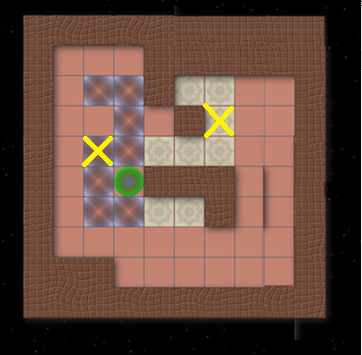
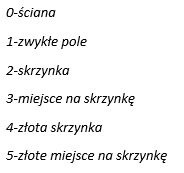
***Poziomy SOKOBAN***

*Poziom 1*



Level\_name=LEVEL\_1

Map\_width=10

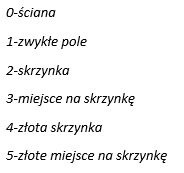
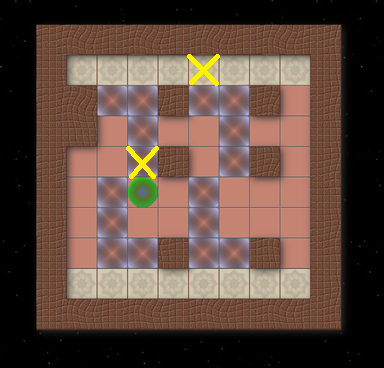
Map\_height=10

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zamienione:

0,0,0,0,0,0,0,0,0,0;0,1,1,1,0,0,0,0,0,0;0,1,2,2,0,3,3,1,1,0;0,1,1,2,1,0,5,1,1,0;0,1,4,2,3,3,3,1,1,0;0,1,2,1,0,0,0,1,1,0;0,1,2,2,3,3,0,1,1,0;0,1,1,1,1,1,1,1,1,0;0,0,0,1,1,1,1,1,1,0;0,0,0,0,0,0,0,0,0,0

*Poziom 2*

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Level\_name=LEVEL\_2

Map\_width=10

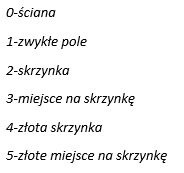
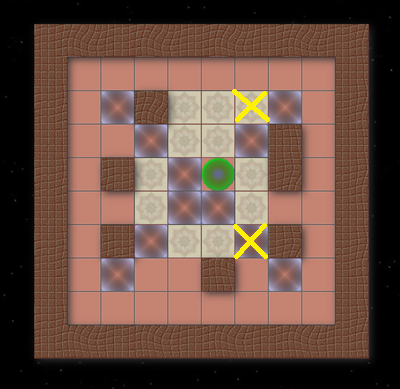
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zamienione:

0,0,0,0,0,0,0,0,0,0;0,3,3,3,3,3,3,3,3,0;0,0,2,2,0,2,2,0,1,0;0,0,1,2,1,1,2,1,1,0;0,1,1,4,0,1,2,0,1,0;0,1,2,1,1,2,1,1,1,0;0,1,2,1,1,2,1,1,1,0;0,1,2,2,0,2,2,0,1,0;0,3,3,3,3,3,3,3,3,0;0,0,0,0,0,0,0,0,0,0

*Poziom 3*

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Level\_name=LEVEL\_3

Map\_width=10

Map\_height=10

Map\_state=0,0,0,0,0,0,0,0,0,0;0,1,1,1,1,1,1,1,1,0;0,1,2,1,0,1,0,2,1,0;0,1,0,2,3,3,2,1,1,0;0,1,3,3,2,2,3,1,1,0;0,1,3,3,1,2,3,0,1,0;0,1,3,2,3,3,2,1,1,0;0,1,2,0,0,1,0,3,1,0;0,1,1,1,1,1,1,1,1,0;0,0,0,0,0,0,0,0,0,0

zamionione:

0,0,0,0,0,0,0,0,0,0;0,1,1,1,1,1,1,1,1,0;0,1,2,0,3,3,5,2,1,0;0,1,1,2,3,3,2,0,1,0;0,1,0,3,2,1,3,0,1,0;0,1,1,3,2,2,3,1,1,0;0,1,0,2,3,3,4,0,1,0;0,1,2,1,1,0,1,2,1,0;0,1,1,1,1,1,1,1,1,0;0,0,0,0,0,0,0,0,0,0