

Top Platforms ▾

Log In Sign Up



ANSWERS

BOARDS

CONTRIBUTE

GAMES

USERS

WHAT'S NEW

Game Boy » Puzzle » General

Boxxle

FAQs	Board	More ▾
------	-------	--------

Recommend this FAQ?

FAQ/Walkthrough by ASchultz

Version: 1.0.0 | Updated: 04/13/08 | [Search Guide](#) | [Bookmark Guide](#)

Boxxle(GameBoy) FAQ/Walkthrough
 version 1.0.0 by schultw.andrez@sbcglobal.net

Please do not reproduce this FAQ for profit without my prior consent. If you write a polite e-mail to me referring to me (and this FAQ) by name, then I will probably say OK. But if I ignore you that means no--and I am bad about answering e-mail. Sorry.

=====

OUTLINE

1. INTRODUCTION
2. CONTROLS
3. STRATEGIES
4. WALKTHROUGH
5. VERSIONS/CREDITS

=====

1. INTRODUCTION

Boxxle for the GameBoy is yet another port of Sokoban. Where you push boxes on a grid til all are on the specified squares.

While it doesn't have many original levels if you've played other versions (especially the TG16 version,) it has enough challenge for sokoban fans to be worth a look. It even has a cut scene after each group of 10! It has 108 levels total (the last group having only 8 levels) and a 1-move takeback feature (assuming you didn't run into a wall and keep running--then it says "takeback" = undo running into a wall) and a replay feature (play up to a certain point.)

Well, this is a sparse introduction, but Sokoban is a pretty straightforward game. Sokoban fans in general probably saw all these levels, but if you're curious...

...oh, and I put this link in every FAQ. It doesn't work for bigger levels. AI for Sokoban is in fact not perfect. But this will help with some. And it's neat, and more exciting than Sokoban at times.

<http://codecola.net/sps/index.php>

2. CONTROLS

If you are using VisualBoyAdvance, [space] to speed up the game works great. Use it in tandem with takebacks. I also recommend playing at 150% speed.

Moving is as expected. You cannot push chains of boxes around.

(A) takes a move back

(start) brings up the menu. (B) to retry allows you to hold down B.

Start menu: (a chooses, b goes back)

Play(1-1) or passkey (a enters letter, b deleted)

```

/
Play
\

```

Create (Create/select doesn't work)

A places something, B switches

3. STRATEGIES

See my TG16 Boxyboy FAQ.

4. WALKTHROUGH

Level 1-01:

```

XXXXX
X...X
X.01X XXX
X.2.X X=X
XXX.XXX=X
XX....=X
X...X..X
X...XXXX
XXXXXX

```

```

1 4D R U 3R 2U
0 R 4D R U 3R U
2 R 3D R U 3R

```

Level 1-02:!

BDBD

```

XXXXXXXXXX
X==.....X
X==0..X..X
X..X1XX.XX
X.2.....X
XXXXXX.X.X
X.3...X
X.....X
XXXXXXXXX

```

0 2L, 2 5R, 1 1U 2L, 2 3U 6L, 3 3R 5U 5L.

Level 1-03:

BHBH

```

XXXX
XX..X
X.0.X
XX1.XX
XX.2.X

```

X=3..X
 X==*=X
 XXXXXX

0 1R, 1 1D, 2 1D, * 2L. 2 1D 1L. 3 1L. 1 2D. 0 3D R D.

??fix on others

Level 1-04:

BMBM

XXXXXX
 X..XXX
 X.0..X
 XXX.X.XX
 X=X.X..X
 X=1..X.X
 X=..2.X
 XXXXXXXX

0 2D, 2 2L, 1 L U, 2 2L, 0 D 2L.

Level 1-05:

BXBX

XXXXXXXX
 X....XXX
 XX0XXX...X
 X...1..2.X
 X.==X.3.XX
 XX==X...X
 XXXXXXXX

1 2R, 2 U, 1 L, 0 2D R D.
 1 3L D R.
 2 L D 4L 2D.
 3 U 4L D.

Level 1-06:!

BsBs

XXXX
 X..X
 XXXXX..X
 XXXX.....X
 X...=XXX.XX
 X.X.X....XX
 X.X.0.1X=.X
 X.X..*..X.X
 X.=X2.3.X.X
 XX...X.X.X
 X.XXX=...X
 X....XXXX
 XXXXXXXX

1 1U 2R 3U, 0 1R 2U 1L. 2 1D 2L 1U. 3 1R 2D 1L. 1 4D.

Level 1-07:

BsDB

XXXXXXXX
 XX..X..X
 X...X..X
 X0.1.2.X
 X.3XX..X
 XXX.4.X.XX
 X=====..X
 XXXXXXXXXX

4 1L, 3 2U, 1 1R, 3 4D 3L. 4 D L. 2 1U. 1 2L 3D R. (the key--place this before the last two.) 0 3D. 2 D 3L 3D.

??put back to L7 on turbografx

Level 1-08:

BsHG

```

XXXXXX
XXX...X
XX=.0XX.XX
X==1.2...X
X==.3.4.XX
XXXXXX..X
XXXX

```

2 1L, 3 3L, 1 1U, 2 3L, 4 4L.
0 1D, 1 1L, 0 2L.

Level 1-09:

BsML

```

XXXXXXXXXX
X..XX...X
X...0...X
X1.XXX.2X
X.X===X.X
XX.X===X.XX
X.3..4..5.X
X....X...X
XXXXXXXXXXXX

```

4 2U, 5 4L 2U, 3 3R U R U. 1 U, 0 2R, 2 2D 3L U R.
1 4D 2R U. 0 R 4D 3L U.

??small shortcut

Level 1-10:

BsXW

```

XXXXXX
X...X
XXX012.X
X..3==.X
X.4===XX
XXXX..X
XXXX

```

4 3R, 3 1L, 1 2D, 3 3R, 0 2D, 2 L D.

[pushes box] It's heavy!

Level 2-01:

DBBD

```

XXXX XXXXX
XX..X X...X
X.0.XXXX1..X
X..2====.3.X
XX....X...XX
XXXXXXXXXXXX

```

2 5R, 0 D 2R, 3 U, 2 3L, 1 D 2L, 3 D 2L.

Level 2-02:

DDBG

```

XXXXX

```

```

X...X
X0..X
XXX..1XXX
X..2..3.X
XXX.X.XXX.XXXXXXX
X...X.XXX.XX.==X
X.4..5.....==X
XXXXX.XXXX.X.==X
X.....XXXXXX
XXXXXXX
    
```

3 2L, 1 U, 2 1D, 5 R* U. 4 R*. 2 2D R* D R. 3 L 3D R* U. 0 5D R*. 1 2D 2L 3D R* D R.

Level 2-03:

DHBJ

```

XXXXX
XXX...X
X..0=.XX
X..1=.X
XXX.*2.X
X...XX
XXXXX
    
```

0 1L, 2 2U, 1 L D, 0 2R, 1 U L, 2 D, 1 R.

Level 2-04:!

DMBN

```

XXXXXXXX.....
X...XXX.....XXXXXX..
X.X..0.X..XXXX..=X..
X.X..1.XXXX.XX..=XXX
X..234...5.....==XX
XXX..6..7XXXXX..=XXX
..X8.9.a.X...X..=X..
..X.....X...XXXXXX..
..XXXXXXXX.....
    
```

5 2L, 7 1D, 5 R*. 7 2U R* 2D. a 2U R* 2U. 9 3R 2U R* U. 6 3R U R*.

3 2U, 4 R* 1D 1R. 2 R* 2U. 3 2D R* 2D. 8 2U R* 1U. 0 1L, 1 1D R*. 0 2D R* 1D 1R.
map??

Level 2-05:

DXBY

```

XXXX
X=X
XX.=XX
X..0=X
XX.1..XX
X..X23.X
X.....X
XXXXXXXX
    
```

1 2R, 0 2U, 2 3U, 3 L, 1 D, 3 2U L 2U, 1 2U.

Level 2-06:!

DsBB

```

XXXXXXXX
X..=XX
XXXXXXXXXXXXXXXX..=XX
X...X..0.1...=XX
X.234X5..6.X..=XX
X..7.....8.X====XX
    
```

```

X.9a.Xb.c.dX====XX
XXXX..e.X....X====XX
X...X.XXXXXXXXXXXXXXXXXX
X....f..XX
X.ghXij..X
X...X...XX
XXXXXXXXXX
    
```

Lots of blocks, but you just need to push a few into place before you can start in for good. Once you do that, place everything below, then fill in the 2x4 rectangle on the right.

```

f 1L, 7 5R, 6 1R, 1 3R 4D 1L. 0 5R 4D. 8 1D, 6 1U 4R 4D. d 3U 5R 4D. 8 3U 4R
1L 3D. 7 2R 2U 3R 3D. c 2R 3U 4R 3D. 9 1U 8R 2U 5R 3D. 2 1D 8R 2U 3R 1L 2D. 3
1D 7R 2U 3R 2D. 4 1D 6R 2U 4R 2D. 5 1D 3L 7R 2U 5R 2D.
    
```

```

b 1U 3L 7R 2U 5R 2U. a 1L 1U 8R 2U 5R 1U. i 5U 8R 2U 5R. j 1L 5U 8R 2U 4R 1D
1R. e 1L 3D 5U 8R 2U 4R 2U. f 2L 4R 1L 4U 8R 2U 4R 1U. g follows f. h follows
g, but 1D 1R at the end.
    
```

Level 2-07:

DsDD

```

XXXXXX
X...XXX
X.0....X
XXX.1.XX.X
X===.2...X
X===3X4.XX
XXXX.X.5.X
X....X
XXXXXXX
    
```

```

3 U, 4 D, 5 2U, 1 R, 3 U, 0 L 3D 2L. 2 4L. 3 D L D L. 1 D 2L D. 5 5L. 4 2U
3L.
    
```

Level 2-08:

DsHH

```

XXXXXXXXXX
X...X=.X
XX..0===X
X..1.X*=X
XX.XX2X.XX
X...3..4.X
X...X...X
XXXXXXXXX..X
XXXX
    
```

4 1L, 3 2L R(3 is flipped alot in this level,) 0 3R D, * 3D 5U. You've filled the corner dots, the toughest, and the rest is pretty easy. 2 2U, 3 L R, 2 3R. 4 R 3U, 3 4R 2U, 1 R U R.

Level 2-09:

DsMM

```

XXXXXX
X....X
X.012XX
X..X==XXX
XX..=3.X
X.....X
XXXXXXXXXX
    
```

```

2 2D L, 0 D, 1 R 2D, 0 U R, 3 L U.
1 U, 2 2R(D of 3), 1 D and 0 R D.
    
```

Level 2-10:

DsXX

```
XXXXXXXXX
X..X...X
X.0==1.X
X.2=*.XX
X.3==4.X
X..X...X
XXXXXXXXX
```

Get the boxes lined up:

Then take the left ones through.

0 R, 3 R, 2 D, * R. 0 L, 1 2L, 4 L, * U L.

0 D 2R, 3 U R.

Pay-Day. (Your guy smiles, with a 1000 above him.)

Level 3-01:

GBBG

```
XXXXXXXXX
X====.X
XXX==0XXX
X..1X2.3.X
X.45..X6.X
X...X...X
XXXX..XXX
XXXXX
```

Box 0 is tough to wiggle around, but if you sit down and see all the wrong ways to do it, you can stumble onto the right one eventually.

4 U, 5 L, 1 2U L. 2 U, 3 2L, 0 D, 2 L, 3 2U L, 0 L 2U, 6 U 2L U. 4 R 2U, 5 R 3U.

??3 2L above

Level 3-02:!?~26 not quite

GDBH

```
XXXXXXXXXX
X.....X
X.X.X.X.X
X..0.1X.X
X..2...X
XX.3.4X.X
XXX XX.5.6..X
XX=XXXXXX.XXXXXX
X==..X.7.8.X
XX=.....9..X
X==..X...XXX
XX=XXXX..XX
XXX XXXX
```

Here you need some juggling in the final area.

9 6U, 2 2R, 1 U, 0 U, 9 2R, 8 L 5U, 5 L 3D 7L 2U. 3 L 4D 7L 2D. 6 3L 3D 7L U
 L. 0 4D 1L 3D 7L 1D 1L. 8 1R 3D 1L 3D 7L 1U. 2 4L 5D 6L 1D 1L. 4 1D 3L 3D 7L.
 1 4D 3L 3D 6L. 9 1L 3D 1L 3D 5L 1U 1L. 7 1R 3U 4D 5L 1D 1L.

