

Socoban 3.0

Megasoft2000 Ltd 1999 - 2002
Palm Software Division (PSD)
Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0, 4.1

Game installation

To install this game you should synchronize the "**Socoban.prc**" or "**SocobanHR.prc**" application to your device.

Files can be installed by using the Desktop S/W or just any other application.

- **SocobanHR.prc**
For Sony Clie` device (320x320) - PEG-T415, T425, PEG-N760, N610, T615, T625, T650, NR-70, NR-70V, ...
- **Socoban.prc**
For color device (160x160, Palm OS 3.5 and greater, 8 Bits) - Palm IIIc, Palm m130, m505, m515, Visor Prism, ...
For mono device (160x160, Palm OS 3.3 and greater, 4 Bits) - IIIx, V, Vx, m105, m125, m500, ...
For B/W device (160x160, Palm OS 3.0/3.1, 2 Bits) - Palm III, IIIx, VII, m100, ...

Warning! If you failed to install the desired version to your device you are sure to see the following message:

"You should install Socoban.prc for this handheld."

Delete the previous file (prc) and install the file recommended.

Game description.

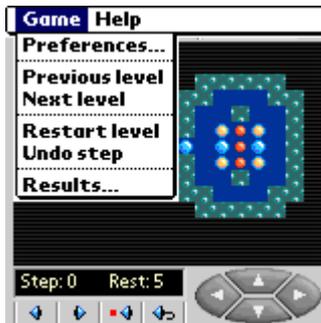
The objective of this game is to put every object into the marked place.
You can not pull the object, you can only push one of them every time.



Menu



When you press the "Menu Icon" button there appears the menu, which you can use to perform the desired adjustments of the game, scroll through the results of your previous games and study the manual, and also to register this game or transfer it to the other device.



Preferences - Game adjustment

Previous level - Quick jump to the previous level

Next level - Quick jump to the next level

Restart level - Cleaning and the beginning of the current level solution

Undo step - Undo of all the latest moves

Results - Results table

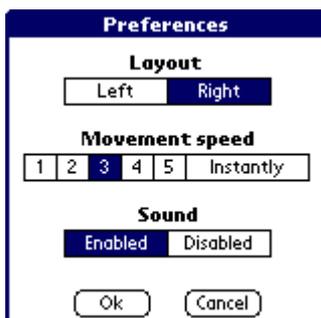


Instruction - Brief instruction describing game principle and its control

Registration - After you have purchased this program you get the registration code, which you must enter in this window. After that all 500 levels will be available.

About - Information about game developers.

Preferences.



Layout - Interface positioning on the screen

Movement speed - "little man" movement speed

Sound - Sound effects ON/OFF

Control.

Several types of control are realized in Socoban game.

1. Using graphical buttons in the lower right part of the screen, those indicate move direction.
2. Using stylus. Touch the screen in the point where "little man" must move, "little man" moving there the shortest route (if only this move is possible!). To shift the object you must touch the object itself. The object will shift to one position at that.
3. Using hardware buttons.
Press "Date Book" or "Address Book" button to move to the left.
Press "To Do List" or "Memo Pad" button to move to the right.
Press "Up" and "Down" button to move in the corresponding direction.

Note: all types of control can be used simultaneously.

The first 10 levels are available in the unregistered version. To get all the levels (500!) available you are to buy and register you copy.

You can find more detailed information at:

http://www.megasoft2000.com/palm_division/socoban.htm

URL: <http://www.megasoft2000.com>

E-mail: support@megasoft2000.com

Levels 104-500 are credited by David W. Skinner: sasquatch@bentonrea.com

All rights reserved.

Megasoft2000 Ltd. 1999 - 2002
