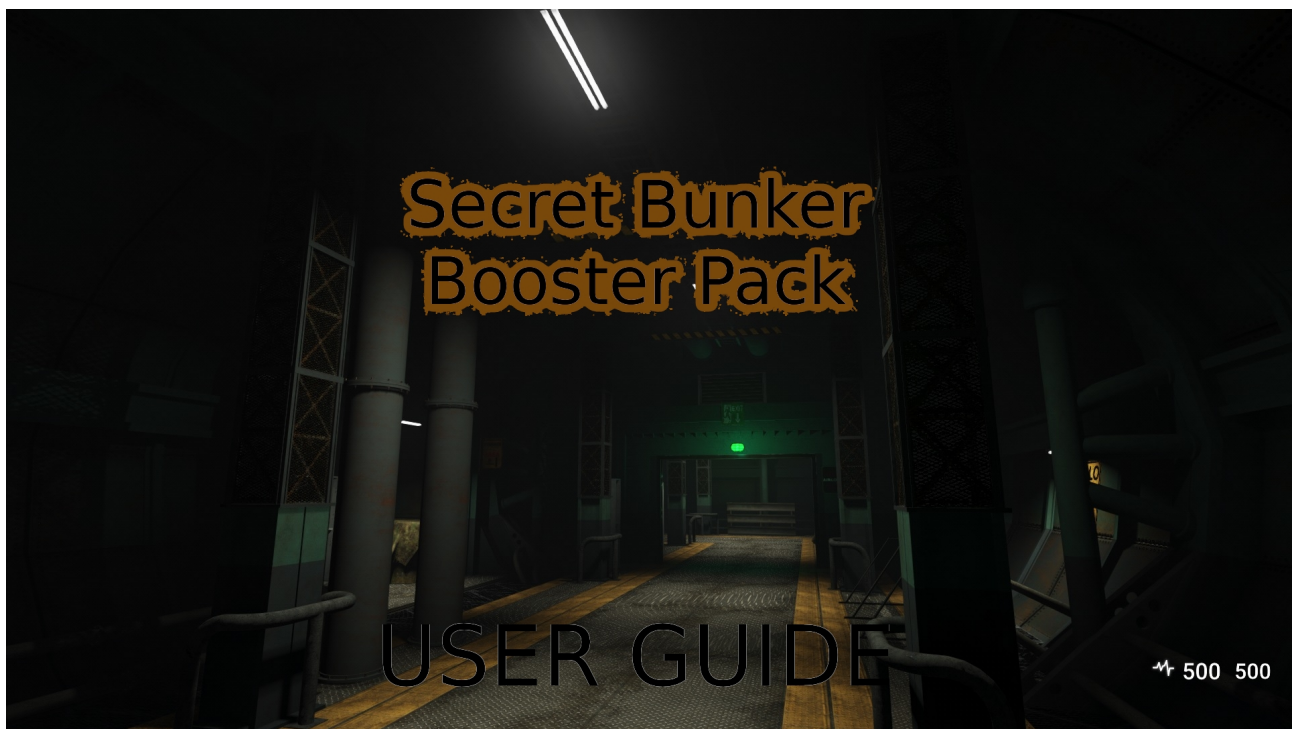
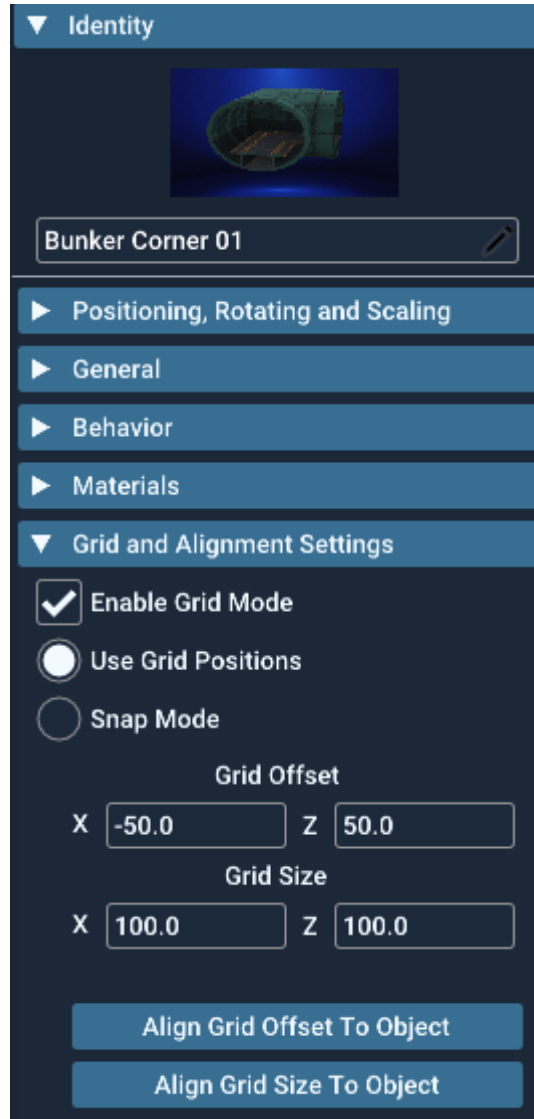




