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How to play Sokoban

The object of the game is quite simple - you ![player] must push all the boxes

![box] into storage rooms

![star], preferably in the fewest number of moves and pushes.
You will find that, in general, you ![player] will have to move the boxes

![box] in a certain order.   You will want to avoid pushing boxes next to walls

![wall], and you'll never want to push boxes into a corner, unless it's in a storage area

![star].

Each level of the game (there are 50 of them) has a different number of boxes, and you will need to use different tricks to successfully complete a given level.

How to move

You use the cursor keys to move your player ♥. You may move your player into open corridors
▪ or storage rooms
▪, but not into walls
▪. You may move into a position held by a box
▪ (this is called 'pushing') as long as there isn't another box
▪ or a wall
▪ on the other side, in the direction you are pushing.

A handy trick you can use is to make several moves that you know are correct.   Then, before proceeding, save your current position.   If you later find yourself in an impossible situation and don't wish to restart the level, you can restore your game to the position you saved.

Completing a level

You complete a level by pushing all the boxes into the storage areas .

Game levels

There are 50 different levels in Sokoban.   These levels must be traversed in order 1,2,3...50 in order to finish the game.   You may <u>save</u> your game at any point so you may <u>return</u> to it later, so there's no need to start at level 1 again every time you play.

Winning the game

The only way to win the game is to complete all 50 levels of the game, in sequence. Yes, you may <u>save</u> the game at the last level you completed.   No, there are no shortcuts.   If you complete all 50 levels, there won't be any fireworks, just that warm fuzzy feeling of satisfaction one gets when one overcomes a challenge. You could always give Mensa a call or something.

Movement keys

The only keys used to move the player are the right, left, up and down arrow keys. The diagonal arrow keys, the PageUp, the PageDown, Home and End keys don't do anything.

"Accelerator" keys

Accelerator keys are Windows' way to provide shortcuts to the various menu selections.

The Game Menu

Game - New
Game - Open...
Game - Save...
Game - Exit

The Move Menu

Move - Undo Last Move
Move - Undo Level
Move - Save Position
Move - Restore Position

History of Sokoban

Sokoban (Japanese for "warehouse man") is a series of puzzles designed to drive you insane.   This game seems to have been written originally for the Un*x operating system and has been ported to a number of different platforms.

This version of the game was reverse engineered from an Atari ST version, which apparently is in the public domain.   The Atari ST version, like its Un*x counterparts, is a character-mode application.   After the author became addicted to that version, he discovered that there was no free version available for the IBM PC or for Windows. This game is being released as freeware to remedy that situation.

The game logic of this version is modelled after the Atari version.   You must complete a level before proceeding to the next; there are no shortcuts.   There is no game editor in this version, but may be included in a future release if I receive enough requests for one.   It is likely that any future releases of this game will be written for OS/2 Presentation Manager, as my patience for running and/or programming for Windows is stretching a little bit thin.

Freeware

Sokoban for Windows is being released as Freeware.   This means that, although the software is Copyrighted, it may distributed freely for non-commercial use.   If you are in the business of selling disks of shareware, freeware and public domain software, it is assumed that you are selling the media only, so you may feel free to distribute this software as long as you notify me that you are doing so.

Most freeware is shipped with some sort of disclaimer.   Here is mine:

The author makes no warantees of any kind regarding this software. I would like to SHARE this program with you, and have you SHARE this program with your friends and BBS buddies, but I hesitate to distribute it as shareware for a variety of reasons. Just enjoy it and keep me in mind next time you're looking to hire a programmer for an interesting job (the Seattle area would be ideal).   The author also makes no guarantees regarding suitability of this software for any given task;   if your business productivity crawls to a halt because some portion of your staff becomes seriously addicted to this game, you are wholly resposible for the consequences.   'Nuff said.

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New Game

Choose this menu item to begin a new game.

Shortcut key

Open game

Choose this menu item to recall a previously saved game. You will be able to pick one of your saved games from a dialog box.

Note that this command is NOT the same as restore position.

Shortcut key

Save game

Choose this menu item to save your current game.   Note that you will be saving from the beginning of the current level - any moves you've made in the current level will be lost.

Note that if you have the auto-save option enabled, the game will automatically be saved each time you complete a level.   Note also that this command is NOT the same as save position.

Shortcut Key

Exit game

Choose this menu item to exit the current game.

Shortcut key

Undo last move

Choose this menu item to take back your last legal move.   Undo's do not 'stack', so you can only do this once before making another legal move.   If you've messed up really badly, then you'll probably have to use Undo Level.

Shortcut key

Undo level

Choose this menu item to reset the current game level.   You'll use this when you've made a series of bad moves and it's impossible to finish the level.

Shortcut key

Save Position

Choose this menu item to temporarily save your current position in the game level. This is useful when you know that the moves you made so far are correct, but are not sure about how to proceed.   After you save your current position, you can restore it later and try again.

Shortcut key

Restore Position

Choose this menu item to restore the game position that you saved previously.

<u>Shortcut key</u>

You may use the key chord 'Ctrl+N' to begin a new game.

You may use the key chord 'Ctrl+O' to open a saved game.

You may use the key chord 'Ctrl+S' to save the current game.

You may use the key chord 'Alt+X' to exit the program.

You may use the key chord 'Alt+Bksp' to undo the last move.

You may use the key chord 'Alt+Home' to reset the current level.

You may use the key chord 'Alt+S' to temporarily save your current position.

Check this option if you want your game saved each time you complete a level.

Check this option if you want warning noises when you walk into walls, etc.

Check this option if you want animation when you complete levels, etc.   You may want to turn this off on some slower machines!