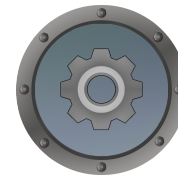# Of Mice & Messages

User Manual

Main Menu (1)
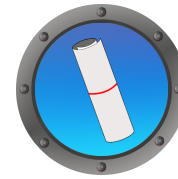

Goes to <u>Level Menu (2)</u>

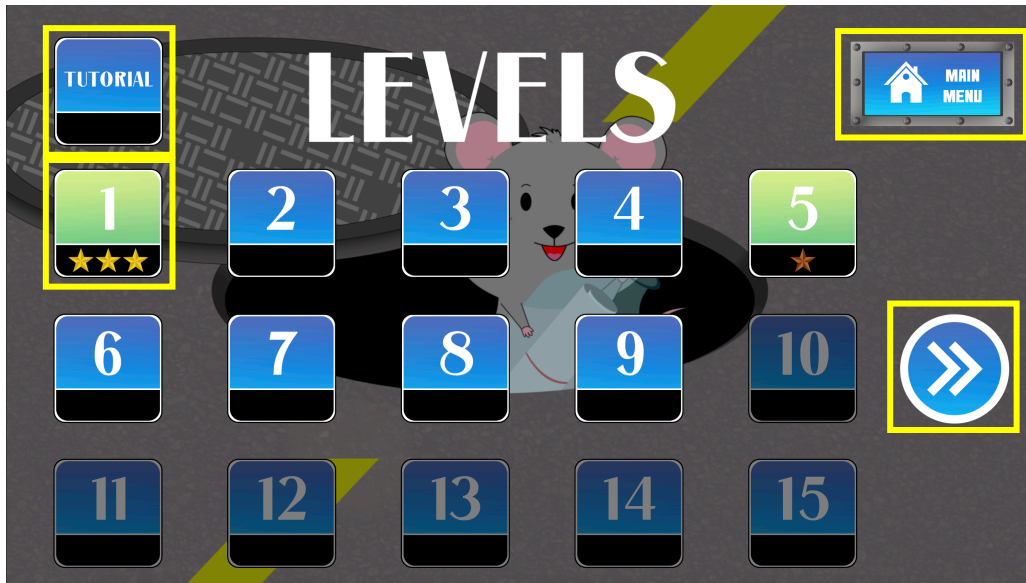Goes to <u>Settings Menu (3)</u>

Closes the application

Goes to <u>Message Library (8)</u>

Level Menu (2)

TUTORIAL

Goes to <u>Tutorial (4)</u>

MAIN MENU

Goes to <u>Main Menu (1)</u>

Changes between level pages

Goes to <u>In-Game level (5)</u>

→ The level number

→ Green color indicating that this particular level has been completed

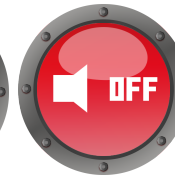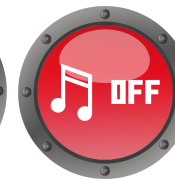→ Stars indicating how fast you completed this particular level

Settings Menu (3)

