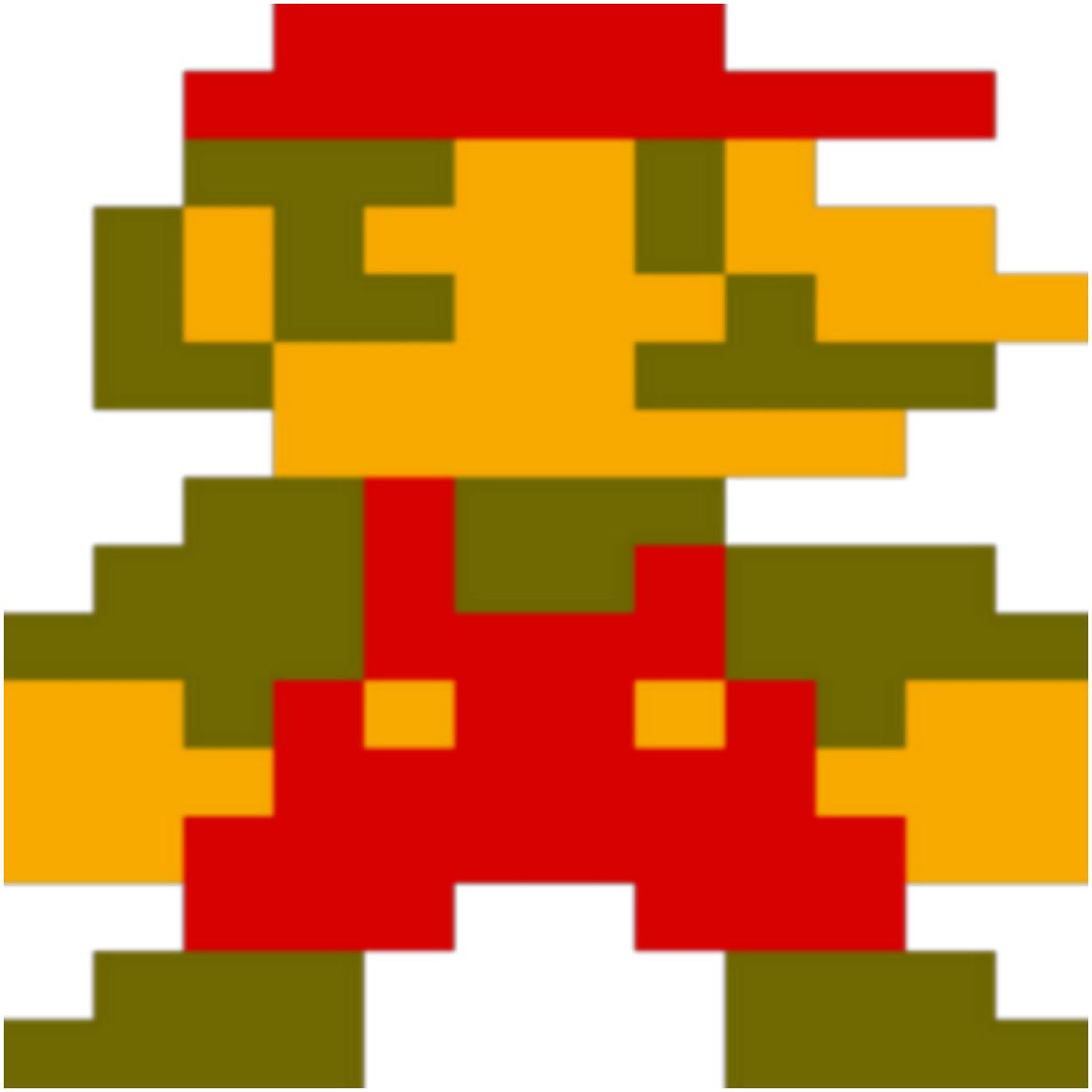
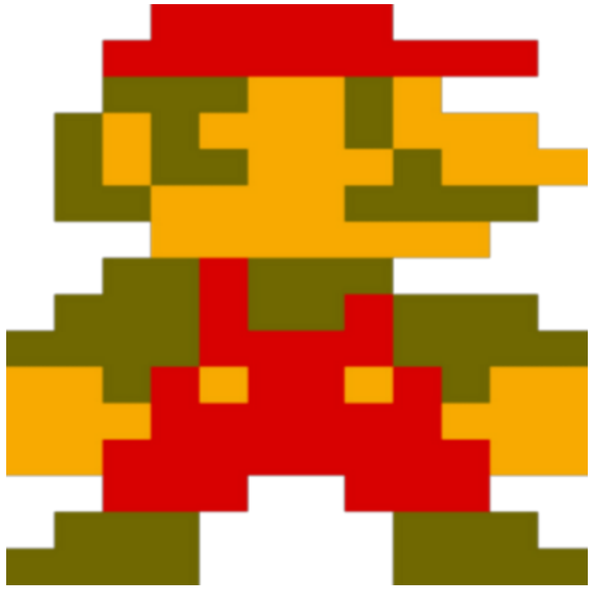
This presentation is going to focus on the **plot**, or the journey, of the game, and will give an example of *Super Mario 1985*.





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