

loses the game, and must face pu by flipping them around. The one with the "bullet card" Players expose their cards Z SUPER MARIO BROS

intriguing stuff I want to share. pages of brief, but somewhat

No maly

1)START THE GAME, THE FOURT HIDPE IS A SHORT CUT TO THE NEAR END OF WORLD 1-1, GO INTO THIS PIPE AND COLLECT LOTS OF COINS.

First, both players draw ten dots each anywhere on paper.

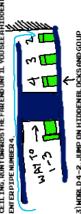
H

LASER

6 Player Game



2) USE EL EVAT INGOBJECTS OR HIGHTERRAINS TO CRUSH THROUGH THE CEIL ING, RUNT OMARDS THE FAR END UNT 11. YOU SEE A HIDDEN ROOM,



3) WORLD 4-2, JUMP ON HIDDEN BLOCKS AND GOUP THE GROWING VINE



MY CARTOO MEET JOOS,

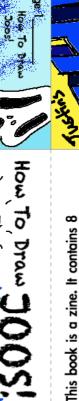
How To Make

Spaghetti Alle Vongol

3 J

Page 5 SUPERMARIOBR

SHORTCUTSIN





One player picks any dot and draws a line that connects with the other dot. The next player does the same.

For every turn, both players must start from the dot they've arrived last turn. They should not start again from a different dot.

4) After surviving four turns, both players can add one dot each anywhere in the space.

3

171000

5) The player who cuts through other's line loses the game. However, it is okay to cross their own lines.

IN ONLY 8 PAGES

CRAMMED