

SOKOBLUE windows edition

Manual

Program-Info

Product Information

Minimum Requirements

Copyright

Limited Warranty

License Information

Authors

GAMES 4 BRAINS on-line

Registration

Order Form

Instructions

The Objective

Controls

New Levelpacks

Authors

Coding + Graphics - Jan Reineke
Gamedesign + Levels - Mic

Movies - Henk Lombaers + Mic

We thank Mr. Imabayashi (Japan), who invented that incredible game SOKOBAN.

GAMES 4 BRAINS on-line

Our homepage features

- all new programs ready for download
- informations about the G4B-team
- Sokoblue-Level Of The Month
- technical support
- a.o.

Look for the GAMES 4 BRAINS - website:

<http://members.aol.com/g4bhome>

This is our e-mail - adress:

g4bhome@aol.com

Copyright

All parts of "SOKOBLUE windows edition" are protected by Copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE like any other copyrighted material except that you may transfer the program to a single hard disk.

Example: Copying or changing a level-design and spreading it as own work means violation of copyright laws!

Limited Warranty

This software is supposed to be free from defects in materials and workmanship under normal use.

In no event shall GAMES 4 BRAINS or its suppliers be liable for any damages whatsoever arising out of the use of this product.

Instructions

The Objective

The yellow pyramids have to be pushed onto the marked places. The problem is: You can only push things, but not pull them. A level is solved when every pyramid stands on a marked place.

Controls

1. GAME - mode

At first you should select the level you want to play. To do that you have to press one of the + or - symbols in the upper right. Then click on the <START>-button or press <ENTER>. Your level is displayed, the game can start!

To move the player you must use the **cursor-keys**. A pyramid can be pushed if there is no wall or another pyramid behind it. To undo a move simply click on the <UNDO!>-button or the backspace-key. All moves can be taken back.

Every time you have finished a SOKOBLUE-screen you will be asked, if you wish to save your work to disk as a movie. The MOVIE-function enables you, to show the solving progression just like a video.

2. MOVIE - mode

By pushing the <MOVIE>-button you will get into the MOVIE-mode. The MOVIE-funktion is a nice feature to show which way someone has solved a level.

First you have to choose the number of a level. Push <LOAD> and if there has been a solution for the chosen stage-number, the keys inside the controlsection will appear in bright colours. Now it's possible to show every step of the solving progression.

Use your mouse pointer and klick on the arrow-keys just as you would do it, when you control a CD-player or a VCR. If you continue to push the green GO-arrow, things will speed up!

What is very special: You can stop a MOVIE, return to GAME-mode and play what is left. If you would like to start the stage all over, simply push <START>!

Every levelpack has it's own MOVIE-directory, so there is no way to overwrite hard work!

License-Information

All shareware distributors may spread this SOFTWARE, if the following conditions are fulfilled:

- * No part of the program may be changed or deleted.
- * There is no levelpack included except "share.dat".
- * You make sure, that this program is shareware.

Minimum Requirements

- > Pentium 60
- > 16 Mb RAM
- > 2 Mb hard disk space
- > SVGA-graphics
- > mouse + keyboard
- > Windows 3.xx or Windows 95 or Windows NT

For best performance use a maximum resolution of 800X600 pixels with 256 colours!

New Levelpacks

Our "SOKOBLUE windows edition" can be upgraded by adding new levelpacks. A levelpack contains 1 to 100 different stages. Our "Level Of The Month"-offer on the Internet consists usually of one level only.

The following levelpacks (100 levels each) can be ordered at "GAMES 4 BRAINS":

- Levelpack "Sokowahn" (100 very tricky stages by GAMES 4 BRAINS leveldesigner Mic)
- Levelpack "Sokoblue" (another 100 profi-levels done by Mic)
- Levelpack "Sokoplay" (100 masterpieces, Mic's latest and greatest)

How to install a new levelpack?

No problem! Add the new levelpack, - you will recognize it by the suffix ".dat" - , to your "SOKOBLUE windows edition" directory.

When you start the program, a requester with all existing levelpacks will show up on your screen. Just klick on the one you wish to play. Done!

Order Form

GAMES 4 BRAINS
Jan Reineke
Kalandsweg 4
D-59348 Luedinghausen
GERMANY

I ORDER

SOKOBLUE windows edition - Levelpack "Sokowahn" 10.-- US-\$ _____
SOKOBLUE windows edition - Levelpack "Sokoblue" 10.-- US-\$ _____
SOKOBLUE windows edition - Levelpack "Sokoplay" 10.-- US-\$ _____
shipping - worldwide add 5.-- US-\$ _____
Total: _____

cheque included
 money included

Address :

Date: _____

Signature: _____

Where did you obtain the Program from? Please answer correctly!

Product Information

"SOKOBLUE windows edition" is a first class SOKOBAN-clone. The objective: Just push all pyramids onto the marked places! Sometimes this seems to be impossible. But, be sure: There is always a solution!

What makes "SOKOBLUE windows edition" so very special?

Look at these incredible features:

- + unique levels, never seen before
- + MOVIE-mode, shows level-solution just as a video
- + unlimited UNDO
- + levelpacks available at cool prices

The shareware-levelpack shows 20 examples of what awaits you, if you register by ordering a fullversion-levelpack (100 stunning stages!).

Registration

Your registration as an authorised user of "SOKOBLUE windows edition" is valid, when you order a new levelpack.

You will receive the latest version of the program including the ordered levelpack!

The ordering adress is as follows:

GAMES 4 BRAINS
Jan Reineke
Kalandsweg 4
D-59348 Lüdinghausen
Germany

FAX: +49 (0) 2591/78512

Please print and fill out our Order Form!

You can also use the "ORDER.TXT", which is included as WINDOWS-ASCII textfile!

