Lino: A Place for the Late Parcel



Tap Play to begin.

The old crates stay in order. Find a place for one late parcel.

Move the window to a gap.

Slide the window

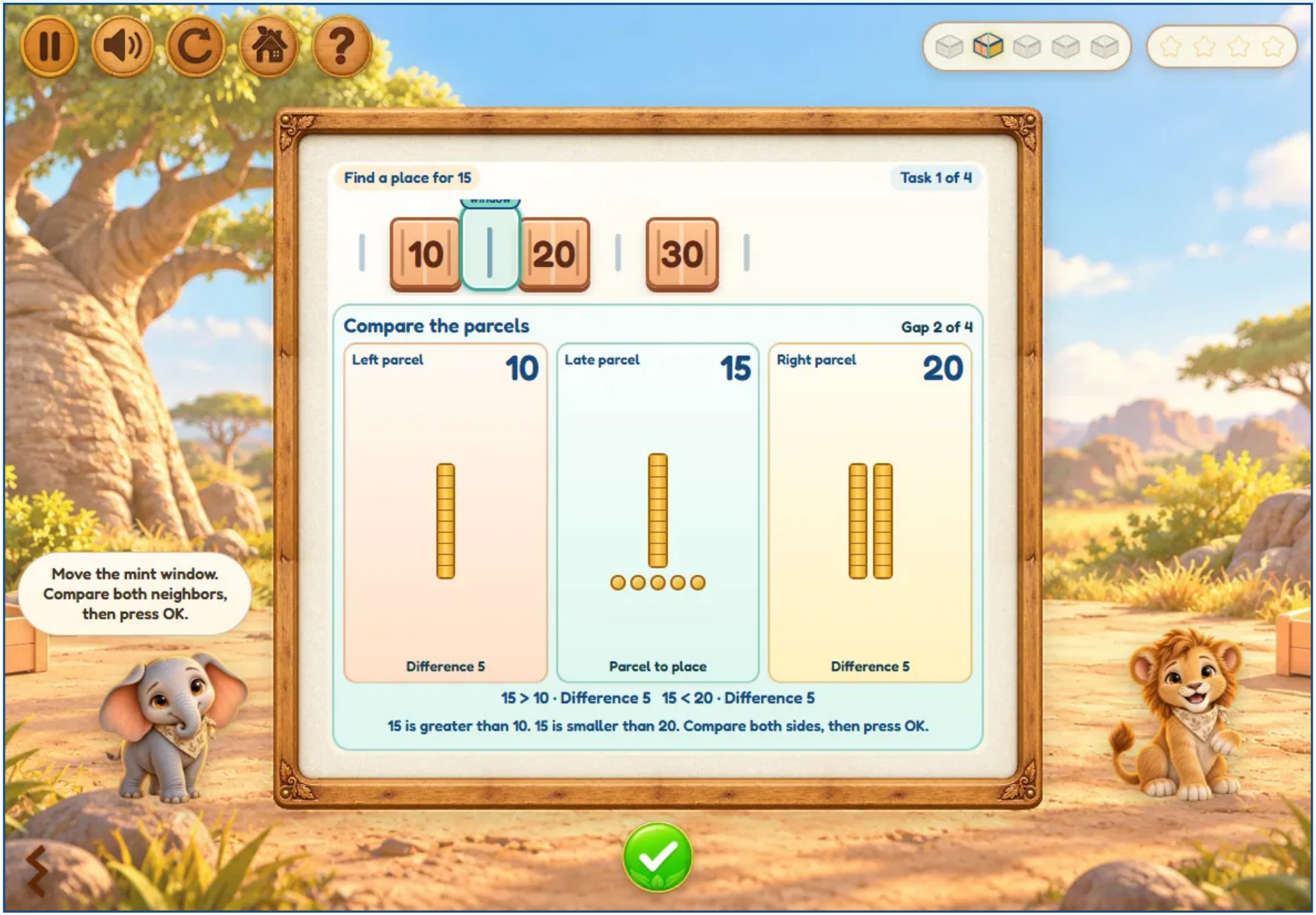


You change only the place of the new parcel. Its beads stay inside it.

