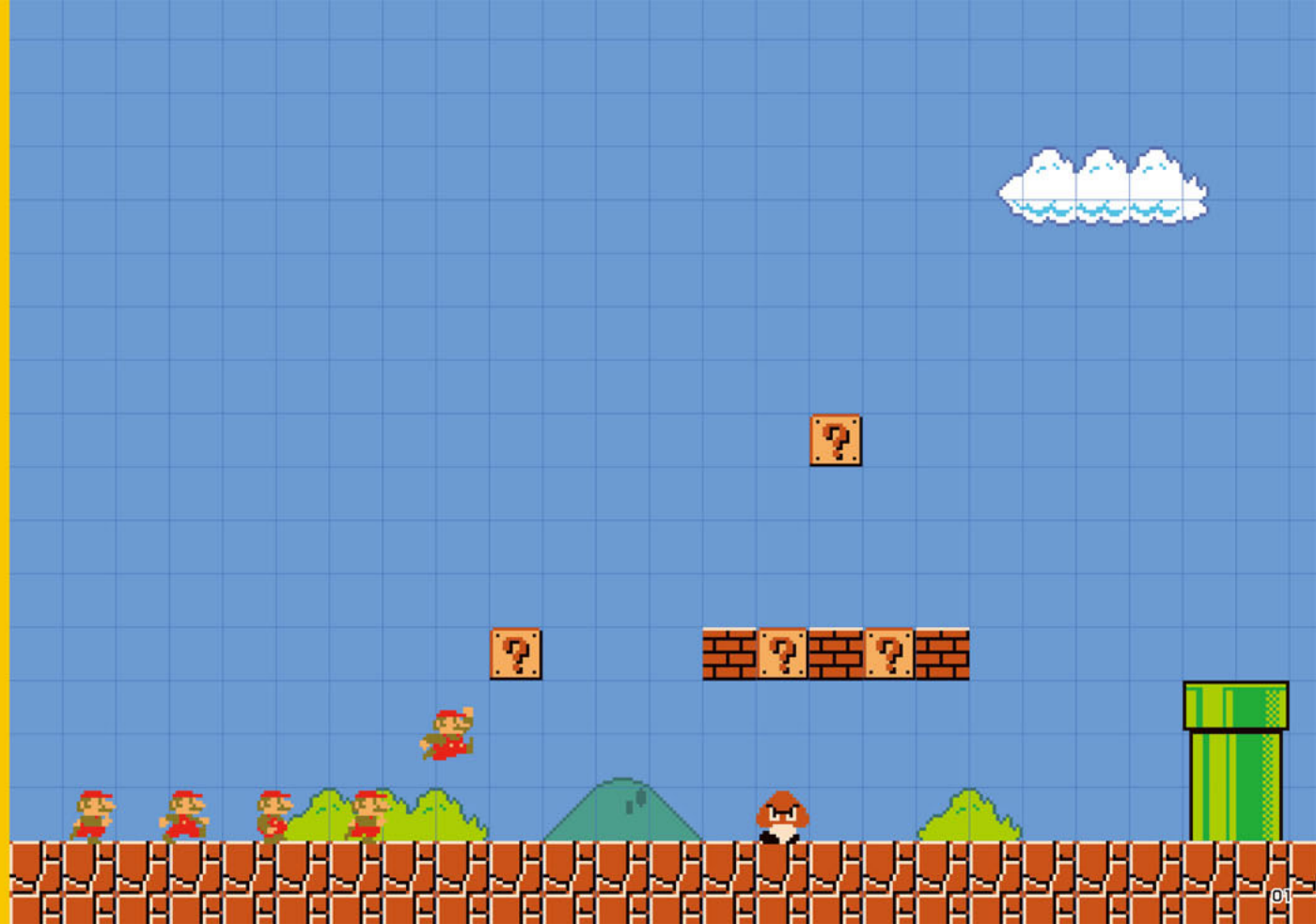


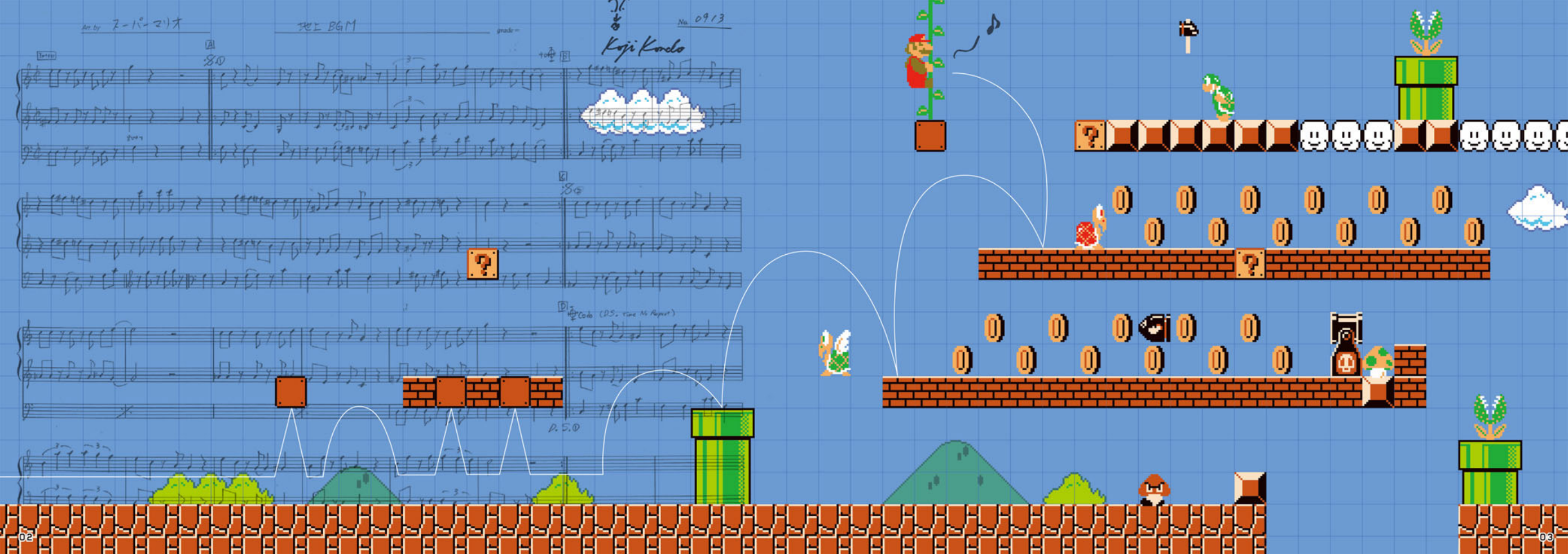
The image features a stylized brick wall background composed of orange and black rectangular blocks. On the left side, there is a vertical yellow-orange gradient bar with several black square and rectangular shapes, resembling a staircase or a wall texture. The text 'SUPER MARIO MAKER' is centered on the wall in a white, pixelated font. The word 'SUPER' is smaller and positioned above 'MARIO MAKER'. A small trademark symbol (TM) is located at the end of the word 'MAKER'.

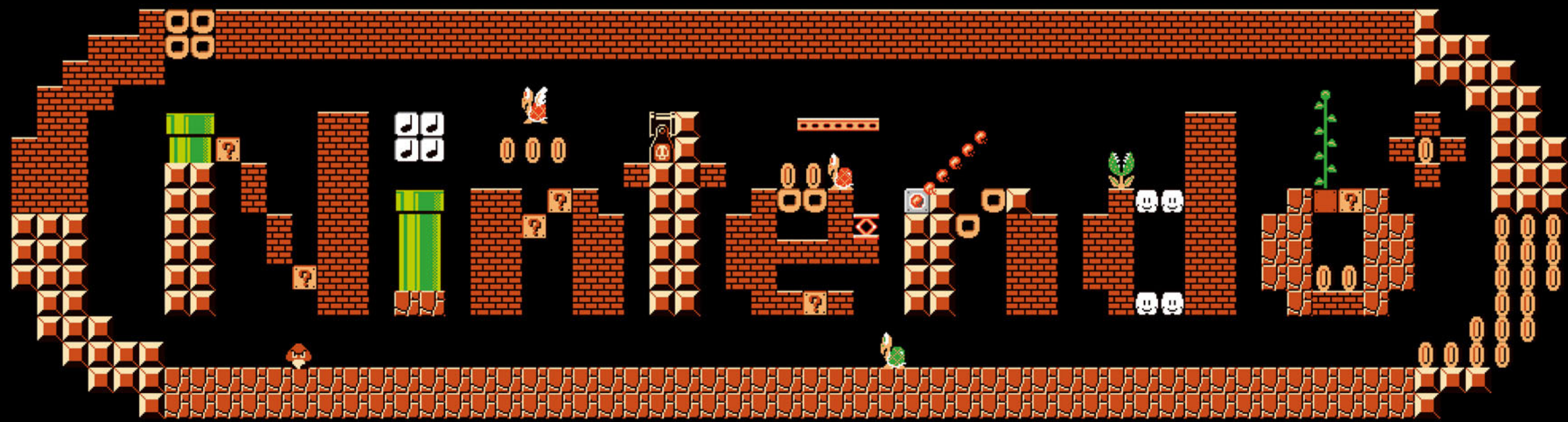
SUPER
MARIO MAKER™



Koji Kudo

The musical score is written on a blue grid background. It consists of several staves of music. At the top right of the score, there is a small illustration of a white cloud. In the middle of the score, there is a yellow question mark block. At the bottom of the score, there is a small illustration of a brick platform. The score includes various musical notations such as notes, rests, and dynamic markings like '80' and 'R.S.O.'. There are also some handwritten annotations and a small signature 'R.S.O.' at the bottom right of the score.