Quick Start Guide

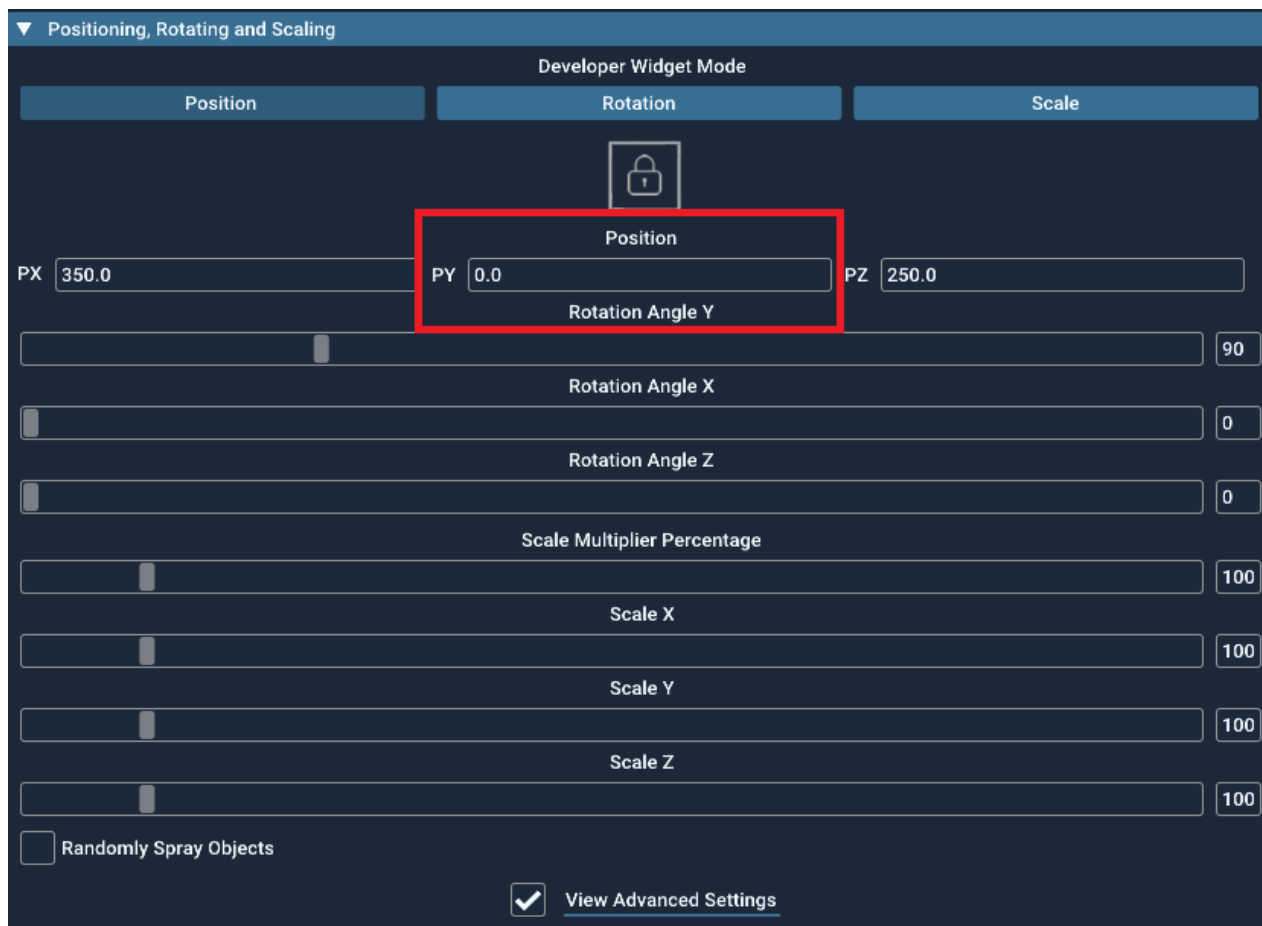
GameGuru Max Secret Bunker Booster Pack

The GameGuru Max Secret Bunker Booster Pack contains over 300 assets, with majority assets allowing for grid snapping, either by pressing the G (Short-cut Key) twice or by means of using the grid and alignment setting in the properties menu found here.



You may need to enable advance developer settings for this menu to appear. !!!

Once Grid mode has been enabled, any object that allows for grid snapping will easily snap together, but it does require once some objects has been placed to adjust the Y coordinate from the properties menu as well.



Now you have the basic understanding of how to edit and place objects. Lets look at the assets and how you may need to adjust the y coordinate in some instances.

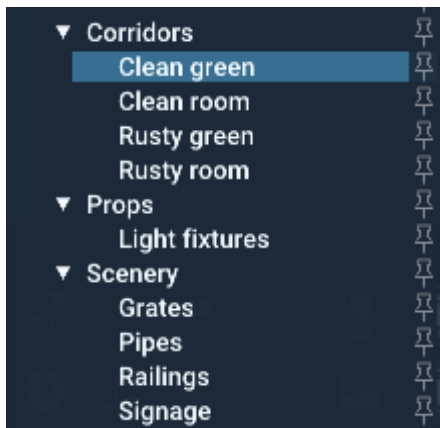
Secret Bunker Booster Pack is divided into 3 sections

Corridors

Props

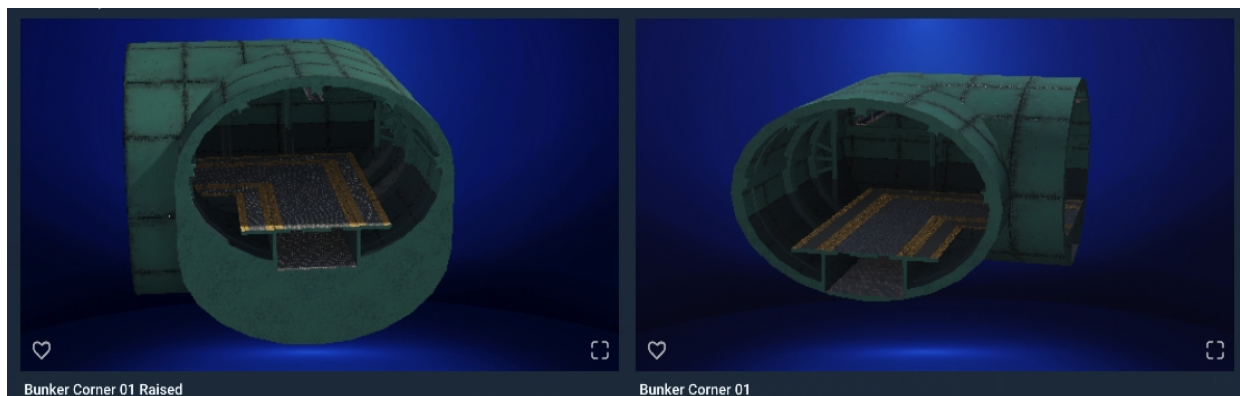
Scenery

Lets have a look at the objects from each category and sub category if it applies.

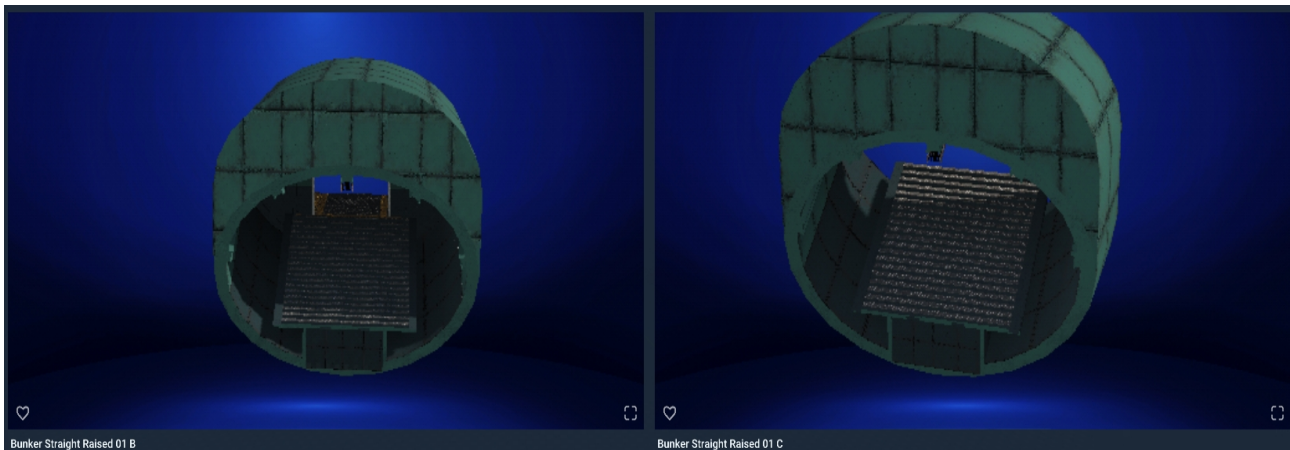


Corridors :
Clean Green
Clean Room
Rusty Green
Rusty Room

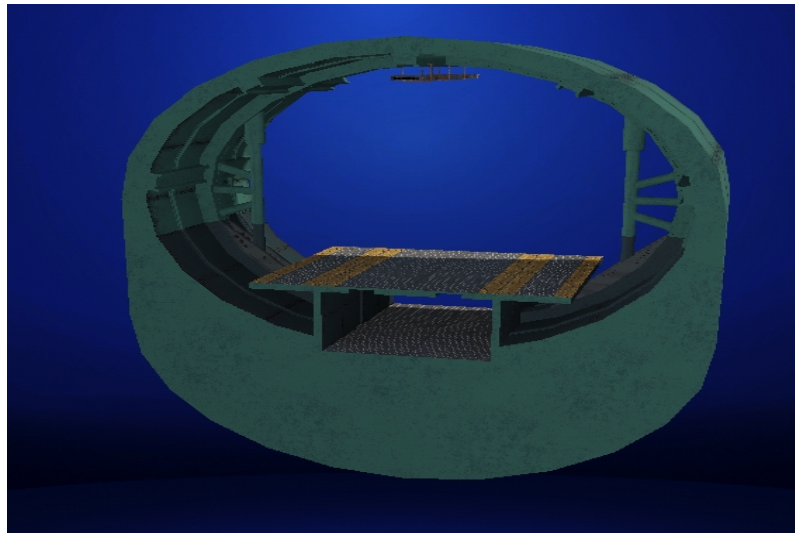
Rusty Green and Clean Green contains the same assets, you will find that in most cases, it contains a standard corridor as well as a raised corridor. These don't have to to be adjusted on the y coordinate as they have been made to snap directly to the floor.