50 mm · Print at 100%

Look on both sides

Compare left and right.



The left neighbor must be no greater. The right neighbor must be no smaller.

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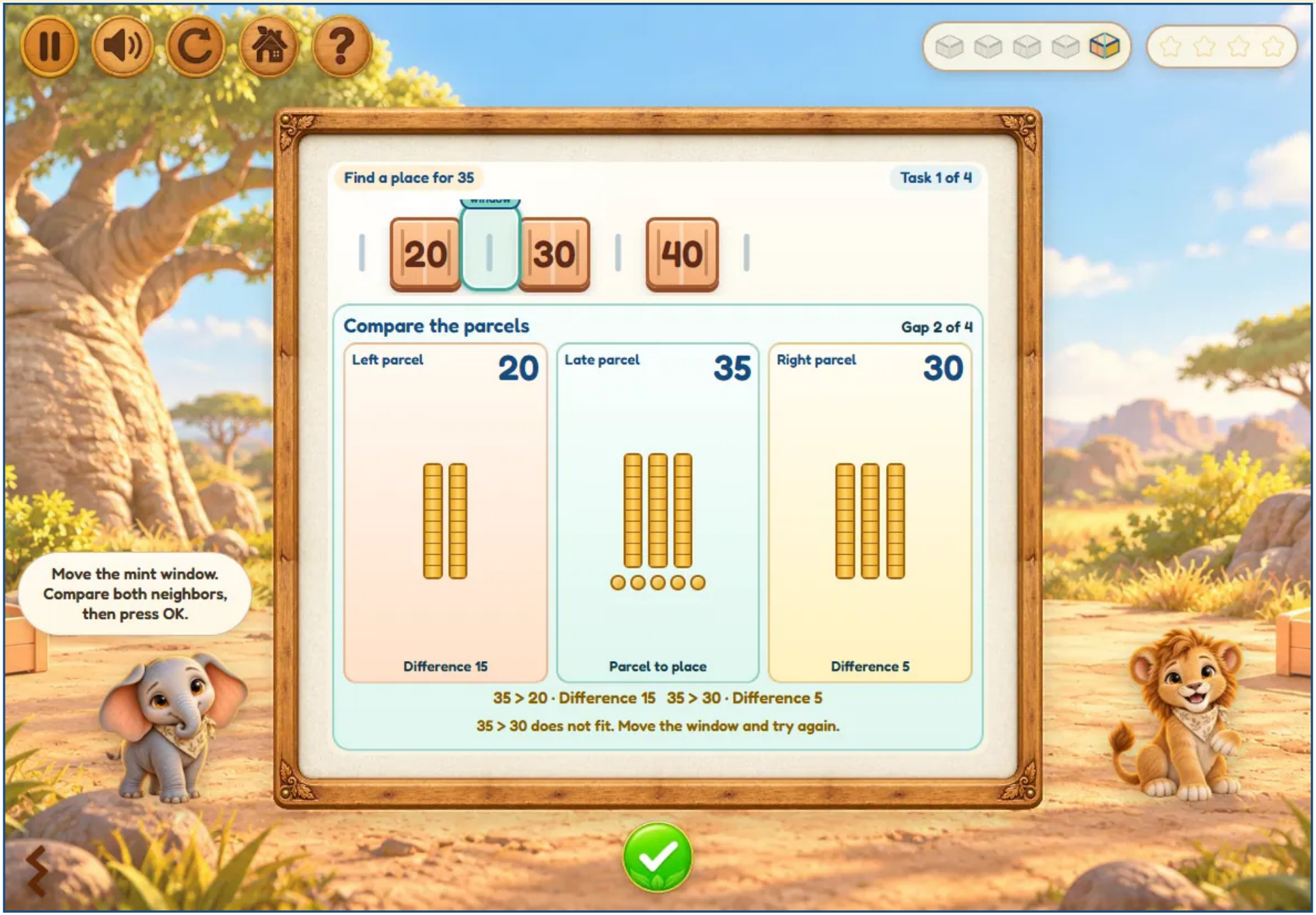
Move after a mismatch.

