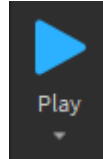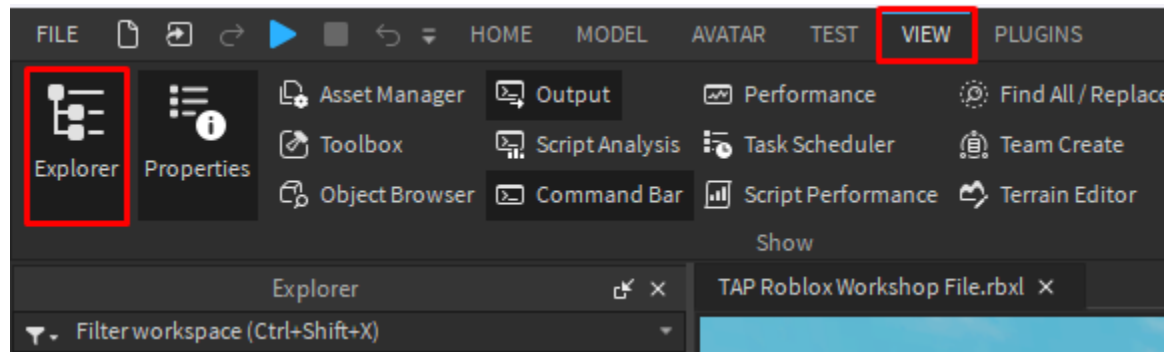# Roblox Workshop Walkthrough
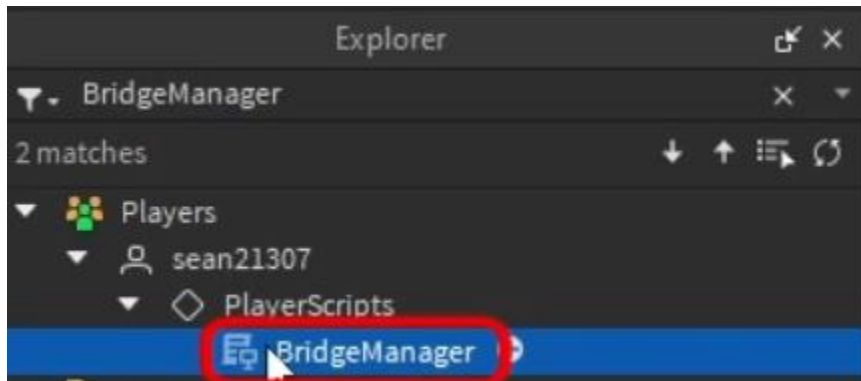
1. Open the "TAP Roblox Workshop File.rbxl" by double clicking
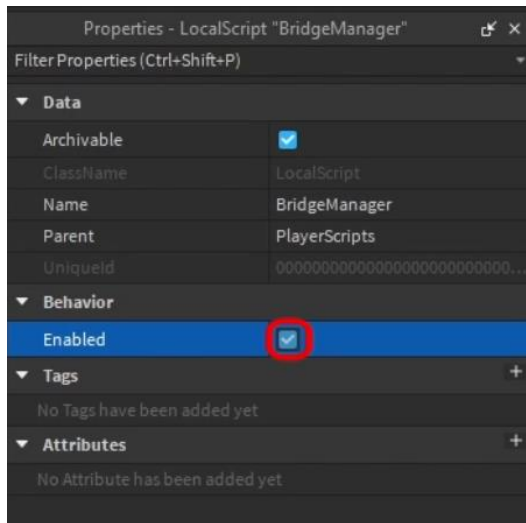2. Click the "Play" button at the top

3. Using the WASD keys to move and Spacebar to jump, traverse across the platforms to get to Stage 2
4. Search for "BridgeManager" in the Explorer's search bar
   a. If the Explorer is not open, click "View" at the top, then click "Explorer"

