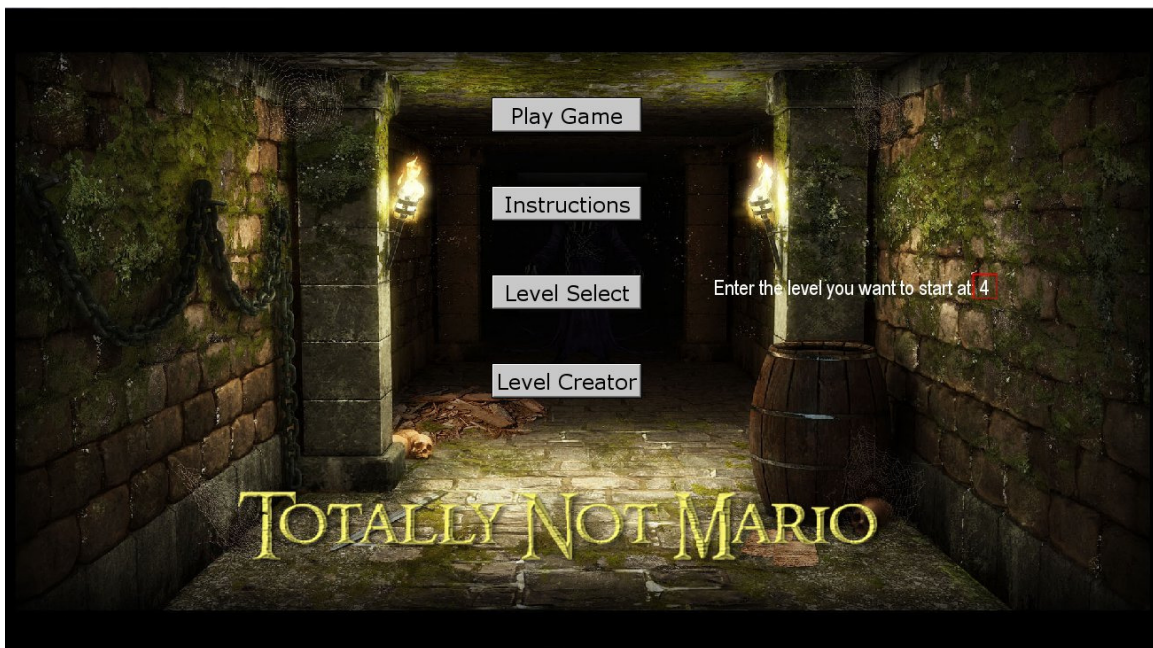


Welcome to Totally Not Mario

In this marvelous adventure game, you play the role of the protagonist “Merio” who embarks on an epic quest to find a door. Why is he looking for doors do you ask? Does this Merio have an odd door obsession? Is there treasure behind these doors? Are these doors secretly portals to other worlds that Merio wishes to plunder and destroy? Is Merio a clever way to prevent Nintendo™ from suing the pants off a class of grade twelve’s for ripping off their franchise? All of these questions and more will be answered soon enough.

The goal of Merio in this game is to find the treasure and get rich. Before the game started there was the huge event that happened. Merio went to this garage sale from this creepy old dude and bought this crazy looking painting. While walking home, he tripped and the painting smashed over his brother Luigo’s head. Then the two brother’s looked closely at the painting and surprise surprise, there was a map in behind the canvas. Luigo then went home, leaving Merio with the map, as this is clearly not a two player adventure. Merio then began following the map to find his treasure. The map said that the treasure was behind some funny looking door. Unfortunatuly for Merio, there are lots of identical funny looking doors around the world for him to look behind.

