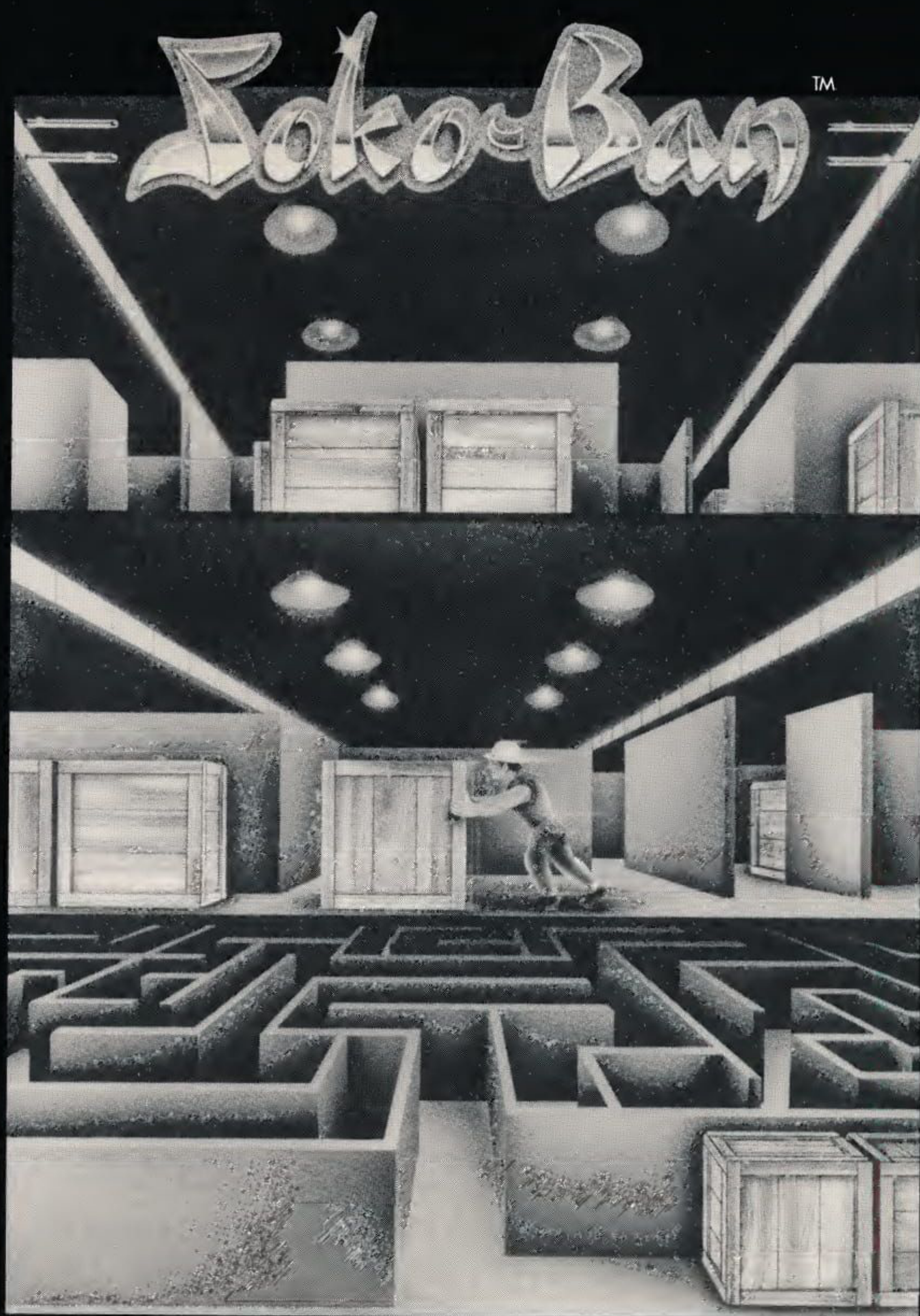




*Spectrum HoloByte*™

# **Spectrum HoloByte<sup>TM</sup>**

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## **Soko-Ban<sup>TM</sup>**

The strategy maze game.



by **Spectrum HoloByte<sup>TM</sup>** a division of Sphere Inc.

Designed by Khaled Bentebal  
Programmed by Farah Soebrata  
Graphics by Jody Sather

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## Introduction

Welcome to SOKO-BAN. Sokoban is a strategy maze game which you'll enjoy for years.