Try a new place



A failed comparison stays useful. Find the side that does not fit, then slide the window.

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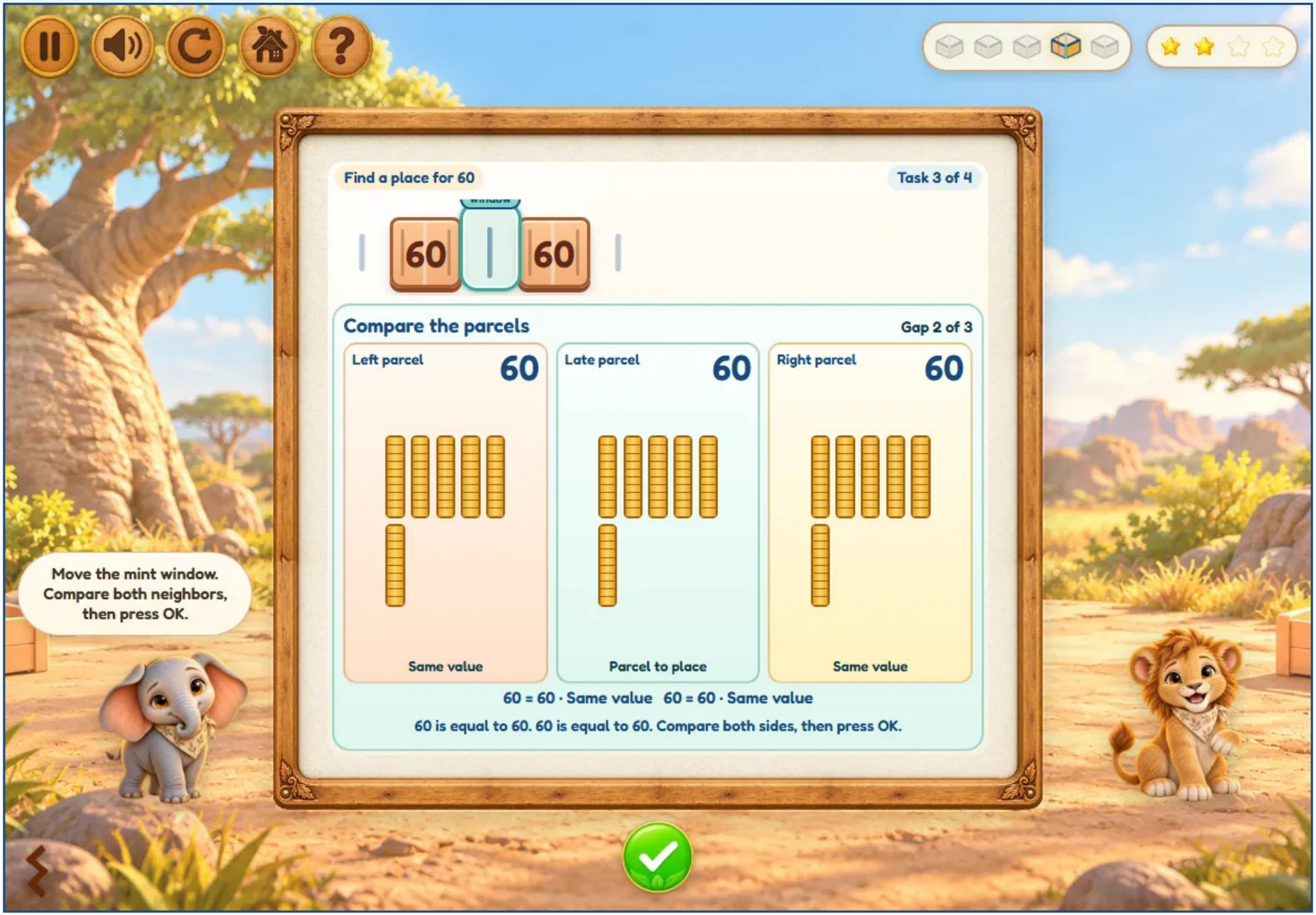
Equal can stand together

Check every tied gap.



When both neighbors match the parcel, more than one place can work.

