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The Pack: Tips and Tricks

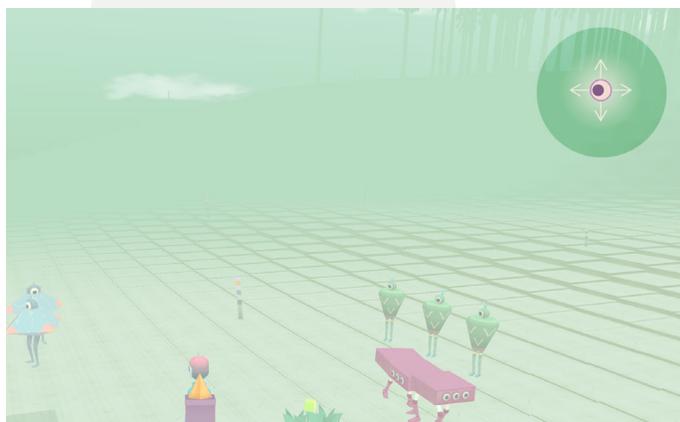
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Welcome to Algos, a future world where healthy ecosystems have faltered, water and food are scarce, and it's up to you and your Pack to help restore the environment!

You find yourself waking up in a barren land where the only way to bring life back into balance is to replenish water sources and find the scattered seeds all over the world. You can't do it alone, and can't stray too far from water, so you and a "Pack" of helpful creatures set out on an adventure across Algos.



How to navigate in The Pack

What Is The Pack?

The local creatures of Algos have special skills that will help you in your new environment. The creatures can perform simple actions like digging, moving, holding, grabbing and bumping—skills that will help you collect seeds and move water. To bring these creatures into your Pack, you must befriend them by feeding them their favorite foods, found throughout Algos. When your Pack has more than one type of creature, you can combine them in an algorithm to perform tasks like moving water, uncovering seeds and bumping into trees to get food. You can also create complex algorithms to achieve multiple things at once, such as simultaneously collecting food and moving water. Learning and mastering these algorithms is the key to finding all of the seeds and restoring harmony to Algos.

How to play The Pack

The Pack can be played on a Mac, iPhone, iPad, iPod touch or a PC. It can be downloaded on the App Store and on NYSCI's website at nysci.org/the-pack.

Starting Gameplay:

How do I move? How can I look around?

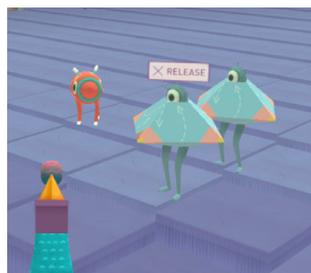
On Macs and PC: Use the arrow keys to move in the world. Click and drag using your mouse to look around the world without moving.

On mobile devices: Drag your finger in the direction you wish to move, holding it down to keep moving. Swipe your finger to either side to turn. Tap on the circle on the middle right side and drag in the direction you wish to look (*see left*) without moving.

Creatures



Creatures in the wild in *The Pack*



Release a creature

What are creatures?

A creature performs a specific function that can help you in your quest (see Appendix 1 for an explanation of each creature's abilities). When you combine creatures in a specific order, known as an algorithm, they perform complex tasks. However, creatures need clear directions from you to perform the right set of tasks when combined into algorithms. As you collect more seeds, more types of creatures will return to the world of Algos!

How do I collect more creatures? What food do they need?

Creatures are found walking around the world, thinking about their favorite food and their functions. You have to feed them their favorite food to convince them to join you.

When you have the right food, click on a creature to add them to your Pack. Those that have not been added to your Pack will glitter, and will not follow you if you leave.

You can go to the "Create Algorithm" screen and press the "?" next to a creature in your Pack to check what food they like and what function they perform (see page 6).

Why do I feed my creatures?

Creatures in your Pack will need to eat food if they are being used as part of an algorithm. In that case, they will consume all of the food out of your inventory, so it's important to replenish your food supplies throughout the game to keep your algorithms running (see image on page 4, object A).

