

RETRO

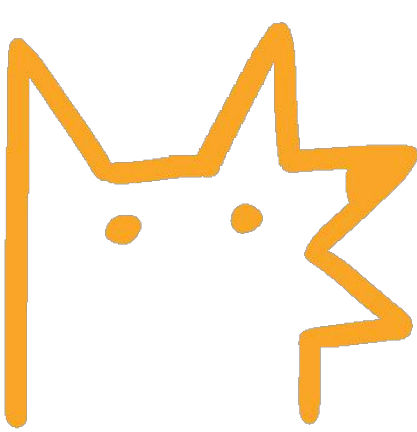
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INSTRUCTION BOOKLET

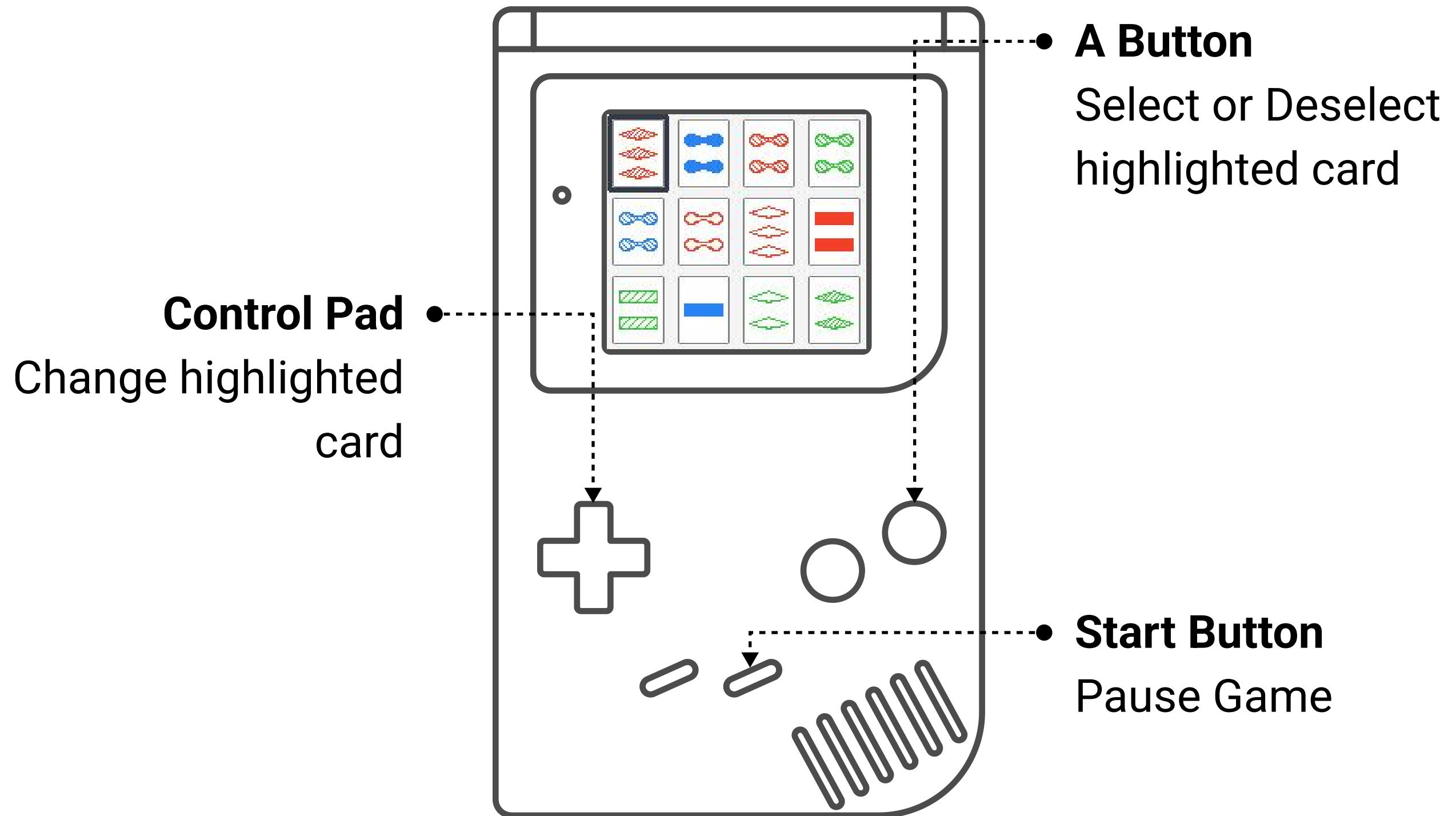
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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Then save this booklet for future reference.

CONTROLS



GAMEPLAY

Packs is a Solo Puzzle Game of Visual Logic and Pattern Recognition.

