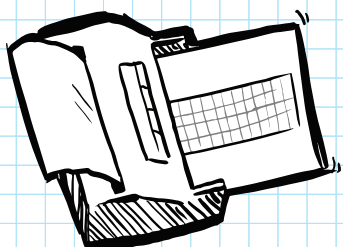
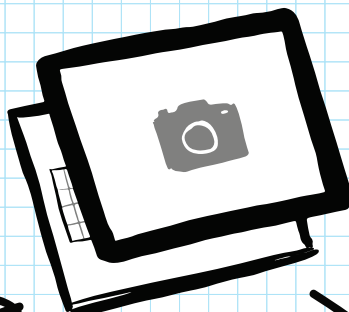


ADVENTURE TIME GAME WIZARD

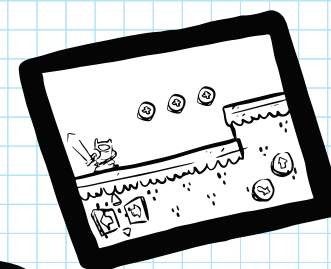
Get ready for some CRAZY Wiz Biz! Transform your drawings into your own Adventure Time games! It's super easy!
All you gotta do is:



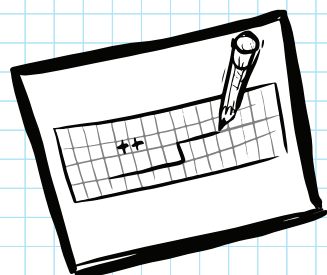
PRINT



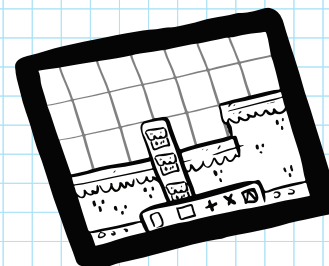
SCAN



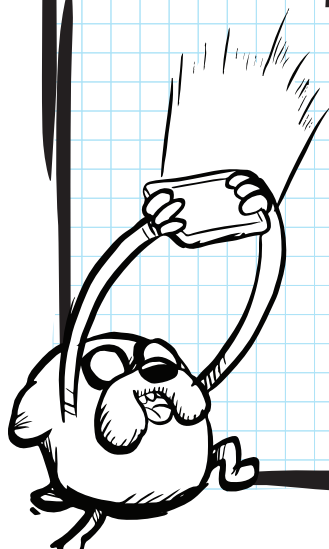
PLAY



DRAW



DESIGN



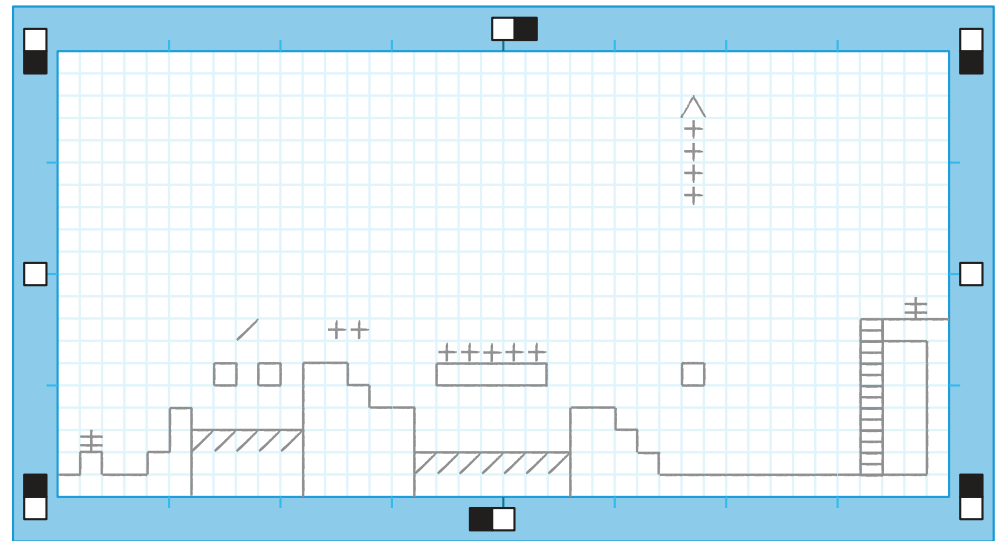
Starter Kit

Follow this Sketch Guide to create an awesome game!

