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 → DRAW → SCAN → DESIGN → PLAY
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.
Draw boxes □ on the grid to give your hero somewhere to run around!

REMEMBER: Finn is one square tall.

Trace the platforms
Collectibles

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

REMEMBER: Glyphs need to fit inside the grid boxes.

Trace the coins +
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 ✍️ where you want your hero to start and another ✍️ at the end of the level.

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

**REMINDER:** Hold your device flat when scanning your level.
REMEMBER: Finn is one square tall.
Platforms
- Platform
- Jump-Through Platform

Collectibles
- Coin
- Power-up
- Key
- Doodle Coin/Treasure Chest

Hazards
- Lava/Fireball
- Spike
- Barrier
- Falling Block

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

REMEMBER: Finn is one square tall.
Need more sheets? Go to atgamewiz.com!
REMEMBER: Finn is one square tall.
**Platforms**

- Use the Key to unlock treasure chests and barriers.
- Power-Ups
- Coins
- Doodle Coins/Treasure Chests

**Collectibles**

Use the Key to unlock treasure chests and barriers.

**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.

**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.

**Hazards**

- Ice King can flap his beard like wings letting him reach greater heights.
- Flame Princess is immune to lava and Fireballs.

**Special blocks**

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

**Expanding Blocks**

- Will grow out of the ground, walls, or ceiling.

**Moving Blocks**

- Float in the air and take your hero to hard-to-reach places.

**Characters**

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

**Environments**

- A Falling Block will drop off the screen after a hero has touched it.
- There are three types of Barriers: unlockable, switch, and breakable.

**Coins**

- Use the Key to unlock treasure chests and barriers.

**Gameplay tips**

- 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.

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

**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.