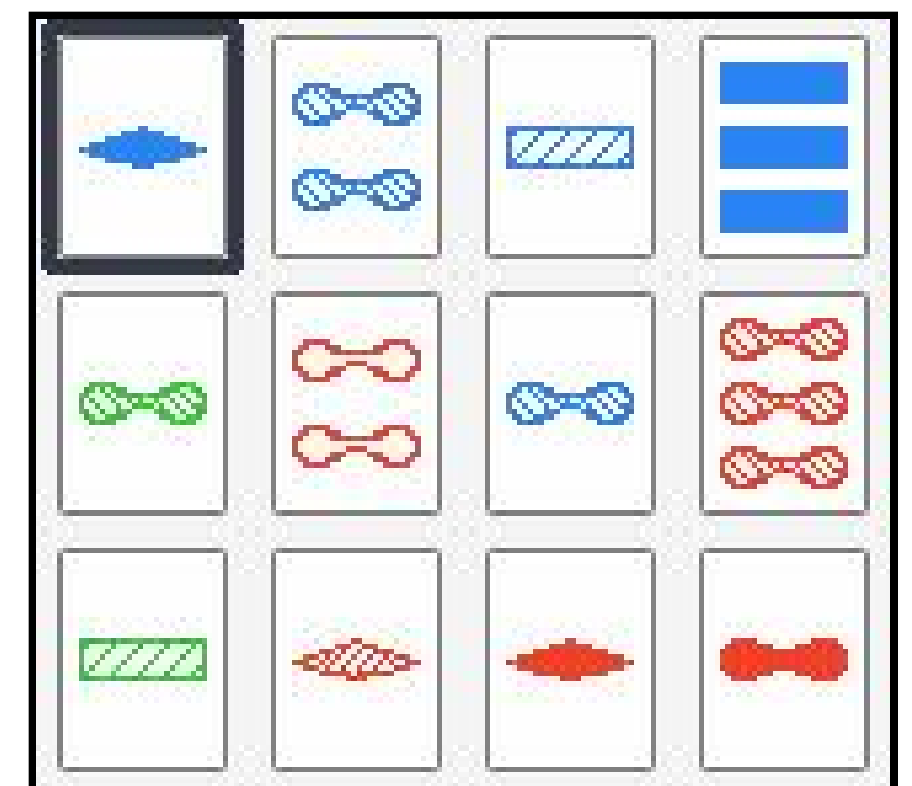
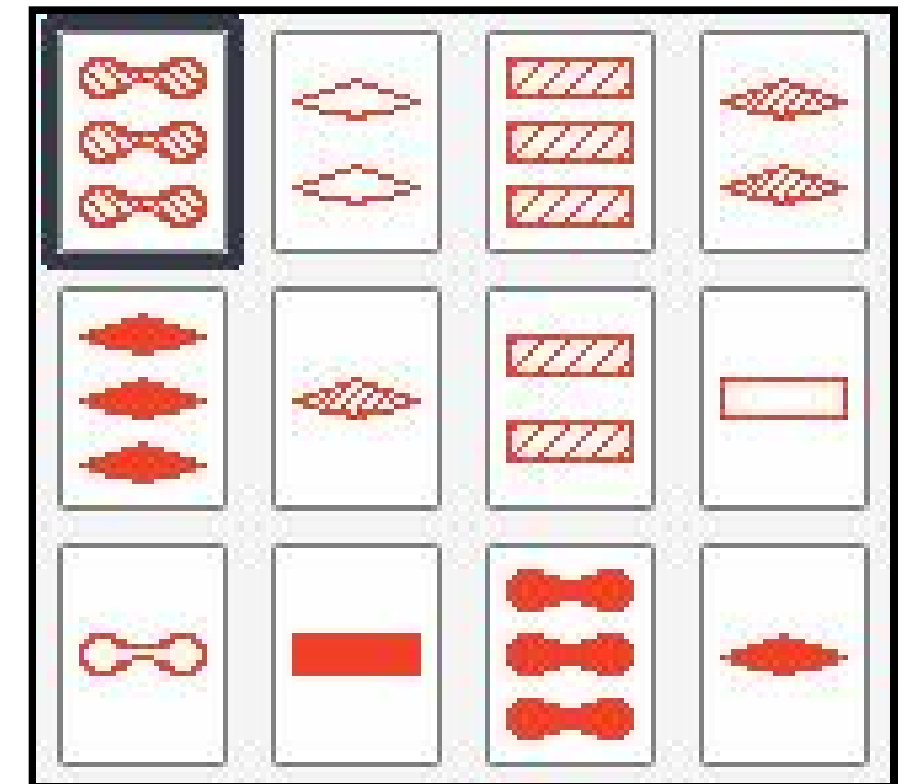
OBJECTIVE

Find as many Packs as you can! No time limit, no pressure.
A Pack is a group of three cards where, for each feature, the values are either all the same or all different.

