**Game Mechanics**

Before the game will start, an instruction will be given to be able to know the objective of the challenge on each level. Stories will be given and user should read it and understand it carefully and quickly because stories have time limit. After the story, certain question will be asked and questions should be answered quickly to do the challenge. When the questions are answered correctly, the user will be able to go the next activity, which is the mini game. Before the mini game, an instruction will be given and the user should complete the requirements. Everything must be completed to be able to go to the next level.

**Game Instruction**

In question and answer, click the corresponding button for the correct answer. User should get three correct answers to be able to go to the next activity, otherwise, new sets of questions will be asked. Since the user cannot go back to the story, he/she should understand it very carefully. In mini games, to be able to move the character, touch the screen on the left side, if you want to move the character on the left and touch the screen on the right if you want to move the character on the right side.