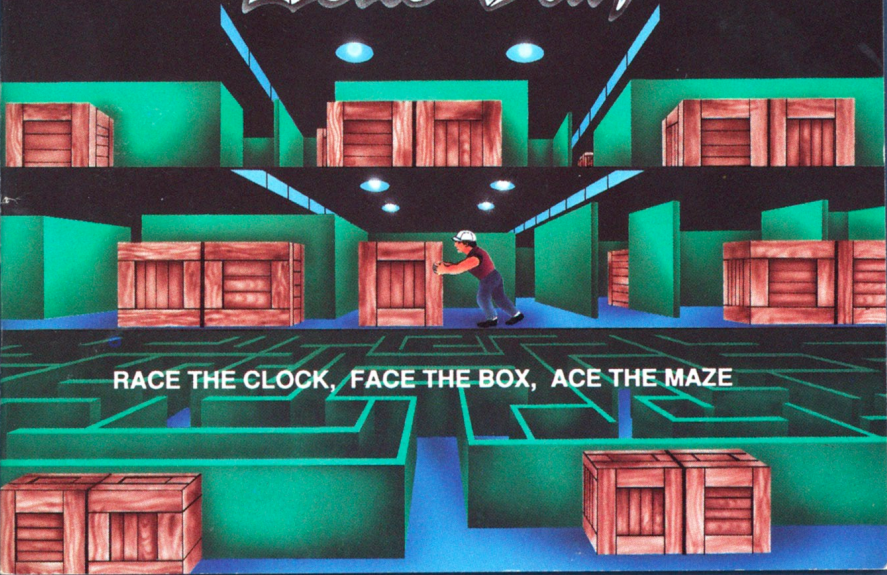


TANDY®

Cat. No. 26-3161

Soko-Ban



RACE THE CLOCK, FACE THE BOX, ACE THE MAZE

INTRODUCTION

SOKO-BAN is a program for the IBM PC/XT/AT and compatible systems. It is designed to be used as a stand-alone program or as a module within a larger program. The program is written in assembly language and is designed to be easy to use. It is designed to be used as a stand-alone program or as a module within a larger program. The program is written in assembly language and is designed to be easy to use. It is designed to be used as a stand-alone program or as a module within a larger program. The program is written in assembly language and is designed to be easy to use.

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1 2 3 4 5 6 7 8 9 10

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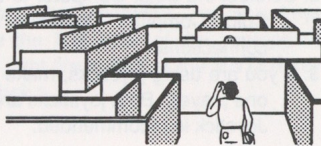
10 9 8 7 6 5 4 3 2 1

INTRODUCTION

Welcome to SOKO-BAN. Sokoban is a strategy maze game which will provide all family members with fascinating enjoyment for years.

The objective of SOKOBAN is to move the boxes in the warehouse into their assigned storage areas. You are the warehouse foreman in control of Wally, a mechanical warehouseman. You must direct Wally to determine the quickest method of pushing all of the boxes onto their diamond storage areas.

Fifty warehouse levels are supplied for you to solve. You can challenge your friends to a SOKOBAN tournament to see who is the best SOKOBAN player. The number of times Wally pushes the boxes will determine if you are a master SOKOBAN player.



REQUIRED EQUIPMENT

- Tandy Color Computer 3 with at least 128K RAM and
- Television or color monitor (color monitor recommended)

OR

- Tandy Color Computer 2 with 64K RAM and
- Television

LOADING INSTRUCTIONS

1. Before inserting or removing a Program Pak™, make sure the computer is **OFF**. Failure to do so may result in damage to the Program Pak.
2. Connect the Color Computer to the television set or monitor. See your Color Computer Operation Manual for further details regarding connections.
3. If you are using joysticks, make sure that you use the right joystick for one player. Both joysticks are required for two players. The Deluxe Joystick is recommended.

4. Insert the Sokoban Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television or the color monitor.
6. Turn on the Color Computer.