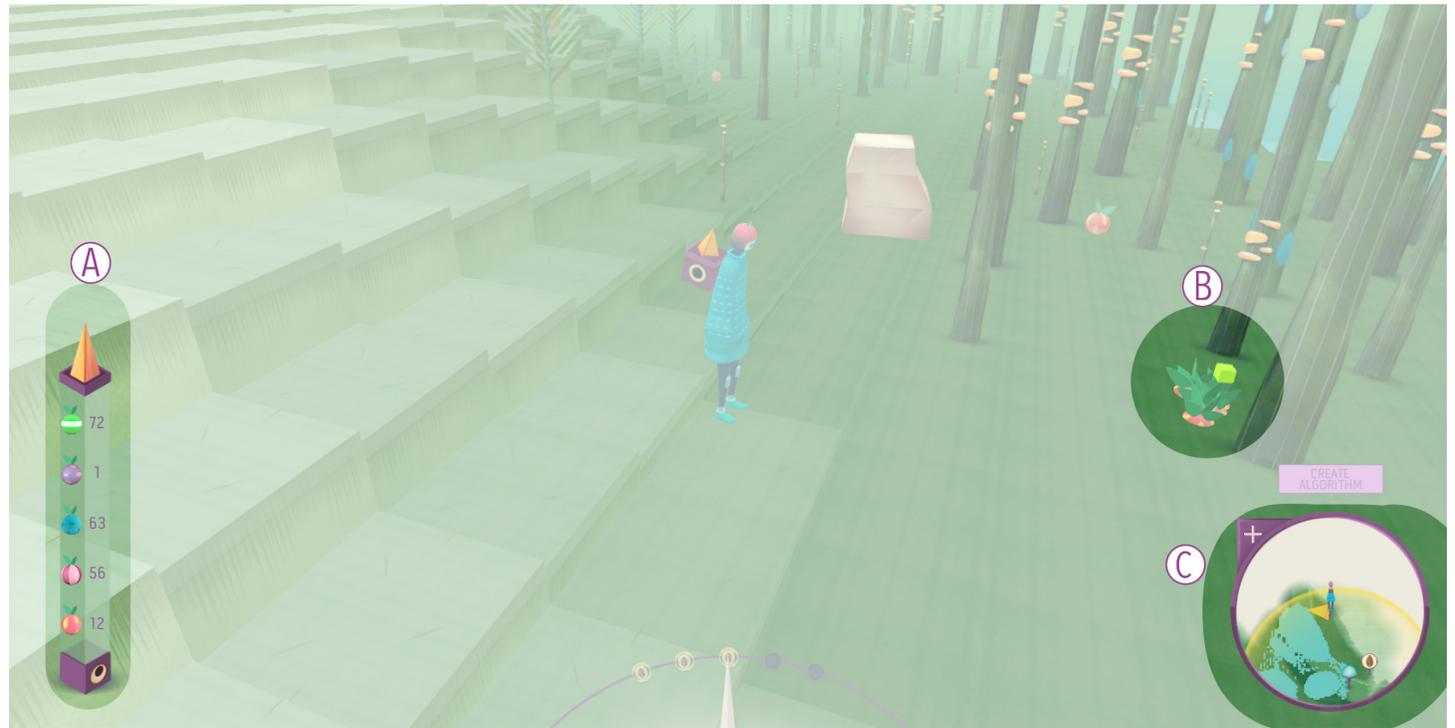
Can I remove a creature from my Pack?

You can release a creature if you don't need them anymore, or if your Pack is full and you want to add a different one. The maximum number of creatures in a Pack is 34. Click on one of the creatures in your Pack and select the "Release" button that appears above their heads. The creature will leave your Pack. You can add them again later.

Where did all of my creatures go?

When you create a new algorithm and send it out into the world, the creatures you assigned to it will perform their tasks until you 'gather' them again. Use the map to find active algorithms. A stack of squares indicates an algorithm (see image on page 8). Click on a stack to see creatures in the algorithm, their function and available food. Select the "X" button in the "Create an Algorithm" window to collect creatures back into your Pack.

Food



Finding food and your inventory in *The Pack*

Why do I need food?

Creatures in *The Pack*, like all animals, are motivated by food. Each time a creature performs its function in an algorithm, it eats a piece of food out of your inventory. For example, if you run an algorithm five times, your creatures will each eat five pieces of food.