1 5 6 7



3 8 9 1

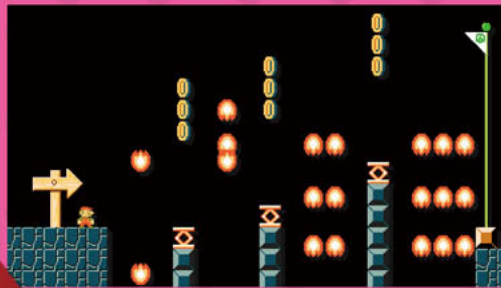


SUPER MARIO BROS.
COURSE DESIGN

THE
BASICS



EXAMPLE 1



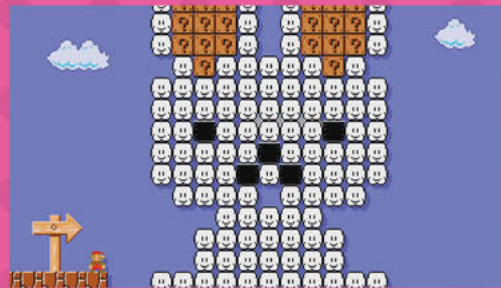
♀ 1 9 2 8

EXAMPLE 2



♀ 4 1 0 2

EXAMPLE 3



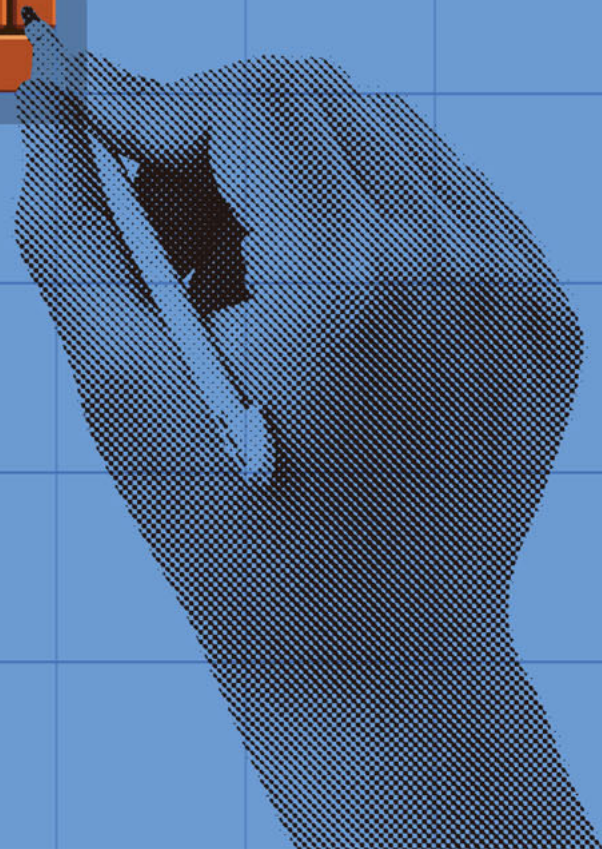
♀ 3 7 5 4

EXAMPLE 4



♀ 2 4 5 3



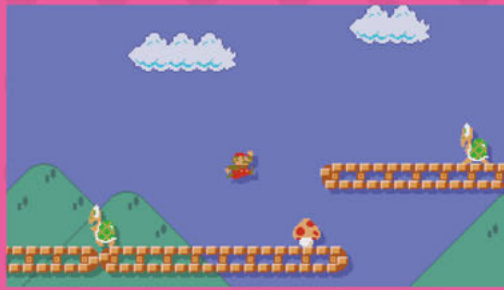


EXAMPLE 5



♀ 5 0 1 1

EXAMPLE 6



♀ 6 3 9 1



EXAMPLE 7



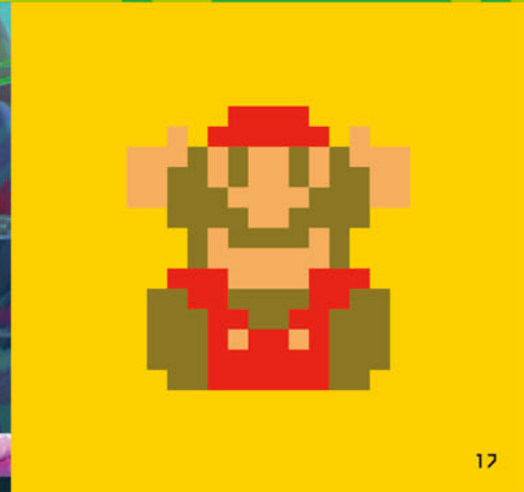
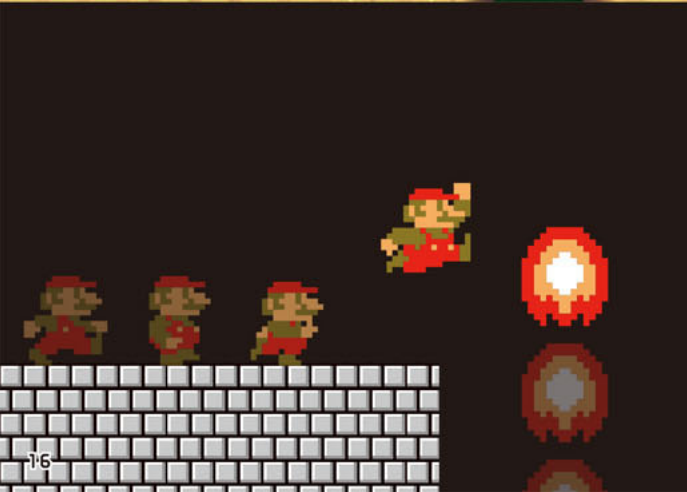
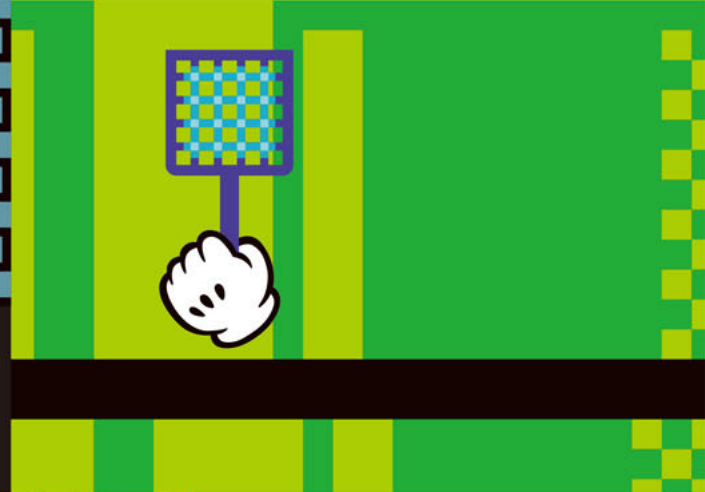
♀ 7 1 4 7

EXAMPLE 8



♀ 8 1 2 9

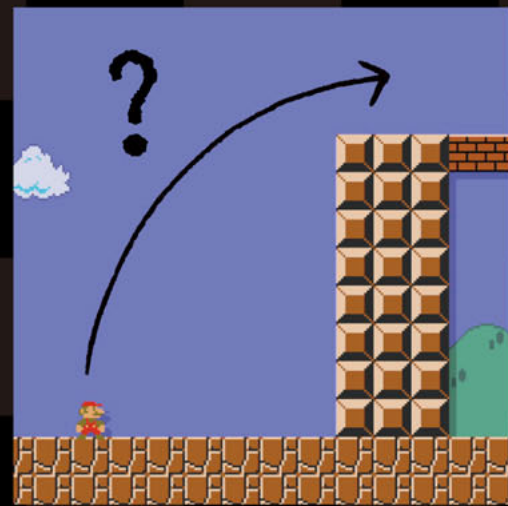




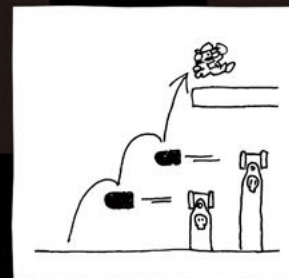
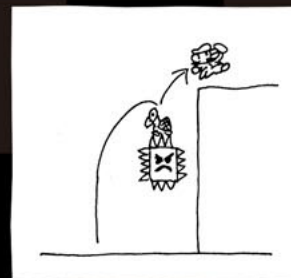
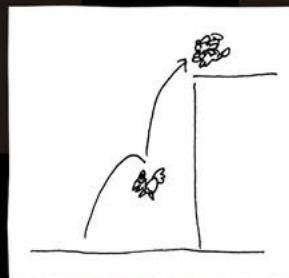
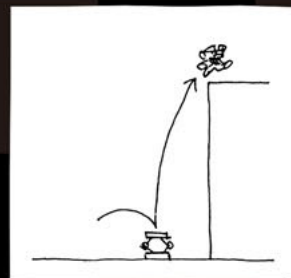


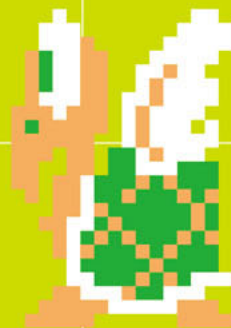
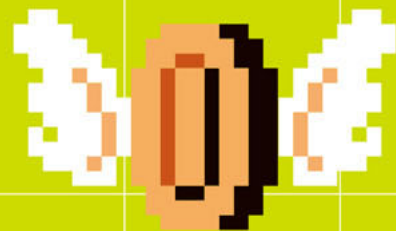
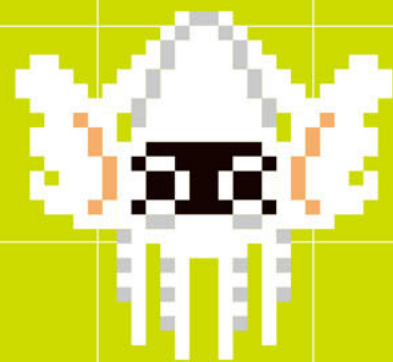
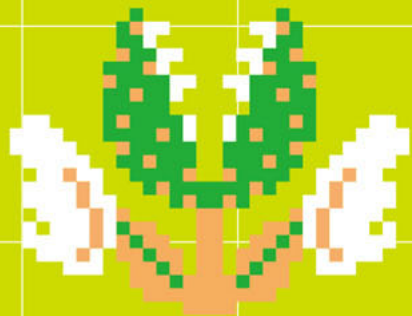
COURSE DESIGN

