Koro for Windows Help Contents

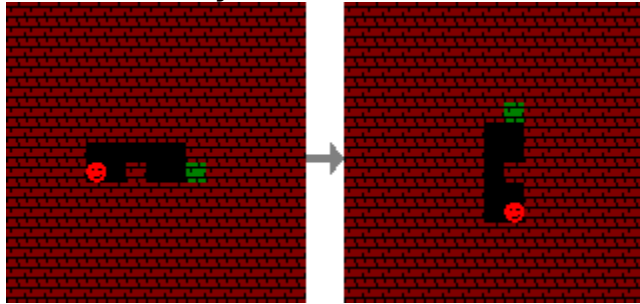

[Rules of the Game](#)
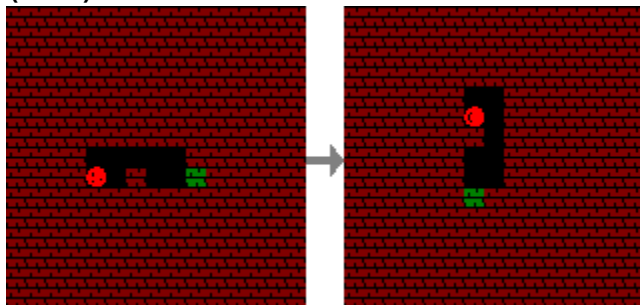[Playing the Game](#)
[How to Create Your Own Stage](#)

Playing the Game

To turn the screen 90 degrees counter-clockwise, press the left arrow key ( ).

To turn the screen 90 degrees clockwise, press the right arrow key ( ).

To end Koro, select [File]-[Exit] from the menu or choose the Exit button ( )
located at the lower left-hand side of the window.

To restart a stage, either press a [ESC] key or choose the [Give up] button ( )
locate at the lower left-hand side of the window.
A dialog box will appear asking you if you want to restart this stage. Choose the [Yes] button to restart or [No] button to continue will the current game.

To create your own stage, either select [File]-[Edit] from the menu or choose
the [Edit] button ( ) locate at the lower left-hand side of the

window.   You will be able to <u>edit</u>   the current stage.

To change a stage file, select [File]-[Open] from the menu. Stage File selection dialog box will be displayed.   The the stage file and choose the [OK] button.

To change to a different stage, select [Game]-[Stage] from the menu.   Stage selection dialog will be displayed.   Click on the down arrow button to display a list of stages available and select the stage to which you want to change to.

Rules of the Game

The goal of the game to to turn the screen and drop the Red Koro(🔴) successfully into to the goal(🟩). Koro will drop down if there is no wall(🟥) below, no other Koro(🙂) below, or if there is no magnet(🧲) above.

The Red Koro must move into the goal, just being adjacent (🟩) or (

🟩

🔴) will not complete a level.

🔴

When a Green Koro drops down, it will create a trailing wall(🟪).
If a Koro drops down on to an another Koro, it will try to slide down to its sides if its open.

If the right block and the lower right block is empty, Koro will fall down to the lower right block.

If the left block and the lower left block is empty, Koro will fall down to the lower left block.

Example: If Koro fall on an another Koro
🙂 and if adjacent blocks are empty,
🙂 it will slide down.
🙂
🙂

How to Create Your Own Stage

To customize the current stage, either select [File]-[Edit] from the menu or choose the [Edit] button ( ) locate at the lower left-hand side of the window.   Editing options buttons will appear at the bottom of the window.

The block that is currently being edited will appear in reversed color.
Use the up, down, left, and right arrow keys to move this block and use the following options located at the bottom of the window to change the property of this block.

An object   can be placed on a screen by doing the following 3 steps:
   First, choose a button with a picture of an object (a Koro, a wall, or a magnet)
   which you want to create from the button list at the bottom of the window.
   A button can be choosen either by using a [TAB] key or by clicking the left mouse
   button on a object button.   A currently selected button will appear depressed.

   Next, move the reversed colored block to a block where you want the object to be placed.

   Finally, either press the [CTRL] key or click the right mouse button.   A block with a reversed color will turn to the selected object.

   To remove an object, either press the [SHIFT] key or click the left mouse button.

   Once you are finished editing a stage, either select [File]-[Save]

from the menu or choose the [Save] button(![Save]) located at the lower right-hand side of the window to <u>save</u>   the current stage (only the current stage will be saved).

To end edit mode, either select [File]-[End Edit] from the menu, press the [ESC] key, or choose the [Return] button(![Return]) to exit the edit mode.

To end Koro for Windows, either select [File]-[Exit] from the menu or choose the [Exit] button(![Exit]) locate at the lower right-hand side of the window.

To change a stage file, select [File]-[Open] from the menu. Stage File selection dialog box will be displayed.   The the stage file and choose the [OK] button.

Following method is suggested to create your own stage file with your own stage.
    1. Copy the KORO.STG file to a file name which you want to create.(Please add STG extension to your file name)
    2. From Koro for Windows, open the new stage file.
    3. Edit each stage.
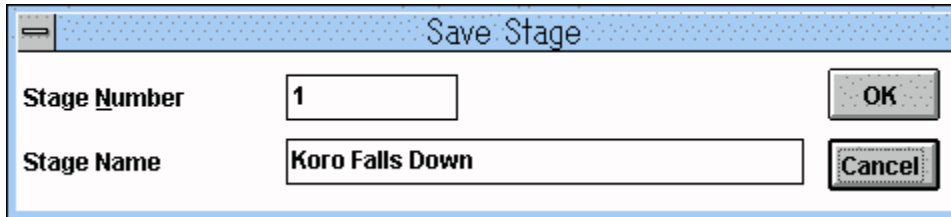   4. Save changes.

Object

Objects are located at the button of the screen

The selected object is the one that appears depressed.

save

Please enter a numerical starting from 1 as a stage number.
Stage number must be consecutive. If a number is skipped, only stages up to that number can be played.
Example: if stage number is assigned 1,2,4,5
            only stages 1 and 2 can be played.

Stage name can be up to 32 characters. It will appear in the title bar when it is opened.