

# Roller - Level Editor Guide

This is the official guide to the ***Roller Level Editor***! This is a WIP, so things might change a lot and new stuff will constantly be added. If you have any problems or questions with your levels, you can always @ me!

Thank you @PixelDoodle, @Sarge, and @InvalidProject for helping me with the game!

## RULES

- **Make sure your level is possible**
- **Never create new tiles/blocks**
- **Ground** has to look like this:



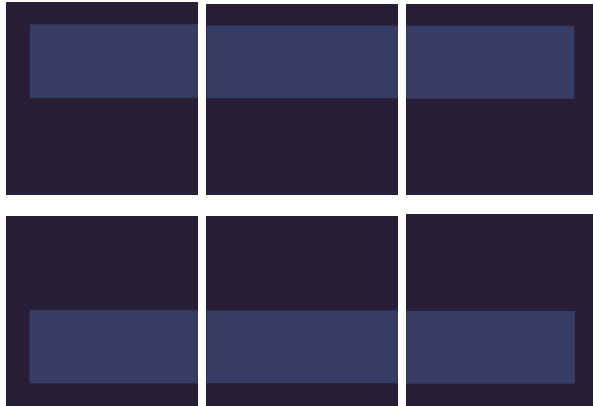
- Your level's width needs to be **15 tiles**

- **Top & Bottom Ground** need to be the **same color theme** (you cannot use **Colors**)
- **Ground** cannot be used for gameplay/decoration
- **Ground** cannot be deleted
- There can only be one **coin**
- You cannot use **finish line** and animation tiles as decoration  
*EX: **Speed Portal** animation tile*

## BLOCKS



Red - Orange - Yellow - Green - Dark Green - Dark Blue  
Blue - Grey - Light Blue - Purple - Pink - White  
Dark Grey - Navy

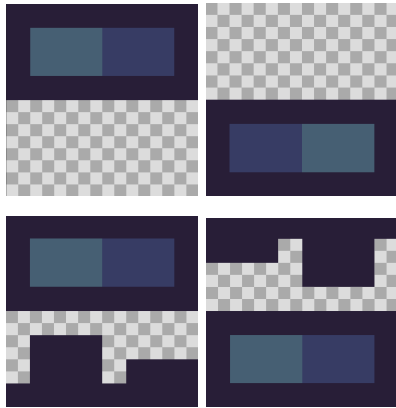


**Left - Middle - Right**

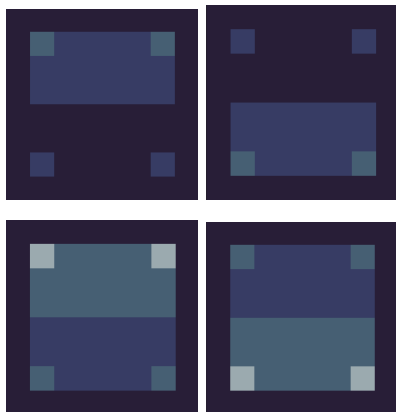
Upside-Down **Left** - Upside-Down **Middle** - Upside-Down **Right**



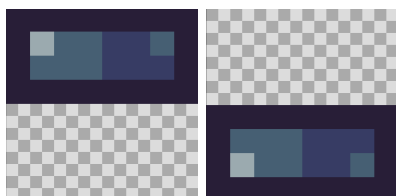
**Block**

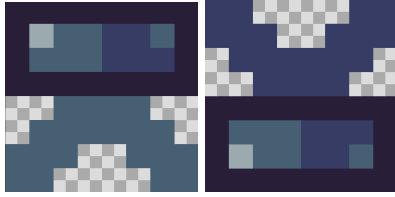


**Slab** - Upside-Down **Slab** - **Slab w/ Spikes** - Upside-Down **Slab w/ Spikes**



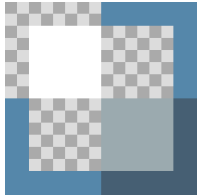
**Steel Block** - Upside-Down **Steel Block**  
**Light Steel Block** - Upside-Down **Light Steel Block**