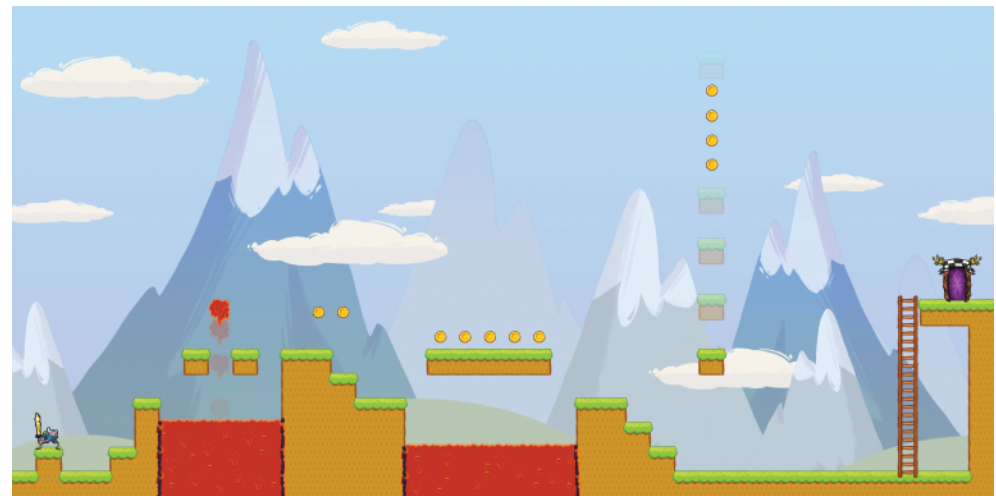
Trace the blue lines on the templates, or draw along on a blank grid sheet.



You're going to turn this:



Into THIS:

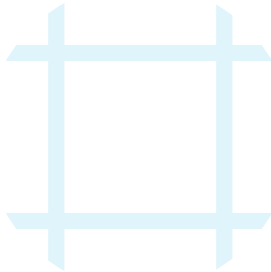


Platforms

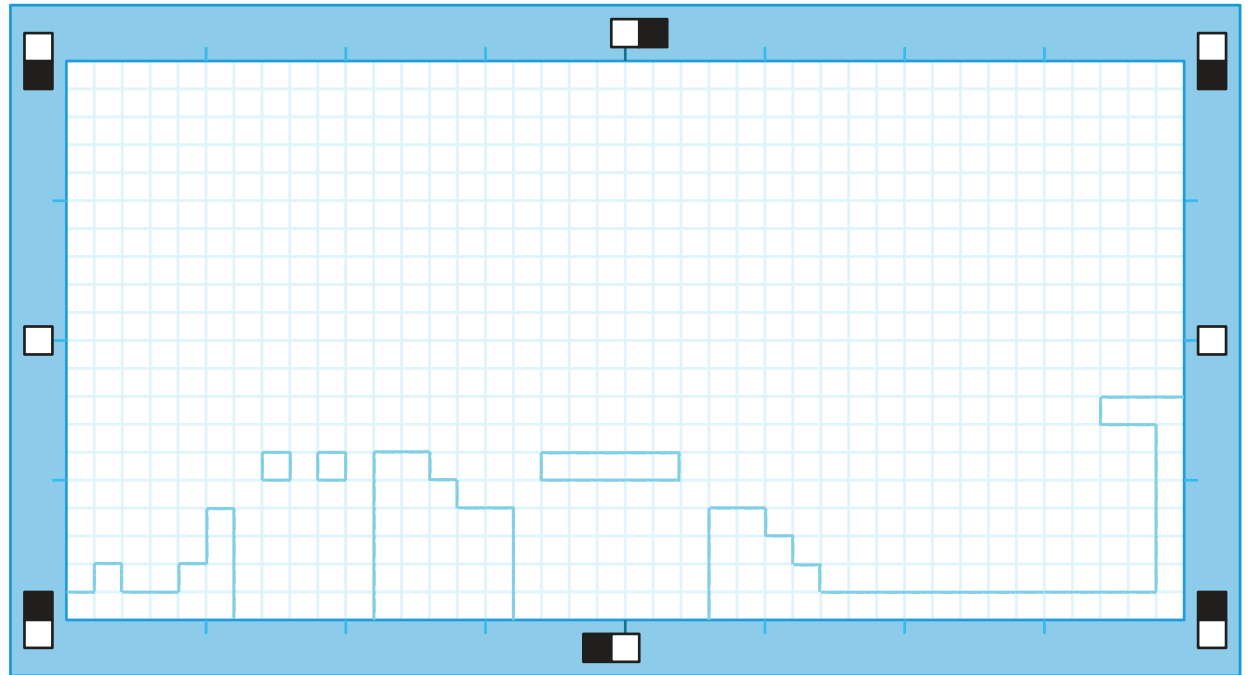
Draw boxes on the grid to give your hero somewhere to run around!



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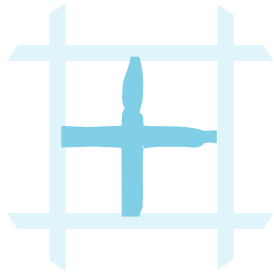


REMEMBER: Finn is one square tall.

