1. **print blank sketch sheet**
   Print in color or black and white, or you can buy our sketch kit from projectpixelpress.com. For the best results we recommend using a pencil with an eraser and a small ruler.

2. **sketch your 3-floor-level following these instructions**
   Follow this instruction sheet to learn the creator elements used to create levels. Don’t be afraid to practice. Start with terrain and then add challenges like coins and ladders.

3. **capture a picture of your finished level with the Floors™ app**
   Use the Floors™ app to capture your level design by tapping the “capture” button. Your drawing will be turned into a playable game right before your eyes! Watch for shadows or uneven lighting — they can affect the quality of your capture.

   For the best results, stand directly over your drawing and make sure you hold the device flat (not tilted). Align the border on the screen with the border on your sketch sheet. The camera will automatically take the picture when you have it aligned correctly. If you have problems try moving the camera a bit closer or farther away from the sketch sheet.

4. **design, edit and test your level**
   Once you’ve captured your level, use Floors™ to design it, test it, and even edit and enhance it using our draw-in-app tool. Remember, you’re creating a video game so be sure to test it a lot. Don’t be afraid to experiment and take your time to get it right.

5. **play and share**
   Finished creating your level? Save it to your device to play it whenever you want, and publish to the Floors™ Arcade where others can play it too. Every time it’s played by someone in the Arcade your play count goes up. You’ll know exactly how many people have played your level.

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**You can draw it, but can you beat it?**

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For more help visit support.projectpixelpress.com | v7.0
Creator Elements

Below are the 14 creator elements you’ll use to build your levels in Pixel Press Floors™.

- **terrain/blocks**
- **moving blocks**
- **ladders**
- **portals**
- **monkey bars**
- **power-ups**
- **coins**
- **super coins**
- **falling blocks**
- **explosive blocks**
- **pit/fireballs/fire spikes**
- **floor start/floor end**
- **keys**

Creator Elements: How-to

Here’s a more in-depth look at each creator element and how to use them.

- **terrain/blocks** are the general environment you create for the player to navigate on and through. Terrain can be many shapes and sizes but must follow along the blue grid lines.
- **moving blocks** don’t have size restrictions but can only have four sides. They can be free-floating or connected to a wall. Use arrows to show where the block is moving.
- **portals** let players teleport from one point to another. A portal can only be connected to another portal on the same floor.
- **power-ups** can be strategically placed to help the player. You can set power-ups to be a bomb, a jet pack, coin magnet, an more!
  New power-ups can be unlocked through the Pixel Press Floors™ store.
- **super coins** are unique coins, and only one can be placed per floor.
- **spikes** cause health loss when touched. Spikes can be connected to terrain or free-floating.
- **floor start and end points** (optional) are used to define where the player starts and finishes each of the three floors.
  When these are not placed the start and finish are placed at the far left and right, respectively.
- **keys** (optional) when a key is placed, the floor end point will stay locked until the key is collected. Only one key can be placed per floor.
Here's an example of a level using all 14 creator elements.

And here's what that level looks like after it's been designed.