JUMPS



01-1







COURSE DESIGN

COINS



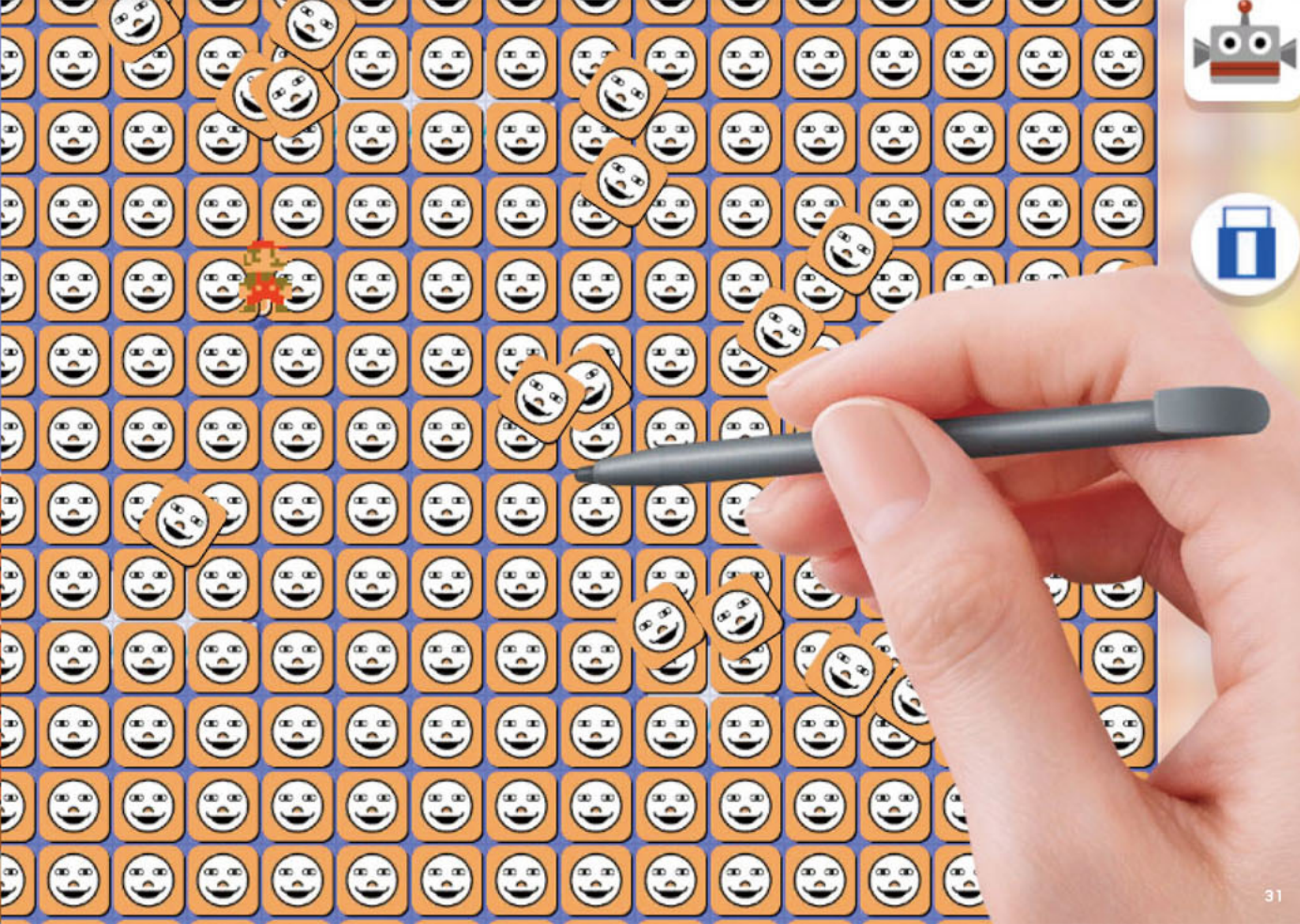
4008

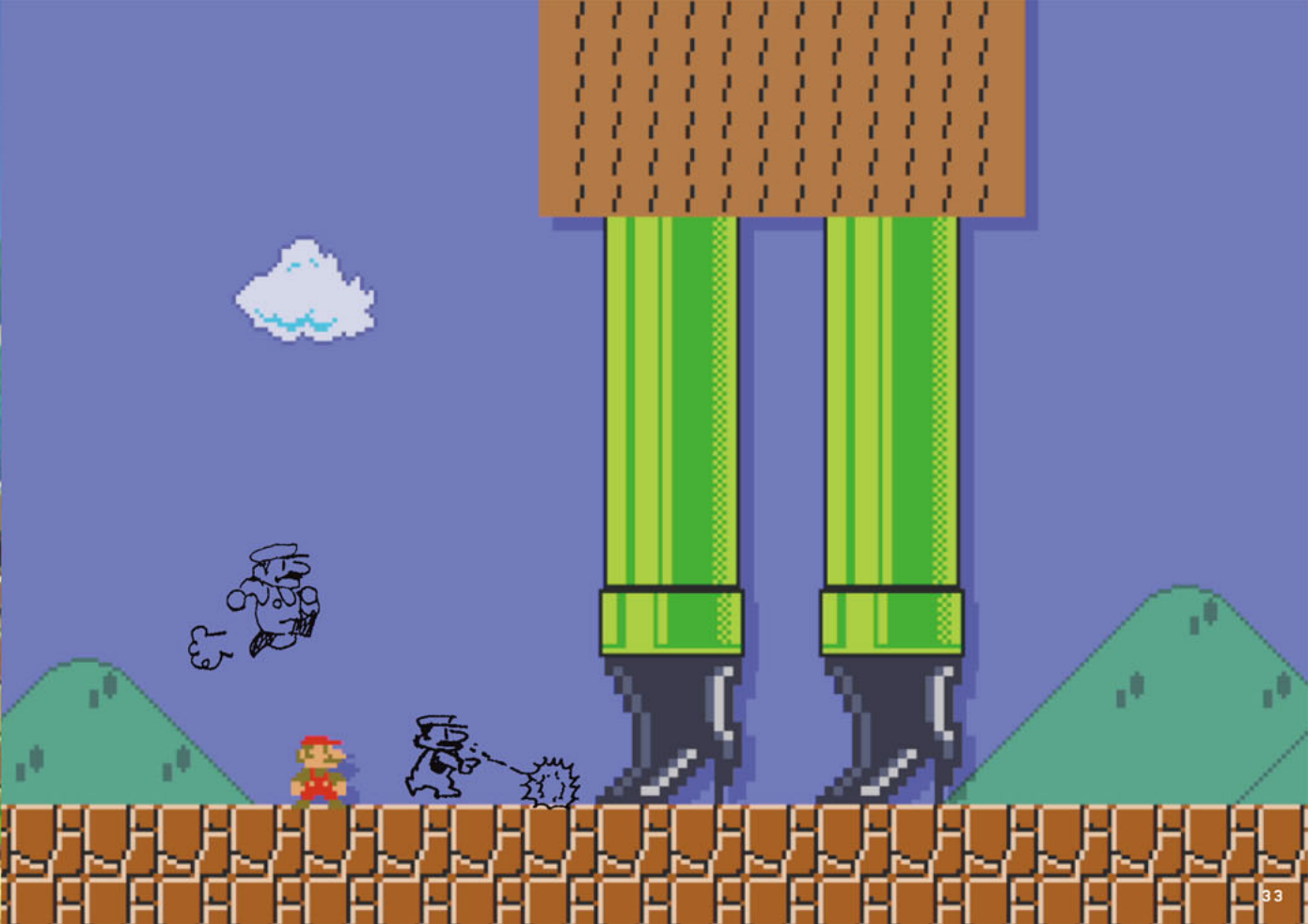


9435



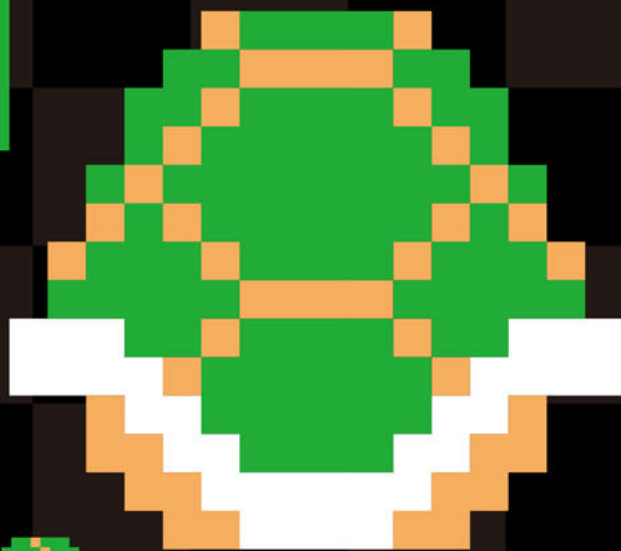
7962



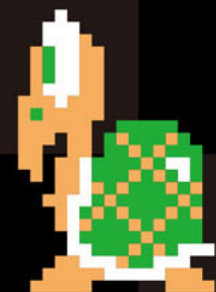


COURSE DESIGN

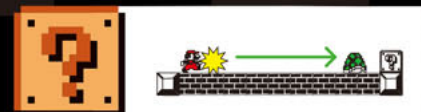
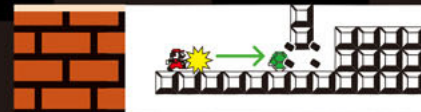
SHELLS



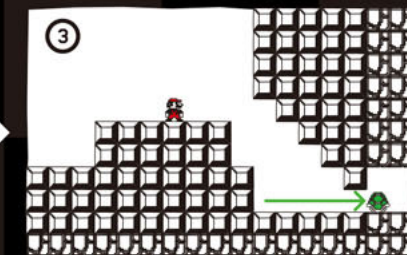
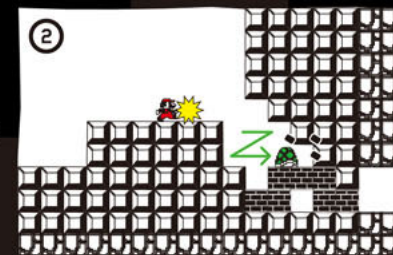
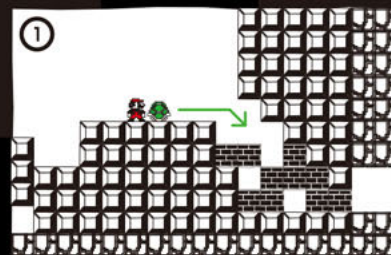
EXAMPLE 1



EXAMPLE 2

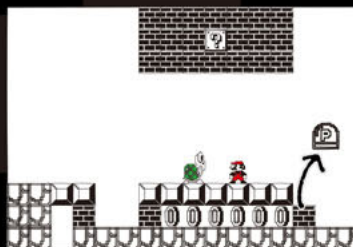
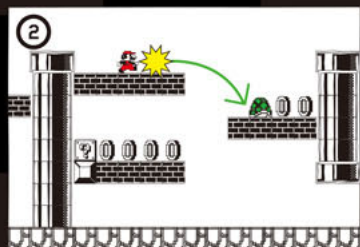
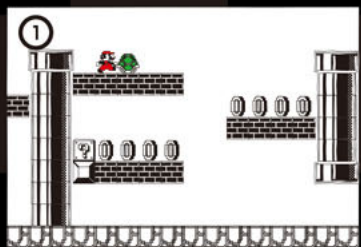


EXAMPLE 3



♀ 8 7 4 3

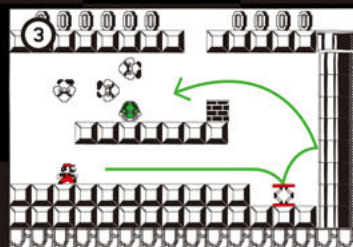
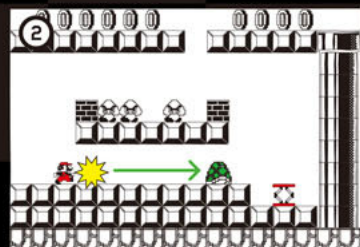
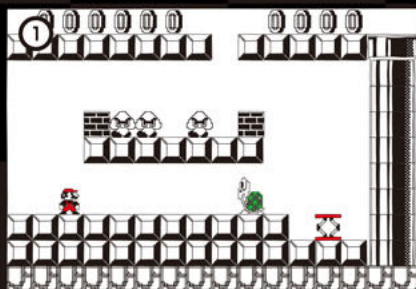
EXAMPLE 4



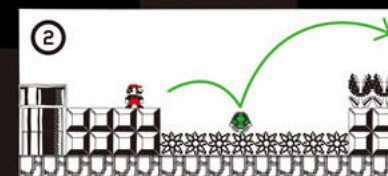
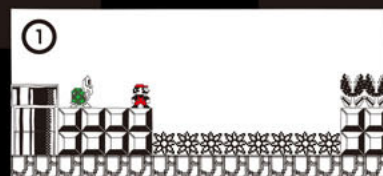
EXAMPLE 6

