**Words Can be Things**

*IFC Instruction Manual - Communicator B*

READ THIS BEFORE STARTING THE GAME

**Foreword:**

Hello, Agent. You are fortunately not the infiltrator from ‘Joker P’. Below is your half of the solutions to each level. Best of luck, Agent.

***Hangman:*** Attached is your half of letters for each word. Work with **Communicator A** to spell out the complete word.

* Word A:

A \_ \_ U \_ D \_ \_ Y

* Word C:

C O \_ S \_ \_ R \_

* Word D:

D \_ C \_ \_ H \_ \_

* Word I:

I N \_ O \_ \_ A \_ I \_ \_

* Word M:

M \_ S \_ \_ K \_

* Word P:

P A \_ \_ N \_ \_ \_

***Cipher:*** Attached is are the alphabetical shift values for each letter. Work with **Communicator A** to decipher the word.

|  |  |
| --- | --- |
| **Base Letter** | **Shift Value** |
| **A** | 4 |
| **B** | 4 |
| **C** | 5 |
| **D** | 3 |
| **E** | 4 |
| **F** | 3 |
| **G** | 2 |
| **H** | 4 |
| **I** | 5 |
| **J** | 3 |
| **K** | 5 |
| **L** | 3 |
| **M** | 4 |
| **N** | 5 |
| **O** | 3 |
| **P** | 4 |
| **Q** | 2 |
| **R** | 3 |
| **S** | 3 |
| **T** | 2 |
| **U** | 2 |
| **V** | 4 |
| **W** | 2 |
| **X** | 3 |
| **Y** | 5 |
| **Z** | 2 |

***Maze:*** Attached are the maps of the starting position and the ending position of each maze. Work with Communicator B to figure out the correct path through each Maze.

* Code B701:
  + Move 1: right
  + Move 2:
  + Move 3: right
  + Move 4: up
  + Move 5:
  + Move 6: left
  + Move 7:
  + Move 8: left
* Code F32M:
  + Move 1: left
  + Move 2:
  + Move 3: up
  + Move 4: up
  + Move 5:
  + Move 6: up
  + Move 7:
  + Move 8: down
* Code GBV5:
  + Move 1: up
  + Move 2: left
  + Move 3:
  + Move 4: down
  + Move 5:
  + Move 6: down
  + Move 7;
  + Move 8: left

***Wires:*** Attached is the orientation for the **blue** wire for each Wire Level. Work with the other players to find the complete orientation.

* Level 1: Node B
* Level 2: Node B
* Level 3: Node A
* Level 4: Node C
* Level 5: Node A
* Level 6: Node C