CREDITS — Display credits

MAIN MENU — *Goes to* <u>Main Menu (1)</u>

ON / OFF — Toggles all sound effects for button activation On and OFF

ON / OFF — Toggles all background music On and OFF

CHANGE — Changes (CYCLE) between different pre-installed background music

Green color indicting the current selected time

SLOW — 2 Seconds
MEDIUM — 1 Seconds
FAST — 0.5 Seconds

Changes the time needed for the user to dwell on an item before that item is selected or activated
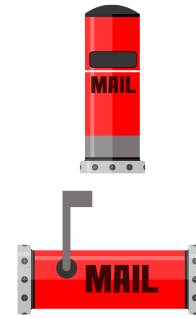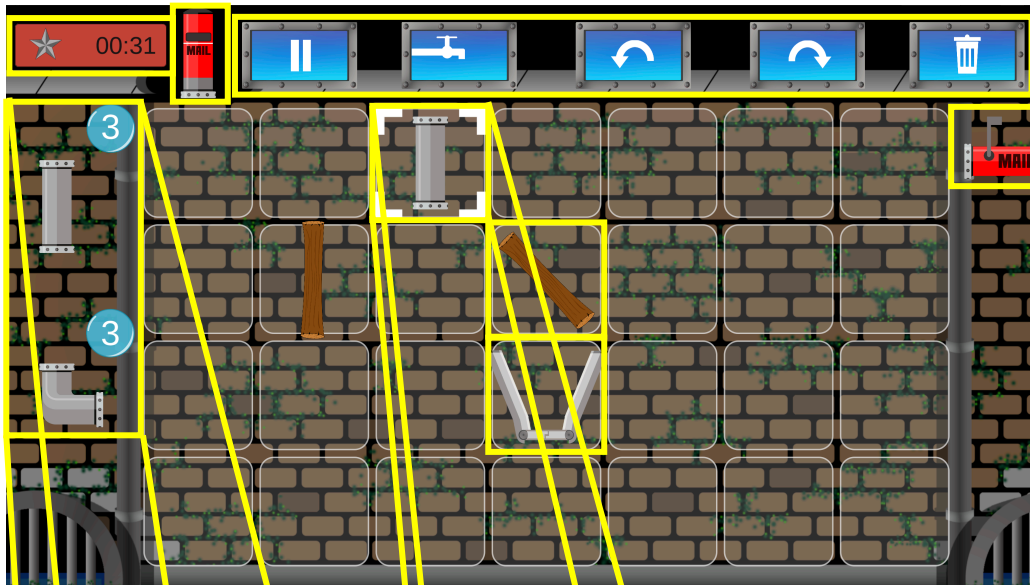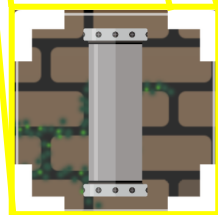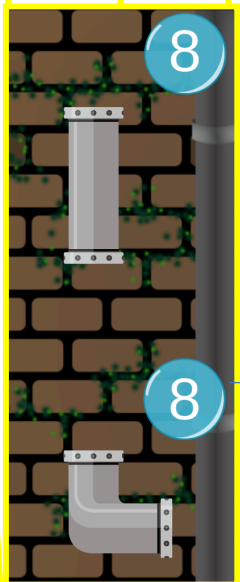
Tutorial (4)

Next information panel

Each information panel contains a specific information or instruction for the user to navigate through in order to learn how to play the game. Some panels will require the user to take action rather than just reading it.

In-Game level (5)

Start pipe: Water is released from this pipe

Target pipe: User need to direct water To this pipe

Pipe can be placed on any unoccupied grid

White corner box indicates which pipe is currently selected

Dock (Left hand side of the screen):
Contains the pipe that the user can use to place on the grid

Indicates the number of remaining pipe for each type

Goes to Pause Menu (6)

Toggles water On and Off

Rotate selected pipe 90° Anti-clockwise
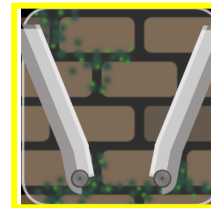
Rotate selected pipe 90° clockwise

Delete selected pipe on the grid

Obstacle pipes: these type of pipes can't be moved and can only be rotated. These pipes Will appear in some levels.
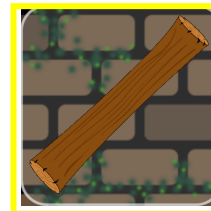
Timer bar displays the total amount of time the user have taken for the Current level. It also displays the amount of time left for the user to achieve the current star.
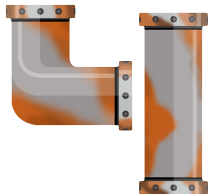
00:08