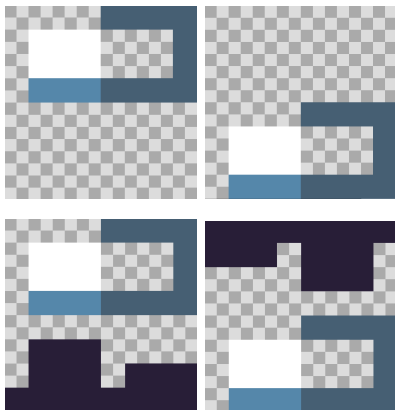


**Steel Slab** - Upside-Down **Steel Slab**

**Steel Slab w/ Scaffolding** - Upside-Down **Steel Slab w/ Scaffolding**



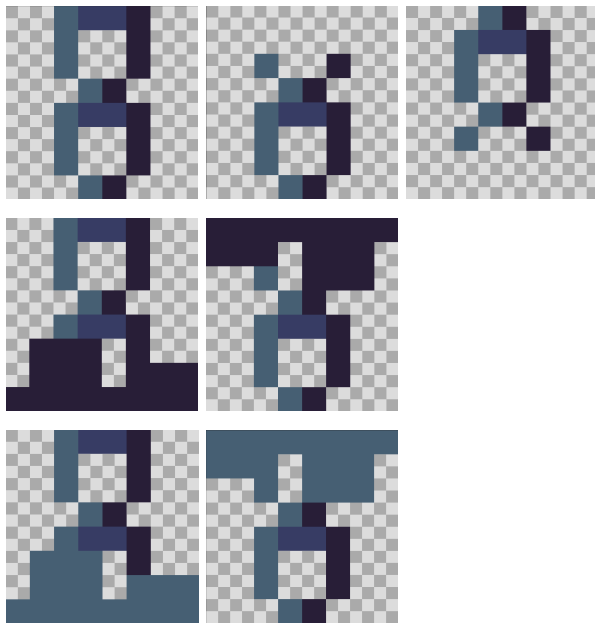
**Glass Block**



**Glass Slab** - Upside-Down **Glass Slab**

**Glass Slab w/ Spikes** - Upside-Down **Glass Slab w/ Spikes**

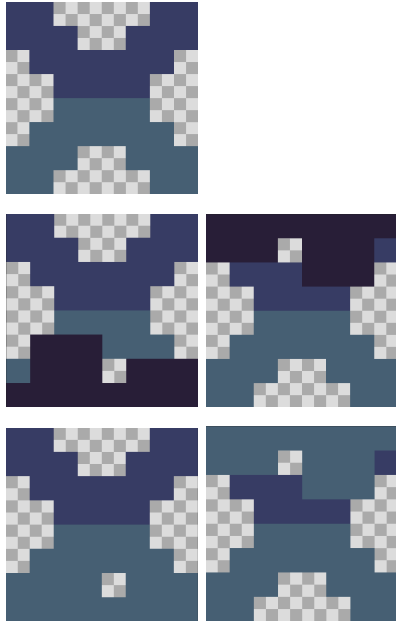
# DECORATION



**Chain** - **Cut Chain** - Upside-Down **Cut Chain**

**Chain w/ Spikes** - **Chain w/ Upside-Down Spikes**

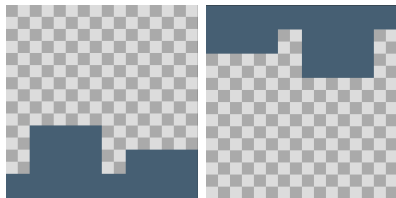
**Chain w/ Fake Spikes** - **Chain w/ Upside-Down Fake Spikes**



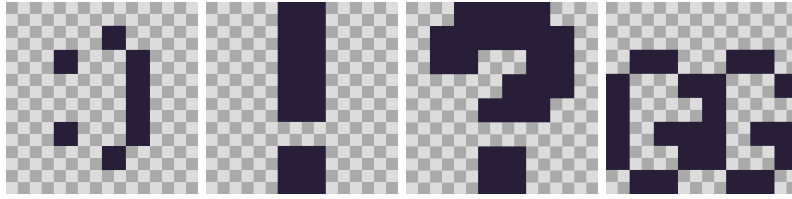
**Scaffolding**

**Scaffolding w/ Spikes - Scaffolding w/ Upside-Down Spikes**

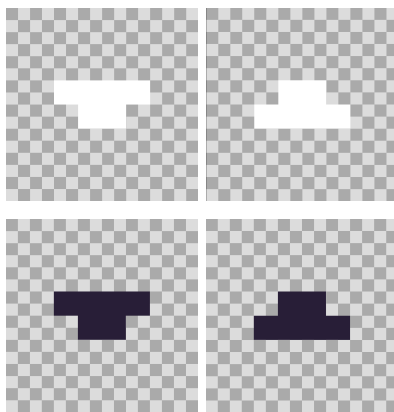
**Scaffolding w/ Fake Spikes - Scaffolding w/ Upside-Down Fake Spikes**



