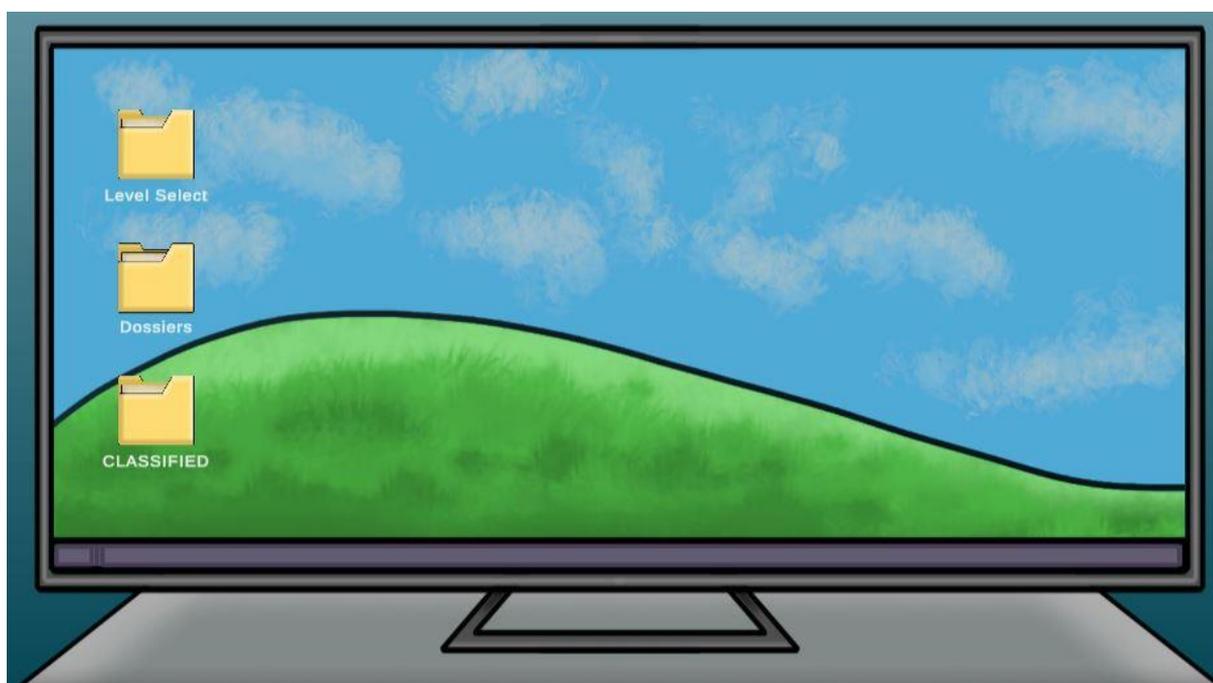


Agent Mann: Playing Guidance

Experienced gamers will soon get the hang of what's needed to complete Agent Mann's mission. However, if you would like a bit of help to navigate the game, please read on ...

- In this retro-style arcade game, the player is invited to take on the character of Agent Mann - who is given the mission of tracking down and securing a series of dossiers containing high level 'Intel' on how to improve men's health.
- To succeed in his quest, Agent Mann has to move through three levels to locate and collect seven dossiers which are located in hard to reach places.
- Along the way, he has to learn how to move around in his environment and to use some of the gadgets and tools available to him. These include a grapple hook (for swinging up, down, backwards and forwards), a teleporter (in the form of an open door, which whisks our hero to another elevation), and ladders.
- There are a lot of obstacles and obstructions facing Agent Mann, and his path is often blocked by the henchmen of his nemesis [Mr O'Bese] who try to prevent him from uncovering this vital health information.
- Join the game by visiting: <https://www.mhfi.org/AgentMann> However, **please note that this game is best played on a desktop or laptop computer**. Most mobile phones cannot run it.
- The programme will load (this could take 15-25 seconds) and you will see a home screen which looks like this ...



Click on the 'Level Select' folder to get the game underway. This will open a window to allow you to select which level you want to play ...



- By default, the game starts on the 'Club' level. This level teaches you about the controls. Click on the 'Play' button to get started (later on you can use the arrow keys to the left and right of PLAY to navigate to other levels - which are the Warehouse and the City).

FUNCTION KEYS:

- ✓ To move left and right, use keyboard keys A and D (or the left and right arrow keys).
- ✓ Press the W key (or up arrow key) to jump. Hold this key to jump higher or tap it to hop.
- ✓ If you see yellow tape hanging down from above, you can connect your grapple hook to this. Move your mouse over the tape and left click to connect to that point.
- ✓ Use the W and S keys to move up and down the rope while grappling (or the up and down arrow keys).
- ✓ Press the A or D keys to swing backwards and forwards while grappling (or the left and right arrow keys). Use this to gain momentum for a big swing-and-detach combo!
- ✓ Press the right mouse key to unhook your grapple.
- ✓ Ladders can be climbed by holding the W (or arrow up) key.
- ✓ Hold the S (or arrow down) key to descend a ladder.
- ✓ Open doors can be used to teleport around the environment. Press S (or the down arrow key) to travel through the doors, as well as to drop down from platforms.
- ✓ Press the Esc key if you want to exit that level, return to the start screen, and check the information in the dossiers you have collected.

Your mission, should you choose to accept it, is to ...

1. Become Agent Mann.
2. Find and secure all of the seven dossiers.
3. Memorise what's in them.
4. Use this information to improve the health of men both now and in the future.

MISSION: isPOSSIBLE - The action starts with you!