

# SUPER MARIO UNITY

## INSTRUCTION MANUAL

### Welcome

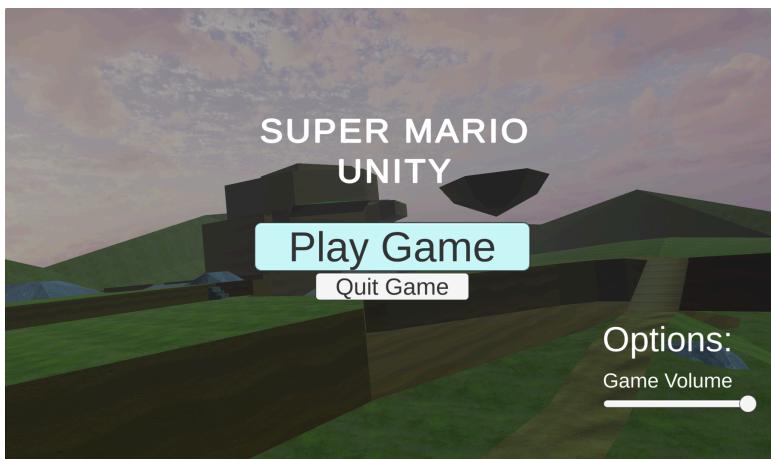


Thanks for playing my SDD Assessment 2 game. This is a somewhat faithful recreation of Nintendo's Super Mario in Unity. Your goal here is to simply explore the world and collect all the coins you can.

### Objective

Your goal is to collect as many coins as you can. Gold coins can be found easily across the world, but red coins are much harder to come across.

There are 8 red coins hidden in the level. Some of them are particularly tricky to collect. Collecting them all will result in a prize.



### Menu

The Main Menu is simple, and allows you to Play, Quit the game, or adjust sound options. You may adjust the in game volume by moving the slider in the bottom right of the screen.

# The Controls

The game may be played with many kinds of game controllers, regardless of brand. You may also play with a Keyboard. Some controllers may not work, it depends on Unity's controller mapping.



Function	Controller	Keyboard
<b>Run</b>	Left Analog Stick (All Directions)	WASD (8-Directional Movement)
<b>Jump</b>	A Button (May be an X, or a B, depending on Brand of Controller)	Spacebar (Or Escape)
<b>Long Jump</b>	LB + A (While Running) (Buttons may vary)	Space + Leftshift (While Running)

See next page for more info on Mario's Moves.

# Mario's Moves



## Running

Mario Can run in all directions. Running up slopes can be a bit of a challenge with more friction.

## Jumping

Can't reach a certain place? Mario's known for being able to jump pretty high. Note that it's a little harder to move in air. Be careful and try not to fall.



## Long Jumping

A more advanced manoeuvre which requires a level of coordination. When perform, Mario will leap forward. This allows you to reach long distances and build up high speeds. But be careful, because at high speeds movement gets slippery.