PACK AND STACK
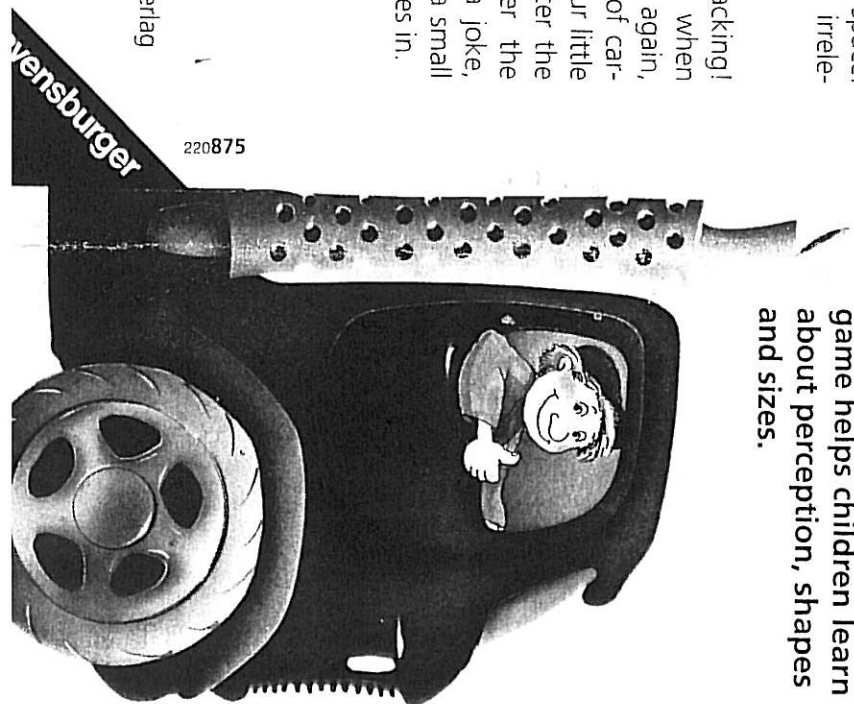
Who's the best packer?
Is there still room for a big
red box - or only a small
blue strip? This simple
game helps children learn
about perception, shapes
and sizes.

Objective

To be the first player to finish
loading the cargo onto his lorry -
this player is the best packer and
wins the game.

Contents

4 lorry cards
2 coloured dice
80 pieces of "cargo"

Preparations

Before playing for the first time
carefully remove the cargo from
the cards. Then remove the
cargo areas from the lorries.
Keep these pieces and put them
back in the box - you may want
to look at the lorries without the
"openings" and put these pieces
back into the lorries.

Possible dice combinations

These are the various combinati-
ons that you will throw with the
coloured dice:

◆ If you throw 2 colours (such
as RED and GREEN): take
one red or one green item
and load it onto your lorry.

◆ If you throw 2 colours (such
as RED and GREEN), but there
are only items of one of these
colours (RED) on the table:
take a red item and load it.

◆ If you throw 2 colours but
there are no pieces of either
of these colours on the table:
throw again. This also applies
if you throw a colour (such as
RED) and the white FLOP, but
there are no more red items
to be had. As long as there is
an item in a thrown colour it
must be taken - and if it
doesn't fit it has to be passed
on to the next player ......

◆ If you throw WHITE and
WHITE: this double FLOP is
really bad luck - you lose a
turn.

Pieces of cargo can't be "tried
out" and put back ....

out of the game and put it back
into the box.

End of the game

The first player to have complete-
ly loaded his lorry is the winner. If
no one manages to do this, the
game continues until no one can
load any more pieces onto his
lorry. In this case, the winner is
the player with the fewest
"gaps" (- places which haven't
been filled in) in his cargo space.
The size of the spaces is irrele-
vant.

Have fun packing and stacking!
One last piece of advice: when
you put the game away again,
make sure that no pieces of car-
go are lost. If you think your little
brother or sister may scatter the
contents of the box over the
carpet (like confetti) for a joke,
it might be better to find a small
bag to put all the little pieces in.

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Each player chooses a lorry card and lays it in front of him on the table. Get the dice ready.

There are small numbers on the backs of the 80 pieces of cargo according to colour. It's easiest if you sort the pieces according to colour, and put all the pieces of one colour in a row.

The youngest player starts the game.

Put the pieces which you will use in the middle of the table so that you can all reach them. It's easiest if you sort the pieces according to colour, and put all the pieces of one colour in a row.

◆ **4 players:**
You use all of the pieces, which is why they all have a "4" on the back.
If there are fewer than 4 players you will have to remove some of the cargo and put it back in the box.

◆ **3 players:**
You use the pieces with a "3" on the back.

◆ **2 players:**
You use the pieces with a "2" on the back.

How to play the game

By throwing both dice. The player then chooses one of the colours shown on the dice and takes one piece of cargo of the same colour from the pile in the middle of the table. He loads this onto his lorry.

The dice shows the five cargo colours as well as the colour white. "White" means "flop" - in other words: back luck .... we will explain this later in the notes.

Cargo

There are two types of cargo:

1. Items which are red, yellow or green: an item in one of these colours is loaded onto the lorry immediately.

2. The thin "strips" in purple and blue: an item in either of these colours is not loaded straight away, but is stacked beside the player's lorry and used later to "fill in" any gaps like this:
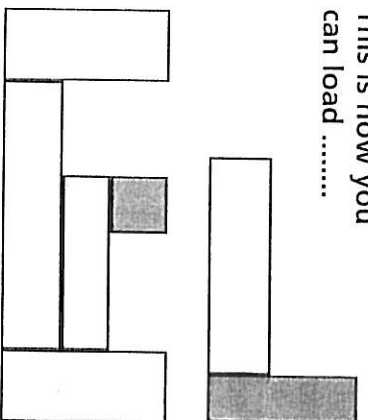
This is how you can load ......

..... not like this!

◆ Either choose to miss a throw and load a strip (which you already have) onto your lorry, or else ....

◆ ....if there are no more items in the middle of the table you needn't throw the dice but can load a strip onto your lorry at each turn.
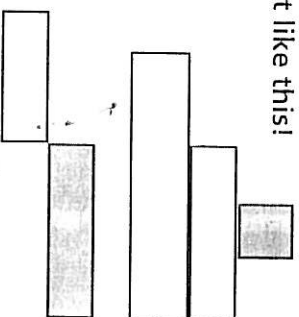
How to load

Start at the bottom left corner of your lorry. Successive items must always be placed directly next to/on top of the items which have already been loaded. Here are some examples of how to load your lorry:

You may want to load a big item or strip and find that there isn't actually enough room for it.

In that case, this is what happens: if you take a piece of cargo, you do actually have to load it, or if necessary store it somewhere else. It's bad luck if the cargo really won't go on your lorry - whether it's a large item or a strip, you will have to pass it on to the next player (clockwise direction), and keep passing it on until it reaches a player who has got room for it. If none of the players has room for it, take it