



# 1 print blank sketch sheet

Print in color or black and white, or you can buy our sketch kit from [projectpixelpress.com](http://projectpixelpress.com). For the best results we recommend using a pencil with an eraser and a small ruler.



sketch sheet



pencil and eraser



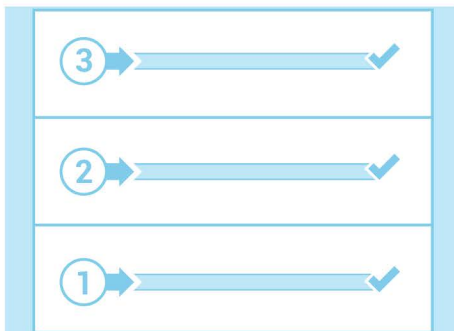
ruler

# 2 sketch your 3-floor-level following these instructions

Follow this instruction sheet to learn the creator elements used to create levels. Don't be afraid to practice. Start with terrain and then add challenges like coins and ladders.

## 3 FLOOR LEVELS

Levels are made of up to three floors. Starting at the bottom, the player will navigate from left to right. You can create levels with one to three floors.



## WHAT CAN THE PLAYER DO?

The player can walk, run, jump, double jump, and use power-ups. The guide below will show you the player's capabilities.

**character height**  
1 square



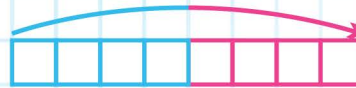
**walk and run**  
Reach full run speed after 3 squares



**vertical jump**  
3 squares, up to 6 with double jump



**running jump**  
4 squares, up to 8 with double jump



# 3 capture a picture of your finished level with the Floors™ app

Use the Floors™ app to capture your level design by tapping the "capture" button. Your drawing will be turned into a playable game right before your eyes! Watch for shadows or uneven lighting – they can affect the quality of your capture.

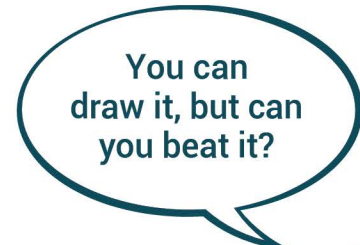
For the best results, stand directly over your drawing and make sure you hold the device flat (not tilted). Align the border on the screen with the border on your sketch sheet. The camera will automatically take the picture when you have it aligned correctly. If you have problems try moving the camera a bit closer or farther away from the sketch sheet.

# 4 design, edit and test your level

Once you've captured your level, use Floors™ to design it, test it, and even edit and enhance it using our draw-in-app tool. Remember, you're creating a video game so be sure to test it a lot. Don't be afraid to experiment and take your time to get it right.

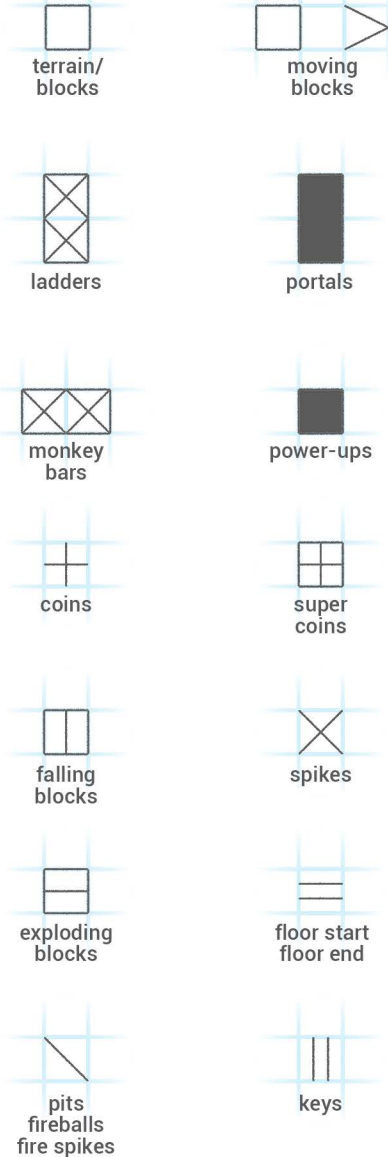
# 5 play and share

Finished creating your level? Save it to your device to play it whenever you want, and publish to the Floors™ Arcade where others can play it too. Every time it's played by someone in the Arcade your play count goes up. You'll know exactly how many people have played your level.