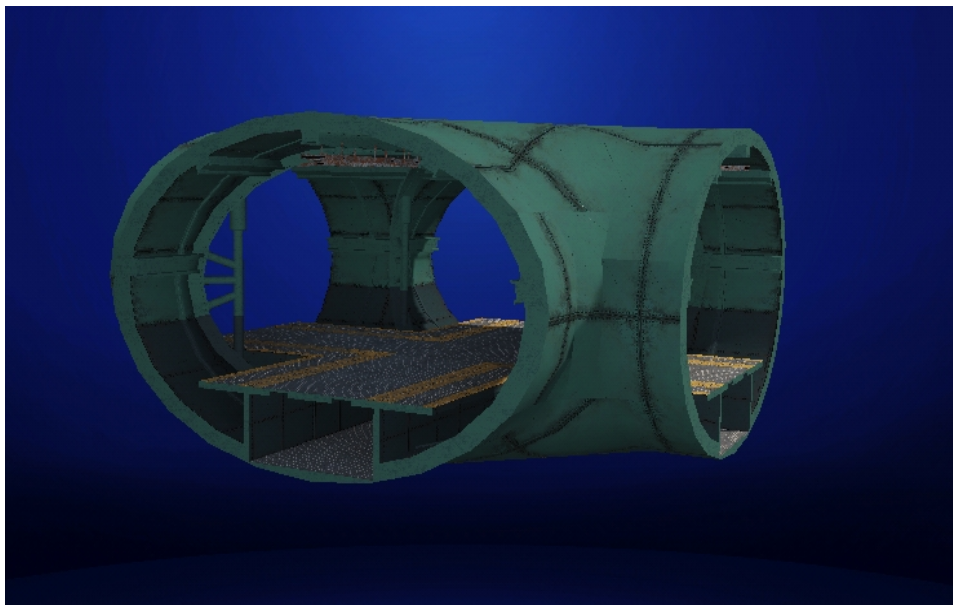
To connect the standard corridor with a raised part one can use one of 3 connecting corridor parts Called “Bunker Straight Raised”, they look like this, this will allow connecting the two floor levels.



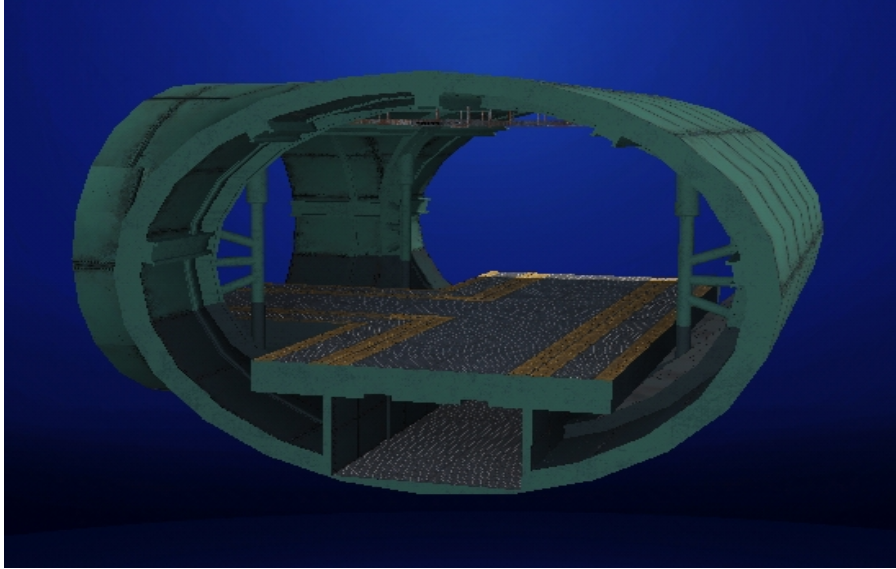
The corridor parts are made up of the following corridors:
Straight Corridors