Your mission in SOKO-BAN is to move boxes into pre-assigned storage areas within each maze. You, the warehouse foreman control the movements of a mechanical warehouseman. Walk him through each of the mazes. Determine the best and quickest way of pushing all the boxes into the diamond storage areas. Don't go too far though or you will box him into a corner.

Fifty mazes are included for you to solve but you may create another forty nine mazes on your disk to improve your skills. Challenge your friends to a SOKOBAN tournament. Compete in the mazes you and your friends create and see if you can beat their scores. The number of moves you make will decide if you are the master "SOKO-BAN" player.

The Japanese have enjoyed this game for years, I know you will too. Good Luck.

## Key terms

### ACES

A log is kept for all ninety nine levels. Each log lists the top three scores for that particular level. Scores are saved regardless of play in SINGLE or TOURNAMENT modes. To become an ACE, just earn one of the top three scores for the level and you will be immortalized.

### CLEAR SCORES

A log of the top three scores are kept for each level. The CLEAR SCORES function erases the current high scores (ACES) on your disk. To erase the ACEs from the log, press the key (outlined in your reference card) when you are in the maze.

### EDIT CHOICE SCREEN

Before you are eight boxes. Seven of the boxes represents the functions that will allow you to create new mazes. Those seven functions will take you to the EDIT PLAY SCREEN. We will describe each of the functions later under the EDIT mode section in this manual.

### EDIT PLAY SCREEN

This screen is where you create maze levels fifty one to ninety nine. Placing wall sections, boxes, storage areas and the warehouseman are done here. You can only enter this screen through the EDIT CHOICE SCREEN.

### ELEVATOR

The elevators are located in the lobby screen. They take you to any of the levels. To use the either elevator, employ the joystick or keyboard as the reference card suggests.

### ESCAPE

Exit from the maze screen both in SINGLE PLAY and TOURNAMENT PLAY and from the EDIT maze screen by using the ESCAPE key. Check your reference card for the proper key.

## LEVEL

Each maze is considered one level. We start you off with fifty different levels numbered 1 to 50, all of them solvable. We also provide you with forty nine additional levels in which you may create mazes on your own. They are numbered 51 to 99. You can change any one of the upper forty nine levels at any time. Accordingly, there are ninety nine levels of play.

## LOBBY

The lobby is the screen from which you will enter PLAY or EDIT modes or exit to the system. Travel to the two modes via the elevators and exit the program from the door on the left.

## PAUSE

PAUSE stops the timer and displays your game status. PAUSEing will cause the PAUSE SCREEN to be displayed.

## PAUSE SCREEN

The PAUSE SCREEN shows your current status. This screen is accessible from both SINGLE PLAY and TOURNAMENT. It displays the number of moves, the number of pushes, the time elapsed during play as well as the ACES log. Each item is located in different windows. All windows are non-active except for the ACES window. In this window, you may save a SINGLE PLAY game. This will be discussed in the SINGLE PLAY section in this manual.

## PLAYER CHOICE SCREEN

The PLAYER CHOICE SCREEN follows the entrance into the PLAY elevator. At this screen, you enter your name or names of the players. The number of names determines whether you will play in the SINGLE player option or the TOURNAMENT option. The only way to continue from this screen is by either entering a name or names or by pressing the FIRE/RETURN to go to saved game.

## RESET

The RESET allows you to start the maze play over. Your score, moves and pushes will be cleared; however, the time played may remain depending upon whether you are in SINGLE PLAY or TOURNAMENT PLAY. In SINGLE PLAY, your accumulated time will be reset but in TOURNAMENT PLAY, you will continue play with your TIME SLICE.

## TIME SLICE

TIME SLICE is only used in TOURNAMENT PLAY. It is a time period for each player to finish the selected maze or mazes. If a player does not finish these mazes then the next player receives his opportunity to play. This will continue until one player finishes the tournament and the remaining players are given an equal number of TIME SLICES to complete the tournament mazes.

All players receive the same number of TIME SLICES to complete the selected mazes. For instance, if Player A has finished all the mazes then the other player or players only have that particular TIME SLICE to complete the tournament mazes. Any players preceding Player A will not receive another TIME SLICE as they have completed the same amount of TIME SLICES as Player A.

