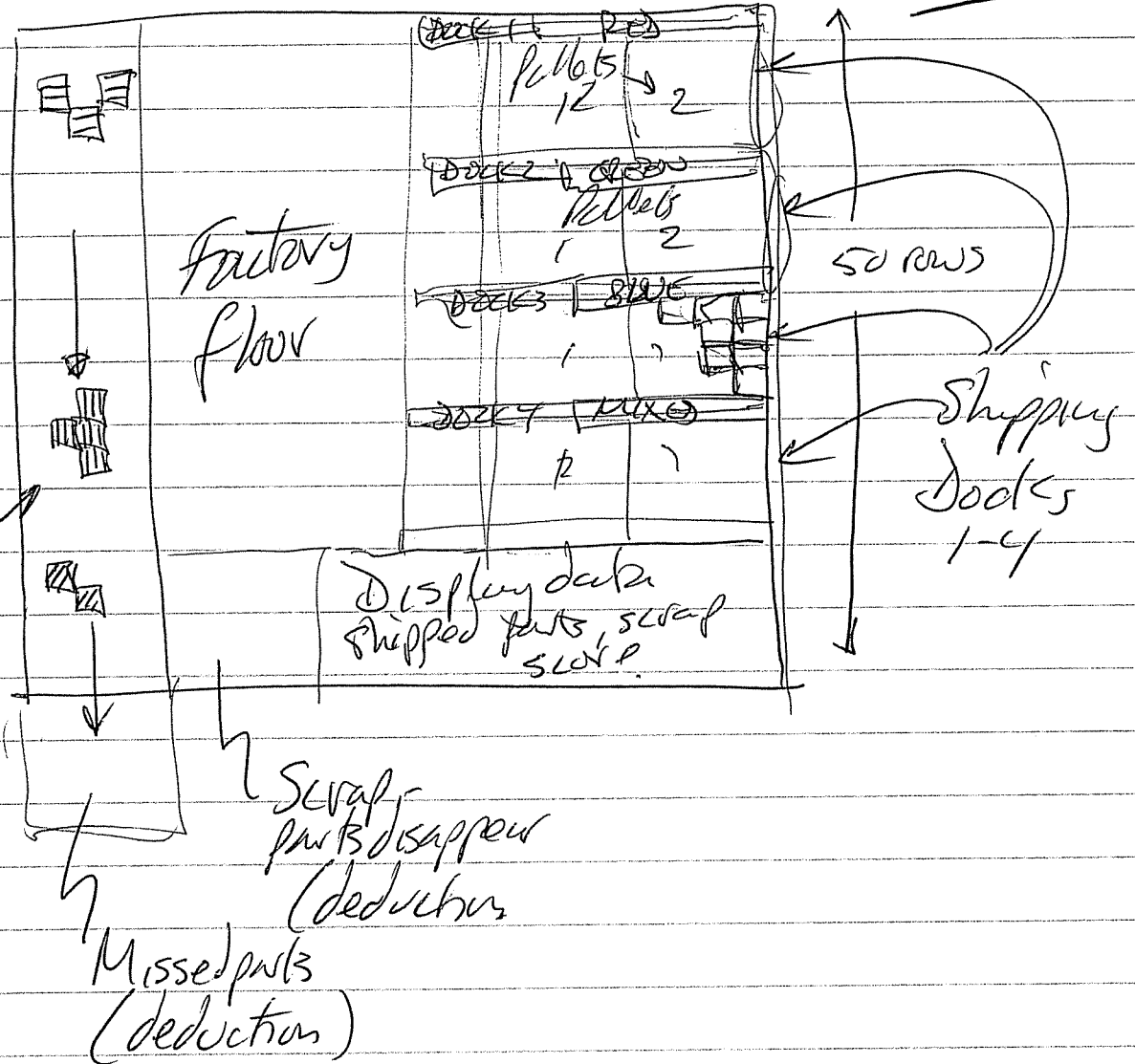


Console (80 x 50)

Spec by  
Chuck Collins  
1/18/08

TOP  
DOWN

Conveyor



Black  $\square$  =  $\begin{matrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{matrix}$  6 characters (3x2)  
ASCII 177

Goal: Move parts (fixed patterns) from  
assembly line to pallets at  
shipping docks.

• Ship full pallets / part of pallets

(1)

## Operator (Player) Controls.

- \* Place parts on factory floor OR on pallets
- \* Pallets automatically shipped when full.
- \* Place parts in scrap area, automatically removed
- \* Cannot place parts back to assembly line.
- \* Pallets have requirements  
Mixed, Red, Green, Blue
- \* Red parts are most complex,  
Blue parts are simplest.
- \* Points for pallets are greater  
on red, then green, then blue,  
then mixed.
- \* 2 pallets per dock (4 docks)
- \* Deduct points for Missed assy line  
parts
- \* Deduct scrapped parts
- \* Points = ~~000~~
- \* Game over = run out of money.

## Level differences

- Different customer requirements,  
i.e. (mixed, mixed, mixed, red)  
etc.

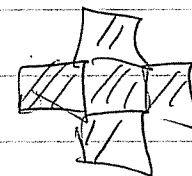
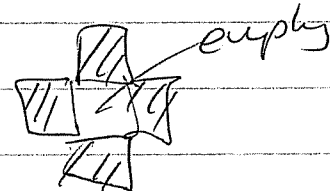
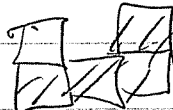
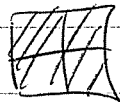
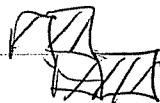
- Morse - click on pattern  
drag (attached to mouse)  
right click release

Z, X - rotate parts

P - pause

ESC - quit game

Part Shapes (unit = 3x3)



(3)