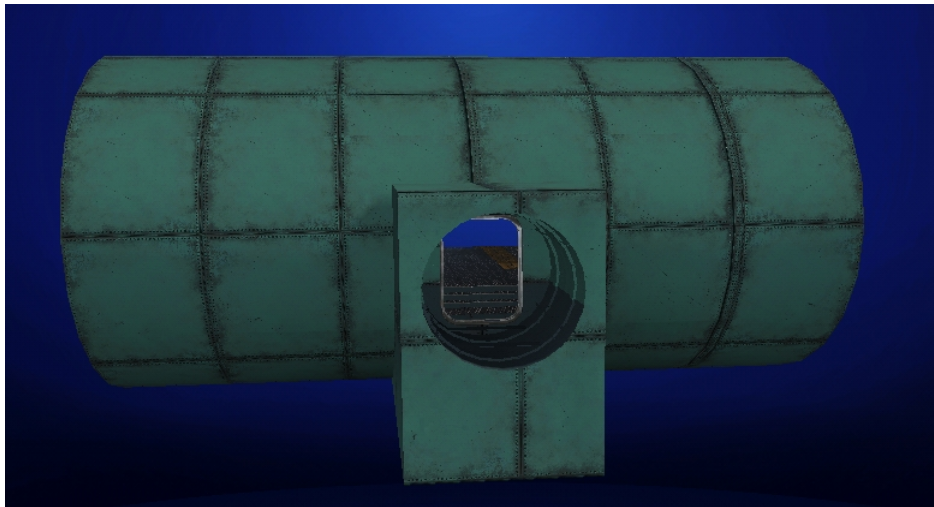
Cross-Junction Corridors



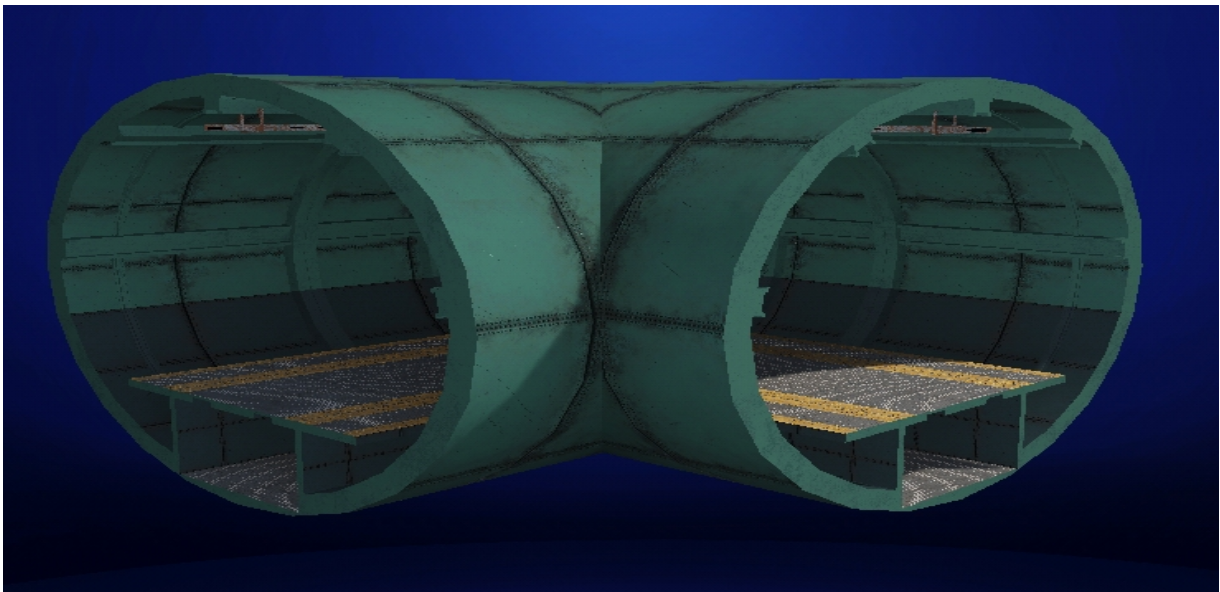
T-junction



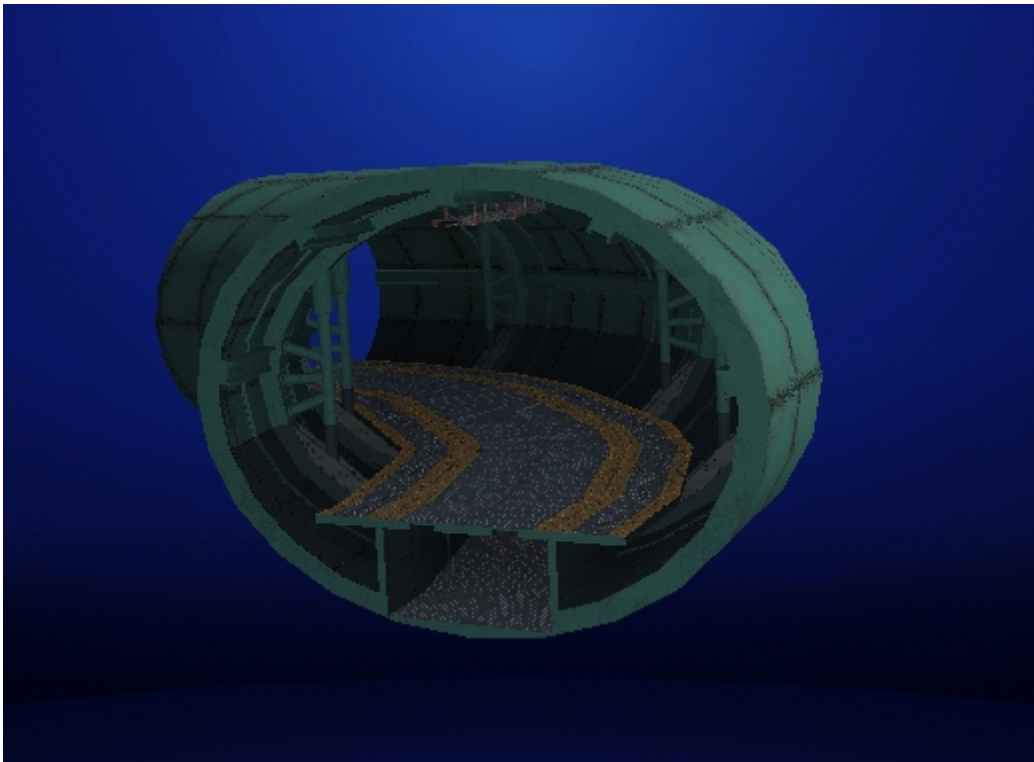
Access Corridors



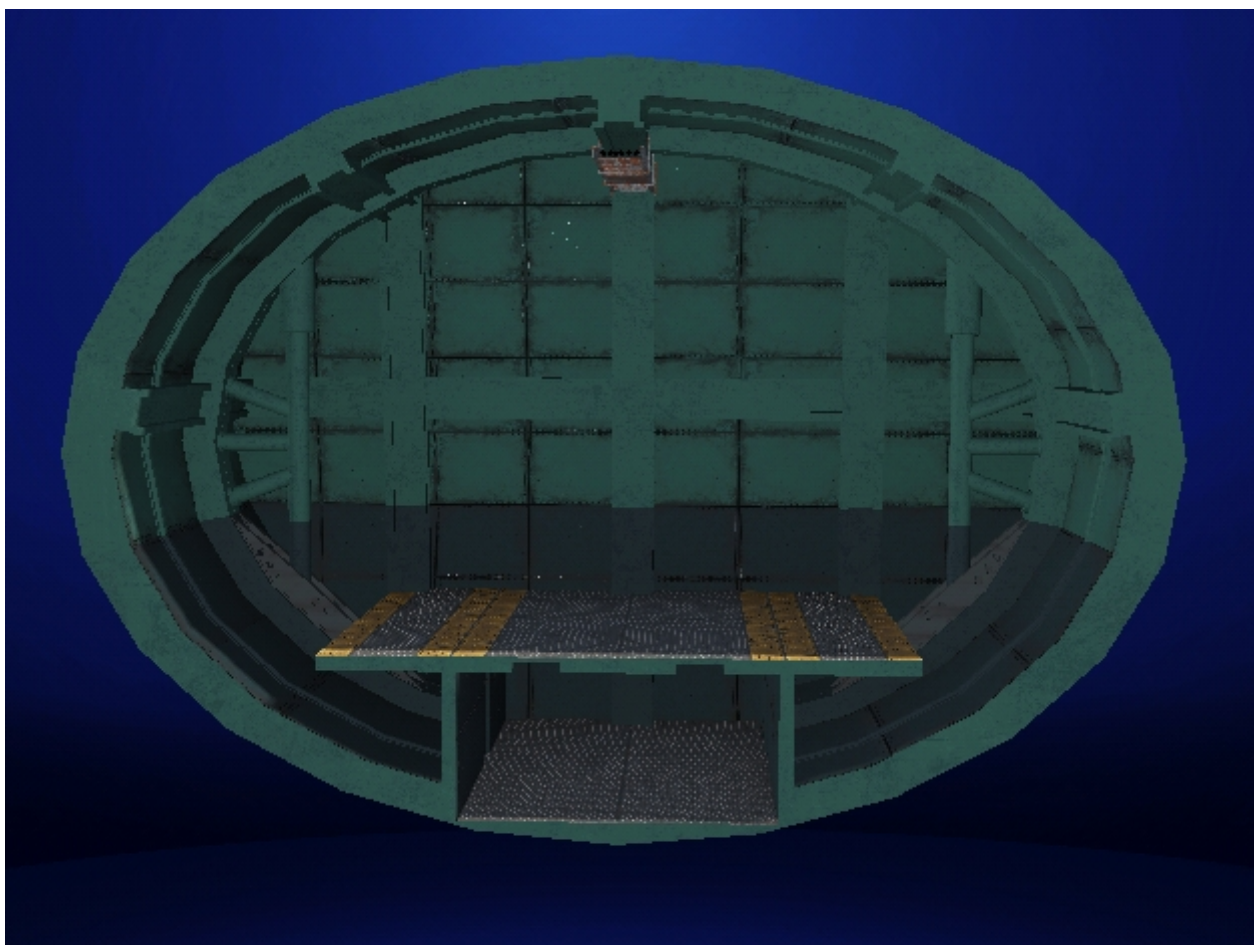
Corners



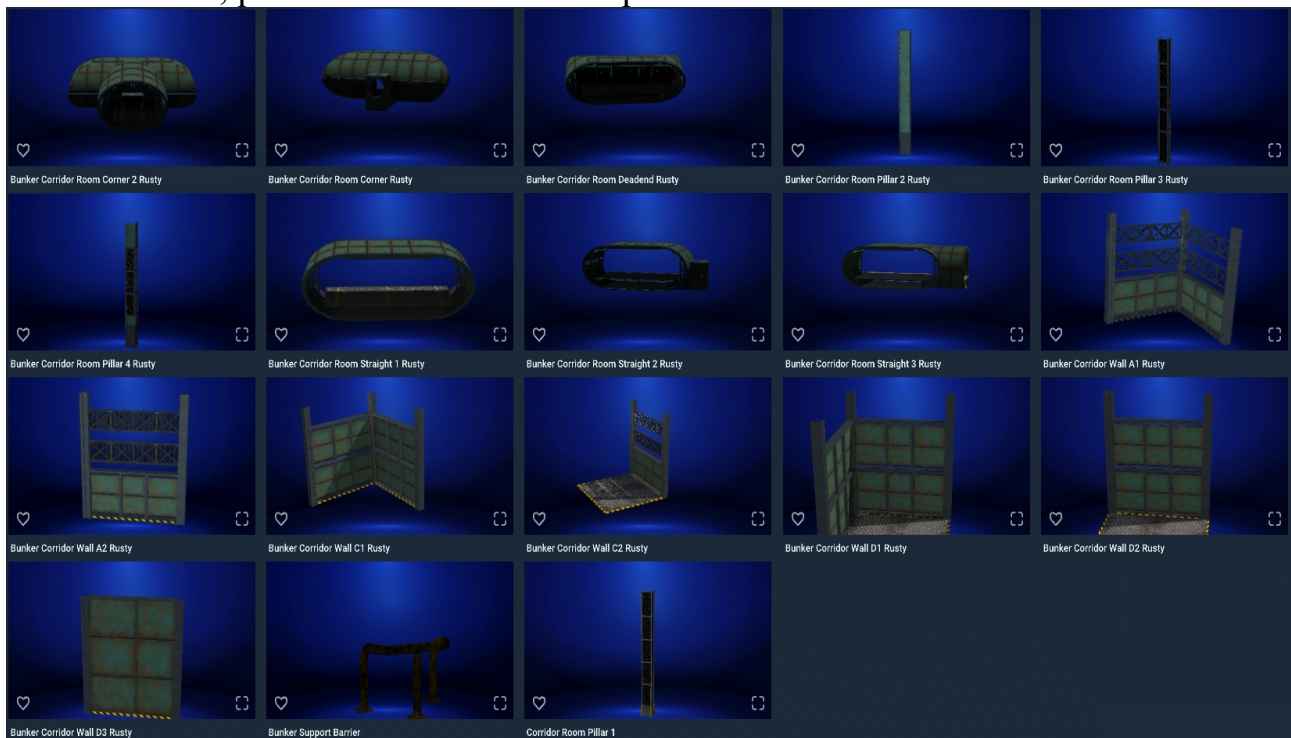
Bends



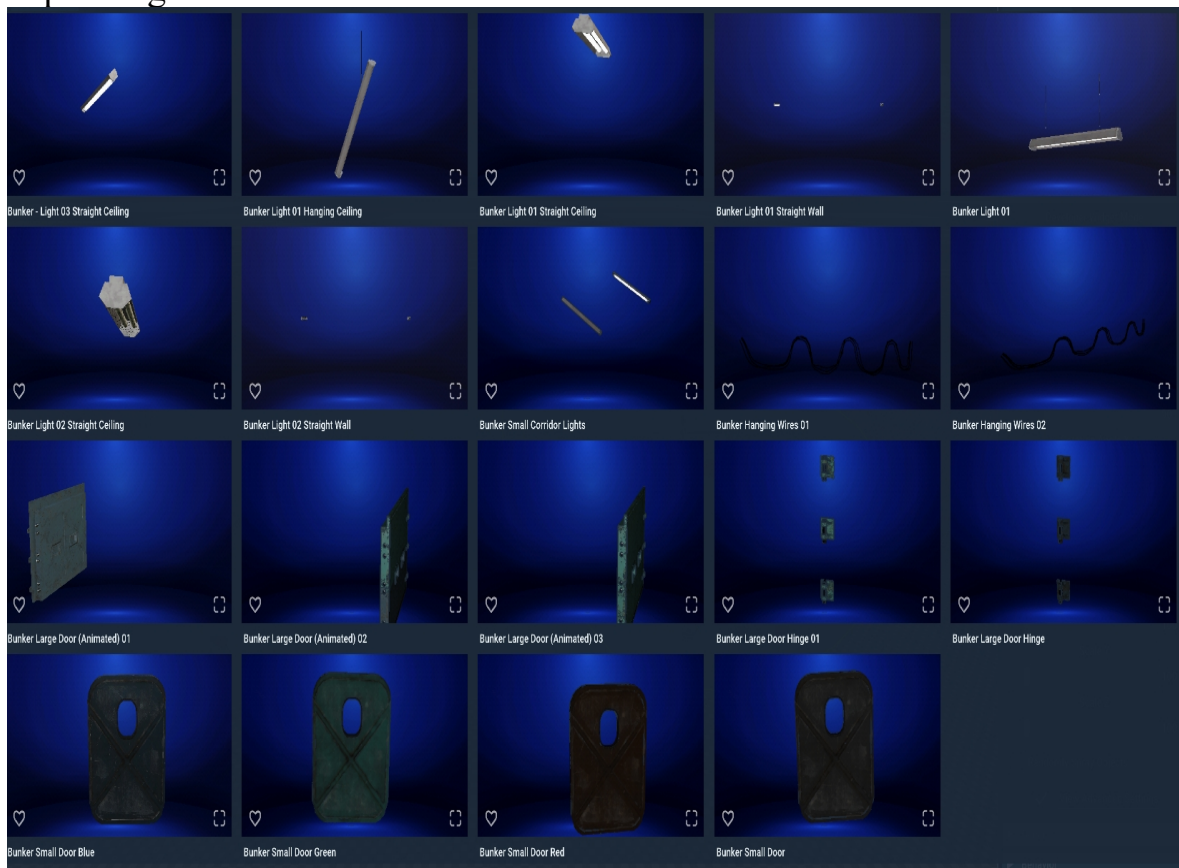
Dead ends



Clean Rooms and Rusty rooms follows a similar pattern, with the exception it includes walls, pillars but have no raised parts.



Props Contain Doors and light fixtures you can place as you see fit, or with the corresponding corridor that has a door frame.



Now for the corridor parts that require that the Y coordinate to be adjusted, found in the Scenery library.

