General

        Like any other platformer, to move you use the W, A, S, and D keys and the mouse to look around. You may also use the spacebar to jump.

        This platforming game places the player inside of a "Government IQ Test." The player is given the ability to create platforms, both regular and boosted platforms which increase your jumping height. In the game, there are three levels (chambers) that are each divided into multiple sectors. Each sector requires the player to complete a certain task and along with this, they specify an allotted amount of platforms that you are allowed to use.

<u>Special Mechanic:</u> Building

        In order to build you must first enter build mode. To toggle build mode on and off, use the right mouse button. After you are in build mode, an indicator will appear on your screen showing you where your platform will be placed. Looking at where you want to place a platform will move the indicator there. To change the height of where the platform should be placed, simply use the scroll wheel. If you are using a trackpad you may also use the keys E and F keys to change the height. If you lose the position of the indicator you may press R key to reset the height. To toggle between regular and boosted platforms, use the Q key while you are in build mode.

Storyline:

Level 1 - Intro

        As you progress, a speaker in the room teaches you how to use the platforms. You utilize platforms such as regular and jump boost platforms to progress through these sectors. Everything seems normal until you stumble upon a mysterious radio that a worker presumably left behind in the chamber.

Level 2 - Radio

        In the second level, the speaker still instructs you but you are able to hear people who you assume as workers talking in the radio from chamber one. Through this radio, you learn about some of your backstory along with the fact that these workers intend to contain you within this "IQ Test" forever. However, the workers are not aware that the player is listening in on their conversations.

Level 3 - Escape

In the third and final level, you are still using the platforms to finish these "tests." However, due to the workers' procrastination, the third level is not finished, leading them to scramble to finish building it while you are within it. The workers attempt to stall the player, creating purposefully hard sectors so that they can finish the chamber. However, due to unforeseen circumstances In the end the player is able to escape.

Controls

W: Move Forward
A: Move Left
S: Move Backwards
D: Move Right
Spacebar: Jump

Right Mouse Button: Toggle build mode on/off
Left Mouse Button: Place platform
Q: Toggle between regular/boosted platforms
E/ F/ Scroll Wheel: Change platform height

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