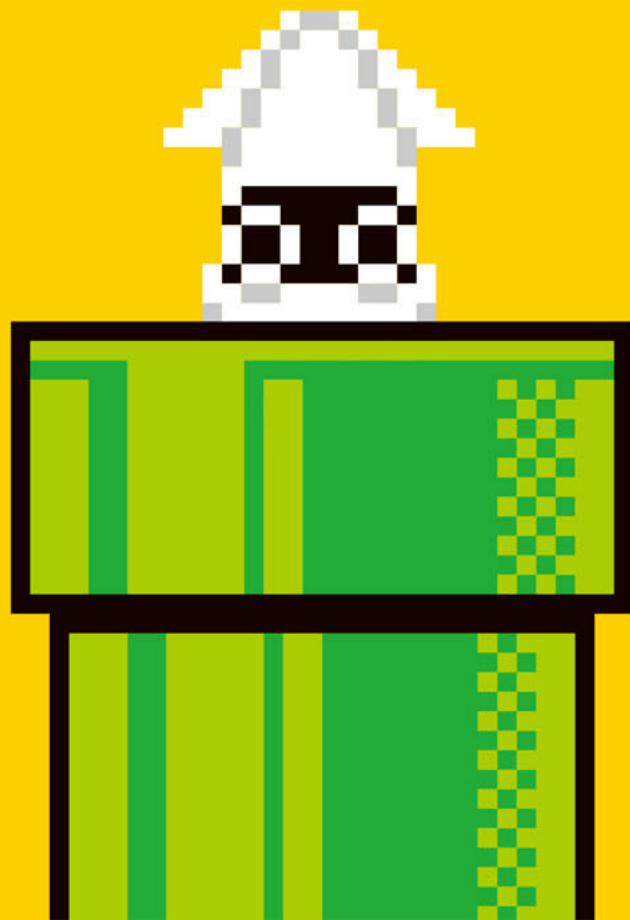


EXAMPLE 5

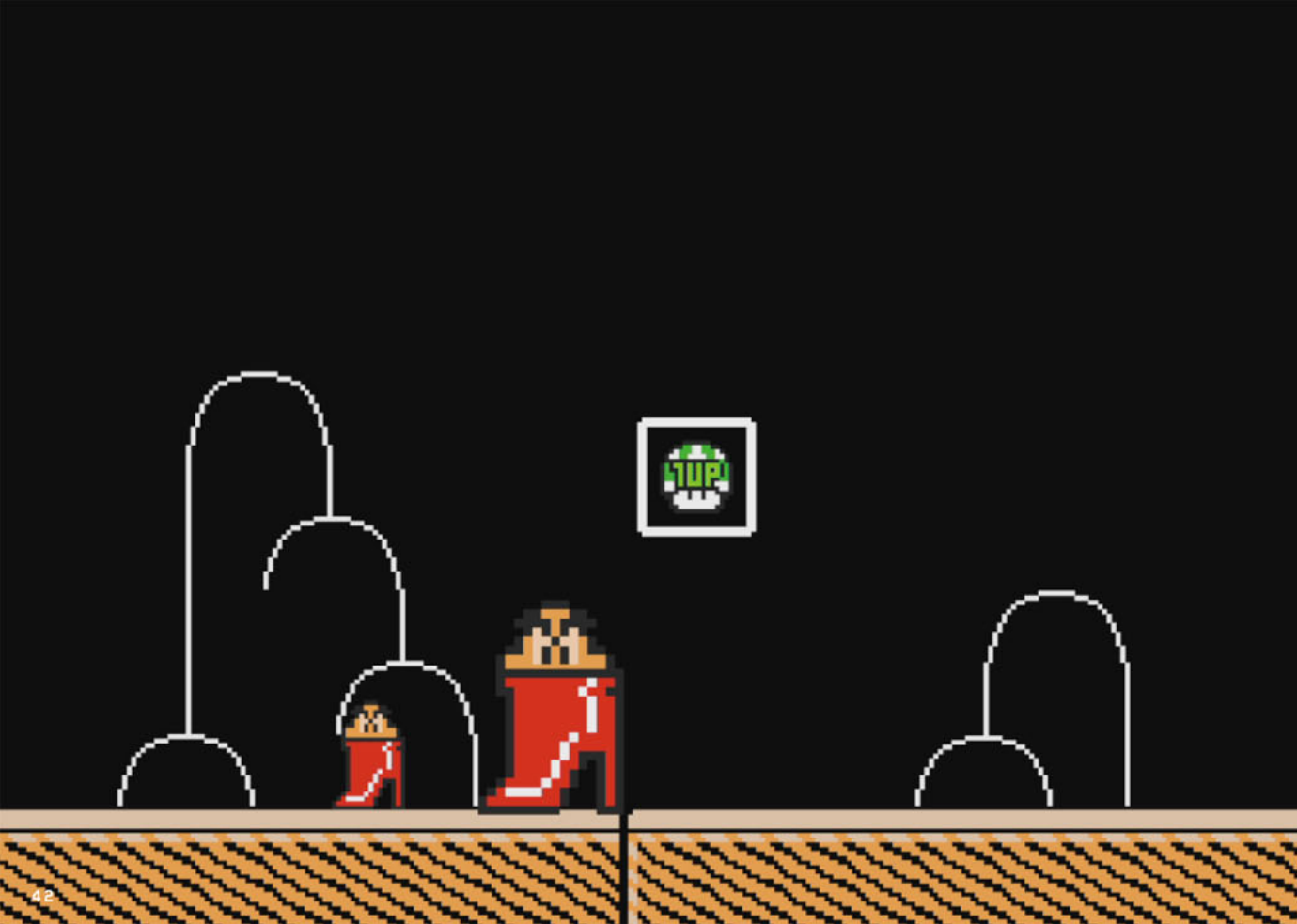


EXAMPLE 7

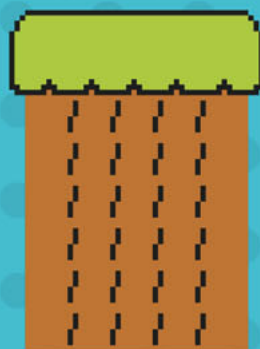




**SUPER
MARIO
MAKER™**

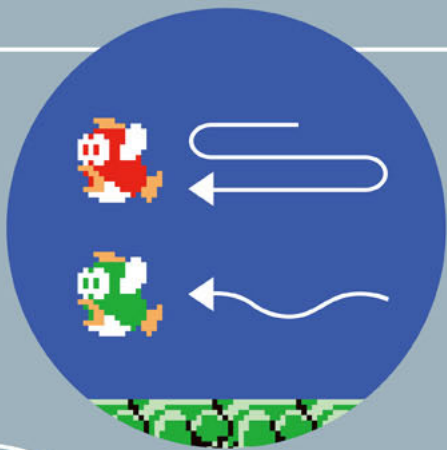








9 0 3 3 4

