SUPER

SOKOBAN

USER GUIDE

Welcome

Welcome to the MSX dev 24 version of Super Sokoban.
We hope you will enjoy playing this game as much as we did creating it.

2NICE guys

Gameplay

Super Sokoban (Sōko-ban, meaning 'warehouse keeper' in Japanese) is a puzzle game in which the player pushes boxes around in a warehouse, trying to get them to storage locations.

The warehouse is depicted as a grid of squares, each one representing either a floor square or a wall square. Some floor squares contain boxes and some are marked as storage locations. The player, represented as a worker character, can move one square at a time horizontally or vertically onto empty floor squares, but cannot pass through walls or boxes.

To move a box, the player walks up to it and pushes it to an empty square directly on the other side the box. Boxes cannot be pushed to squares with walls or other boxes, and they cannot be pulled. The number of boxes matches the number of storage locations. The puzzle is solved when all boxes are placed on the storage locations.

Controls

This game can be controlled by either keyboard or joystick.

In-game

↑, →, ↓, ←	Move character
[Spacebar] / Fire button A	Undo last move
[Esc] / Fire button B	Show the in-game menu
[R]	Restart level

Menus

↑, →, ↓, ←	Navigate
[Spacebar] / Fire button A	Select menu item

Game modes

In this version of Super Sokoban there are 2 game-modes each with 100 levels to complete:

Game A

In game A, there is a predetermined number of steps in which the level must be solved. *And yes… It can be done ;)*

Game B

In game B, there are no limits to the number of steps that be done to complete a level. *(this game-mode is the least difficult to play)*

Passwords

After completing a set of 5 levels you will gain a password.

Passwords can be entered on the password screen. This screen can be accessed by selecting 'password' at the title screen.

In-game menu

The in-game menu can be accessed by pressing the [Esc], [M] or [N] key on the keyboard or fire button B on a joystick.

In this menu you're able to choose the following actions: return to game, restart level, open the options menu and quit the current game.

Options menu

There are 2 ways to open the options menu:

1) Select menu item 'options' at the title screen

2) In-game: Open the in-game menu and select 'options'

In the options menu you can:

- Turn on/off music and/or sound-effects
- Set the game speed
- Select the graphic to be displayed for storage locations

40 years of Sokoban on MSX

Did you know the first Sokoban game on MSX was released by Thinking Rabbit in May 1984 on a cassette tape? We do! And that's one of the reasons why we made this game: a tribute to celebrate the 40th birthday of Sokoban on our beloved MSX computers.

Disclaimer

2NICE can (and will) **not** be held responsible for any problems caused by playing this game like: hair loss, sleepless nights, problems with spouses (he / she / they / them), broken relationships or even losing faith or whatever...

Space to 'save' your passwords

Level	Password	Level	Password