

The Sokobard

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



Symbols used (for reference):



- 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 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.