# Creator Elements

Below are the 14 creator elements you'll use to build your levels in Pixel Press Floors™.

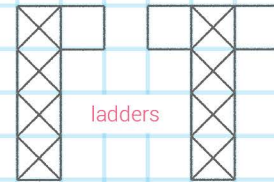


# Creator Elements: How-to

Here's a more in-depth look at each creator element and how to use them.

terrain / blocks

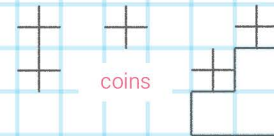
**terrain / blocks / platforms** are the general environment you create for the player to navigate on and through. Terrain can be many shapes and sizes but must follow along the blue grid lines.



**ladders** can be used to reach areas above or below. Can be drawn through terrain and platforms.



**monkey bars** allow the player to "hang" from the ceiling and move. These are useful to avoid hazards.



**coins** can be placed anywhere in your level and players will be challenged to collect them all. Place as many as you like.



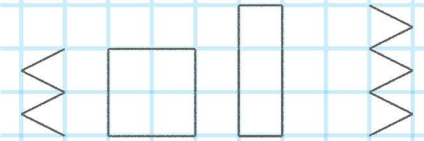
**falling blocks** can be added to any terrain and will fall after the player touches the top of the block.



**exploding blocks** can be added to any terrain and are destroyed by the bomb power-up. Connected blocks explode together.



**pits / fireballs / fire spikes** Falling in a pit will result in the loss of one life and the player will start the floor over. Fireballs and fire spikes can be added to pits. Pits can only be placed between terrain.



moving blocks

**moving blocks** don't have size restrictions but can only have four sides. They can be free-floating or connected to a wall. Use arrows to show where the block is moving.



**portals** let players teleport from one point to another. A portal can only be connected to another portal on the same floor.



**power-ups** can be strategically placed to help the player. You can set power-ups to be a bomb, a jet pack, coin magnet, an more!

*New power-ups can be unlocked through the Pixel Press Floors™ store.*

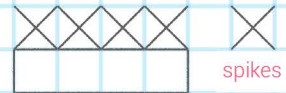
power-up

**super coins** are unique coins, and only one can be placed per floor.



super coin

**spikes** cause health-loss when touched. Spikes can be connected to terrain or free-floating.



**floor start and end points** (optional) are used to define where the player starts and finishes each of the three floors.

*When these are not placed the start and finish are placed at the far left and right, respectively.*



start and end points

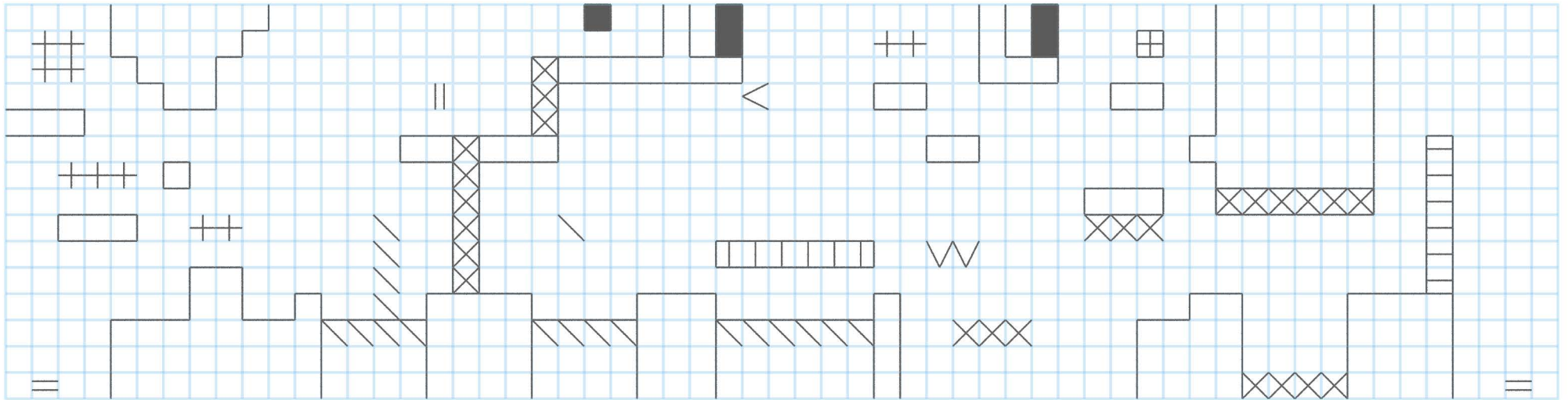
**keys** (optional) when a key is placed, the floor end point will stay locked until the key is collected. Only one key can be placed per floor.



