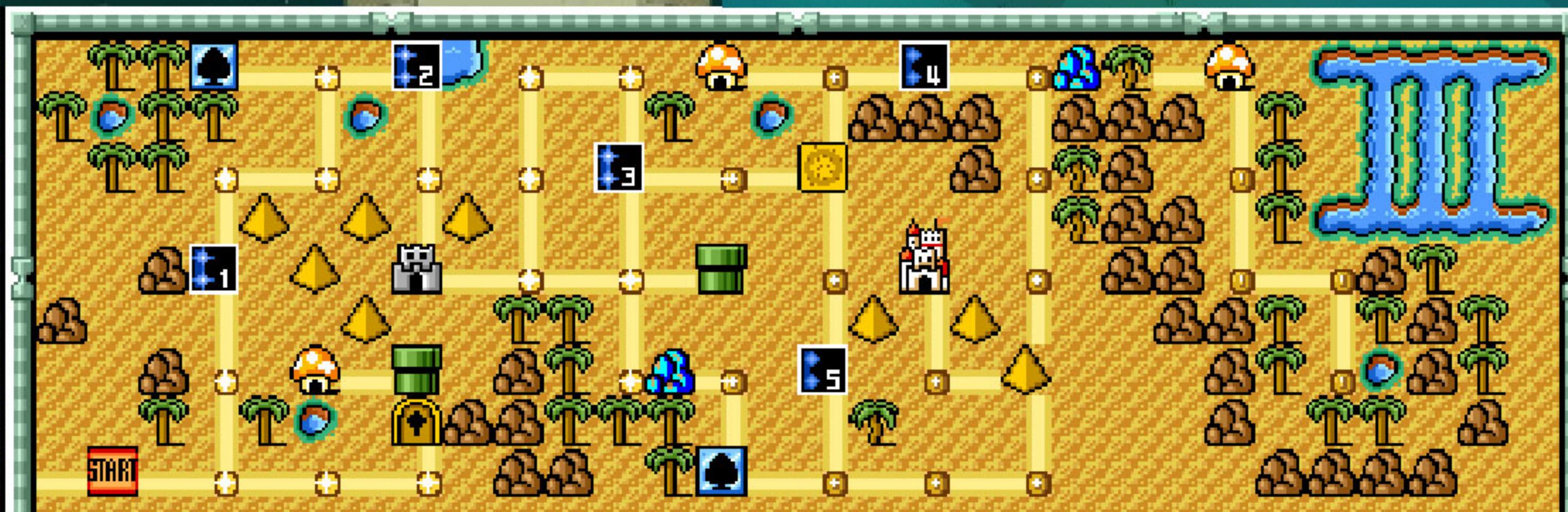
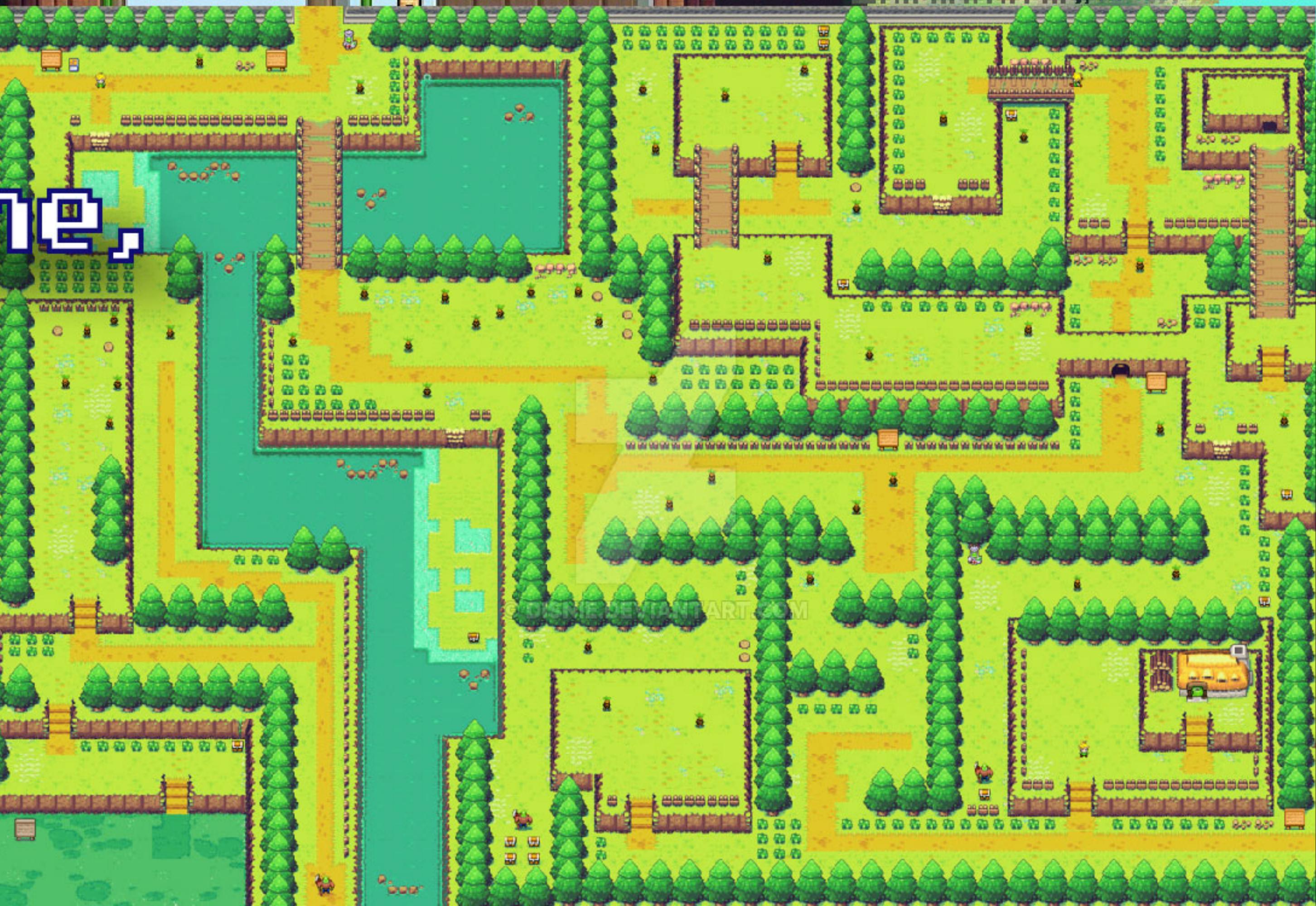
