







**Edit**

Room ID: Tutorial

Load Save Publish

Title: First tutorial room

Theme: Mine

Mode

- Tiletype
- Flag **2**
- Height
- Rotation
- Play

Flag:

- None
- Crystal **3**
- Hogur Start
- Mushroom 1

Preview:  On  Off **1**

Menu Undo Empty

Random Roomlist

Tile: | Batches: 29 | FPS: 84 | Pos: 378, 361 Actor: t30 |

1. Switch on Preview mode
2. Select Flag mode
3. Select "Crystal" from the Flag listbox
4. Place the Crystal on one of the crumbling tiles
5. Repeat using the "Hogur Start" position flag

**Edit**

Room ID: Tutorial **2**

Load Save Publish

Title: First tutorial room

Theme: Mine

Mode

- Tiletype
- Flag
- Height
- Rotation
- Play **1**

Preview:  On  Off

Menu Undo Empty

Random Roomlist

Tile: | Batches: 29 | FPS: 66 | Pos: 378, 361 Actor: t30 |

SaveLevel("Tutorial", "First tutorial room")

1. Test the room using the Play mode. You can revert back to edit mode by selecting any other mode.
2. Publish your new room to the internet. Several checks will be performed before allowing the room to be uploaded. Fix any warnings and try publishing again.