## TOURNAMENT BOARD

The TOURNAMENT BOARD is displayed after a player completes a maze in the tournament or after a TIME SLICE has run out. This board lists the players names, the number of levels completed, the current level they are on and number of points earned. From this screen, any player may chose to continue the tournament, quit the tournament or save the tournament at that point.

## TOURNAMENT SELECTION SCREEN

The TOURNAMENT SELECTION SCREEN is where you will chose the level or levels you and your friends will compete at. Ninety nine levels are displayed for the choosing. However, the program will only allow you to pick levels that have been tested solvable in the EDIT mode. (This does not apply to levels 1 to 50 as we have tested them for you.)

## UNDO

The UNDO feature allows you to go back one move. It is used for mistake moves. For instance, you have instructed your warehouseman to push a box into a corner. UNDO will move your warehouseman back one move and if the move included a box push, the box will be moved back also. But be warned, the last move you make may not be the mistake move you want to correct and the UNDO will not save you.

## Rules for game play

Load SOKOBAN as your reference card suggests. After you have loaded the game and have the title screen visible, press FIRE/RETURN to start the game. Wait for the loading sequence to complete and the program will return with you in the lobby screen. At this time, chose PLAYing the mazes, EDITing anyone of the upper forty nine mazes or EXITing back to the system. But before we start PLAY, and explain some rules.

There are several features in this game which will make play much easier. All you need to remember is:

Use the keyboard for getting you through the PLAYER SELECTION SCREEN.

The joystick will mirror the direction to which you push. If you push forward on the joystick, the program will move the warehouseman or his arm up the screen. If you pull back, the program will move him or the arm downward on the screen. If you push the joystick left or right the warehouseman or his arm, will move left or right respectively.

The joystick or the keyboard can be used in the elevators and in the mazes. See your reference card for use of the other proper keys.

Use the "U" key" to UNDO a move.

Use the "P" key to PAUSE the game.

RESET the maze if you have boxed yourself into a position in which you cannot solve the maze even with using an UNDO.

ESCAPE from a maze if you wish to go to another maze or return to the LOBBY.

## Game Play

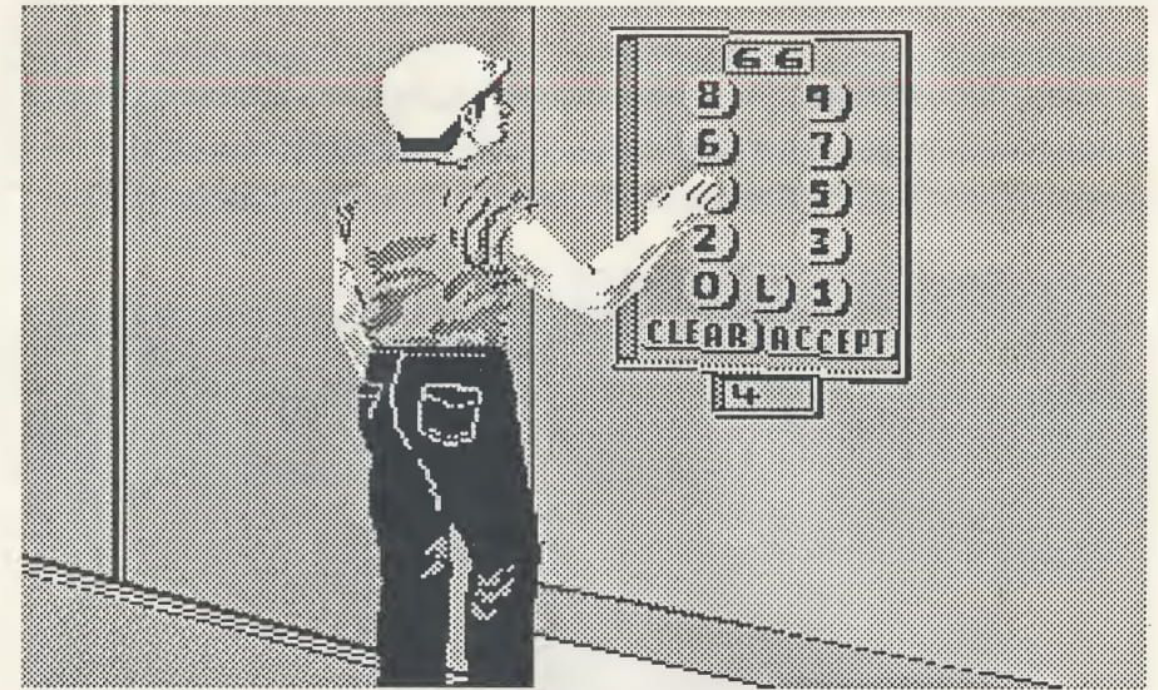
Choosing SINGLE PLAY or TOURNAMENT PLAY

Now, let's play SOKOBAN.



