

1. Enter a name for your level.

Start a new level

Ready to start creating a new level? Choose a level name to get started! Be creative!

Level Name

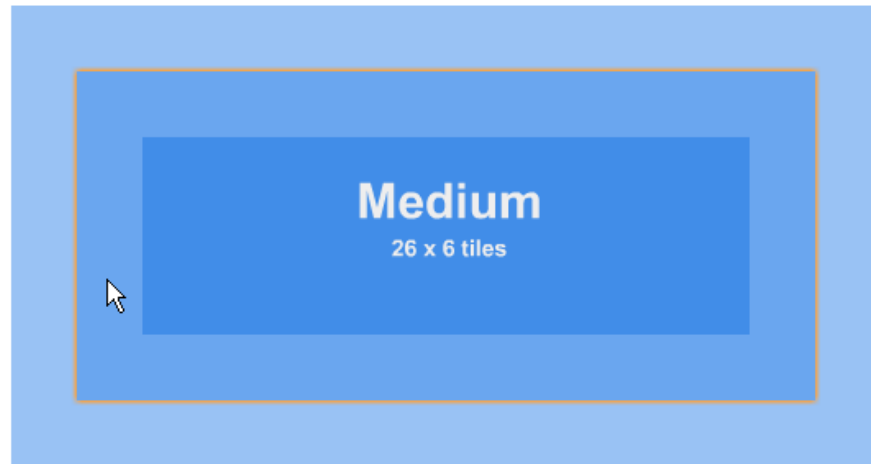
Start creating...



2. Select the Map size by clicking on one of the three blue rectangles.

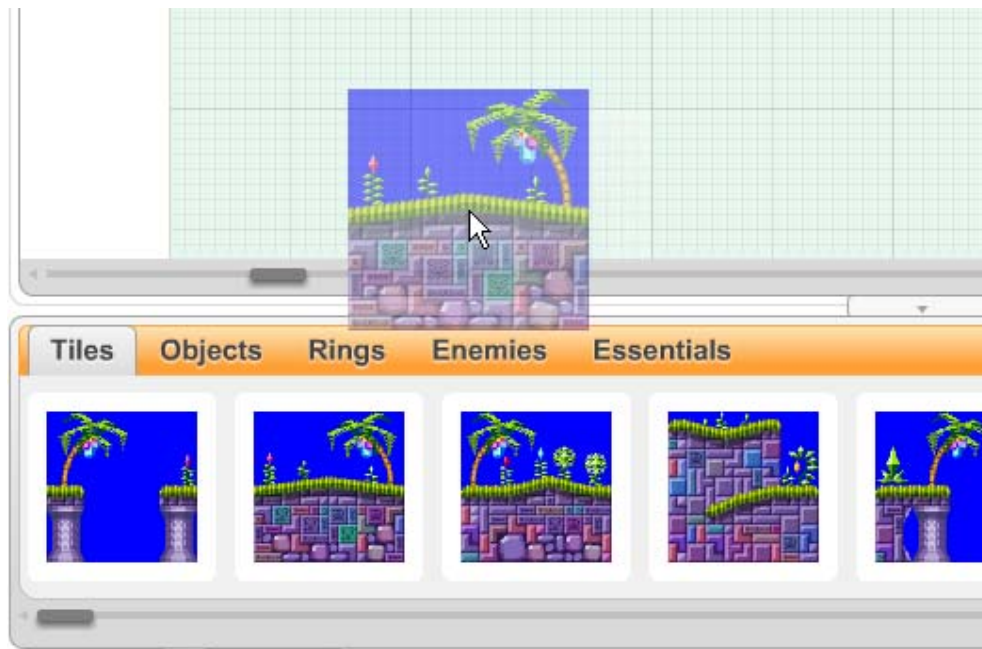
Select Map Size

Select the size of Map you would like to create.

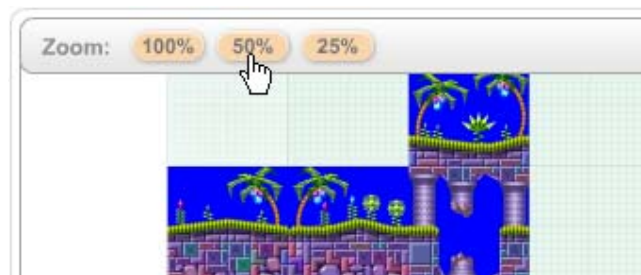


3. To build your level structure, click on the tiles in the toolbar and drag them onto the grid. The tiles automatically snap into place when dropped into the level.

