

Playing Instructions for Sokoban

Controls

These are the controls for playing Sokoban:

W : move up

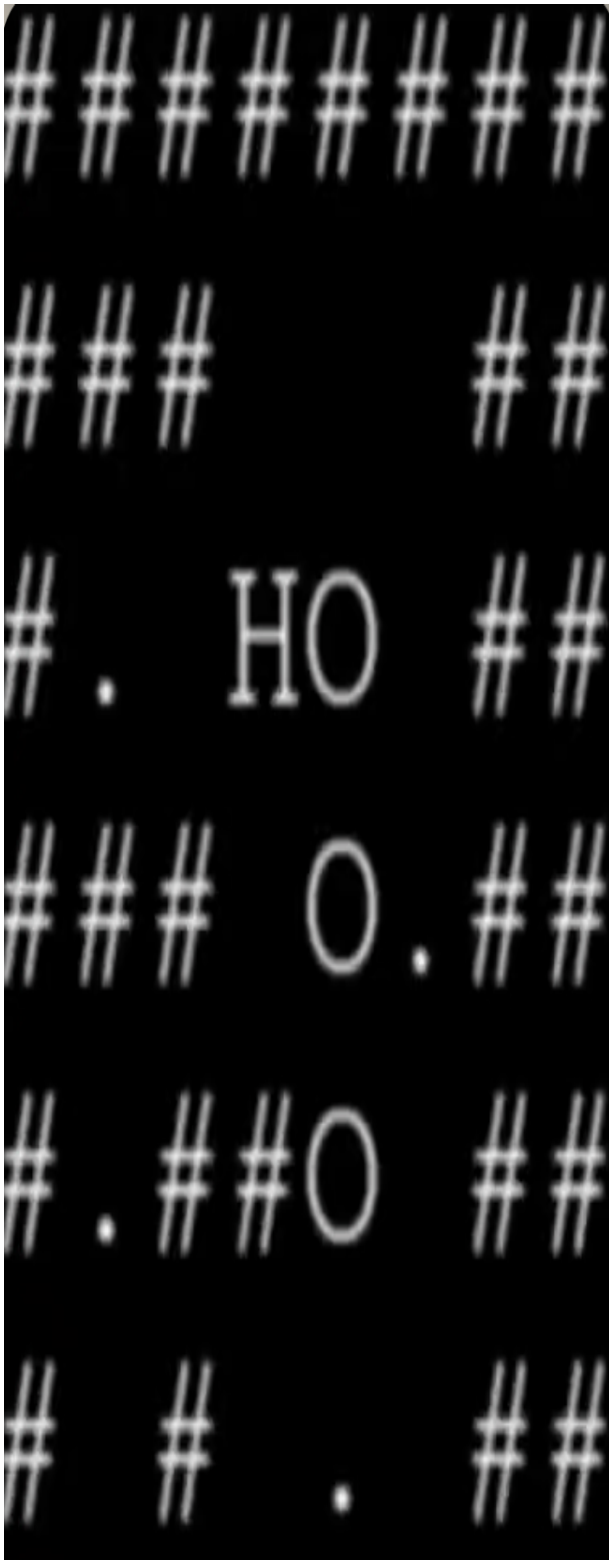
A : move left

S : move down

D : move right



Gameplay



The goal of the puzzle is to push all of the boxes onto the goals. Listed below are the specific rules to solve a Classic puzzle:

- ❖ *H* represents the character which is used to move the crates.
- ❖ *O* represents the crates.
- ❖ Only one crate can be pushed at a time.
- ❖ A crate cannot be pulled.
- ❖ The character cannot walk through crates or walls.
- ❖ The puzzle is solved when all crates are on the goals.
- ❖ *#* represents the wall also known as the deadend.
- ❖ *.* represents the goal
- ❖ Perform this in the fewest moves and quickest time possible to achieve the highest score!

