



Magic Idols



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Package Description and Contents

Move with Left/Up/Right/Down. Push the Idols towards their final locations (the light).

Coded with ActionScript 3.0

The graphics are courtesy of [Vicki Wenderlich](#) and [Daniel Cook](#). They are free for Commercial Use, with attribution.

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A Description of the Game's Library Items

Let's take a look inside the game file. Open MagicIdols.fla using Flash CS4 or newer. Take a look at the library, usually placed on the right side of the screen. The most important item in the library is **Game**. This is the entire game packed in a single MovieClip.

In addition to this item, there are the following folders:

- **Game > GUI**: holds the texts in screen, icons
- **Game > Instructions**: holds the game instructions
- **Game > Logo**: holds the game logo
- **Game > Player**: holds player graphics
- **Game > Tiles**: holds the level tiles (grass, trees, idols, etc)
- **Game > Win Screen**: holds the win level screen

A Guide on How To Change the Game's Settings

Many of the changes are made by editing the code in the game, for this purpose you must open the file called **Main.as**. Sometimes changes are instead made by editing the library items.

Game area dimensions

Go to - **Modify >> Document... (Ctrl+J)**.

A new window appears. Change the document's dimensions. Click OK.

Double click on the main game object (Game) to edit it, and resize/reposition the game's elements to fit in your new resolution.

Game graphics: Tiles

The game graphics are called "tiles". They are:

- **Walkable tiles:** where the player can walk. Among them:
 - **Goal tiles:** goal position where the player must push the Idols
- **Blocking tiles:** the player can't walk through (i.e: trees, water)

To edit the game tiles you must go to the library and modify the current MovieClip tiles. If you want to edit the "**Walkable tiles**", you should edit the library item **Magic Idols >> Tiles >> Walkable >> tile_mc**. Double click it...

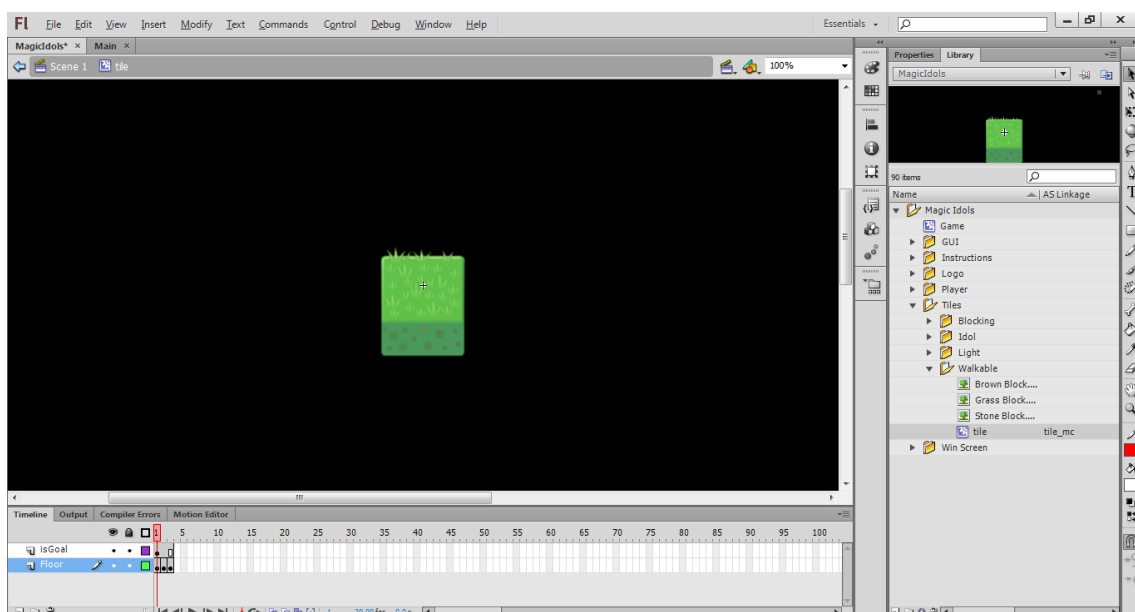


Image 1

In this game we have three available themes: Green Forest, Brown Forest and Sea-Ice.