Check the front cover for examples!

There is always at least one valid Pack on the board. The game ends automatically when no more Packs can be made.

If you get stuck, try out the tutorial on packsgame.com



GAMEPLAY

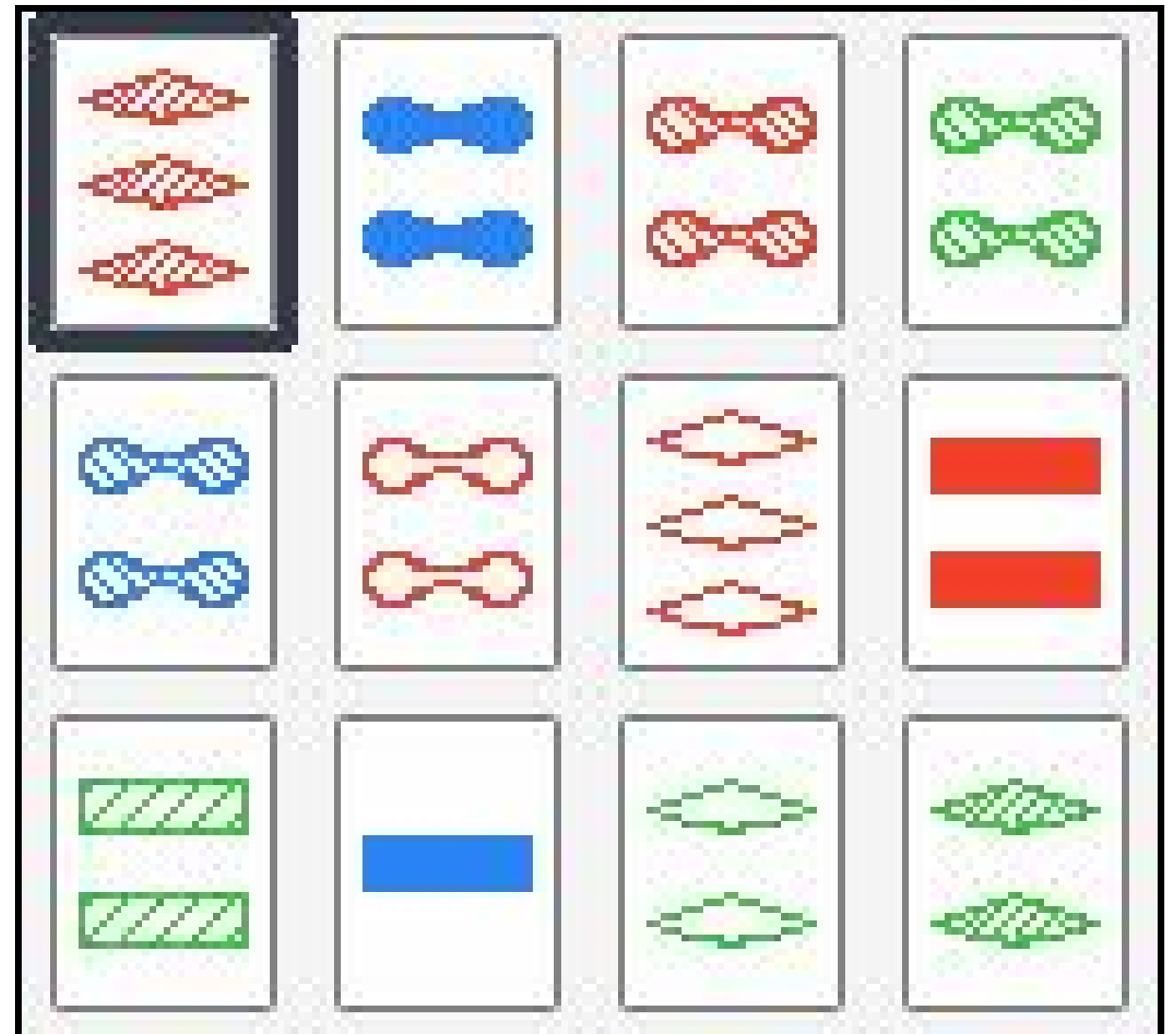
CARD FEATURES

Each card has four features. Each feature has three possible values:

- Color: Red, Green, Blue
- Shape: Rectangle, Diamond, Squeezy
- Shading: Solid, Striped, Open
- Number: 1, 2, or 3 symbols

HOW TO PLAY

- 12 cards are always visible on the board.
- A valid Pack is always present.
- Select three cards you believe form a Pack.
- If correct, they are cleared and replaced automatically.
- The game ends when there are no more valid Packs remaining.