**Fake Spikes - Upside-Down Fake Spikes**



:) - ! - ? - GG

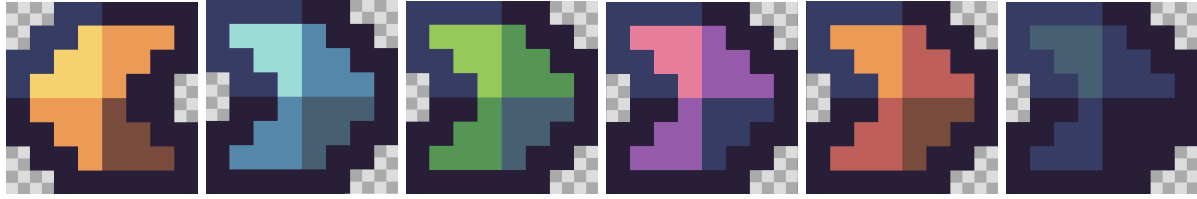


**White Arrow** - Upside-Down **White Arrow**

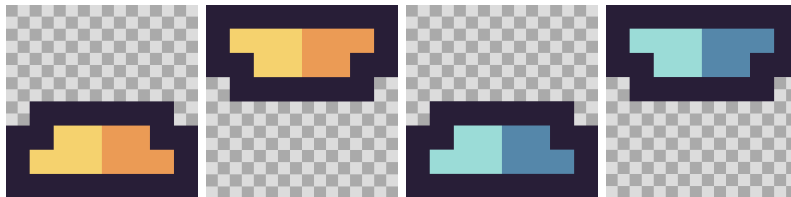
**Black Arrow** - Upside-Down **Black Arrow**

# MISCELLANEOUS



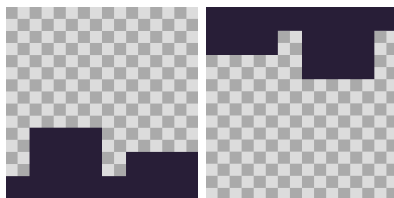


Slow **Speed** - Normal **Speed** - x2 **Speed** - x3 **Speed** - x4 **Speed**



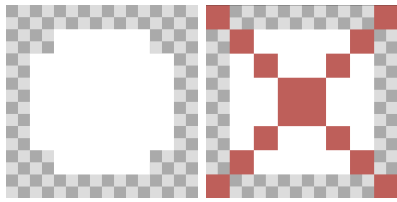
**Jump Pad** - Upside-Down **Jump Pad**  
**Shift Pad** - Upside-Down **Shift Pad**

# OBSTACLES

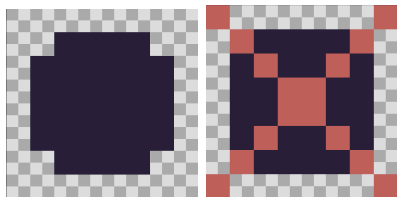


**Spikes** - Upside-Down **Spikes**

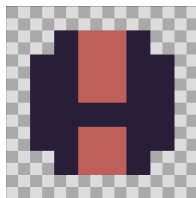
# TRIGGERS



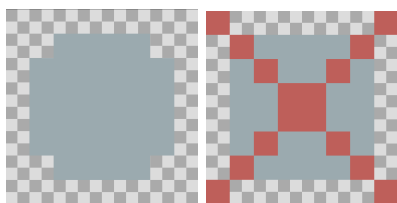
Fade to White From Normal - Fade to Normal From White



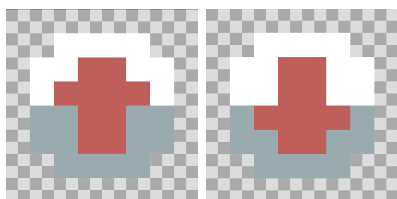
Fade to Black From Normal - Fade to Normal From Black



Shake Screen

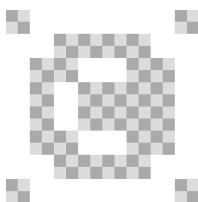


Fade to Grayscale From Normal - Fade to Normal From Grayscale



Brighten - Unbrighten

## Coin Placer



Coin in Location

# VERSIONS

<https://arcade.makecode.com/S88616-64531-35686-92280>

<https://arcade.makecode.com/S42361-64064-36915-41737>

<https://arcade.makecode.com/S11622-71226-40040-96075>

<https://arcade.makecode.com/S98845-12994-53271-98186>

<https://arcade.makecode.com/S98845-12994-53271-98186>

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<https://arcade.makecode.com/S98845-12994-53271-98186>

Latest Version: <https://arcade.makecode.com/S33339-47474-34167-15127>

# ***ROLLER - CHAINLOCK***

**by @InvalidProject** (unofficial spinoff)

<https://arcade.makecode.com/S79876-13574-91563-73199>