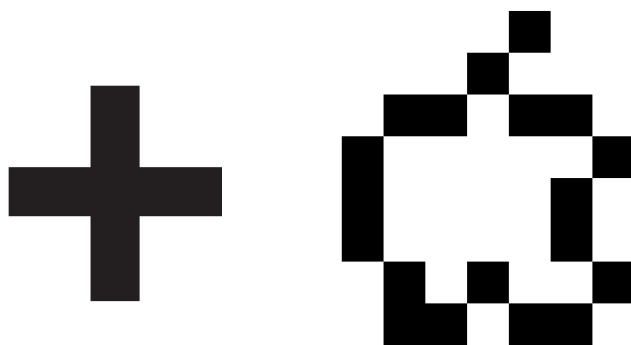


# Ringoban

**A Sokoban Clone in Applesoft**

*Mike Beaumont*



Produced by:

***Brian Wiser & Bill Martens***



Apple PugetSound Program Library Exchange

# ***Ringoban: A Sokoban Clone in Applesoft***

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ISBN: 978-1-7947-7761-3

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We must give our thanks to Hiroyuki Imagbayashi, the master of Sokoban and creator of the original version.

## **PRODUCTION**

Mike Beaumont → Programming, Original Text, Proofreading  
Bill Martens → Manual Creation, Editing, Additional Text  
Brian Wisner → Editing, Layout, Cover

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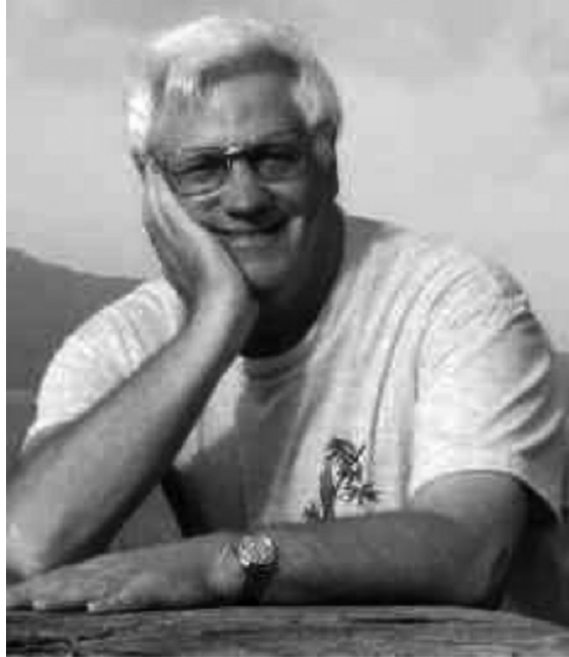
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# About Mike Beaumont



Mike is from New Zealand and lives there with his wife Jeannie and two budgies.

He became interested in the Apple II when the school he was teaching at purchased two in 1981. Mike quickly became an enthusiastic user and through typing in programs and dissecting other's programs became quite proficient.

Currently retired he now has time to continue tinkering with a real Apple IIGS as well as various emulators.

When not working on this, he reads a lot, walks some, practices tai-chi and enjoys sci-fi/fantasy movies.

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# Introduction



I first came across Sokoban in the later 80s, and owned the Spectrum Holobyte version for the Apple II. I recall solving all the levels, too.

Since then, I have played it from time to time on other platforms with more and more levels from all over the place. I had a hankering to write my own version for the Apple IIs. This game is the result.

It uses MouseText characters, and since it stores levels in a subdirectory, requires ProDOS, though it could be adapted for DOS 3.3.

Technically, a level is loaded in as a string array A\$(22), and mirrored in a numeric array LV(22,32) so that allows a limit of 22 rows and 32 columns - A\$(0) is reserved for the level number, and LV(0,0) is unused.

The numeric array is dynamic, each cell having initial values as follows: 0-wall, 1-floor, 2-box, 3-target, 4-box on target, 1-player. There is also provision for an initial position of player on target.