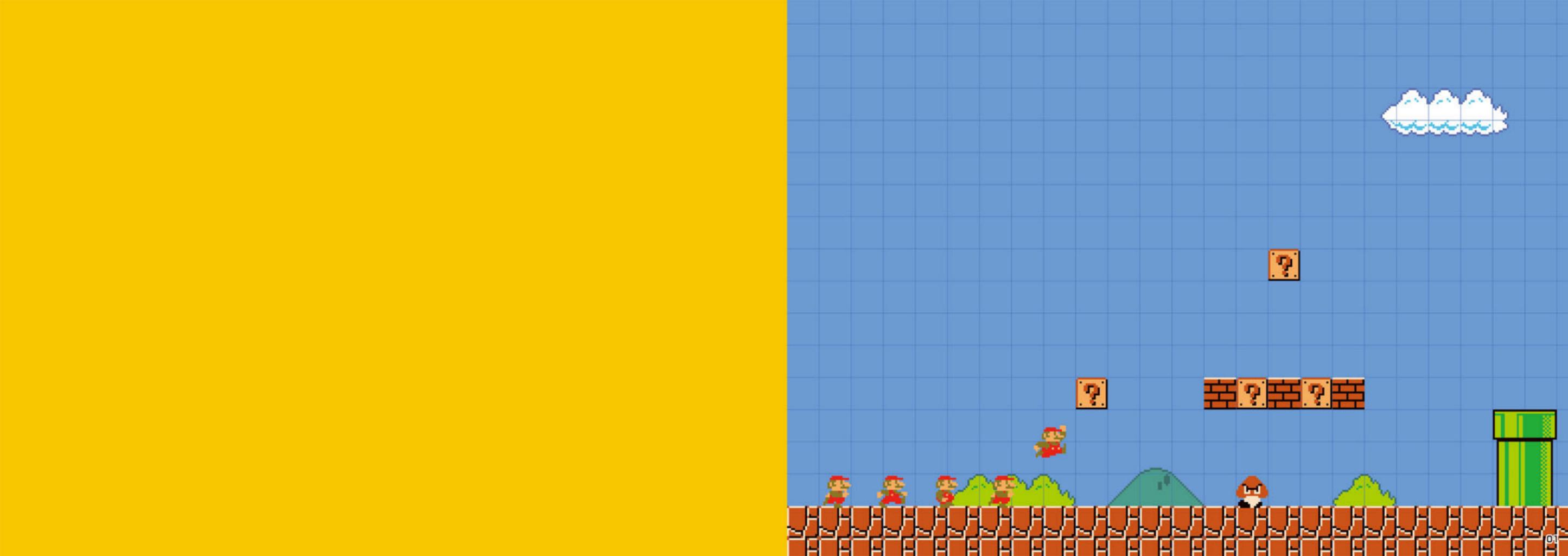
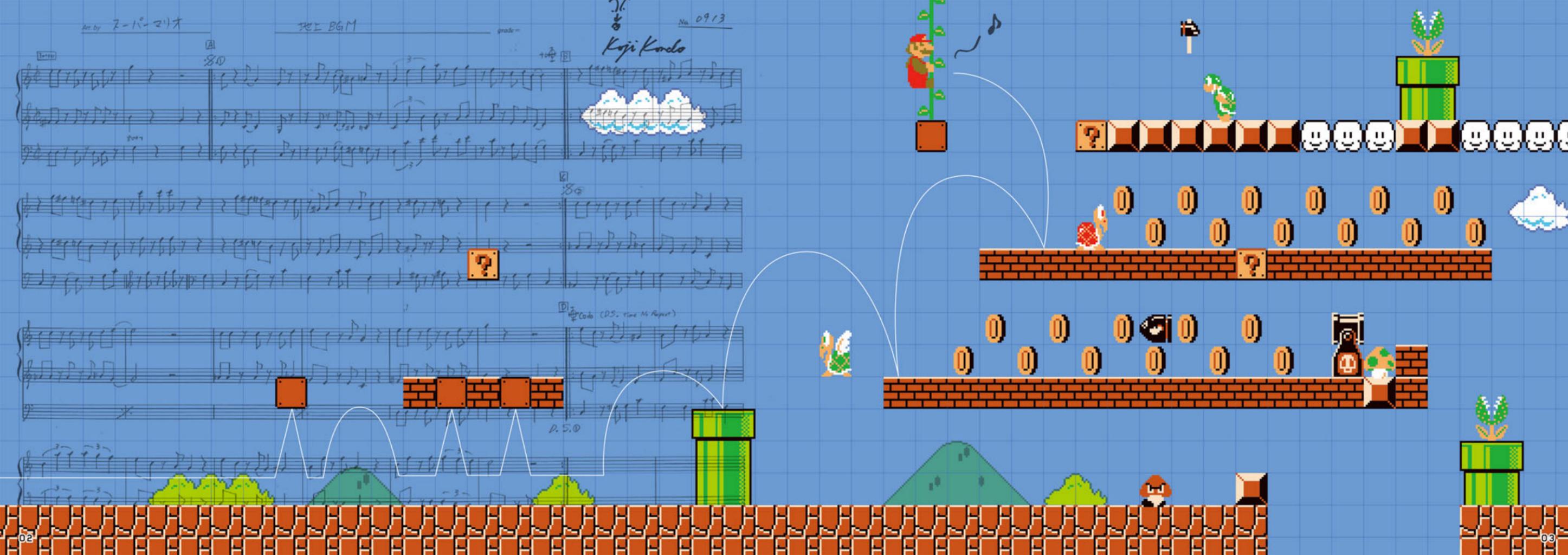
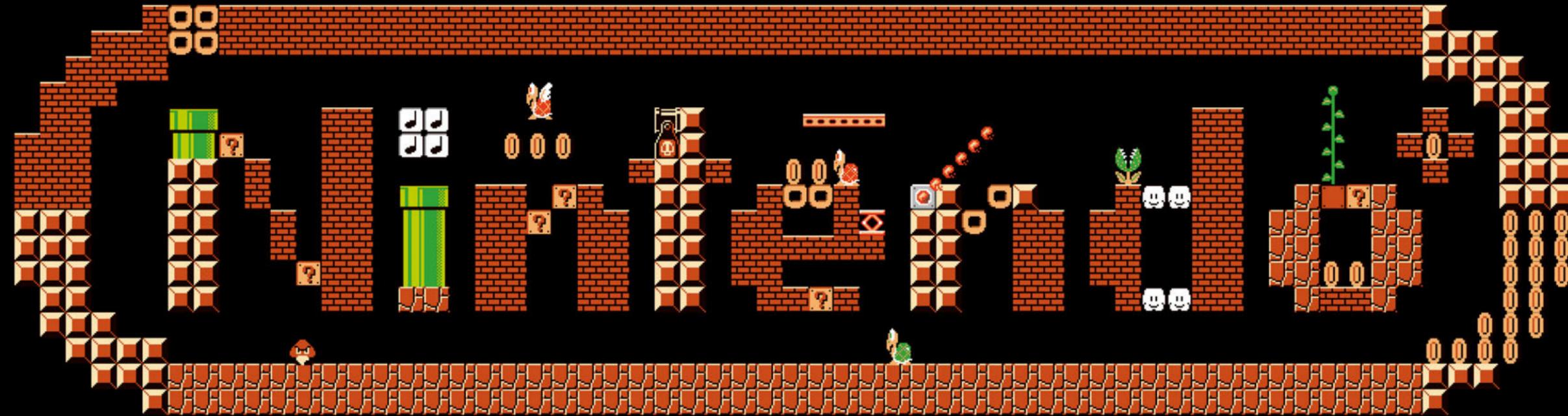


SUPER  
MARIO MAKER™









06



♀ 1 5 6 7



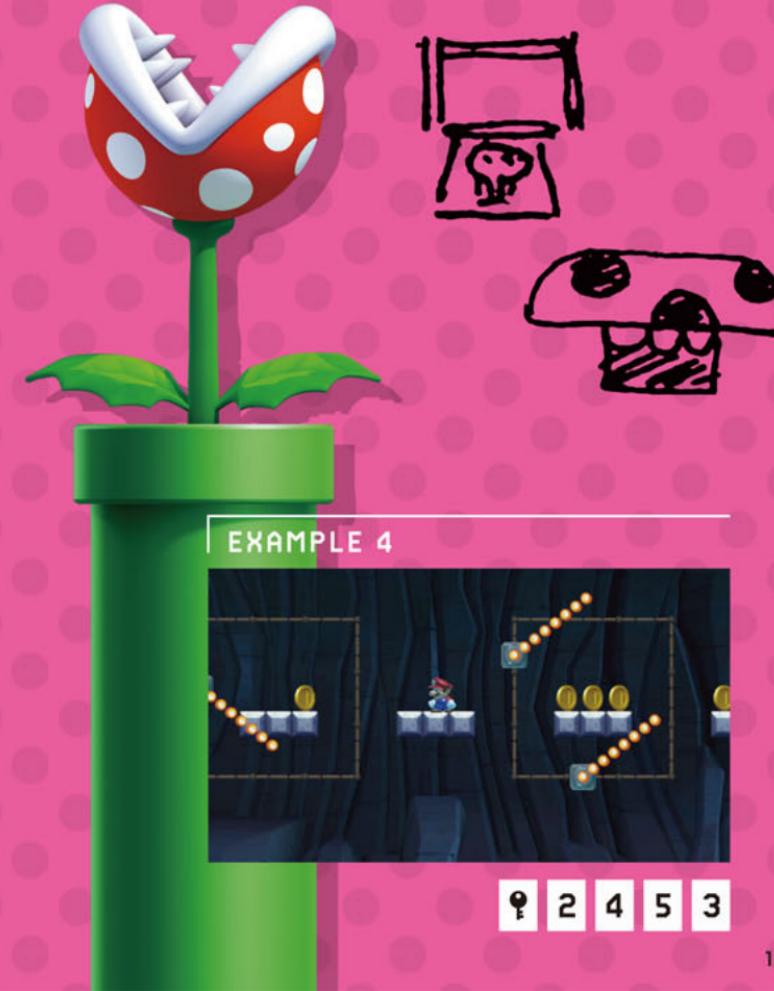
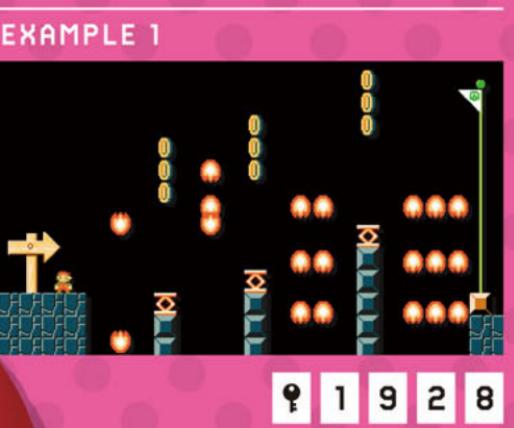
♀ 3 8 9 1

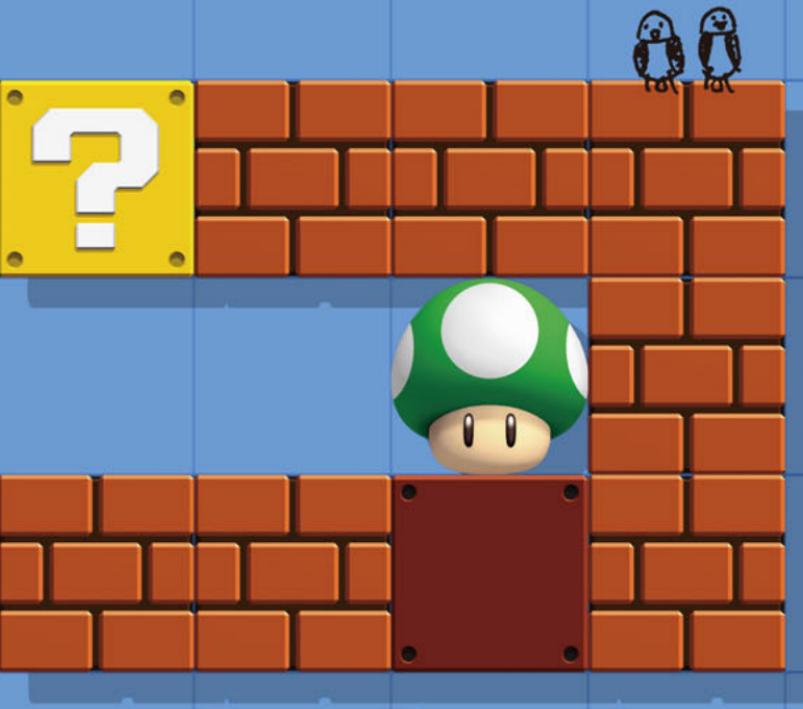
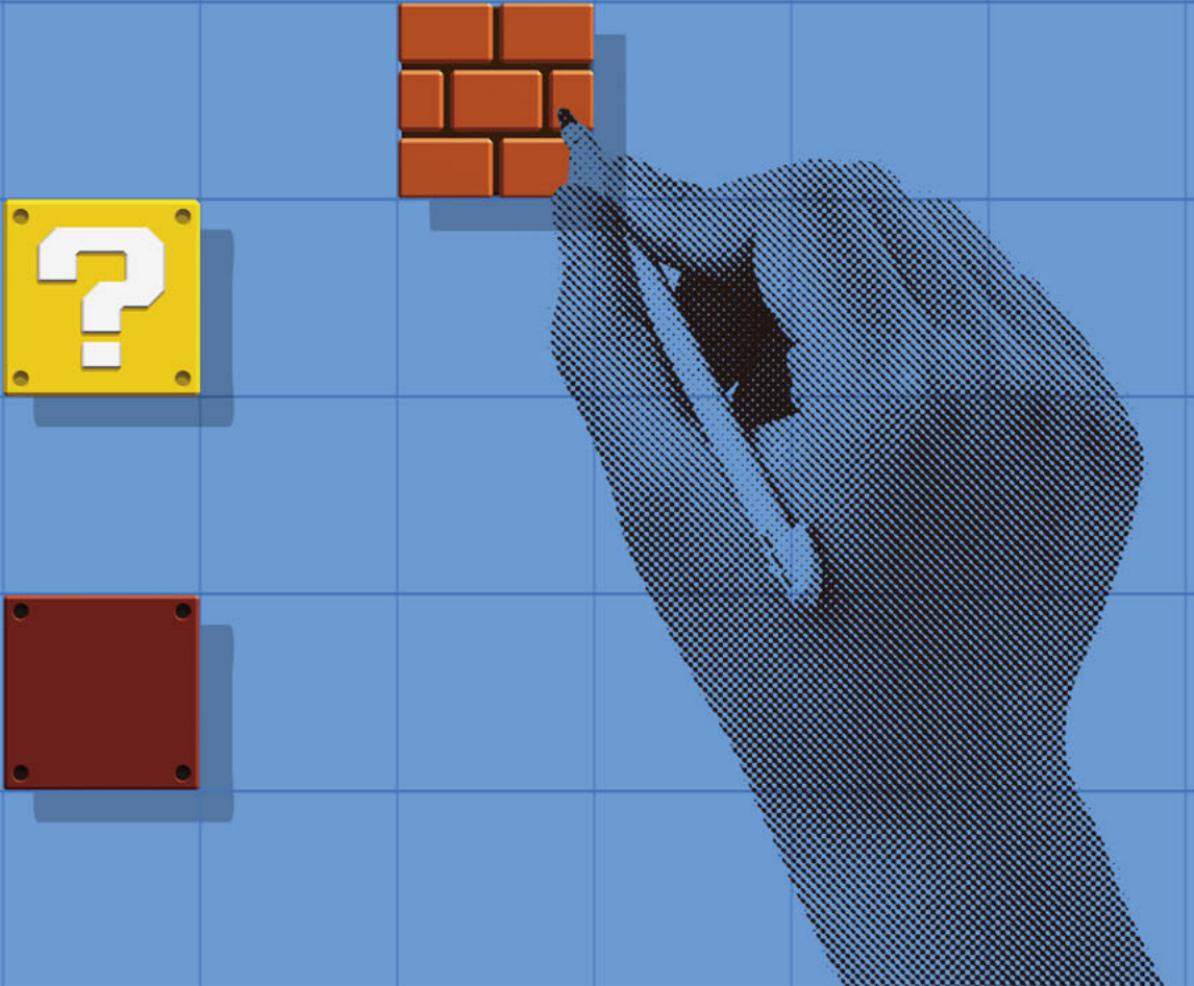
07