The **tile_mc** MovieClip has 3 different frames. One for Green Forest (the one on the image 1), and two more for Brown Forest and Sea-Ice.

In case you want to edit this walkable floor and use another image instead, import your new image to the Library and drag it to this current frame, replacing the old green grass.

In case you want to edit the "**Goal Tiles**", you should edit the **tile_mc** (as explained in the previous step). Notice how this MovieClip has 2 layers (Image 1). The first layer contains a NOT visible image. You can now make it visible by (see Image 2):

1. Click the layer "isGoal"
2. Click the transparent image (which is highlighted now)
3. Click Properties tab on the right (next to Library). You should see the name of the MovieClip, which is called "isLight"
4. Find the Property DISPLAY >> Then mark the checkbox "Visible"

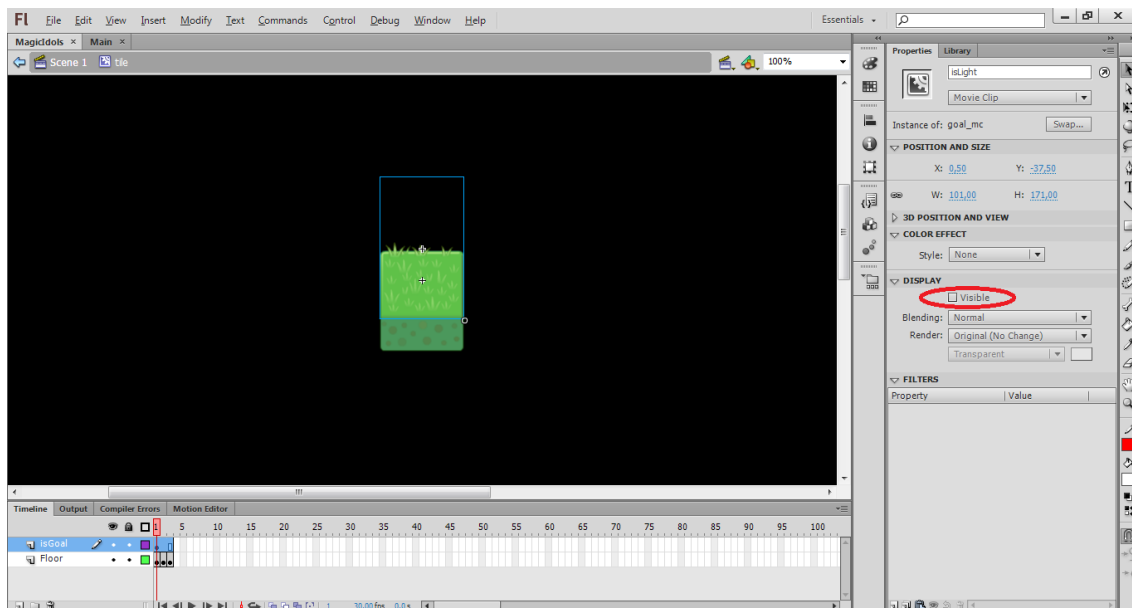


Image 2

You can now modify the Goal Position graphics with your own. You can finally set back "Visible" to NOT visible.

In case you want to modify the **"Blocking Tiles"**, then open the MovieClip called tile_tree, under **Magic Idols >> Tiles >> tile_tree**. You will find it has 3 frames, one for every theme in the game: Green Tree (for Green Forest), Brown Tree (for Brown Forest) and the blocking tile Water (for Sea/Ice theme). You can edit the graphics following the same steps as previously explained.

