Hippo: Tilt and Pack

Ages 5-7

A picture guide to packing together.



START

Two demonstrations





Watch both unscored demonstrations.

The hand shows each route. Tap OK yourself after each one.

No stars are earned here.

watching 11

watching 23

Look at the goal

12 supplies → 1 pack + 2 loose
Make 1 pack and 2 loose. Keep all 12 supplies.

Make 1 pack and 2 loose.

Tap the order to hear the goal again.

1 in chute · 9 in tray · 2 loose



1 pack



2 loose



Pack one

Tap Pack. If the chute is empty, take one from the bowl.



9 in tray + 3 loose

1 pack + 2 loose

A ten

Ten pouches make exactly one pack.

The full tray seals itself.



9 in tray + Pack

10 pouches





1 pack



1 pack + 2 loose

Loose one

Tap Loose to send one chute pouch to the bowl.

If the chute is empty, Loose returns one tray pouch.



2 in tray + 2 loose

1 in tray + 3 loose

Loose stays loose. It never packs itself.

Undo

Want to change your last move?

Tap Undo. The exact previous physical state returns.



1 in tray + 3 loose

2 in tray + 2 loose

Unpack

Tap Unpack. One pack becomes ten loose pouches.

The total stays the same.



2 packs + 4 loose / 24



1 pack + 14 loose / 24



1 pack



10 loose

Opening one pack never changes the total.

Pack limit

Follow the pack limit.

34 supplies: 3 packs + 4 loose become 2 packs + 14 loose after Unpack.

34 supplies before and after. Limit: 2 packs.

BEFORE — 3 packs + 4 loose





34 supplies

AFTER — 2 packs + 14 loose





34 supplies

Check and try

Does your packing match?

Tap the green check.

Not yet? Your packing stays. Repair it with Pack or Loose, then tap OK.



9 in tray + 3 loose



OK after repair



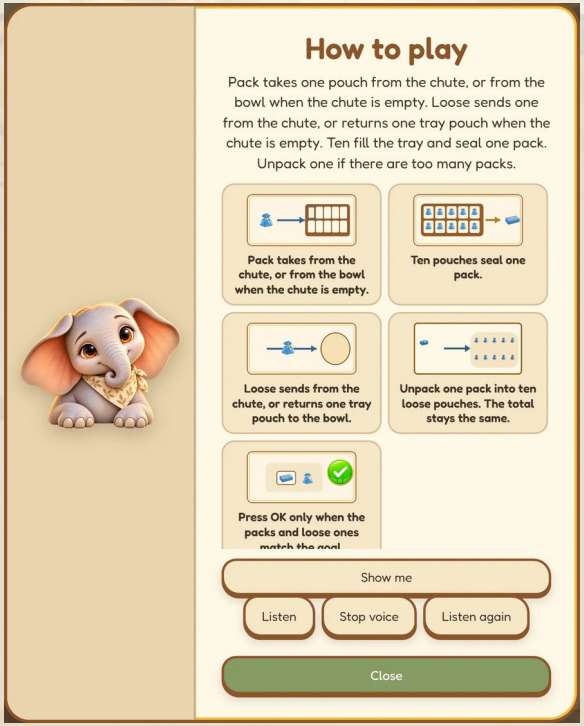
1 pack + 2 loose

Help and rest

Need a hand? Tap ?.

Need a rest? Tap Pause.

Your current packing stays when you pause or open Help.



Help + Close



Pause + Resume

Celebrate

A correct check earns a star.

Four stars finish a level.

Pack. Check. Try again.





Five levels





One earned star

Four stars

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