Before the Game Begins

1. When you turn on your Color Computer, the screen displays the name of the game and the copyright information. You will then see the question:

Keyboard or Joystick

Use the right joystick or the right/left arrow keys (JOYSTICK/ARROWS) to make the first letter of the appropriate choice blink and push either the right fire button or the **ENTER** key (FIRE/ENTER) to register your choice.

2. If you are using a Color Computer 3, you will be asked if you are using an RGB monitor or a television as a display device:

Monitor type: **RGB** or **CMP**?

To indicate that you are using an RGB monitor, use the JOYSTICK/ARROWS to make the **R** flash and then press FIRE/ENTER. If you are using a television set or a composite monitor, use the JOYSTICK/ARROWS to make the **C** flash and press FIRE/ENTER.

3. You will then be asked how many players will be participating in the game:

How many players (**1** or **2**)?

If you want to play a one player game, push the JOYSTICK/ARROWS to the left until the **1** starts to flash and push FIRE/ENTER. If you are playing a two player game, push the JOYSTICK/ARROWS to the right until the **2** starts to flash and then push FIRE/ENTER.

4. If you selected two players in step 3, you will now see the tournament selection screen which is explained in the **TOURNAMENT LEVEL PLAY** section of this manual. If you selected one player you will see the following question:

Enter starting level: 01

Use the JOYSTICK/ARROWS to choose the level number on which you wish to start playing. Press FIRE/ENTER to enter your selection.

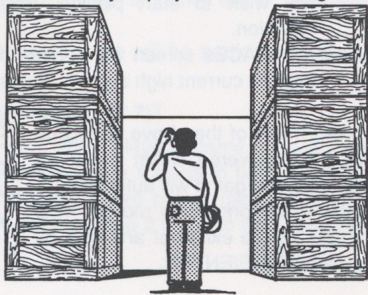
5. Next the ACEs screen will appear, displaying the copyright message and the current high scores. Press FIRE/ENTER to start the game.

Note: If any of the above questions are not answered within about 15 seconds, the game will automatically enter a demonstration mode. This mode may be exited at any time by pressing FIRE/ENTER.



PLAYING THE GAME

The object of SOKOBAN is to direct Wally to move all of the boxes onto the diamond storage areas. Any box may be placed into any diamond storage area. Once this is done you will be allowed to progress to the next warehouse level. At first glance this may not seem too difficult since you are given all day to get the task done. When you play a tournament game against an opponent, you will also be competing against the clock. To add to the challenge, the number of points which you score is dependent upon the number of pushes that it takes you to solve a level. So don't get too sure of yourself until you've played a tournament game against someone else.

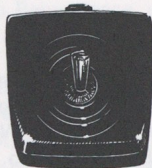


Controlling Wally

If you have selected the keyboard to control Wally, use the arrow keys to move him. Otherwise, control Wally's movement by moving the joystick in the following directions:

Move toward back of level

Move left



Move right

Move toward front of level

If you move Wally so that you cause him to bump into a wall, you will hear a "thud" sound. Be careful or you may have to call upon the King's men.

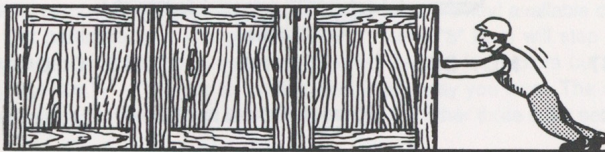
Unfortunately poor Wally is a 1984 model warehouseman which was built before the advent of the inverse synaptic flexor (ISF). The lack of ISF capability means that Wally cannot pull boxes. In spite of this handicap, Wally can turn and he can push boxes which will enable you to use him to solve all of the 50 levels. Wally can only push one box at a time, he may not push two or more boxes on the same push.

