**Words Can be Things**

*IFC Instruction Manual - Active Player*

READ THIS BEFORE STARTING THE GAME

**Foreword:**

Hello, Agent. You are fortunately not the infiltrator from ‘Joker P’. Below is your unique documentation to the mini levels you will be facing along the way. Best of luck, Agent.

***Catcher:***

To the upper right side of the screen, you will see a box with a paddle. Periodically, cubes will drop down to the bottom of the box. You must manipulate the paddle with the left and right arrow keys to attempt to catch the boxes. For each box that you miss, three seconds will be deducted from the timer.

***Pressure Valve:***

This mini level will only unlock after you complete the first Maze level. To the lower right side of the screen, you will see a bar representing the pressure valve, with a constantly rising pressure level. You need to prevent the pressure level from reaching the top or the bottom by pressing down the ‘Space bar’, which decreases the pressure level. Whenever the pressure level hits the top or the bottom, you will automatically lose the game.

***Wires:***

This mini level will only unlock when there are 30 seconds or less remaining on the timer. To the lower left side of the screen, you will see 3 wires (red, green, and blue) and three nodes labeled A, B, and C. Connect the wires be clicking on them with the left mouse button and dragging them to the appropriate node on the top. Completing this level rewards you with an additional minute.