

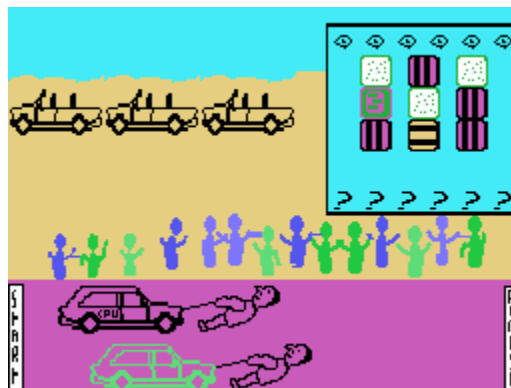
CAR PULL 2177

This manual is for version 1.0 of the game. This game is useful for a fun way to try to improve your memory. This game about a futuristic version of the car pull event and is set in the year 2177 AD. In this future version of the event there is internet participation using puzzles shown on a smartphone, where an outdoor audience member needs to solve a puzzle using their futuristic 2177AD smartphone represented by your MSX computer. Hence giving the strong man a chance to pull the car. A copy of the online puzzles are shown on a large outdoor screen in front of the audience. The internet participant is observed outdoors so they cannot cheat. The CPU strong man is the top black car. In the game you play the role of the participating audience member. The strongman you control is pulling the green car below the computer car. The puzzle question is shown with eye symbols and question mark symbols bordering the edges of the outdoor screen. You will have about 10 seconds to memorize the puzzle pattern, which is a grid of 3 by 3 block, where each block is some symbol. Then the grid will disappear. The question is to recall which of the patterns was shown in the 3 by 3 block. Where a pattern is 3 symbols where these 3 symbols occur in the block from 1 of 8 possible ways as follows.

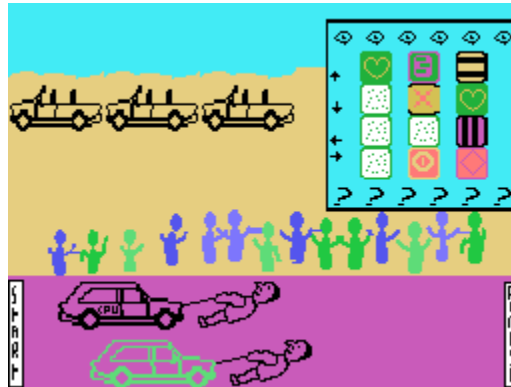
- i) A row of 3 symbols read from left to right contained in the 3 by 3 block.
- ii) A column of 3 symbols read from top to down contained in the 3 by 3 block.
- iii) A diagonal of 3 symbols read from top-left to bottom-right contained in the 3 by 3 block.
- iv) A diagonal of 3 symbols read from top-right to bottom-left contained in the 3 by 3 block.

If the player gets the question right or wrong the computer player attempts to pull the car one metre (they maybe successful or not). So if you get too many answers wrong you will eventually lose the game. The questions are multiple choice with a choice of four answers selected by the cursor keys. If a player gets an answer right then their strongman attempts to pull the green car so it will likely move one metre.

In the example puzzle below the question is

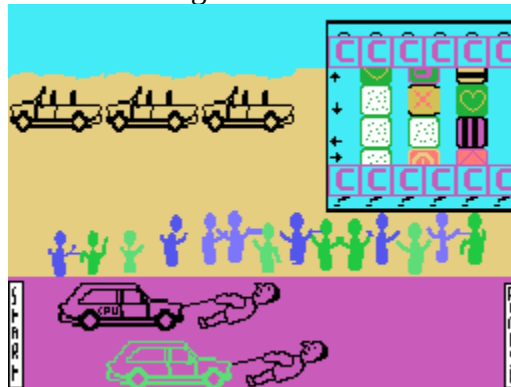


The list of possible answers is shown on the next screen



The correct answer is the third choice for the answer which is entered by the left key. Because the answer is the diagonal in the question from the top right to the bottom left of the 3 by 3 grid.

Upon pressing left to enter the correct answer gives



showing the boxed C symbol on the outdoor screen over the question. This is because the answer is correct. If an answer is wrong then a boxed W symbol is shown and not a boxed C symbol. Sometimes the wrong answer will be obvious since it may show two symbols instead of three, or the answer will show a symbol that was not contained in the grid.

If the player gets a question right then their car likely gets pulled one metre. The first player to pull their car enough so their head touches the finish lines is the winner.

The keys are: space to start and the cursor keys to choose your answer.

It is not allowed to cheat by writing down or storing the question. Because you are only allowed to use your memory and brain and nothing else to answer the question.

This MSXDEV25 game is freeware (free to download and play)

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