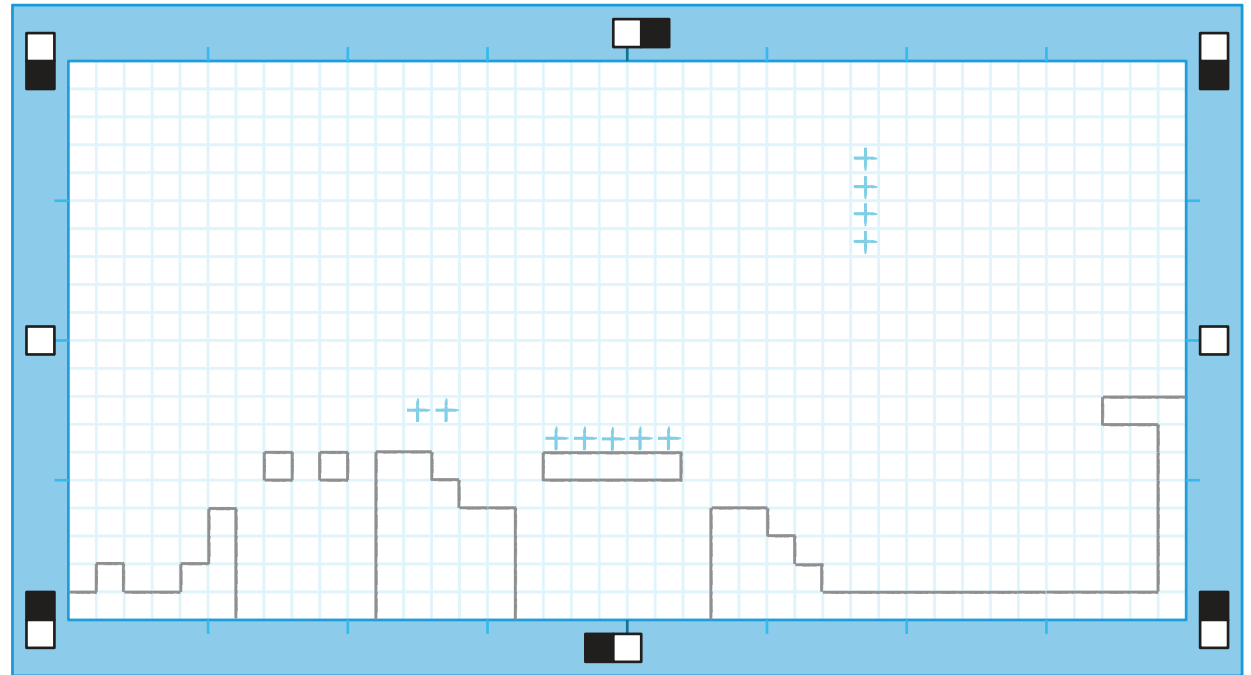


Collectibles

Drawing glyphs on the grid will add stuff to your game!

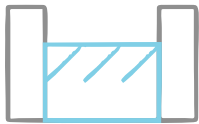


REMEMBER: Glyphs need to fit inside the grid boxes.



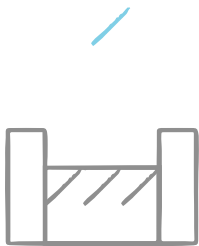
Hazards

Some glyphs make your game more dangerous. Spice things up with a few hazards!

