

## About Gridz:

Version 1.0.0

Started: 1/Oct/07

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Created by Roguesoft

Created with Mac GameMaker

Music composed using GarageBand

Check out [www.roguesoft.co.uk](http://www.roguesoft.co.uk) for more Mac GameMaker stuff.

## 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 space.

1 = wall.

2 = win space.

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



000010200

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](mailto:dropsilverline@yahoo.co.uk) with GRIDZ CUSTOM LEVELS in the subject.