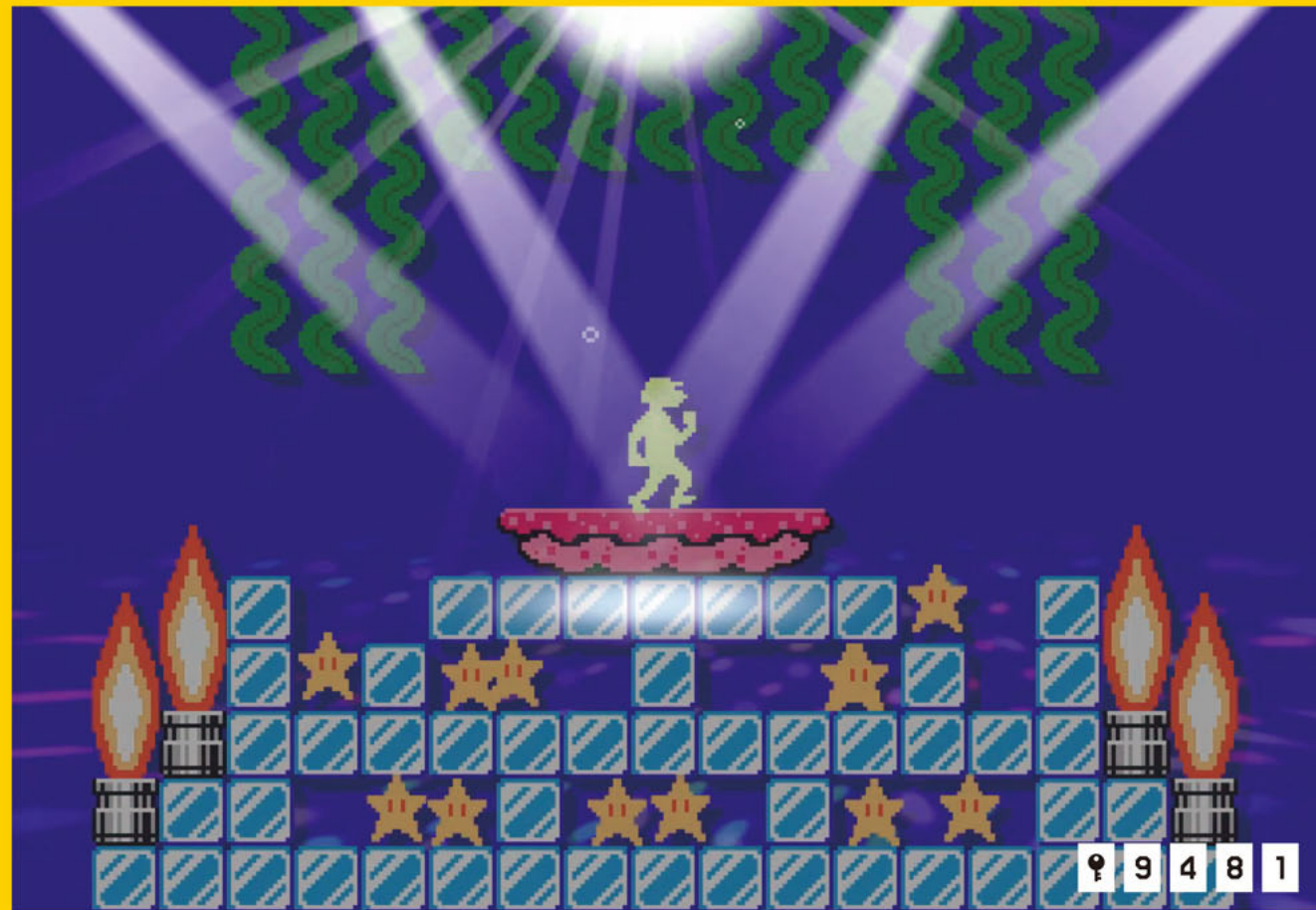




SUPER MARIO MAKER™

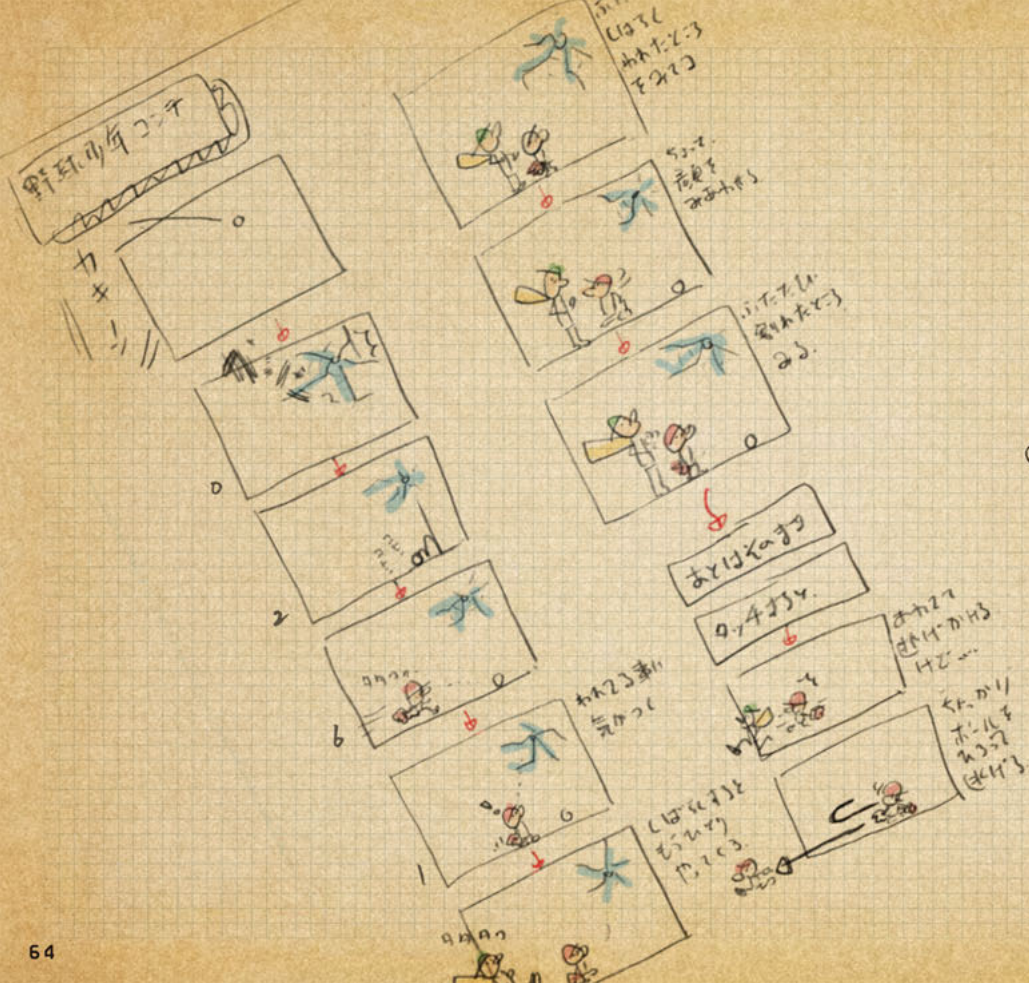


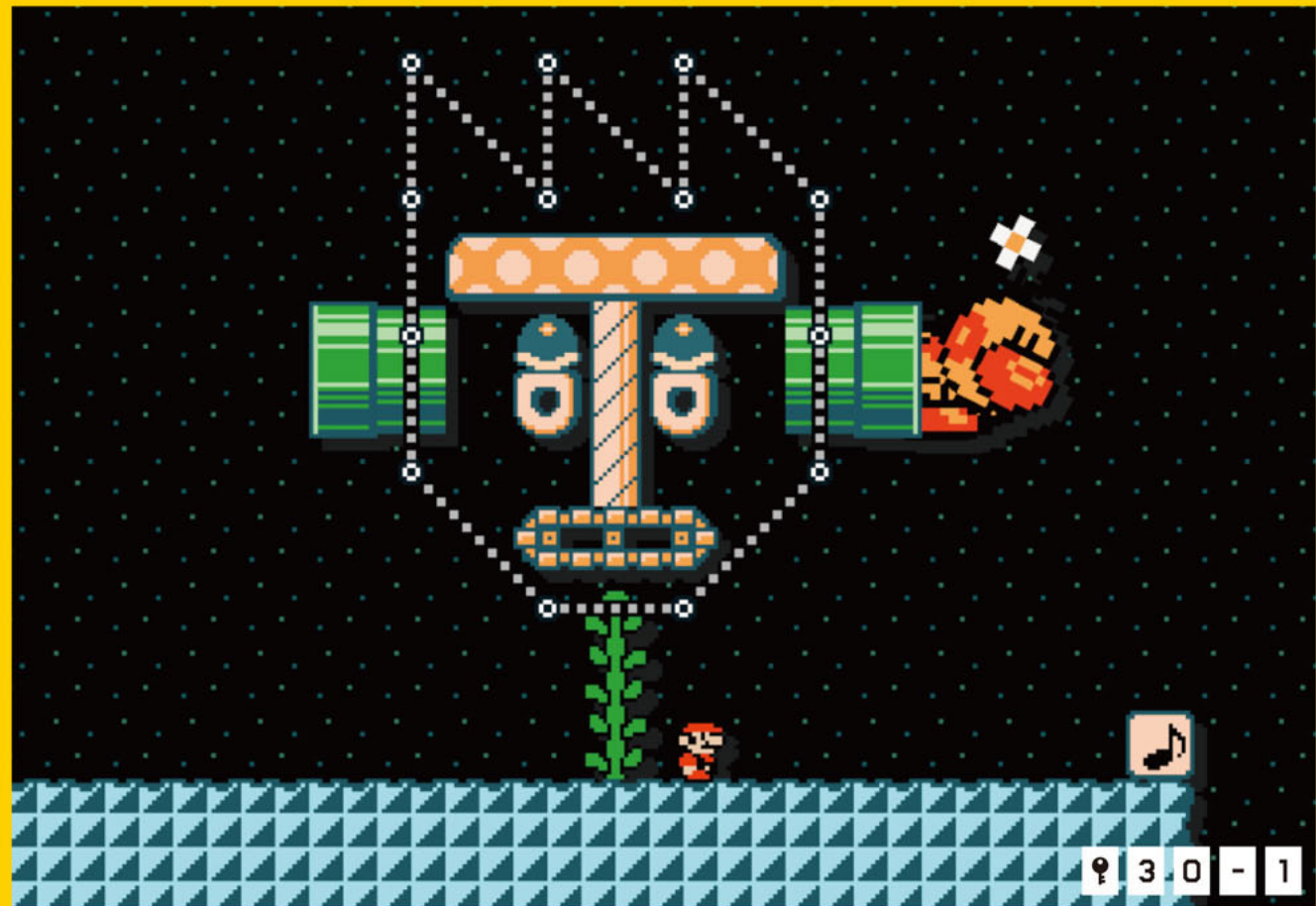
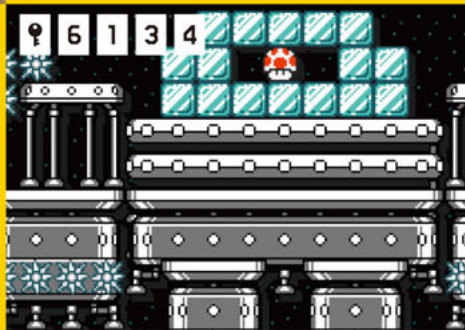
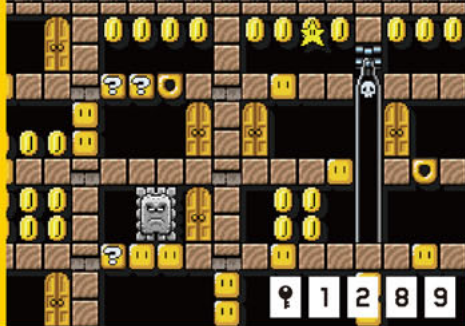