When you are in the LOBBY, the warehouseman should already be positioned in front of the right elevator. This elevator door is your portal to playing SOKOBAN. Press FIRE/RETURN to enter the elevator. You are now in the PLAYER CHOICE SCREEN. To get to the SINGLE PLAYER mode, type in your name and press FIRE/RETURN. (Note, that the player number 1 symbol was highlighted until you pressed FIRE/RETURN, then the number 2 player symbol became highlighted). Press RETURN again at player number 2.

At this time you will see the inside of the elevator. Select the level you wish to play by moving the warehouseman's arm to the number you wish for the first digit. Press FIRE/RETURN and then select the next digit. If the one or two digit number is the level you desire, then press the approval



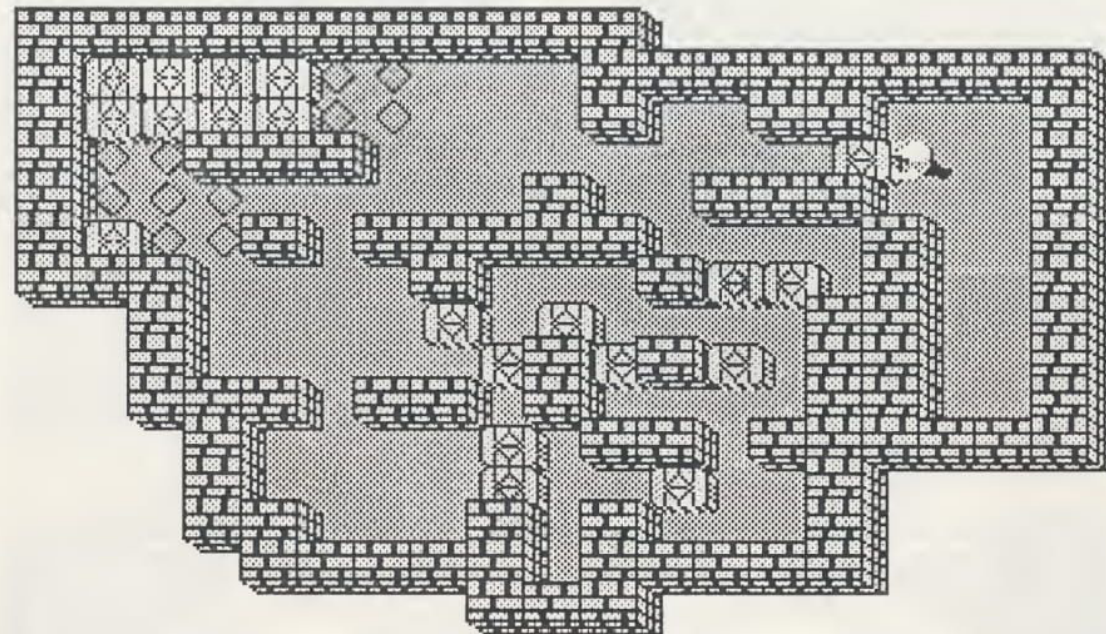
button on the elevator panel. (See your reference card for the approval key.)

After confirming your selection, the level indicator in the elevator will scroll toward the level you desire to play. Upon reaching the level, you will be switched from a behind the shoulder view to an offset overhead perspective. The maze shows the whole level: the obstacles, the boxes, the walls and the storage area or areas. Now before we describe how to play, let's take a look at how to load a tournament.

The only difference in picking SINGLE PLAY versus TOURNAMENT PLAY is typing in a second name. When the number 2 warehouseman is highlighted at the PLAYER CHOICE SCREEN, type in a second name. Of course, you may wish to include more than one friend in your tournament, so we have allowed an additional two friends to compete in the tournament. That means four players may play any one maze or any one series of mazes to see who may be the top SOKOBAN foreman. (Additional choices still have to be made before playing in a tournament but that will be discussed under the Tournament Play section.)

