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## Overview

Sokoban, the ancient mystic art of crate pushing ... no, that's no good. Okay, Sokoban, bulldozers of the far east .. no, that's even worse! Oh heck! Let's just say, Sokoban, you're pushing a lot of crates around and if you get them in the correct place you win. I suppose that will do.

All kidding aside, Sokoban is easy to play yet difficult to master. Crates are scattered everywhere, and you must move them so that they cover up all the red and yellow barbershop pole target areas. The crates can only be moved using the oh-so-convenient bulldozer, and only one crate can be moved at a time. And just to spice Sokoban up, we've added a score that decreases with time and movement to encourage quick-thinking. There's even a one-step undo feature in case you make a bad move!

## Menus

### File

**New Game (Ctrl-N)** -- starts a new game (you're prompted to be sure if a game is in progress).

**Load Game (Ctrl-L)** -- loads a saved game (you're prompted to be sure if a game is in progress).

**Save Game (Ctrl-S)** -- saves the game (if one is in progress). If you have already saved a game, Save Game will save again using the same file name (no file dialog will come up).

**Save Game As (Ctrl-A)** -- saves the game using a different name.

**High Scores (Ctrl-H)** -- shows the high scores. High scores may be cleared when they are showing.

**Exit (Alt-F4)** -- exits Sokoban (you're prompted to be sure if a game is in progress).

### Options

**Undo (Ctrl-U)** -- undoes the last move IF a crate was moved.

### Help

**Contents (F1)** -- brings up this help.

**Using Help** -- brings up some hints for using the help.

**About (F9)** -- brings up a standard About dialog for Sokoban.

## Playing Sokoban

### Getting Started

After the standard About Sokoban dialog, press Ctrl-N to start a new game. Then you'll be on your way to a great (crate) time.

### Controlling Your Dozer

Only four keys are used to move your bulldozer. They are the UP, DOWN, LEFT and RIGHT cursor keys. Quite coincidentally, they will move your bulldozer up, down, left and right respectively (provided there are no obstructions in the direction you are trying to go).

By directing your bulldozer to a crate, you can move that crate around. You must get each crate onto a target area, and, when all target areas are covered, the level ends and you get a nice bonus before starting the next level. If time runs out before all targets are covered, the game is over so be careful. Speaking of time, the time to complete each level ticks off one second at a time. When you move, an entire second is lost for each position the bulldozer moves i.e. if you move five spaces, you lose five seconds.

Sometimes a level will start and it will seem like there are more crates than there are targets. Don't panic, crates can start a level already on a target!

### A Helpful Hint

Save your game when you begin a level so that you don't have to start over at level one if you mess up or don't finish the level.