## SUPER MARIO BROS. COURSE DESIGN

# THE BASICS





EXAMPLE 5



key 5 0 1 1



EXAMPLE 6



key 6 3 9 1



EXAMPLE 7



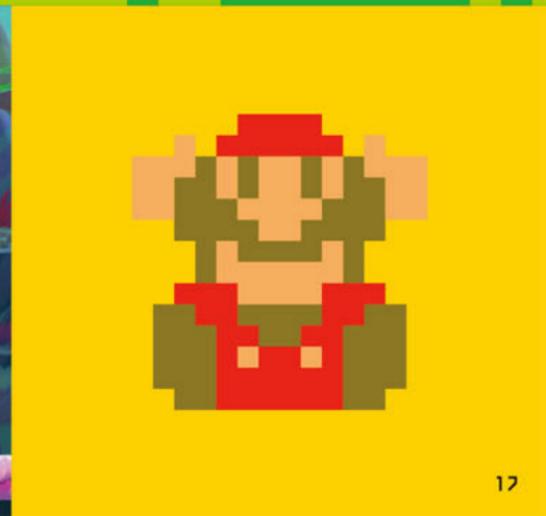
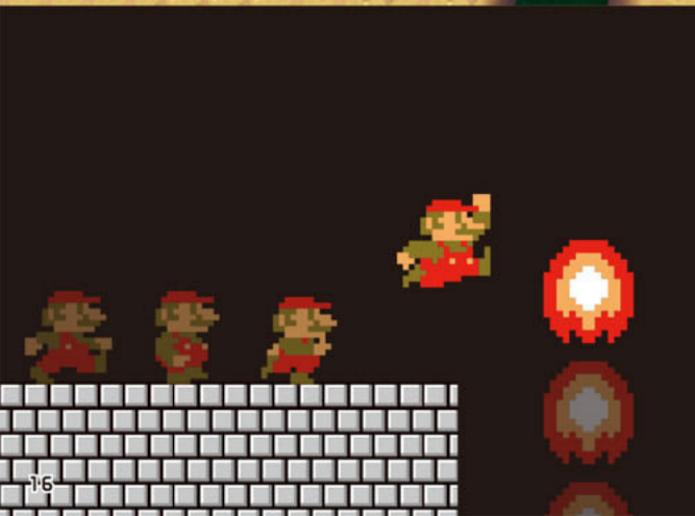
key 7 1 4 7

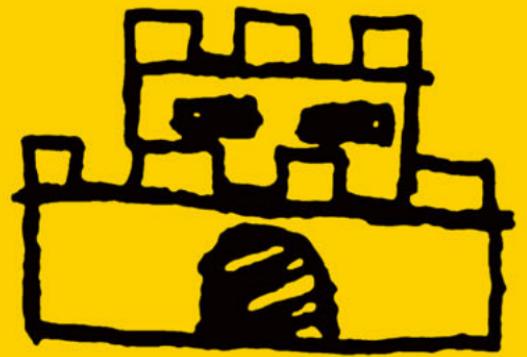


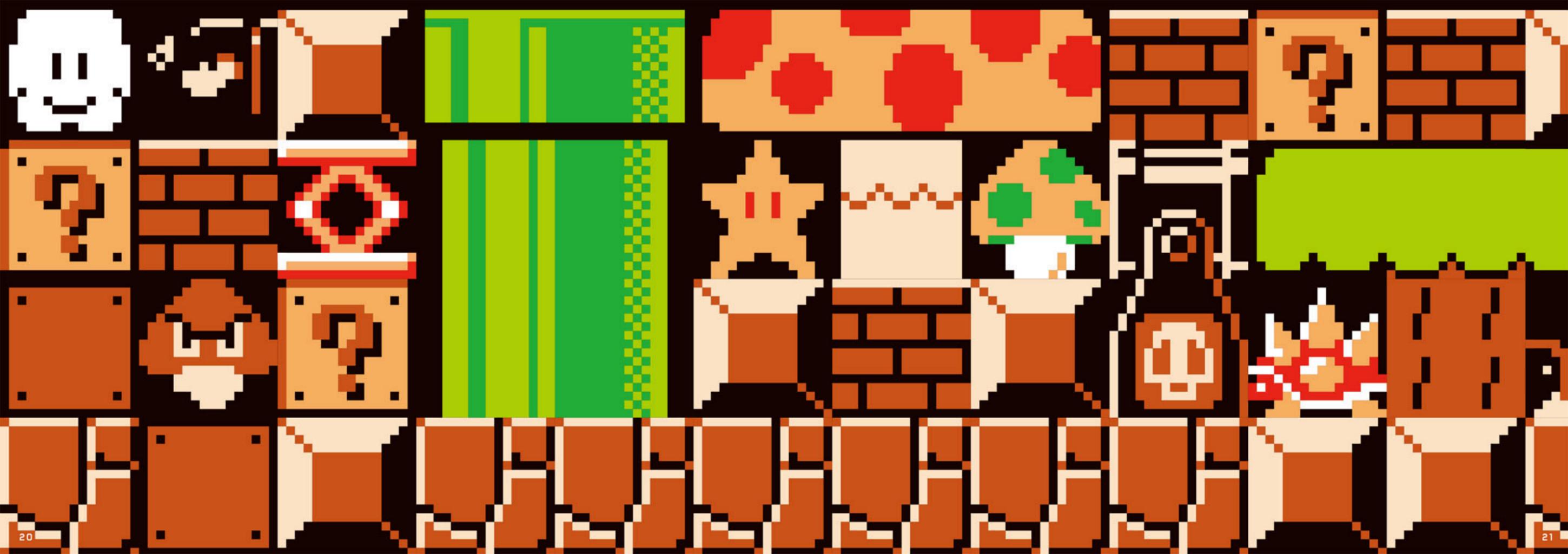
EXAMPLE 8



key 8 1 2 9

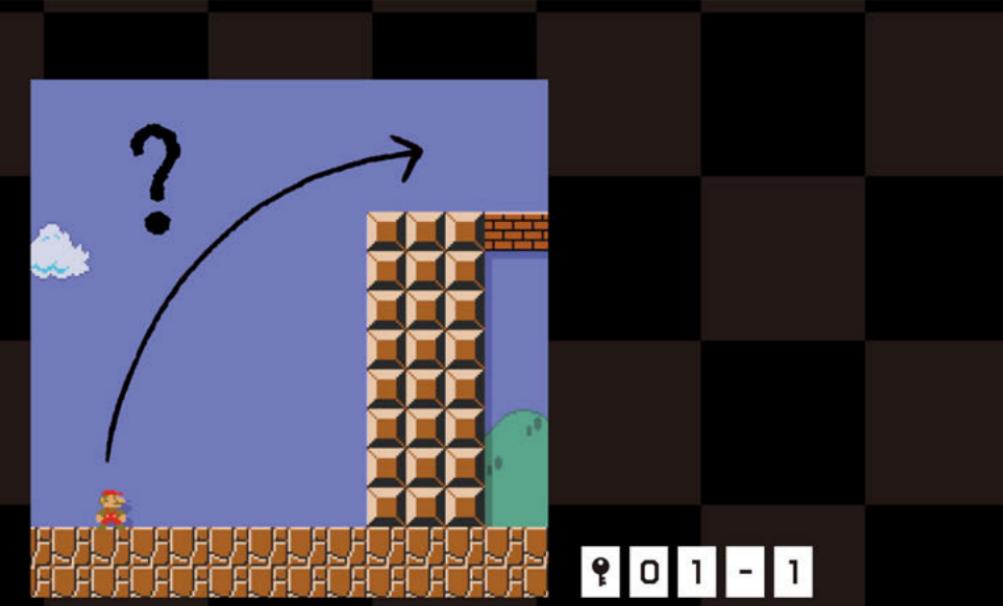




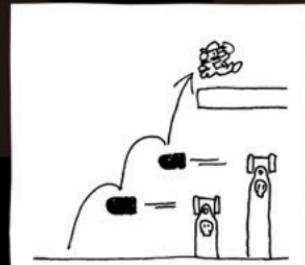
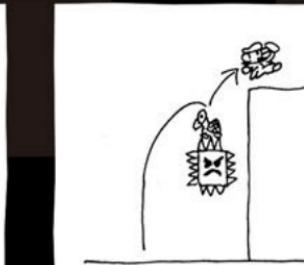
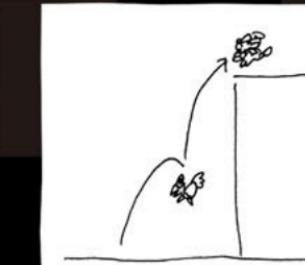
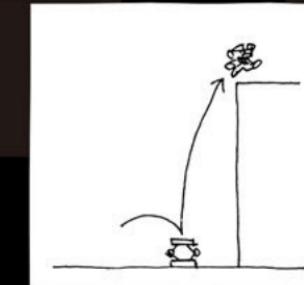


