle = Math.random() * 360; // Random angle
    const speed = Math.random() * 3 + 1; // Random speed
    const color = colors[Math.floor(Math.random() * colors.length)];

    // Set particle style
    particle.style.width = `${size}px`;
    particle.style.height = `${size}px`;
    particle.style.backgroundColor = color;
    particle.style.left = `${x + Math.cos(angle) * 10}px`;
    particle.style.top = `${y + Math.sin(angle) * 10}px`;

    // Set the final position of the particle
    particle.style.setProperty('--dx', Math.cos(angle) * 100 * speed + 'px');
    particle.style.setProperty('--dy', Math.sin(angle) * 100 * speed + 'px');

    document.body.appendChild(particle);
  }
}

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        // Remove particles after they fade
        setTimeout(() => {
            particle.remove();
        }, 1000);
    }
}

// Create fireworks at intervals
window.onload = function () {
    setInterval(createFireworks, 1500); // Create a firework every 1.5 seconds
};
</script>

</body>
</html>
```