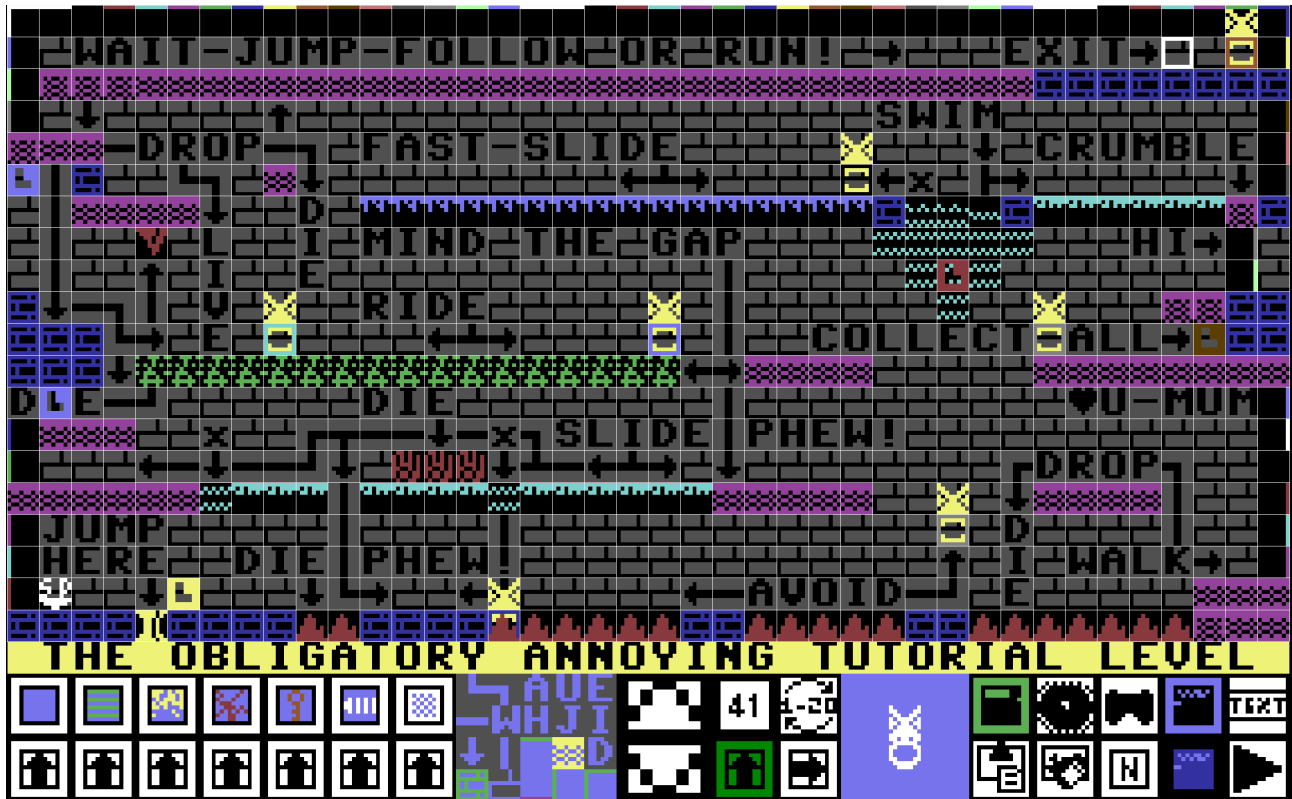
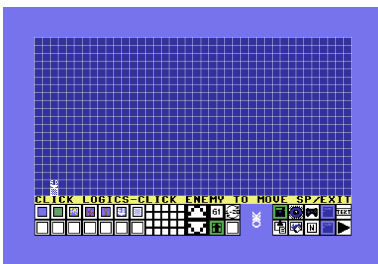


RETROA RETROA BUILDA

LEVEL EDITOR MANUAL



Creating Levels:

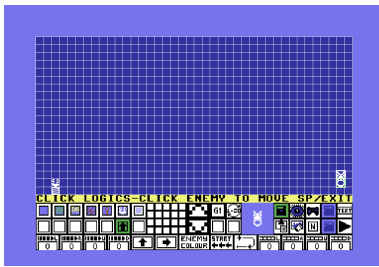


Default level layout

When clicking Create from title screen, you will be first met by a default level layout. You will be able to move exit start position, place blocks, hazards, collectables and enemies. Everything but move the player **Start Position**. You can totally freely create level around player default **SP**.