You can view all of the available tiles by using the scrollbar at the bottom of the screen.



4. It's possible to zoom in and out of the map using the 'Zoom' buttons at the top left of the screen.



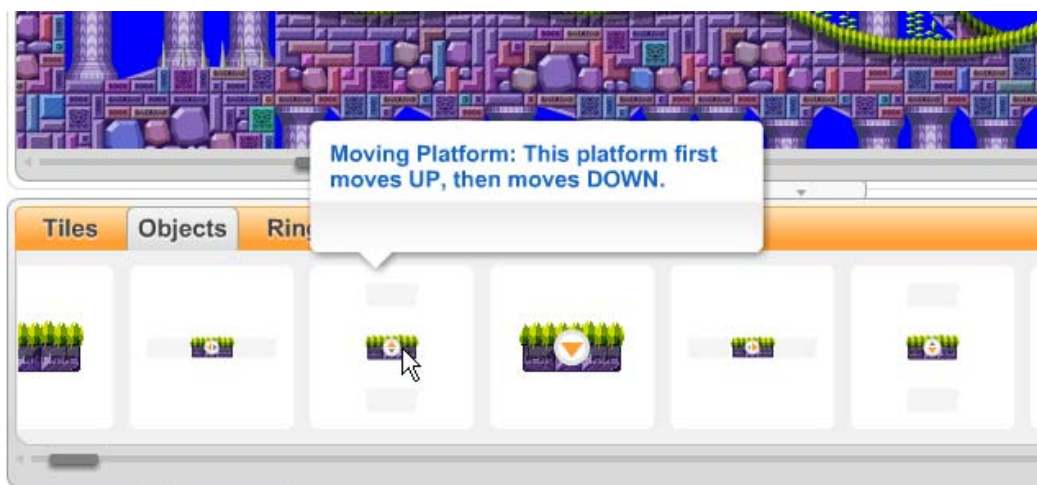
5. Scroll around the map by dragging the scrollbars on the bottom and right hand side of the grid. Alternatively, you can drag the map by holding down the Space bar and clicking anywhere on the grid (note: dragging is not available in Full Screen mode).



6. You can delete any tile or object on the map by selecting it and clicking the grey cross in the top right. It's also possible to move any tile simply by clicking on it and dragging it to another area on the grid.



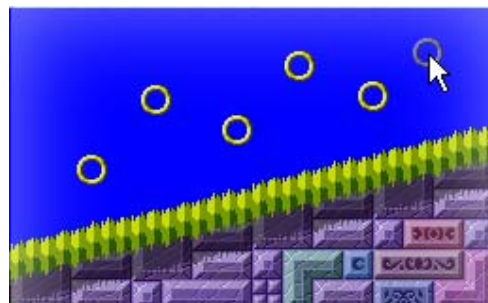
7. Click the Objects tab to view all available objects. Highlight any object for a brief description of its behaviour.



8. Simply drag any object from the toolbar to the grid to place it in your level.



9. By holding down the Ctrl key, clicking on an object and dragging it to another location, you can quickly create a copy of any object or tile on the grid.



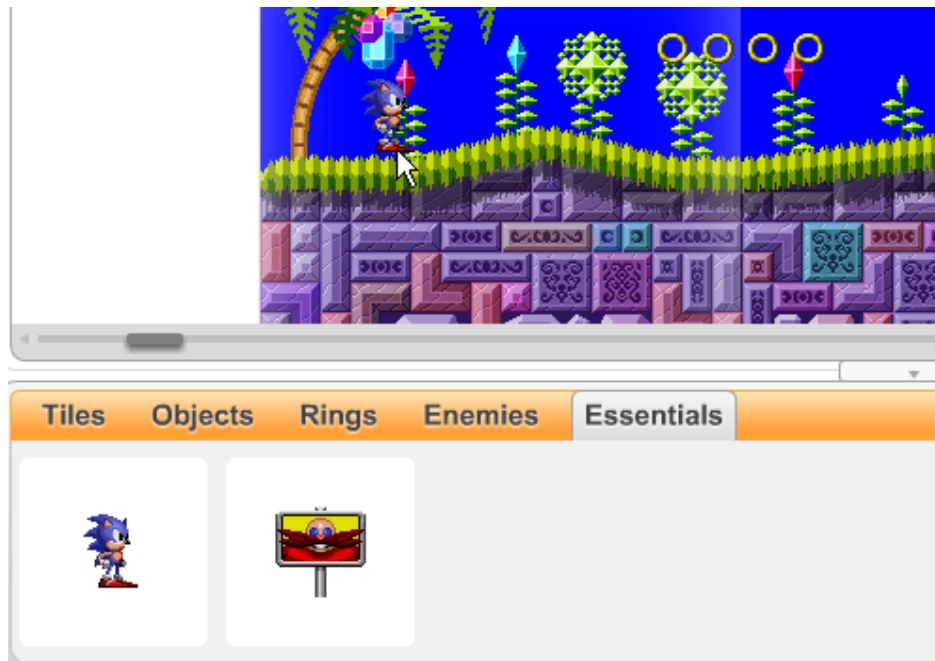
10. You can place a maximum of 7 objects within a single tile; keep an eye on the Object Counter at the top right to see how many objects you've used.



