

# **ASokoban**

Lorens Younes

Copyright © CopyrightÂ©1995 Lorens Younes

---

**COLLABORATORS**

	<i>TITLE :</i> ASokoban		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Lorens Younes	July 1, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1 ASokoban</b>	<b>1</b>
1.1 ASokoban Documentation	1
1.2 Copyright Notice	2
1.3 System Requirements	2
1.4 Installation	3
1.5 Tooltypes	3
1.6 Version History	3
1.7 Plans for the Future	4
1.8 Troubleshooting	4
1.9 Acknowledgements	4
1.10 Contacting the Author	5
1.11 Localization	5
1.12 Other Products	5
1.13 The Game	6
1.14 The Gadgets	6

---

# Chapter 1

## ASokoban

### 1.1 ASokoban Documentation

Wellcome to ASokoban!

This is an implementation of the UNIX game Sokoban for the Amiga. It has the original 90 levels of the UNIX game, which means that if you already have played the original game, you will find ASokoban's stages familiar).

Copyright Notice

Acknowledgements

System Requirements

Installation

The Gadgets

Tooltypes

The Game

Version History

Plans for the Future

Troubleshooting

Contacting the Author

Localization

If you like ASokoban you might want to take a look at my

Other Products

.

---

## 1.2 Copyright Notice

ASokoban  
 Copyright © 1993 Panagiotis Christias,  
 Copyright © 1995 Lorens Younes.

ASokoban.info  
 Copyright © 1993 Panagiotis Christias.

Install, ASokoban.guide, convscorefile and the Swedish catalog  
 Copyright © 1995 Lorens Younes.

Danish catalog by Kenneth Fribert.  
 Finnish catalog by Jouni Jääskeläinen.  
 German catalog by Niels Knoop.  
 Norwegian catalog by Lars Christian Schreiner.  
 Polish catalog by Piotr Grygiel

Install.info and ASokoban.guide.info by Martin Huttenloher (from his wonderful MagicWB-package).

This program is GIFTWARE, meaning that, if you like, you can send me anything (money, your programs, PD software, postcards, pizzas etc. ;). (I, Lorens Younes, will share everything I get with the original author, Panagiotis Christias).

This program may be freely distributed except for commercial purpose, so long as the files included are not separated or modified.

If any of the following files are missing, please contact me:

Install	- Installation script
Install.info	- Icon for installation script
ASokoban	- Executable file
ASokoban.info	- Icon for ASokoban
ASokoban.guide	- Documentation
ASokoban.guide.info	- Icon for ASokoban.guide (MagicWB style)
convscorefile	- Converts old highscores file to new
Catalogs/dansk/asokoban.catalog	- Danish catalog for use with locale.library
Catalogs/deutsch/asokoban.catalog	- German catalog
Catalogs/norsk/asokoban.catalog	- Norwegian catalog
Catalogs/polski/asokoban.catalog	- Polish catalog
Catalogs/suomi/asokoban.catalog	- Finnish catalog
Catalogs/svenska/asokoban.catalog	- Swedish catalog
Catalogs/instructions	- How to translate ASokoban
Catalogs/asokoban.cd	- Catalog description file
Catalogs/template.ct	- Catalog translation file
misc/palette.ilbm	- WB palette for 2.x
misc/palette3.0	- WB palette for 3.x
misc/ASokoban.guide.info	- Icon for ASokoban.guide (standard WB style)

## 1.3 System Requirements

---

ASokoban will run on any Amiga computer with version 2.0 or higher of the OS (or at least I hope it will). If you have version 2.1 or higher ASokoban will try to use the language you have selected through Preferences.

## 1.4 Installation

To install ASokoban from scratch or to update an old version just run the installation script.

If you update from versions prior to 2.0 your old highscore file will automatically be converted to a new highscore file.

If you choose to install the MagicWB style icons without having MagicWB installed you can still get them look nice. For this purpose you need at least an 8 color WB and you will have to load the correct color palette into the Palette Preferences. The palette can be found in the misc dir (one for 2.x and one for 3.x).

## 1.5 Tooltypes

The following tooltypes are recognized by ASokoban:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

DATAFILE=<name of datafile>

Name of data file where you have saved your position.

## 1.6 Version History

(v1.0a - v1.1c by Panagiotis Christias)

1.0a : First stable version. Distributed among my friends only for beta testing.

1.0b : First official release.

1.1 : Compiled with SAS C 6.1 using Reqtools.library 2.1. Undo bug fixed (found it myself!). Now ASokoban saves its position automatically on exit ( reported by Kriton Kyrimis ) . Level 15 bug fixed , now ASokoban counts as saved packets which are in the safe from the beginning of a level (like level 15 ) . First reported by Carsten Steger . When loading a datafile maxlevel won't decrease if maxlevel of datafile is smaller than current maxlevel . Suggested by Sebastian Delmont.

1.1c : ASokoban used to have some problems when finishing a level using the mouse . Bug is fixed , now ASokoban does not lose any IDCMP message ( reported by Markus Torpvret) . This version of ASokoban supports any kind ( and size ) of font for the titlebar . First

---

reported by Terence Russell and Ives Aerts ( still Asokoban is not font sensitive, sorry...).