To be able to move the players **Start Position** from the start of creating a level.

- **Steps to be able to move SP.**

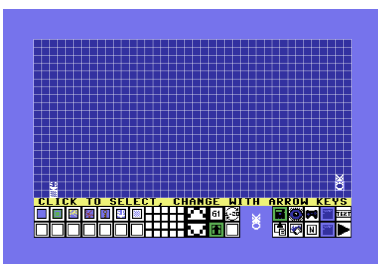


*Enemy Placed, logics
selected, enemy selected*

1. Place an enemy into the level
2. Next select logics, press and hold the arrow below logics to reset logics to **SP**
3. Then click and quick hold on enemy from within screen grid area until selected.

The enemy selected will have a white bounding box around the whole sprite image and logic output display icons will appear in bottom border area. This will allow you to reposition player **Start Position** within level. Click on **SP**, and then click where you want the player to start in the level. Or press and hold clear level box to randomly place **SP** and exit.

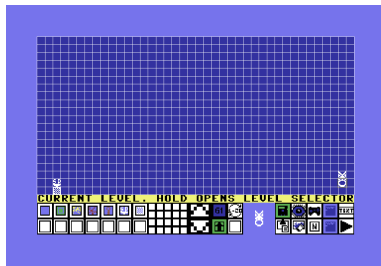
Ways to navigate levels to start creating:



Level changer selected

Navigate through the levels the usual way, by selecting level changer, click the box to the right of the up and down arrows, below the level number display box. Click through the levels with the up and down arrows, hold arrow to quickly navigate through the levels.

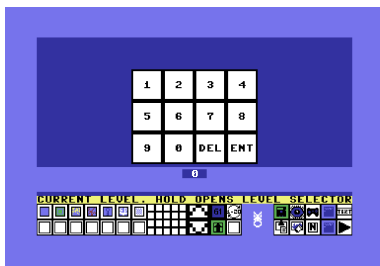
- **Opening Level Selector.**



Click to open level selector

An alternate way to navigate to your level to create, is to click and hold the level number display box, this will activate the level selector.

- **Level Selector**



Level selector open



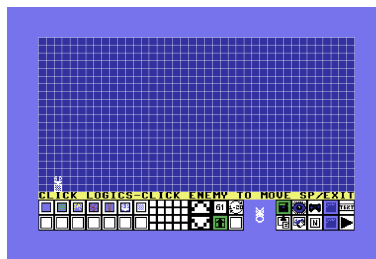
This is a no go area

Click the keypad to enter the level number between 1 - 200, if the level is open to access then the name of said level will be displayed. If you are not able to access this level, “This is a no go area” will be displayed instead. Just click the **DEL** key to clear the level input. Enter another level. Click **ENT** to go to the input level number if access is open.

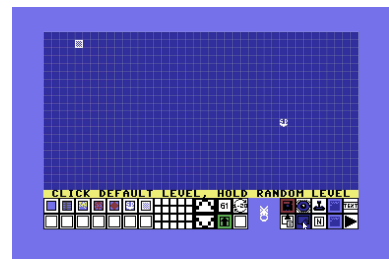
- **Placing Blocks.**



Created level



Reset level to default

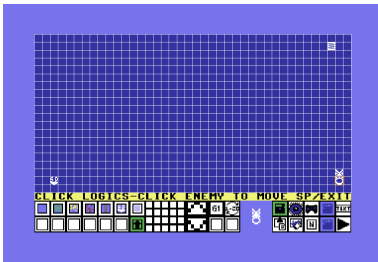


Reset level to random SP and exit

Now that you have selected your level to start creating on.