## Single player play

To play SOKOBAN you must have patience and the willingness to analyze what might be a trivial puzzle. Looking down from your lofty position, you direct your mechanical



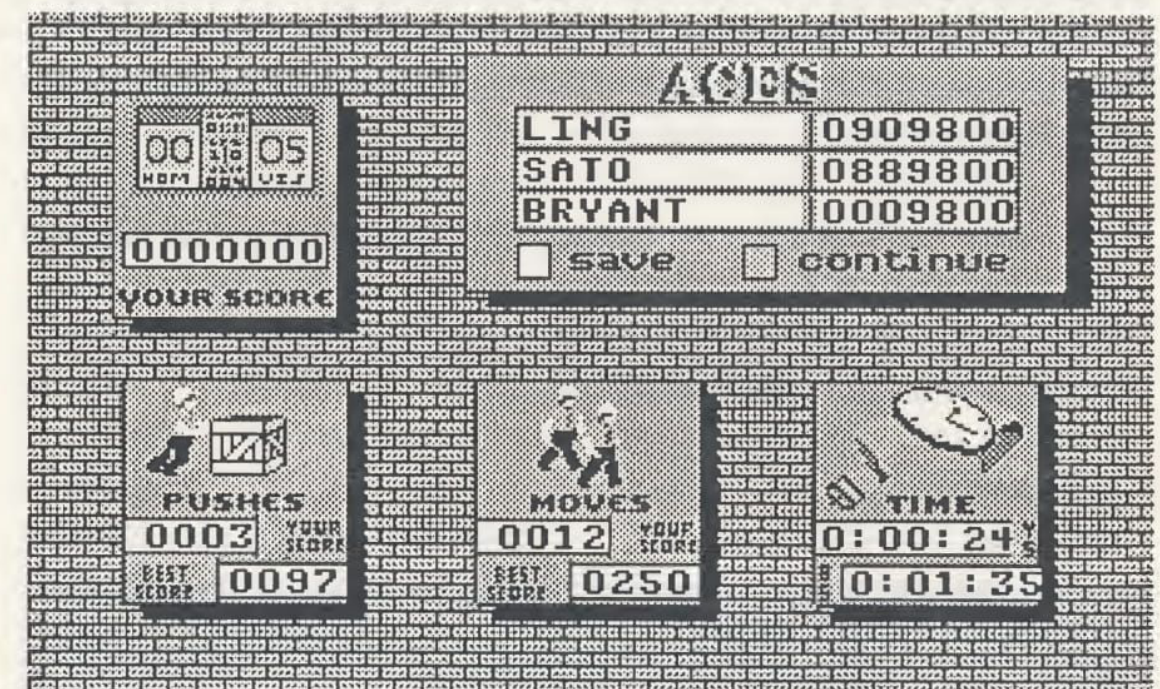
37 moves: 0425 pushes: 0120 time: 0:04:52

warehouseman on where to move, which boxes to push and what direction to push the boxes. Unfortunately, the mechanical warehouseman you direct is a 1984 model and can only move in a forward motion. It can turn; however, it can not pull. It is your duty to instruct the warehouseman to move the boxes scattered about the level to the storage areas. The storage areas are designated by a diamond shape. It does not matter which of them are placed in a storage area just as long as you are able to instruct the warehouseman to place all the boxes into all the storage areas.

If you somehow make a mistake in directing the warehouseman in his task, use the UNDO feature. You will backup one move. If you determine that the mistake preceded the last move, use the RESET feature. It resets the maze to the original position as if you had just stepped off the elevator for the first time.

We understand that you will sometimes need a break from the intense supervising of your warehouseman, so we also have provided an opportunity for you to take a break. Use the PAUSE feature to hold the position in PLAY. We don't want to punish you for your legitimate needs to stop play.

## Saving and loading



To save your position in the maze screen, press the PAUSE key and the PAUSE SCREEN will appear. Your left and right direction key as well as your joystick control will help you in this cause. Highlight the "save" box and when you press the FIRE/RETURN. You just saved your warehouseman's position in the maze as well as the level that you are attempting to complete.