These are made up of the following categories:

Grates

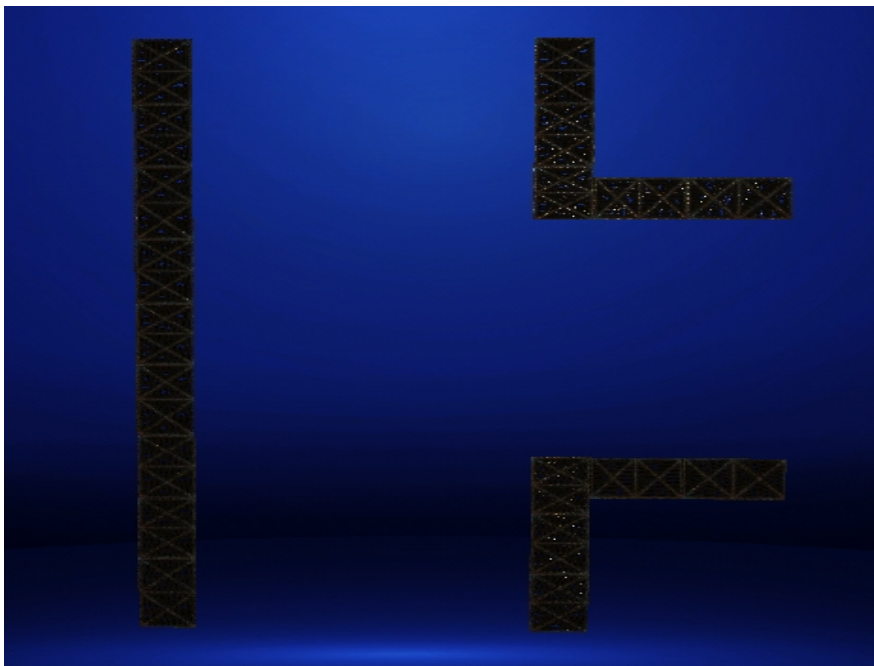
Pipes

Railings

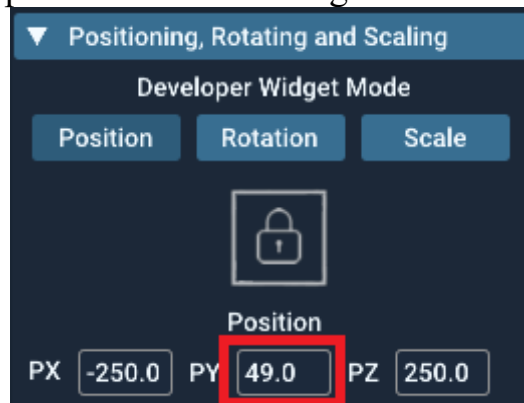
Signage



Each Corridor, has a grate part



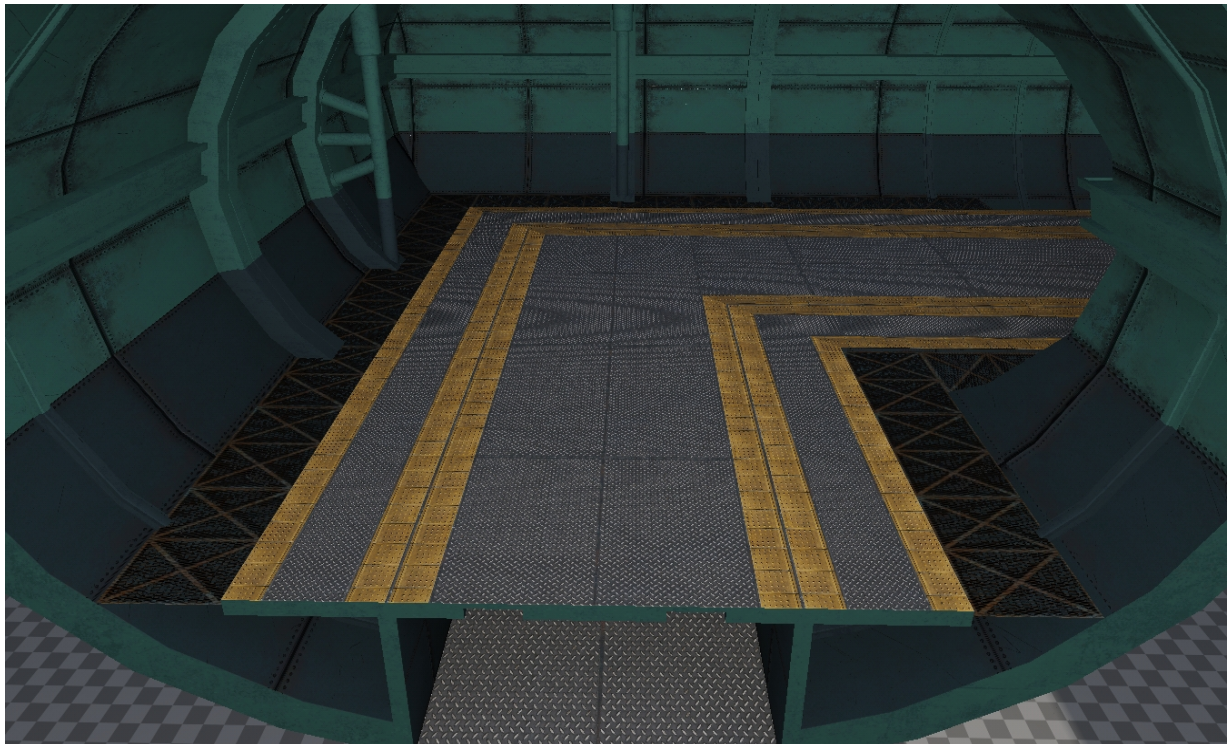
Grates can be placed at the following Y coordinate (49 units) for the standard corridor



168 units for the raised corridor



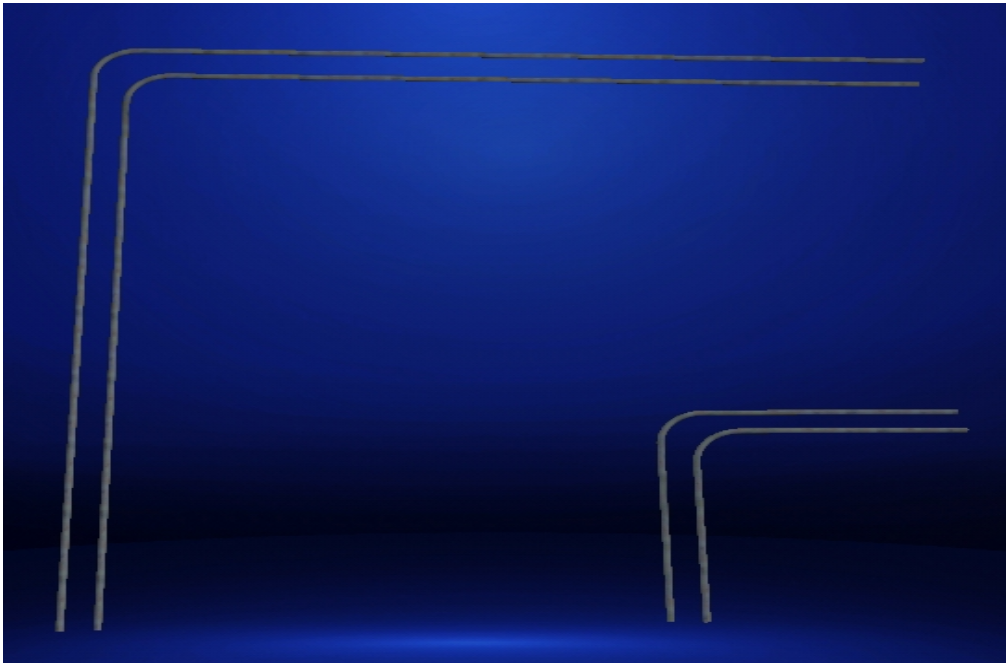
Like so



Once you have place a grate you might like to place some pipes too. There are two types, ceiling and floor pipes, floor pipes can be place at 50 units on the standard corridor and 169 units on the raised corridor. Ceilings pipes can be place at 50 units for the standard corridor and 169 for the raised corridor.