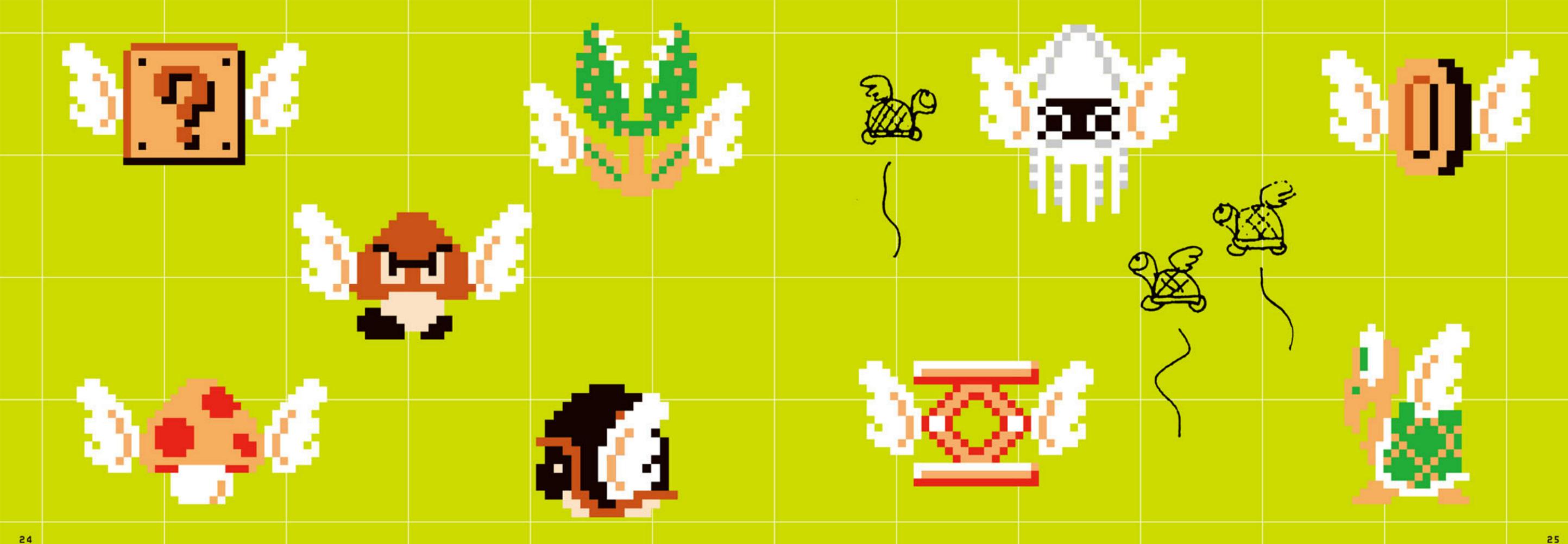
## COURSE DESIGN

# JUMPS



01-1





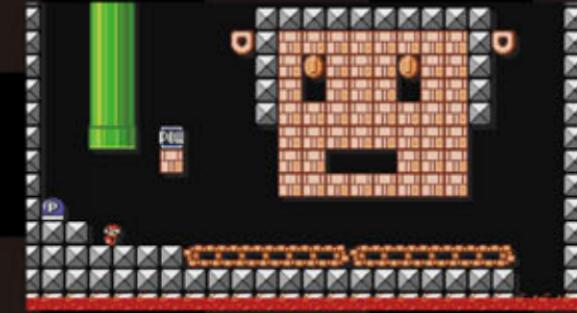


## COURSE DESIGN

# COINS



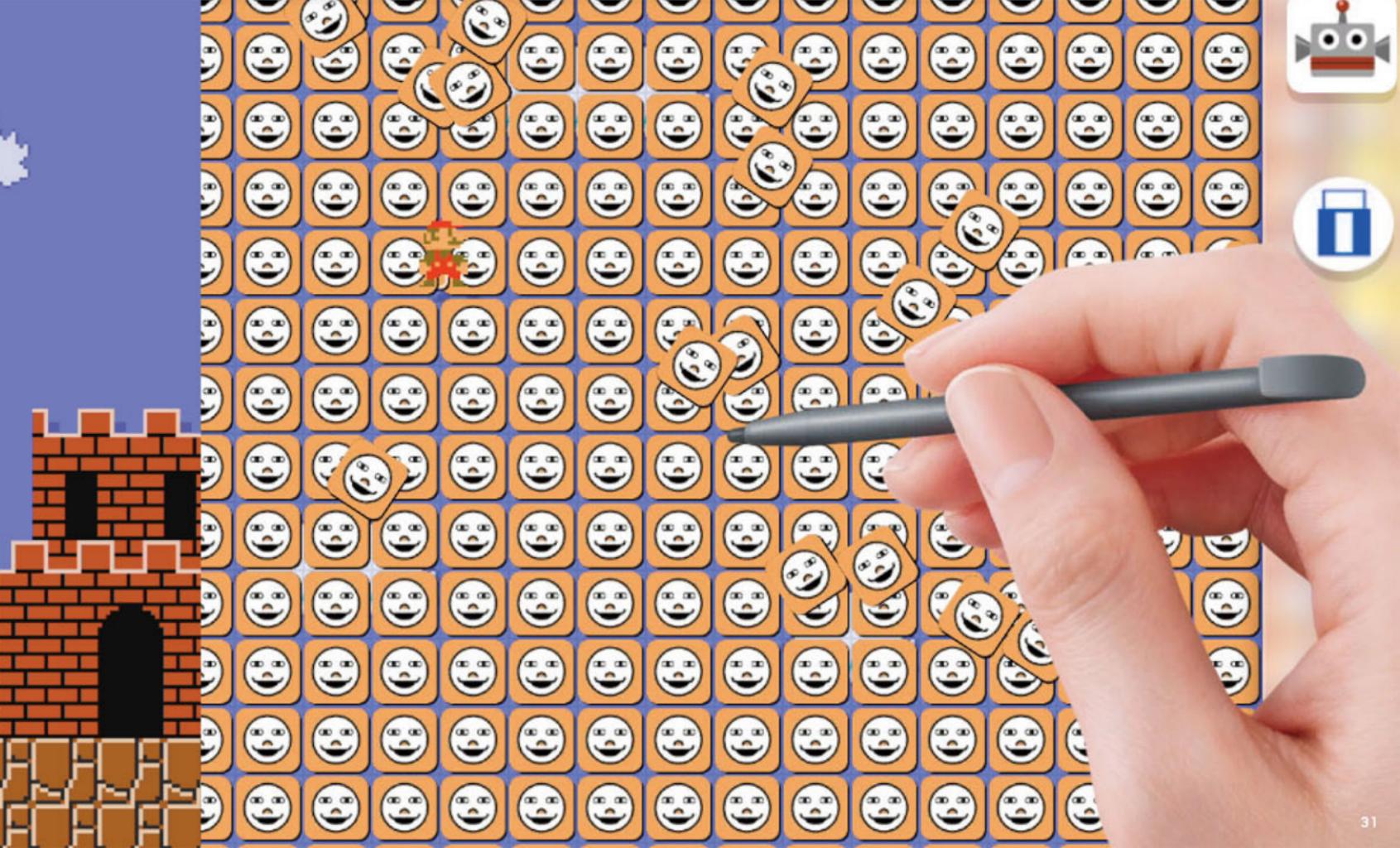
♀ 9 4 3 5

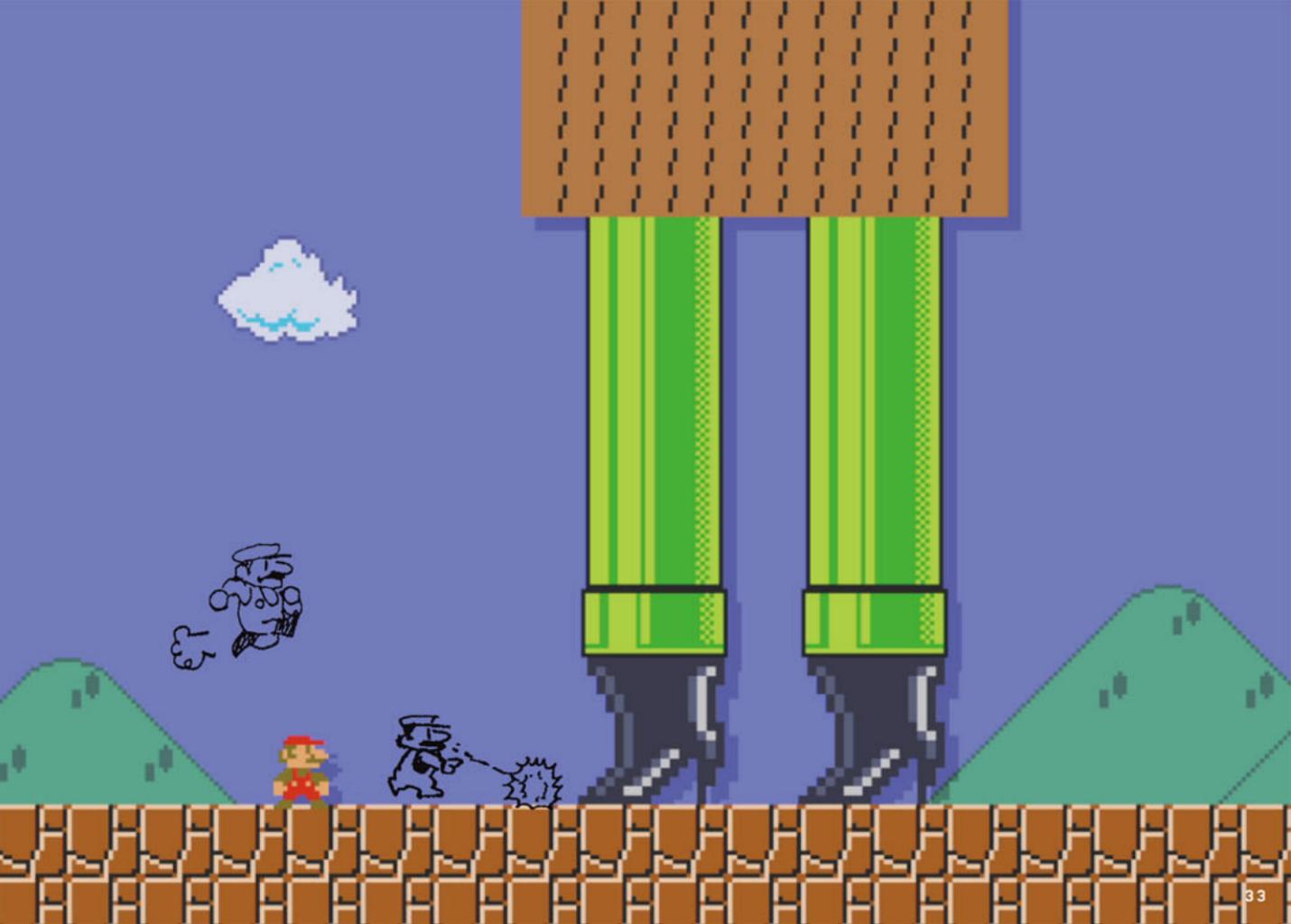


♀ 4 0 0 8



♀ 7 9 6 2





## COURSE DESIGN

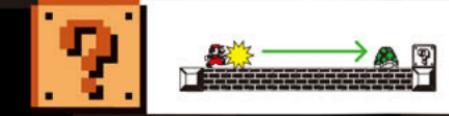
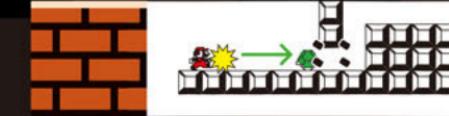
# SHELLS



