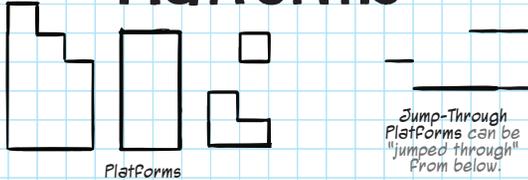BMO is the only hero who can fit through tiny tunnels.

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

Adventure Time Game Wizard

Platforms

Platforms

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

Special blocks

Treadmills

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 fist, and projectiles can fit through Tiny Tunnels!

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

Collectibles

Use the Key to unlock treasure chests and barriers.

Power-Ups

Coins

Doodle Coins/Treasure Chests

Building your level

40x20

20x20

20x20

40x20

40x40

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.

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.

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.
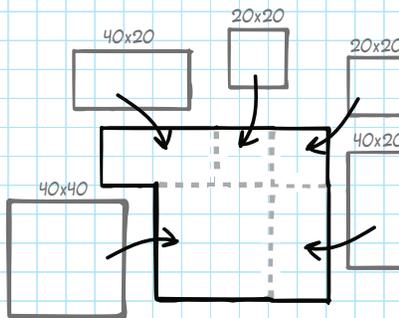
Gameplay tips

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.

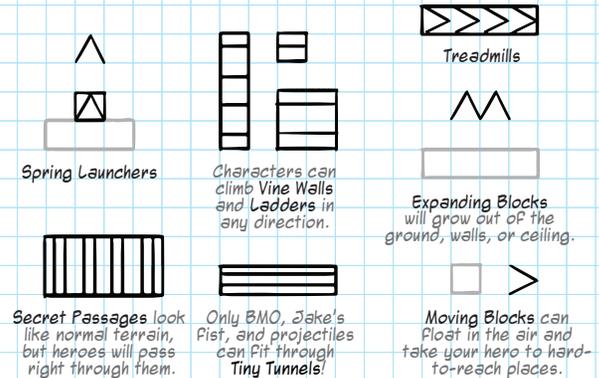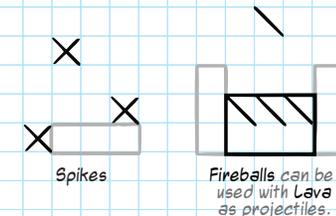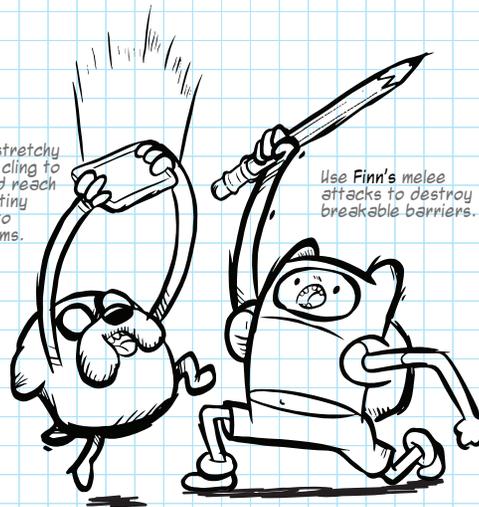Keep some pathways open so you can add new sheets as you go.

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

Use Finn's melee attacks to destroy breakable barriers.

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.

Flame Princess is immune to lava and fireballs