(Project taken over by Lorens Younes)

- v2.0 (95-02-08) ASokoban is now font-sensitive (falls back to topaz 8 if the graphics won't fit with the user preferred fonts).  
Support for locale.library added.  
Gadgets are now disabled when they have no function.  
PUBSCREEN and DATAFILE tooltypes added.  
New highscore list (one high score for each level instead of an overall top ten)  
Documentation in AmigaGuide format.  
Installation script for Commodore's Installer.  
ReqTools.library no longer used for requesters (asl filerequester used instead).
- v2.1 (95-02-25) ASokoban will no longer crash your system if the number of moves exceed 9999 (reported by Jouni Jääskeläinen).  
Zoom gadget (re)added on Panagiotis Christias' "demand" ;-)
- v2.2 (95-03-01) Now ASokoban correctly handles translated gadget labels without an underscore (reported by Uwe Röhm).
- v2.3 (95-05-27) Undo no longer causes system failure under AmigaOS 2.x (first reported by Fredrik Hällgren who also solved the problem for me).  
Five more levels included from xsokoban.

## 1.7 Plans for the Future

Write more catalogs (if you help me).  
Add "online-help".  
Write level editor.  
Scalable graphics (requested by Niels Knoop).  
More colorful graphics.  
Smarter mouse control.

## 1.8 Troubleshooting

If you get the message "Screen is too small!" when you run ASokoban, you are either using a too big screen font or you're trying to run ASokoban on a too small public screen. ASokoban is guaranteed to open on a 640 x 200 screen with a screen font of reasonable size.

If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.

Any other messages are probably due to lack of memory. They're not likely to show up.

## 1.9 Acknowledgements

---



Many people have shared their feelings about ASokoban with me, but there are a few who's ideas, comments and work have helped me a lot in improving this game. These people include Fredrik Hällgren, Piotr Grygiel, Lars Christian Schreiner, Uwe Röhm, Kenneth Fribert, Jouni Jääskeläinen and Niels Knoop.

I hope that you will always let me know your feelings about my products. It's through such communication that the progress of Amiga PD software continues to be accomplished.

Last but not least I would like to thank Panagiotis Cristias for letting me take over this project. Without his original work ASokoban wouldn't have been what it is today.

## 1.10 Contacting the Author

If you discover any bugs please let me know. Also if you have any suggestions for improvements, if you have written an additional catalog or if you just want to tell me how great this program is, I would appreciate to hear from you.

This is where you can reach me:

e-mail: [d93-hyo@nada.kth.se](mailto:d93-hyo@nada.kth.se)

s-mail: Sandkullsvägen 16, 163 57 Spånga, Sweden

You're also welcome to visit my home page at:

<http://www.nada.kth.se/~d93-hyo/>

## 1.11 Localization

ASokoban is localized, so if you have v2.1 or higher of the OS ASokoban will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make ASokoban support your language too. Read Instructions in the Catalogs directory for more information.

## 1.12 Other Products

LazyMines v3.0

A colorful minesweeper game. Includes:

- Sweep all or sweep path.
  - 3 difficulty levels and an optional level.
  - Warnings.
  - Automatic lock.
  - Automatic openings (0-10%).
  - 10 high scores for each difficulty level.
  - Smiley gadget for starting a new game.
  - Pause button.
-

- Font sensitive and scalable graphics.
- AmigaGuide documentation (3 languages).
- Installation script (3 languages).
- Support for locale.library (4 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

#### NewMasterMind v1.1

A colorful mastermind game. Includes:

- Optional opponent (human or computer).
- Rules for children and adults.
- 4, 6 or 8 colored bricks.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (3 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

#### Yahzee v2.3

Probably the best free Yahtzee game available. Includes:

- 1 to 6 players.
- American and Traditional scoring method.
- Maxi and Original Yahtzee.
- 10 high scores for each type of game.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (8 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

## 1.13 The Game

Sokoban is Japanese for Warehouse keeper. In ASokoban you control a strange pair of eyes through the maze (warehouse) of each level. The purpose is to push all the money packets into the safe, which is the colored area of the maze. You can ONLY push the packets - you can't pull them, pick them up or in any other way manipulate them. Once all money packets are in the safe you proceed to the next level. There is no time limit (you can sit all day trying to solve a level). If you have already solved a level you can try to solve it again - this time with less moves and pushes (there is a highscore entry for every level).

The eyes are moved either by the cursor keys or by the mouse. To move the eyes with the mouse press and hold the left mouse button. The eyes will then follow the mouse pointer. The right mouse button is equivalent to Undo and the middle mouse button can be used to Backup/Restore a game.

## 1.14 The Gadgets

The following gadgets surrounds the playfield:

---

- New - Starts a new game at the current level (useful when you're stuck).
- Undo - Undos the last push (not the last move!).
- Set Level - Lets you choose the level to play. Actually, it works only backwards, giving you the chance to replay previous levels.
- High Scores - Displays the high score list.
- About - Shows info about program (i.e. version number and author).
- Backup - "Saves" temporarily your position (before a risky step).
- Restore - Restores the previously "saved" position.
- Name - Pops up a file requester to select the name of the file where you want to save your position for later. Note that your level position will also be saved in this file, allowing you to continue the next time from the current level. By default, the name of the file is "ASokoban.data" (when you change it, it will be saved in the  
tooltypes  
array of the program icon).  
This name is displayed in the string gadget on the right of the name gadget. The file name can also be changed by writing directly in the string gadget.
- Load - Loads the data file.
- Save - Saves the data file (happens automatically on exit).

Extra information is displayed on the right of the playfield. This is the level, the total number of money packets of the level, the number of saved money packets and the total number of moves and pushes of the eyes.

To quit ASokoban press the closegadget of the window or press 'q' on the keyboard.

---