key

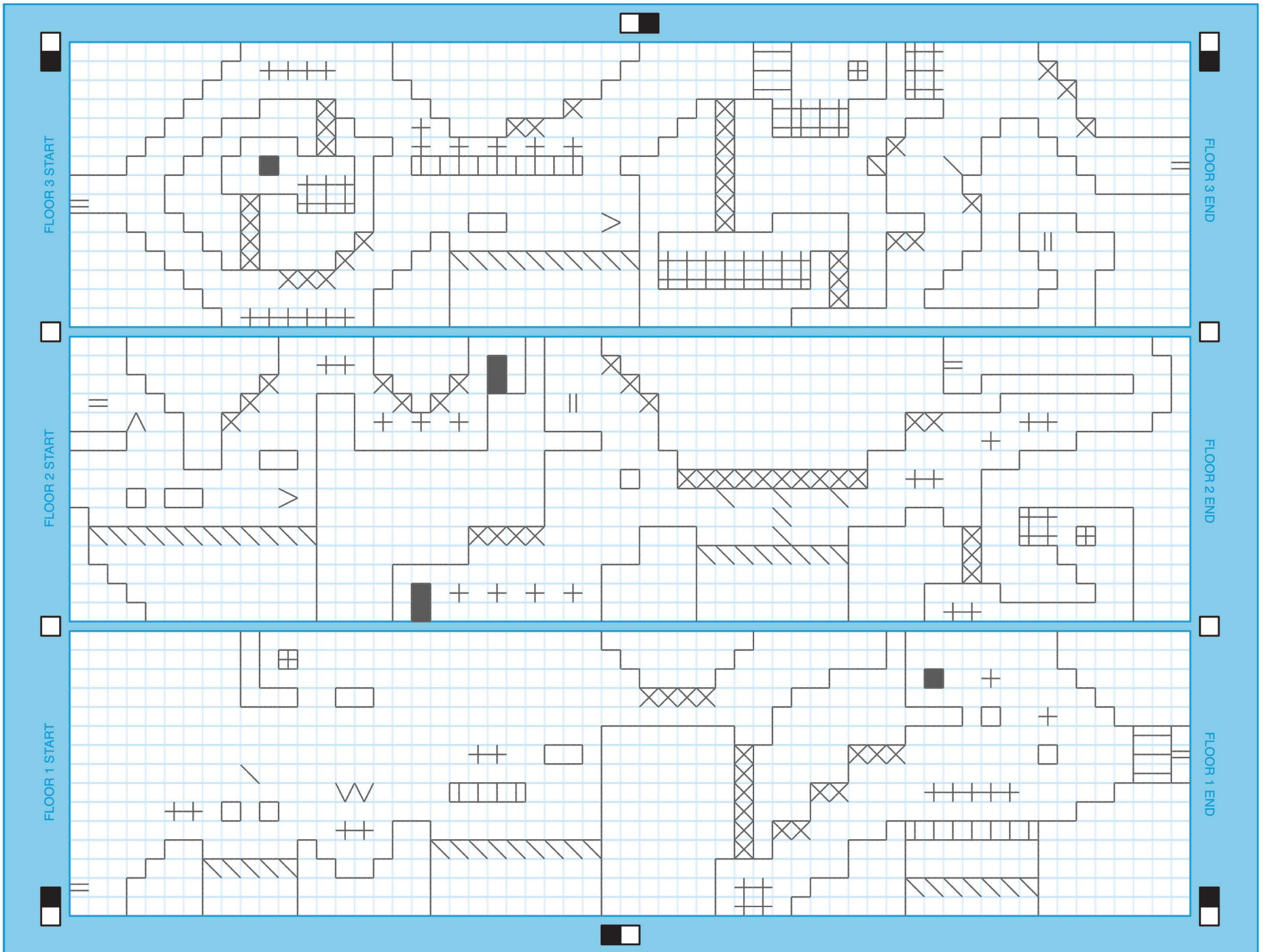


Here's an example of a level using all 14 creator elements



And here's what that level looks like after it's been designed.