Level 3-03:??19

GHBK

```
XXXXXXXXX
X==0==X
```

. 123.
. .4.
. 56 .
. . . .

0 2 3 1 5 6 2 4 3 1 5 2 2 2 2 4 2 2 .

e el 3-04: 25

G BP

.
.0.
. 1. 2. 3
.
. 4. 5
.
.
. 6.
.
.

3 2 0 2 5 3 1 6 6 . 2 . 3 3 5 . 4
3 . 5 3 5

3 2
e el 3-05:

G B

.
.
. 0.
. 1.
. 2.
. 3
. 4.
. 5.
. . 6.
.
.

6 1 4 1 3 3 2 2 1 . 1 3 . 4 1 2 2 . 0 2 2 1 . 3 1 3 . 6 1 4 3 .
5 1 3 2

e el 3-06: 26

Gs B

.
. . 0. 1.
. 2. 3.
.
.
. . 45
. 6.
.
. . 8.
.
.

0 1 1 1 5 4 8 1 1 8 4 8 . 6 4 6 2 . 4
. 4 . ow pull the 5 rema g blocks 2 2 a / as
ee e

what s 6 6 to 6 4 to 4

Level 3-07:??21

GsDG

```

XXXXXXXXX
X.....X
X.X01..X
X.===X.X
XX==2.XX
 X.XX.3.X
 X4..5..X
 X..X...X
XXXXXXXXX
    
```

5 U, 3 2U, 2 2L, 3 3D, 4 3U, 2 L, 0 D, 1 D, 5 U 2L, 3 L 2U L.

Level 3-08:??22

GsHJ

```

XXXXX
XXX...XXXX
X...0.1..X
X.2...3..X
XXX45XXXXX
 X..==X
 X===X
 XXXXXX
    
```

3 L, 1 R, 3 R, 5 2D 2R, 0 4D R, 4 2D, 2 2R 3D, 3 L 2D 2R, 1 3L 3D R.

?? 3 2L

Level 3-09: (rotated 27)??

GsMN

```

..XXXXXXXX
.XXX.....X
XX...X.X.X
X..X=012.X
X.X=*X.XXX
X..==X.X..
XXX==3.XX.
..X=X.4.X.
.XX.X.X.X.
.X.5..6.X.
.X.....XX.
.XXXXXXX..
    
```

6 2L, 5 5U, * 1D, 1 1D, 0 1L 1D. 2 3L. 4 1L, 3 2L 1U. 4 1U 1L. 6 1L 2U. 1 2U 5D 1L 2D 2L 2U. (4 1L may make things a bit faster, but oh well.)

Level 3-10:??40

GsXY

```

XXXX
XXXXXXXX..X
X...0..XXXXXXXXXXXXX
X.XX.1..XX..X.===X
X.2.3..4...X.===X
X.X..56.XXX.X.===X
X..78...XX.X.===X
XXXX..X..X..XX.XXXX
 X.9XXXXX...X
 Xa.b.XXXcX.X
 XX.X..X..X.X.X
 X..def.....X
 X.....XXXXX..X
 X..XXXX XXXX
 XXXX
    
```

0 2R, 6 D, 5 L, a 3D U, e U, f R* U* R*. 4 1L, a 1D, e R* 6U D 3R. a 1U R* 6U

2 . c 1 2 3 .

he rest of the squares you can just move down the left side. I'll save a
bit of time here. So assuming you push the blocks down by
one after freeing them up. First by 2 3 then by the 2. These are
the tricky ones. 5 1 to release 8 3 0 1 6 4 can go 2 4 4 3 as a
shortcut the 7 2 2 5.

unb typos

He presents a small figure of himself to the girl who turns away. He
bashes his head and comes a heart. It breaks. He o

Level 4-01:

BB

.....
.. 0..1..
.. 2 ..
.....
.....3..
.. 4.5..
..6..7.8..
.....

His one just takes a lot of time.

3 1 5 1 3 2 1 2 . 0 2 . 1 2 . 3 2 .
6 2 4 . . 2 . 8 2 . 2 . 7 4 . 2 .
4 1 5 1 . 2 4 2 . 2 2 .

typos

Level 4-02: 106

B

.....
.. 0.. ..
.. 1.. ..
.. 2.. ..
.. 3.. ..
.. 4.. ..
.....5..
.. 6..
.. 7..
.....

lots of moves but the background is transparent. Each the 0 behavior at
first.

1234567 7 3 . 6 4 3 2 . 12345 12345 . 5 4 3 .
1234 1234 . 4 . 123 123 . 3 . 12 12 . 2 .
. 1 . 0 2 . 2 2 .

unb typo

Level 4-03: 104

B

.....
.. 0 1..
.. 2..3
.. 4.5..
.. 6..

```
X====..XX.7..8..X
XX===...9..a...X
X====..XXXXXXXXXX
XXXXXXXXXX
```

Nice simple level here.

3 1D, 9 L* U L, 8 1R, a L* D L. 8 2L, 3 3D L* U. 8 1R D L*. 5 L 3D L* D L. 1
2D L 3D L* U. 7 1R 1D L*. 6 1R 2D L* D L. 2 R* D* L* U. 4 D* L*. 0 D* L* D L.

??fix typo

Level 4-04:??37

HMBQ

```
XXXXXX
X...XXXXXXXXXX
X.0.1.....X
XXXXX..2.X34..X
X...X.XX...XXX
X====..XX..5X
X===X67..8..X
X===X...X...XX
XXXXXXXXXXXXX
```

8 R, 3 D, 4 R, 3 U, 8 2U, 5 2U.

6 U, 7 4R, 6 3L R 2D. 0 R 4D U 3L R D. 1 2L R 3D 3L 2D. 2 2L 2D 3L D. 7 5L U
4L 2D. 8 1L, 3 3D 5L U 4L D.

8 1R 2D 5L U 4L. 5 1D, 4 2L 3D 5L U 3L. Last one, U L 3D 5L U 2L.

Level 4-05:??37

HXB!

```
XXXXXXXX XXX
X==..X XX.XX
X==..XXX...X
X==...01.X
X==..X.X.2.X
X===XXX.X.3.X
XXXX.4.X5..X
  X..6X.7.X
  X.8..9..X
  X..XX...X
  XXXXXXXXX
```

After the original shuffle, which is not hard, the rest is pretty easy too.

Left column:

2 1L, 7 D, 3 D, 1 D, 0 L* D*. 1 U L* D. 3 3U L*. 7 5U L* 2U L. 2 U L* U L.

Right column:

5 3U L* 2D. 9 5U L* D. 6 4U L*. 4 R 3U L* 2U L. 8 2U L 3U L* U L.

Level 4-06:??105

HsBG

```
XXXXXXXX
XXXXX..X..XXXX
X...X...0...X
XXXX.X12.XX.XX..X
XX.....X.X..XX.XXX
X..XXX.3X4..5..6..X
X====..X.XX..X...X
X===X.....X.XXX.XX
X===X..XXX..7..8..X
XXXXXXXXXX XX..X...X
XXXXXXXXXXXX
```

Some preparation before the first drop, then it unwinds. Order to place boxes:

789
643
521

4 1U, 5 2D, 8 1R 1U, 7 4R. 6 1R, 0 1D, 5 2U. 4 3D 4L U 3L 2D R. 5 3L 2D follows 4. 0 2D 3L 2D 4L U 3L D R. 6 L* follows 0. 7 4L 3U 3L 2D 4L U 4L 2D. 8 2U L* D follows 7.

3 1D, 1 1D, 2 1R 1U, 3 1D 2L 1U 4L. 1 3D 2L 1U 3L, 2 D* 4L U 2L.

??typo

Level 4-07:!

HsDH

```
.XXXXXXXX.XXXXXX.
.X....XXX...X.
.X..XX.X..01X.XX
.X2.3.4.5.6...X
.X.7.8.X...X...X
XX..9a.XXXXXX=XX
X.b...X...X===X
X.Xcd.XX...X===X
X..e...X...X===X
XX..Xf.X...X===X
.XghX..XXXXX===X
.X.....i.....===X
.XXXXXXXXXXX...X
.....XXXXX
```

How to fill them in:

i
0h5
1g6
2a7
3b8
4c9
fed

Getting started is the tricky bit, and then you have a bunch of long maneuvers. Then there are a few finesses at the end to make things go easier. e 1R, c 2U, i 6L 5U 1L. You probably know how to put blocks in by now, so I'll just send you to the mouth of the opening.

g 1U, h 1D and R. f 2D, then R. d 1R 4D, right. e 1R 3D, right. b 1R, 2 1U, 3 1R, 9 3D 1R 3D right. g 1U 3R 3D right. 7 1R 4D 1R 3D right. b 1R 3D 1R 3D right. c 5D right. (note: pushing the block 1 left saves a few moves but I'm too lazy to retype.) a 2L 6D right. 8 2L 7D R* 3U. 2 4D 1R 5D right. 4 1U. 3 2L D* right.

5 1R 1U, 6 3R 10L D* right. 4 1D 3R 6L D* R*. 0 1D 1L 4R 4D. 1 1D 2R 3D. 0 2R 1D 2R 2D.

Level 4-08:

HsHK

```
XXXXXXXXXXXXX
XX....XX..X
XX...0...1.X
XXXX.XX.23.X
X...4.X...X
X.567.X.XXXX
X...X.X.8.XX
X..X..X..9.X
X.aX.bX...X
X...=X.XXXX
XXXXX=.c.X.X
```

```
X=====X.dX.X
XX====X..e.X
XXX==XX...X
XXXXXXXXXXXXX
```

And the legwork keeps piling up! c 7U, 4 1L, 0 2L, 1 4L, e 2L 3U, d 1D 1R, e 2D 1U 3L 1D 3L. d 2L 2U 3L 3D. c 8D 1U 3L 2D 1L 1D. 2 1D, 3 2L 8D 1U 3L 2D 2L. 2 7D 1U 3L 1D 2L. 9 1L, 8 1L, 9 1D 1L 3D 1U 3L 1D 1L. 8 3U 8D 1U 3L 2D 1L.

1 4R 2D 2L 7D 1U 2L 2D. 0 follows 1. 4 1R, 6 1U, 7 1L, 4 2U 5R 2D 2L 7D 1U 3L 2D. 6 1R, 7 1U, 6 2U and follows 4. 7 1R 1D, b 2D. 7 1R 4D. a 1D 2R 1D. 5 4D 2R.

Level 4-09:??64

HsMP

```
XXXXXXXX
X..===X
XXXXX..===X
X.....===X
X..XX..===X
XX.XX..===X
XXX.XXXXXXXXX
X.012.XX
XXXXX..3.4.XXXXX
XX...X5.6...X...X
X..7..8....9..a.X
XXXXXX.bc.d.XXXXX
X.e...X
XXXX.XXX
X..X
X..X
X..X
XXXX
```

8 4R, e 2R 3D, 5 2D, 3 1L, 6 1L. 1 U* R* 2U. From here it's pretty simple stupid. You've arranged stuff before. You just need to move 7 and a in before 5 and 9, respectively(they need the room on the side,) and you need to move 5 and 9 3L 5R and 3R 5L. Go 0-3-6-2(4 1L)-4-d-8-b-c-7-a(9 1D)-e-5(U 3L etc)-9(U 3R etc) to the upper bit, and if you want to be all orderly and safe, fill columns right to left, up to down.

??minor dumb typo

Level 4-10:

HsXZ

```
XXXX      XXXX
X==XXXXXXXX==X
X*==*====*==X
X.0.1.2.3.4.5X
X6.7.8.9.a.b.X
X.c.d.e.f.g.hX
Xi.j.k.l.m.n.X
X*==*====*==X
X==XXXXXXXX==X
XXXX      XXXX
```

This only looks intimidating. e k l D*, 8 2 9 U*. 1 3 U*, f m D*. d D, j D, 7 U, 0 2U, 7 L U. *(DL) D, c 2D, *(UL) U, i D*, 6 U*, d 3L D.

a U, 4 U, *(UR) U, g D, n 2D, b 3D. *(DR) D, 5 2U, h 3U. g 2R D, a 2R U.

??typo

Pushes box. "I'll try again."

Level 5-01:??148

JBBJ

```

XXXXXXXXXX
X====...XX
X=X=X..0..XX
XX====X.X..XX
X====X..X..XX
X....X1..XX2.X
XX.XXX..3....X
X4..5.6.7X..X
X.X..8.9.XX.X
X..XXX..XX..X
X...XX.XX.XX
X..a.X..b..X
XXXc.d...XXX
X..XXXXX
XXXXX
    
```

0 1L, 4 3D U*, 2 1D 1U, b 1L 1R, 8 1L, 3 1R, 0 1U 4L. 5 3L 3D 7U. 1 4U. 6 L* 3D U*. 9 3U, 2 1D 1U, 3 2L D 5L 3D 6U 3R U.

a 1L, c 2U, d 2R, b 1R, d 4L, a 1R. c 2L 6U R U. a 1L, d 2U, a 1R, d 2L U* R*.