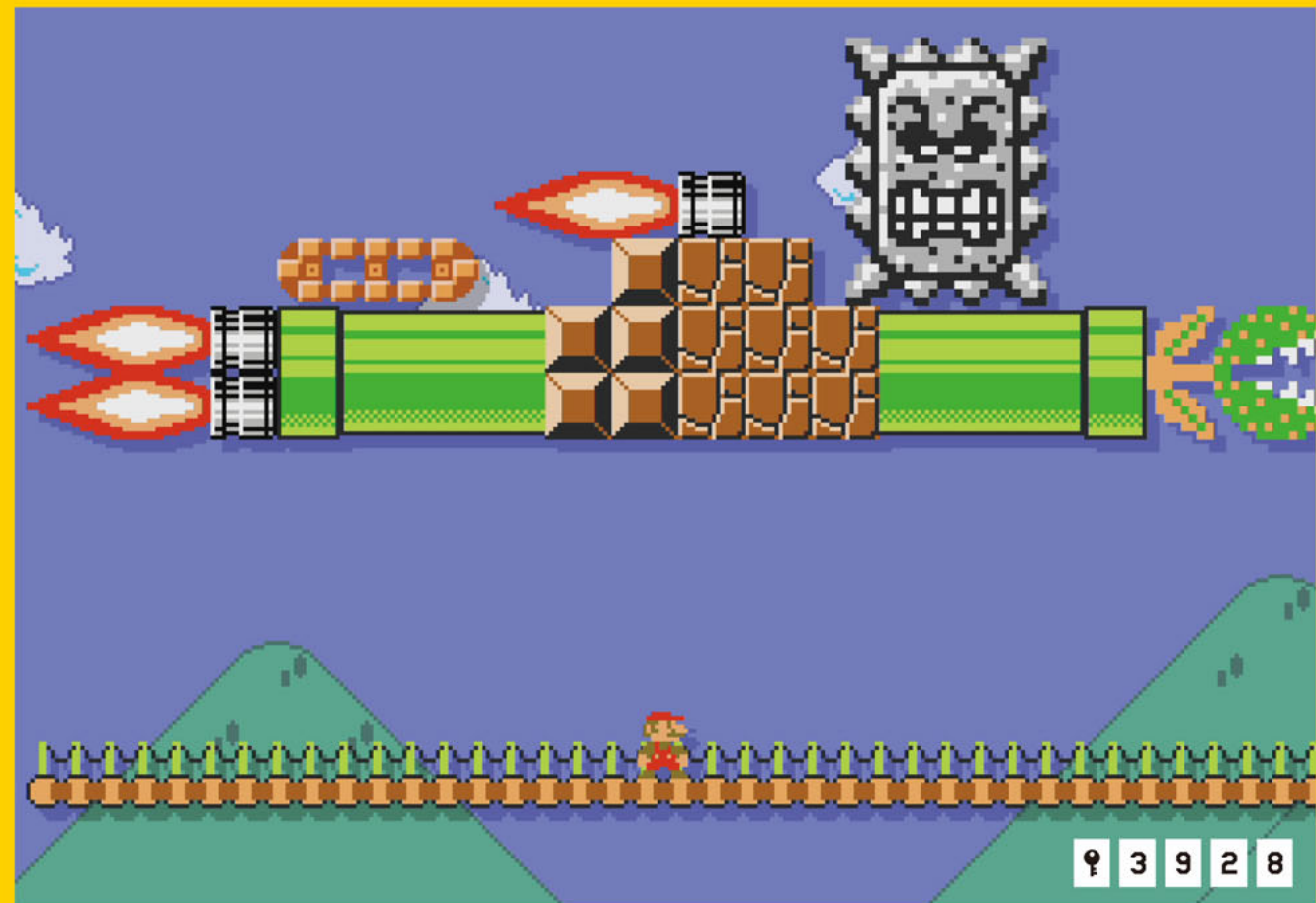


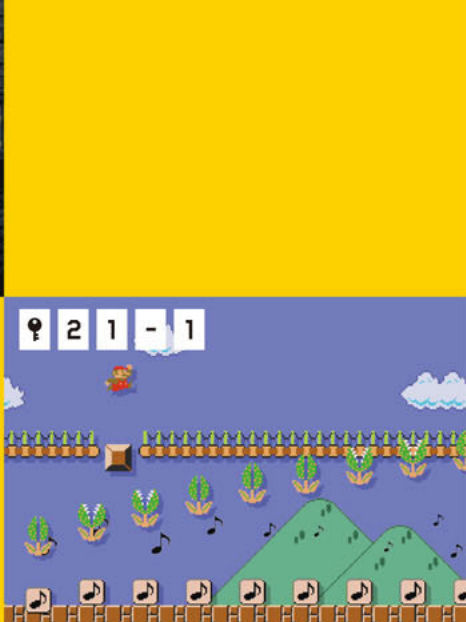
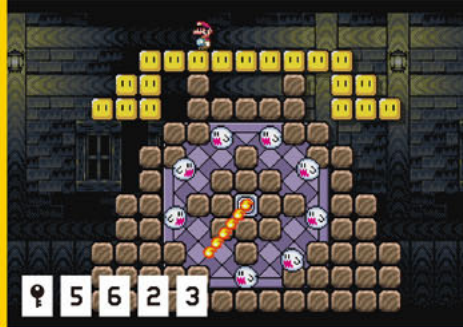
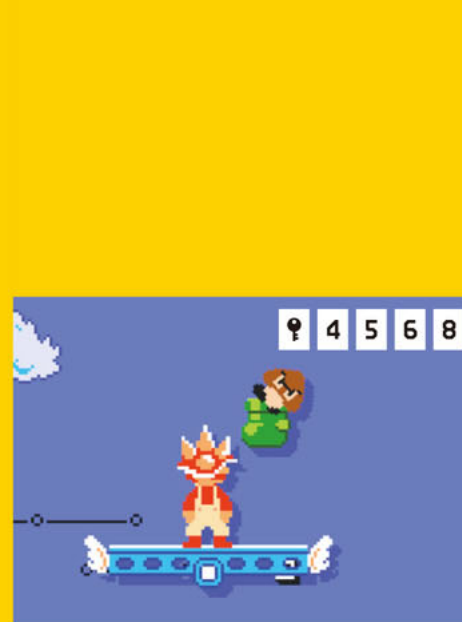
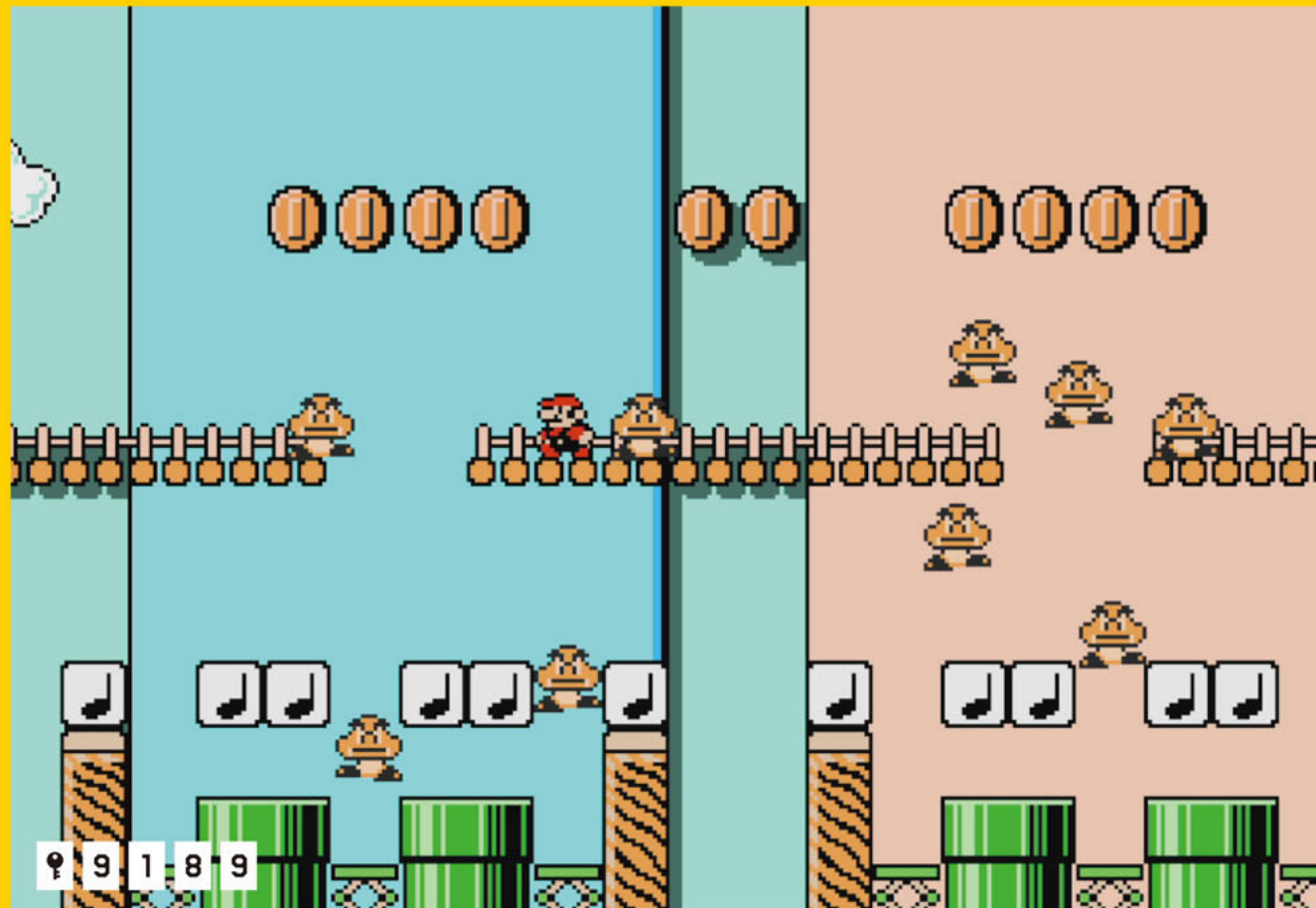




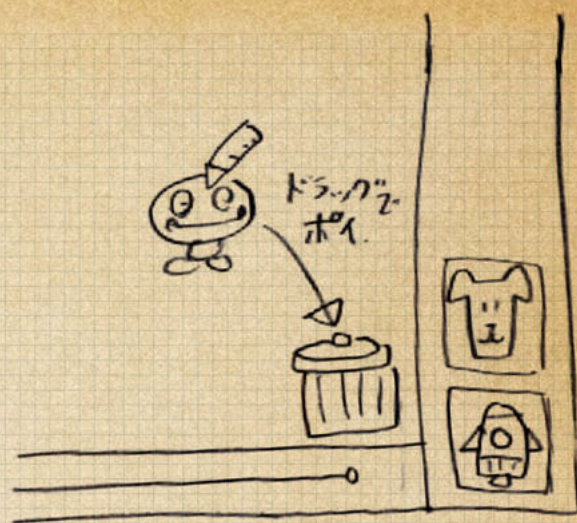
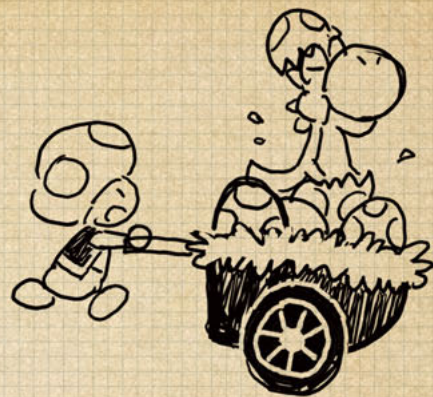
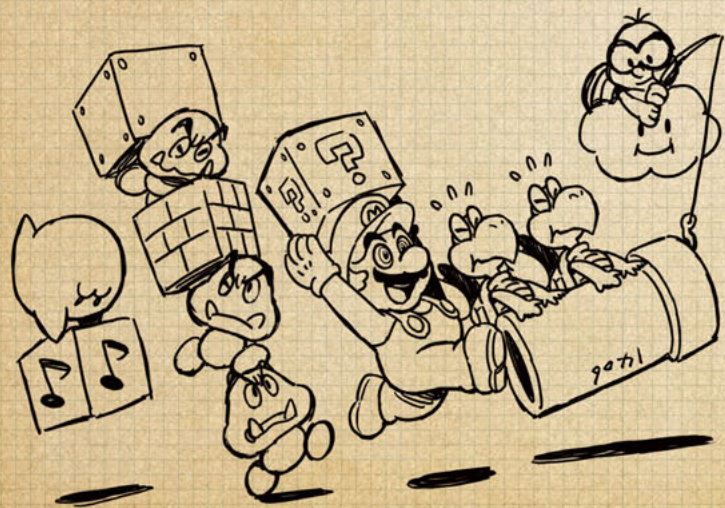