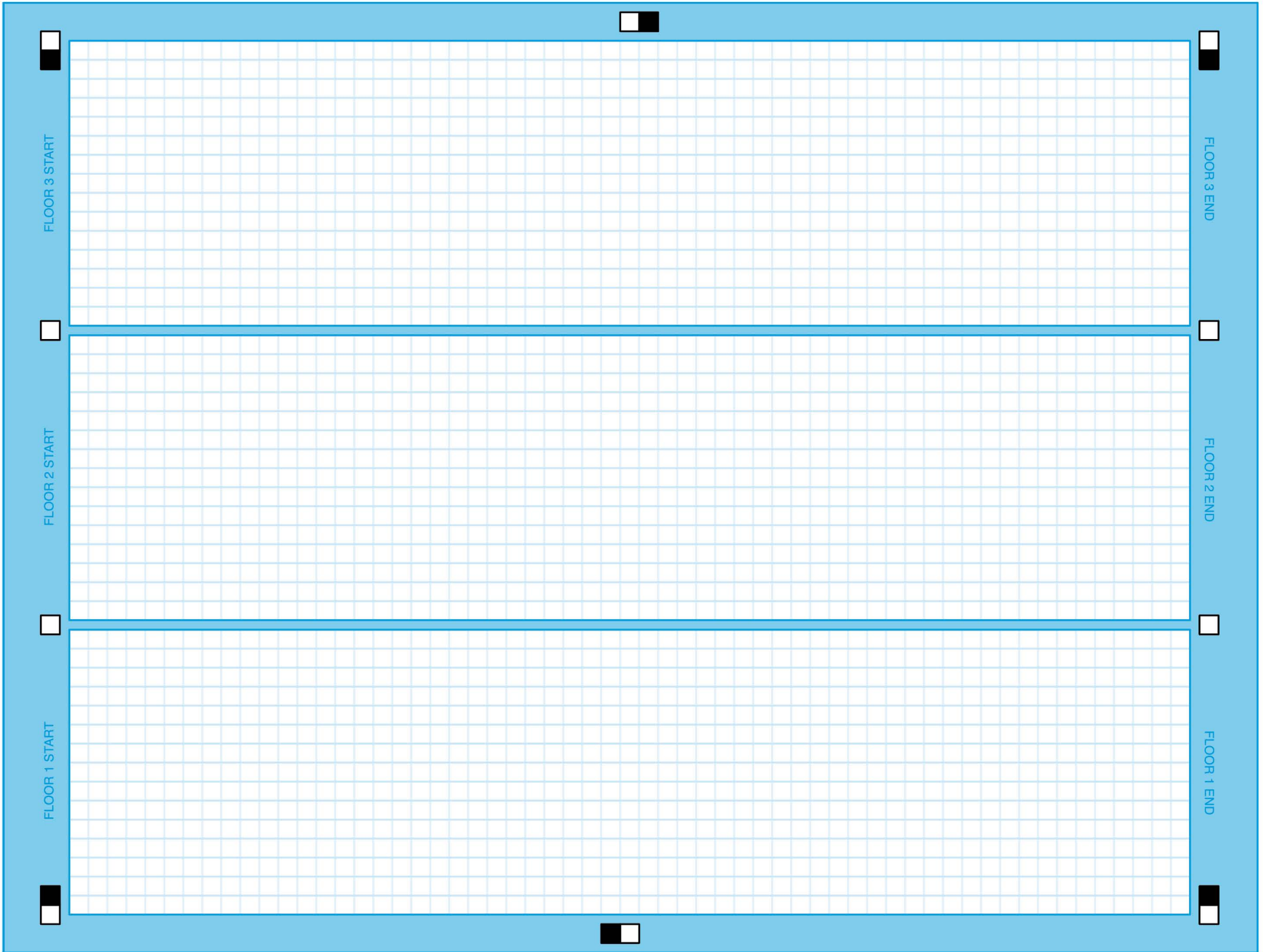




level name **Floors Playable Sample**

creator **Pixel Press**

date



level name

creator

date