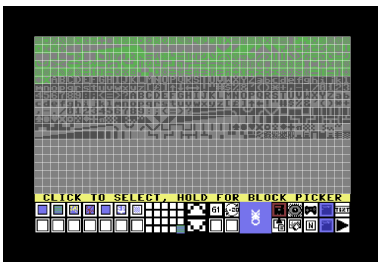
If the selected level currently has created content, make sure that you want to delete this level, if not make sure that you back up the level or select another level to create on. Reset level to default/random if not already a default level.

A level will be made up of Solid blocks, jump through blocks, hazard blocks, collectables, exit and enemies.



Placed enemy, moved exit

We'll start by placing an enemy and moving the exit.



Solid block picker open

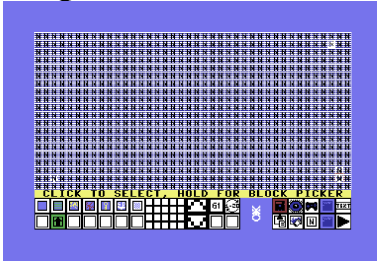
Select solid blocks, choose the block you want to put into level, using the select blocks and arrows up and down.

An alternate method of selecting blocks is to, click and hold the arrow box below Solid blocks. Doing this opens block picker, which displays all selectable solid blocks on screen. Blocks highlighted green are solid blocks, dark grey highlighted blocks are background blocks which won't effect the player in any way.

Please note.

Placeable blocks solid, jump through, hazards, collectables and exits have block picker available, just click and hold on the related arrow selector box below each block. Enemy block picker will be added in a future update.

Step 1.



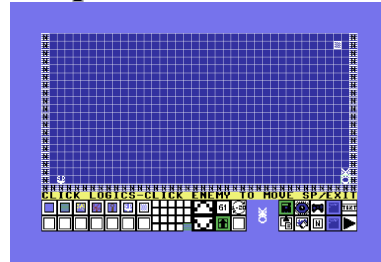
Screen area filled with solid blocks

Step 2.



Block area highlighted with rectangle selection

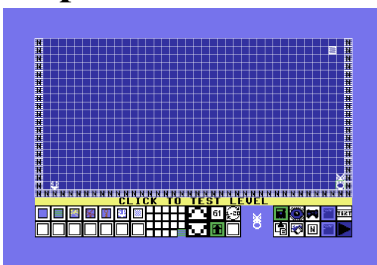
Step 3.



Basic level area

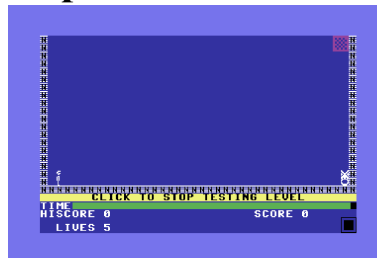
1. Now that we've selected a solid block, we start by filling the whole screen grid area with solid blocks. Click top left corner hold until rectangle select appears, move down to bottom left corner of screen grid area
2. Select delete blocks, click one block out at top left of screen grid area, move down to one block up from bottom and one block in from bottom right.
3. This should leave you with a basic level area that means the level has a solid border which the player can't pass through. This means the player can't pass from one side of the screen to the other side.

Step 1.



*Click test level button
bottom right of screen area*

Step 2.



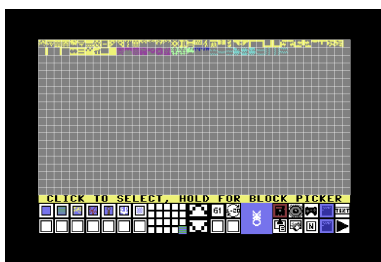
*Click test level button again
to stop testing level*

If you click the test level button, bottom right of screen area, you will see player isn't able to move beyond the level area. The player also can't get to the exit. So click the test level button again to stop testing level and lets add some platforms to allow the player to reach the exit.

Please note.

Make sure that if your testing a level to the point of collecting all collectables and getting to the exit, make sure you save the level before testing as anything added to the level will be forgotten after entering exit.

So you can test a level with changes, and if you don't like the changes, you can just enter the exit or use the don't save and change level to forget changes.



