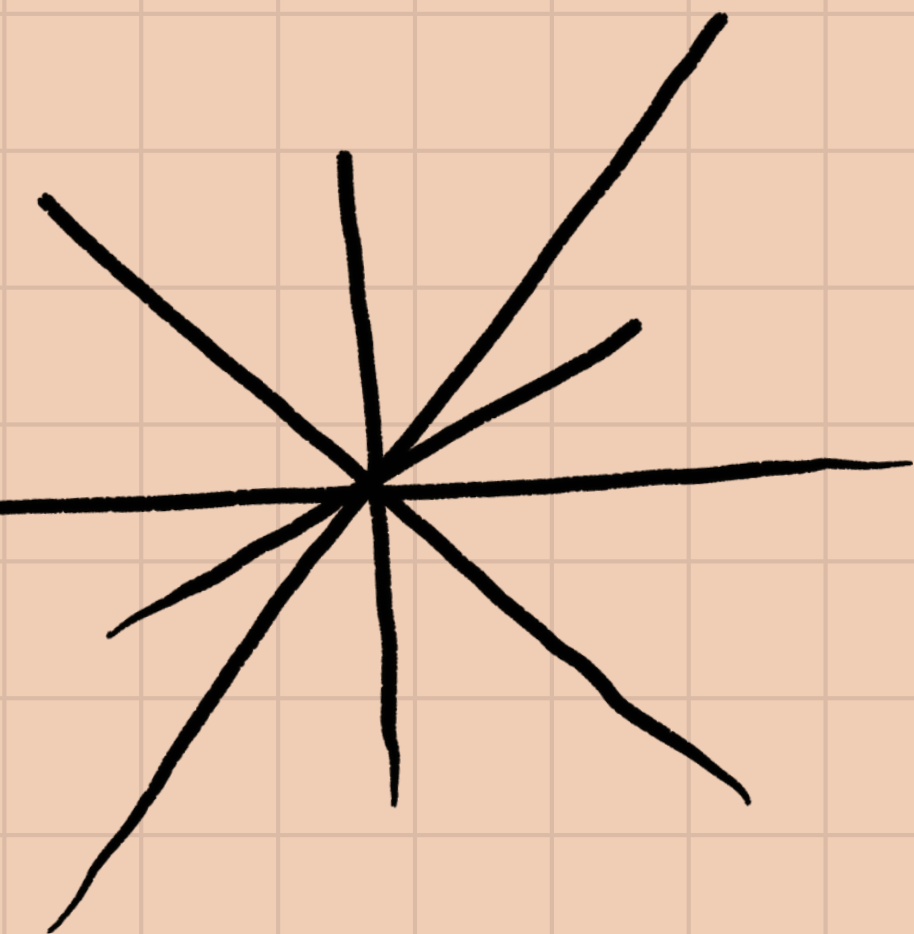
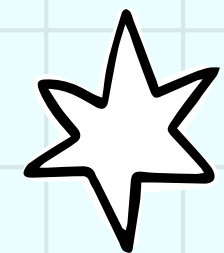


LEVEL 7: CODE YOUR OWN RUNNER GAME!



**BUILD AN ACTION-PACKED LEVEL WHERE YOUR
CHARACTER SPRINTS, JUMPS, AND DODGES OBSTACLES!**



STEP 1: SET UP YOUR RUNNING TRACK

1. Select Runner Game Block from the dropdown menu.

2. Give your runner game an awesome, simple code name (like lava_leap or dino_run).



STEP 2: SET RULES & SCORE LABELS

- **Instructions:** Type a quick warning for your players! (Example: "Press Space to jump over the spikes!")
- **Score Label:** Type the name of the object players are trying to avoid.



💡 Note for Kids: In this game, your score actually tracks how many times you accidentally collide with an obstacle!