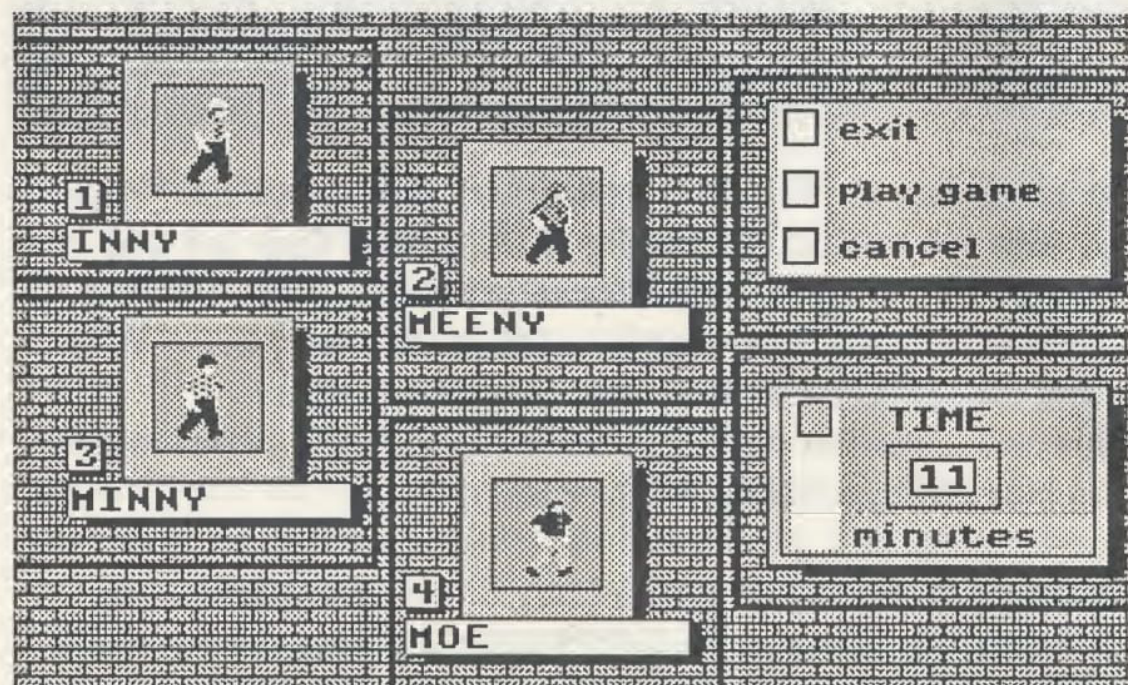
To return to the saved game (only one saved game is allowed for the SINGLE PLAYER option), press the FIRE/RETURN as soon as you are in the PLAYER CHOICE SCREEN and the number 1 warehouseman symbol is highlighted. The SINGLE box should now be highlighted. If not, highlight the "single" box. You should then press FIRE/RETURN. You are returned to the level you were playing.

## Ace

To become an ACE, you need to have one of the top three scores for the level you are playing. After completing a maze, the program compares your score to the existing top three scores for that level. If your score is indeed one of the top three scores, then the lowest of the previous scores will be dropped and your score will be placed in the ACEs log accordingly. In instances of a tie score, then the player who first achieved that score will retain the honors of being an ACE for that level.

If you wish to CLEAR the scores, we have provided a way to wipe clean the ACE scores from memory as well as the disk. Bear in mind that only one level's log is cleared. (See your reference card for the CLEAR key.)

## Tournament play



To enter the tournament, we first said that you must type in at least two names at the PLAYER CHOICE SCREEN. From that point you will have to make some other choices.

After the last name, press RETURN. Highlight the "TOURNAMENT" box and press FIRE/RETURN. If you made a mistake in typing, highlight the the cancel box and press FIRE/RETURN.

Let's proceeding with the tournament choices. After selecting game play, the time box in the lower right window is highlighted. Set your TIME SLICE from 1 to 20 minutes. Next, is the TOURNAMENT SELECTION SCREEN which displays a table of numbers. These numbers represents the levels. Chose any number of levels to play. When satisfied, with the selection, press your ESCAPE key. Now look toward the bottom of the screen.

You will then find that one of the boxes on the bottom of the screen is highlighted. Pressing FIRE/RETURN when 'OK' is highlighted means that you will play the mazes you selected. Choosing "CANCEL" will unselect your maze choices and prompt you to pick them again. 'ALL LEVELS' will take you through the first fifty mazes as well as the successfully tested mazes above fifty. Now, let's move on to playing the tournament.