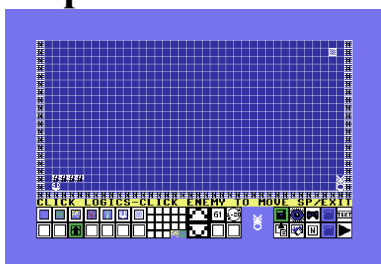
Jump through block picker open

To make the platforms we will use jump through blocks, select the jump through blocks and the block you want to use, with the same methods of selection as the solid blocks.

Please note.

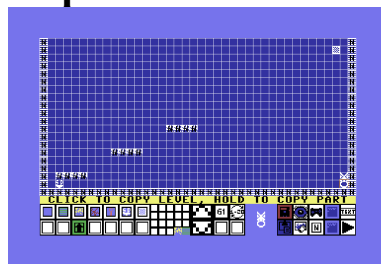
For now just use the yellow highlighted blocks, as these platforms will allow basic jumping from platform to platform, little skill required. You can play around with the other blocks when you embark upon creating your own levels.

Step 1.



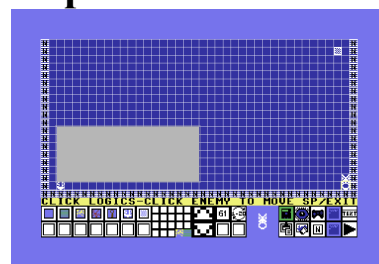
First platform placed

Step 2.



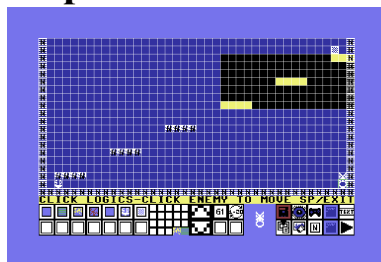
Three platforms placed

Step 3.



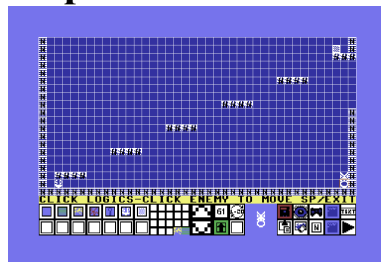
Highlighted copy screen part

Step 4.



Copied screen part selection highlight

Step 5.

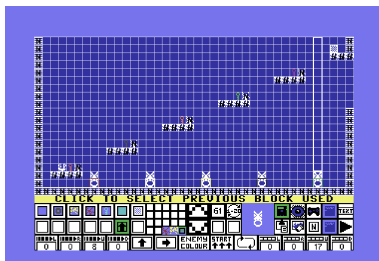


Placed screen part selection highlight

1. Now that we've selected our jump through block, let's place the first platform, by clicking one block at a time, starting at the grid position just above the player **Start Position** to three blocks to the right of the first block.
2. Next place another platform, the same size as the first platform, three blocks up and four blocks right from the last block of the first platform. Repeat again from the last block of the second platform so we have three platforms in the screen grid area.
3. Now that we have three platforms we're half way there, so to speed up the process we will copy the part of the screen with the three platforms and paste a continuation of the platforms. So click and hold on the copy/paste level button below the save button. This activates the copy part of screen, move up from the first block of the first platform until your level with the third platform and click that grid area and hold until rectangle select activates, then highlight the area down and right until all three platforms are in the highlighted area.
4. Move the screen part selection highlight so the platforms progress up to the exit.
5. Click to place selection

You should now be able to test the level and reach the exit.

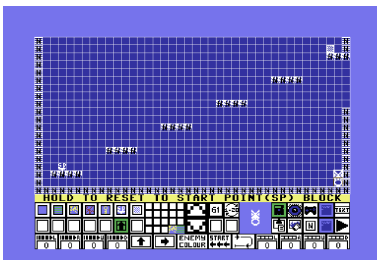
Please note.



- You may have noticed by now that the blocks you place into the screen grid area, appear in the grid of small white blocks to the left of the up and down arrows. This is the previous blocks selector, click on any of the blocks here, to select this block to place in level. This area

will update when the level is saved.