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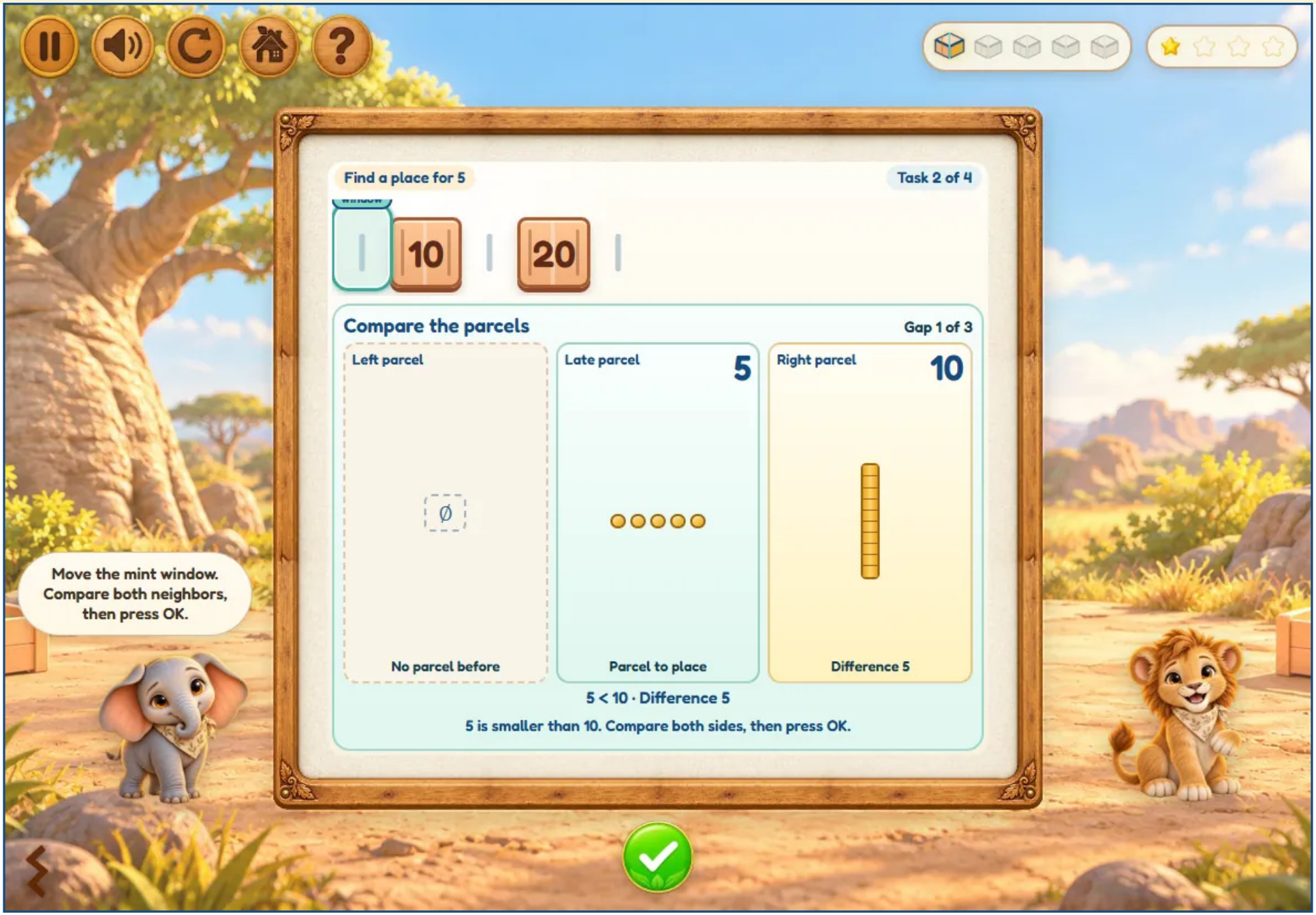
Check the one visible neighbor.

The ends are places



At the beginning or end, one side is open and the other side still gives a useful clue.