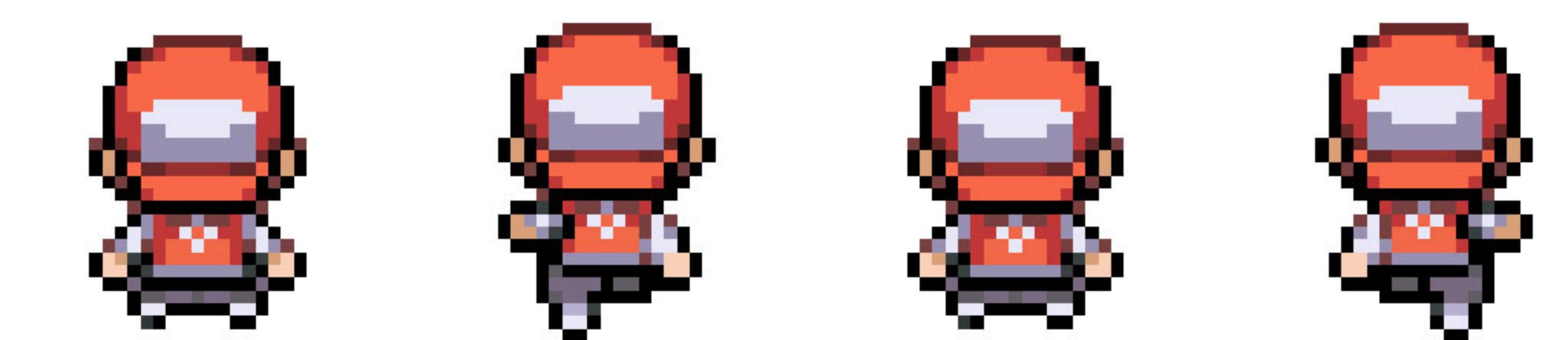