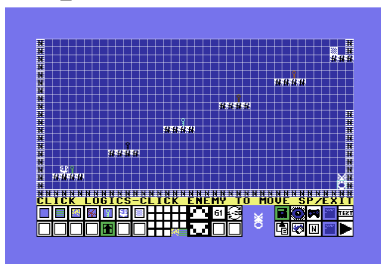
- Please be aware that if you miss a collectable and reach the exit, you'll probably discover that the player can jump over the solid blocks at side of the level, and will appear at the other side of the level and fall to their death.
- To prevent this, it is possible to place one row solid blocks to stop the player jumping up past the top of the level. Demonstrated in the tutorial level of the game.



*Repositioned player Start
Position*

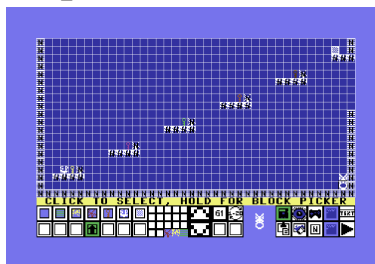
When you start the level its a little hard to make out the player, so lets move the player to a better Starting **P**osition. Select logic blocks, click and hold if logics is not on **SP**, make sure enemy is selected. Click current position of **SP**, to get rid of it and click above the second block of the first platform. And while where at it lets add some collectables, hazards and some more enemies. To make it a more complete level.

Step 1.



*Placed five collectables, one
next to the end of each
platform*

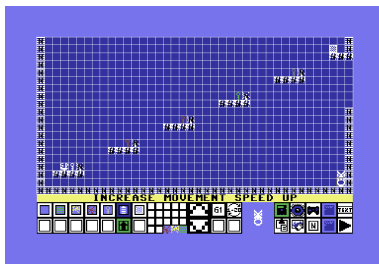
Step 2.



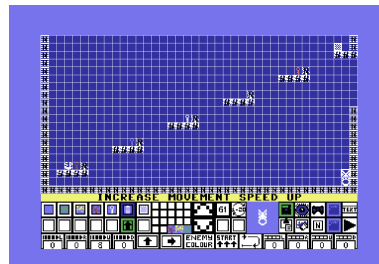
*Placed 5 hazards, one at the
end of each platform*

- 1: Lets start by placing five collectables into the level, select the collectables blocks, using previous methods. choose the one you wish to place into your level and place one of the chosen collectable one block back from the end of each platform.
- 2: We'll now do the same with the hazard blocks, select the hazard blocks, pick the hazard you want to use, now place your chosen hazard next to the collectable at the end of each platform.

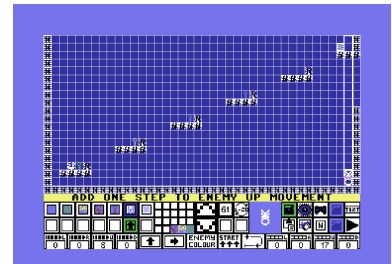
Step 3.



Select logic blocks, select movement speed up



Enemy selected, movement speed up selected and increased up to 8



Movement steps up selected and increased to 17 steps

- 3: Okay how about we add some enemies, first lets focus on the enemy we placed into the level at the start, remember him, he's been waiting patiently, so lets give him a job first.

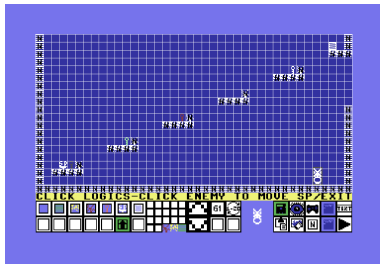
Click logic blocks, hold to reset to SP and select increase movement speed up with three clicks on the up arrow. Clicking on enemy will select enemy if not selected and increase the enemy movement speed. Increase his speed up to **8**, should be six clicks on the enemy. If you were to start the level now you would see that the enemy isn't going anywhere yet. So lets set a direction of movement.

Make sure logics is still selected, if movement up speed is still selected, clicking the up arrow four more times will select

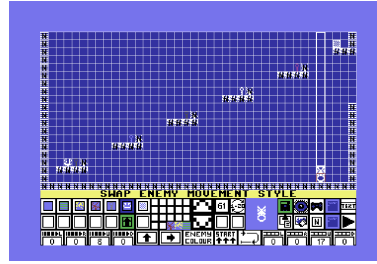
movement steps up. Click on the enemy 17 times, you will notice a movement direction bar extend up as you click the enemy. This is a visual representation of where the selected enemy will move.