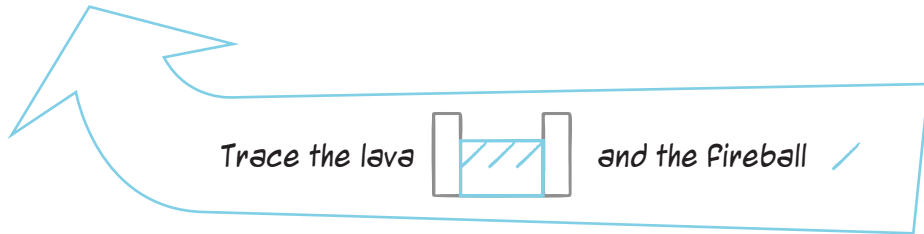
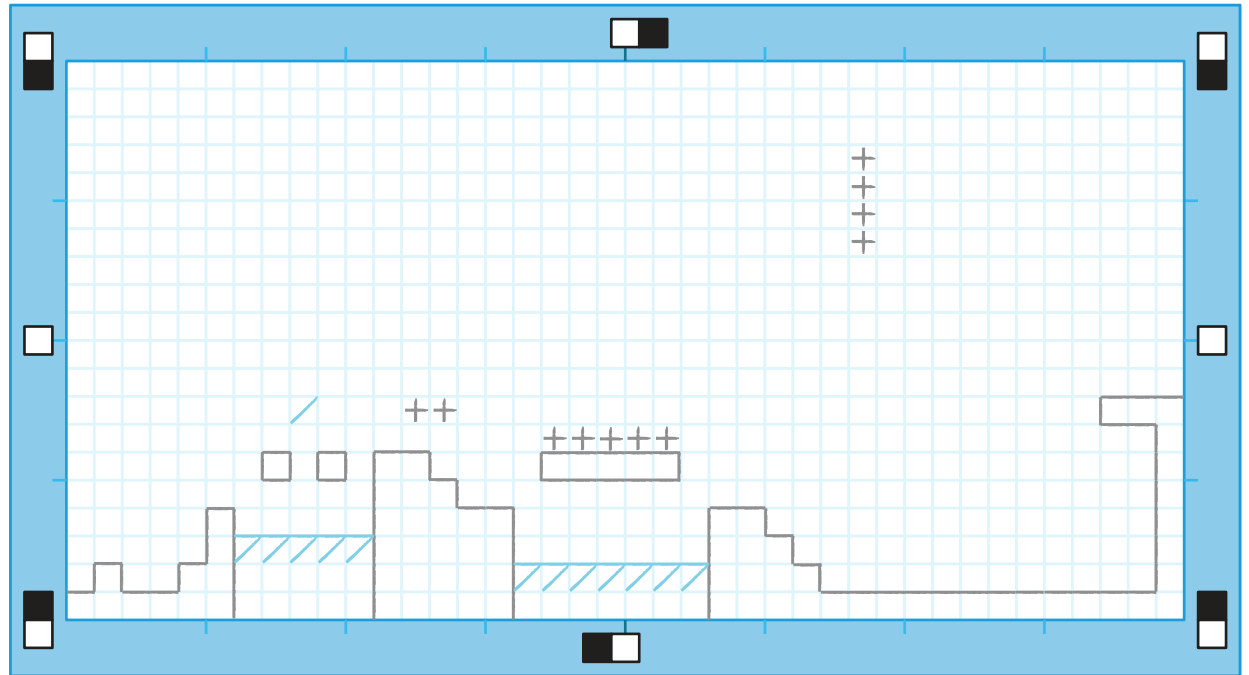


Lava must be placed between two platforms.

REMEMBER: Glyphs can work together.



Drawing this glyph above lava will make a fireball shoot up to that point.



Special Blocks

Some platforms have special abilities.

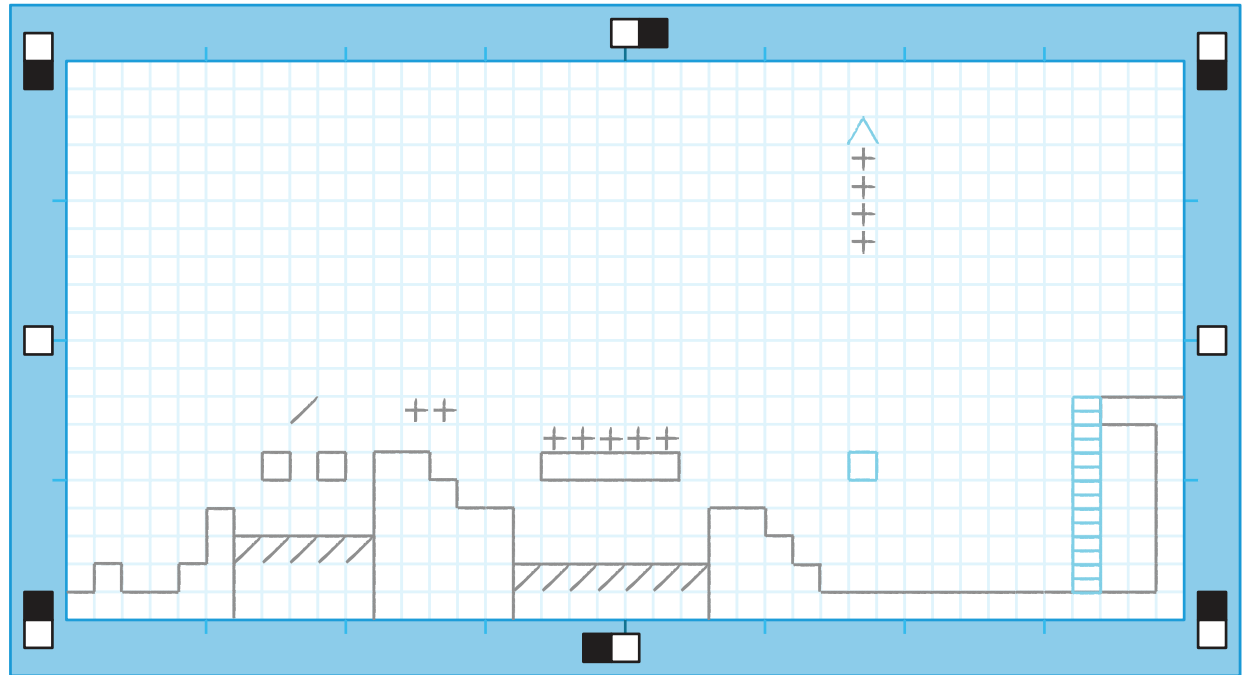
REMEMBER: Adding glyphs can change how platforms work.