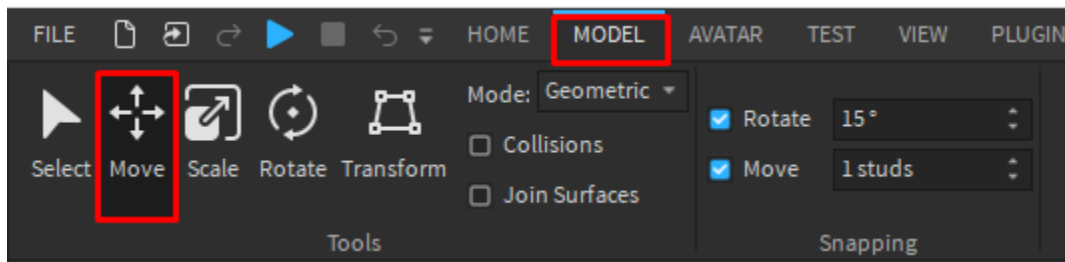5. Click on the first BridgeManager script in the list

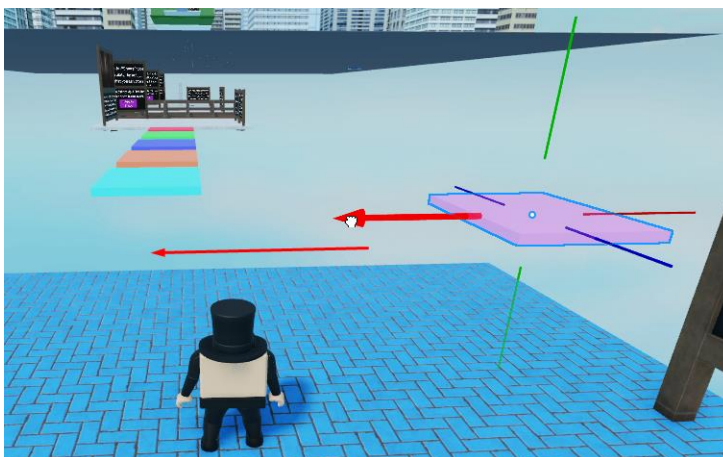6. Go to the properties panel on the right, and check "Enabled,"

7. Walk across the bridge to reach the next stage

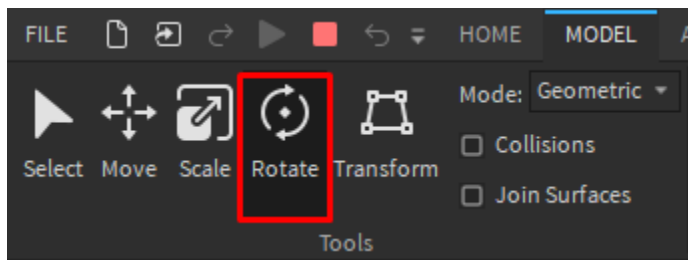8. Click on the "MODEL" tab, then click on the "Move" tool