Once you have set the enemy movement speed up to **8** and movement steps up to 17. You can test the level.

Step 4.



Moving enemy position



Swap enemy movement style selected

You'll notice that the enemy is not really a threat where it is positioned, unless you miss a key and head to the exit. So let's go ahead and move it to a more threatening position.

- 4: Click and hold on logic blocks to reset the logics to **SP**, click and hold on enemy, the enemy should snap to the mouse position and a flashing box will appear around the enemy.

keep the mouse held down and move the enemy to the new position in the level. The enemy placed in his new position is still only a limited threat as it only moves once and returns to its start position. So let's change that.

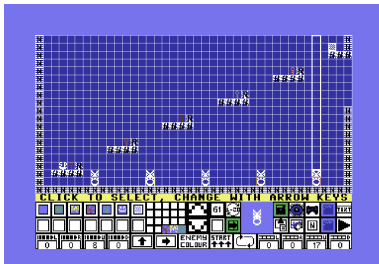
Click up arrow twice from logics enemy movement steps up to swap enemy movement style, click on the enemy, it will now be in repeat enemy movement mode.

Test the level now, and you'll see that the enemy is a bit more of a threat.

What's that you say! "its only a bit harder once you get to the exit".

Okay lets add some more enemies, to make the level a lot harder.

Step 5.



Add 4 more enemies to level

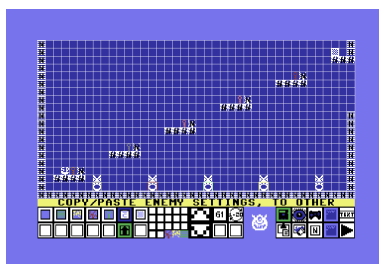
- 5: Click on enemy selector, the enemy displayed should be the same as the enemy you placed into the level earlier. As when you click on a enemy to change the logics of the enemy, the enemy selector will change to that enemy.

Place 4 more enemies into the level, one between each space between platforms.

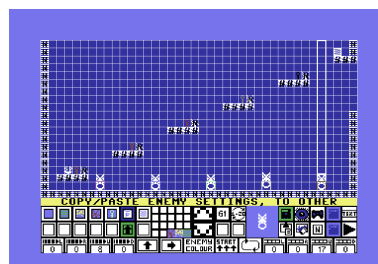
Now that we've placed the enemies into the level we'll make them move with the same logics as the first enemy placed.

But to save time we'll copy the first enemies logic to the other enemies.

Step 6.



Select logics, copy/paste enemy settings



Copied enemy logics

- 6: Click on logics and select copy settings, three clicks down from **SP**. With copy/paste logics selected, click on the first enemy placed, if enemy wasn't previously selected the first click will select the enemy, so you will have to click again to copy its logics.

When enemy logics are copied, the logic blocks image will change to paste.

As we're going to be copying this enemies logic to all the others, select the enemy to the left of the first enemy placed on the right side of the level.

First click will select it, so you will have to click again to paste the first enemies logics.

So copy the first logic and as you paste the logic to the enemy to the left, click again to copy the logics again as the enemy is already selected, then select the enemy to the left, paste logics, copy logics.

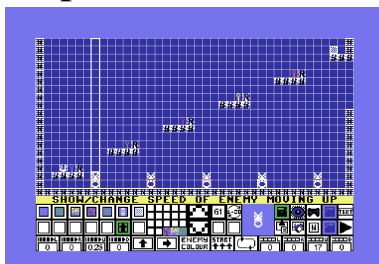
Repeat until all enemies have the same logic.

Try the level now, is that hard enough?

What! Now it's too hard.

Okay lets balance it out a little.

Step 7.



Click logic, change enemy speeds using logic output display icons

- 7: Select logic blocks, select the first enemy on the left. To change the speed of the enemy we will use the logic output display icons that appear in the bottom border area. Just click the third icon in from the left, this will cycle through the movement speeds up. Set the first enemy to 0.50 speed, then select the next

enemy to the right, set its speed to double the first enemy on the left, example 0.50,1,2,4,8. Repeat on each enemy to the right, make each enemy double the speed of the enemy to the left of itself.