Add a  over a platform to make it move up and down.



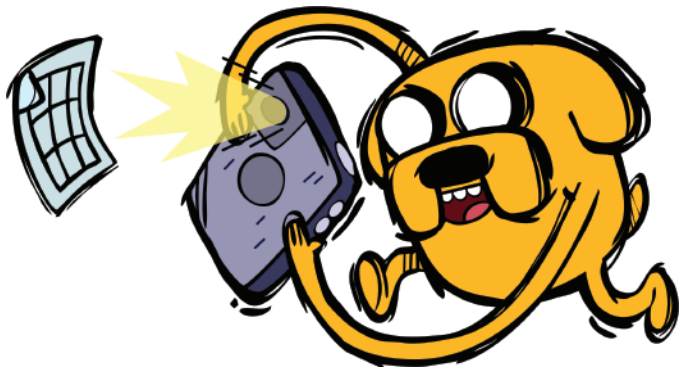
Stack this glyph  to make a ladder.



Trace the moving block  and the ladder 

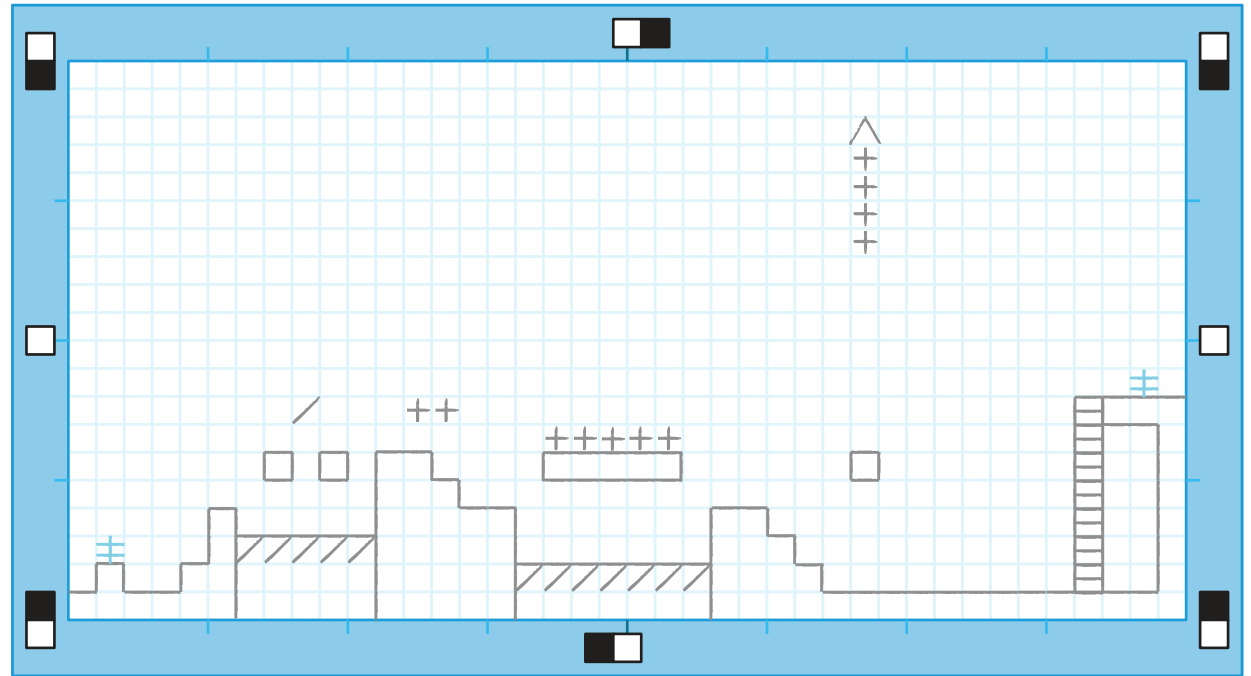
Goals

Draw \neq where you want your hero to start and another \neq at the end of the level.



Scan your design with the Game Wizard app to customize and play your game!

REMEMBER: Hold your device flat when scanning your level.