### EXAMPLE 1



### EXAMPLE 2



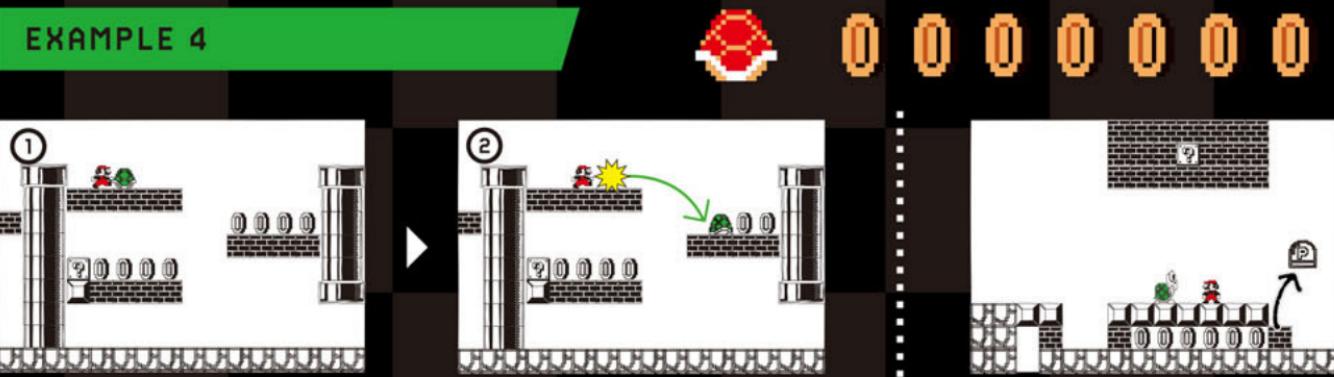
### EXAMPLE 3



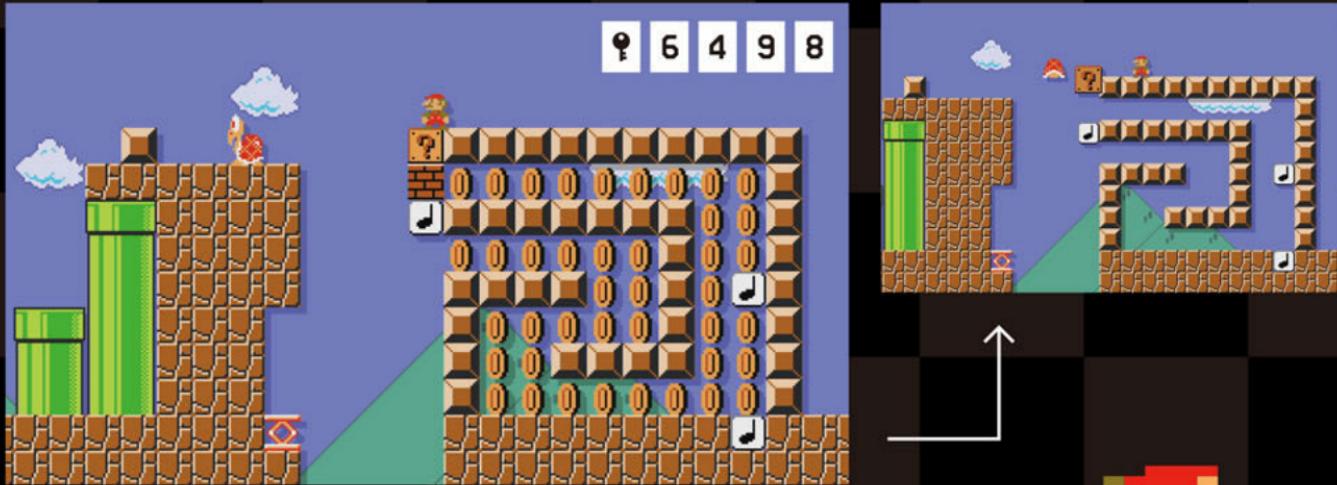
9 8 7 4 3



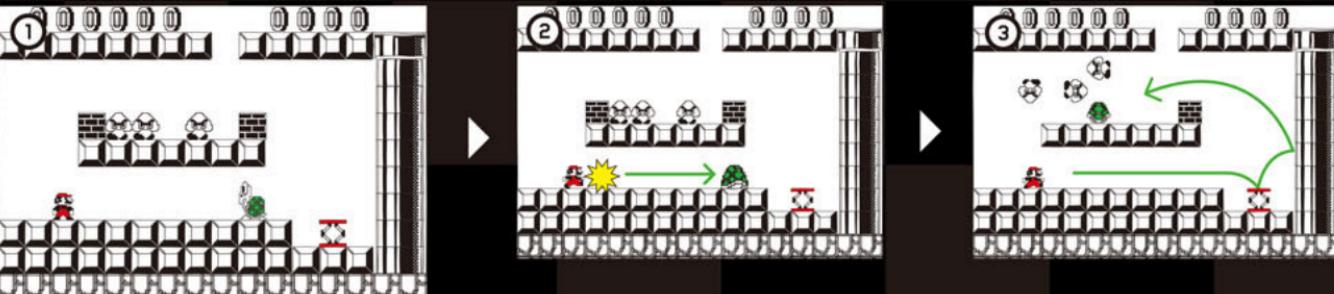
EXAMPLE 4



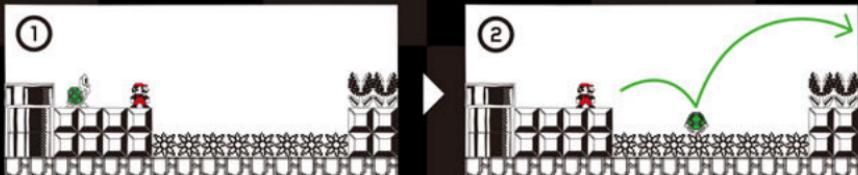
EXAMPLE 6

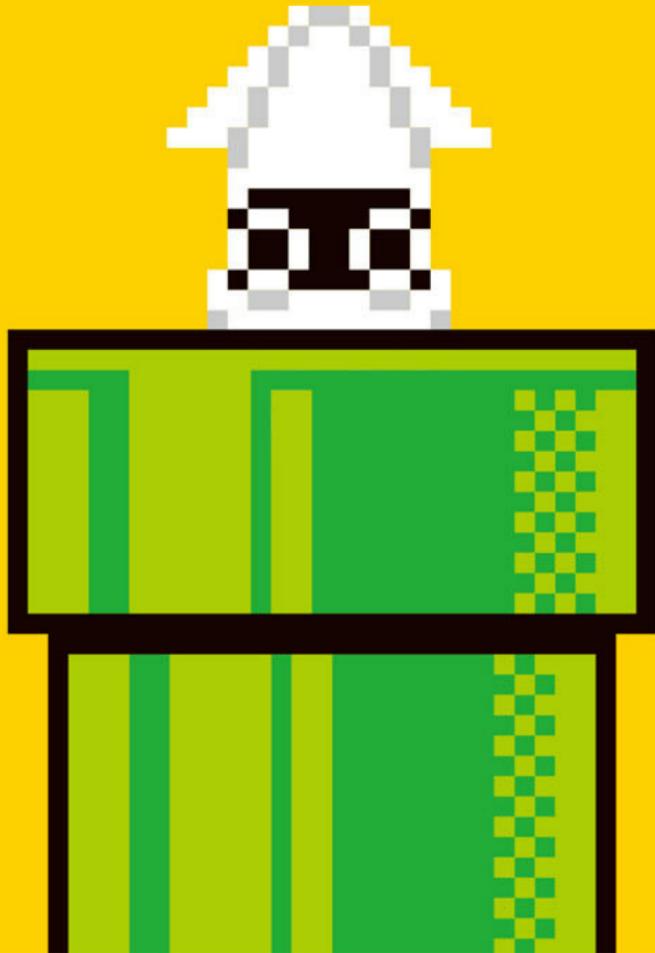


EXAMPLE 5

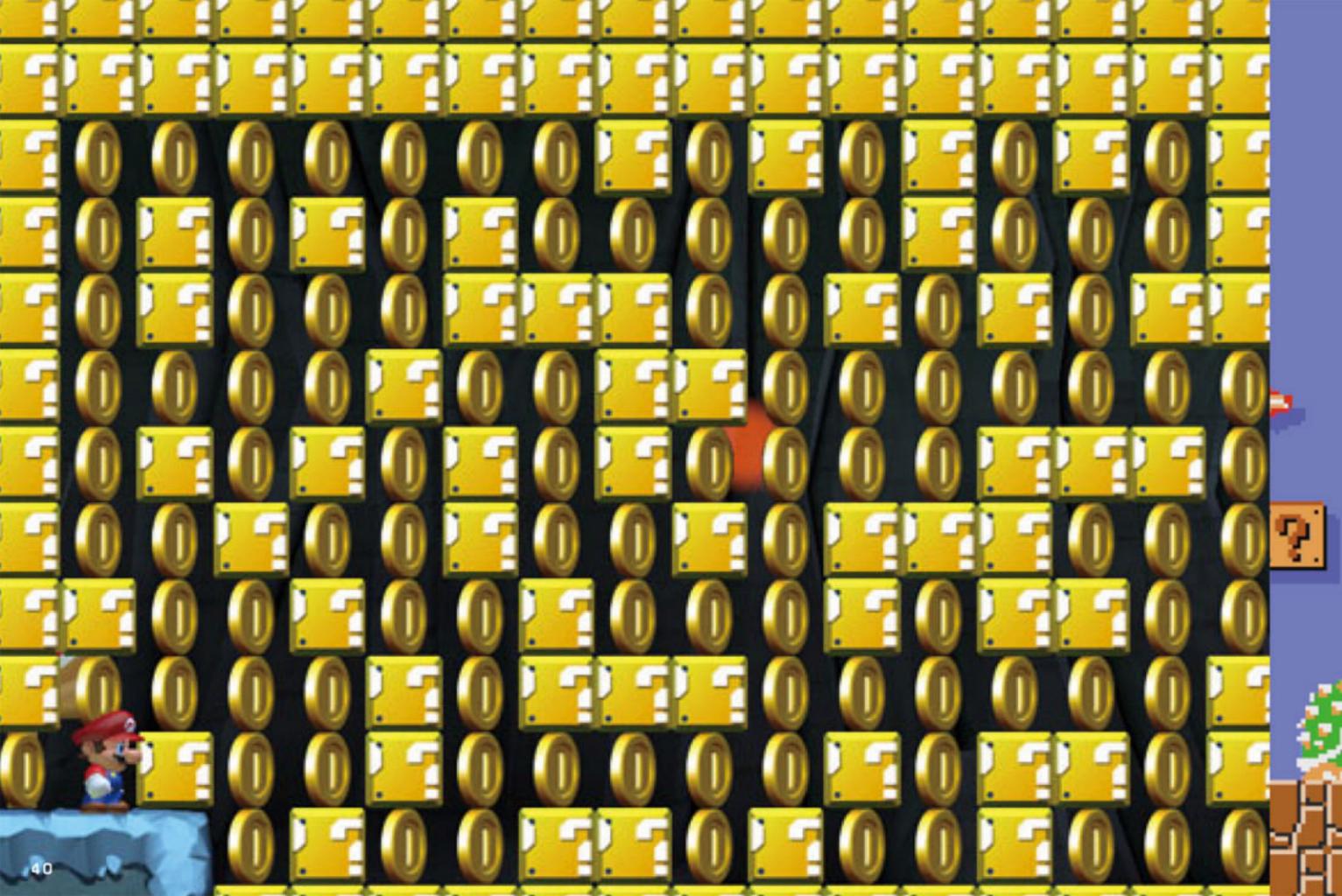


EXAMPLE 7





# SUPER MARIO MAKER











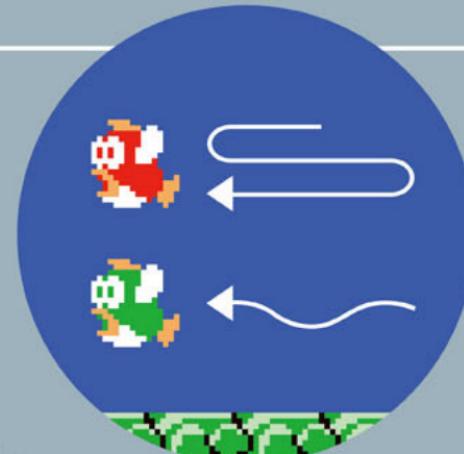
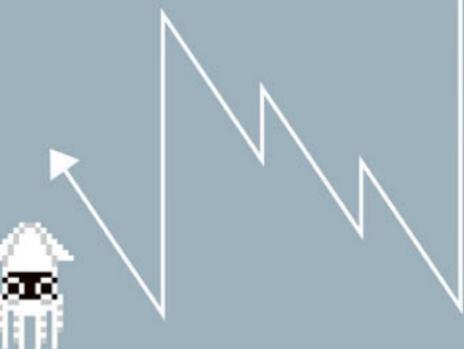
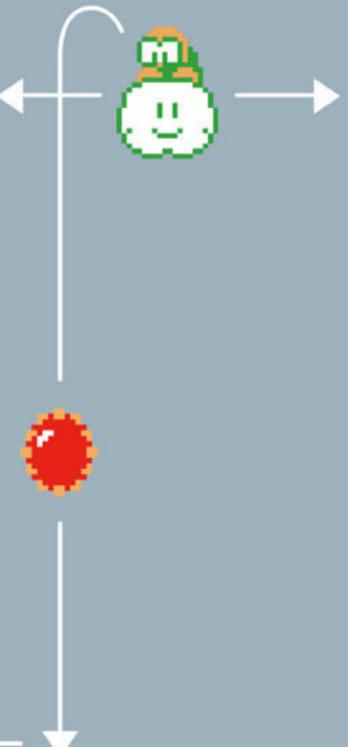
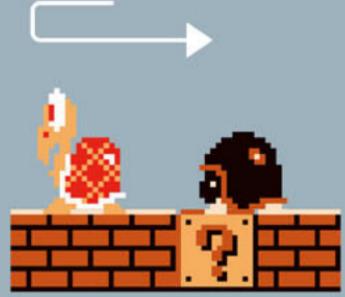
?

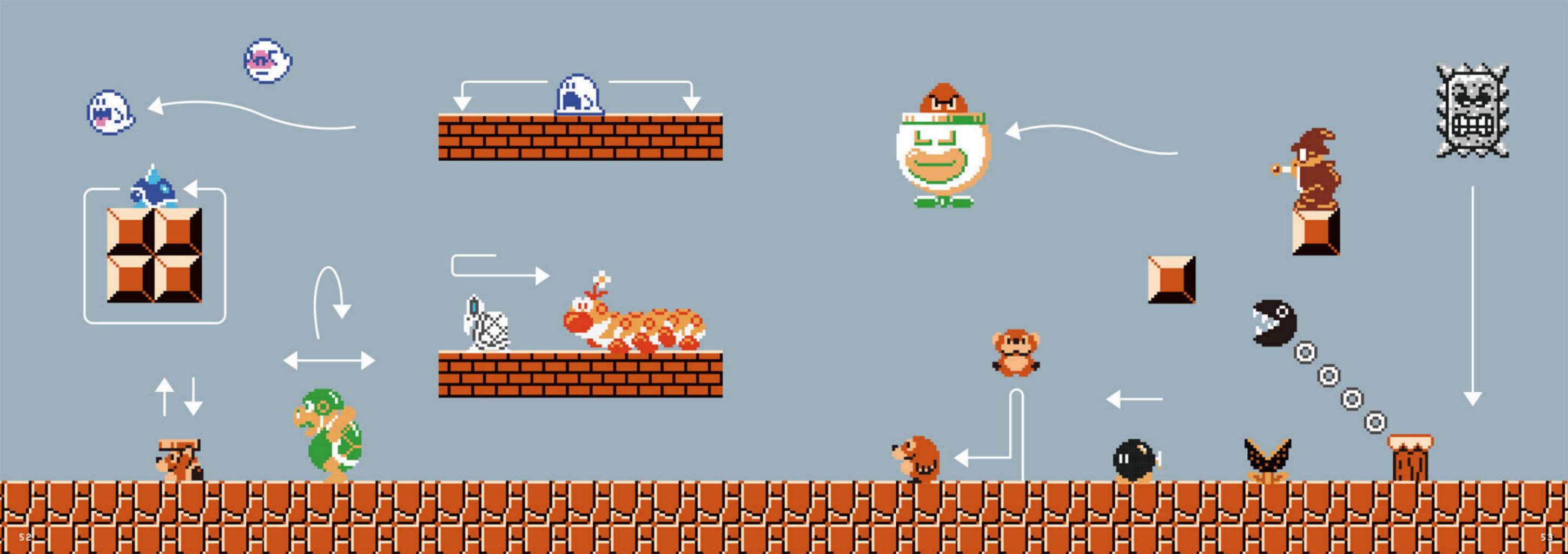
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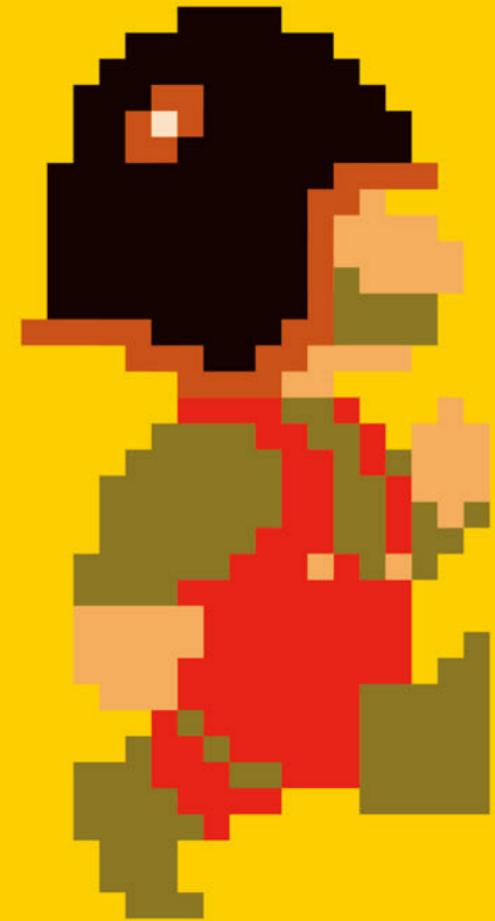
3

