

# PACK A TRUCK



Some sounds by Dustyroom.com  
Some images from Ciker.com



**LOADING ZONE**

Pack up the truck with remote controls. Movers drop stuff in the truck, and it's up to you to make space. The more you keep on the truck and pack it tight, the higher your score. ←→

A red "LOADING ZONE" sign is shown next to a small screenshot of the game's interface, which includes a score display and a "LOAD" button.

The designer, Richard S. Levine, is also known for his sci-fi e-books and award winning classic video game "Microsurgeon"

It's the future, and robots pack moving trucks using sensitive remote controls. The robots recently broke down, so it's up to you to help a family move with an odd collection of furniture and peculiar items. Manipulate objects that appear and pack them as tightly and efficiently as possible into the truck. Objects should be packed beyond, or mostly beyond, the **PACKING LINE**.

# PACK A TRUCK (version 1.0)

## SOME DEFINITIONS

**MENU** – When this **MAIN SCREEN** button is selected one can get help, credits, and change settings. See below for details.

**PACKING ITEM** – There are many items, including boxes, balls, cylinders, capsules, some furniture, etc.



**PACKING LINE** – The raised edge on the truck floor that moves as the player selects the difficulty of the game. Score points by keeping items past, or mostly past, this line.



**HELPER ROBOT** – Appear in games 19-24. They try to keep **PACKING ITEMS** at the back of the truck.



**TOY PLANE** – Appear in games 25-30. They broke out of a box and bump into **PACKING ITEMS**.



## OBJECT OF THE GAME AND SCORING

A variety of packing items are thrown into the truck by the movers. It is up to the player to select a **PACKING ITEM** or items and use the on-screen controls to pack them tightly past (or mostly past) the **PACKING LINE** -- which moves according to the game selected. There are 30 games you can play in **PACK A TRUCK**.

Games 1-4 consist of boxes and balls, while Games 5-6 include furniture and odds and ends. Games 7-18 are like 1-6, but the movers want you to pack items tighter -- the line on the floor is moved. Robot helpers in Games 19-24 try to assist, but they sometimes fail. In Games 25-30 hit toy planes with packing items to wreck them and earn points. Planes turn red when they are almost destroyed. Movers shake the truck in game 30.

## SCORING

Points are scored for every **PACKING ITEM** that is behind (or mostly behind) the **PACKING LINE**. Additional points are scored for tightly packing items – **PACKING ITEMS** that touch each other.

In general, the bigger the **PACKING ITEM**, the more points that are scored for packing it. Balls, capsules, and cylinders are worth a bit more than other objects of the same size, because they tend to be harder to keep packed.

Destroyed planes are worth as much as or more than the largest **PACKING ITEM**.

Here are some game scores that are considered good. You can probably score more, but if you can get near these scores or better, you are becoming an expert.

Game Number	Good Score
1	180,000
2	370,000
3	250,000
4	470,000
5	1,000,000
6	1,250,000
7	175,000
8	360,000
9	240,000
10	437,000
11	980,000
12	1,200,000
13	170,000
14	350,000
15	220,000
16	420,000
17	950,000
18	1,150,000
19	165,000
20	210,000
21	200,000
22	410,000
23	900,000
24	1,100,000
25	200,000
26	420,000
27	250,000
28	500,000
29	1,000,000
30	1,000,000

## PLAY

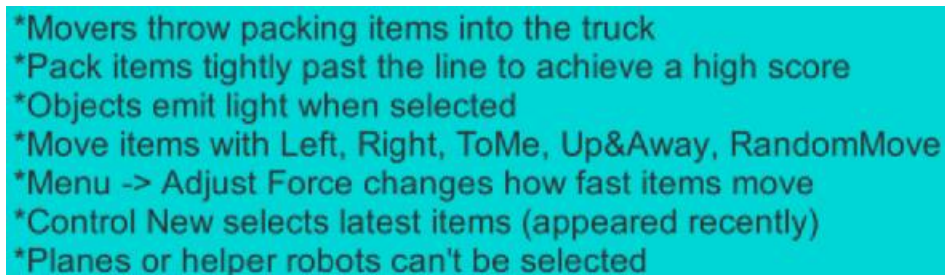
The **PACKING LINE** position is one of the factors in difficulty level. It will be placed closer or further from the back of the truck according to the game selected. Here is the list of difficulty factors in the game.

1. **PACKING LINE** position – limits the space to pack
2. Number of **PACKING ITEMS** to load
3. Number of **HELPER ROBOTS** – you cannot destroy **HELPER ROBOTS**, so try to work with them
4. Number of **TOY PLANES** – they randomly force **PACKING ITEMS** off the truck
5. Truck shaking – only in game 30

To start a game

1. Use the slider at the top of the screen to change the game number selection from 1 to 30.
2. Press or click on the Start button to begin the game.
3. Click on or press on a **PACKING ITEM** to select it, and then use the on-screen buttons (see **MENU** below for details) to control it. If “Multi-object selection” is checked in the **MENU**, you can select more than one **PACKING ITEM** at a time to control.
4. The Control New button can be used to select new **PACKING ITEMS** that have just showed up. After a limited amount of time (since the items appeared on the truck), these items can no longer be selected with Control New – so act quickly if you want to use Control New.
5. The Random Move, Up & Away, To Me, Left, and Right buttons can be used to move the selected **PACKING ITEM(s)**.
6. Press or click on the End Game button to end a game early.
7. When the game ends, Game Over will be displayed and a New Game button.
8. After pressing or clicking on the New Game button, you will still see the **PACKING ITEMS** from the last game you played. You can save the screen showing your packing job and score using your favorite screen saver app (or Alt-PrintScreen) in Windows on a PC.
9. See **MENU** selections below for more options and information.