Use “Repeater” in an algorithm to save your food supplies. When an action is set to repeat multiple times, the creatures will only consume food the first time. For each subsequent (following) repetition, no more food will be eaten.

How do I find and pick up food?

Each type of food will only grow in its native biome. Find the food you want by discovering where it grows. Take a look at your map to see that each biome is a different color. By travelling to these biomes, you’ll find the food you need. In later levels, your creatures can help you find and collect food.

Once you have found some food within your reach, pick it up by walking over it. The food will then be added to your inventory. Access your backpack/inventory to see how much of each food you have (*see image above, object A*).

Large clusters of food can be found under the ground, indicated by a floating green cube on the surface (*object B*). More food can be found in the trees above you, so you’ll need help from certain creatures to get to those.

Algorithm Use

- A) Algorithm placement controls
- B) Rotate direction of algorithm
- C) Edit algorithm
- D) Play/Stop algorithm
- E) Gather/disband algorithm
- F) Create new algorithm



Creating and changing algorithms in *The Pack*

What is an algorithm and how do I make one?

An algorithm is a group of creatures from your Pack that you can set up to act together in a specific order, one after another. They can be made up of anywhere from one to 12 creatures. Algorithms can help you move water, find seeds, build towers, and more (*see Appendix 2 for some ideas on how to get started!*)

To start a new algorithm, click the “Create an Algorithm” button above your map on the right side of your screen (*see left image, object F*). This will take you to the “Create Algorithm” screen. Here you can put creatures into the “editor,” where you can drag and drop creatures to change their order in the algorithm.

Once the creatures are in the order you want them in, click “Test” to check the order your creatures will perform, and how many times the algorithm will run.

If you’re satisfied with how your algorithm will act, “Place” the algorithm to put it out into the game world. When you’ve decided where the algorithm should act, hit “Play” to set it in motion.

How can I move or change my algorithm?

Click or tap on the algorithm, then drag it to the location you want it to start on. You can also use the arrows on the right to move your algorithm one square at a time (*object A*).

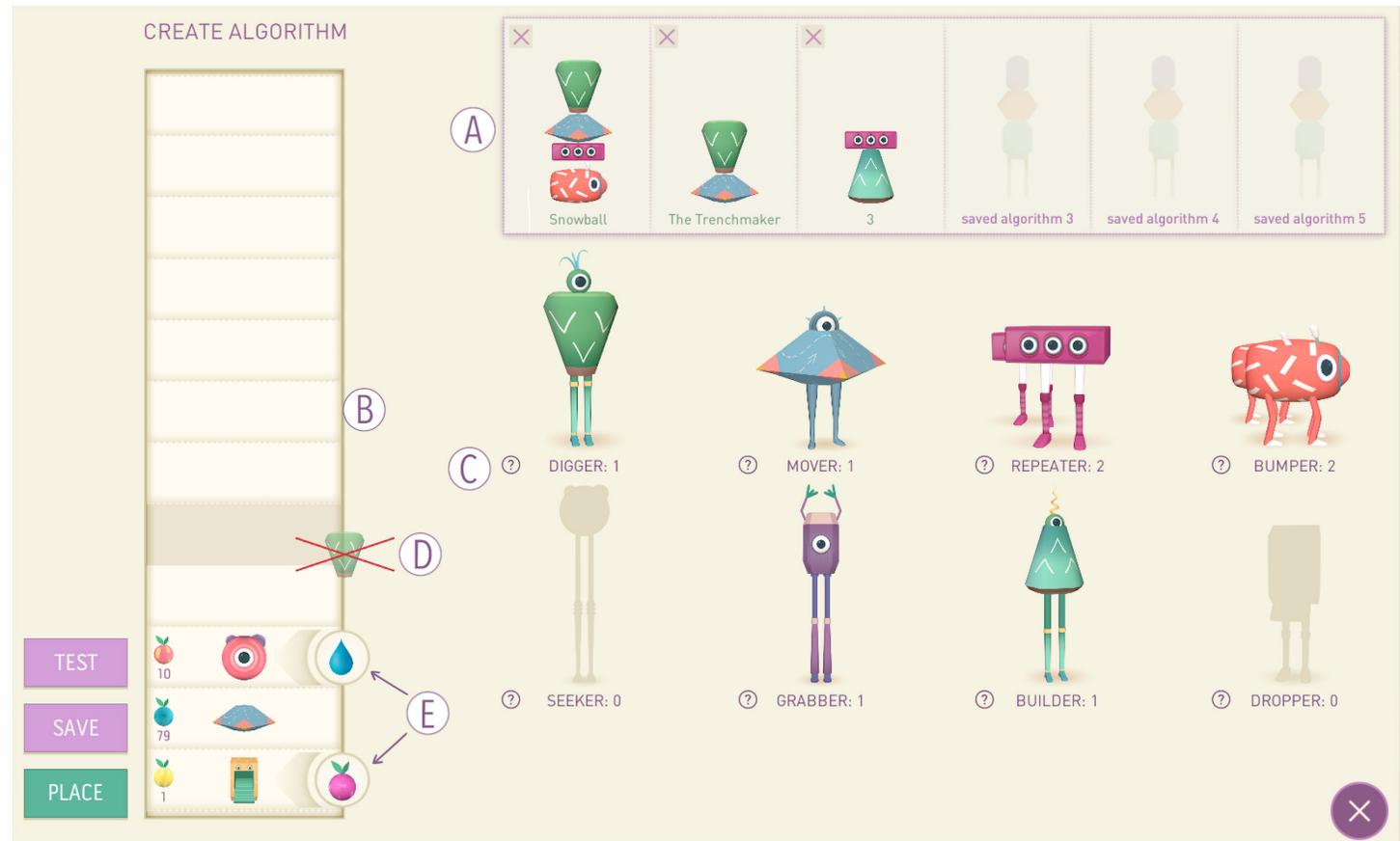
If your algorithm is bumping, moving or grabbing, it may need to face a certain direction to act correctly. Click the circular arrow above “Create an Algorithm” to rotate the algorithm (*object B*).