1 3L, 2 1D 4L 5U 3L. a 1U 2L 6U 2R 2U. (3-2U) 1D 1L 1D L* U* 2R U. 8 2R 1U 5L 3U 2R. 7 1U 2L 1D 5L 3U R. b 2L 4U L* U*.

Level 5-02:??62

JDBK

```

XXXXX      XXXX
X...XXXXXXXX..X
XX.0.....1..X
X.X.X..XXXX..X
X..2...XXX3XX
X4.XX.X.5.6.X
XX.7..8X....X
X..X.....X.X
X...XXXX9XXXX
XXXXX...X...X
X===.a.X
X====X..X
X====XXXX
XXXXXX
    
```

2 1R, 7 1D, 8 3U, 9 2D, a 1U, 9 2L 2D R. 3 2U D, 1 6L, 3 U 2L, 6 R 3U, 5 2R. 9 1L 3U 4D 2L D R.

8 4D 3R 3D L* D*, 2 1R 1U D* 3R D* L* D*. 7 U 3R D 3R 3D 3L R 2D. 4 2D R U 3R D 3R 3D 3L R D.

Now 0 and 1 can be moved L D R U R D R D L D, down the column in the remaining T, and the next 3 can be moved following them, but pushed to the left edge. Remember to move 3 1U 1D before moving 1.

??

Level 5-03:!

JHBM

```

.....XXXXXX.....
.....X..X.XXXXXX
..XXXXX.X..0.X====X
.XX...X.X..X.X====X
.X.1.2.XX3XX.X====X
.X..X..X...X.X====X
.X4.5..6.7.X.XX..XX
.X.8X..XX.XX..X..X.
XX...9aX..XXX.X..X.
X..b...X.cd.....X.
X.e..f.X..XXXX..XX.
X...XXXXXX..XXXX..
XXXXXX.....
    
```

Tough level ahead. It has a nasty twist at the end along with organization at the beginning. You need to arrange the boxes as follows after your first loop:

```
..-..
-.X.-
.....
.-X.-
..-..
.-.-.
-----.
```

Once this is complete, there's just a lot of shuffling. You should work the final bit as follows:

```
1234
abc5
...6
...7
```

The big question--where do 8 and 9 go? Along the right of the corridor up. Otherwise, you can't steer boxes to the last square no matter how you try.

6 2L, 2 1L, 1 1D, 4 3D, b 1D, 4 2R 1D, a 2U, 9 1R, 8 2D, 1 2D, 2 1L 1D, 6 2U L, a 1U, 9 1U, 8 2R, (8) 2R, (1-1D) 3D 1R, 5 2L 1U, 7 6L 1D. c 1U, d 5R U* 1L. 0 2L, 3 2D 5L. There we are--the formation. c 6R U*. 0 7D 6R 6U 1R 1U. (5) 5R 3D 6R 6U 2R 1U.

The order for the rest of the blocks is not terribly tough to figure. I'll show you how I got them out. I went (a-1U) 1U, (a-3u) 1D, (1-1r) 1R 2D.

(8) 1U 6R 3D 6R 4U 1R 3D. (9-1L) 1L, (f-1L) 2U, f 1L. Now (f-1U) can go 3U 4R 3D 6R 4U 1R 1D. (b) can go 3R, 3U, etc., then (8-1D) 2U 6R. (9-1L) can go 2R 2U etc. and now you have the top 2 rows filled.

e-1R 4U 6R 3D 6R U* 1L. e-2R 1L and follows. Push the UR block 2U. e 1R 4U 6R 3D 6R 4U 1L, and (4-1U) 3D 4R 3U etc. follows. Final block 3U. Wow. This is the most sophisticated example yet of putting boxes near the exit when you can't fit them in straight-away.

Level 5-04:

JMBR

```
.....
.....XXXX...
..XXXXX.X...
.XX.....0X...
XX.1..XX.XXX.
X.2.3.X.4..X.
XXXX.XX...5X.
.X====X6.7.X.
.X====X...8X.
.X====..9a.XX
.X===.X.b...X
.XXXXXXc.d..X
.....X...XXX
.....Xe.XXX.
.....X..X...
.....XXXX...
```

Leave two blocks in the UL to finish things off and you will be okay.

```
37.1
48.2
59cd
6ab
```

2 1R, 1 2R, 3 3D 1R 1U. 7 1D, 8 3D, 7 1L, a 1U, 9 4L 1U 1R. 7 1D 6L 2U, a 1D L* 1U, 6 2D 5L. b 1R, c 2U 4L 1D 1L. e 4U 4L 2U. b 2L 1U 4L 1U. d 2U 6L. Now rotate pieces so you can push 0 down and to the UL. 8 3L, 5 4D, 4 1R. 0 6D. 1 1U 3R 5D. 4 1L 2D. 0 4L 5U.

4 1L 2D 3L 1D 1L. 5 1D 4L 1D. 8 2U 3L. (final) 3L 1U 2L. 0 4D, 2 1R 2D.

Level 5-05:??122

JXB?

```

XXXXXXXXX
XXXXXXXXX..X
XX.0.1...2.X
X...X3..4.X
X..5.X..X..X
XXXXXXXXX.6X....X
X...7.....8.9.XXX
X...XXXXXaXXbXX
XX.cd.....X
X..XX.e.f.g..X
XXXXXXXX.X.X.XXX
X.h.i..X
X..j..XX
XXXX.kXXX
X====X
X====X
X====X
XXXXXXXXX
    
```

Nothing tricky at the end after a beginning tangle. This solution is a bit awkward as I should probably have dumped everything on the left first, but it gets the job done.

5 1L, 1 3R, 7 2L, 3 1D, 4 1L, 2 2D, 1 1R, 0 5R, 6 2U, c 1U, d 8R, g 1D, a 2U. f 1R, e 1R, h 1D, j 4D 3L. k 3D 2R. i 5D R. h R 4D 2L. e R 7D. f L 6D L D. c 1D 6R D* 2L D. One row.

d 3L D* R*. g 1U 2L D* R. (6) 9D 2R. (6-2U) 11D R. 5 2R 8D L 2D 3L. 7 7R 6D L 2D 2L. 8 1L 6D L 2D L. 9 3L 6D L 3D 3L. (3-1D) 2D 2L follows 9. b 2D 3L follows (3-1d).

(4-1L) 2L 3D 2L follows 9. (4-1D) U 3L follows (4-1L) then (2) 1D 3L 3D 2L D*. (2-1L) R follows 2.

Level 5-06:??52

JsBH

```

XXXXXXXXX
X.....X
X..0...XXXXX
XXXX...1...X
X..XX2X.3..X
X.....X.X.XXXXXX
XX.XX.4.5.67...X
X...X.X...X...X
XX...XXXXXXXXXXXXX
X====X
X====X
XXXXXX
    
```

Not really a hard level, but I overlooked moving 0 at the start. 2 2U, 0 L, 2 L, 4 4U, 5 R, 6 3U. 5 4L U 3L 5D 2L. 7 2R 8L U 3L 5D L.

4 4D 3R 4L U 3L 5D. 2 R 4D 3R 4L U 3L 4D R D. 3 1L, (1) 2L 3D L U 3L 4D 2L. 1 2D 3L U 3L 4D L. 3 2D 3L 1U 3L 4D. 0 3R 4D L U 3L 3D R D.

??try again *move saving

Level 5-07:??`17

JsDJ

```

XXXXX
X...XXXXXXX
XXXX.0..1...X
    
```



```

XXX...23.4.5..X
X..X..6X.XXXXX
X7XXXX..8...9.X
X.a..b..c...d.X
X..e..XXXfXXX.XX
XX..XX.X====X..X
X..g.h.X====...X
X.i...j.====XXXX
XXXXXXXXX====X
XXXXXXXX
    
```

2 1D, 3 1R, 7 3D, e 1R, b 1R, h 1L, j 3R 2U L. g 1U, i 7R 2U. g 2D 7R U L. 7 2D 6R U.

```

++...
++...
.....
.....
    
```

d 2L, f 4D 2L. d L 5D L. 8 2L, c 1R 4D 5L 7R 2U. b 2L, 6 2D 2R 4D 8L 9R 2U. 0 4D 2R 4D 2R D. 9 5L D. 4 3D 4R 3D. 5 1R, 3 1R 3D 3R. 5 4L 1R 3D 1R. g 1L 1D 8R 1D. 4 4L 1D 2R. 3 1R 3D 4L 1D 1R. Push 2 more blocks(b, c) R* D* to follow these. You should now have:

```

++..++
++..++
...++
+++++
    
```

1 3L 1D 2R D*. 2 1R 2D 2R 3D. 8 1D 3R D. a 1L D* R*. e 2L D* R*.

??typo

Level 5-08:??60

JsHL

```

XXXX
X..XXXXXXXXXX
XX..XX..X...X
X..0X.1.2...XXXX
X3..4..X.5.6X..XX
XX..7XX.X8.9....X
X..X..X.X...abc..X
X.d...e..fXX.XXXX
X.g.h.XiX..X..X
XX..XXX..XXXj.X
X..X====...X
XXXX====XXXX
X====XXXX
X====XX
X====X
XXXXX
    
```

That corridor above the dots is very handy.

2 2R, 1 D, 4 2L, 0 1U, 7 2D, e 1R, i 3D 2L 3D L. 1 7D 2L 2D L. b 1U, 5 1R, e 1L 4D 2L D L.

8 2U 2L 8D 2L 3D. 2 4L 8D 2L 2D. a 3L, f 3U, a D 2L 4D L 3D. (9) 2L 2D 2L 4D 2L D. (9-1u) 2D 2L D 2L 4D L 2D. 5 U 3L 8D L D. c 1R L* D 2L D*. b L* 2D 2L 3D 2R and leave it for later. 6 2D 3L D 2L D* 2L.

7 L g R briefly tangles the DL structure, then d 1U 7 4R 3D 2L untangles. d 1D 5R 4D 3R, g 1U 4R 3D 2R, h 1L 1U 4R 3D L. 3 3D 5R 4D L. 4 R* D*. 0 2D 3R 6D. Now 2 blocks remain--push one L D and the other D* L*.

??typo

Level 5-09:??112 rotated

JsMQ

0...
1
23.
4..

1 r ght 1 . 3 2 2 2 4 1 3 2 2 4 1 3 2 1 2 1 0 2
1 3 2 2 2 3 2 1 4 3 .

typo 112

e el 5-10: 102

s

0...
1. 23. .
4 .
5
6.....8.
a. .
bc.
.....

Fill the hole of only when three of the rows are filled, otherwise you lose valuable space.

4 1 1 1 0 1 4 1 1 1 6 2 2 1 3 4 2 1 5 2 3 2 .
1 2 1 4 3 3 3 3 . 1 row cleared 6 2 3 3 3 . 1 3 3
3 3 . 0 5 3 3 4 . A other.

3 3 3 5 3 2 5 3 3 3 5 2 . a 2 2 5
3 a 1 3 5 . a 3 . 8 6 3 4 b 2 4 3 3 c 2 5 3
2 .

Pushes box cat get up.

e el 6-01: 134

BB

01.23 .
4. .
5..6..
8.....
a.....

rather easy really. a 5 6 2 0 1 1 1 3 . 0 1 3 4 . 0 2 3 .
8 follows 0 1 follows 8. how you can push everything 3 3 4 after
the bottle neck. the rest goes out of contact this eta 1. 2 3 1 2 . 2 3
we are here to get through a bit faster. 5 1 4 3 . 3 3 follows 5. 4 1
follows 3. 6 1 follows 4. a 1 5 4 follows 6.

e el 6-02: 13

B

```

...
... 0.
...12. ...3. ...
... 4. ...
... 56. ...
...
...
... 8. ...
...
...
...

```

h s s a other le el where o ce you get through the bottle eck passage to the ot room t s easy bottomrow the colums r ght to left so ll ust assume you ca o that.

```

3 4 5 4 8 4 3 5 5 3 6 1 4 1 4 1 0 1 4 5 . 4 1 5 1
6 2 follow 4 3 1 follow 6 5 1 8 6 follow 3 5 1 5 follow 8
2 1 1 1 5 etc. 1 1 6 etc. 2 1 5 etc.

