Helpfile   WinSoko

This helpfile tells you about the behavior of WinSoko, the Sokoban-puzzle game for Windows 3.0, and its functions. WinSoko behaves like every other Windows-Application and this helpfile has the same order as the menus and submenus in the program.

The following topics are available :

About WinSoko
Rules, screen and scores

File Menu
Level Menu
Move Menu

Help Menu

File Menu

The File Menu includes all function WinSoko has to communicate with it files.

The following topics are available :

Start and stop

Load
Save
Score

Quit

Level Menu

The level menu allows the user to select levels.

The following topics are available :

Previous or **F5**   This will load the previous level (not if in run-mode).
Next   or **F6**   This will load the next level (not if in run-mode).
Goto   or **Alt+G**   This will load a user specified level (not if in run-mode).

Reload   or **Alt+R**   This will reload the current level.

Move Menu

The move menu exists to remind the user of the key's to move the player (refer to <u>Keys</u>).

The **Undo** function will undo the last push. It is not possible to undo the undo function.

Help Menu

The following topics are available :

Help   Selecting this item will load and display this helpfile.
Using help   Selecting this item will load and display Windows 3.0
internal helpfile.

About

About WinSoko

Copyright© 1992 by Phade Software .

WinSoko is programed by Frank Gadegast

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that this copyright notice will appear in all copies and as long as you don't try to make money off it, use it in a professional manner, or pretend that you wrote it.

This program may not be used in a business, corporation, organization, government or agency environment without the prior written consent by Phade Software. Please contact Phade Software via e-mail or letter.

It would be great if those who like this program will e-mail their public-domain-programs for Windows 3.0 (instead of paying a fee). I have a lot but not enough.

Credits

Original UNIX version of SOKOBAN written by H. Bernau.
Original Apple][version of SOKOBAN by Evan Day of Pandion Software.
Original X11 version of XSOKOBAN by Joseph L. Traub (jt1o@andrew.cmu.edu)

The levels 1-50 are copied from SOKOBAN by Pandion Software.
The levels 51-85 are copied from XSOKOBAN by Joseph L. Traub.

I like to thank the following companies or persons for their technical support and general help:

Borland International Corp., USA
Pandion Software, USA
Joseph L. Traub, USA

Rules, screen and scores

WinSoko is a puzzle game, a implementation of the better known Sokoban-game.

The rules

The object is quite simple. Push each of the packets into the storage area. There is one restriction: you must push the packets one at a time. If you run into a dead end or if you move to packets together the level is not solvable any more. Then you have to use the undo function or reload the level.

There are 50 screens in WinSoko. They are all solvable, though all are straightforward. The screen file is a text file and can be edited with any editor. A screen editor is not included yet.

To move the player use the following keys. To use a mouse is not very practical, so it is not included.

Left	J	or	Numeric key block 4
Right	L	or	Numeric key block 6
Up	I	or	Numeric key block 8
Down	K or M or		Numeric key block 5 or 2

The **Undo** function will undo the last push. It is not possible to undo the undo function. Press function key **F8** to undo a push.

The screen
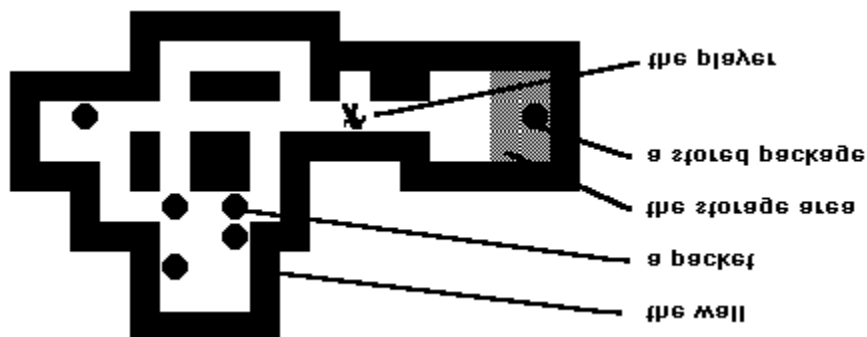
The screen consist of a status line at the bottom of the screen where statistics such as the number of the current level, the score and the mode (RUN). are displayed. Above the status line is the playing field.

The scores

Each packet stored is worth 10 points, and when all packets have been stored, a penalty of 1 point is assessed for each series of 8 pushes that the user needed to store them. A bonus of

150 points is added when the level is finished and the next level is loaded. Because of screen performance, the score is only redisplayed when a level is finished.
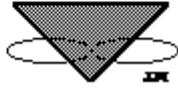
About

Selecting this item will show you the WinSoko-About-Box, informing you about who wrote the program (refer to <u>About WinSoko</u>).

Start and stop

Accelarator: Alt+S and Alt+T

Selecting this item will start or stop the game. The game can be started at any level selected with <u>Previous</u> or <u>Next</u>. When the game is stopped the user is asked for it's name (when he reached the first ten scores). The game can be continued, but the score is hereby lost.

Load

Accelarator: Alt+O

Selecting this item will restore the game saved in the file called **WINSOKO.SAV** located in WinSoko's subdirectory (refer to <u>Save</u>).

Save

Accelarator: Alt+X

Selecting this item will save the current game (meaning the current level and the score) to the file called **WINSOKO.SAV** located in WinSoko's subdirectory. If this file is not existing, WinSoko will creat it.

The game can restored from this file at any time by selecting <u>Load</u> from the File-Menu or pressing **Alt+O**.

Score

Accelarator: Alt+C

Selecting this item will show the current high scores. Click **OK** to continue.

Quit

Accelarator: Alt+F4

Selecting this item will terminate the current game and the program. If a game was played and the user reached the first ten high-scores, he will be asked for it's name and it's record will be stored in the score-table.

The score-table is shown at the end of the program. Press **OK** to quit.