In order to change the order of creatures in your algorithm, you must be in the ‘Algorithm Editor’ screen. You can get here with the “edit” button (*object C*) for existing algorithms, or “Create an Algorithm” (*object F*) for new algorithms.

Drag and drop the stacked creatures into the order you want. Drag a creature out of the stacked algorithm until an “X” appears over it, then release to remove it from the algorithm.

Algorithm Use

- A) Saved algorithms
- B) Algorithm editor
- C) Creature information button
- D) Removing a creature from the algorithm
- E) Player-selected item creature interacts with



Create and change algorithms in the 'Algorithm Editor' screen in The Pack

How can I reuse an algorithm?

Select "Save" in the Algorithm Editor (see image above). Once saved, you can name your algorithms by clicking under its icon in the Saved Bar along the top and typing in its name.

To reuse that algorithm later, open up the Algorithm Editor and click on your saved algorithm. As long as you have the creatures available and in your Pack, the algorithm will automatically be created.

My algorithm stopped! What happened?

If your algorithm has stopped, try checking:

- If you have food for each creature in the algorithm.
- If your Seeker has any items left to seek (are there still seeds, food, water in the world?).
- If the algorithm repeats, or just runs once.

Water and Seeds



Your avatar needs water to survive and for plants to grow

What's that water-drop-thought-bubble above my head, and why am I going so slowly?

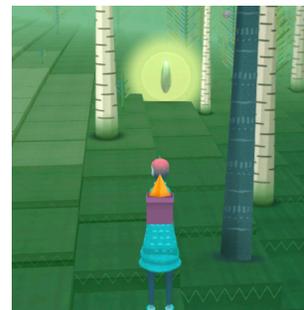
You need to stay near water to survive. As you move further away from water, you will start to slow down and the water drop above your head will get larger, and begin to flash (see image above). If you venture too far from water, your avatar will fade away, and restart at the last seed you collected.

Where can I find water?

Water is marked on your map with bright blue areas. Water is also always surrounded by plants, so if you see plants, there's probably water nearby!

How do I get somewhere if there's no water nearby?

In The Pack, water doesn't have to stay where you found it. You can expand water along its edge, flood whole areas, or even carry water with you, as long as you have the right creatures to help you. If you're trying to get across a desert, take a look at your creatures and the area around you to see how you can keep exploring!