9. Click on the pink platform, and drag the mouse along the red x axis
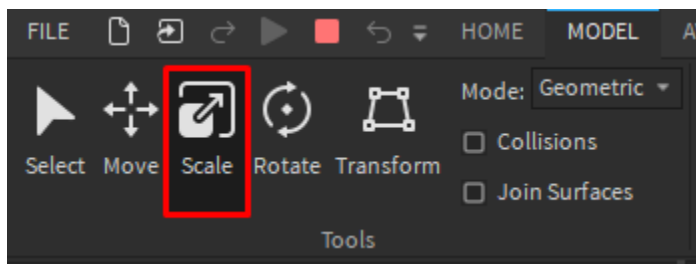

10. Jump across to the next stage

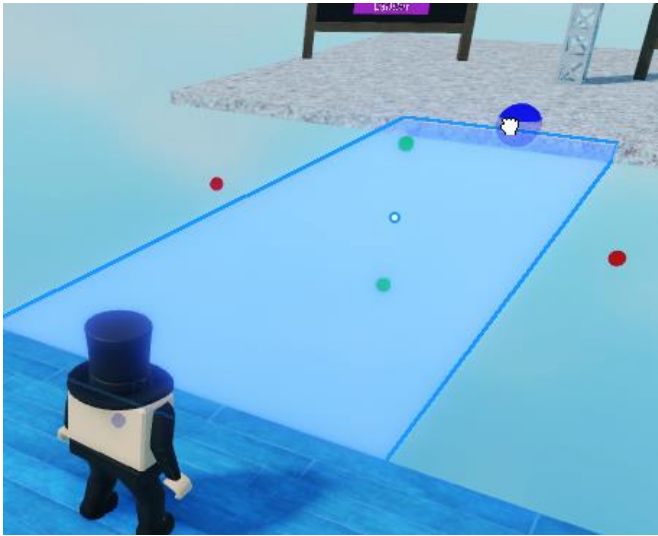11. Click on the "Rotate" tool

12. Click on the bridge, and rotate it 90 degrees along the y axis (green) until it's straight
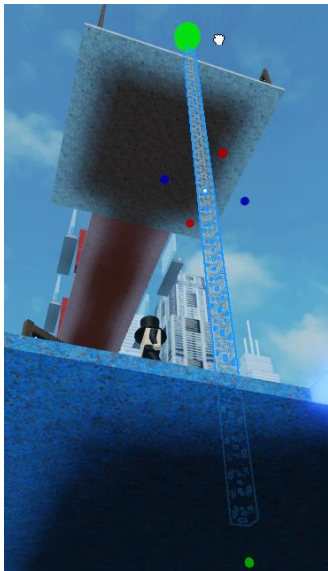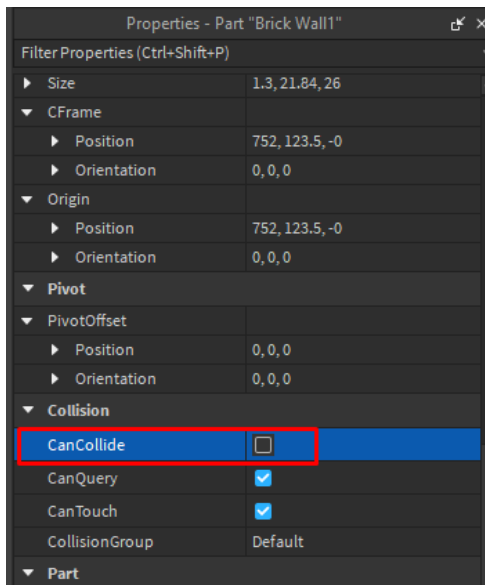

13. Select the scale tool

14. Click the blue platform and scale along the z axis (blue) until it reaches the other side
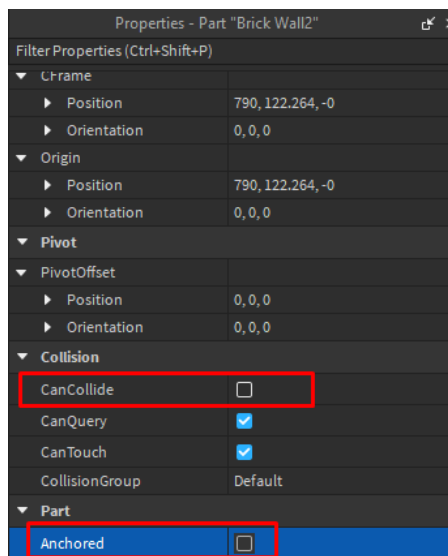

15. Click the ladder, and scale along the y axis (green) until it reaches the top

16. Click on the brick wall, then go to properties on the right and uncheck "CanCollide"
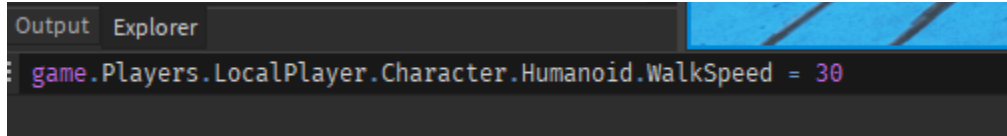

17. Walk through the wall, then click on the second brick wall. Go to properties and uncheck CanCollide and Anchored so that the wall falls through the ground.

18. Click on the final wall and press Backspace or the Delete key to delete it.

19. Click on the command bar that says "Run a command" at the bottom of the screen, and type **"game.Players.LocalPlayer.Character.Humanoid.WalkSpeed = 30"**
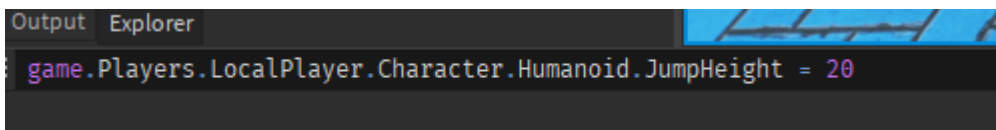

20. Press enter, then run to the next stage.
21. Now type **"game.Players.LocalPlayer.Character.Humanoid.JumpHeight = 20"** and press enter. You should be able to jump over the fences.

22. For the final stage, use WASD to navigate through the maze.