Trace the start and end points \neq



Platforms



Platform



Jump-Through Platform

Collectibles



Coin



Power-up



Key



Doodle Coin/
Treasure Chest

Hazards



Lava/
Fireball



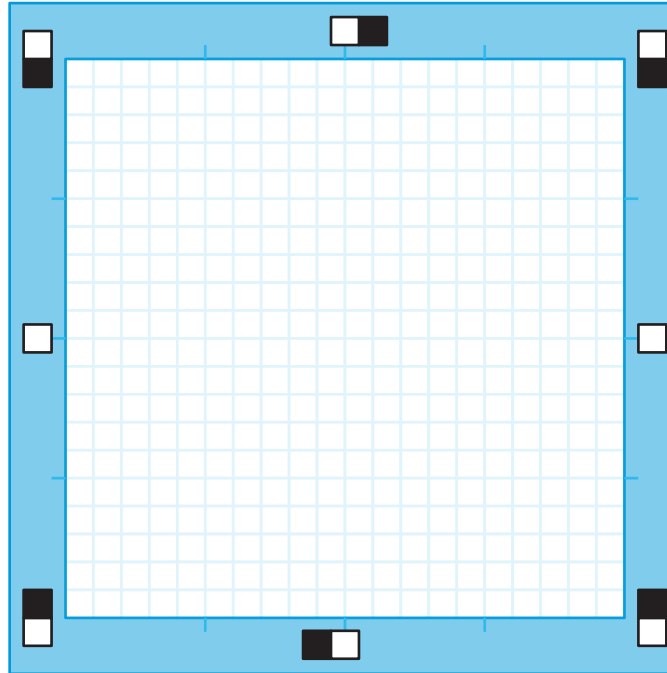
Spike



Barrier



Falling Block



name

20x20 | v.05

notes

Special Blocks



Spring Launcher



Vine Wall/
Ladder



Secret Passage



Treadmill



Moving Block



Tiny Tunnel

Goals



Level Start/
End/
Checkpoint



Waving Snail



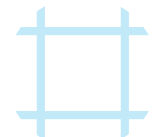
Portal



Hero Pick Up



=



Need more sheets? Go to atgamewiz.com!

REMEMBER: Finn is one square tall.