Your avatar must collect all of the glowing seeds to progress

Why do I want seeds?

Collecting seeds helps restore the lost habitats of Algos, returning plants and creatures to the world and bringing your friend one step closer to waking. After collecting all the seeds in a level, a new biome and creature will appear in the world.

Where can I find seeds?

Seeds can be found on the ground, underground, inside objects, or floating in the air. All seeds glow gold, and sometimes the glow can be seen through the ground or other objects. In later levels, they may start to appear in areas that are further from water.

How many seeds are there in the world? How many do I have?

There are 28 total seeds hidden throughout Algos, split up across seven levels.

At the bottom of your screen, there is a counter for the seeds you've collected in the current level. To find out how many seeds you've collected in the entire game, check out your Achievements (see page 9).

Map



The map screen in The Pack

What does the map do?

The map shows you:

- > Where you are (yellow arrow)
- > Where water is (blue regions)
- > Where your algorithms are (pink boxes)
- > Where seeds can be found in that level (gold circle)
- > Where seeds you have seen before are located (brown circular icon)

You can also swap between algorithms you have in the world using the map. In the mini-map or with the map opened, click on any of the pink boxes to select that algorithm. The algorithm you select will glow gold. You can now use the algorithm controls (see image on page 6) to move, play or gather your algorithm.

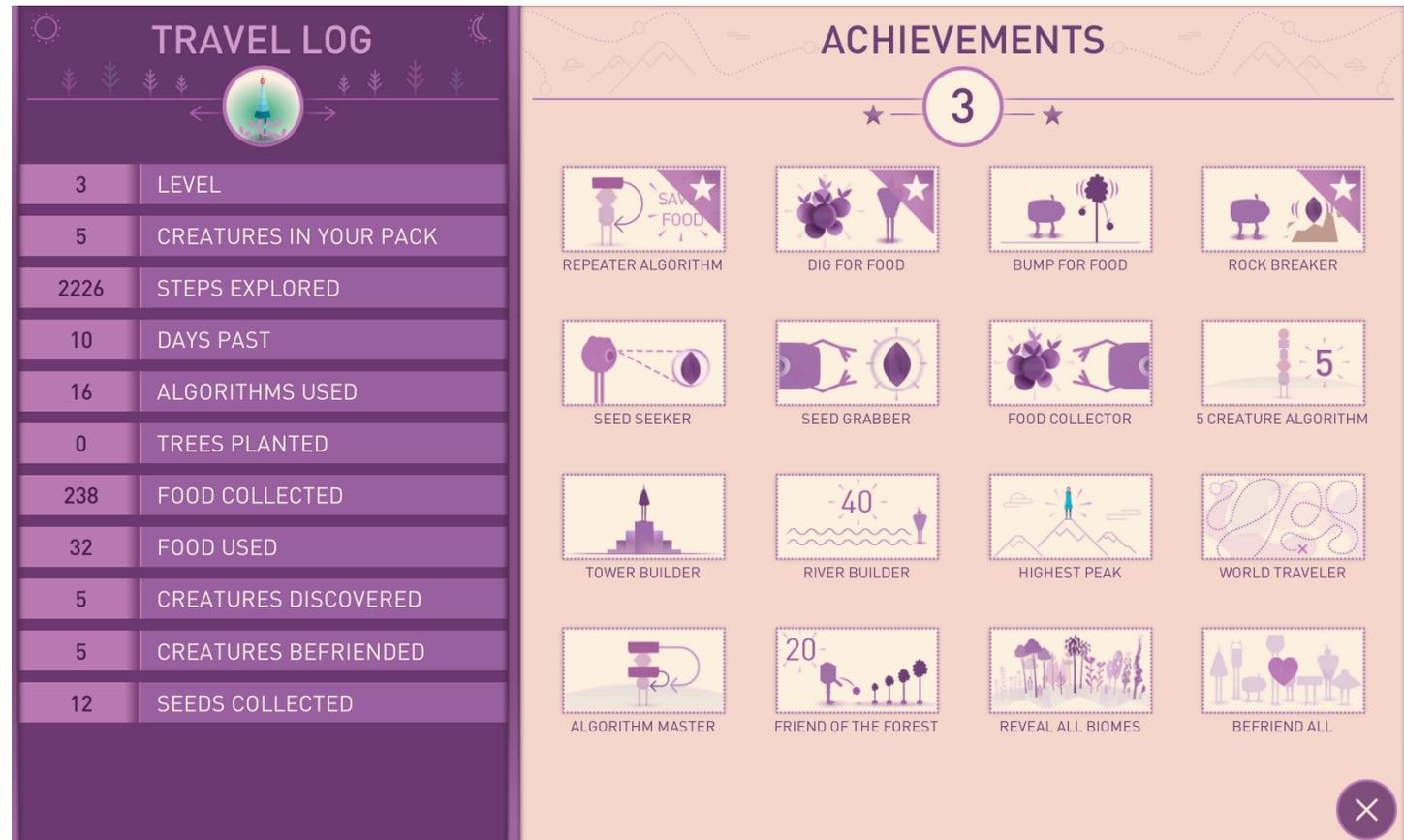
How do I open and close the map?

