

Designer

Design your own level sets for *BOXES III* - **for experienced users only**. This designer assumes you understand all game items and features.

(NOTE: *BOXES III* is extremely unforgiving when it encounters a level design error!)

[To Design a New Set](#)

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NOTE: This is the same program the game wizards at [DynoTech Software](#) use to create levels for *BOXES III*. You may distribute the levels you create (royalty free), but you **may not** distribute the *BOXES III* game.

Design a New Set:

- 1) Use mouse (click right button) to select game item to place object on playing field grid. Repeat with each game item you want to display on the level.
- 2) Select "eraser" game item to delete piece on playing field grid.
- 3) Set speed and pitfalls (stones, metal, replicators, antigravity boxes, and blackout screens) for the level. Default speed is "Slow." Default for pitfalls is "Off" for all pitfalls.
- 4) When level is complete, continue to next level (can make a total of 50 levels per set). Make sure you put at least one crate on each level. If no crates are present on a level, *BOXES III* will assume your set is complete and end the game.
- 5) When set is complete, save your set ("Levels" menu) and start a new set or exit. You can make up to 50 levels per set (a set contains 1-50 levels). You may make and save as many sets as you like.

Modify an Existing Set:

- 1)** Select "Load Level Set" from "Levels" Menu.
- 2)** Modify playing area.
- 3)** Save level.

Tips for Designing Levels:

- 1) Test your levels to make sure you can beat them before giving to anyone else.
- 2) Make sure you leave enough room above crates to clear the crate (generally at least five blank spaces).
- 3) Bombs do not appear before level three. Be careful where you place stones and metal on the playing field on the first two levels (e.g. *If you place a stone on top of a crate, you will not be able to beat the level*).
- 4) Complete levels in order before saving set. Use "goto level" option only to edit a level on a completed set.
- 5) Practice with all options before sharing your level sets with others. Your levels may be distributed royalty-free, but do not distribute a copy of the *BOXES III* game with your levels.
- 6) **SAVE FREQUENTLY!**

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