

Overview

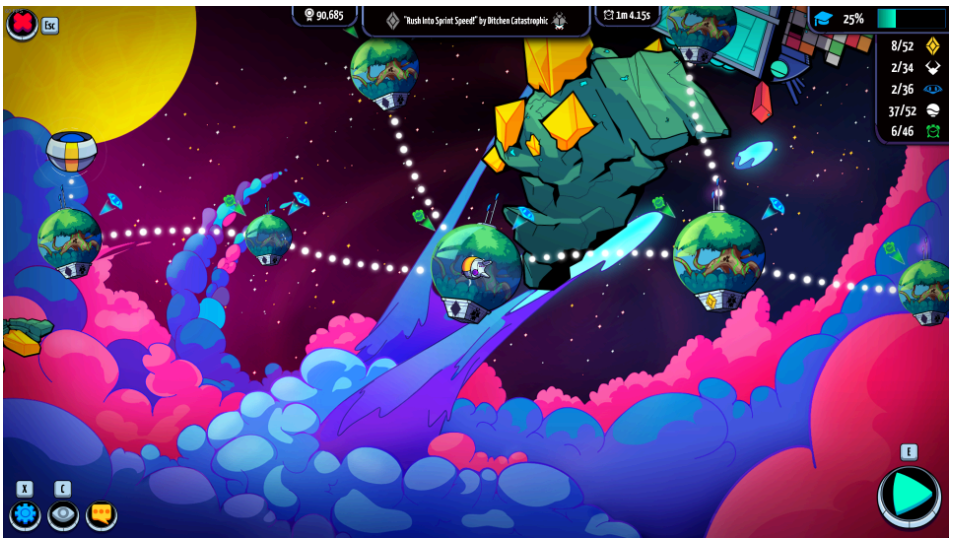
This new community-made campaign is a **challenging and diverse sequel** to the official campaign of Levelhead.

It consists of **52 levels** by 32 creators and can be played via a **mod (PC)** or **web app (any platform)**.

Watch the **trailer** here.

Mod (PC)

The mod requires some careful installation steps, but it offers the best experience of playing an **actual Levelhead campaign**.



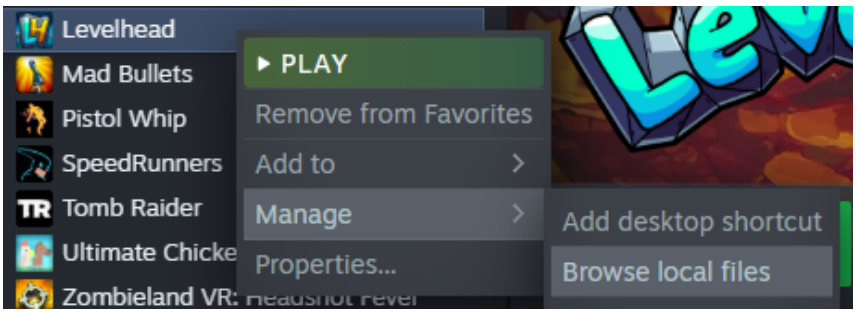
The game loads campaign data from a file with a certain name. The mod is installed by **replacing the original file** with a new one and giving it the same name.

Precautions

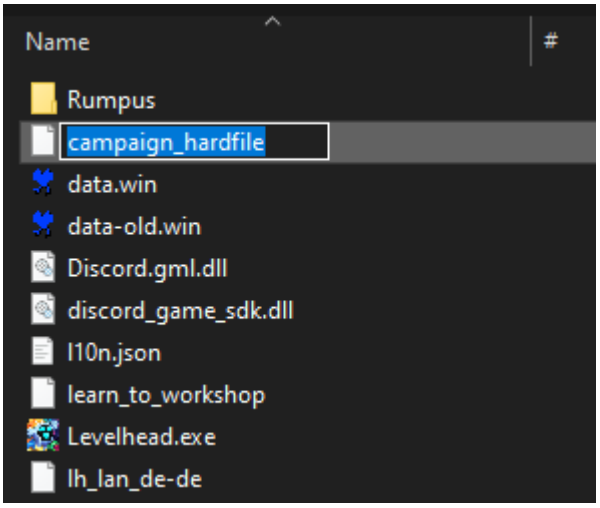
- **Always use a guest account** when playing the community campaign, because otherwise some progress saving issues can occur!
- Only perform file actions while the game is **not running**.
- If you want to be extra-safe, make a backup copy of your user's progress file: `C:\Users\<Computerusername>\AppData\Local\PlatformerBuilder\UserData\<Levelheadusercode>\save_data`

