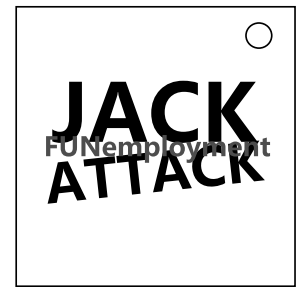


On the Subject of Jack Attack

Remember the clue...

Brace yourselves for the attack, when you see two clues that match, tap the center of the screen, you get to live if it's right, you get a strike if it's wrong. And one more thing, it's got to be a match that fits the clue.



Clue:	Theme:
FUNemployment	Boss Modules*
Come again?	Letter Encodings
I don't understand	Ciphers
Fade That	"Gambling" Modules
Unicode	Modules made by Timwi
Toilet Drain	Modules made by Royal_Flu\$h
Think Time	Math Modules
Hmmm	Puzzle Modules
You Lost	The other word in a maze module
Pressed	Modules with a number of buttons
C#	Coding Modules
See Sharp	Modules with a music theme
Identity Crisis	The other word in a Simon module
Plug and Play	Modules based on games
Electric Boogaloo	First modded module in a series of mods
Masquerade	Rooms in Murder
Forget Me Not	Souvenir Supported Modules
Potassium	Modules made by Blanas2
It's Too Dangerous to Go Alone	Item in Adventure Game
Do as I say, and you'll make it through...	Do EXACTLY as the module says
Hellraiser	Modules made by SpeakingEvil
I choose you	Moves in Monsplode, Fight!

Clue:	Theme:
Road Rage	A character in Street Fighter
This is incorrect...	Modules with a "broken" theme
Mystical	Modules that have a unicorn**.

Module explanation that's better than what Cookie said

The **clue** is the word in orange which is shown at the beginning of the module. The **theme** is determined by the clue using the table on the first page, and all answers must match the criteria of the theme. To activate the module, simply select the middle of the module. After the module is activated, the middle of the module is now used to select answers. The **text above the button** is the phrase in black, when the module is active, your answer must also match with this. The correct answer is the **text below the button** which both matches the theme and is hinted at with the phrase, picking the correct answer moves you to the next stage.

To solve the module, you must select five correct answers. If you don't see the correct small answer and don't select any answer, it is considered a **miss**. Only three misses are allowed before you get a **strike**. If at any point you select an incorrect answer, you will get a strike and the module will go back to what it looked like at the beginning of the module. However, the clue and theme do not change, and any correct answers are still tracked (e.g. If you get past two stages then get a strike, you only have three more correct stages you have to go through, instead of five).

*A boss module is a regular module that cannot be solved independently of other modules on the same bomb; a module that insists that other modules are solved first before you can solve this one.

**A unicorn is a rule in a manual which can make a module effortless to solve but occurs very rarely.