Funnel: Can be used to store water

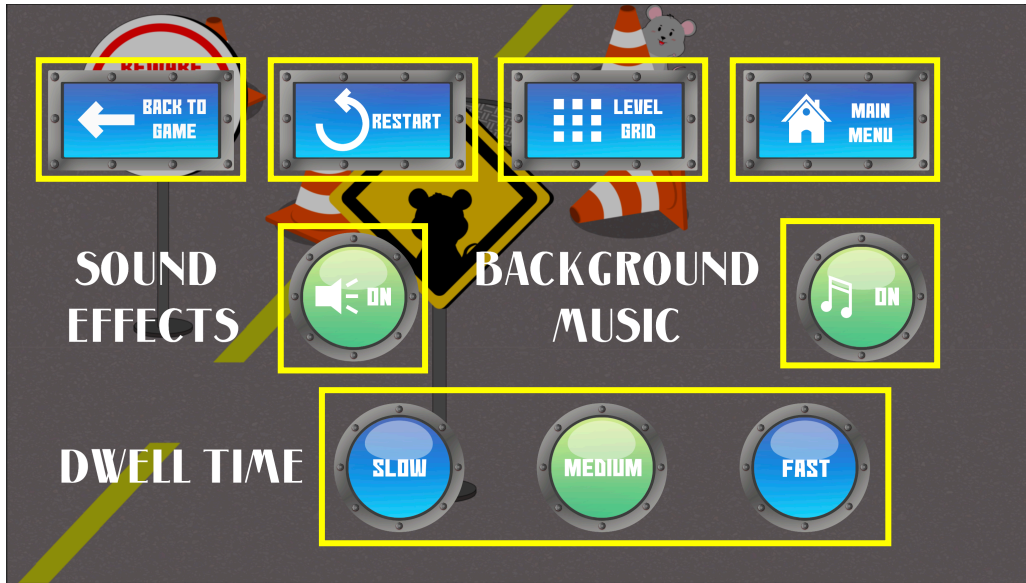The funnel opens and closes when it is selected by the user

Branch: Obstacle that blocks flow of the water

Pause Menu (6)

SOUND EFFECTS | **BACKGROUND MUSIC**

DWELL TIME | SLOW | MEDIUM | FAST

Resume current level
Goes to <u>In-game level (5)</u>

Restart current level
Goes to <u>In-game level (5)</u>

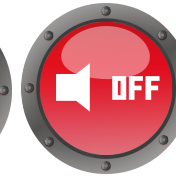*Goes to* <u>Level Menu (2)</u>

Goes to <u>Main Menu (1)</u>

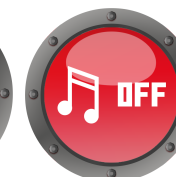Green color indicting the current selected time

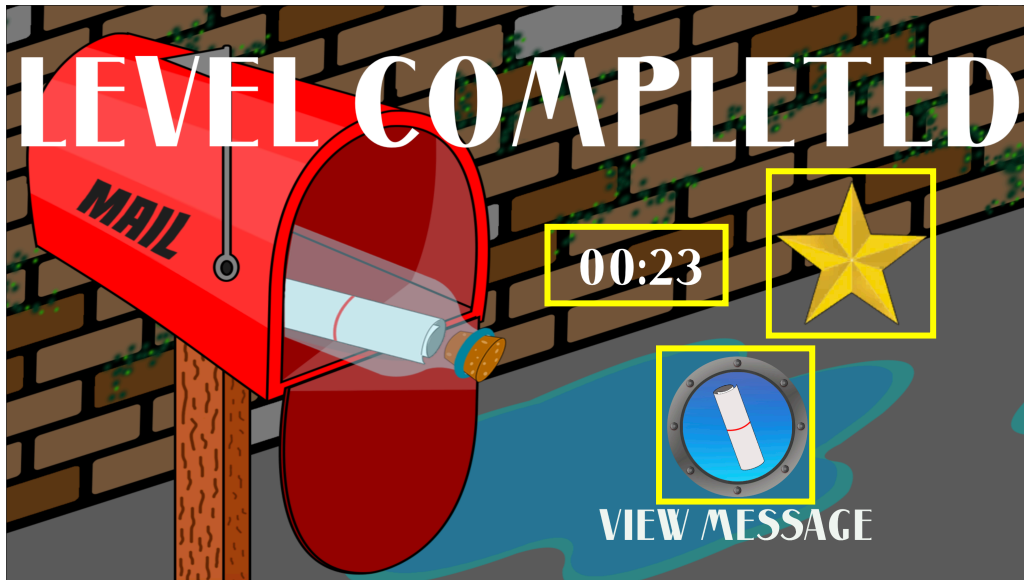SLOW | MEDIUM | FAST
2 Seconds | 1 Seconds | 0.5 Seconds

