

Quick reference card

Symbol	Element	I	Tunnel Straight	xl	Straight with 2 Curves	d	Rail clockwise
^	Transparent Level	J	Jumper	xK	Catapult	e	Finish Line
=	Transparent Level small	K	Scoop	xL	Tunnel Pillar	f	Lift Tube Element
—	Base plate	L	Pillar	xM	Dispenser	g	Rail Overlong
o	Ball	M	Magnetic Cannon	xQ	Loop Curve	h	Spiral Curve
	Height elements	N	Volcano	xR	Transfer	i	Spiral In
+	Height Tile small	O	Open Basket	xS	Spinner	j	Spiral Out
1	Height Tile large	P	Splash	xT	Tiptube	l	Rail Long
2	Height Tile x 2	Q	Looping	xV	Vortex 3 in	m	Rail Medium
3	Height Tile x 3	R	Trampoline	xW	2x 2 in 1 left	q	Rail Overlong Slow
4	Height Tile x 4	S	Switch	xX	Straight 3x	r	Angled Base
5	Height Tile x 5	T	Tunnel Curve	xY	2 in 1 left with Curve	s	Rail Short
6	Height Tile x 6	U	Tunnel Switch	xZ	Zipline End	t	Tunnel Vertical
7	Height Tile x 7	V	Vortex	yC	Curve 2x large	u	Drop Rail Convex
8	Height Tile x 8	W	3 in 1	yH	Helix	v	Drop Rail Concave
9	Height Tile x 9	X	Junction	yl	Cross Straight and Curve	xa	Zipline Rail
	Action Tiles	Y	2 in 1	yT	Turntable	xb	Bridge Element
A	Launch Pad	Z	Landing	yV	Splinter	xi	Lift In
B	Balcony	xA	Zipline Start	yW	2x 2 in 1 right	xj	Lift Out
C	Curve	xB	Bridge Tile	yX	3 Curves, 2 cross	xt	Flextube
D	Freefall (Drop)	xC	Curve 3x small	yY	2 in 1 right with Curve		Walls
E	Double Balcony	xD	Dipper		Rails	xl	Wall Long
F	Flipper	xF	Lifter	a	Rail Bernoulli short	xm	Wall Medium
G	Catcher	xG	Base Tile for Inserts	b	Rail Bernoulli	xs	Wall Short
H	Hammer	xH	Spiral	c	Rail counter clockwise		

Line Structure: Position HeightTileDetailOrientation RailDetailDirection BallColorOrientation
Position: RowNumberColumnNumber
Height: Height tile: B, E and xL with Orientation, E (and in rare cases B) with Detail, B with hole number prepended (see above)
Tile and Rail: S, U, xD: [-+], xB: [#BridgeElements], xF: [#LiftElements][OutgoingDirection], xH: [#SpiralElements]
Detail: xV: [CurlOrientation], R: [tile1Orientation][tile2Orientation],
E: [DoubleBalconyNumber], B, xs, xm, xl: [PillarNumber], xt: [OutgoingDirection]
Orientation a-f (see below), Direction for rails like Orientation Freefall
Ball: Color: RGBs

Orientation	a	b	c	d	e	f
Curve						
2 in 1, Switch						
Junction						
Catcher, Freefall (Drop)						
Straight Tile						
Basic Tile						
Balcony						

Orientation	a	b	c	d	e	f
Curve 3x small						
Curve 2x large						
2x 2 in 1 left						
2x 2 in 1 right						
2 in 1 left with Curve						
2 in 1 right with Curve						
Straight 3x						
3 Curves, 2 cross						
Straight with 2 Curves						
Cross Straight and Curve						
Loop Curve						
Vortex 3 in						