**LINIA**

*Treatment*

In *Linia,* the goal of the game is to draw a line with your finger that touches multiple colors in a row. At the top of the screen is a number of different colors.

You must draw a line through the objects in the center of the screen that touches those exact colors in that exact order (from left to right). Properly connecting the colors completes the level and moves on to the next one.

Feel free to ask me more questions while you play. You have 60 seconds to play the game; you can now start.

*Control*

This game is *Linia.* Try your best to achieve whatever goal or objective you believe you should be attempting to achieve.

I will step out while you play the game. You have 60 seconds to play the game; you can now start.

**SUPER MARIO RUN**

*Treatment*

In *Super Mario Run,* Mario, your character, runs automatically. You can jump by tapping the screen; holding down on the screen makes Mario jump longer.

Running into enemies or small obstacles causes Mario to vault over them. If you tap on the screen while Mario is vaulting, he performs a higher jump.

Jumping into a wall makes Mario slowly slide down the wall. If you tap the screen while Mario is sliding, he will leap off of the wall.

Mario cannot be hurt by enemies, and the only way to lose is to fall into a bottomless pit.

Feel free to ask me more questions while you play. You have 60 seconds to play the game; you can now start.

*Control*

This game is *Super Mario Run.* Try your best to achieve whatever goal or objective you believe you should be attempting to achieve.

I will step out while you play the game. You have 60 seconds to play the game; you can now start.