Installation

1. Find the game's folder where the executable is contained along with other files. If you use Steam, you can open this folder by right-clicking the game in your Steam library and click “Manage - Browse local files”



2. **Rename** the old "campaign_hardfile" to "official_campaign_hardfile":



3. Download the newest community campaign hardfile, put it in the folder and **rename** it to "campaign_hardfile", so it takes the original file's place.
4. Start the game.
5. **Switch to a guest account** or create one in the Rumpus menu, which you can access by clicking on this building:



6. Go to the training campaign, where you should see the new community campaign map.
7. Enter the presentation node above the first level of the campaign to unlock the campus and the quick-travel feature.

Updating

To update community campaign version, replace the campaign hardfile again with the newest community campaign hardfile. You can check your mod version via the name of the presentation node above the first level of the campaign.

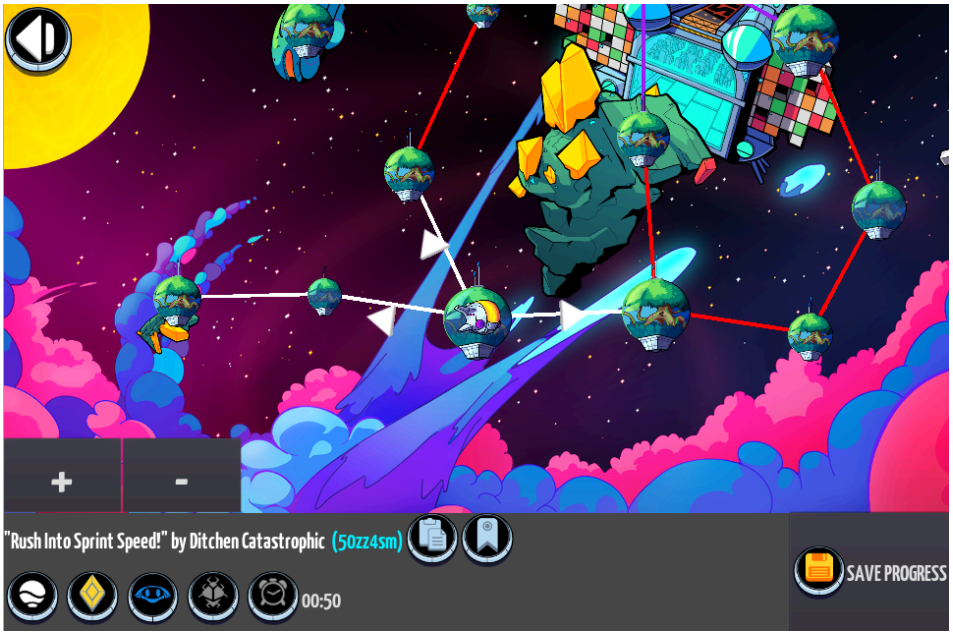
Deinstallation

1. Go to the game's folder.
2. Rename "campaign_hardfile" to "community_campaign_hardfile".

3. Rename "official_campaign_hardfile" back to "campaign_hardfile".
4. Start the game and use your main account whenever you play the official campaign.

Web app (any platform)

The web app allows the player to **navigate the map on a browser device** (like a computer, tablet or phone) while playing Levelhead on their preferred platform (like Switch or phone). Only Chrome, Firefox & Edge are supported.
It simulates the game's map and lets you **bookmark/copy the codes** of levels you have unlocked. You have to enter your level progress manually, which is saved per browser.
The app is **still under development** and will probably receive some improvements in the future, like auto-save and fast travel. It aims to eventually enable custom campaign creation for everyone.