The Main Menu



To select any of these options simply move your cursor over the button and click

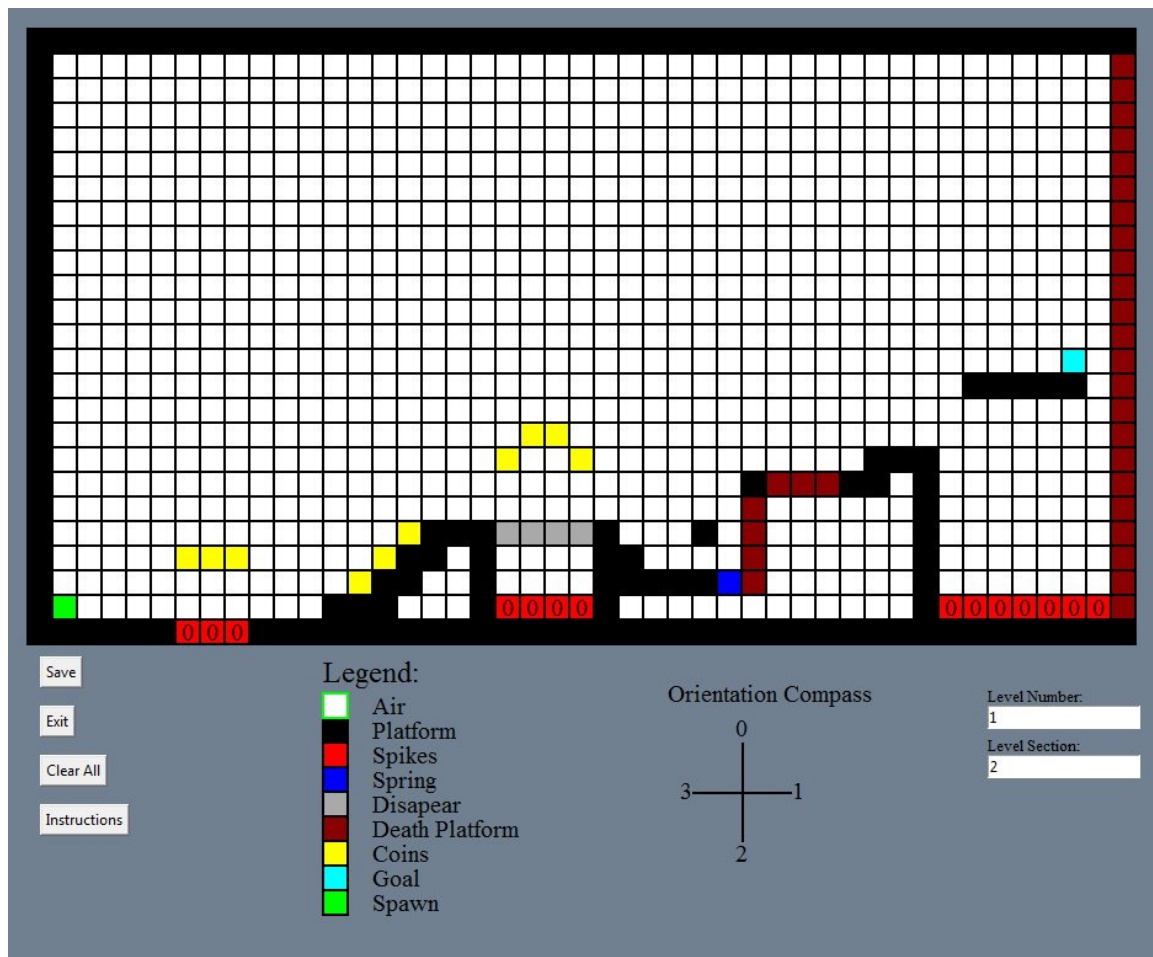
Play Game – This will exit the main menu and begin the game

Instructions – This will bring up a screen that contains all the controls for the game and a guide for the effects and abilities of each block in the game. Most players will skip this page with the attitude that instructions are not necessary.

Level Select – This feature allows the more seasoned adventurers who realize that there is obviously no treasure in the first sets of doors to skip the treasureless levels. To make use of this “handy-dandy” feature, simply type in the number of the level you wish to start on and it will appear in the red box as shown. (If you try using the number pad to type it in and fail, don’t bother fiddling with your num lock button, you can’t use the number pad) Once your desired level is entered, simply click the button and the adventure will begin!