GAMEPLAY

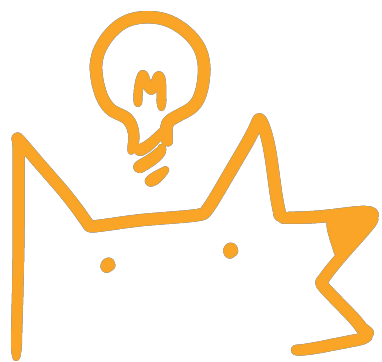
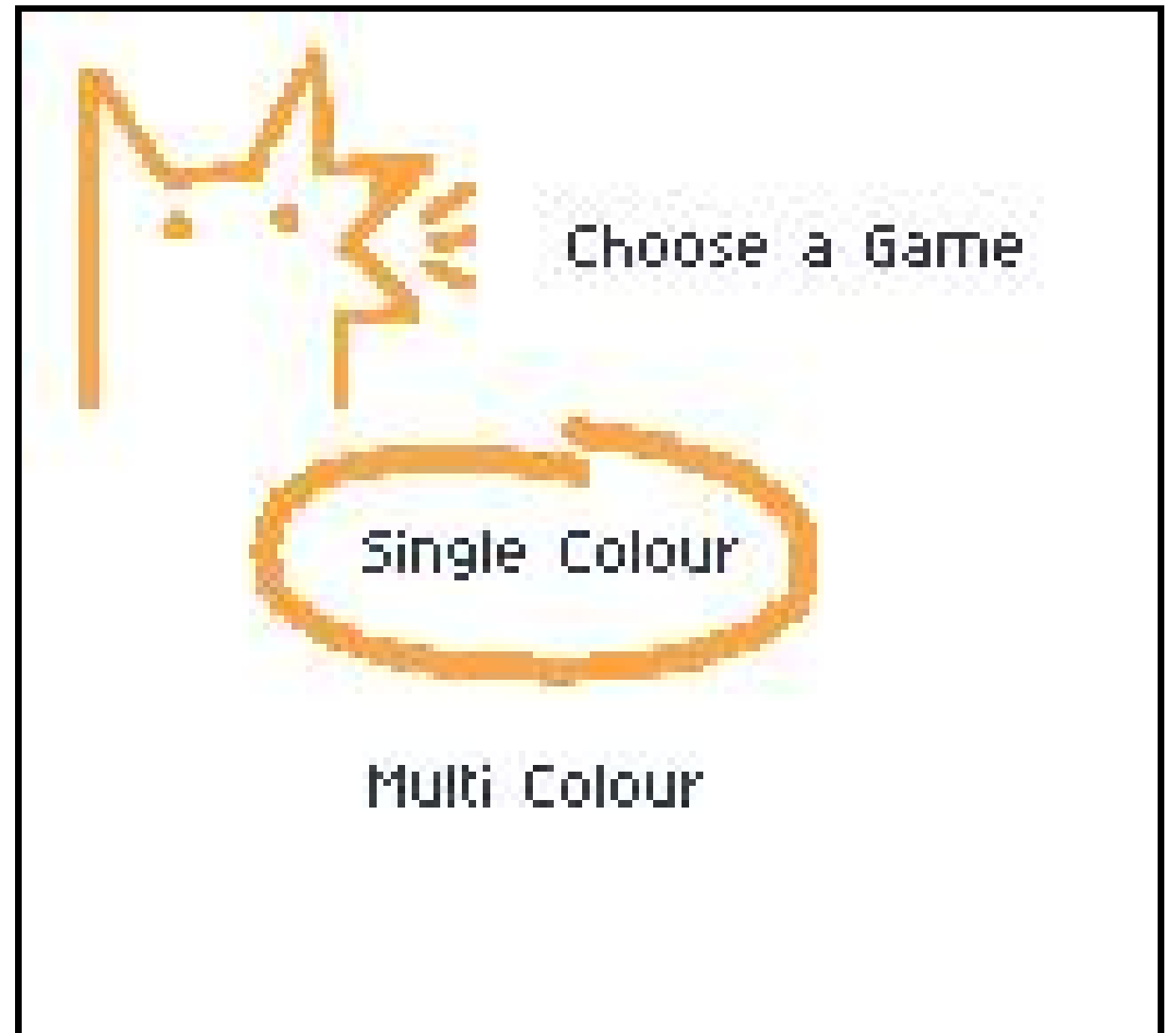
GAME MODES

Single Colour Mode

All cards are the same colour.
Ideal for training focus on shape, shading,
and number.

Multi Colour Mode

Cards appear in all three colours.
Offers the full challenge with maximum
variety.



TIPS

- Try out the tutorial at packsgame.com if you get stuck
- Scan row by row or feature by feature for visual patterns.
- Practice increases speed and accuracy.

CREDITS

Original Mobile Game

Illustrations

Sam Ballard

Programming

Josh Balfour

Game Design

Shad Gibran

Retro Port

Josh Balfour

Built Using



<https://github.com/gbdk-2020/CrossZGB>