Changes the time needed for the user to dwell on an item before that item is selected or activated

Toggles all sound effects for button activation On and OFF

Toggles all background music On and OFF

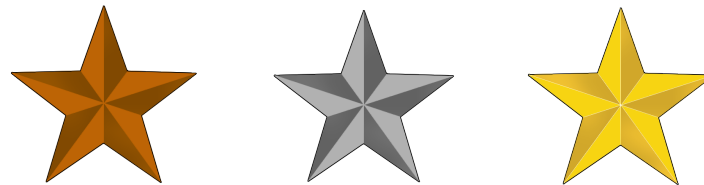# Level Completed (Only accessible when a level is completed)

00:23 — The amount of time taken to complete the level
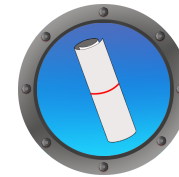
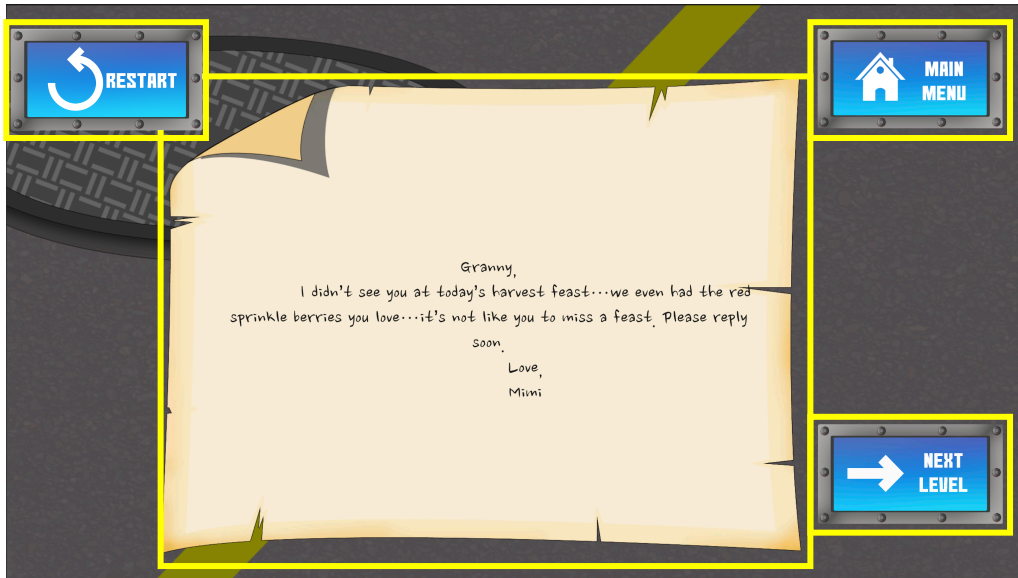 *Goes to* View Message (7)

The user can achieve three level of star; gold being the highest and bronze being the lowest.
The time requires to achieve each level of star depends on the difficulty of that particular level
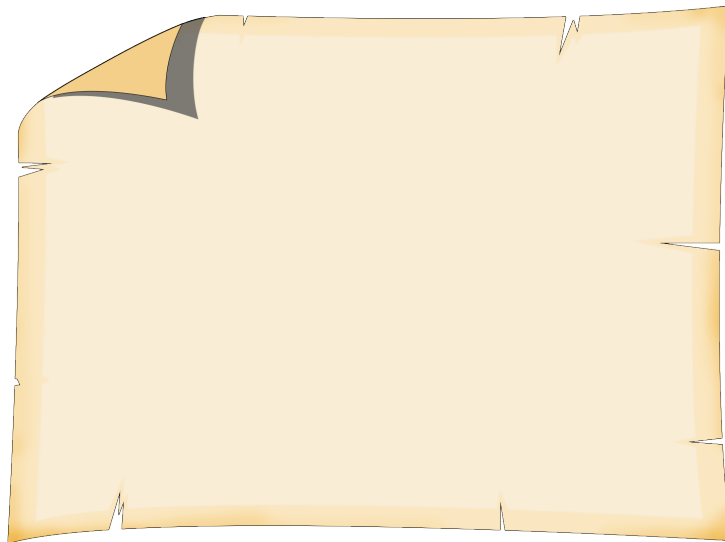
View Message (7)