```

re o

e el 6-03: 24

B

```

...
...0 ...
...
... 1 ...
...2...34.
... 5 ...
...

```

```

5 4 1 3 5 2 0 2 2 5 2 3 2 3 2 .
4 2 3 5 3 . 4 2 6 4 2 . 3 4 2 3 4 2 .

```

e el 6-04: 103

B

```

.....
.....
...
...
...012.3..45
... .6..
...
... 8 a. b ..
...
...
...
...c..
...

```

```

2 1 3 1 2 4 1 c 1 1 1 5 1 4 1 .
b 1 2 3 . 5 5 3 3 . 3 1 . 4 2 4 2 3 . 6 1 2 4 2 2 . 1 3 3
2 . a 3 2 4 2 2 . hat s all you ca o th s t me. 0 1 1 4 2 2 .
3 1 3 4 2 . 0 1 8 4 3 . a 3 3 4 3 . 8 4 2 . 2 1 5 . c 1
4 2 . 2 .

```

typo

e el 6-05: 146 rotate 180

B0

```

.....
.....
0.....
1.....
.....
2.....
.....
3.....4.....
.....5.....
.....6.....7.....
.....8.....
.....a.b.c.....
.....
.....

```

ow to fill e eryth g :

```

a 81
bc
732
654

```

0 3 3 0 4 . 2 5 .

8 1 6 1 3 4 2 . a 1 3 4 .

4 1 1 5 1 1 7 2 c 2 b 2 3 4 2 2 . c 2 4 follows b 7
 4 follows c 5 5 follows 7.

0 4 5 . 3 1 4 4 . 1 1 2 3 .

1 8 5 . 1 6 . 4 2 5 7 .

get r of 4 or g

e el 6-06:

sB

```

.....
.....01.
.....2...
345 6
.....7...8.
.....a.....
.....b.....
.....
.....c e . f...
.....gh
.....k....
.....l...
.....
.....m o . .
.....
.....

```

ote: the solut o below coul be clea e up f put place a ot
 / /m but alrea y starte whe ot ce you ha to clear out 0-1-2-6-8
 before plac g a block o the top of the left colum .

3 1 5 1 4 1 3 1 5 1 2 b 1 e 1 1 c 1 1 c 1 1
 2 m l 1 o l 1 1 m l . ow you are out of the t al

area. h 1D, g 1L, k 2D, l 4R. Now you can start placing pieces.

h 6R U*. g 2R D 6R U*. f 1D follows g. k 3U follows f. j 5R follows k. c R* follows j. i 1U R* D R* then l 2R makes one column.

m 4U follows i, U*. j 1L 2U follows m. 4 6D follows j. 5 L* 5D follows 4. 7 L* follows 5. 8 L* follows 7. 2 1L, 6 1D follows 8. 1 3D L* follows 8 BUT 2D at the last turn and not 1D. 0 R 3D L* 6D. 2 1R 2D and now 0 R* 1D 4R 7U. 9 1R follows 0. 2 follows 9. Left block 2D follows 9, then below that 1D R* etc, bottom block 1L, 1U of it 4U etc, bottom 1R 5U etc., 2L on block above then 3D etc, final block 4D etc. noting 2D at the last turn to fit in the bottom.

Level 6-07:??128

KsDK

```

XXXXXXXXXXXX
X....X...XX
X.0.....==X
X....X1X==X
XXXXXXXXXXXX..==X
X.....2.....==X
X.X.X.3XX.X.X==X
X...X4....X..==X
XX5X.6.XXXXXX..X
XX...7..X   X.8.X
X...9X..X   X...X
X..a...XX   XXXXX
X.bXXXXX
X..X
XXXX
    
```

Extended preparation here is needed to drop things into place, but it is not too laborious once you get started.

5 2U, 2 R*-1, 1 U 3L, 2 3U L, 3 U R*-1 3U.

4 2D, 6 1L, 4 3U, 7 2R, 4 1U R* 3U. 7 4U follows 4. 5 2D, 6 3U R* U. 9 U 3R 4U R*. 5 D 4R 4U R* 2D R U.

b 2U, a 2R, b 2R, U 3R 4U R* 2D R. a 3L U 2R U 3R 4U R* D.

Now to finish, 3 3D, 2 R 2D, 1 R* D, 0 r*, 8 2U.

Level 6-08:??133

KsHM

```

XXXXXXXXXX
X===...XXXXXXXXX
X===.....0...XX
X====XX.1.X2..X
X====X..X..3..X
XXXXXXXXX4.XX..5.XXX
X.....XXX.6..X
X..7.X.8..X..9..X
X..XXX.XX..X.XXXX
X..X..a..b.X...X
XXXX.XcX..XXd..X
X.e....f...g..X
XXXXX...XXXXXXXXX
XXXXX
    
```

Fill columns in top to bottom, left to right. The last two require no tricks. Another level with annoying busy work loops but the thinking at the start is interesting.

e 4R, f 1U, a 1R, 7 1L 1D, 4 1D 3L, 0 1R, 1 1L 2D 3U L* 2D. g 1R, d 4U, 9 1R, 6 2U, 5 1L, 0 L* D. 3 1L, 2 1U L*. b 1D, e 2L, f 1D 1L, c 5U, 8 1R, 4 4R 4U L* U L. Fill in the next column top to bottom. 7 2U, follows 4. c D 3L 4R 4U L*. f L 5U 3L 4R 4U L* D L. g 7L 5U 3L 4R 4U L* 2D L.

a 1L, through the loop, and start filling in the next column top to bottom. 8 2L, etc. b 1D 3L etc., e 1R 5U etc.

(the next part may be easier if we move 6 through the loop first and go over the top)

Next column, d D* 6L etc., 9 2L D* 6L etc. 6 3D L D* 6L.

Last column, 3 2R D* 6L etc., 5 R D* 6L etc.

??typo

Level 6-09:??113

KsMR

```

XXXXXXXX
X...X
XXX.XX.X
XXX..0..1XXXXXXXXX
X...2.3..X..===X
X.X4.X..5X..===X
X.X..X6.....===X
X.X7.X...X..===X
X.X.8X.9aX..===X
X.X..Xb..XXXXXXXXX
X.X.c.d.XX
X.X..e..X
X.XXX.XXX
X.....X
XXXXXXXX

```

Fill in columns right to left, up to down. That's easy enough to fill in, and you've done it before, so I will direct you to the entry.

8 1U, c 1U, d 1R, b 1U, a 2U R, 5 D R, 9 3U, d 2U, e 1L, b 1D, d R 2U R U R, 9 3D R 2U R, b 1D 1R 3U 1R 1U 1R, 6 4D R 4U 2R, 0 2R, 1 3D R, 0 R 3D R, 3 2R 2D R, 2 4R 2D R, 4 1U 5R 2D R, 7 3U follows 4, 8 4U follows 7, c 4U follows 8, e 1R 1U 2R 4U 2R.

??typo

Level 6-10:

KsX?

```

XXXX
X..XXX
X.0..XXX
X.1.2..XXX
X.3.4.5..XXX
X.6.7.8...X
X.9.a..X...XX
X.b..XX.cde.X
X..XXXX....XX
XX.X.X=fg hij=X
X.XXX=====XX
X...=*****=X
XXXX=====X
XXXXXXXXXXXXX

```

9 1R, b D, 3 1R, 6 1D, 3 2U, 2 1R, 7 1R, 4 1D, 7 1D, 8 3R. That gets you to the DR without "casualties." Then c 1D, f 1D, *(L) 1D R*. *(R) 2U, *(UL) L U. *(2nd right) D, *(R) 2R and push each other D L*. e 1D, j 3D. d 1L, h 3D. i R 2D R, e 4D, d 1R, g 2D R*, c 2D 3R(to the niche,) d D* R*.

The rest of the level consists of pushing blocks into the bottom. You want to push them 1L of where 8 is, then down and L/R as need be. Push (7) 4R 5D 3R, (9) U 6R 6D 2R, b 3U 6R 5D 2R. 8 L D* 3L, 1 1R, 0 3D 6R D* L*, 1 1R 2D 6R 5D 2L, 2 1L 3D 6R 4D R 2D, 5 2L D 4R 4D R D and the remaining few should follow the same pattern, but you just have to push 2 of them 1L before the end.

??typo

(pushes box) \$1000 \$1000 I'll succeed soon.

Level 7-01:!

LBBL

```

.....XXXXXXXXX
.....X.....X
.....X.01234.X
.....X.5.6...X
....XXXXX..7.8..X
.....X...XXXX.XXXX
.....X.....X..
.....XXX.XXXX..X..
.....X===XX.XX..
.....X===X..X...
.....X===X..X...
..XXXXX=XXX..X...
..X..XX.XXX.XXX...
..X.9XXaXXX..XX...
..X.....b...X....
..X.cX...XX..X....
..XX.XXXXXXXXXX...
...XXX.....

```

1d42

8c53

9b76

a

c 1U 3R, b 2R, c 1R, a 4U 2D. 8 1R, 7 1L, 1 1D, 3 1D, 4 1D, 2 1R, 6 7D 4U 6L
 R 2D 2R 1U. You'll repeat this with 0-8 so I will just show how to get to the
 exit of the UR room. (3) 1L 4D, 0 2R 4D, 7 2R 2D, 8 2L 2D, 1 1D 1R 1D. Now to
 clear the bottom. b 1U, c 1L 1R, a 3U. b 1D 1U, c 1L 5U. b 1D 4L 4U. a 1D 3R
 3U. (5) 2R 2D, (6-1R) 1D 1L 1D, (6-2R) 2L 2D.

Level 7-02:??144 rotated

LDBM

```

.XXXXXXXXX.
.X=====X.
.X==XX==X.
.X=====X.
.X==**==X.
.XXX=XXX.
.X..01..X.
.X.....X.
.X.2345.X.
XXX...XXX
X..6789..X
X.....X
X.abcdef.X
XX.....XX
X.ghijkl.X
X.....X
X..XXXX..X
XXXX..XXXX

```

k 1U, i 1U, j 1L, i 2L, b 1U, d 1U, c 1R, d 1D, 8 1U, 9 1R, 8 2L.

5 2U, 1 1U, 0 1L, * 1U 1L 2U 1R. Other * 2L. * below 2 1R 2U 1L. Back to the
 other *, 1R 1D 2U 1L 2U. 0-1L R 3U 2L 2U, 1-1R L 3U 1R 2U. 4 U* 2R U*. 3 U*
 2L U. 2 2R 5U 2L 1U. 7 U* 2R U. (d) U* 2R U.

(i) U* 2L. (l) 2L U* 2L. (k-1U) 2L 9U 2L. (f) 1U, (e) 2L 8U 1L. (9-1R) 2L U*
 2R. (f-1U) 1U, (e-1U) 1L 7U 2R. (9-1R) 2L 6U R. 6 1L. (6-1U) 3U 2R 3U 1R. (6-
 1D) 5U 1R 3U. 6 2R U*. h U* R U. g 3R U*. a 3R U*. (g-1U) 3U 3R U*.

Level 7-03:??149

LHBP

```

.....XXXXXXXX...
.....X..X..X...
.....X.0...X...
....XXX.XX.X...
.XXXX.1..X.XX..
.X.....X..XX.
.X.2.3XXXX.4.X.
.X.56.X..X..7X.
.X8..9...Xa..X.
XX..bcX...de.XX
X.fg..X..X..h.X
X.....XXXX.i..X
X..XjXX==XX...X
XXX.=X====XXXXX
..X.====XX..
..X====...=X..
..XXXXXXXXXXXX..
    
```

0 3R 4D, 4 1D, 7 2D, e 1D, d 3L, i 1R, 9 2L, b 1D, f 1D 1U, j D* R*. c 1U, 6 1U, b D* R*. c 1D, 6 8D R*. f 1D 2R 3D R* U. g 1R 4D 4R 2U. 8 3D 2R 3D 4R 2U. 2 1R 8D 3R 2U. 5 1R 7D 3R 1U. 8-1R 1R 6D 2R 1U. d 1U 3L D* 4R. (c) 1U 1L D* 2R. (3) 2D 1L D* 1L. 1 1R 1D 2L 3D 1L D*. DL box 1L, other box 2L.

e-1U 1D, d 1D, (e) 1L, d 3L 1U 3L D* R*. (d) 1D 3L 1U 3L D* R*. (a-2U) 3D 3L 1U 3L D* R*. (h-1L) 2U, h 2L 1U 3L 1U 3L D* 2R. (e-1U) 1L 1D 3L 1U 3L D* R. i 1L 1U 1L 1U 3L 1U 3L D*. (h-1U) 1D 2L 1U 3L 1U 3L D*.