3

4



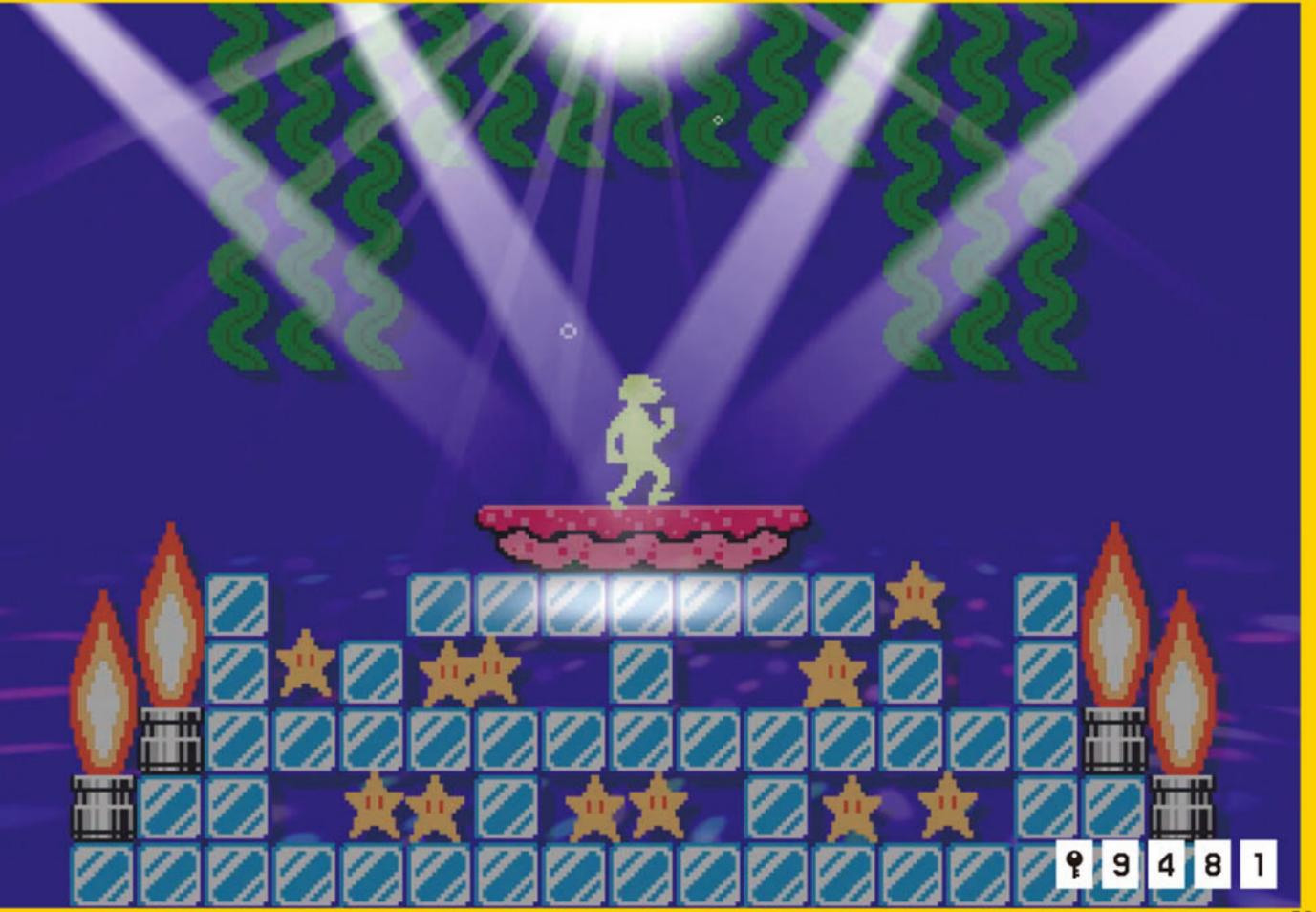




# SUPER MARIO MAKER

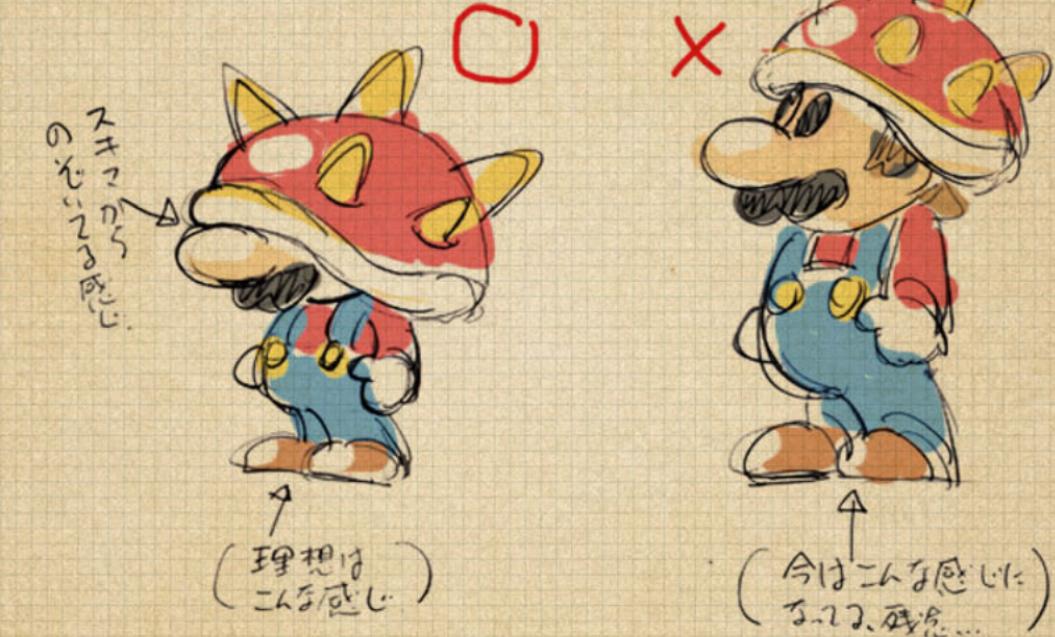
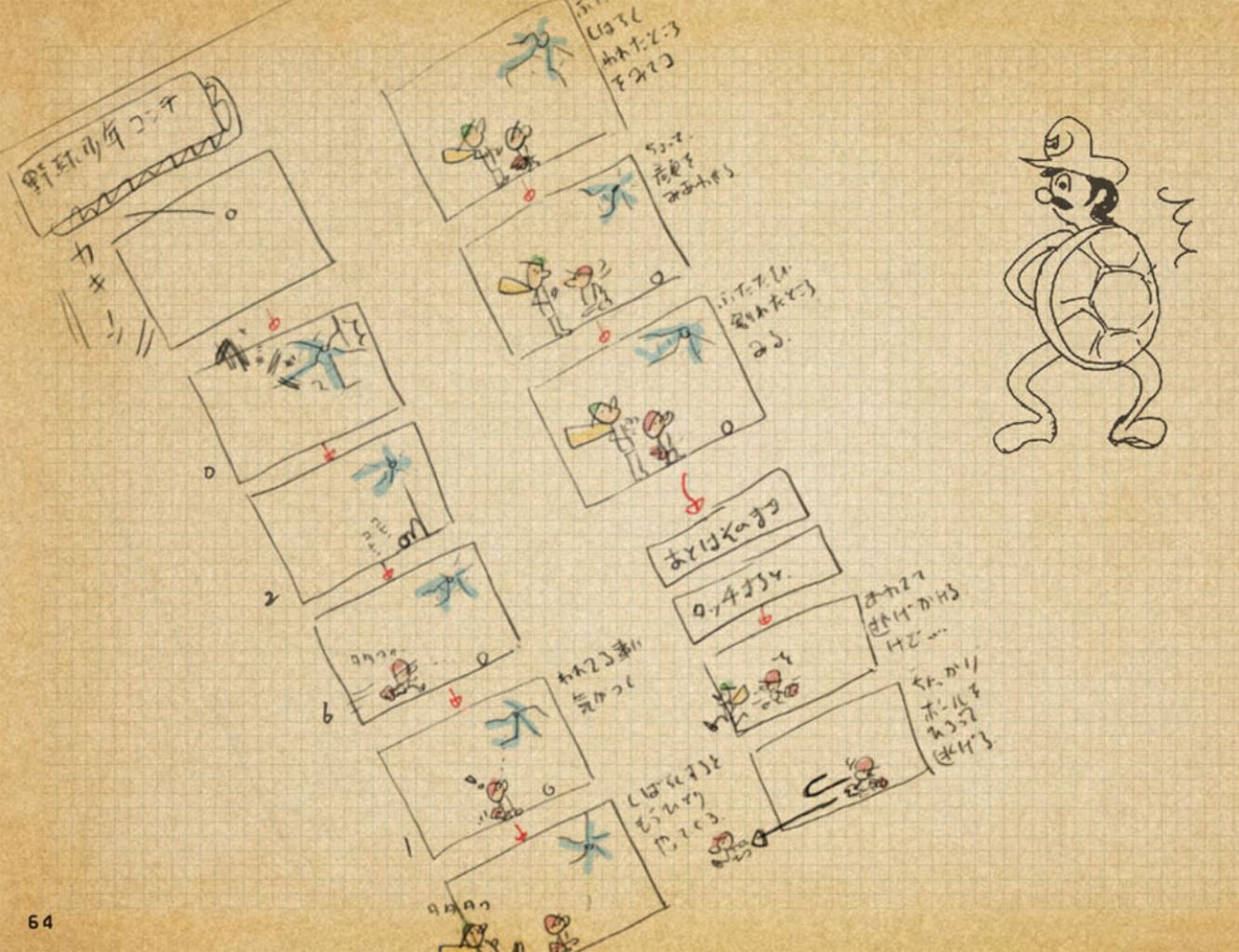


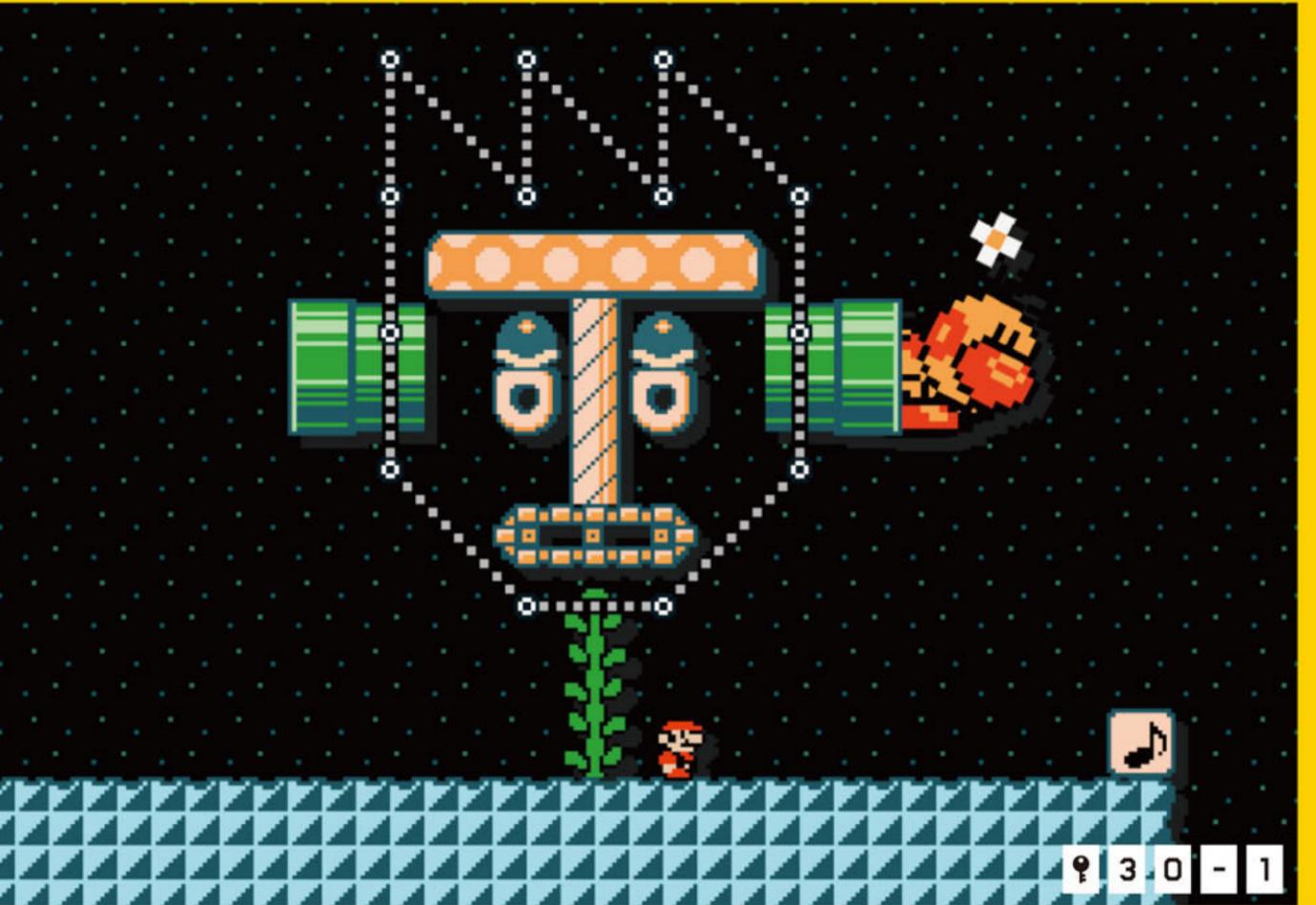
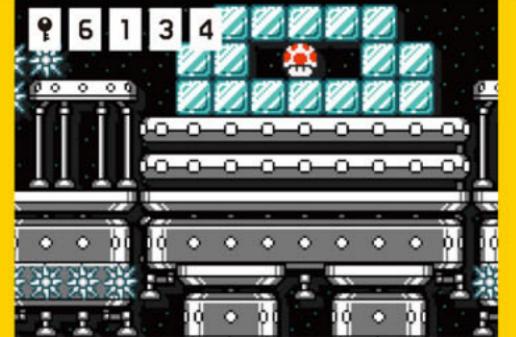
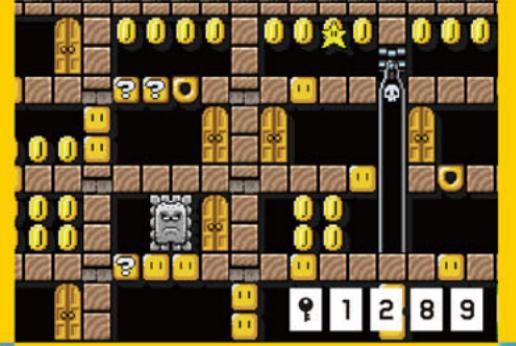