11. If you want to clear your level and start again, you can do so by clicking the X icon in the top right of the screen. Be careful though; you won't be able to undo this afterwards!



12. Don't forget to place a Sonic Placer and Sign Post from the Essentials tab! You won't be able to test the level without them. The Sonic Placer determines Sonic's starting position, and the Sign Post signifies the end of the level.



13. Click the Test Level button to test your game.



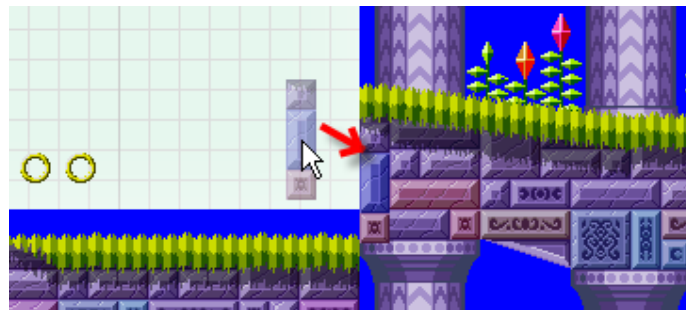
14. Now you can play through your level! When you reach the Sign Post and complete the level, you will be able to publish it to the website for others to enjoy. Once it's been published you won't be able to make any changes, so make sure you're happy with the layout!

TIPS

1. Sonic levels are known for having branching paths! For a more interesting level, try to create multiple routes for Sonic to use.



2. The Solid Wall objects are useful for blocking off walls that would normally allow Sonic to run straight through. Simply place the wall object at the end of a wall that you'd like to be solid.



3. In the Enemies tab, you can find a number of the evil badnik robots from the original Sonic the Hedgehog game! These robots all behave differently, so you can highlight them for brief description of how they will move in the game.

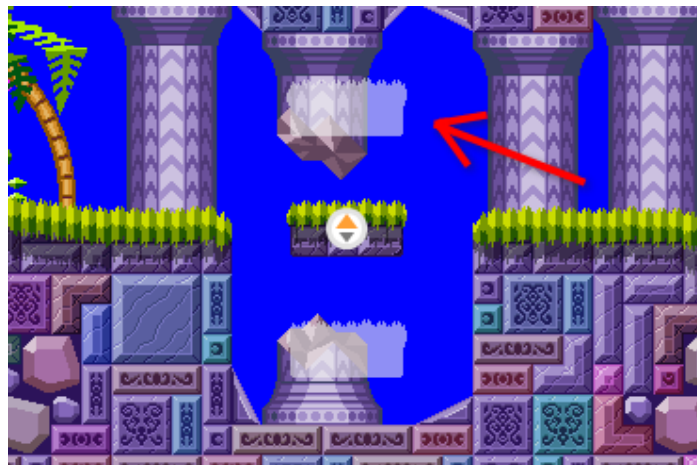
Think about how the badniks will move when you're placing them on the tiles, as some badniks may behave oddly when they're placed in certain positions! For example, ground-based badniks will probably move more predictably when they are positioned close to the ground, rather than in the air.



4. When placing objects, consider how they will compliment any other tiles or objects they are close to. It's good to experiment, but keep in mind that you may see some unusual behaviour if objects conflict with one another!



5. In the Level Creator, each of the moving platforms have grey marks that illustrate the range of movement. Use these to see how far the platforms are going to move in the level.



6. The Star Posts are used as restart points; if Sonic touches one of these, it means that he'll restart from this point if he dies, rather than having to start from the beginning of the level. It might be helpful to the player if you place one of these before a particularly tricky part!



7. If you want inspiration for good level designs, look no further than the original Sonic the Hedgehog games-- you can play these games right here on PlaySEGA!