As displayed on the main game screen, here are the basic operations of the game.



- \*Movers throw packing items into the truck
- \*Pack items tightly past the line to achieve a high score
- \*Objects emit light when selected
- \*Move items with Left, Right, ToMe, Up&Away, RandomMove
- \*Menu -> Adjust Force changes how fast items move
- \*Control New selects latest items (appeared recently)
- \*Planes or helper robots can't be selected

Here are a few tips for getting a high score

1. Use the **MENU** to adjust the force used when you move a **PACKING ITEM**. Since the controls were made for robots, they are sensitive. The better you adapt the controls to your use, the better you can manipulate objects and put them where you want them.
2. Use the **MENU** to check Multi-object Selection. This allows you to select and move more than one **PACKING ITEM** at a time. You will also need to use the **RELEASE ALL** button – to stop

moving any **PACKING ITEMS** you have selected – which is displayed when you check Multi-object Selection.

3. Sometimes it is necessary to move a **PACKING ITEM** “To Me” and then “Up & Away”. This often allows the **PACKING ITEM(s)** to fly over other objects that may be too near to you.
4. Balls, cylinders, and capsule **PACKING ITEMS** roll. You may need to surround them in-order-to prevent them from rolling off the end of the truck.
5. Planes can be hit more easily with multiple **PACKING ITEMS** rather than just one. The further the **PACKING ITEMS** are from the plane, the more momentum they can hit it with. Hits only count when a plane is hit with enough force. When a **PLANE** is hit enough times it will turn red, and the next sufficient hit will blow it up.

## MENU and GAME INTERFACE



When you press the **MENU** button, you see the user interface items above, in addition to a short description of the game. The following describes each setting.

**QUIT APP BUTTON** – Quits the app. High scores are saved on your device, as are the options you have selected in the **MENU** and for the Game Slider. You will not be able to save a partially completed game, however.

**ADJUST FORCE SLIDER** – Move this towards the left to decrease the force used when you press Up & Away, To Me, Left, and Right move buttons. Move this towards the right to increase the force used.

**MULTI-OBJECT SELECTION** – When checked, player can select more than one packing item at a time.

**CAMERA INSET** – When checked, a small top-down view of the inside of the truck can be seen on the right side of the truck in the main game screen.

**MORE HELP BUTTON** – A short description of the game, but more detailed than on the **MENU** screen. There is also a button on the More Help screen for going online and obtaining “Pack A Truck” game instructions (text and pdf formats).

**CREDITS BUTTON** – This shows the intro screen when you first start the app. It also has a button to return to the **MENU**, as well as an audio control for turning the sound on or off.

**CREDITS 2 BUTTON** – Credits to providers of the free 3D objects used in the game.

**DONE BUTTON** – Return to the main game screen.



This is the main game screen when “Mutli-object selection” is not checked, and the game has not started yet. The following describes each option.

**GAME SLIDER** (top of the screen) – Use this to select the game you want to play from 1 to 30 (described earlier).

**START BUTTON** – Begin the game number selected by the **GAME SLIDER**.

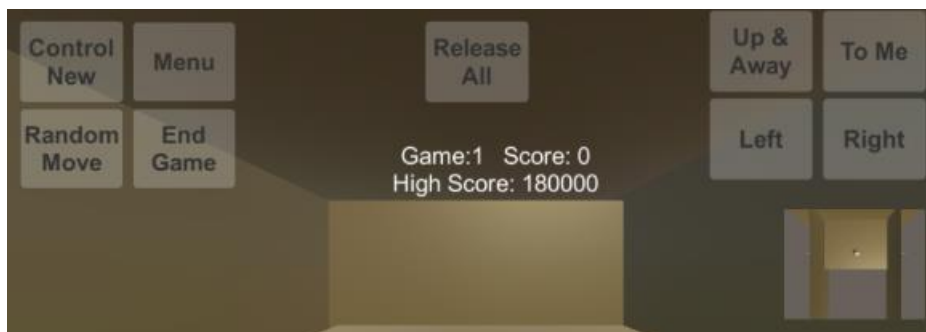
**UP&AWAY, TO ME, LEFT, RIGHT BUTTONS** – Move the selected **PACKING ITEMS**. The longer you hold down one of these buttons – up to a point – the more force will be applied. In other words, to slightly move a **PACKING ITEM**, gently touch one of these buttons and then let go. To move an item quickly towards the back of the truck, hold down the UP&AWAY button long enough to generate the force necessary.

**CONTROL NEW BUTTON** – Selects the **PACKING ITEMS** that recently dropped into the truck. If they did not drop recently, they will not be selected. Previous items that are selected when you hit the Control New Button will no longer be selected.

**RANDOM MOVE BUTTON** – Randomly rotates the **PACKING ITEM(s)** selected.

**MENU BUTTON** – Brings up the **MENU**.

**END GAME BUTTON** – Ends the game currently being played.



When “Multi-object Selection” in the **MENU** is checked, and the game has started, you will see the **RELEASE ALL BUTTON**. When pressed or clicked on the RELEASE ALL BUTTON unselects all the **PACKING ITEMS** you are currently controlling. When the game ends, “Game Over” is displayed and a button for “New Game”. After you select “New Game”, your last packing job is still shown so that you can save an image of it – using whatever your favorite screen saver app.