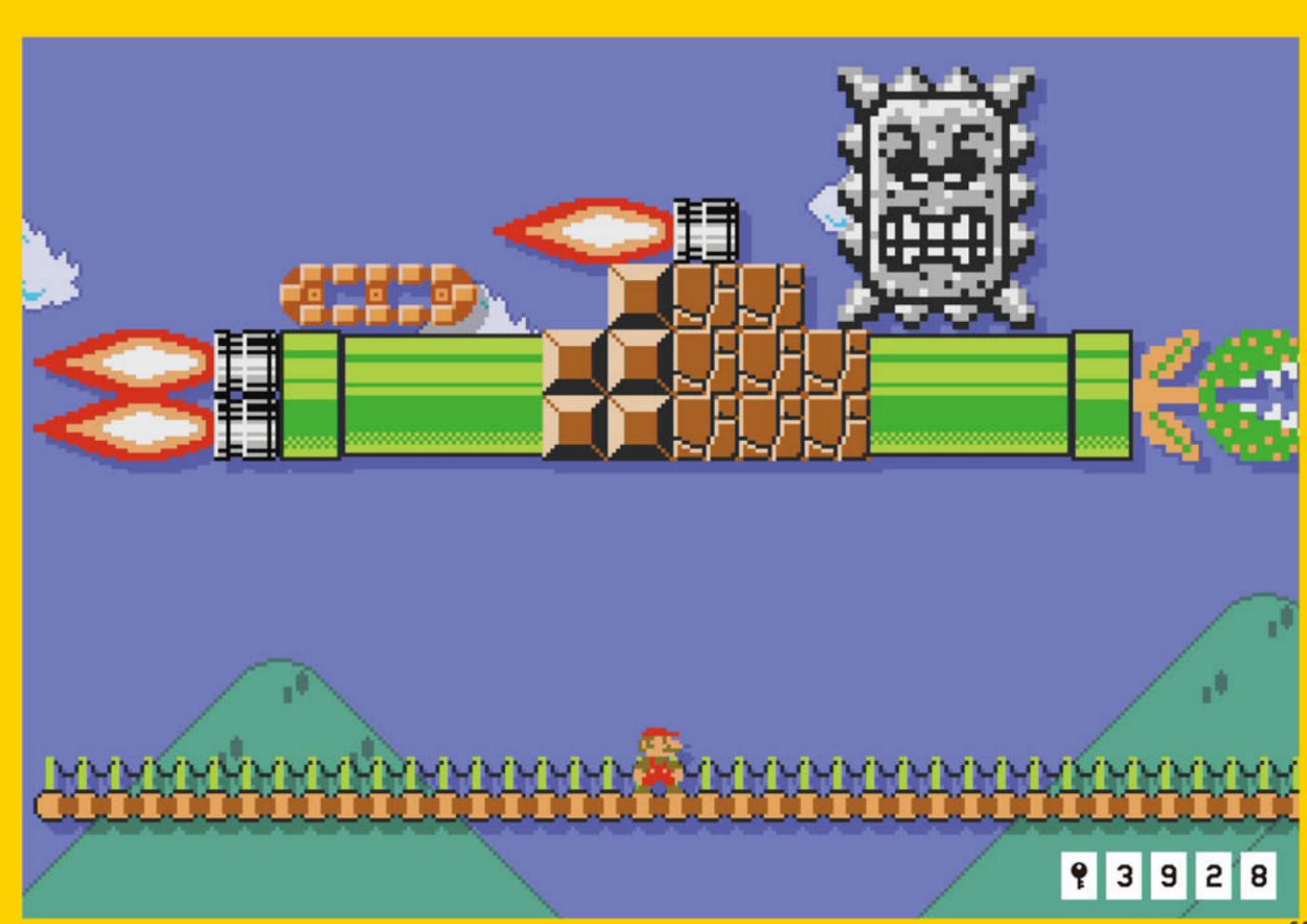


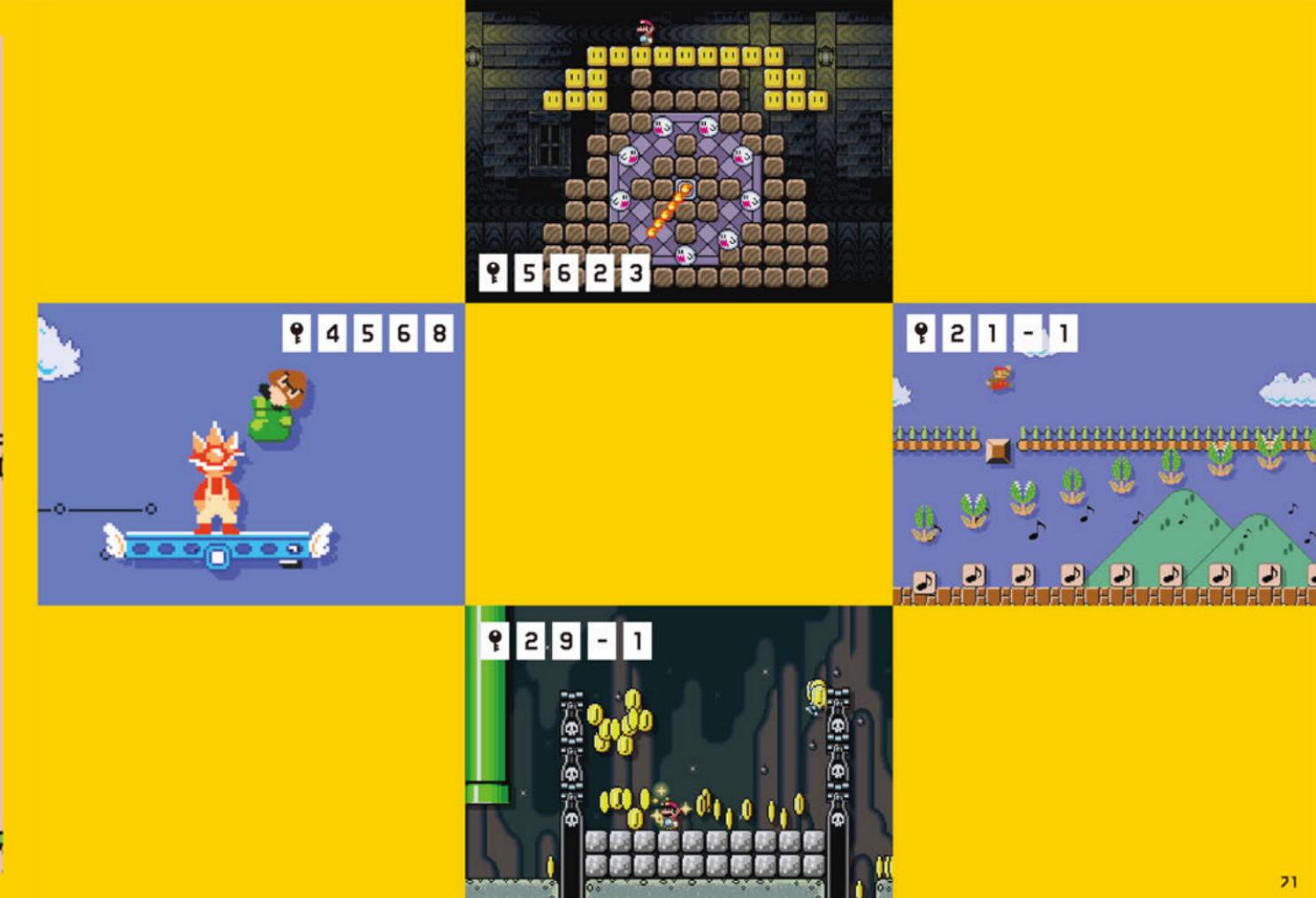
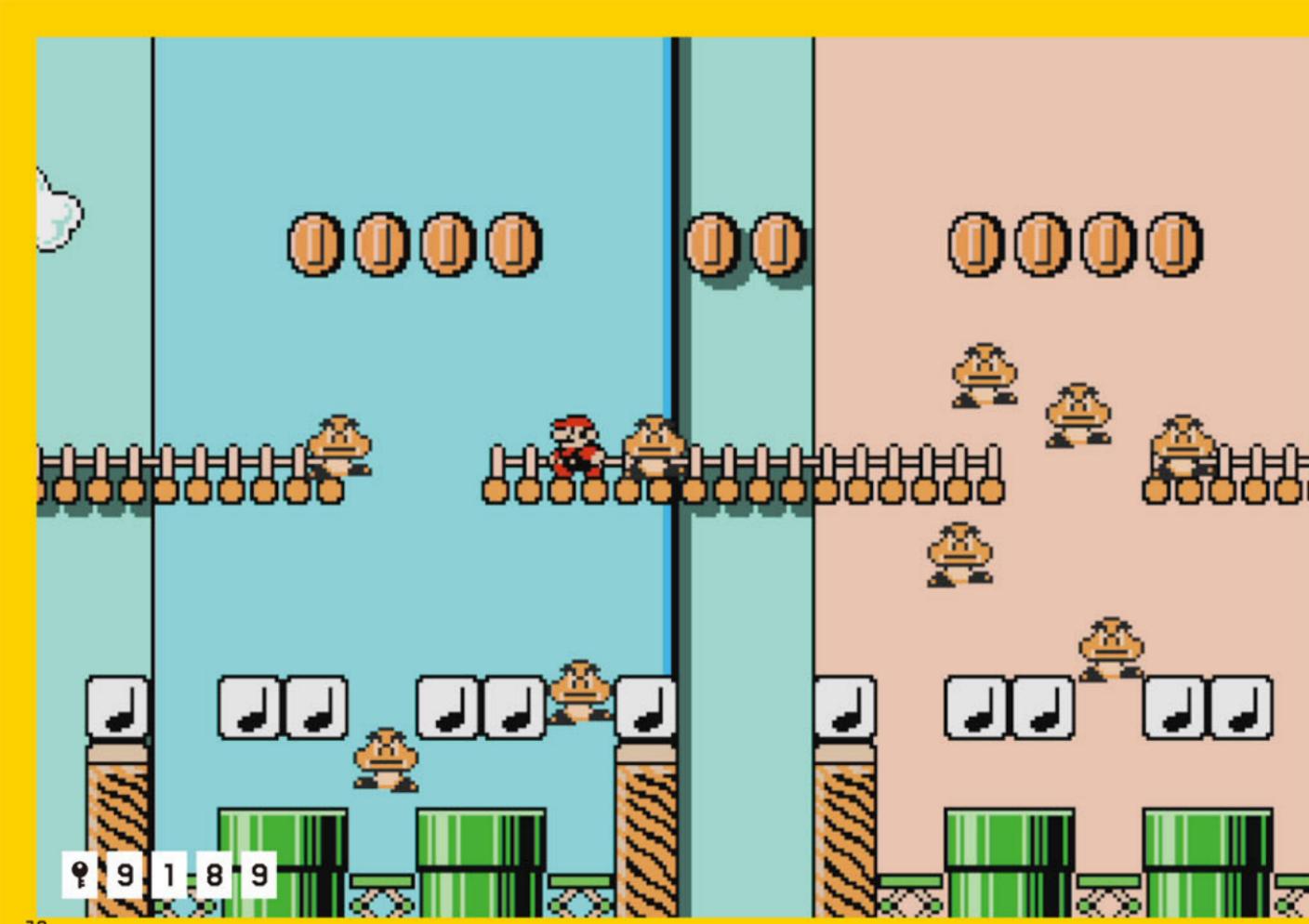


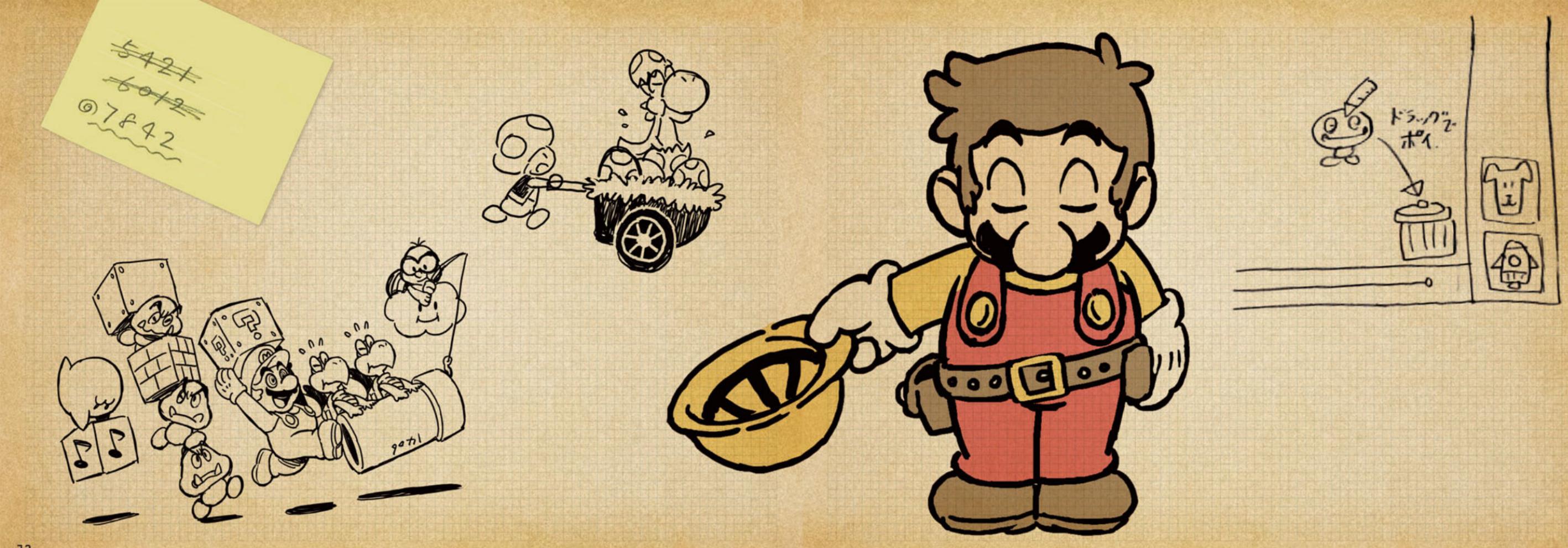






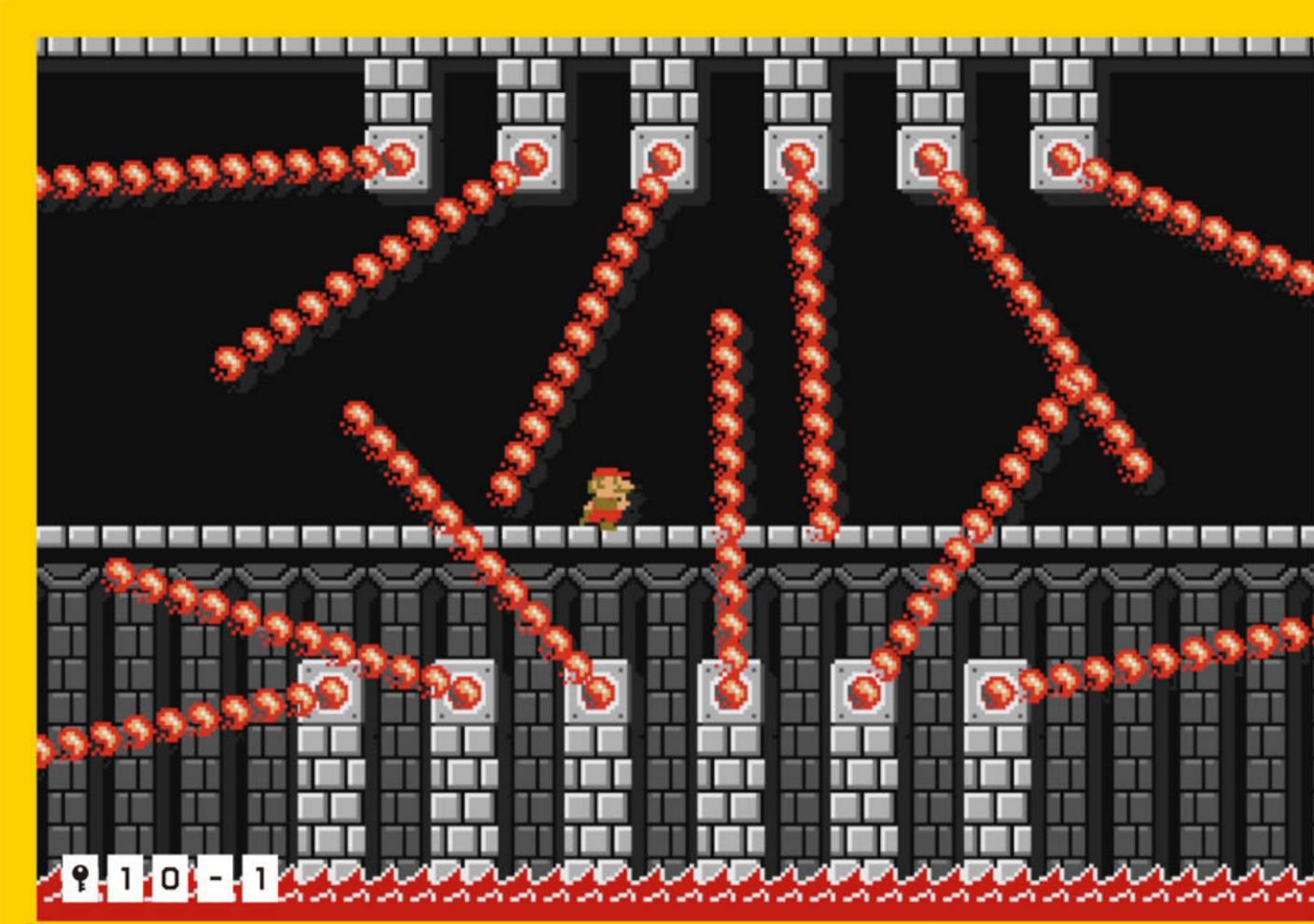


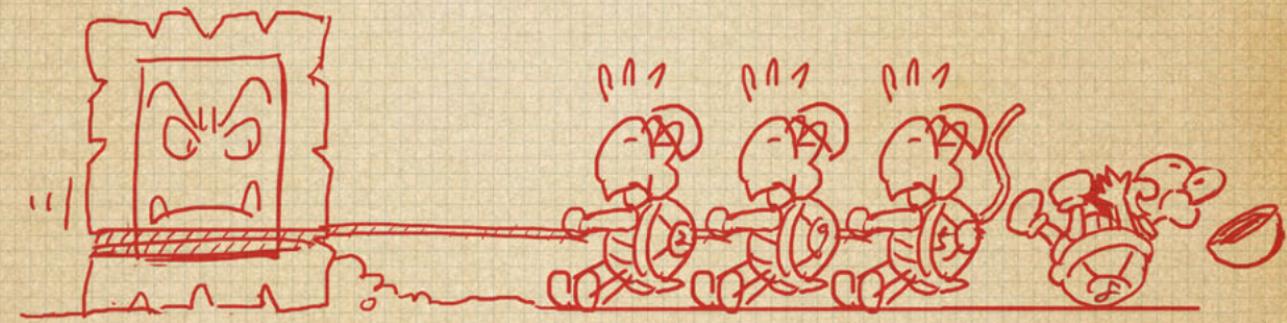
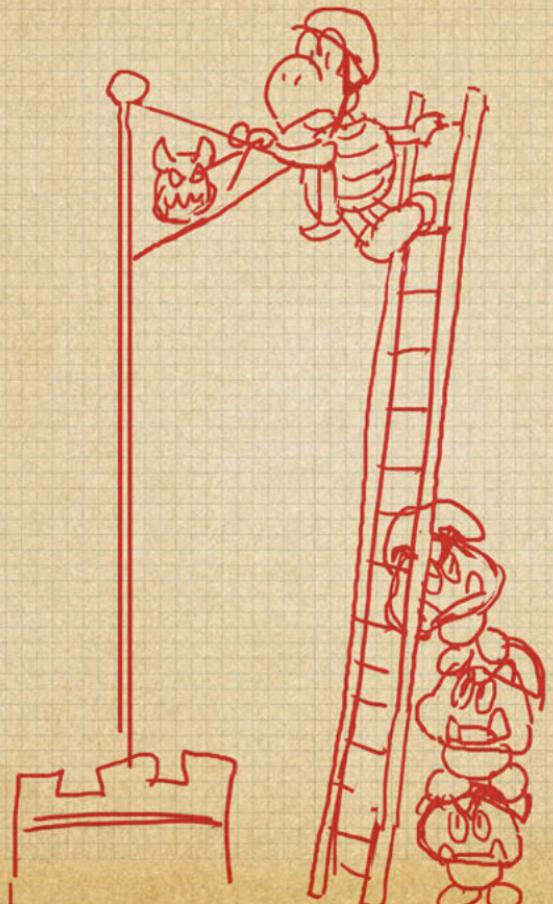