Open the map by clicking on the “+” on the left side of the map. The map can be closed by pressing the “x” or “-” button at the bottom right hand part of the screen.

What’s that golden circle on the map?

For each level, a golden circle will appear on the map. Your seeds in that level can be found inside of that golden circle, and will not be found outside of the circle. With each new level, the golden circle grows as the area that seeds are located increases.

Achievements



Travel Log and Achievements screen in *The Pack*

The Achievements screen provides gameplay statistics as well as specific challenges you can achieve while playing the game. While some achievements will happen on your way to collecting the seeds hidden through Algos, others might give you ideas for new things to try in your travels!

Appendix 1: Creatures and Their Functions

Each creature of Algos can perform a single type of action. Used on their own, they can accomplish small and simple tasks. Combine more than one into an algorithm, and they can achieve complex goals. See the chart on the right for the function of each creature found in Algos, as well as the food they like to eat.



DIGGER
The Digger digs down into the ground, releasing buried items and creating water canals.

FAVORITE FOOD




MOVER
The Mover moves the entire algorithm in the direction it is facing, one step at a time. Certain rocks can be moved with the Mover's power.

FAVORITE FOOD



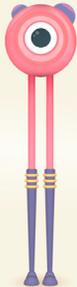

REPEATER
The Repeater repeats an algorithm from beginning to end. An algorithm will only use one unit of every creatures' food when the Repeater is running. Set the Repeater to a specific number, or choose infinity to loop the algorithm forever.

FAVORITE FOOD




BUMPER
The Bumper bumps into trees and knocks food to the ground. Too many bumps can hurt the trees. Rocks can be broken using the Bumper's power.

FAVORITE FOOD

SEEKER
The Seeker can look anywhere in Algos for the things you need. Tell the Seeker what you want it to find, and pair it with Mover in an algorithm. Together they will move towards what you're searching for.

FAVORITE FOOD




DROPPER
The Dropper can plant seedlings or drop water using the items in your inventory.

FAVORITE FOOD




GRABBER
The Grabber can pick up items and carry them while an algorithm runs. Tell the Grabber what you want it to grab, and pair it with Seeker in an algorithm to find and collect what you need.

FAVORITE FOOD




BUILDER
The Builder stacks blocks of earth to build structures. Use the Builder to reach high places.

FAVORITE FOOD


Appendix 2: What Algorithms Can I Try?

A few simple algorithm ideas to get started ...

Bump, Move, Repeat (x10)

- > Can you make this pick things up too?
- > What happens if you bump the same thing multiple times?

Move, Dig, Repeat (x5) placed by a lake

- > Can you make this dig deeper?
- > What happens if this algorithm runs over the edge of a hill?

Build, Drop (food), Move, Repeat (x10)

- > Does this work everywhere you try it?
- > If you use a digger instead of a builder, what happens?

Can you accomplish these challenges?

- > What's the longest river you can build?
- > Can you build an algorithm that can find food/seeds for you?
- > What about an algorithm that picks things up for you?
- > Can you build yourself a tower?
- > Can you get food from the ground? What about in the trees?
- > Can you build a valley full of trees? What about a tree wall?
- > Can you make an algorithm that drops water near you as you move through the desert?
- > Can you drain a lake of all its water?