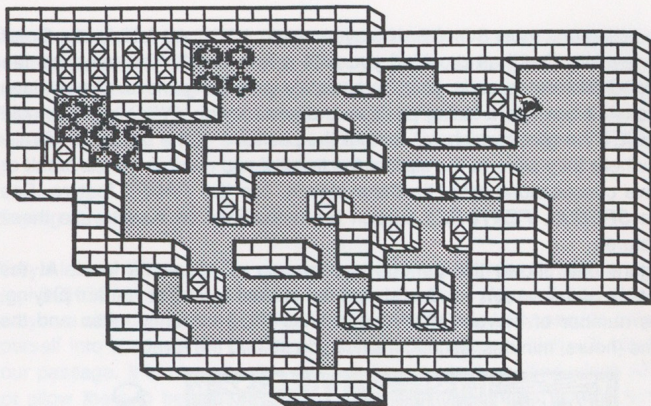
Playing strategy

Wally's lack of ISF capability means that you must be very careful as you play SOKOBAN. You will never become an ACE player if you don't analyze a situation before you start to direct Wally. It is fairly easy to paint yourself into a corner by pushing boxes into a position which will block your passage. It is also possible to push boxes into a position which will not allow them to be pushed again. You may, for example, push a box into a corner or push two boxes together on a wall which has no door behind one of the boxes. Either of these situations is a losing position.

Realizing that most SOKOBAN players, even ACEs, are fallible, the Great Benevolent One has provided you with a few "outs". You may use the *UNDO* feature to undo your immediately preceding move. If you have pushed a box into a losing position and you cannot *UNDO* it, you should *RESET* the game which will restore the positions of the boxes and Wally to where they were at the start of the level. If you need to take a break or have consultations with His Benevolence, use the *PAUSE* feature. See the ***SPECIAL FEATURES*** section for instructions on how to use these features.

Figure one shows the general appearance of a sample level. At the bottom of the screen you are shown the current level that you are playing, the number of moves (MO:) and pushes (PU:) currently taken and the time (hours, minutes, seconds) since you started the level.





37

MO: 395

PU: 111

TIME 0: 04: 45

Figure 1: Sample level

Selecting colors

While you are playing the game, you may change the screen colors. If you are using a Color Computer 2, the "1" and "2" keys will select the "artifacting" mode with a black background. Using these two keys will allow you to exchange the red and blue colors on the screen. The "3" key will select the "buff screen" mode and the "4" key will select the "green screen" mode. If you are using a PAL type television set as is commonly used in Europe, you should use either one of the buff or green screen modes.

If you are using a Color Computer 3, you may choose the colors displayed on the screen from a palette of 64 different colors. Only four different colors may appear on the screen at any one time, however. The four colors appearing on the screen are represented by the "1", "2", "3" and "4" keys. Hitting these keys will step you up to the next available color for that particular key. Using the "5", "6", "7" and "8" keys will step you down one color. Sokoban uses four different sets of four colors but you may use the "1" - "8" keys to modify them in any way you want. The shift 9 key will copy the color set used on level 1 to the other three color sets.

TOURNAMENT LEVEL PLAY

If you selected a two player game, you will be playing a tournament level game. Immediately following your selection of two players you will see the following question:

Size of time slice: 01

Now you use the JOYSTICK/ARROWS to select a time slice from 1- 20 minutes. Tournament level SOKOBAN is played in a series of alternating time slices. First player one plays a time slice, then player two plays a time slice and this is continued until someone completes all of the levels chosen from the tournament level selection screen.

Once a time slice has been selected, the TOURNAMENT LEVEL SELECTION SCREEN will appear. This screen is a matrix of level numbers from 1-50. In tournament level play, the players may select whatever levels that they want to play. Use the JOYSTICK/ARROWS to position the double line cursor over the level number which you want to play and press FIRE/ENTER. The level number will flip its color to signify

that it has been selected. You may select any or all of the 50 levels in this way. The selected levels will be played in numerical order, not in the order that you selected them from the screen. In other words, if you select levels 1, 35, 3, 44 and 15 in that order, you will play them in this order: 1, 3, 15, 35 and 44.

