

The Sokobard

The Sokobard's hobbies include music and long walks in the warehouse pushing boxes. What else does the Sokobard want to do?



[This is a metapuzzle. You will need the answers to other puzzles in the round to solve the metapuzzle.]



White numbers on crates indicate number of pushes needed to reach the correct goal square.

ANSWER: _____

HELPFUL INFORMATION

Sokoban is a logic puzzle involving pushing boxes to target squares. A puzzle will contain an equal number of crates and target sites in some enclosed area, and will require finding a series of pushes in order to move a crate to each target square.

Symbols used in Sokoban puzzles are:



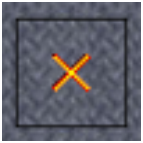
- A wall. Cannot be walked through.



- The player. Pushes crates. Moves up, down, left, or right, but not diagonally.



- A crate. Can be pushed by the player if there is an empty space behind it for it to move into. Cannot be walked through.



- A target site. The goal of each puzzle is to push a crate on each one of these spaces. Can be walked through as long as there isn't a crate on top of it.

An example Sokoban puzzle and its solution is shown below. This solution shown takes 9 total pushes.

[Start]



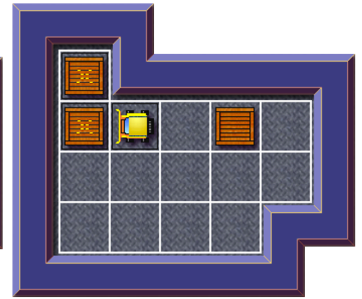
1 push total



2 pushes total



6 pushes total



7 pushes total



[Goal] – 9 total pushes used