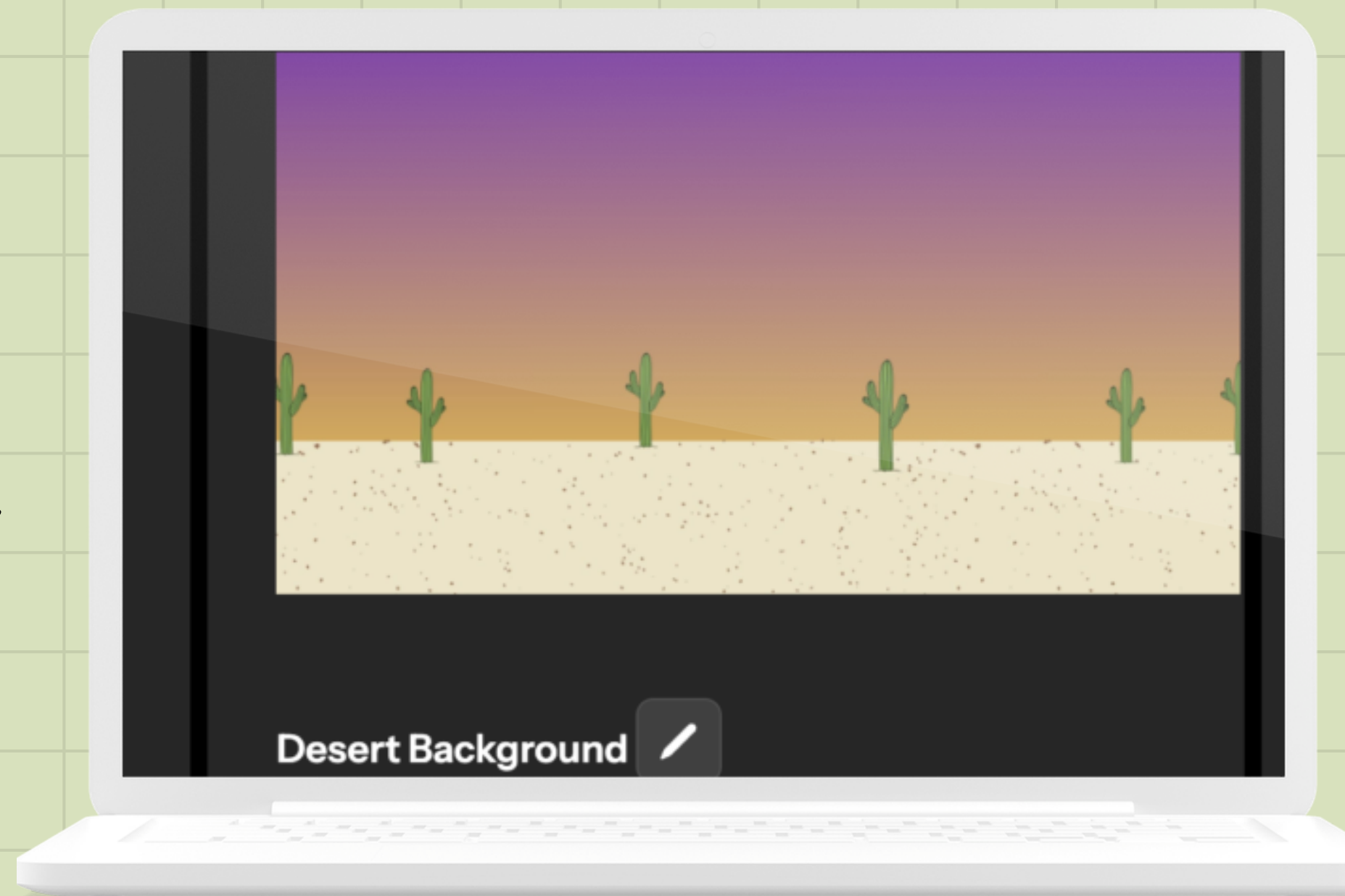


STEP 3: SET YOUR WIN & LOSE TRIGGERS!

- **The Win Target:** Enter the number of obstacles the player must successfully jump over to win! 🏆
- **The Lose Target:** Enter how many obstacles the player can crash into before it's GAME OVER! 💥
- **Custom Messages:** Type your custom **Win Message** and **Lose Message** to flash on the screen!

STEP 3: PICK YOUR SPRITE & BACKGROUND!

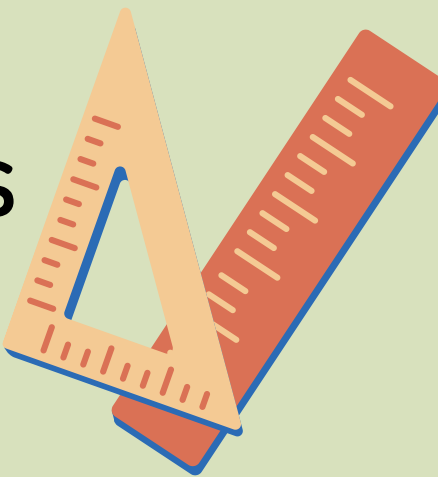
- **Background Art:** Click ASSET MANAGER to pick the scrolling world background image.
- **The Player Sprite:** This is your hero! Upload or select a character sheet image of your runner in action.
- *Don't forget to hit the big SELECT button after choosing your art!*