Granny,
I didn't see you at today's harvest feast...we even had the red sprinkle berries you love...it's not like you to miss a feast. Please reply soon.
Love,
Mimi

Restart current level
Goes to <u>In-game level (5)</u>
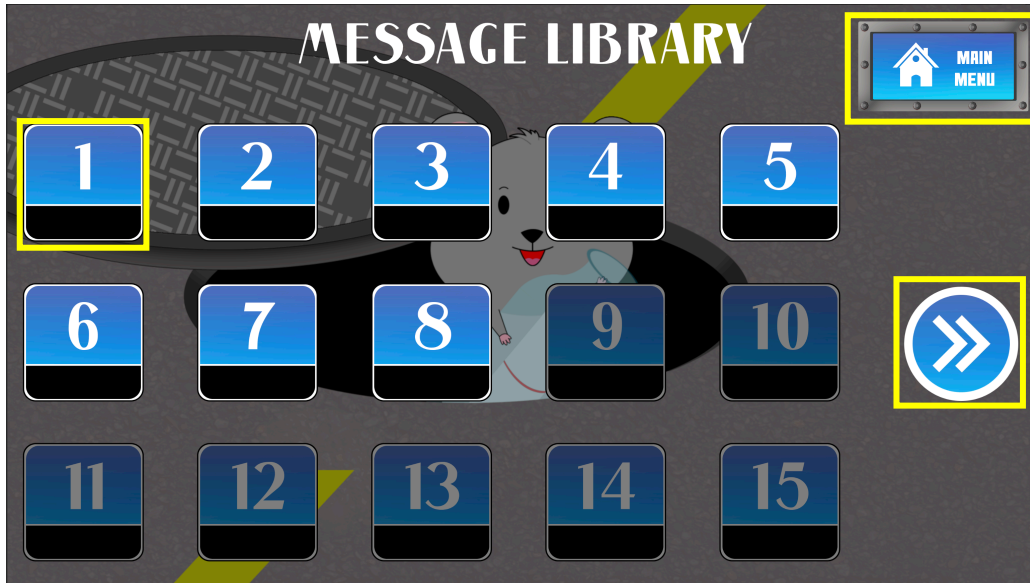
Goes to <u>Main Menu (1)</u>

Start next level
Goes to <u>In-game level (5)</u>

Letters used by the mice to communicate

Message Library (8)

Goes to Main Menu (1)

Changes between message pages
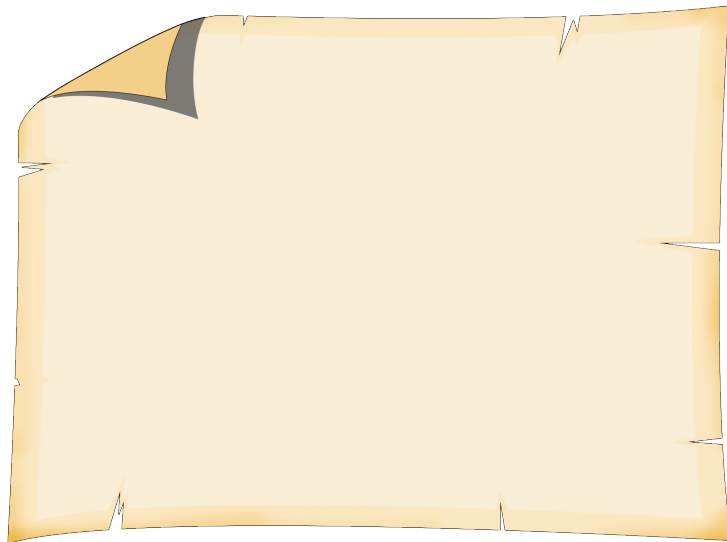
Goes to Message preview (9)

→ The level number

→ Brighter color indicating that this message has been unlocked

Message Preview (9)

MESSAGE LIBRARY

Granny,
I didn't see you at today's harvest feast...we even had the red
sprinkle berries you love...it's not like you to miss a feast. Please reply
soon.
Love,
Mimi

Goes to Message Library (8)

Letters used by the mice to communicate