Level Creator – This will open the level creator interface in a separate window so the more creative types can make their own levels so Merio encounters even more disappointing empty doors before he finds his treasure. See below for how to use the level creator.

Level Creator



Pictured above is the level creator interface with a sample level designed with it

Save – Saves the current level design with the level and window numbers specified

Exit – Closes the level creator interface

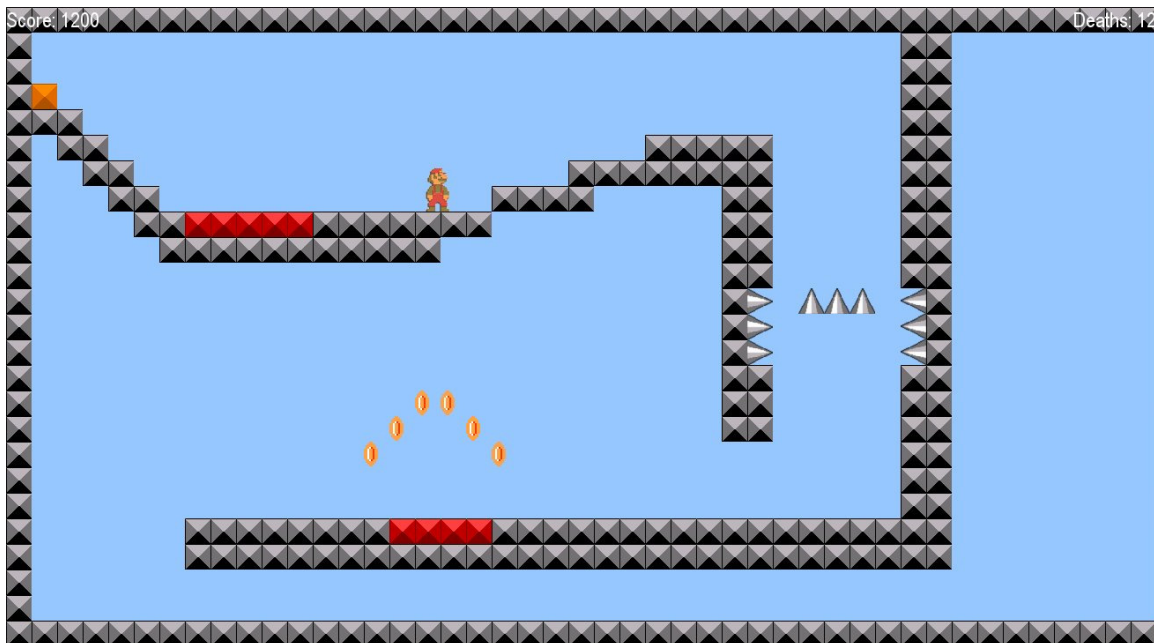
Clear All – Wipes all placed blocks on the screen, resetting it to all air blocks. This action is irreversible, so only click when wanting to start over.

Instructions - For detailed instructions on how to use the many features of the level creator, click this button

Level Number – Is the level that this current grid is for

Level Section – This is the order that the screens will appear in as Merio reaches the end of each window. There can be an unlimited number of sections to each level, but only the final section should contain a spawn block.

Playing the Game



Above is the interface for the main game

Player Score – This is located in the top left corner of the screen. The player's score is increased by collecting coins throughout the levels

Player Deaths – This is located in the top right corner of the screen. This handy counter keeps track of how many times the player has died. The total deaths has no impact on the player's score but is quite effective at estimating the player's frustration levels.

Orange Block – As displayed in the instructions, the block is the spawn point for the player and essentially a checkpoint

The goal of each level is to reach the door at the level's end. To do so, the player must traverse through multiple screens of traps, pitfalls and deadly surprises until they finally reach the door. To advance to the next screen, the player simply has to touch the open edge of the screen, which can be seen through the right side of the screen in the above screenshot. Once the player finds the door, they will advance to the next level, which will become more difficult. This pattern will continue until they reach the final door. When they do they will win the game and Merio will get the contents behind the door that he had been searching for. Contents that you do not get to know the identity of until you reach that door yourself!