Level 7-04:??115

LMBV

```

XXXXXXXXXXXX
X==..X...X
X==.....X
X==..X..XXXX
XXXXXXXX..X..XX
X.....X
X..X..XX..X..X
XXXX.XX..XXXX.XX
X..0..XXXXX.X..X
X.X.1..2..X.3..X
X..4..5...X...XX
XXXX.XX.XXXXXXX
X....X
XXXXXX
    
```

0 1R, 1 1R, 5 1L, 2 1R, 1 1R, 5 1L 1D. 4 1L, 1 2L, 2 2L, 4 6R. 0 2L. Beginning work done. On to busy work.

3 R 4U 3L 3U L* U. Now 1 U* 9R 4D L R 4U 3L 3U L*.

5 U* follows 1, but ends 1D. 4 4L U* follows 5, ends 1R of it. 0 2R U* follows 4, ends 1U of it. 2 4L U* follows 0, ending 1U of it.

Level 7-05:

LXB1

```

XXXX
XXXX X..X
XXX..XXX0.X
XX.....1..X
XX..2.34XX.XX
X..X5XX....X
X.X.6.78.X.XXX
X...9.X..X.a.XXXXX
XXXX...X..bc.X...X
XXXX.XX.d.....X
X=...XXX..XXXXXXXXX
X==.=X XXXX
X===X=X
X====X
    
```


XXXXXXX

d 8R, a 1L, c 1U, b 1L, a 2D 1R, 0 6D, 1 1R 1U. 4 1U, 8 2U, 7 2R, 6 2R. 9 1L
 4D 1R 2D. 2 1L, 5 3D 1L 3D 3L 2D. 2 1R 4D 1L 3D 3L 1D. 6 2L 2D 1L 3D 2L 1U
 1L. 4 2L, 8 1U, 3 2L, 3 4D 1L 3D 3L.

(UL) 1D 1L 4D 1L 3D 1R 1D. (UL) 2L 1D 1L 4D 1L 3D 1L 2D 1R. (top) 1D 5L 1D 1L
 4D 1L 3D 1L 2D. 7 1U 1L 1D 3L 2D 1L 3D 1L 1D.

(b) 2U, (L) 1L 3U 1L 1D 3L 2D 1L 3D 2L 2D. (bottom) 3L 4U follows b, (DR)
 repeats. (top) 4U 1D 5L 1D 1L 4D 1L 3D 1R. (final) 1L 5U etc. follows (top).

Level 7-06:??118

LsBK

```

        XXXX
        X..XX
        X...XX
        X.01.XX
        XXX2..3.XX
        XXXX...4...X
        XXX..X.XXXXX..X
        X...X.X====5.X
        X.X...6.====X.X
        X..7.X.X*==X.X
        XXX..XXXX.XXX.X
        XXXX..8..XX9XX
        XXX.a.....X
        X..XX...X
        XXXXXXXXXXXX
    
```

8 1R, a 4R L, 9 5U, 5 2L. * 2R, 6 3L, 7 1L 2R, 6 1U, 8 D 3U, a R 4L, 8 1R, a
 4U L D. 5 2L. 9 6D 4L, 4 2R, 0 1U, 013 1D, 4 2D R 5D. 3 R 2D. 9 4U, 4 4L, 9
 2R. 4 4U R.

3 R 5D 4L, 1 D 2R 3L, 2 D 3R 2D 2L, 0 2D 3R 2D 1L, (a) 4U, (7-1R) 1U R*, (7-
 2U) 2D 1R 1U R*.

??improvement

Level 7-07:??191

LsDL

```

XXXXXXXXXXXXXXXXXXXXX
X.....XX.X==X
X.0.12X....3.X==X
X.4...X5XX67.X==X
X.89Xa.....==X
X.b.c.dXe.XXX..=X
X...XX.....f==X
XXXXXXXXXXXXXXXXXXXXX
    
```

Clear out the left first so you can shuffle the boxes along the bottom as
 need be.
 f 3R, 3 3L, d 1U, c 2R, a 1D, d 8R 3U. c 1U R*-1 3U. a 1R 1U R*-2 3U. That's
 one row.

2 3D 1R 1U R* 2U. 1 follows 2, lands 1L, then 0 3R, follows 1, lands 1L.
 Another row.

4 3R 2D 1R 1U R*-1 2D. 9 1U 2R 2D 1R 1U R* 1D. b 4R 1U R*-1 1U 1R. e 1D 1L. 8
 1D 4R 1U R*.

5 1D R*, 3 1L 2D R*, 5 1U, 3 1U. You can move everything else to the center
 now, then e R* to win.

??bad typos

Level 7-08:??162

LsHN

```

XXXXXXXXXX
XXX...X...X
X.0..1.23.X
XXX XXXXXX.....X
X=XXX...XX..XX4.X
X====*=..XX.5..X
X.*XX..X6.X..7..X
X...X..8..====X
XX.9XX..XXXXXXXXX
X.a.XXXX
X.b.c.X
X....X
XXXXXXX
    
```

0 2R, 1 D L, 4 2D, 5 2R 2D, 4 2U.

8 R*, * 2R, * 1U 4R 5L U, a L 4U 4R 2D R, b L 5U 4R D, c 3L 5U 4R, 9 D L 3U.
 a 5L. (8) 5R, (6-1U) L*, (6-2L) U 3L. 7 1L, (7-1L-1D) 6L 2U 2L. 7 1D 6L 2U
 1L. 4 2D 2L 1D 6L 2U. 6 1U 1L.

3 4D 2L 1D 2L. 2 1R 4D 2L 1D 1L. 0 4R 4D 2L 1D. 1 1U 4R 4D 1L 1D.

Level 7-09:??

LsMT

```

XXXXXX
XX....X
XX....X
XX..01..X
XX.23..4.X
X.5....6.X
XXXX X...78.XXXXX
X..XXXXXXXXXX.XX...X
X==.....9ab.X
X=X.XXXXXXXXXX.XX...XX
X=X.XXXXXXXXXX=.Xc.dXXX
X=====.X...e.X
XXXXXXXXXXXXXXXXX..f..X
    XX..XXX
    XXXX
    
```

a 1D, 9 4L, 7 1U 1R, 3 U, 0 U, 1 R. 9 1R 3U, 5230 R, 032(b D*)5 L, b 9L. b 6L
 and repeat the process, this time b L* at the bottom. That's the only really
 tricky part. c 1D, a 1U L* D*. c 3U L* D*. d 2U L* D. f 4U L*. e 6L 1R 3U,
 5230 right, 5230 left, f D* L*.

7 L D* L*. 8 L D* L*. 0 D* L D* L*. 3 D* L*. 5 2R D* L*. 2 R D* L*. 1 3L D*
 L, 4 3L D*, 6 3L D*.

??typo

Level 7-10:

LsX0

```

XXXXXXXXXXXXXXXXX
X...XX.====X
X..XXX.==X=X.X
X.0X..==XX=.X
XX.X.1X.X...X
X.2..3...X.XX
X.4X.X.5XXX6.X
X..X.X.7..X..X
X.8X.XX9X.Xa.X
X.b...X.....X
XXX...X.XXc.XX
    XXXXX.....X
    XXXXXXX
    
```

b 2R 5U, 3 2R, 7 R, 9 2D, 6 3U R U, a 5U L U, 3 1R, 5 5U, 9 4U, c 1U 1R 6U L,
 6 D, 5 5R, 9 U* R*, 3 L U* R*, 7 L U* R*, 2 5R 4U R, 4 U 5R 4U, 8 3U 5R 3U R,

0 U 4D U 5R 3U, b 1D 1L 4R 2U, 1 U R.

New present, luggage or something. She ignores it again. His heart breaks.
"What?"

Level 8-01:??166

```
XXXXXXXXXXXXXXXXXXXX
X.....X
X.XXXXXX...X
X.X..0.1.2.3X..X
X.X...4.5...XX.XX
X.X.X6.7.8XXX===X
X.X...9.a..XX===X
X.XXXbcd.e.XX===X
X....X.XX.XX===X
XXXXX...XX.XX===X
    XXXX....XXX
        X....X
            XXXXXX
```

Here's what to do: fill in the right column, then the left column, then the center one. First to bust out from the mess you're in.

5 1R, 4 1L, 0 L, 7 1L, d 1D, a 1U.

3 U 3R D* R. 2 2R U 3R 6D R. 1 4R U 3R 5D R. a 2U 3R u 3R 4D R. 5 1L, 8 2U 2R U 3R 4D U R.

e 1R 3D 3R U*. 5 3D 2R follows E. 4 4R 3D R 3D 3R 3U. 9 3R 1D 1R 3D 3R 2U. d 2U 2R D R 3D 3R U.

0 R* 1U 3R D*. 6 2U 6R U 3R D*. b 4U follows 6. 7 2U follows b. c 1R 4U follows 7.

**gah typo

Level 8-02:??76

MDBN

```
          XXXXXX
XXXXXXXX....X
X....X.0.1.X
X23.X...XXXXXXXXX
X.XXX=====XX...X
X..4=====XX.X.X
X.XXX=====....X
XX...XXXX.XXX.X5XX
X..X6...X..7..X.X
X..8.9ab..X.cXX.X
X...d.e.XXXfg.X.X
XXXXX....h...X.X
    XXX.XXX...X.X
        X....X...X
            XXXXXXXX..X
                XXXX
```

2 3D, 4 2R U L. 2 3D, 6 D, b 3D, 7 2L 4U 2R. h 2R, f 2U 2L 3U 3L. g L 2U 2L 3U 2R, c U 3L 4U 2L, h L 3U 2L 3U 2L.

e 1R, a 2D 5R 3U 2L 2U 6R. b U 4R 3U 2L 4U R. e 1D 4R 3U 2L 3U R. d 3R D 4R 3U 2L 4U. 2 D 5R D 4R 3U 2L 3U.

0 L 3D, 1 3L 2D. 3 L 7D 5R D 4R 3U 2L 2U L*. Repeat for 8, 6, 9. Then a L* and 5 U L*.

Level 8-03:

MHBQ

```
          XXXX
XXXXXXXXXX..XXXXX
```

```

.....
.....
.....
.....012.....
.....3.4.....
.....5.....
.....6.....8..
.....a
.....
.....

```

0 2 3 2 5 3 3 2 2 4 1 8 1 a 1 . he r ght s clear e ough. ow
work o the left--bas cally you ust ha e to place the boxes r ght a the
push e eryth g . 3 2 3 . 8 1 2 10 4 2 . 6 2 2 10
3 2 8 . Br g 6 back where was. a e 8 follow 1
1 3 etc.

```

2 1 1 2 10 2 . 1-1 1 2 1 2 10 2 2 . 1 1 3 1 2
10 4 2 4 . o 2 2 3 1 2 10 4 2 2 . 4 1 3 2 1 2 10 4 2 . 8-
1 1 2 10 3 . 2-1 -1 2 2 1 2 1 3 11 11 .

```

ow br g the others back to the l e a r ght--3 of the ot 2 2 3 3
5 4 2 3 2 5 2 the the work left the ow .

```

4 2 2 2 10 4 . 0 1 3 1 2 10 2 2 8 2 2 3 1 2 10 4 2
1 1 2 1 2 10 3 5 2 2 2 2 11 11 . hat s your frst o e.

```

ow put the rest or er: 3 2 2 8 3 2 2 3 2 6
2 3 2 5 4 2 3 2 4 3 4 2 3 2 3 5 4 2 3 2 2 a
from the 5 2 3 2 1 2 5 2 3 2 .

e el 8-04: 6

BW

```

.....
.....0.1.
.....
.....2 3...
.....
.....4.....
.....5.....
.....

```

```

4 2 0 1 3 2 5 2 2 1 . 0 1 1 4 1 1 1 . 3 2 . 1 2 0 3 . 3
2 3 1 3 1 2 .

```

e el 8-05: 140

B2

```

.....
.....0.....
.....1.2.....
.....3.....
.....45. . 6 8.
.....
.....a...
.....b...
.....c...
.....ef
.....
.....g.h.
.....
.....

```

he blocks alrea y the ce ter force you to work a certa way to u ta gle
th gs.

Start with:

```
====
***=*
***=*
```

Get the bottom 2 rows, with a stray block coming from the bottom. Then take 6 from the top and put them 3R, 3R2D, 3R1D, then left along the top. You need to slip one block in from the bottom as the very top block must circle around to the right.

0 2R, * 1D. *(center) 1D, *(1R of it) 1U. * 2L U. 6 4D L 2U L. Remaining * R 3D L 2U.