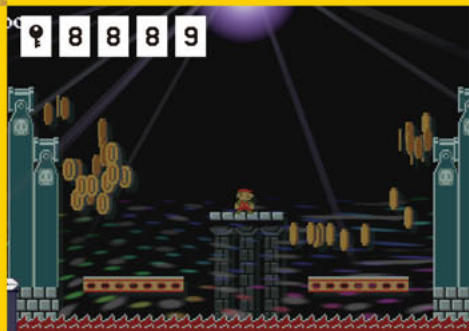


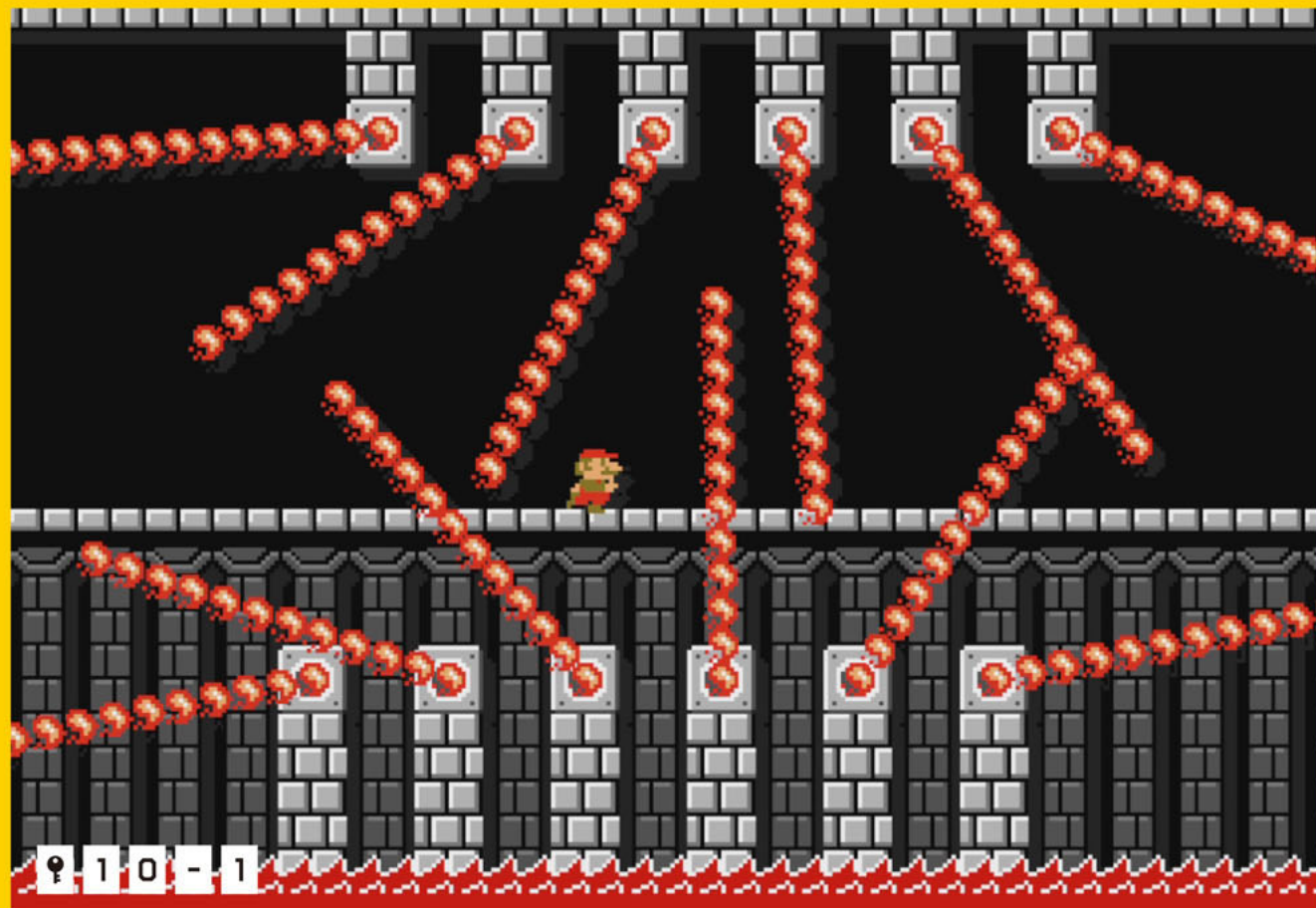


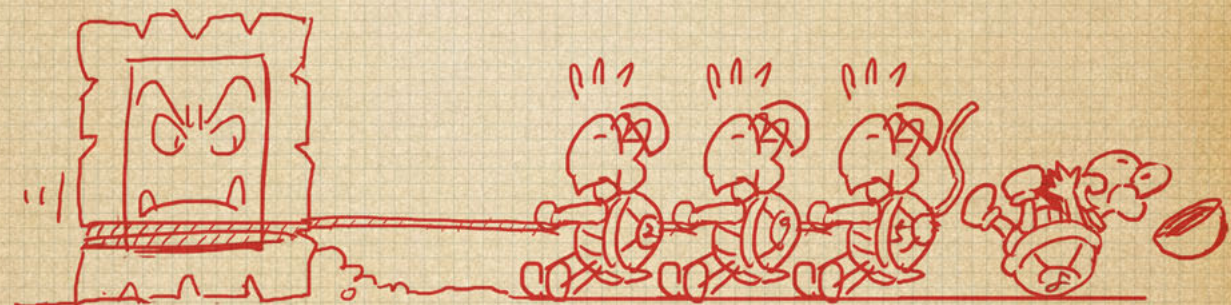
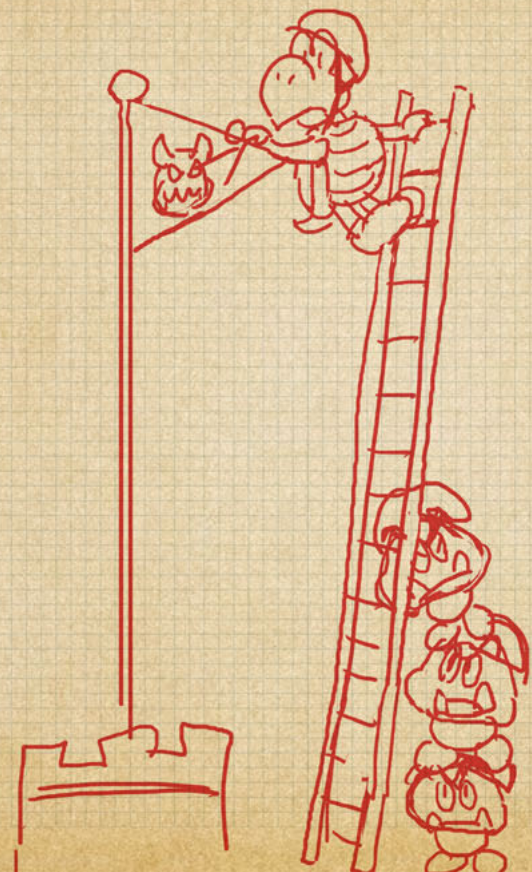
~~542+~~
~~60+2~~
©7842



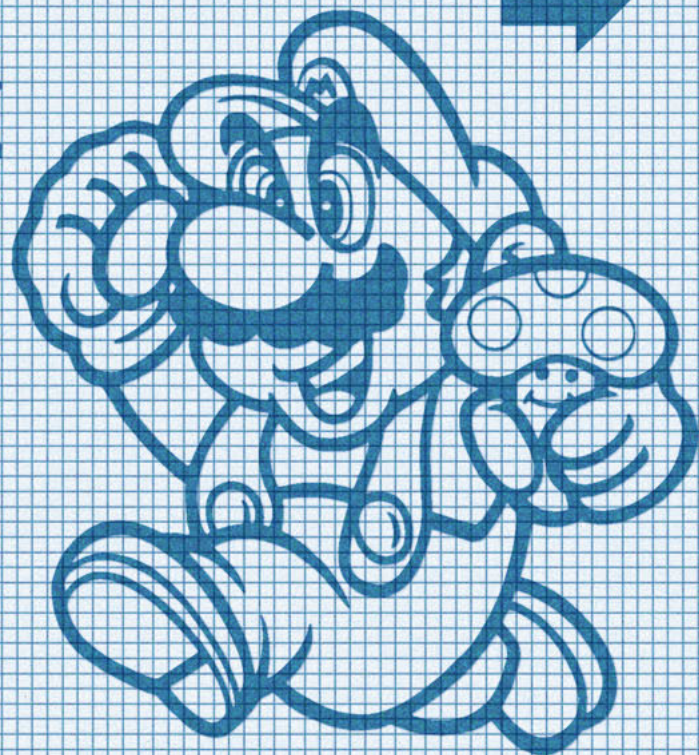








SUPER MARIO BROS. COURSE FLASHBACK



BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE

DATE: / /

AM PM :

DESIGNER

PROGRAMMER

TITLE BG

+ 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F



COLOR GENERATOR DATA

BG. COLOR

FRAME	OBJ	OBJ COLOR	OBJ ID	OBJ ADDR	OBJ DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	0	000H	2,2	山 2層
			1	0	01	2,2	山 2層
			1	0	02	2,2	山 2層
DRAWN	0	1	0	0	00	2,2	7047
			1	0	01	2,2	7047
			1	0	02	2,2	7047
OBJ	1	0	0	0	00	2,2	コイン
			1	0	01	2,2	コイン
			1	0	02	2,2	コイン
DRAWN	1	1	0	0	00	2,2	コイン
			1	0	01	2,2	コイン
			1	0	02	2,2	コイン

OBJ COLOR

FRAME	OBJ	OBJ COLOR	OBJ ID	OBJ ADDR	OBJ DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	1	00	2,2	7047
			1	1	01	2,2	7047
			1	1	02	2,2	7047
DRAWN	0	1	0	0	00	2,2	7047
			1	0	01	2,2	7047
			1	0	02	2,2	7047
OBJ	1	0	0	0	00	2,2	コイン
			1	0	01	2,2	コイン
			1	0	02	2,2	コイン
DRAWN	1	1	0	0	00	2,2	コイン
			1	0	01	2,2	コイン
			1	0	02	2,2	コイン