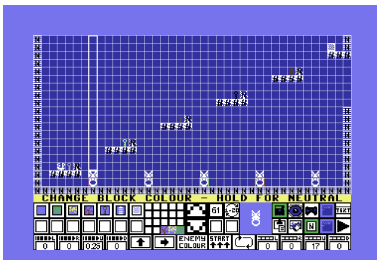
Test the level now, you should find the balance of difficulty much better, in fact you should be able to get through to the exit in one continuous run.

Slight wait, GO! Challenge Accepted!

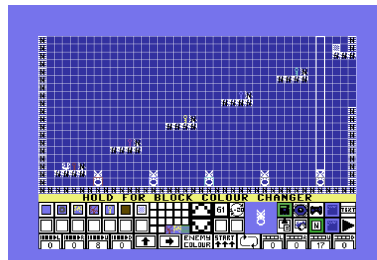
Please note.

- It is possible to click and hold to move enemy position when logic blocks is on another setting, other than **SP**. You just risk the chance of changing or resetting the enemies selected logic setting. In fact the enemies logics will reset before the move enemy position kicks in, so you are best to reset the logics to **SP**, before clicking and dragging a enemy to a new position for now.

That's the basic tutorial level done. But it does look a little bland so lets brighten it up a little, Select change block colour button, bottom right below modern/classic jump style button.



Select colour block selector



Highlighting block colour changer

Once selected you'll notice the button has a colour block in the Centre, a Neutral block if on default and is surrounded with a green border. You change the colour with the arrow keys up and down.

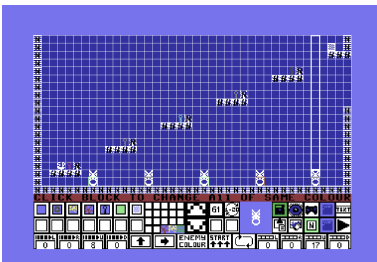
If you click and hold the colour part of the button this will reset the colour selected to Neutral.

A solid, jump through or hazard block will be place into the level with the

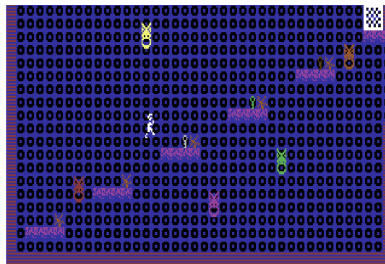
same colour as the block colour selected.

A block placed when the colour selector is on **Neutral**, has no colour essentially, so is display with a capital **N** stamped on it. To differentiate it from a white block, so if you see an **N** on a block it hasn't been assigned a colour.

If you click and hold on the green border around the colour button block. You will activate the block colour changer.



Click and hold green border around colour changer block



Level colours changed

Block Colour Changer:

Once activated, whichever block you click on within the screen grid area, will change all the blocks that are the same type, solid, jump through, hazard and the same colour, to the colour of the selected block colour.

So lets change the block colour with arrow up to red, once red is chosen. Click and hold on the green border, then click on one of the blocks that surrounds the level, this will change all those solid blocks to red.

Next change the block colour with the arrow up to magenta (pink/purple), once magenta is chosen, click and hold on the green border again. Then click on one of the platform blocks, this will turn all jump through blocks to magenta.

Finally change the block colour to orange, click and hold green border, then click on one of the hazard blocks over the platforms. This will change all the hazard blocks to orange.

To change the colour of the enemies, select any one of the enemies in the level, then click on the enemy colour logic output display icon in the

bottom border. This will change the selected enemy colour, change to a colour of your choice or the same as me.

Having clicked the enemy colour icon, the logic blocks will have changed to colour changer, which means you can just click on the other enemies, one at a time, each click will change its colour. Click and hold on enemy to reset its colour to default white.

To fill the background with circles, click and hold on the solid block selector, to open block picker, choose one of the dark grey highlighted blocks, your own or same as me.

Then click and hold on the block above the solid block selector button. This will activate block changer, once activated click on an empty area of the level, and all the empty spaces will be replaced with the background block you selected.