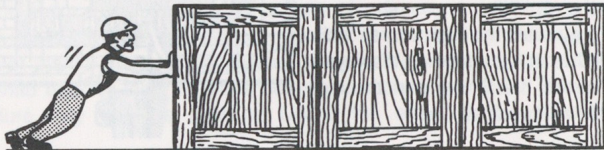
Immediately below the pattern of level numbers you will find the words OK, CANCEL and ALL LEVELS. By placing the cursor on these words you will accomplish the following actions:

OK: Save the selected pattern and start the game.

CANCEL: Erase all selections.

ALL LEVELS: Cause all levels to be selected.

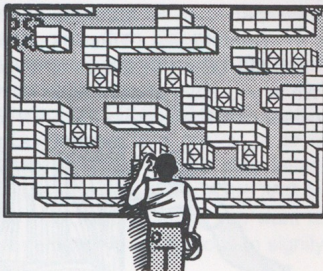
When you have chosen all of the levels that you want to play, put the cursor on **OK** and press FIRE/ENTER.



HIGH SCORES

The five highest scores are kept for posterity (or until the computer is turned off). The high scores record consists of your initials, score and the level on which you started playing. You are an ACE SOKOBAN player if you can get one of the top five scores. In addition, the record scores obtained on each level for the fewest pushes and moves and the least time to finish the level are saved. One of the strongest challenges that SOKOBAN has to offer is to see if you can find the solution for a level which uses the smallest possible number of pushes, moves or seconds. How far down can you take the record?

You may reset the high scores while the ACEs screen is being displayed. Just press the **S** key and the high scores will be reset.



SPECIAL FEATURES

There are several features available on SOKOBAN designed to make the game more enjoyable and easy to use. The special keys which activate these features and a description of the feature are given below.

Pause

The game may be paused at any time while play is going on by pressing the **P** key. Play may be restarted by pressing **P** again.

Escape

You may *ESCAPE* out of any level and return to the start of a brand new game by pressing the shift **BREAK** key. If you *ESCAPE* out of a game, the scores of all players will be considered for ACE (high score) status.

Undo

If you make a mistake and move Wally in a direction you didn't mean to, you may *UNDO* the move. You may *UNDO* the move by pressing the **U** key or the fire button. This feature will move Wally and any box which he pushed back to their positions before the move was made. The *UNDO* feature may only be used to *UNDO* the effect of the immediately

preceding move. If you make a mistake and then make another move, you have lost the ability to use the *UNDO* feature.

Reset

You may *RESET* a level by pressing the **R** key (or the shift **F1** key if you are using a Color Computer 3). The *RESET* feature will reinitialize only the current level on which you are playing. Wally and all of the boxes will be put back in their starting positions. The moves and pushes counters will be reset to zero. Any score accumulated on other levels will be kept. In a single player game, the time spent on the level being reset will be erased. In a tournament game, however, the time will not be erased.

The *RESET* feature is especially useful if Wally has been backed into a corner or if he has pushed a box into a situation where it can never be moved onto a diamond and the *UNDO* feature can not be used.

Silence

You may turn the sound off by pressing the **CLEAR** key (or the **F2** key if you are using a Color Computer 3). Pressing the **CLEAR** key or the **F2** key again will turn the sound back on.

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SOKOBAN offers the finest in high resolution, brilliant color graphics. You must maneuver Wally the warehouseman through 50 different, intricate mazes as he pushes the precious cargo boxes to their assigned storage places. The countless number of different solutions for each maze will provide never-ending entertainment for all family members. One or two players.

To use SOKOBAN, you need:

- Tandy Color Computer 3 with 128K memory and
- Television or color monitor

OR

- Tandy Color Computer 2 with 64K memory
- Television

- Joystick(s) optional on both systems
- Deluxe Joystick is recommended

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