8 1D 1U, c 1D, e 2D, h 1D 1U, i 2L 4U, 8 1D 1U, i 2L U.

Now just put the bottom stuff in the bottom two rows. h D 5L 4U 4L.

f 3D 5L 4U 2L. c U 4L. b 2D. 8 4D 4L 1D 3L. b 1U 4L 1D 2L. h 1U 4L 1D 1L. a 1L 2D 3L 4U. 7 2D 1L 2D 3L 1D. a 3D. 0 R* 2D 1R 3D 1L 2D 3L. d 1R 1U 4L. g 1L 1D 2L 3U.

3 1L, 9 R*. 2 3D 3R 1D. 4 1D R*. 3 3R 2D 2R. 5 1D 4R. 1 3D 2R.

Level 8-06:

MsBL

You have a lot more boxes to separate and rejoin than usual, but fortunately you can tackle one diagonal all at once.

(rightmost, 1U1L) 1U, rightmost 2R, then pull the other box 1D. It is a long walk and you will have to exercise some care not touching any boxes. Push all on the UR diagonal 1R. Go to the next diagonal below it and push every one of those up--from 5R1D of the center to 4U. Push 2D to cover the center, then gn to the top and push 2D. Push the diagonals left, bottom one first. Push the rightmost block on the diamond 2D, leaving 3L and 2L pushes.

Level 8-07:??129

MsDM

```
XXXX
X..XXXXX
XX0.XX..X
X..1.2..X
X...XX3.X
XXX=XX.XXX
X==4.5.X
XX==...X
XXXXXXXXX
```

1 1L, 4 3L, 5 3L, 3 U 4D R, 5 R.

2 1R, 3 2L, 2 1D, 5 2R 4L, 3 1L, 2 U 3D, 5 1D, 1 4R, 0 2D, 2 1R, 1 3L 1U 4D, 0 1R 1D, 2 3L.

2 R 2D, 1 3R, 2 2U 2D, 1 3L, 3 2L, 2 2U 2D, 5 2R 4L, 2 2U 3D, 5 D. 2 1R, 1 4R, 0 2D, 1 3L U 4D, 0 R D. lower blocks L*.

??must be quicker way

Level 8-08:

MsHP

```
XXXXX
X...XX
X...X XXXX
X.0..XXXX..X
X..12.3...4X
XXX..X5....XX
```

```
X..XX..6.7.XX
X.8..XX.XX.=X
X..X9XXa..X=X
XXX...b==XX=X
X...X=*===X
X.cd.X=====X
X..XXXXXXXXXX
X..X
XXXX
```

1 2U 1L, 2 1U, 3 2R, 5 U 4L, 6 1L, a 1D, * 1D 1R, a 2U, 7 1L, 8 U, 9 2D, b 2R D, * R 2L, a 2D, 8 D U, a R. 7 L D, 4 2D, 8 D U, b(center *) 2R. 4 1L. 3 1R, a 2U L. Now you are ready to fill in the dots.

* R 3U, * D 3R 2U. c D, d L, 9 U 4R D 3R U. d 1R, c 2U R, d 1L, c 1U 4R D 3R. * R*. d U R U 4R 2D 2R. This clears the DL.

7 L 3D, 8 D U, 7 R 2D R, 3 2D L 3D, 8 D U, 3 R D 2R. 5 7R 2D L 3D, 8 D 3U, 5 R D R. 8 L 7R 2D L 3D R 2D. Then there are two blocks you can dump R 6D and R 4D on the dots. 2 D 5R 2D L 3D R D. 1 R 2D 6R 2D L 3D R and 0 D 7R 2D L 3D R.

??typo

Level 8-09:

MsMV

```
XXXXX XXXX
X===X X..XXXX
X===XXX..0..X
X===XX.1..2XXX
XX===XX...3..X
XXX===.XX.4.5.X
X.XX....X..6..X
X..XX.X.XXX.XXXX
X.7.X.X8..9....X
X..a...b....c..X
X..X.d.ef.g.XXX
X..XXXXXX..XXX
X.XX XXXX
XXX
```

a 1L, b 1R, 8 1U, 6 1U, 1 1U, 3 2L U, 6 U, 9 R 3U.

f 1U, e 2R 1U, f 1D, d 1R, f 3L 4U L U L U L 2U L. c-2L and c follow, onto the top row. f 1U, then f-2L 1U etc, then g 2L U etc. gets the next row. a 3R 4U L U L U 2L, then 7 1D follows a. 8 goes 2D 2L 4U L U L U.

f 1U, e 1R, d 1R, b 1U. f R 5L 4U L U L U L 2U L. e U 4L follow f. c 7L 4U L U L 3U, 1 row done.

d 2R U 4L 4U L U L U L U L. g 2L U 4L 4U L U L U L U.a 4R L 4U L U L 2U.

7 D 4R L 4U L U L U 2L. 8 2D 2L 4U L U L U L. b follows--row 3.

Now place the final blocks as follows:

```
= 1
==== 2345
=== 678
```

3 1R, 6 through the wringer. Then (2) D and through, 4 1R D, 5 1L D, 3 1L D, 2 2R D, (1) 1D 3R etc., (0) 1L 1D 3R etc.

Level 8-10:??158rot

MsX1

```
....XXXXXXXX....
....X...X.X....
.XXXX.X.XXXXX.
.X....X.....X.
.X.0X1XXXXXXXX.X.
```

```

XX2...X==X==X3XX
X...45=====X..X
X.6.7.X=====89.X
XX...XX===X=X..X
.X.a..XX===XXb.X
.X.XX.XXXXXXXX..X
.X.....c.d.e.XX
.XXXXXX...f.X.X.
.....XX.X.g..X.
.....X.hi.j..X.
.....X...k...X.
.....XXXXXX..X.
.....XXXXX.

```

0 4D, 6 1R, h 1D, i 1R, k 3R, g 1L, c 4L, d 2L, e 2L, b 3D, 9 1D, 8 2L 2R 1D. 9 1U 4L 1U 2R 1U. b 5U 4L 1U 1R 1U. k 8U 4L 1U 2R. (d) 2R, (c) 2R, 7 1U, (7-1R) 1L, 3 2D 4L U R...you have a loop.

1 2U, 4 2U, 5 2R 2D R D R. You will want to leave a passage from the right as you fill everything else in.

(4-1L) 4R 3D, 5 2D 3R 1D 1R 2D. 4 4D 3R 1L 2D. (e) 1R 3U. (d) 3R 3U. k R* 3U. d 1U 5L 1U 6L. c 6R. (9-1U) 1D 5L 1D. (f-3R) 5U 5L 1R 2D.

(7) 1U 4R 1L 1U. (2-1D) 7R. (2) 1D 6R 1U. (a) 1L 3U R*, a-1U) 2U R*.

(d) 3R 4U L*. (j) 3U 2R 4U L*. (j-1L) 3R 7U L*. (f) 1R 1U 2R 4U L*. (f-1D) 2U 3R 4U 2L.

(Pushes box, sees person in distance) Who's that?

Level 9-01:

NBBN

```

.XXXXXXXX...
.X.XX...XXXX.
.X.0...1...X.
.X..2.3.456X.
.X.78X.X...X.
XX9...a...X.
X..b..cdefgXX
X.hXXXX.X...X
X..i===X...X
X.XX===Xjk.X
X.XX===...XX
X...===X..X.
XX.X===XlmX.
.X.X===X..X.
.X.....X.
.XXXX.XXnXXX.
...X...X...
...XXXXXX...

```

0 3R, 1 1D, 5 2D, g 2D, j 1D, k 1L, j 3L 2U. k 1D 3L U. g 1L 2D 4L 3D R. 1 2U 4L 2D R. m 3U L D 4L D R. n 1U 3L 4U L D L.

6 6D L D 5L 3D. 5 R follows 6. f 4D 5L 1U. i 2R, h 1D 2R. b 1R. a 2R 5D 5L. n 1R. Rows i and 7 are complete, and 1-3 are easy.

d 7D, e L 6D, c R 5D. b 3R 3L(leave the path up.) 4 3D L 2D. 9 1D 7R 4D 3L. 0 1R, 3 3D 3R 4D 2L.

c 2R D* 4L U*. 0 1D follows 1. 2 3R follows 0. 7 U R follows 2. 8 1U follows 7.

Level 9-02:??135

NDBP

```

XXXX
XXXXXXXX..X
X.....0..X

```

```
X..1XX.2X
XX3X===X.X
X.4===.X
X.X=.X.XX
X..X.X5.X
X6..7...X
X..XXXXXXX
XXXX
```

0 4L, 1 2D, 2 1U, 0 3R. 3 1U 1R, 1 2U, 4 2R 1D. 6 2U, 7 3L, 5 D 3L, 2 6D. 1 2D R, 0 3R, 1 2R.

(3-2D) 2U, (1-1R) R 4D 2U R. (3) 1U 1R. (6) 4U, (7) 3L, (5-1D) 3L.

(7-2U) R D. (7-3U) R U. (1-1L) R 4D 2U R U. (3) 1U 2R 4D. Push each block you can 1U/1L onto a dot. (6) 5U 2R 2D R. (7) 3L 5U 2R 2D. (2) D* L* 5U 2R D.

Level 9-03:??170

NHBR

```
XXXXXXXXXX
XXX...XX..XXXXX
XXX.....X..X...XXXX
X..01.X2.X.X..===.X
X.X..3X.4XX.X.X=X=.X
X..XX.X5..X...===.X
X.6X...7.X.X.X=X=.X
X...XX..XX8.9.===.X
X.a.XX...X..XbX=X=.X
XX.cd..e...f..g===.X
Xh..XXXXXXXX...XX..X
X...X XXXXXXXXXXXX
XXXXXX
```

I garbled this a bit by not taking the easy way, but it is not too bad.

5 2D, c 1D, a 1U, 2 1U 1L, 3 1D, 1 1D, 0 1R, 7 2L.

f 1R, g 3R 5U. f 5R 3U. 8 1U, 9 2R 2U 3L, b 1U 1L. 8 4U 7D 2R 3U. e 10R U.

The plan here is to keep the 2nd-bottom row free until the very end, but fill everything else in. UR* U 3L, bottom u 2L D, medium U 2L D. Top R D. Top block 4R, next U 2R. You want the blocks to be between the 2 walls on the left column. Then you can fill things top to bottom, neglecting the 2nd-lowest row. The blocks already on the right can go wherever. Then you can pull d right, then c, (7-2R), (4), (7-1L-1D), (2-1U-1L), (3-1D) D 3R 3D, 0, 1 follow.

For the final 3, just push 2U 4R at the intersection. (6-1D) 1R 6 2D, (6-1D-1R) 1L, 6 1D, etc. h 2U etc.

??rewrite

Level 9-04:??rot136

NMBX

```
XXXX.XXXX
X..XXX..X
X...0..X
X..X.X..X
XX.X.X1XX
X..X=X..X
X..*=*..X
X..X=X.XX
XXXX...X.
...X.X2X.
...X...X.
...XXXXX.
```

*L 1L 4U, 1 2U 1D, 0 2L. * 1L, 1 1U 1D, * 1D, 1 1U 1L, 2 7U, * 2U.

2 1R 1U, 1 7R, * 2L. 4 boxes on the right and one in the critical left nice to push right at the end.

(UL) 4D 3R, (UU) L 4D, (*-D) 2D, (*) 2L. 1 4D L, (0) 1R. (*-R) 1L 1U, (bottom) 2U. Left block 4U, *-L 1R, left block 4D R.

??typos
Level 9-05:

NXB3

```

      XXXX
     XXXX..X
    XX..X..X
   X..0.1.X
  XXX.X2...XXXX
 X..3..XX4...X
X..X...5.X.6X
X..X.....7.XXXX
XX.XXXX8XX....X
X.9X=====X.X...X
X..a====*=.bX.XXX
XX..X=====X...X
X...XXX.XXXXXXXX
X.cd..X..X
X..X....X
XXXXXX...X
      XXXXX

```

Here is how to fill in the center:

12b95
...8<a
34c76
2 below

4 2U, 6 2D, 7 1L, 6 2R, b 1L, * U 3L. 8 2D 2L U. 7 2L, 5 L, 7 4D 3L. b 2U 3L 4D 2L.

6 3L U 3L 3D L 3D, 5 2R D L 3D 2R. 0 1L, 2 3D, a 2L, 9 3U, 3 2R. 2 2R 2D R. 3 2D 2R 3D. 9 U 3R 2D 4R, c 1U, d 1R, c 1R 6U. a 2D R U. d 2L. (*) L 2D. The 3 blocks on the left will go in the left, and you have 2 blocks on the bottom.

