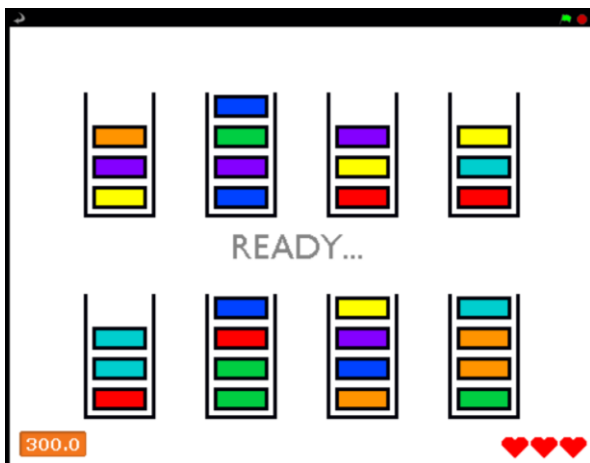


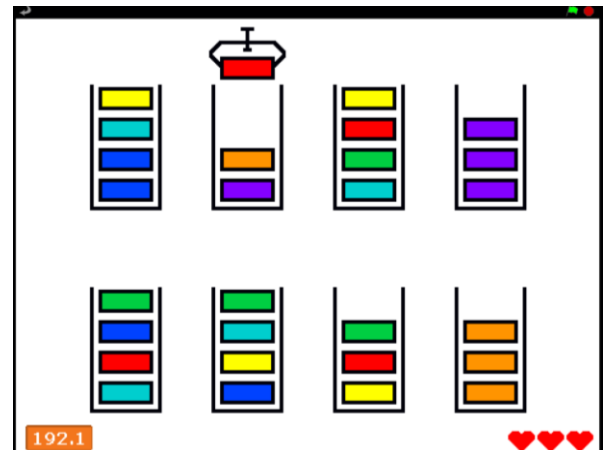
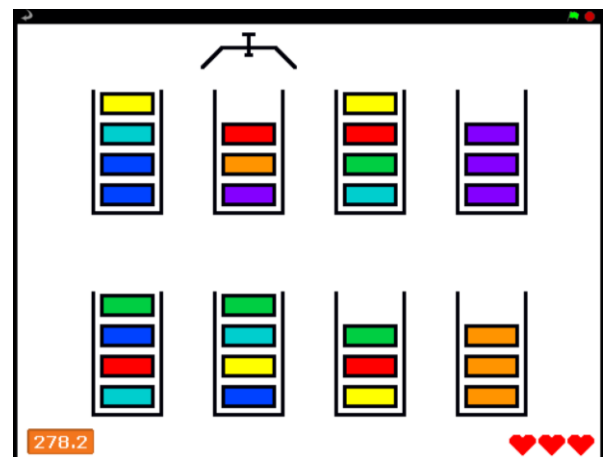
Stacker Game (Ver. 1.0)

Instructions

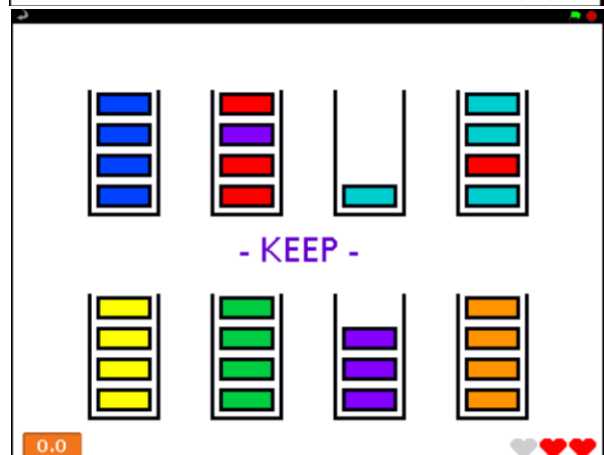
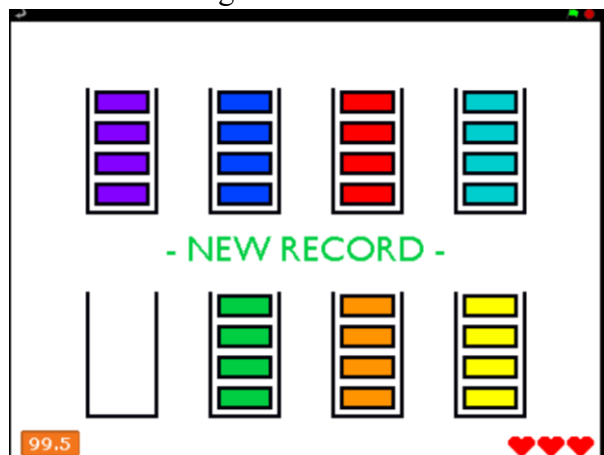
0. Press the green flag on the top-right corner to run a new game. When executing the file, a new game will run automatically. A game will consist of several rounds and will be terminated when and only when your **LIFE** (shown on the bottom right corner) is used up.
1. When each round begins, several blocks of several colors will be randomly generated and located at eight different buckets. The time counter will be set to your best record among all rounds in each game, or will be set to 300 seconds if this is your first round. When the setting is done, the countdown will be triggered immediately.



2. The goal of each round is to categorize the blocks of same colour to the same bucket, and you will use a peg to control the blocks. Use arrow keys to move the peg and the spacebar to pick / drop a block. To be precise, when pressing the spacebar:
 - a) if the peg is idle and **the bucket it stands on is non-empty**, the peg will pick up the top block of the bucket and the picked block will now move with the peg,
 - b) if the peg has a block on it and **the bucket it stands on is non-full** (i.e. less than 4 blocks), the peg will drop the block to the top of the stack of the bucket,
 - c) in either case, if the **highlighted** condition is not satisfied, the peg will do nothing.
 These rules are essentially applying the stack principle: last-in-first-out, and vice versa.



3. Each round will run until the goal is achieved or the time is used up. In the first case, your best record will be updated. In the second case, you will lose a **LIFE** and the best record will remain unchanged.



4. When your **LIFE** is used up, the game will over and will show your best record. If you are still alive, you will go back to step 1. and a new round will begin automatically.

