WormWorld Editor Help

(see <u>Important Notice</u>)

General Help

<u>Making Levels</u>

The Editor

<u>Placing and Erasing Blocks</u>
<u>Setting the number of Worm Command Blocks</u>
<u>Loading and saving levels</u>

Important Notice

This is NOT the full level editor.   You cannot save your creations, although you can load and play around with existing ones.   You can distribute this program, as long as it is with all of the other WormWorld files. To obtain a full level editor, see the dialog box which appears upon closing the main WormWorld program.

Making Levels

To make a new level, follow these instructions.

1.)   <u>Place your blocks</u> on the screen.
2.)   Place a worm block on the screen.
3.)   Make sure there is at least one exit on your level (note that there can be more than one exit).
4.)   Set how many <u>worm command blocks</u> you want the player to have.
5.)   <u>Save</u> your level using the File menu.
6.)   <u>Load</u> your level into the main WormWorld program and test it.
7.)   Change your level and re-test it.

Notes on making levels

Your levels must be possible.   WormWorld is designed as a game with a mixture of thinking and arcade action, with the emphasis on thinking.   A level is more enjoyable if it is not frustrating, and doesn't require lightening-quick mouse actions.   The level needs an overall theme, instead of being just a set of connected puzzles.

Placing and Erasing Blocks

To place a block on the screen, click on the appropriate block icon under the editor screen.   The icon will be inversed to show it is selected. You can now click anywhere with the left mouse button on the editor screen to place the block.   If you want to draw multiple blocks, keep the left mouse button down and drag the pointer across the screen.

To erase a block, click on the block you wish to erase with your right mouse button.   You can hold down the button to erase multiple blocks.

Setting the Number of Worm Command Blocks

Setting the number of worm command blocks determines how many command blocks the player has in your level.   To set the number of command blocks, click on the Set Worm Commands item in the Options menu.

A dialog box will appear.   There are three fields, Bridge, Anti-Grav, and Stop.   Each of these has a number.   Change these numbers to assign a certain number of command blocks to the player.   Press OK to confirm your changes, or press Cancel to keep the settings as they were.

Don't forget to <u>save</u> your level.

Loading and Saving Levels

To Load a Level

(i)   Go to the File menu
(ii)   Select Open
(iii)   Change directories in the dialog box as necessary to find your level
(iv)   Double-click on your level name

You cannot save your levels in this version of WormWorld.   To obtain a copy of WormWorld with a saving editor, see the dialog box after exiting the main WormWorld program.