

# Community Level Contest

## — Submission Rules

### 1 Submission method

Please email to: [paradoxdd03@gmail.com](mailto:paradoxdd03@gmail.com)

You can copy the following Google Slides content for free level creation.

[Material Pack-Google Slides](#)

### 2 Deadline

Deadline before release: 24:00 2025/5/25 cst

Submissions after the deadline may be added in subsequent updates after the official launch.

### 3 Submit content

When submitting the email, please record the level in the form of a picture. Each picture only records one level. The information that should be included in the picture: level layout, action point restrictions, wall collapse sequence, and solution. Also, don't forget to leave the name you want to appear in the game. If selected, we will put your name in the game!

#### Use of mechanisms

Only the mechanisms that appeared in the first chapter of the game can be used: wall collapse, action points, wooden boxes, obstacles, holes, non-doors, pressure plates, and exits.

#### Level layout

It is recommended to use the provided materials to create a level. The room size for level only supports 5x5, 5x7, 7x5, and 7x7. If there are special floors below the three-dimensional object, please reduce the size of the three-dimensional object to reveal the special floor below.

#### Compilation of action point restrictions

Use numbers to represent the action point restrictions of this level.

#### Writing of wall Shrink Order

When writing collapse sequences, only use up, down, left, and right to represent the direction of the wall. For example, up represents the wall above. Each line is an item in the sequence, and from top to bottom represents the order.

#### Preparation of solutions

When writing solutions, only "↑", "↓", "←", and "→" should be used to express the input process. Then, line breaks should be performed according to different rounds. For example, the action in the first round is the first line, the action in the second round is the second line, and so on.

Example:

**Action Point: 3**

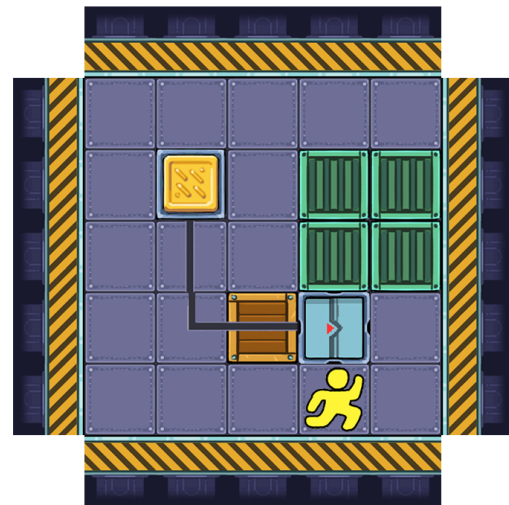
**Shrink Order:**

→←←

**Solution :**

←↑↑

↓→→→



**Action Point: 2**

**Shrink Order:**

↑

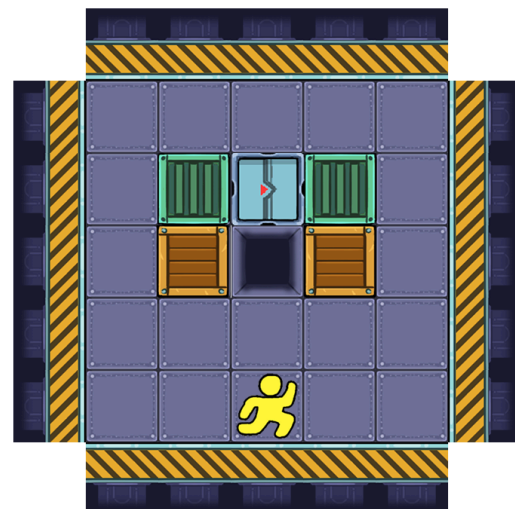
→←←

**Solution :**

→↑

→↑

←↑



**Action Point: 3**

**Shrink Order:**

↓

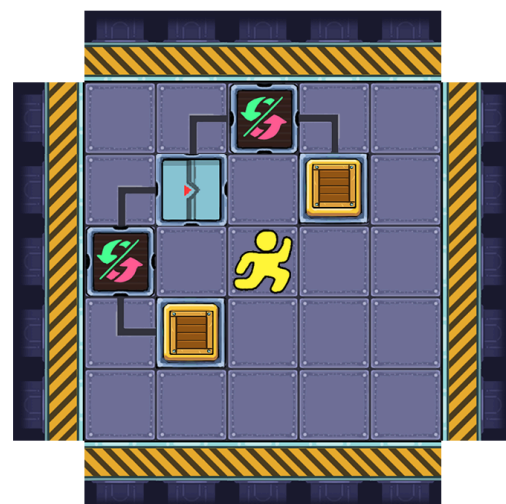
→

**Solution :**

↓←↑

→→↑

←←←



## ≡ Common Mechanism Explanation



### Signal line - floor

The signal line will transmit two types of signals, red and green.

The input end of the signal line is regarded as the end connected to the pressure plate, and the output end is regarded as the end connected to the outlet.



### Export - Floor

When the player stands on an open exit, it is considered a clearance.

The exit will remain closed as long as it receives a red signal. Conversely, it will only open when the signal is all green or no signal is received (not connected to the pressure plate).

The outlet can only be connected to one pressure plate in each direction.



### **Pressure plate - floor**

The pressure plate is connected to the outlet through a signal line, and all pressure plates within the level need to be connected to the outlet.

The pressure plate outputs a red signal when not depressed and a green signal when depressed.

Walls and any three-dimensional object can press down on the pressure plate.



### **Wooden box - three-dimensional object**

The wooden box is one of the three-dimensional objects that you can push in the game.

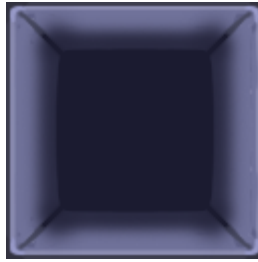
When pushing the box forward, it will not consume additional action points (only 1 point of the original movement consumption).

You have infinite strength and can simultaneously push any number of wooden boxes in the direction of movement.



### **Obstacle - Three-dimensional object**

Unlike wooden boxes, players cannot directly push this three-dimensional object.



### **Hole - Floor**

There are two forms of holes, empty and full.

When players enter an empty hole, they will die.

When pushing any three-dimensional object onto an empty hole, the object will fall into the hole and fill it.

Filled holes are considered ordinary floors.



### **Non-door-floor**

The NOT gate will reverse the input signal, turning the red signal into green and the green signal into red.

The input end of the non-gate is the section connected to the pressure plate.

The non-gate is always connected to a pressure plate and an outlet through a signal line.



### **Man as Boxes-Mechanism**

When the player is between two three-dimensional objects, if the wall collapses, as long as there are still empty squares in the direction of collapse, the player will not be squeezed to death. Instead, they will be treated as a three-dimensional object.



### **Squeeze-mechanism**

When the wall collapses, if all the squares in the collapse direction have three-dimensional objects, compression will be triggered. At this time, the three-dimensional object with the lowest hardness will be destroyed.

Hardness Ranking: Player < Wooden Box < Obstacle.

### **Collapse Wall- mechanism**

When the player's action points are exhausted, the wall will collapse.

Collapse will push all three-dimensional objects in the direction.

The wall collapse sequence of level is a sequence. Each level starts from the first item in the sequence. At the end of each turn, the wall collapse of the current item will be executed, and then the next item will be moved. When the last item of the sequence is executed, it will return to the beginning of the sequence.

When two walls collapse at the same time in the same round, there is also a sequence, which is top right, bottom left.

### **Action point restriction - mechanism**

The number of times an action point in level can be moved per turn.

Each turn must consume all action points.

Action points will be replenished after the end of the round.

Move consumes 1 grid of action point.

