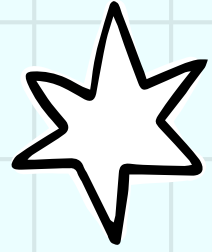


**LEVEL 6:
DESIGN YOUR
"LEVEL UP"
CELEBRATION!**

**CREATE THE VICTORY SCREEN YOUR PLAYERS SEE WHEN
THEY CONQUER A TOUGH STAGE!**

STEP 1: NAME YOUR CHECKPOINT



- Select Level Up Screen Block from the dropdown menu.

- Give it a simple, memorable code name (like level1_clear or victory_screen).



CODING REMINDER: KEEP IT LOWERCASE, AND REMEMBER THAT SPACES WILL AUTOMATICALLY BECOME UNDERSCORES (_)!

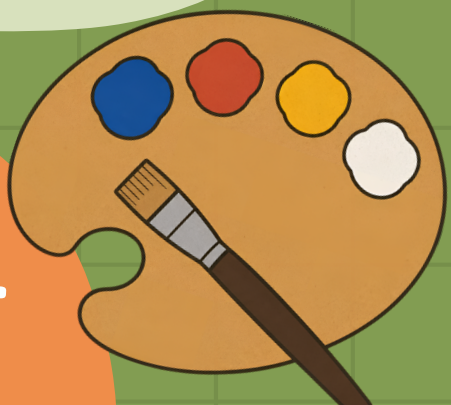
STEP 2: WRITE YOUR WINNER MESSAGE!



- **The Header Text:**
What big words should flash at the top?
 - (Examples: "LEVEL COMPLETED!", "YOU DID IT!", or "RANK UP! 🌟")

- **The Body Text:**
Add a message celebrating their skills!
 - (Example: "You collected all the gems and saved the village!")

- **Font Color Customizer:** Click the default black box to pick a bright, vibrant font color that pops.



STEP 3: SHOW OFF A REWARD PICTURE!

- Click the **ASSET MANAGER** button.
- Pick an awesome reward image from the library or upload a custom drawing of a trophy, badge, or a smiling character!
- Click on your image, and hit the big **SELECT** button to make it the center of your victory screen.



STEP 4: OPEN THE NEXT WORLD DOOR!

- Where does the player go after they finish celebrating on this screen?

- Type the name of the next level or challenge block they will teleport to when they click forward!



LEVEL UP BLOCK ACTIVE!

Your celebration screen is wired up and ready!

Time to Review: Click the link generated by the system to make sure your text colors are perfectly readable over your reward picture!