These pipes look like this:

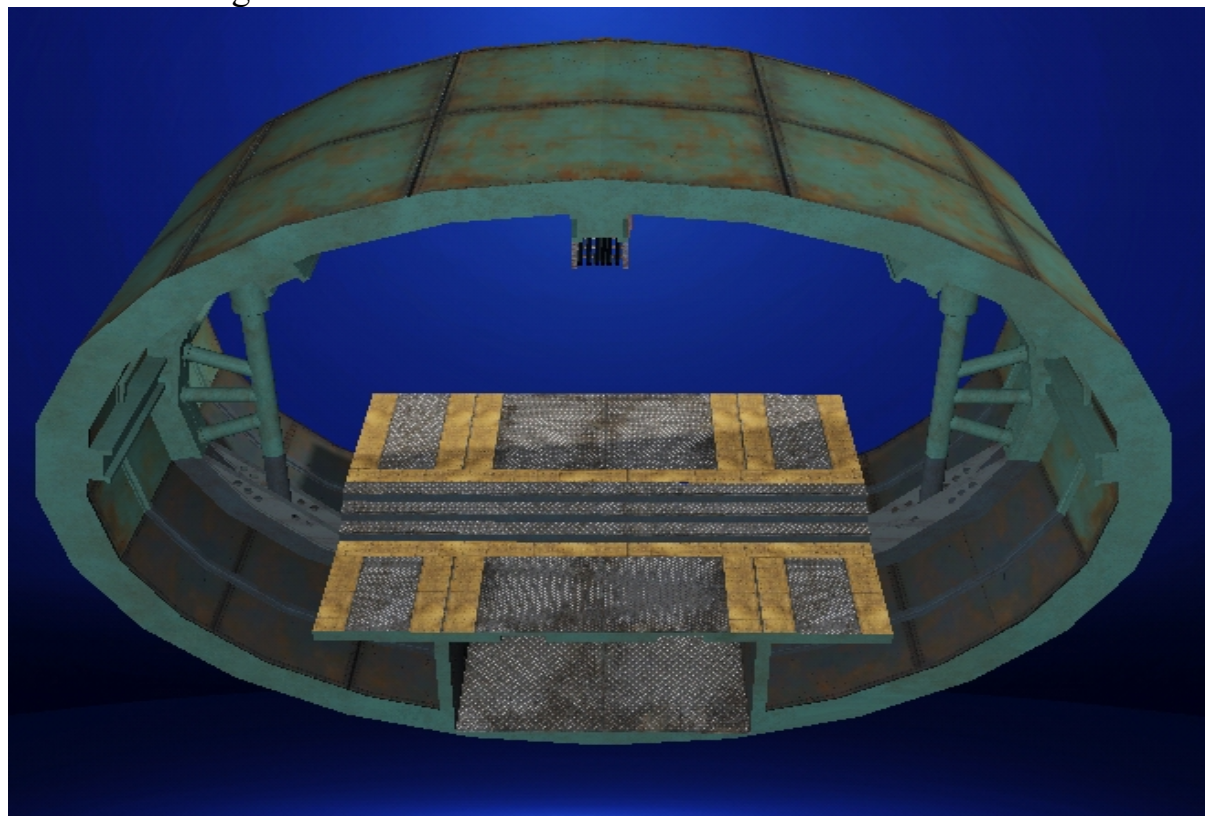
Floor Pipes



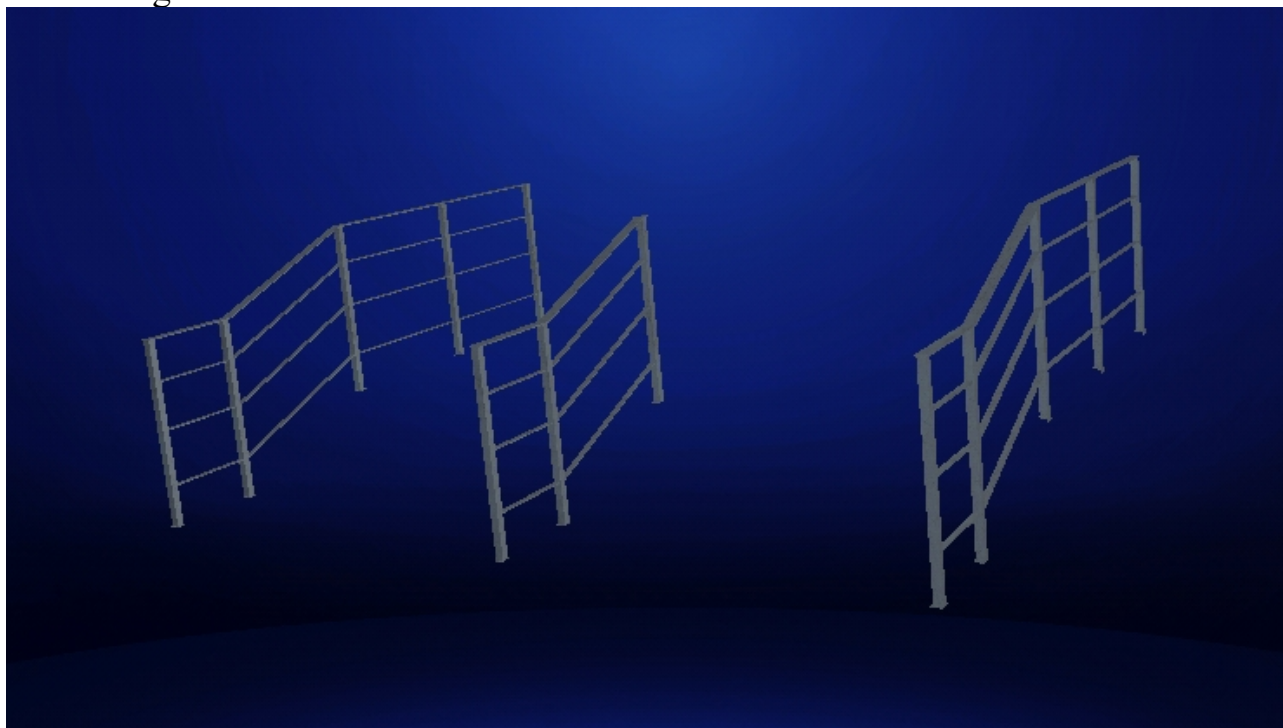
Ceiling Pipes



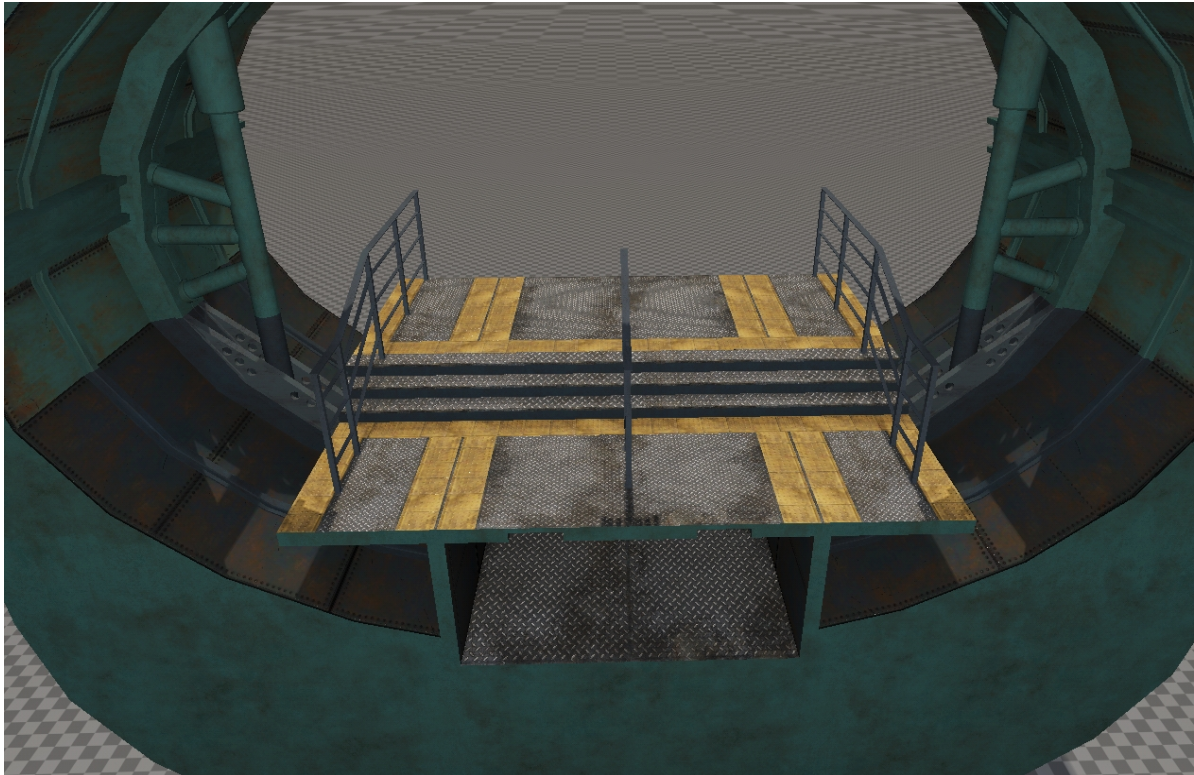
Now that you have placed your pipes. There are special corridors with steps where you can use railings as well. These corridors look like this:



The railing like this:



Railings can be placed at 91 units for the standard steps corridor and 210 units for the raised corridors like so:

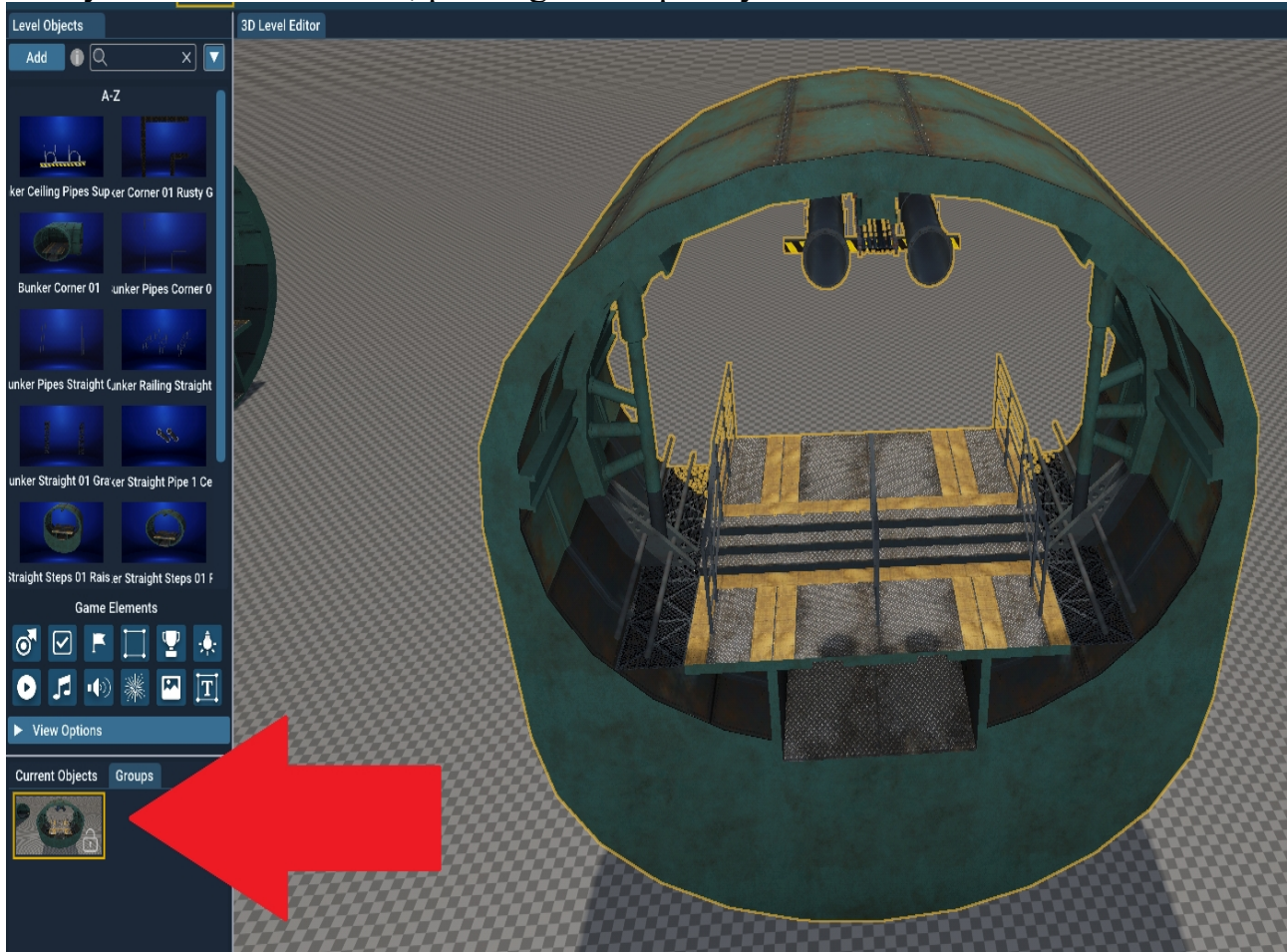


Also included in the Secret Bunker Booster pack is signage these can be placed as the user sees fit.



Final note that my preferred method of assembly is to take a corridor place all the relevant parts and grouping the final parts as a smart object in GameGuru Max, this will allow you to reuse the group within the level you are building with ease and not have to place the same parts again.

It may look a little like this, pending on the parts you have selected.



That is it, you should now be able to build a level with assets from the Secret Bunker Booster Pack with ease. Should there be any further questions and comments you are welcome to ask on the official GameGuru Max discord channel found here.

<https://discord.gg/Ne6yHHytZK>