

Self Generating runner

Part 1

- Open stencyl
- In the games menu, click on import game and select part 1 of self generating runner
- Open the actor behaviour behaviour “Player” and the scene behaviour “endlessMap”
- Follow the instructions left in the events.

Part 2

- Import part 2 of Self generating runner
- Open coin behaviour, endless map and interface from the behaviour menus
- Follow the instructions within the events

Part 3

- Import part 3 of Self generating runner
- Open player, startButton, back to menu, endlessMap, finish map and game over map
- Follow the instructions within the events