(7-1L) 2L 4D R. 0 1R 4D 2R 4D. 4 1U, 1 2L 4D 2R 3D, 4 5D L 2D. (b-1L) 1L. Push 2 right blocks 3U. Others U 4R, 4D 3R and U R 2U 2R to the center for the win.

Level 9-06:??152

NsBM

```

      XXXXX
     XXXXXX..X
    XXX....=.0.X
   X.1..X2=X3XX
  X..X...=X..X
 XX.XXXX=...X
  X.4..X*XXXX
  X.XX.X=...X
  X.....=X.X
  XXX5....X
   X.XXXXX
      XXXX

```

* 2D??
1 2R, 5 1U, * 1D 3L, 5 2R. 0 4L, 3 2D 2L 3D.

0 4R 3D 2L 2U, 2 U 3R 3D 2L U. 1 1U 5R 3D 2L. 4 1L 3U 2R U 3R. * 2U, next 1R 1U, 5 U 3R.

Level 9-07:??174

NsDN

```

XXXXXX
X...X
X.X.XXXXXX
X.....0.XXXXXX
X.1.XX2.XXX...X
X.XXXX.3....4.X
X.XXXXX.X..X5.XXXX
XX..XXXX.XX6.....X
X..7X..8..X.XX.XX.X
X.....X.X===X.X
XXXXXX..XXX..===.X
      XXXX X.X===X.X
          X.XXX.X.X
          X.....X
          XXXXXXXXX

```

0 5L, 3 1U, 4 1R D* R D. 5 U R 5D 2L. 6 2U 3R 5D 2R.

3 2D, 7 D 3R, 0 L 5D R, 2 U 4L, 8 R L, 3 2U D 6R 5D L U. 8 R 4U D R* 5D R U.
7 U 2R 4U D R* D* L. Push the 3 block outside the dots 1 in. You now have a
column for the last 3. 1 D 5R U R 4U D R* D*. The other blocks follow L D* 5R
U R 4U D R* D*.

??typo

Level 9-08:??77

NsHQ

```

XXXXXX XXXXX
X...XXXX...X
X.0...1...X.X
XX..X.XXX.2.X
  X34..XXX5X.X
XX...X..===X
X..X.6..7===X
X..XXXXX==XXX
X..X XXXX
XXXX

```

Pretty straightforward but there is a detail or two.

6 2R, 7 D, 6 R*. 5 D*. 1 R* D* R. 0 R* D*, 3 2U R* D* 2L, 4 2U R* D* R, 3 R,
2 L D*.

Level 9-09:??177

NsMW

```

      XXXX XXXX
      XXX..X X..X
      XXXX..0.XXX.1X
      X.2...3.....X
      XXX..XX.4..5..6X
      X.....X.7.XX.X
      X.X89abX.cd.e..X
      X...f.gh.XXXX.XXXXX
      XXXX...i..XX.====X
      X..jkXX.XXXX.====XX
      X.l..X====XX.==XXXX
      X.X..m====XXXXXX
      XXXX..====X
      XXXXXXXXX

```

Another pretty easy level. It looks like a mess, but each side is pretty
straightforward. Here is how to clear each set of pegs:

```

.gfed
.cba
..

```

1.32

..54
 ..76 < block to left before 5, fill row, fill chute

c 3U, 6 5D R*, 1 7D R*, 5 3R 5D R*. e 2R 3D U R*, d 4R 3D U R*, 7 D 4R 3D U R*.

i 3L, f 3L, 9 2U, 4 6R 5D U R. 0 1R, 3 1D R* D* R*. 3 R* D*. 0 1D R* D*. 2 R* D*, right side done.

h 4D L U, m 4R U, j 3U, h 2L, i 3R 4D 2L, b 2D 2R 3D R U. h 3R 5D 2R. f 6R 5D R. a 2D 3R 3D 2R. m 1U 3R 3D 1R. l 2R D. (9) D 4R D*, 8 D 5R D*, 9 3D 4R D*, boxes 2R to win.

k 2D 4R U. i 4D 2L. g R 5D 2R. b 2D 2R 4D R. a 2D 3R 3D 2R.

Level 9-10:??48

NsX2

```
XXXXXXXXXX
X...XX..X
X.X.0.1.X
X..*=X..X
XX.X.=XX
XX2XXX*XXX
X.....X
X...XX.X.X
XXXXXX...X
XXXXXX
```

UL* 1L, 0 1R. DR* 2D U 4L 5R.

UL* R, 2 D, 1 D, 0 2L. 1 U L, DR* L 4U. 2 5R.

UL * R, UL 1D, * 1D, * 1R. DR block 5L, then UR 5D. Top one 2L and DL one 2R. UL one down. DR block 3U onto one peg, and the other 2L 5R L U.

(pushes box) Is that her?

Level 10-01:!

```
XXXXXXXX....
X.===X....
X.===X....
X.===X....
XX0XXXXXXXXX
X.1.2.....X
X...X.34.5.X
XXX.X...X6.X
..X.X.78...X
..X.X.X.9a.X
..X.X..b.XXX
..X.XXX..X..
..X....X.X..
..XXXX...X..
.....XXXXX..
```

b 1L, 8 1U, 3 1D, 4 1L, 5 1L, 6 1U, 7 3R, 9 1U, 8 2D, (3) 1R 1D. b 2R. Now you just 2 2R, 1 2R, and get to work.

0 2U 1D 3R. 1 2L 3U 1D 2R. 2 4L 3U 1D 1R. 3 2U 4L 3U 3R. (5) 1U 7L 3U 2R. (5-1L) 3L 1U 3L 3U 1R. (4-1D) 2U 5L U* R*. (8-1D) 1D, a 2L, (a-1U) 2U 7L 4U 2R. (9-1U) 1R 3U 7L 4U 1R. (9-2D) 2U 1R 3U 7L U*. (b) 1R, (9-1L) U* 5L 3U. b 2U 1L 2U 5L U.

Level 10-02:??182

PDBQ

```
XXXXXXXXXXXXXXXXXXXXX
X.....XX===X...X
X.X0X1X.XXX===.2.X
X...3..4...=X.5.X
```

```

XXXXXXXX6X7X.X..==..XXX
X...8.9.X.XXXXXX.XX
X.X.X.X.X.....X
X.....XXXXXXXX...X
XXXXXXXXXX      XXXXX
    
```

4 1D, 3 7R 2U L, 1 d 6R 2U, 0 D 9R 2U. 4 U L 5R D L. 6 2D, 8 2L, 7 U R* D R.
 5 L, 2 4L, 5 U L. 6 3U R* U. 4 1R, 7 1L. 9 R 2U R*. 8 R* 2U R*.

??typo

Level 10-03:

PHBT

```

.XXXX...
.X.X...
.X0.XXX..
.X...X..
XX.X=.XXX
X..X*=1.X
X.23=X.X
XX.XX=..X
.X.4..XXX
.X..XXX..
.X.X...
.XXXX...
    
```

2 3D, 4 1R, * 1U, 1 2L, 3 2R 2U, 0 4D 1R, 2 7U, 3 2D, 4 2L 1D, 3 2U, 0 2R 1D,
 3 1D, 2 4D 3R, 4 7U 4D 2R.

Level 10-04:??183

PMBY

```

XXXXXXXXXX
X...===X
X.X.===X
X.XX.==X
XXXXXXXX.0.1.XXX
X==2.3.4.XX
X=X.5.6.7XXXXXXXXX
X==X.8.9.....X
X==.a.b..XcXdXX.X
X..XXX.e.f.g.X..X
X..X XX..h..i..X
XXXX XX...XXXXXXXX
XXXXX
    
```

1 2U 3R D. 4 1L, 9 1D, 8 1L, 3 2U, 7 4U 2R D. 0 2R 2U 3R. 4 2R 3U 2R. 6 2R 4U
 1R. e 1L, h U* 3R. a 3L U R. 2 5R 4U 2R. b 4U R 3U R. b 5L 2U. 5 1R 2D 4L 1U.
 3 3D 5L. 8 2U 3L. e 4U 4L. f 3L U L* U*. i 5L 2U L* U. g L* U L*. c 1D L* U
 L*. d 1U L* D L*.

Level 10-05:??161

PXB4

```

XXXXX
X...XXXXXX
X.X==*...X
X.===X...X
XX0XX.1.2.X
X...X3XXXXXX
X...4...X
XXXXX.X.X
X...X
XXXXX
    
```

3 2D, 4 2L, * 2R 4L D L. 3 U* 3R, 4 4R, 0 2D. 3 4L D. 4 L 4U 3R. 1 L 2U L. 2
 3L 3D 5U. 4 2L. 0 4R L 3U.

Level 10-06:??163

PsBN

```

XXXXXXXX
XXX...XX
X...XX..X
XXX0XX..X.X
XX.....=X.X
X..1X2X*=X.X
X.34..X*=X.XXX
X..56.X==X...X
XX...X==7...X
XXX8XX=.X.XXX
X..XXX..X
XX.....XX
XXXXXXXX
    
```

* (R) 1D, both * 1U, 7 2R 4L D, *(R) 2D 3R, * 1D. 2 U 3R 3D, 0 D L, *(R) 1D
 1L, *(U) 2D. 0 4R 2D. 6 D L, 5 2R 3U 2R D. 3 D 3R 3U 3R 3D. 4 2R 2U 3R 2D. 1
 U R* D. * 3L. 8 3U R 2U R*. 6 R 2U R 2U R*.

??typo

Level 10-07:??185

PsDP

```

XXXXXXXXXXXXX XXXXXX
X..X...X.XXXX====X
X...01X.....====X
X..X.XXX...XX.====X
XX.XX.XXX..X...====X
X.2.3.....X.XX.XXXX
X..4.5XX..X.....X
XXXX.X..XXXX.XX.XX.X
X..X.X6...XX.XX...X
X.7..8..X.XX.XXXXXXX
X.X.9.a...X.X
X..b.XX.XX.X.X
X.cd.....ef..X
XX.XX.XXX.g..X
X...X X...X
XXXXXX XXXXXX
    
```

1 1D, 0 2L, 4 1R, 3 5R 3U 8R. 1 2D 5R 3U R* U R. 2 follows 3 but D R after
 R*. 8 1R, a 2R, 5 1U R* 3U R* 2D R. 4 1L 1U R* 3U R*. 8 1R, 6 3U R* 3U R* U
 R. 0 3R 3D R* 3U R* D R. 9 5U R* 3U R* 2D R.

g 1L f 1D for later.

c 1U, 7 2R U* R* 3U 5R 4D R 2L. a 4L 5U R* 3U 5R 5D. 8 1D 3L U* R* 3U 5R 2D
 2L.

d 1R, b 2U R 4U R* 3U 6R 2D. c 1R 2U follows b btu 1U at the end. d 2L U 2R
 U* R* 3U 6R. 4U R for the bottom box below.

e 7L U 2R U* R* 3U R* U. f 1U 8L follows e. g 1U follows f. (lower box) 2R L
 U*, last one 2R.

Level 10-08:??169rot

PsHR

```

XXXXXXXXXXXX...
X.....XXXX.
X.XXXXXX.X..XX
X.X.0.1.2..3.X
X.....X4...X
XXX5..67X..XXX
..X..XX.X.8XX.
..XX9X...a..X.
...X..b.c.XXX.
...X.X...d..X.
    
```

.....
.....
.....
.....
.....

a 2 c 1 1 b 1 c 2 1 a 1 b 1 1 3 3 2 1 6 2
2 6 . 1 1 1 2 . 1 1 5 1 1 1 1 0 1 5 .

0 1 1 1 4 . a 1 1 3 2 . lear the 3-column of boxes ow. -1
1 4 . below t 1 bottom 3 1 3 . m le 1 2 1 3 .
1 colum ow. 4 3 4 1 . ea e t there for later.

2 1 4 5 2 3 . 3 2 follows 4. 2 2 follows 3. 8 2 5 2
2 . 1 4 5 2 . 0 6 5 2 .

8 2 . 1 . 1 3 . . 0 3 .

e el 10-0 :

Ps

.....
.. 01.2..
3. 4 ..
.. 5..
...6.
...8.....
..a....
...b..
...c..
ef.....
..
..
.....

Frst some small preparat o for later. b 2 1 0 1 . 3 3 e 3 5 .
5 f 1 c 1 b 2 a 2 f 1 1 3 3 2 2 . 2 1 1 3 3 2 .
. a 5 2 1 1 3 3 2 . 3 1 1 2 2 1 1 3 2 2 .

6 2 3 2 1 1 3 3 1 . 4 4 3 2 2 1 1 3 2 1 . 8 1 1 3 2 2
1 1 3 5 .

