

**BGLevEd**

<b>COLLABORATORS</b>
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# Chapter 1

## BGLvEd

### 1.1 BGLvEd

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Version 1.20 (3.9.1994)

Introduction

How to edit

History

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### 1.2 Introduction

This is a freely distributable level editor for the Balder's Grove game. It hasn't got any advanced functions, but on the other hand it is pretty simple to use, and I think it fulfills its purpose.

You can make new levels or edit old ones. You can't, however, test your levels from the editor. To do this, save the level, start the game, turn on practice mode and select the level you just saved.

### 1.3 How to edit

This editor has some similarities to a painting program. The levels are painted on the edit screen using the mouse. In front of and below the edit screen is a small screen located. The left part of this screen contains the palette consisting of 13 squares. They are from left to right:

Ring, runestone, bush, empty square, fence, expanding fence, magic fence, stocks, thorshammer, snake, berserk, entrance, exit.

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For more information about these, see Balder'sGrove.guide.

Select a square by clicking the mouse. If you have selected the ring, the runestone, the snake or the berserk and you select it again, it will rotate 90 degrees.

After selecting a square, move the mousepointer to the edit screen and place the square at the desired place by clicking. You can choose any place you want excluding the border. At the border only stocks, the entrances and the exits can be placed.

Starting with V1.20 you can and must place entrances and exits for both players. You select the entrance for player two by clicking at the gadget with the entrance twice. The number two (2) will appear at the entrance and you can now place it (almost) wherever you like. The only rule is that the two entrances must not be separated by more than 18 squares horizontally and 10 squares vertically. All this applies for the exits too, except that there is no limit in distance between two exits.

When you play a game in one player mode the entrance and the exit for player two will be replaced by stocks. Remember this so that you don't make levels that are solvable only in two player mode.

There can't be more than one entrance and one exit for each player on the screen at the same time. To delete an entrance or an exit, simply cover it with another square. Use stocks if it is placed at the border.

All gadgets to the right of the palette, except for the RND-gadget, pop up requesters. The NEW-, LOAD- and QUIT-gadgets also give you a warning if you haven't saved the level you are editing.

RND Places 20 pieces of the current selected square randomly on the screen. Will not work when the entrance or the exit is selected.

SET Allows you to set some important parameters for this level: the maximal time for completing the level, the number of rings to collect before the exit will open, the value of each ring and the duration of the magic fence.

NEW Guess what this one does? Right, it gives you a new fresh level or an intermission filled with the current selected square, except when you have picked the entrance or the exit. Then it uses bushes.

LOAD Loads a level or an intermission from the Level directory in the current directory.

SAVE Saves a level or an intermission to the Level directory. To be able to save a level you must have placed the entrance and the exit for both players.

QUIT Exits the level editor.

I don't think there is more to say. Use your imagination and your logic sense when designing levels. Remember that anything produced by the level

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editor is public domain, so you are welcome to modify the levels that come with this package. You can also send your levels to me if you like, all contributions are welcome.

## 1.4 History

V1.20 Support for two player mode added.

V1.1 The editor now works with NTSC-amigas too.

V1.0 First release.

## 1.5 How to contact me

Morgan Antonsson  
Litsleby 2  
S-457 93 Tanumshede  
SWEDEN

EMAIL: [d0antmo@dtek.chalmers.se](mailto:d0antmo@dtek.chalmers.se)

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