Platforms



Platform



Jump-Through Platform

Collectibles



Coin



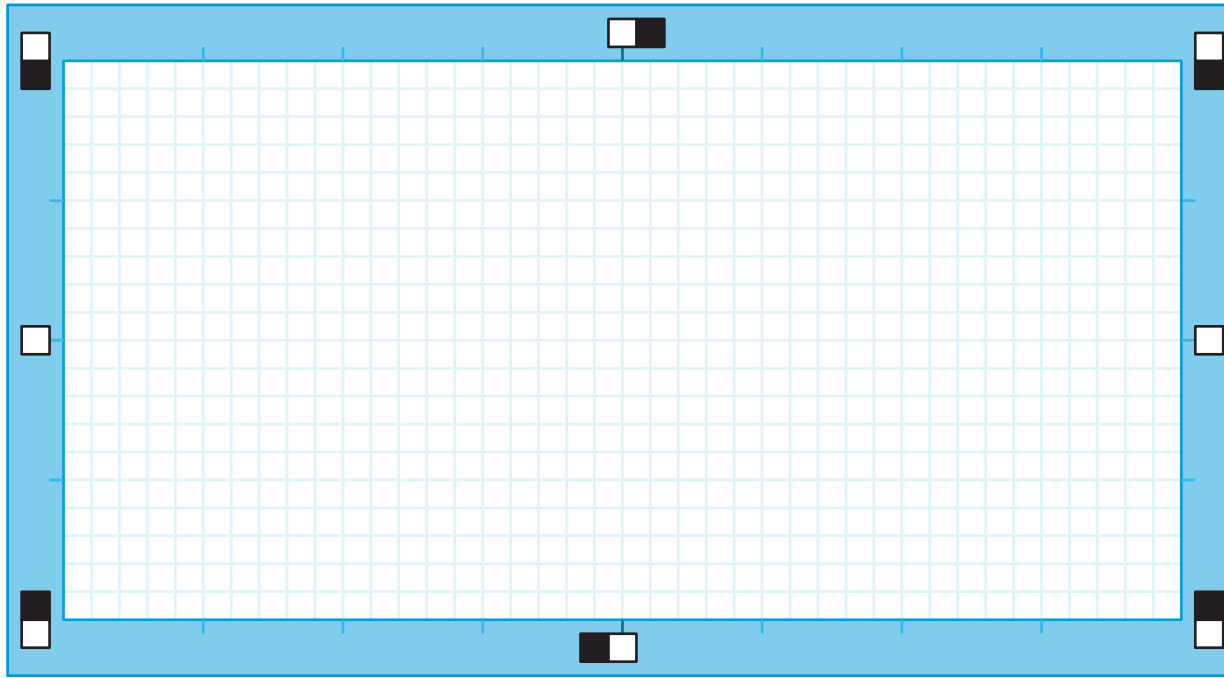
Power-up



Key



Doodle Coin/
Treasure Chest



Special Blocks



Spring Launcher



Vine Wall/
Ladder



Secret Passage



Treadmill



Moving Block



Tiny Tunnel

Hazards



Lava/
Fireball



Spike



Barrier



Falling Block

name	notes
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40x20 | v.05

Goals



Level Start/
End/
Checkpoint



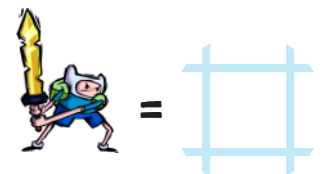
Waving Snail



Portal



Hero Pick Up

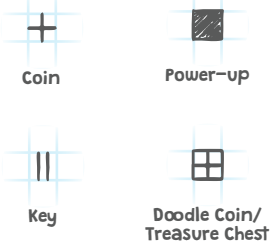




Platforms



Collectibles



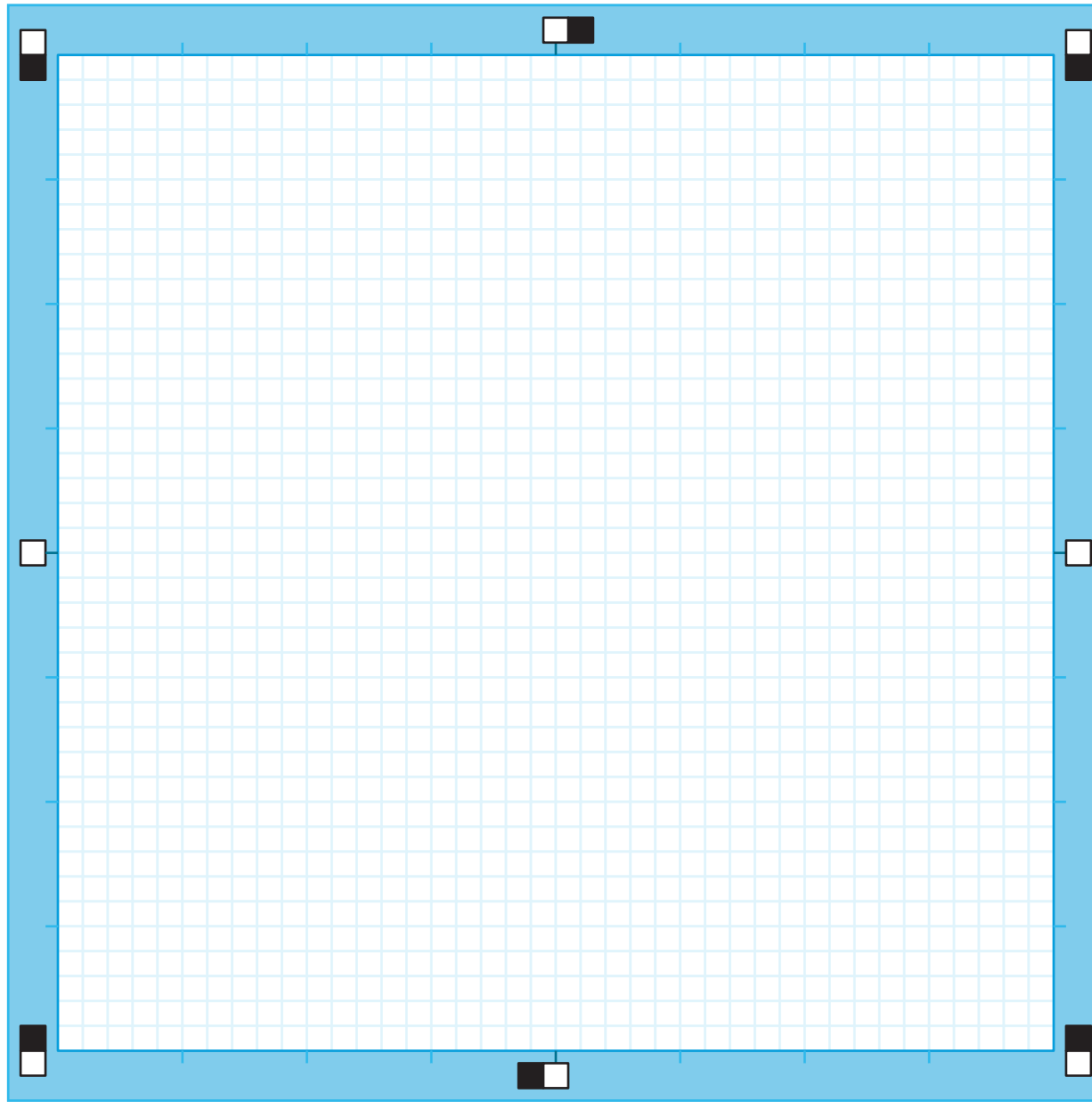
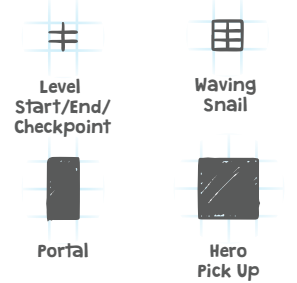
Hazards



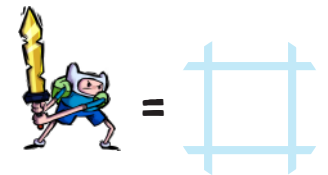
Special Blocks



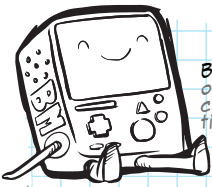
Goals



name	notes	40x40 v.05
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REMEMBER: Finn is one square tall.