## Play

Play in the tournament mode is much like that of SINGLE PLAY. You must direct your warehouseman to move the boxes to the storage area. The difference is that each player can only play one TIME SLICE at a time. When a TIME SLICE is over, it is the next player's turn. This sequence continues until a player solves all tournament level. The remaining players in the phase may play and finish the tournament as well but only in the allowable TIME SLICE period.

|                          | name  | levels | level | points  |
|--------------------------|-------|--------|-------|---------|
| <input type="checkbox"/> | SEAN  | 00     | 34    | 0004200 |
| <input type="checkbox"/> | JODY  | 00     | 34    | 0004100 |
| <input type="checkbox"/> | FARAH | 00     | 34    | 0008100 |
| <input type="checkbox"/> | BOB   | 00     | 34    | 0005100 |

☐ OK
 ☐ Quit
 ☐ Save

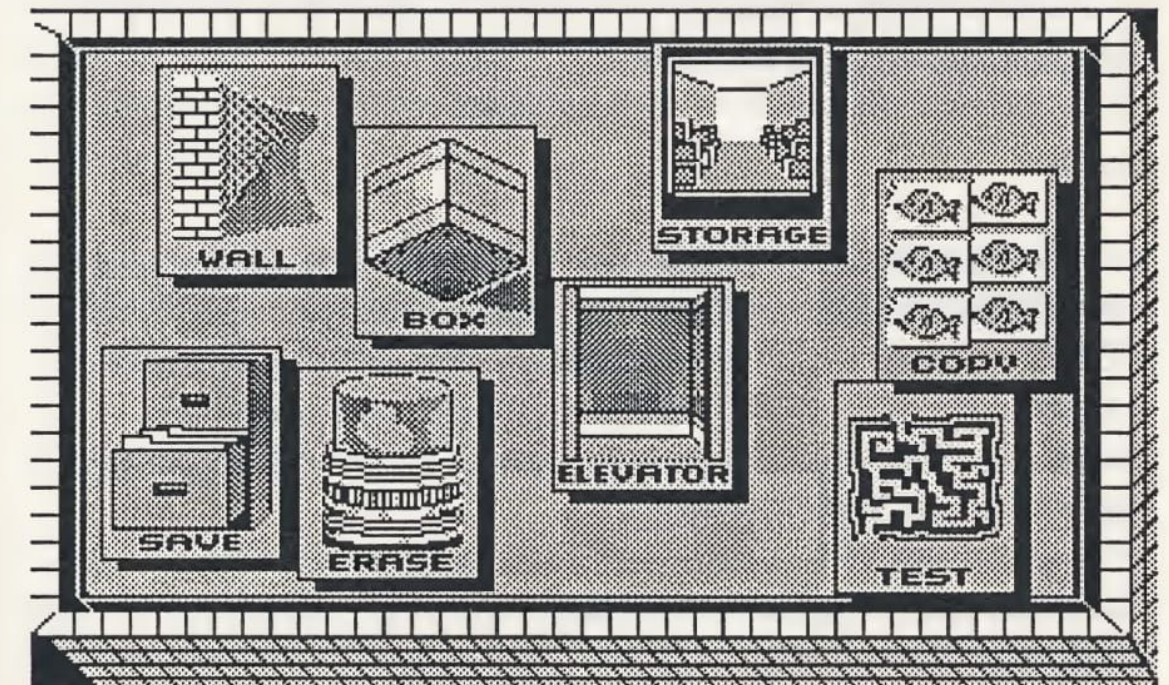
Saving in TOURNAMENT PLAY only differs slightly from SINGLE PLAY. To save a tournament you must wait until the TOURNAMENT BOARD is shown. To save the game, highlight the box that says 'save' and press FIRE/RETURN. Remember, just like SINGLE PLAY, you may only save one game. Therefore, only the last tournament saved is kept on the disk.

To load the saved tournament, press FIRE/RETURN at the PLAYER CHOICE SCREEN. Next, highlight the "tournament" box in the upper right window. When you select that box you will be taken to the TOURNAMENT BOARD. From that point, you will continue the tournament.

Now that we've finished explaining how to play SOKOBAN, we need to fill you in on the other half of the game, maze editing.