STEP 5: ADJUST THE GROUND AND RUNNER SIZE

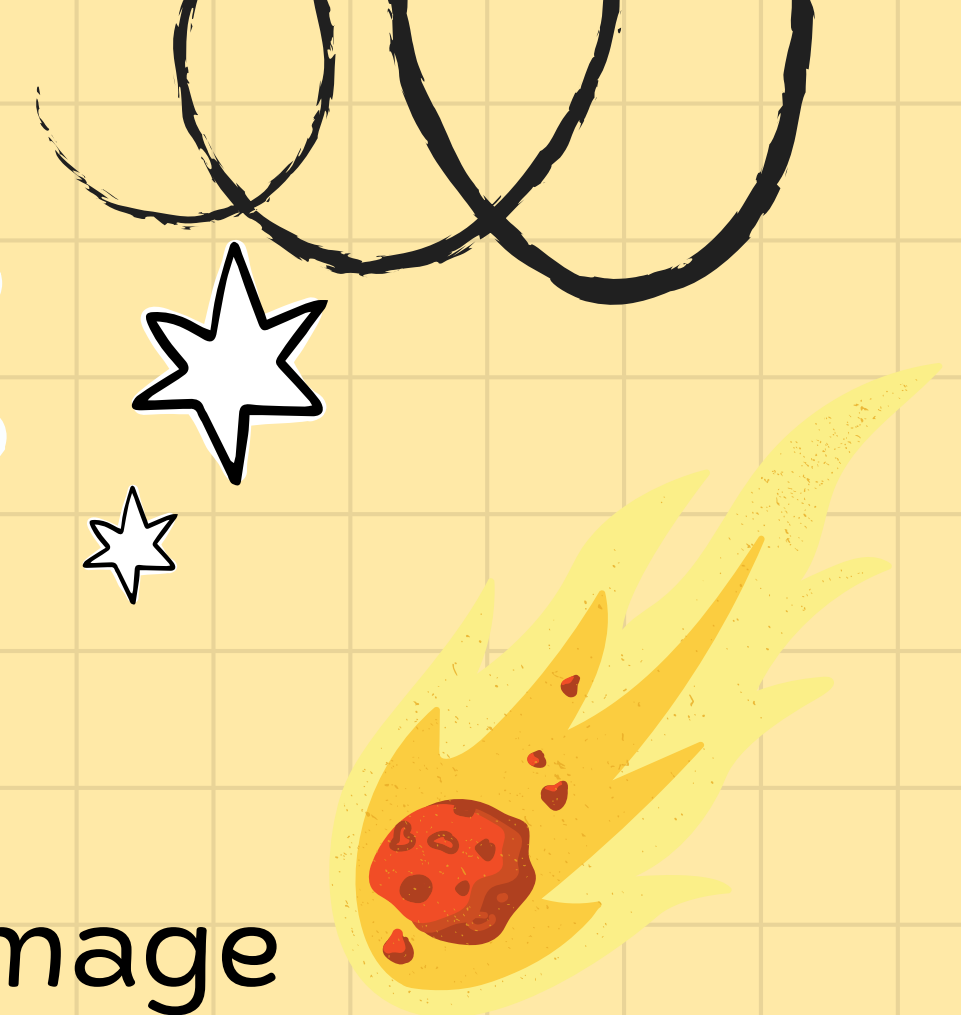


- **Placement (The Ground):** This sets where your runner and obstacles sit on the screen. The default is 200 pixels (about 1/3 from the bottom). We recommend keeping the default 200 for now!
- **Runner Height:** Enter a value to scale your character's image size so they fit perfectly on the screen.
- 💡 Pro-Tip: You can always test the game first and come back to tweak these numbers later!



STEP 6: CREATE THE OBSTACLE & LINK THE NEXT LEVEL

- **Obstacle Image:** Click the **ASSET MANAGER** to upload or select the image players must jump over (like a spike, a box, or a fireball!). Remember to click the image details and hit **SELECT**.
- **Next Block:** Type the name of the next level or checkpoint block players warp to after they successfully clear the runner game!



LEVEL GENERATED! TIME TO LEAP!

YOUR RUNNER GAME IS OFFICIALLY COMPLETE!

Click your brand-new URL
link to open your game in a
fresh browser tab!

