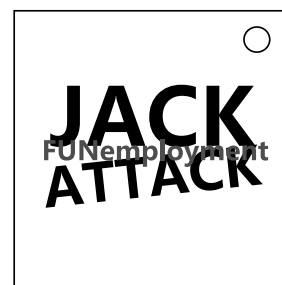


On the Subject of Jack Attack

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

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 **big phrase** is the phrase in black when the module is active, your answer must also match with this. The correct answer is the **small phrase** (in white) which both matches the theme and is hinted at with the big phrase, picking this phrase moves you on to the next stage. To solve the module, you must select 5 small phrases correctly. If you don't see the correct small answer and don't select any answer, it is considered a **miss**. Only 3 misses are allowed before you get a strike. If at any point you select an incorrect small phrase, 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 2 stages then get a strike, you only have 3 more correct stages you have to go through, instead of 5.).