In the web app levels, the **GR-17 and bug pieces** are represented like shown below. Signs at the goal show whether you have collected them:

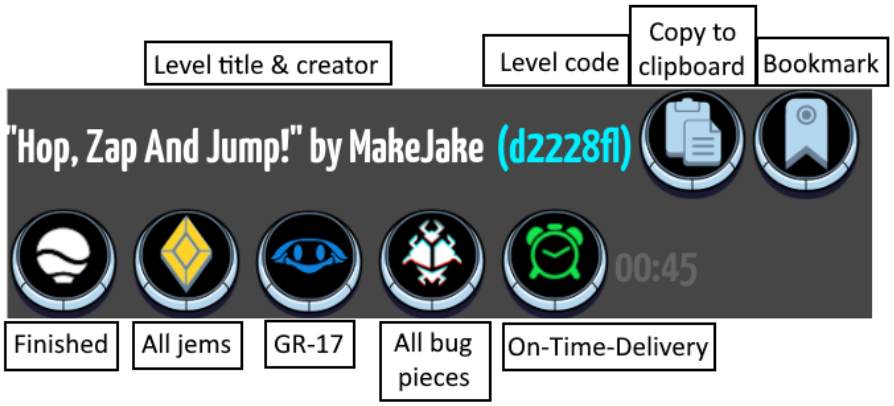






How to play

1. If you want to be able to use the bookmark button to bookmark your levels directly within the web app, use a delegation key by following the instructions on the Level-Kit settings site. This is optional.
2. Open the app's website.
3. Click on the big “Community campaign” button.
4. Play the campaign:
    a. Get the current level code.
    b. After finishing a level, enter your progress with the icon buttons at the bottom. This usually unlocks new levels.
    c. Click or tap the white arrow triangles to travel to another level.



The campaign contains several branches that require you to unlock all branch levels to proceed, which is indicated by purple paths.

FAQ

Where can I give feedback and report issues?

The Bscotch Discord server has a section for the Community Campaign (LHCC), where you can discuss anything about it.

Why is it so hard to beat the whole campaign and get 100%?
Part of the community makes very challenging levels and likes to play them. Use 80% game speed to make it easier.

Will there be updates with new levels to the campaign?
There are no updates planned currently. If a serious issue comes up, it will be fixed in a patch.

Are there any differences between the levels in the mod and in the web app?
Yes, the levels in the mod have received some minor convenience changes. These don't have a noticeable impact on the difficulty or speedrunning though. A list of these changes is maintained.

What was used to create the mod?
The mod was made using Chaoshead and Levelhead's in-game campaign editor for developers. It's currently a complicated and undocumented process, but that might change in the future.

Credits

Conception & Project lead
Maoy

Coordination, testing & support
Maoy
timconceivable!™
JeanneOskoure
Slothybutt

Mod development
tyoeer
Maoy

Web app development
Radio Inactive
tyoeer

Playtesting
Green0ne
Glorious Cashew

Dallbun
ICErovTERROR
TheViralMelon
FlowArt
Saltbearer
Rominski
Slothybutt
EvelynTSMG

Logo design
ST109

Trailer video
Maoy

Additional help
Rominski
Slothybutt
looeye
Omnikar
AradArbel10
LexLimbo
Partly Marble
tyoeer

Builders
Arity @c2qzzq
BAITness @nl3w82
Dearg Doom @4d8hpk
DFI01 @kkw6rg
DitchenCatastrophic @dz84jr
DomoZam @vrqxtm
FlowArt @8bjq18
Fr75s @n5jcmv
Glorious Cashew @fdbz1h
GreenOne @pq0xvx
ICErovTERROR @npjlj9
Ilovekitties @0sd7nt
JeanneOskoure @4xx6cb
JoeJoeCraft @7rwlk6
Kalhua@cd9mzp
KoJi @567l99
MakeJake @t60qwg
Maoy @mlf95t
Mr Existent @dnl0q2
Nanomical @sl036p
Noob Jr @2sjrkc
Omnikar @8r9gxr

Pawlogates @9ovp1j
PureKnix @ref0kg
Radio Inactive @fck11l
SpyRay @jznztk
Reaun Da Crayon @p4z6m2
Saltbearer @722tc3
Slothybutt @6kb88h
SupervillainLex @99xx16
TheViralMelon @4tlntf
WaddlesTNT @gd5h98