

About Gridz:

Version 1.0.1

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Originally released: 14/May/08

Version release: 0/Month/Year

Created by Roguesoft: www.roguesoft.co.uk

Created with Mac GameMaker












Music composed using GarageBand








Playing Custom Levels:

To play custom levels, type “RS” at the title screen. A dialog will appear asking if you want to enable custom levels. If you select yes and click “Play” the game will load custom level data.

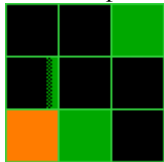
Creating Custom Levels:

Open the “Custom Level Data” folder located within the “Data” folder. Inside there should be 3 text files and a picture file: “Grid Layout”, “StartingX”, “StartingY” and “Grid Picture.jpg”. Edit the “Grid Picture.jpg” file in any graphic editing application and design your grid. When you’ve finished designing it, open the “Grid Layout” text file and write the grid’s layout in code. The leftmost space on the grid has an X value of 1, and the rightmost space has an X value of 13. Similarly, the topmost space has a Y value of 1 and the bottom space has a Y value of 13. Write the grid’s code from left to right, top to bottom, 1 character per grid space. The tile properties are as follows:

- 0 = Empty:  The player slides over these.
- 1 = Wall:  The player can’t slide over these spaces.
- 2 = Win:  The player wins the level when he lands on this space.
- 3 = Sticky:  The player stops sliding when he lands on this space.
- 4 = Door:  Acts like a Wall. (not available in custom levels)
- 5 = Door Key:  Turns the Door space into an Empty space. (not available in custom levels)
- 6 = Up Arrow:  Pushes the player up.
- 7 = Down Arrow:  Pushes the player down.
- 8 = Left Arrow:  Pushes the player left.
- 9 = Right Arrow:  Pushes the player right.
- a = One WayWall-up:  Acts like a Wall when the player is moving down. Acts like an Empty space otherwise.

- b = One WayWall-down:  Acts like a Wall when the player is moving up. Acts like an Empty space otherwise.
- c = One WayWall-left:  Acts like a Wall when the player is moving right. Acts like an Empty space otherwise.
- d = One WayWall-right:  Acts like a Wall when the player is moving left. Acts like an Empty space otherwise.
- e = Teleporter 1:  Teleports the player to Teleporter 2. (not available in custom levels)
- f = Teleporter 2:  Teleports the player to Teleporter 1. (not available in custom levels)
- g = Mirror:  Pushes the player in the opposite direction.
- h = Spin:  Pushes the player in a random direction.

For example, this is how the below grid would be written:



001d00210

The last thing you need to do is set the player's starting position. Open the text file "StartingX" and write the number of the X space you want the player to start on. Remember, the leftmost space on the grid has an X value of 1 and the rightmost space has an X value of 13. When you've finished, open the text file "StartingY" and write the number of the Y space you want the player to start on. After that your level should be good to go.

To have your levels downloadable from the Roguesoft website, email them to dropsilverline@yahoo.co.uk with GRIDZ CUSTOM LEVELS in the subject.