1 c 1 1 c 1 . 2 1 . 1 1 . 5 1 . b 3 3 2 2 . 1 1 . 2 1 .
1 c 1 1 c 1 . b 1 1 3 4 . 5 1 3 1 follows b but w thout
shuffl g c/ . 1 follows 5.

0 4 5 2 2 1 1 3 1 1 . 1 1 5 5 2 2 1 1 4 5 . 2 3 follows 1.
1 c 1 2 3 1 follows 2. c 1 2 3 1 follows .

cut

e el 10-10: 1 0

Ps 3

.....
..0.....1.
.....
.. 23.4.56
.....
..8 . a..
..b..c..e.
f.....
..

c 1 1 e 1 1 a . e 1 5 4 3 3 4 2 .

6 2U, 7 2D 4R 3U. 1 4D 5R 2U. 5 R 3D R U 4R U 2L. (save for later) 4 3R 3D R U 6R U. 6 2R 4D R*. 2 1U, 3 R*, 8 1U. 3 3D R U 5R D R. 0 7R D* 3R D R. 2 1U 8R 4D 4R. 8 3U 8R 4D 3R U R. b 8R U 4R D. 5 2R. f 1U R* U R*. c 2L 1U R* U R* D.

??typo

(pushes box past her) "That's Her."

Level 11-01:

QBBQ

```
XXXXXXXXXXXXX
X..0.1.2=*==X
X.3.4.5.*===X
X..6.7.8=*==X
X.9.a.b.*===X
X..c.d.e=*==X
X.f.g.h.*===X
X..i.j.k=*==X
X.l.m.n.*===X
X..o.p.q=*==X
X.r.s.t.*===X
XXXXXXXXXXXXX
```

Let's call this 11x10 board a coordinate plane with (0,0) in the DL to make things simpler. Basically if you get

```
xx
x x
```

Near an edge, you're toast. If you get one on a diagonal to the edge where you can't work from behind, that's it. Fortunately the start is pretty simple once you notice it. Then the rest is busy work. If you line it up right, say with

```
  x
  x.x
 x.x.x
x.x.x.x
```

Then you can sweep a lot of boxes right at once. There is some problem keeping 4 to a row--and you have to shuffle--but once things fall into place, you'll see it.

Go to the UL and push D, D, D, R, R, R, 2R. (8,4) 2R (8,5) 1D (7,5) 3R (8,7) 1D. Now 6,7 7,8 8,9 R*, then 4,7 5,8 6,9, then 3,8 4,9 then 2,9.

(6,6) 2U R, 7,6 and 8,6 U. 8,4 2U 2R. 1,7 5R 1D 3R. 1,6 1U 2,6 R*. 1,6 D R*. That's four rows. 8,1 7,2 6,3 5,4 1U, 4,5 2U 1D. Push them all 1R 1D in order, then R*. 1,4 1U, 3,4 R*, 1,4 1D, 2,4 1D, 3,4 1,4 2,3 R*.

The rest is easy--sweep the diagonals to the right.

??easier solution

Level 11-02:

QD4H

```
.....XXXXXXXXXX..
.....X...X....X..
.XXXXX..X....0.1.X..
.X...XXXXX.2XX.X.XX..
.X.3.XX...X.XX.4..X..
.X.5...67.X.XX89a.X..
.XX.XXX...X.XX....X..
.XX.X...XXX.XXXXXbX..
XXX.X....c..X===X..
X...XXX.XX.d.X===XXX
X.ef...g.X...X==.X.XX
```

... .h. ...
...
.....

wo t g e struct o s by the ots. he way to f ll the ots: left
column ext-left the

15
26
7
38
4

5 1 f 1 g 1 c 1 5 1 1 2 1 7 1 5 0 4 1 7 1 6 .

b 1 . 8 3 a 3 . 2 3 a 4 8 4 4 2 . 1 6 4 .
7 5 4 4 2 . 2 5 6 5 4 .

ow to get r o2 the stuff the loop. 6 3 4 etc. 2 etc. 7 1 3
etc. 5 1 5 2 etc. 3 1 5 etc. f 1 1 g 1 1 2 4 3 etc. h 6
5 etc. f 1 1 g 1 5 4 etc. f 1 e 5 5 4 etc. f 1 5 5 4 etc.

F ally 2 4 5 etc.

e el 11-03: 240

Q 4

.....
...0...1.
...2.
...3..
.....
.....
...4.5.
...6...7.....
8
...a.....
...b.....
...c.....
... ..
... ..

6 2 8 1 2 7 2 a 1 b 1 c 1 8 1 b 1 a 1 1 6 2 4 1
5 1 . hat sets up the .

s 1 0 1 1 4 3 1 2 4 6 . 1 4 4 6 2 . 0 6
4 6 . s 1 top 7 4 6 . s 1 1 top 7 4 3 . 1 8
. he other ca go to the .

-1 4 8 4 . 4-1 3 8 3 . 4-1 3 3
8 . 7-2 3 4 4 . 7-1 1 2 4 2 . b-1 4 2 3
. c 6 2 3 . b-1 b 4 3 . last 2 2 3 . s 1 1 the
2 a 1 to co er the bottom

ow u w the others: 8 . 3-1 1 1-1 1 - 2 . op block 1
block 2 1 tthe a other 3 7 2 . op 1 2 7 1 1 1 . 2 blocks ow rt
1 lf 2 rt 2 1 lf 1 rt 3 7 1 1 . lf 1 1 3 8 . 1 2 .

From the bottom br go e block up a go . Push the 2 a other
bottom block at the top the ext the ext a f ally the top
block 3 .

e el 11-04: 1

Q 4P

...
...0..
.....


```

XX.X...1X2X...X...X
X..X.....3.X...4.X
X..XXX.XXXXXXXXXX.XX
X..XX.==*=====.X.XX
XX.XX.*==*==*.X.XX
X.5XXXXXXXXXXXX.XX6.X
X..7...8..9....a..X
X..X...X...X...X..X
XXXXXXXXXXXXXXXXXXXX
    
```

Juggle a few boxes for a while and it all falls out.

Push the 2nd-left box right, the right one left, and the DL right to make a row of 4. 3 5L. 4 1L, 6 1D 1U, a 2L 2R, 9 L 4R 2L, * L.

0 1R, 5 D 7U, 7 2R 3L. 8 2R 6L, 9 2R 8L. * L 3U.

4 1R 1L. 6 1D 1U. a 6L. 4 1R 1L. 6 1D 3L 3U 6L.

4 5D 3L 3U 5L. a 4R 3U 4L. 8 8R 3U 3L. * 4D 2R, 3 R 3D R, 1 D L 3D, 2 D 3L 3D.

0 1L 1R, 5 3D, 7 2U, 8 10R 3U 2L. (0 1L 1R) 7 2D 11R 3U L. 5 4D 11R 3U, 0 1L 8D 11R 2U.

Level 11-05:??rot93

QX4Z

```

.XXXX.....
.X..XXXXXX..
.X.....0.X..
XX.XX=XX1X..
X..X.=.X.XXX
X...*=X...X
XX.X.=.2.X.X
XX.XX=X..3.X
X..XX=X.XXXX
X.45.6X..X..
X..X.....X..
XXXXXXXXX..X..
.....XXXXX..
    
```

1 3D, 3 2L, 1 1D, 2 2L, * 1R. 0 5L 3D R.

*'s 1R. 0 2R 2U. 3 3D, 1 1R, 3 1U, 6 5U, 2 1L 2D. 3 D 3U 2L D.

4 5U D 3R. 5 L 4U 2R. 1 2L 3D 4U 2L.

??typo--3 2U not 4 2U

Level 11-06:??186

Qs4D

```

XXXXXXXXXX
X...X...X
X.01234.X
XX.5.6.7.X
X.8.....X
X.9.XXXX.XX
X..X=====.X
XX..=====.X
XXXXXXXXXX
    
```

Juggle the boxes so you have a loop getting you 1R of the top row before you drop everything on the bottom. Once the first box goes, the rest is easy.

8 1R, 1 2D, 3 2D, 7 1R 1U. 6 2R, 7 4D 4L. 4 1R 4D 3L. 6 1R 3D 2L. 3 2R 2D 1L. 2 3R 5D 4L. 0 5R 5D 3L. 5 5R 4D 2L. 9 1U, 8 1U, 1 4R 3D L. 9 1U 6R 3D. 8 5R 3D.

Level 11-07:

Qs5G

```

.....XXX.....
.XXXXXX.XXXXX.
.X=====X.
XX=*****=XX
X==*====*=X
X==*====*=X
XXXXXX==XXXXXX
.X.....X.
.X.0.1234.5.X.
.X678....9abX.
.X...cdef...X.
.Xg.h....i.jX.
XX...klmn...XX
X.opq...rst.X
X.....X.....X
XXXXXXXXXXXXXX

```

We use coordinates for the top.

(9,0) 1L, (4/6/8,2) 1D, (2,0) 1R, (3,2) 1D. (5,2) (7,2) (9,2) 1L. (9,1) 1U. (8,1) 2R D L R. (8,2) 1D 3R. (9,2) 2D. (6,1) 4R 1D. Top ones 2R each, then 1U 1L 2D 1L. Push the top ones 3L 2D, 4L 2D, 7L 1D 1L.

Now your next big choice is which block to push left. The left is asymmetrical, so it DOES make a difference. (Right one) 2D, other 2U 4L D.

8 1D, 2 5U 3L D L. 1 R 5U 5R D. 0 3R 5U 4R D. 4 1U, 3 1L 5U 3R D. (4-1U-1L) 3U 3R.

You should see how to fill in the rest. Take care of the back row, getting the center bits last. Same goes for the next-back row. Here's how to push the squares. (4-1U) 1L 1U, 5 3L 2U, a 2D, i 1D, n 1D, l 1D, k 1L, m 1L. p 1U, h 1L, s 1U.

Everything is in place now for a pretty quick wrap up. d/e to the top, 9 3L U*, c 3U R 1U, 8-1D 3U 2R 1U, f 2L U*, n U* 2L U*, (1) 1R U*-1. Bring the bottom blocks(5) up the right side, except the last which goes left. h-1D and i-1D go up and to the center and up and left. The 2 bottoms up the left. Then the ones not on the edge U R(or L) U the left chute. The others go 2D/4D, center and up.

Level 11-08:

Qs7J

```

XXXXXXXXXX
X.0.==..X
X.12==.3XX
X.4.==.5.X
XXXXXX...X
      XXXXX

```

A bit of an anticlimax for the final level...

4 3R, 0 2R, 2 1D 1L, 4 1L. 5 1L 1U, 3 1D, 5 1L 1U. 3 1L 1U, 2 3R 1L, 3 2L, 2 1U 1L. (4) 3R, (1) D 2R.

He presents a heart, a heart floats on top of her, and she kisses him. You win!

Sample level(QsX4): If you are curious, see my solution to level 200 in my TurboGrafx-16 Boxyboy FAQ.

End of FAQ Proper

=====

5. VERSIONS/CREDITS

1.0.0: sent to GameFAQs 4/13/2008, complete but needs proofreading. Still, lots of levels were proofs of the TG16 version, so this is solid.

Thanks to GameFAQs for being, well, THERE.

Thanks to the usual GameFAQs gang, current and emeritus. They know who they are, and you should, too, because they get/got some SERIOUS writing done.

Good people too--bloomer, falsehead, Sashanan, Masters, Retro, Snow Dragon/Brui5ed Ego, ZoopSoul, War Doc, Brian Sulpher, AdamL, odino, JDog, Lagoon, Da Hui and others I forgot. OK, even Hydrophant in his current not-yet-banned message board incarnation. I am not part of his gang, but I want him to be part of mine.

Thanks to odino for pointing me to this game.

Thanks to Sean Shannon for his Genesis FAQ. I did not use any of his information directly; however, his text maps were useful in comparing this version to the TurboGrafx-16 version.

Thanks to the sokoban solver for being cool. I think it probably helped with some of these levels when I played the TG16 version. The link, again:
<http://codecola.net/sps/index.php>

FAQ Display Options: [Printable Version](#)

[facebook.com/GFAQs](#) [twitter.com/GameFAQs](#)

[Help / Contact Us](#) [Change Colors ▲](#)

[gamespot.com](#)

[giantbomb.com](#)

[metacritic.com](#)

[gamerankings.com](#)

© 2015 CBS Interactive Inc. All rights reserved.

[Sitemap](#)

[Advertise](#)

[Privacy Policy](#)

[Ad Choice](#)

[Terms of Use](#)