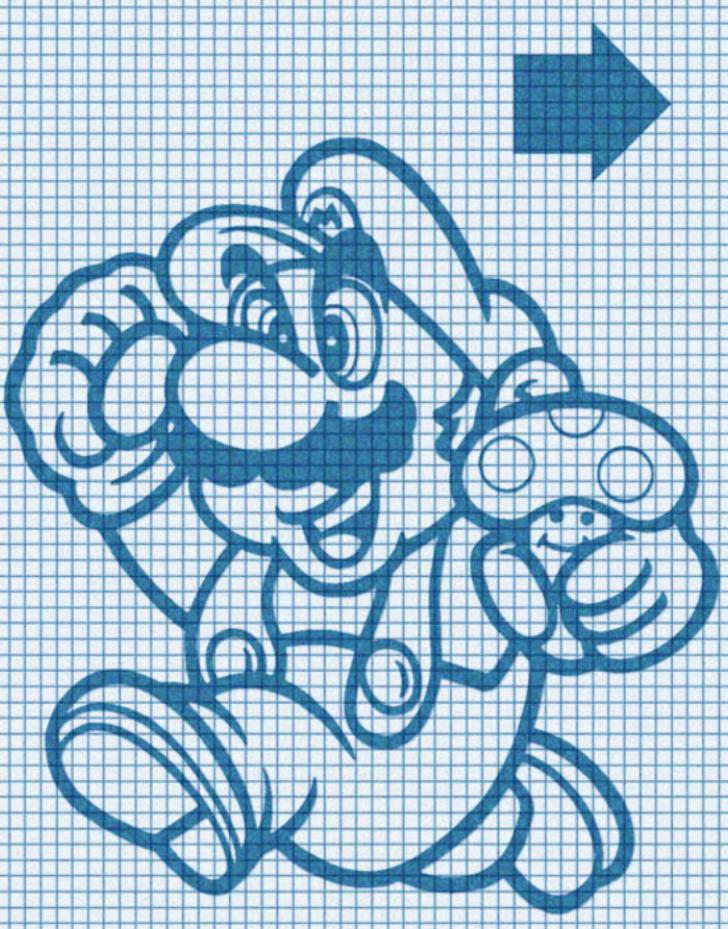








# SUPER MARIO BROS. COURSE FLASHBACK



BG PLANNING SHEET		PHASE	DATE: // AM PM :
DESIGNER	PROGRAMMER		
MEMO: SUPER MARIO BROTHERS			TITLE BG



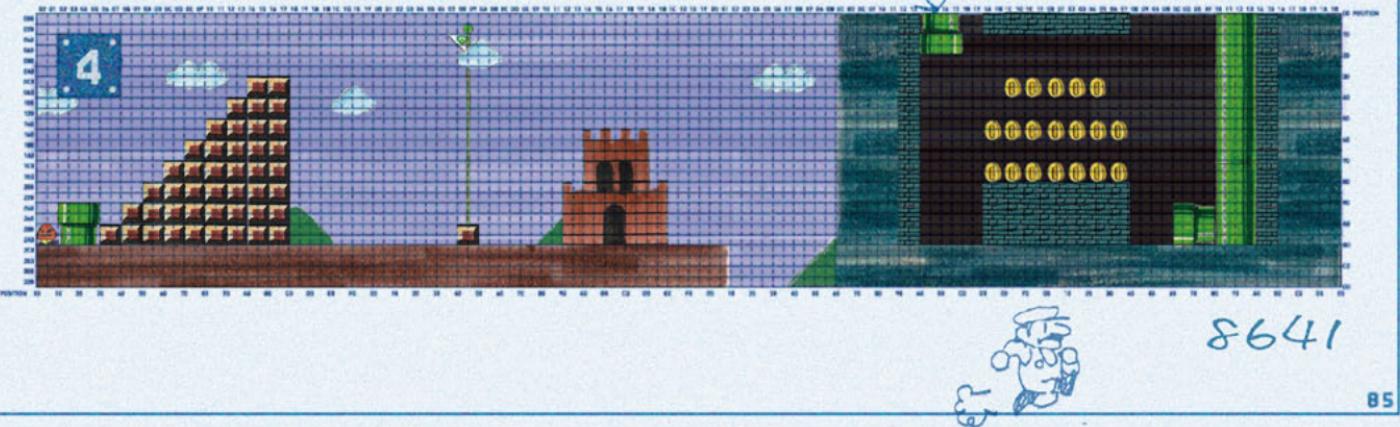
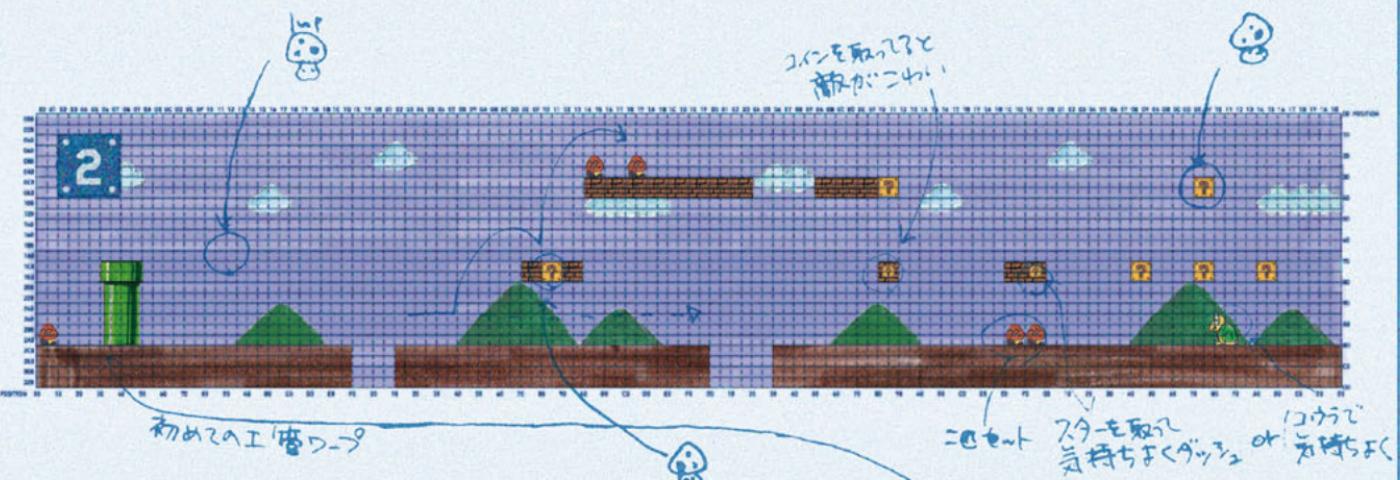
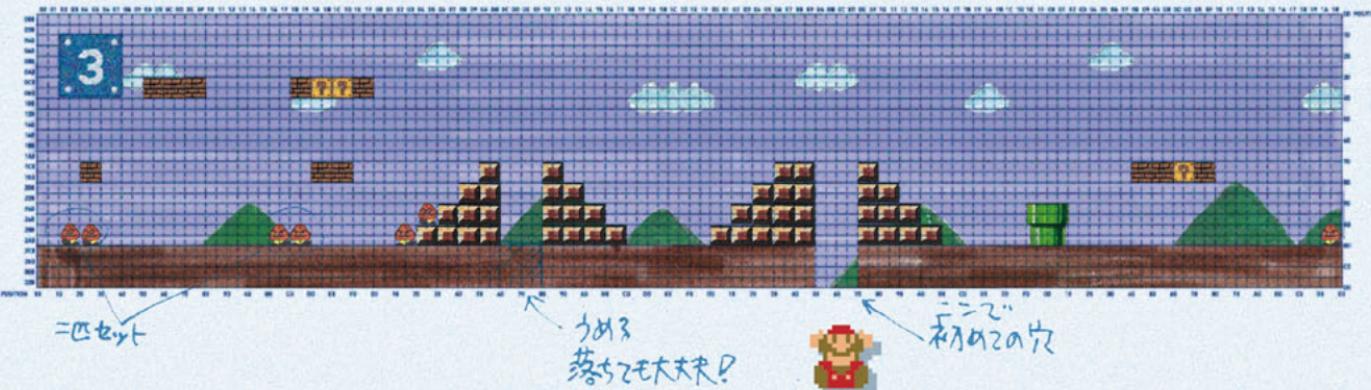
# BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE

DATE: // AM PM :  
DESIGNER PROGRAMMER

W1-1

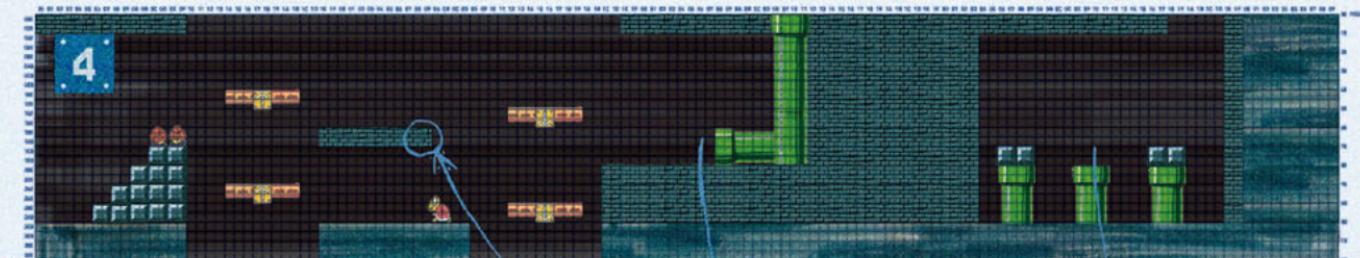
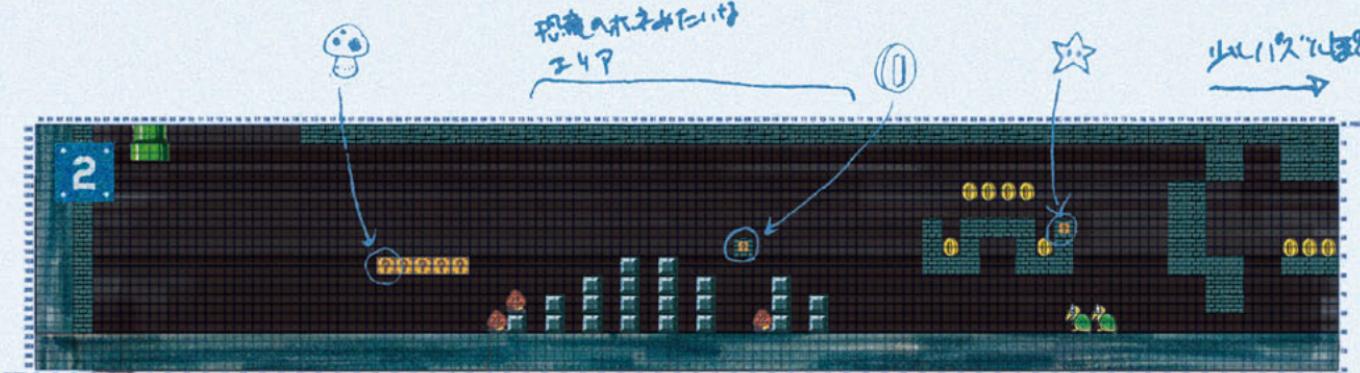
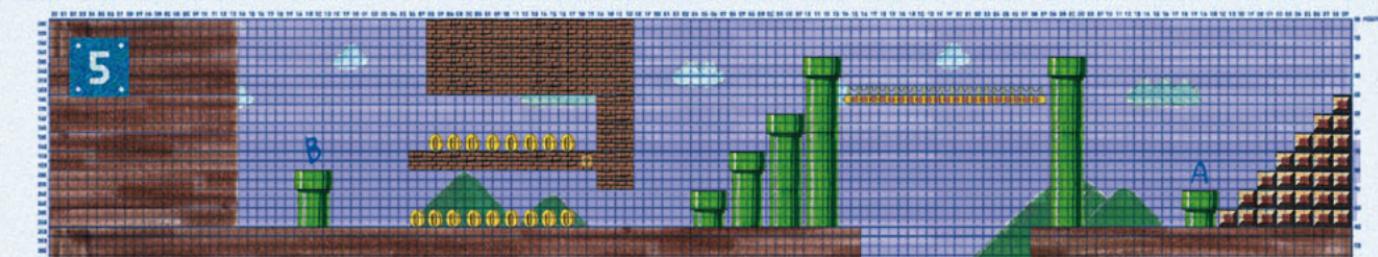
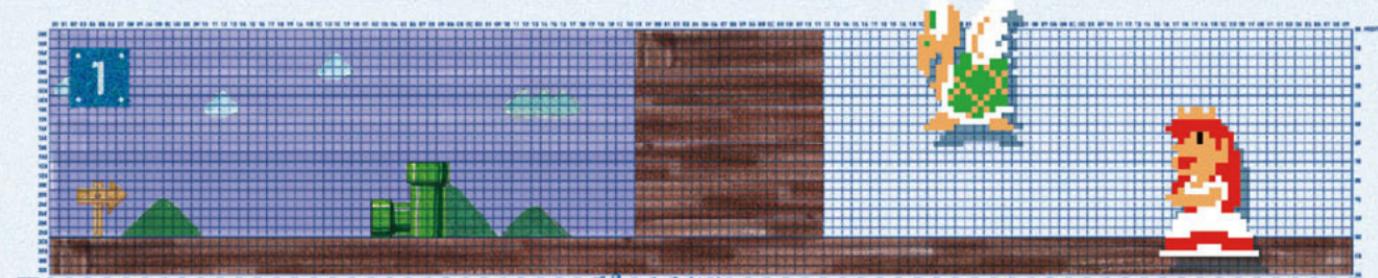


# BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE W1-2

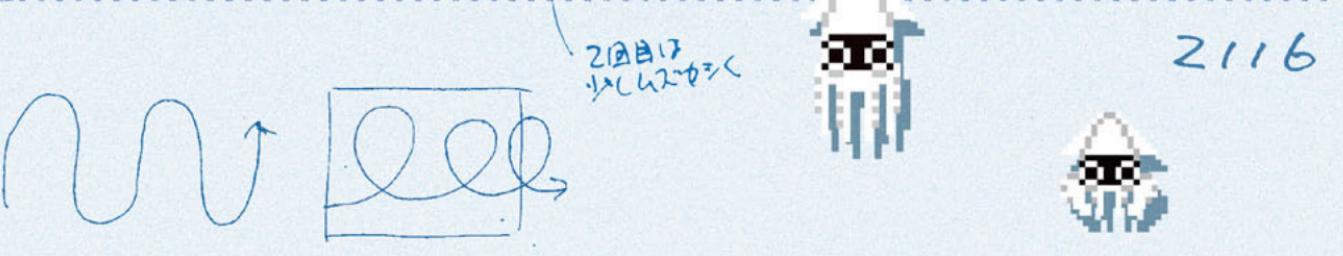
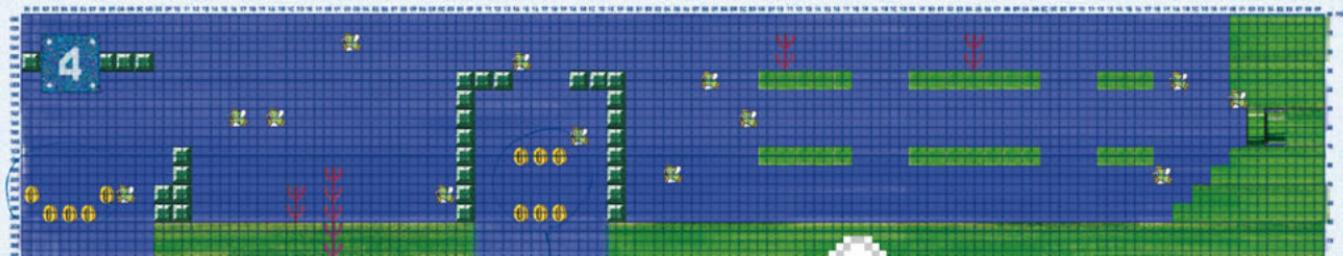
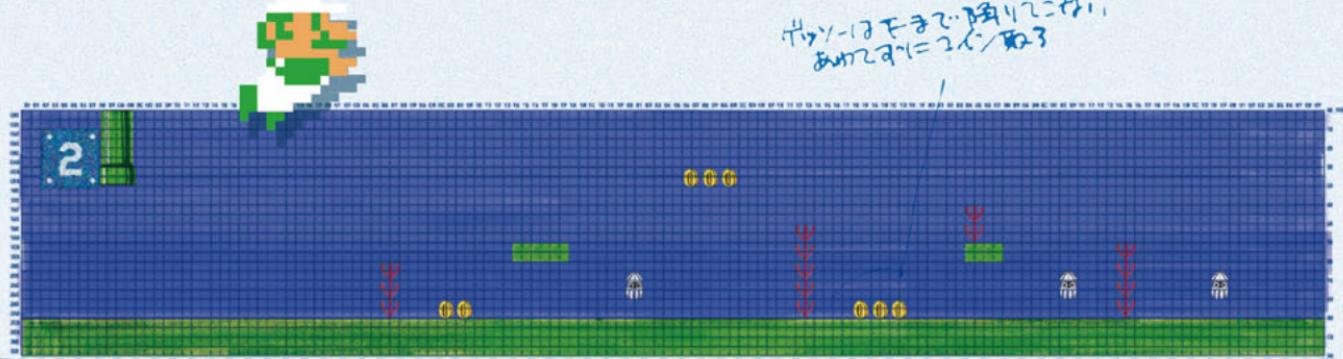
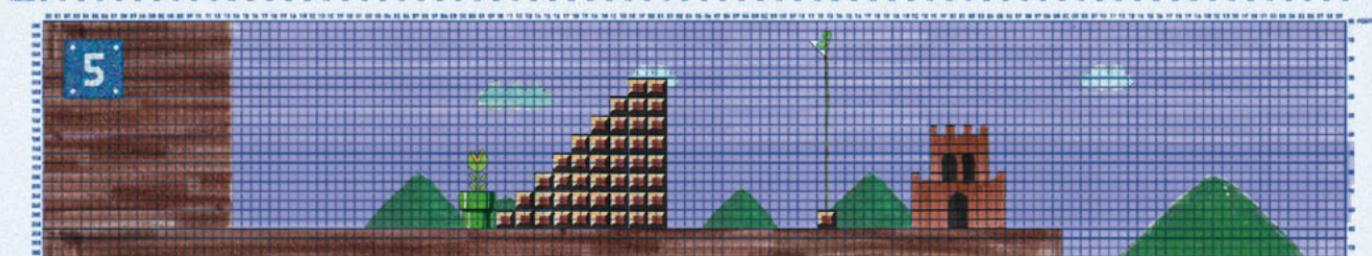
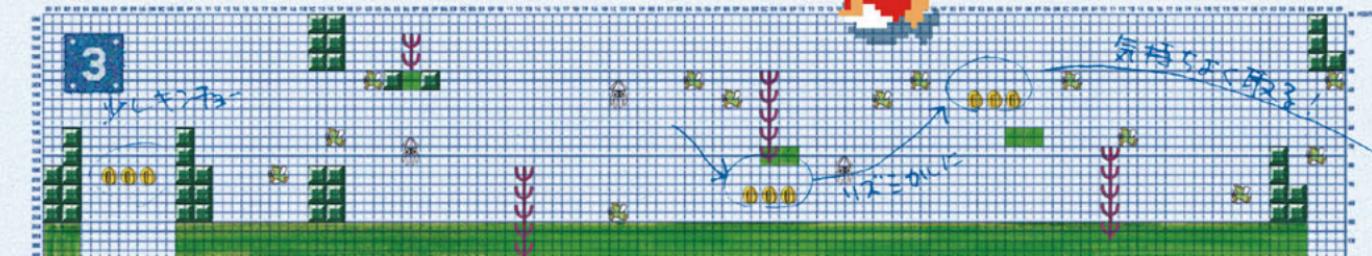
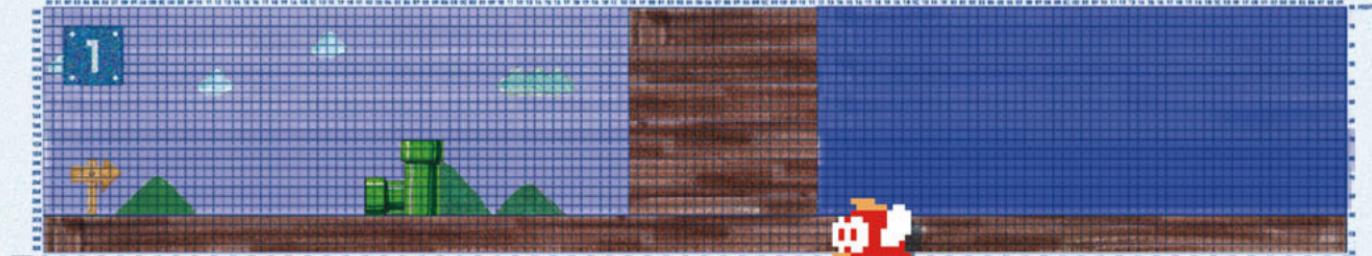
DATE: //	AM PM :
DESIGNER	PROGRAMMER



# BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE	DATE: //	AM PM :
	DESIGNER	PROGRAMMER
W2-2		



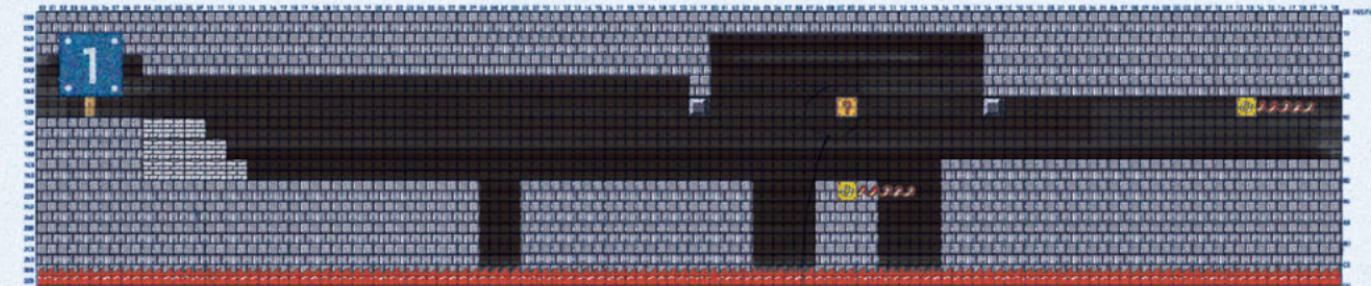
11111111  
2117  
11111111  
2116

# BG PLANNING SHEET

PHASE  
W1-4

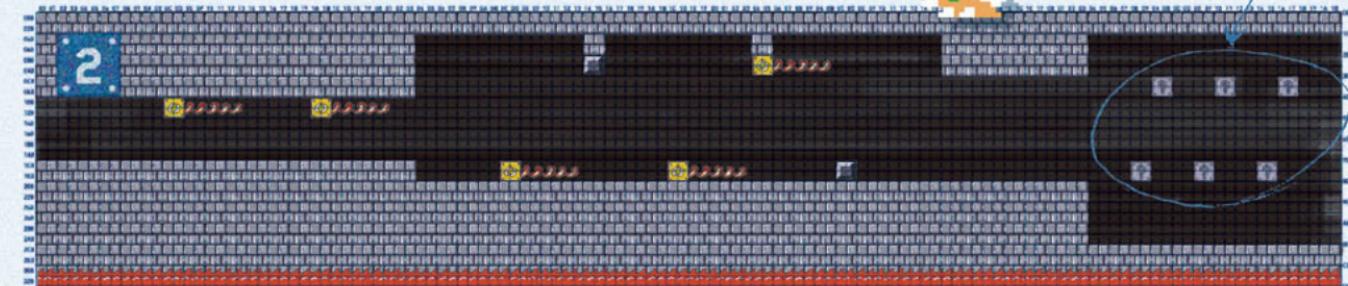
DATE: // AM PM :	
DESIGNER	PROGRAMMER

MEMO: SUPER MARIO BROTHERS



階段を降りていく感じ

最初の難関



(B) 走ってカントン!



ゆっくり歩いて落下するとフローティングの方向に歩く。  
エネルギー弾で倒せる。



少し早く歩く。



はばかで歩き回る。いいえ。



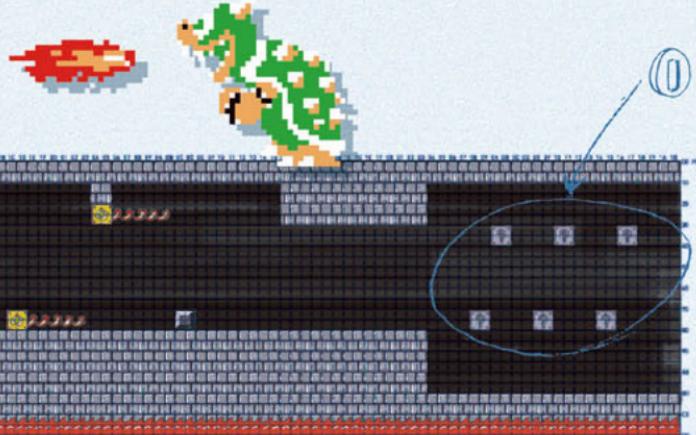
カメと同じ動きでエネルギー弾で死なない。  
(はね返す)



空中を飛び回る。  
一定方向ターン。

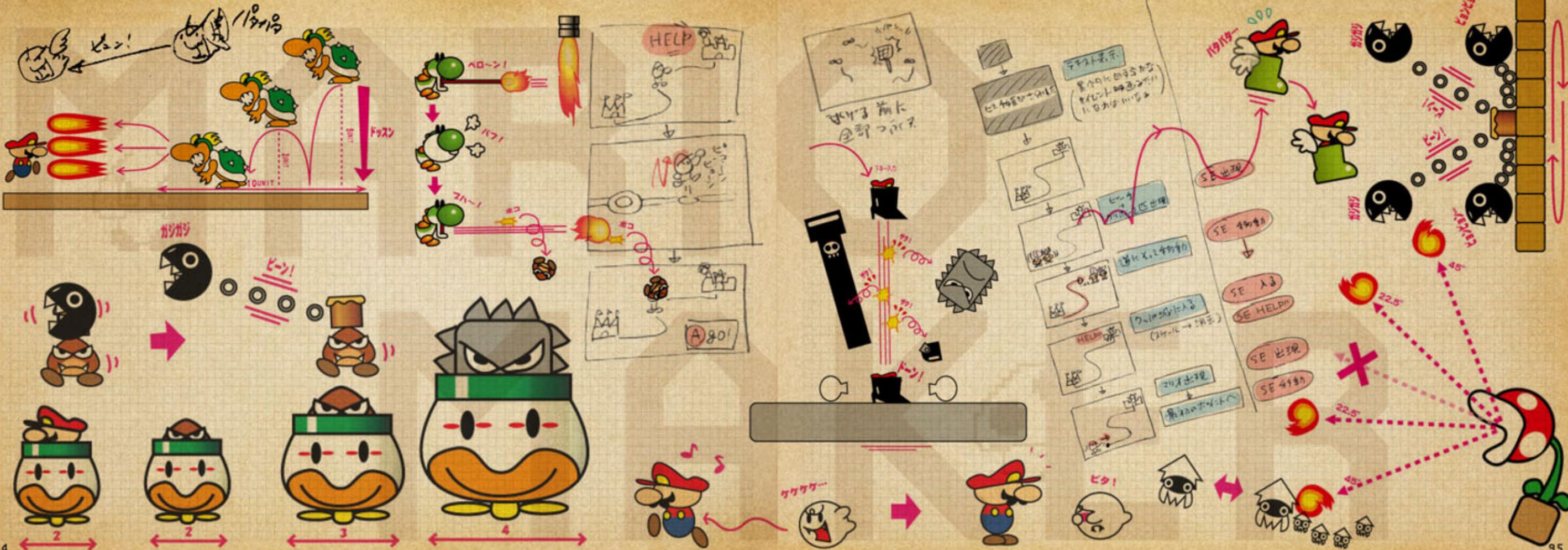


エネルギーボールを吹き下から剣になりと  
死なない  
上下足床を通りぬけジャンプ移動可。



4486







てづかでん  
心

A cartoon drawing of a Mario head wearing his signature cap. A small flower is growing from the top of his cap. Below the drawing is a signature that reads "AmiyamUp" with the number "1309" written above it.