Pixel Art,  
Color in similar tone,  
Jumping,  
Visual guiding,  
Only one Solution,  
Huge Map.

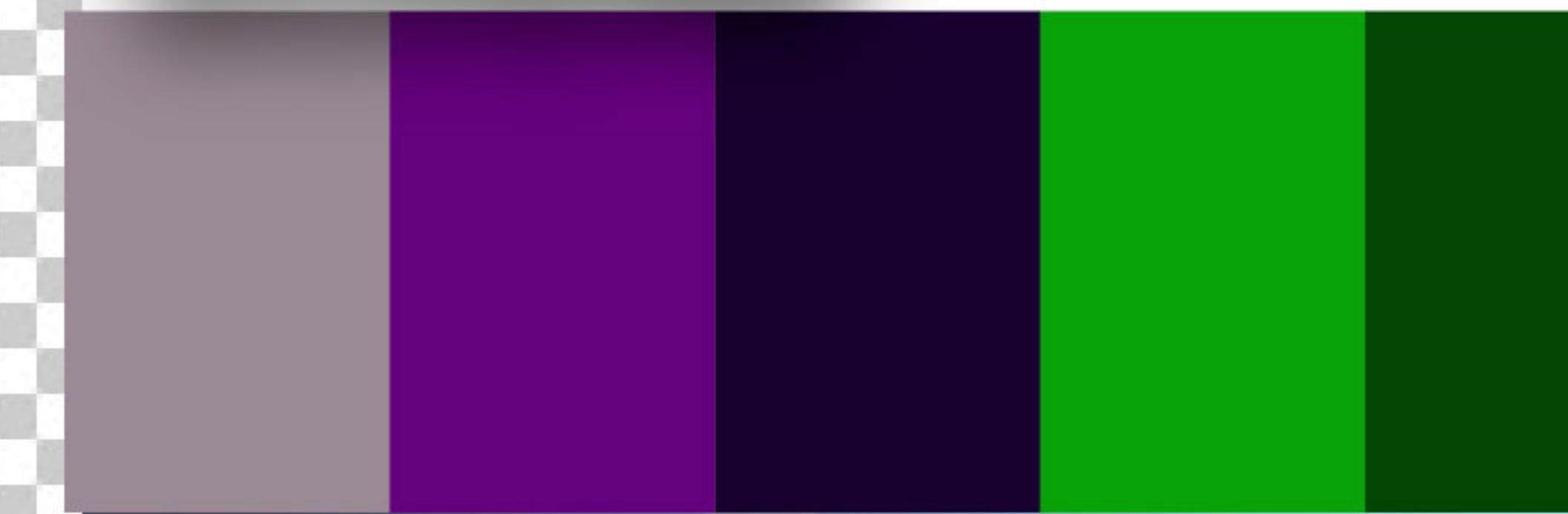


MAP LEGEND:	
START	Where you start this world.
A numbered level.	Toad house containing items.
A fortress; beat it to unlock a lock.	The castle at the end of the world. Beat it to proceed to the next one.
A lock removed by beating a fortress.	Rock sprite altered to show that it can be destroyed with a hammer.
Slot machine game for 1-Ups.	Other types of levels: a quicksand level and a pyramid level, respectively.
Warp pipes linked together for quick travel.	

ADDITIONAL NOTES:  
• The only accessible pyramid level is the one on the path next to the castle level.  
• Past the northeastern breakable rock, you'll find a Toad house with a guaranteed Frog Suit, plus a Fire Bro. that gives you a Whistle upon defeat.



Character  
Color Scheme



Enemies Color  
Scheme