If you want to edit the **Idols** graphic, then you should double click in the Library the item: **Magic Idols >> Tiles >> Idol >> tile_idol**. Notice how in this case we just used one same idol for all the 3 themes. By the way, we added some Red Eyes to the Idol which will show up every time the Idol is placed in a right goal position.

NOTE:

The tiles can/must also be changed in code (Main.as). You can edit the width/height of the tiles, the number of themes, in which level you should show which theme... Check the following functions:



```
//[F009] Load Level Tiles
```

```
private function loadLevel():void
```

```
//[F010] Add a level tile
```

```
private function addTile(tile:MovieClip, i:int, j:int, isLight:Boolean = false):void
```

If the distance between your tiles is too much or too few, also try Edit >> Find and Replace (Ctl+F)... and find "TILE_W". You will see the following lines. Try changing these two values:

```
private const TILE_W:int = 50;
```

```
private const TILE_H:int = 41;
```

Add new Levels

There are 21 levels. You can add new levels or edit the current levels in the game. TO create your own levels, you should open **Main.as**, then click Edit >> Find and Replace... (Ctl+F)

Then write "LEVELS:" and press Enter. You will see now this:

```
private const LEVELS:Array = [  
    // Level 1  
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0,  
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0,  
    0, 0, 0, T, T, T, T, 0, 0, 0,  
    0, 0, T, g, g, g, g, T, 0, 0,  
    0, 0, T, g, g, L, g, T, 0, 0,  
    0, 0, T, g, l, P, g, T, 0, 0,  
    0, 0, T, g, T, g, g, T, 0, 0,  
    0, 0, 0, T, T, T, T, 0, 0, 0,  
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0,  
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
```



```
// Level 2

[0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, T, T, T, T, T, T, T, 0,
0, 0, T, g, g, g, g, g, T, 0,
0, 0, T, g, L, I, T, g, T, 0,
0, 0, T, g, LI, LI, P, g, T, 0,
0, 0, T, g, g, g, g, g, T, 0,
0, 0, T, T, T, T, T, T, T, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
```

...

Every level has 10 rows per 10 columns. You can use the following values:

0 - no tile

g - grass (WALKABLE tile)

T - Tree (BLOCKED tile)

P - Player (start point)

I - Idol

L - Light (a Goal position for the Idols)

LI - Light + Idol (this means an Idol placed on a Light)

LP - Light + Player (this means the Player placed on a Light)

The order of the levels is important.

Cheat: Win a level by pressing N (Next level)

Edit the code (Main.as), find the function [F013] and remove the "//" from the following lines::



```
case Keyboard.N:

    // Can't move more!

    //stage.removeEventListener(KeyboardEvent.KEY_DOWN, keyDown);

    //stage.removeEventListener(KeyboardEvent.KEY_UP, keyUp);

    //winLevel();

break;
```

It should look now like:

```
case Keyboard.N:

    //Can't move more!

    stage.removeEventListener(KeyboardEvent.KEY_DOWN, keyDown);

    stage.removeEventListener(KeyboardEvent.KEY_UP, keyUp);

    winLevel();

break;
```

VERY USEFUL: In case you want to test your own levels by SKIPPING levels.

Adding your own Logo

Open the library and find the movieclip called your_logo under: Magic Idols >> Logo >> your_logo. Edit the movieclip and use your own images or logos.

Adding a link to your site

Open the code (Main.as) and then Edit >> Find and Replace (Ctrl+F)... A window appears. You should write YOUR_SITE then Enter. The program will jump to the following:

```
private const YOUR_SITE:String = "http://activeden.net/user/duquekarl?ref=duquekarl";
```

Edit the HTML dir and use the url of your site.



It is highly advised, whether you are a designer or a developer to look further into the code and customize it to your pleasing. See what can be improved upon or changed to make this file work better and faster. Don't hesitate to send me suggestions and feedback to duquekarl@gmail.com

or through my profile page at **duquekarl** on the activeden.net market.

Good luck with your modifications!

In case you liked this file, [please rate it!](#) Thank you!





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