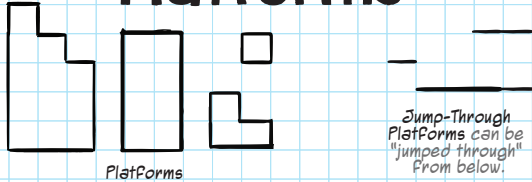
BMO is the only hero who can fit through tiny tunnels.

ADVENTURE TIME GAME WIZARD

Ice King can flap his beard like wings letting him reach greater heights.



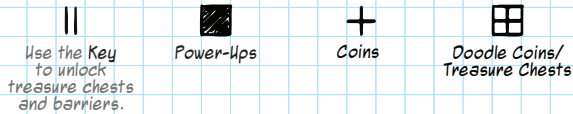
Platforms



Platforms

Jump-Through Platforms can be "jumped through" from below.

Collectibles



Use the Key to unlock treasure chests and barriers.

Power-Ups

Coins

Doodle Coins/Treasure Chests

Goals



Portals will transport your hero from one part of the level to another.

Use Hero Pick Ups to add more characters to your level.



Set your Level Start, Level End, and Checkpoints with this glyph.



Only one Waving Snail can be placed per level.

Gameplay tips

Don't go easy on your heroes. They're looking for adventure. Make sure to throw plenty of obstacles and puzzles their way.

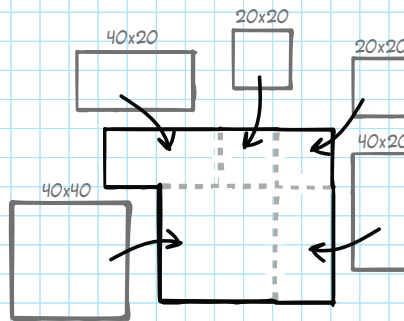
Add plenty of loot for your heroes to grab along the way.

Keep some pathways open so you can add new sheets as you go.

Flame Princess is immune to lava and fireballs.



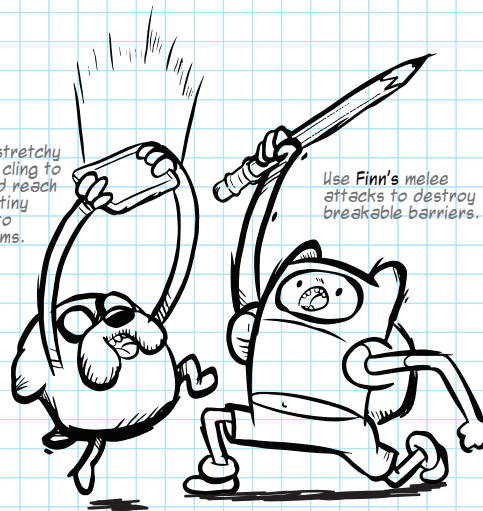
Building your level



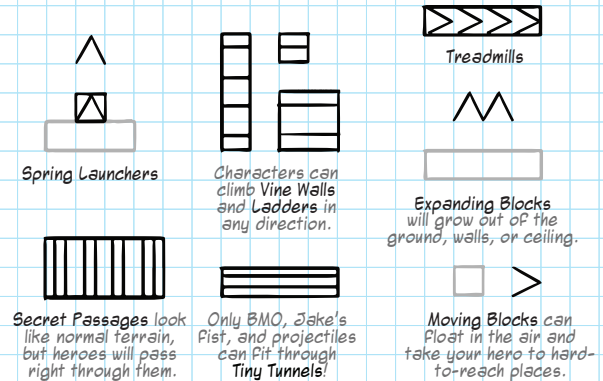
Combine as many sheets as you want in order to create the ultimate adventure for your heroes! You can draw them on paper or in the app itself.

Jake's stretchy Pist can cling to walls and reach through tiny tunnels to grab items.

Use Finn's melee attacks to destroy breakable barriers.



Special blocks



Spring Launchers

Characters can climb Vine Walls and Ladders in any direction.

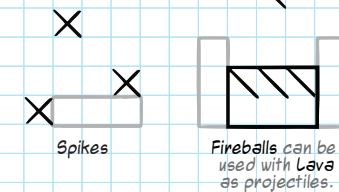
Expanding Blocks will grow out of the ground, walls, or ceiling.

Secret Passages look like normal terrain, but heroes will pass right through them.

Only BMO, Jake's Pist, and projectiles can fit through Tiny Tunnels!

Moving Blocks can float in the air and take your hero to hard-to-reach places.

Hazards



Spikes

Fireballs can be used with Lava as projectiles.



There are three types of Barriers: unlockable, switch, and breakable.

A Falling Block will drop off the screen after a hero has touched it.

Enemies

You can place enemies for your heroes to pound on by selecting them in design mode in the app and placing them in your levels.

