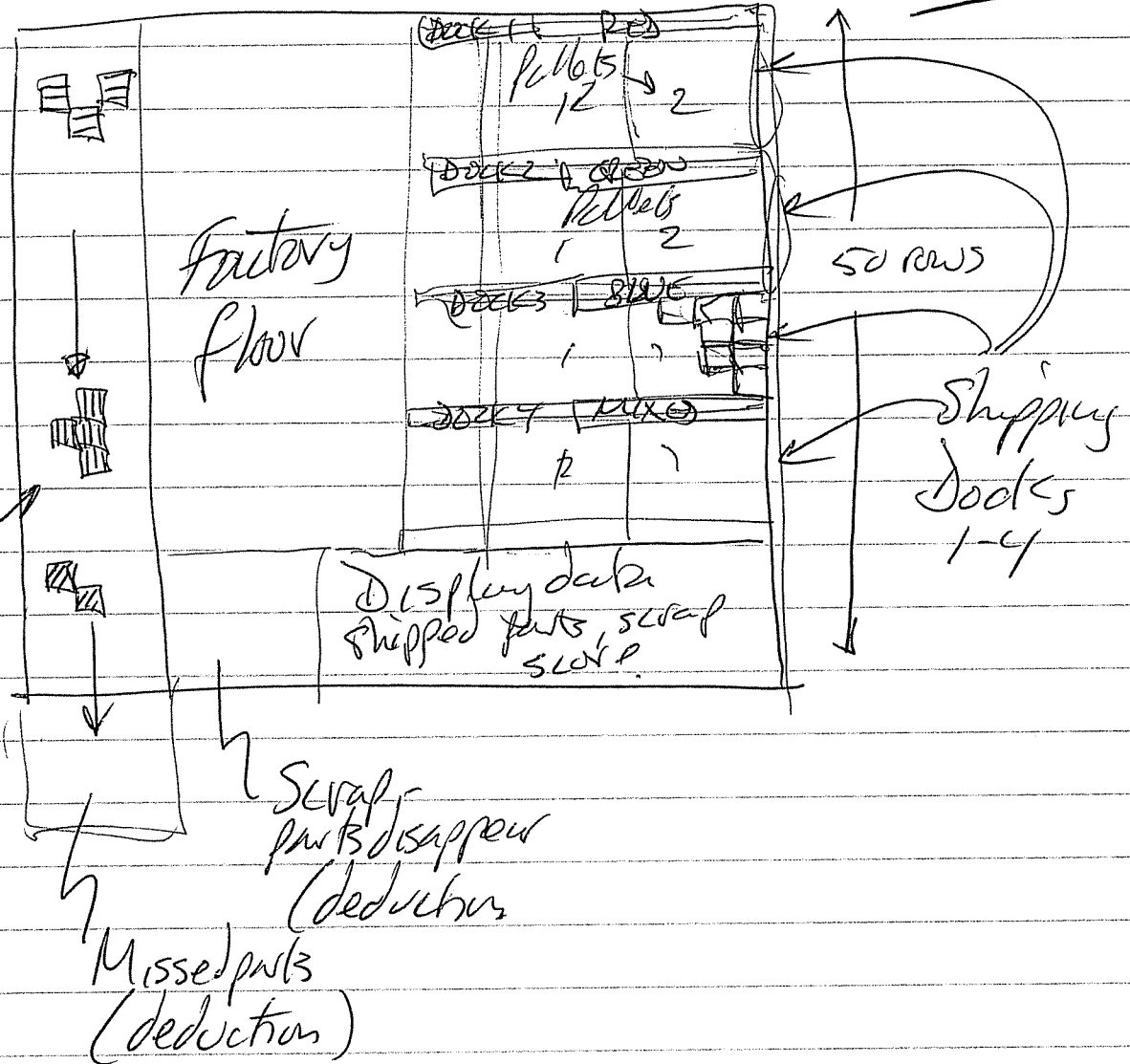




Console (80 x 50)

Spec by
Chuck Collins
1/18/08

TOP
DOWN

Conveyor



Block  =  6 characters (3x2)
ASCII 177

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

• Ship full pallets / partool 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.

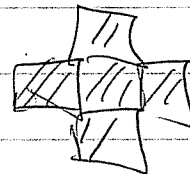
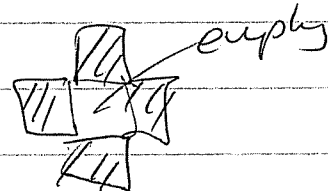
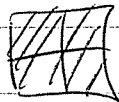
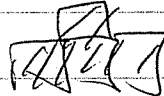
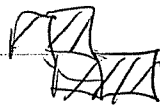
- Morse - click on pattern
drag (attached to mouse)
right click release

Z, X - rotate parts

P - pause

ESC - quit game

Part Shapes (unit = 3x3)



(3)