



## COMMUNITY LEVELS

Since the GOG version of the game doesn't support sharing user levels online like Steam does, we created a public library of levels where everyone can download & play them.

### Downloading & playing levels

1. You can find all the uploaded levels here on this [google drive link](#)
2. Download any levels you want
3. Copy all .lvl files inside the custom content folder of the game

### Uploading levels

1. Upload your levels (.lvl files) [to this google drive folder](#)  
NOTE: *If you want to group your levels together, create a new folder otherwise, just copy your levels directly to the root.*
2. Files will then be moved inside the public library.
3. It can take a day or more for the levels to be moved to the public library, but you can contact us on [Twitter](#) or [Discord](#) to make the process faster.

**Upload only the content you have the rights to & respect others' property!**

### User content folders

#### Windows (Steam/GOG)

C:\Users\<user>\AppData\LocalLow\Apogee Software\Crystal Caves HD\UserContent\Maps  
C:\Users\<user>\AppData\LocalLow\Apogee Software\Crystal Caves\HD\Gog\UserContent\Maps

#### Linux (Steam/GOG)

<home>/<config>/unity3d/Apogee Software/Crystal Caves HD/UserContent/Maps  
<home>/<config>/unity3d/Apogee Software/Crystal Caves HD/Gog/UserContent/Maps