To edit a maze, you must enter through the left elevator from the LOBBY. You may only edit levels fifty one to ninety nine. The first fifty are locked and cannot be edited.

After moving your warehouseman in front of the left elevator and pressing FIRE/RETURN, you will be taken to the EDIT CHOICE SCREEN.



There, you will see eight different windows representing eight different functions. The Wall window is the default and will be highlighted every time you enter the editing of a maze. To enter any of the functions, use the keyboard or joystick to move the window highlighted and press FIRE/RETURN. To exit any of the functions except 'ELEVATOR', use the ESCAPE key.

## Walls

Placement of the wall sections is very important to creating a good maze. The wall sections ring your play field and essentially limit how many boxes and storages you can place in the maze. Wall sections can also be used as obstacles.

To place wall sections in your maze, highlight the Walls window and press FIRE/RETURN. Use the dotted box which is displayed as your cursor. By pressing FIRE/RETURN, you can place a wall section beneath the dotted box. Pressing FIRE/RETURN again will make the wall disappear.

If the space you have moved the dotted box to is occupied by another item, by pressing FIRE/RETURN you will replace that item with a wall section.

## Boxes

Boxes are placed on the screen the same way as the walls. Move the dotted box around the screen and press FIRE/RETURN when you wish to place a box or remove a box. Remember that it is not useful to place boxes outside of the maze boundaries because you cannot maneuver your warehouseman outside the maze.

Placing boxes may be done after the initial placement of wall sections.

## Storage Areas

The Storage Areas are the last items you will have to place in the maze. Placement and removal of the Storage Areas is exactly like that of the wall sections or boxes.

Remember to place an equal number of storage areas and boxes in the maze. If the number of boxes do not match the number of storage areas, no player can complete the maze.

## Testing

Testing is the last phase in the creation of a maze level. Because the upper forty nine levels start out without any mazes, you need assurance that they can be solved. The TEST function allows you to do this.

After placing all the walls, boxes and storage areas that you desire onto the screen, move the dotted box to the position where the warehouseman is to start from. By ESCAPE ing to the EDIT CHOICE SCREEN, you have chosen the starting position for the warehouseman.

In the EDIT CHOICE SCREEN, select the test function. You will then have to play the maze as if you were in the PLAY MODE. Upon a successful test, you will be prompted to save the maze. If you decide to save now, this will make this maze playable.

An untested maze may only be accessed from the EDIT MODE. Successfully tested mazes may be accessed from both the EDIT and PLAY modes.

## Copying

Copying allows you create mazes faster. You can copy any one of the levels already saved on disk, regardless of its completeness. Choose the 'COPY' window and press FIRE/RETURN. Use the up and down direction keys or the up and down movements on the joystick to select the level you wish to copy. The side to side direction keys as well as the sideways joystick motion will allow you to highlight either cancel or accept. Press FIRE/RETURN to complete your selection. If accepted, you will be taken to the EDIT PLAY SCREEN with the copied maze to continue editing the maze as you wish.

## Saving

As you will continually want to refine your maze, you'll need to save it from time to time. After successfully testing a maze, it is wise to save it because saved mazes may only be accessed in EDIT MODE. Successfully tested mazes can also be accessed in PLAY mode.

## Erasing

If you have created a mess in the EDIT PLAY SCREEN and want to clear it, use the ERASE function. Regardless of where walls, boxes or storage areas are placed on the screen, the ERASE function will wipe it from memory. It will also wipe the existing ACE log from memory and in combination with the SAVE function, you can clean up any of the upper forty nine levels.

## Scoring system

A score is calculated for each and every game played. It is based upon the number of boxes you are able to place in the storage areas. Five thousand points are awarded for finishing the maze and each box placed in a storage area earns another one hundred points. Be careful though, ten points are subtracted for every eight pushes. You can see that efficiency is rewarded.

In SINGLE PLAY, you can take your time and continually retry the mazes. However, in TOURNAMENT PLAY, you will only have only the limited amount of TIME SLICES to use. Usually only the winning player has a chance to become an ACE. Therefore, perfecting your maze play is to your advantage.

## Exiting

To exit the game, move the warehouseman to the left door. Press FIRE/RETURN and the program will take you to the system.

*From the staff of **Spectrum HoloByte**,*

*We hope you enjoy Soko-Ban as much as we do!*

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