

MINOTAUR v2.7 Editor's Guide

by Nickisai Lang

The editor included with MINOTAUR can be a great, useful tool. But learning how to make interesting levels can be hard. Hopefully, this will help (provided you already know the controls).

First, if you don't already know how the game works, I recommend you go and watch this:

http://www.youtube.com/watch?v=mnacsdCEM_k

Ways to design a level:

There are two ways to design a level:

1. Create your own level from scratch
2. Use the Random Generator and have it generate one, and then make some edits.

The advantage of the 2nd way is that you can make levels much faster. But you usually have lower quality levels. The 1st way is probably the best if you have the time because it gives you more options as to what you can put and the levels are generally much higher in quality.

For the purpose of this guide, we are just going to show you the 1st method. If you know the 1st method then it should be easy to use 2nd also.

Part 1 : Designing your first level

Files needed:

MINOTAUR.8xp - game, used for testing levels

MINOEDIT.8xp - editor, used for making levels

ZMINO.8xp - game component

A matrix, any letter other than [H] - level data

When designing your own level, it can be tempting to try to start out big. But since MINOTAUR is a puzzle game, you should know that making levels is always much harder than to make them.

First, you'll want to start with a rectangular box around the edge of the screen:



Although it may seem kind of dumb, it is actually very good for people who are learning how to use the editor. It makes it smaller, therefore much easier to create puzzles.

Now, you'll be wanting to put an exit. You can put it wherever you want, but usually you'll want to put them off to one side:



Now that you have an exit, you'll want a to put starting points for Perseus and the Minotaur. You generally want to put Perseus far from the exit. As for placing the Minotaur, you have 2 options:

1. Put the Minotaur close to Perseus. This will make the player use quicker thinking to escape, but will usually create more linear puzzles.
2. Put the Minotaur far from Perseus. This will make it easier for you to create multiple passages, with only one actually leading to the exit. The player will have to contemplate as to which route to take.

For demonstration purposes, I will use the first option. Our level now:



Obviously, you can put them in different places.

Now, you can put walls everywhere. Since we're starting out, as a rule you should have one entrance to the exit:



And two pathways from Perseus' starting position:



And here's the fun part! All you have to do is put random blocks everywhere! Though eventually you will have to make some changes so it can be solvable and not too east

Here's my level after a little bit of work. It's not really the greatest, but this is really good for a first level.

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That's it! After a little bit you'll be a master at making levels. I encourage trading levels so you can get feedback. If you have any levels, please send them at:

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