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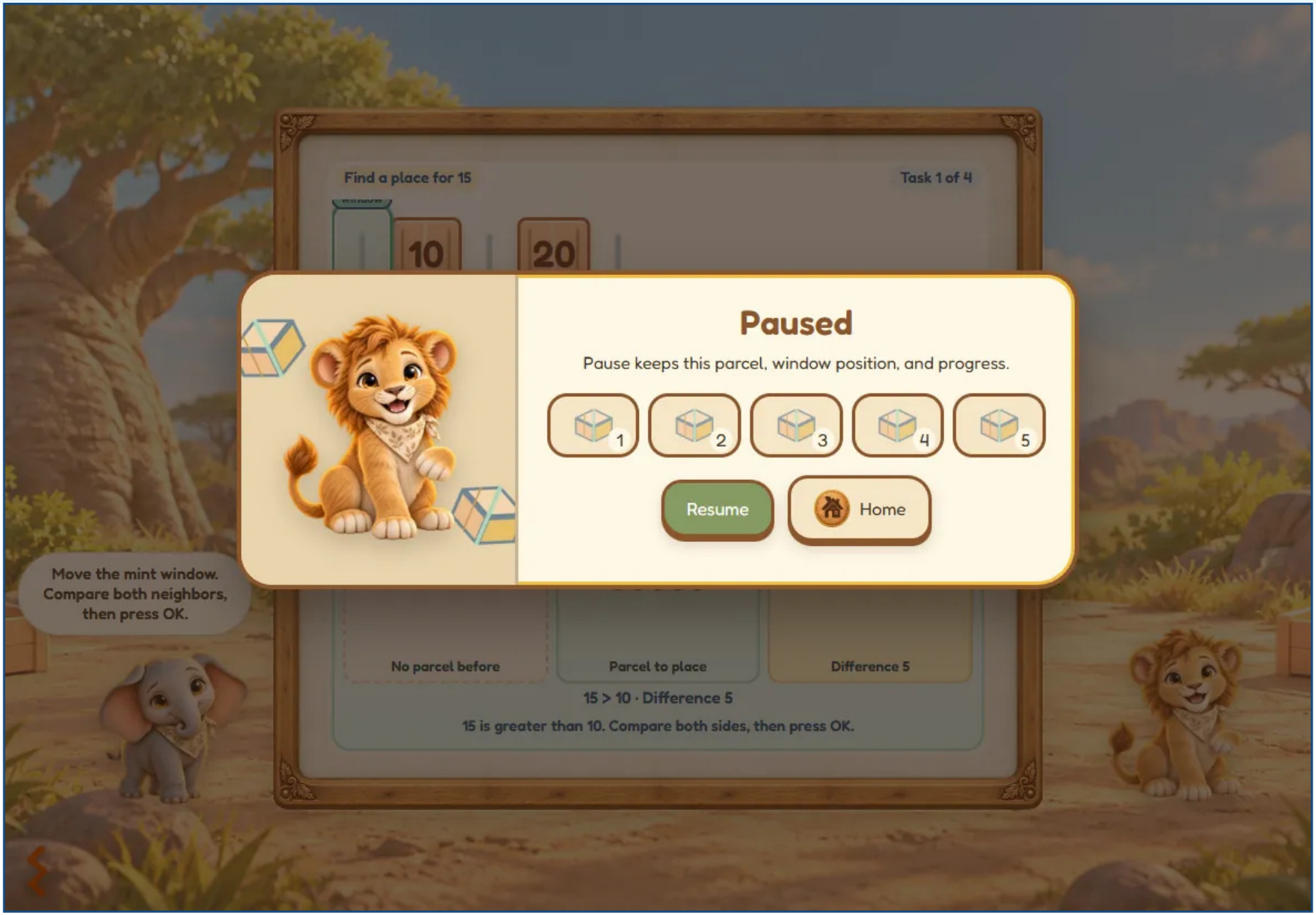
Ask, then continue

Use Pause or Help when needed.



The real pause and help controls protect the current try. Resume when ready.

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Celebrate checking both sides.

A thoughtful finish



The final screen belongs to the same adventure. Replay supports another attempt.

50 mm · Print at 100%