BG PLANNING SHEET

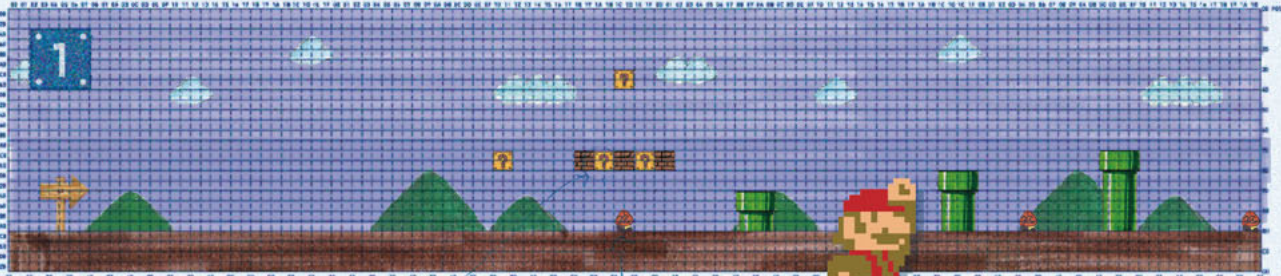
MEMO: SUPER MARIO BROTHERS

PHASE

W1-1

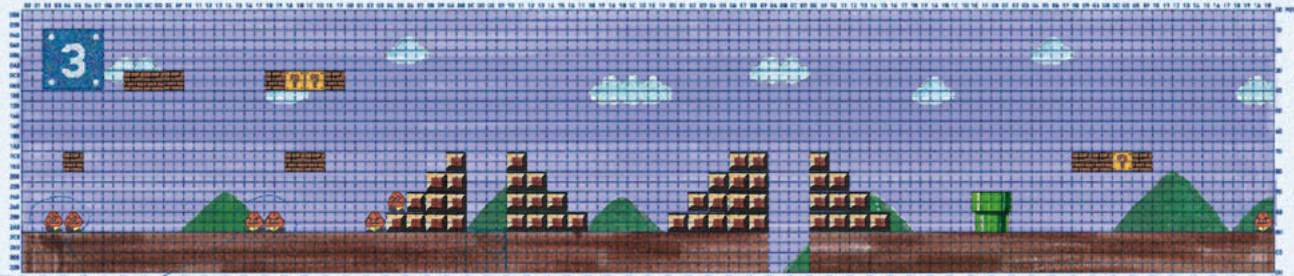
DATE: / / AM PM :
DESIGNER PROGRAMMER

1



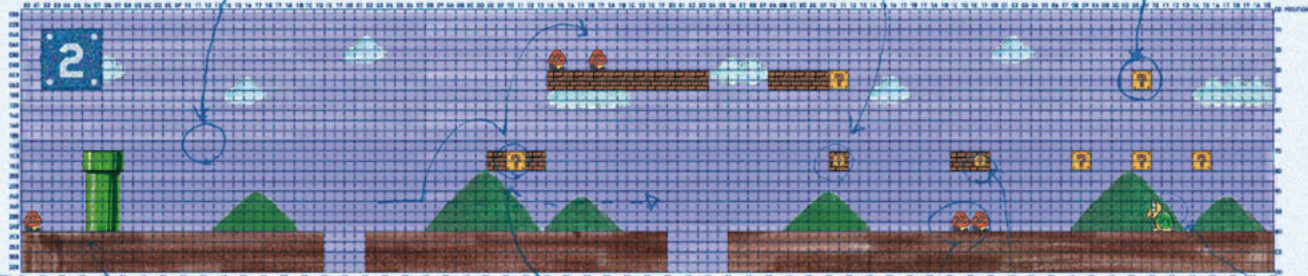
最初の敵

3



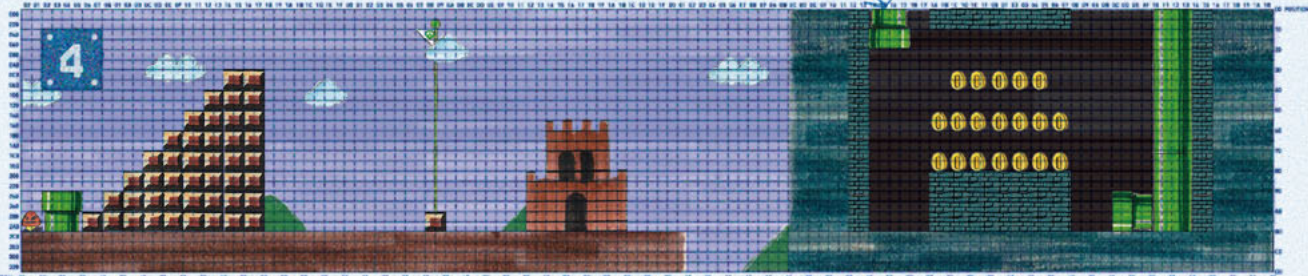
二匹セット
うめさ
落ちてモ大丈夫?
最初の穴

2



初めての工場ワープ
二匹セット
スターを取って
持ちまわす
このあたりで
落とす

4



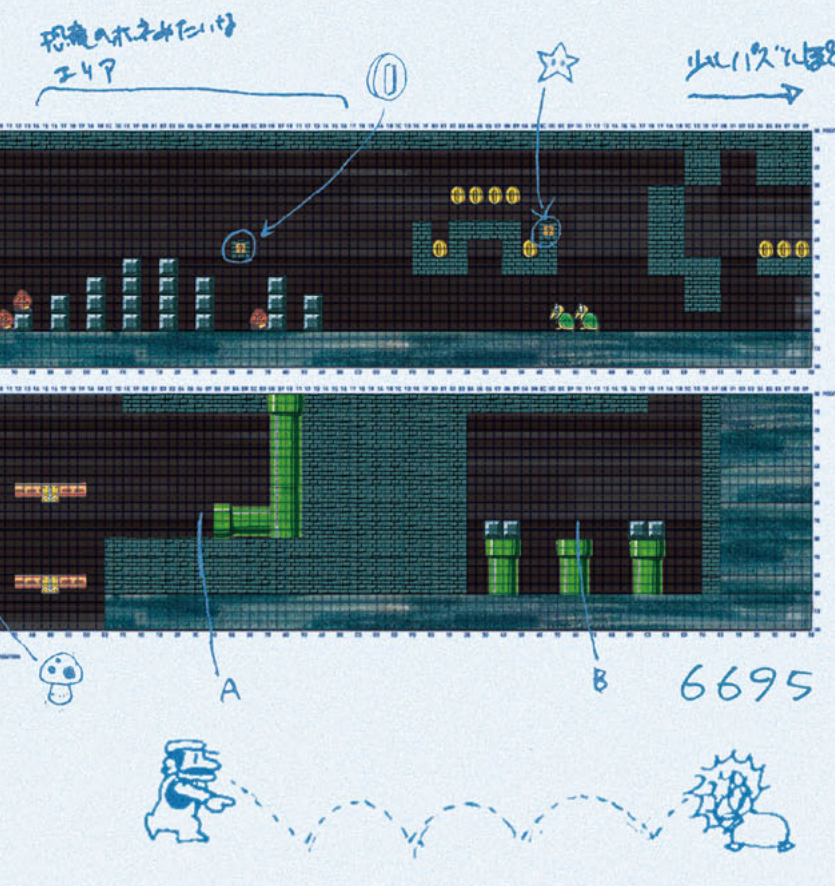
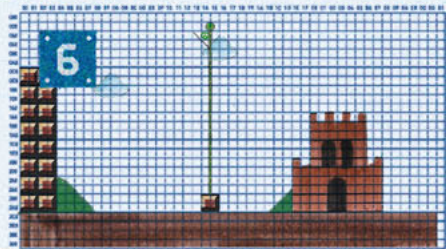
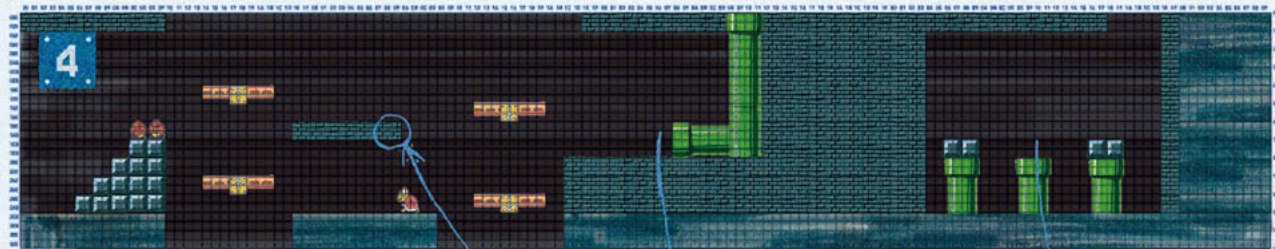
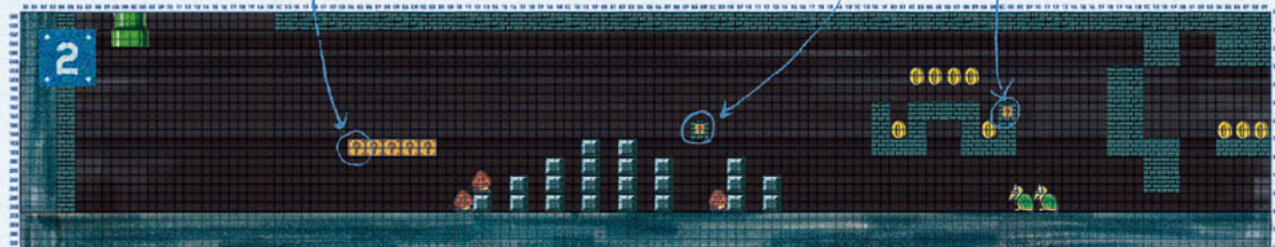
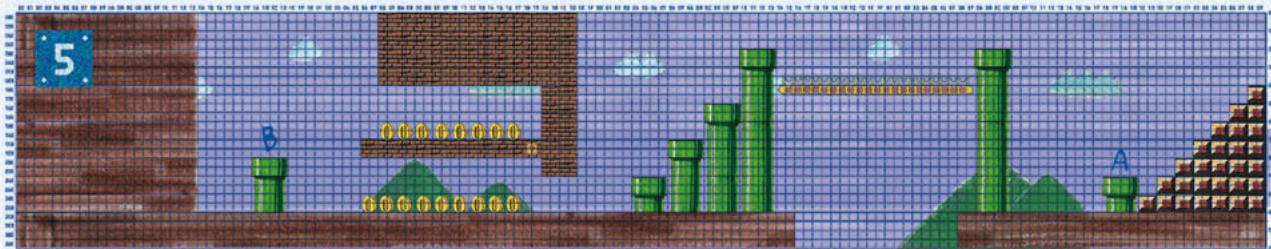
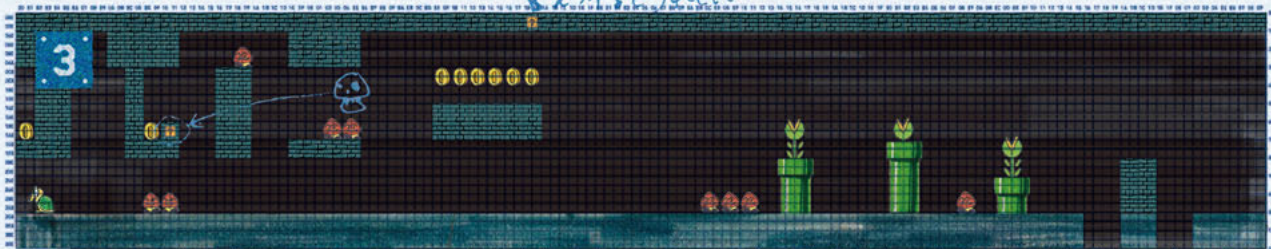
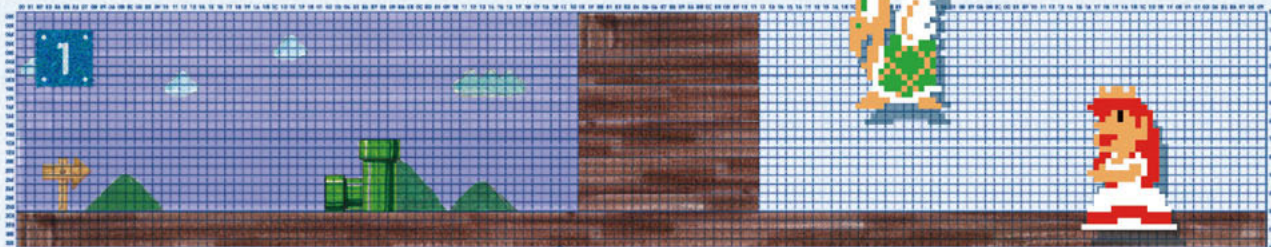
8641



BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE	DATE: / /	AM PM
	DESIGNER	PROGRAMMER
W1-2		



BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

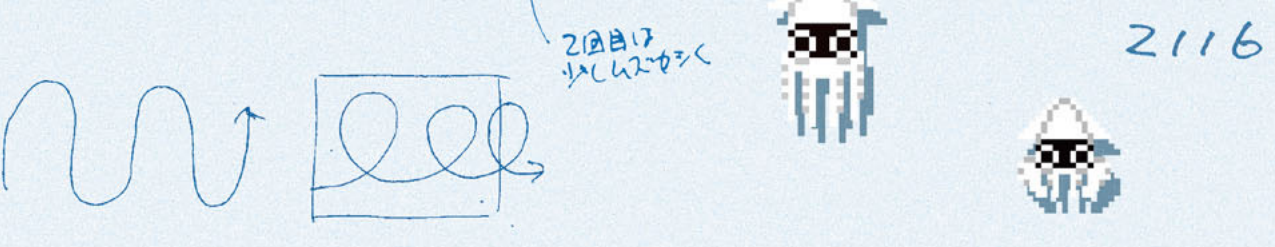
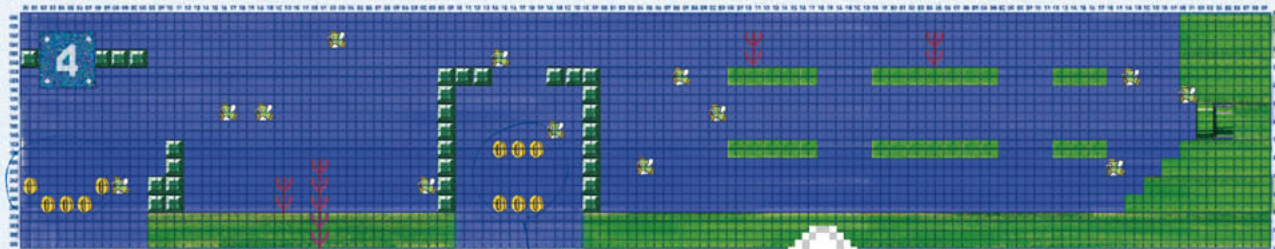
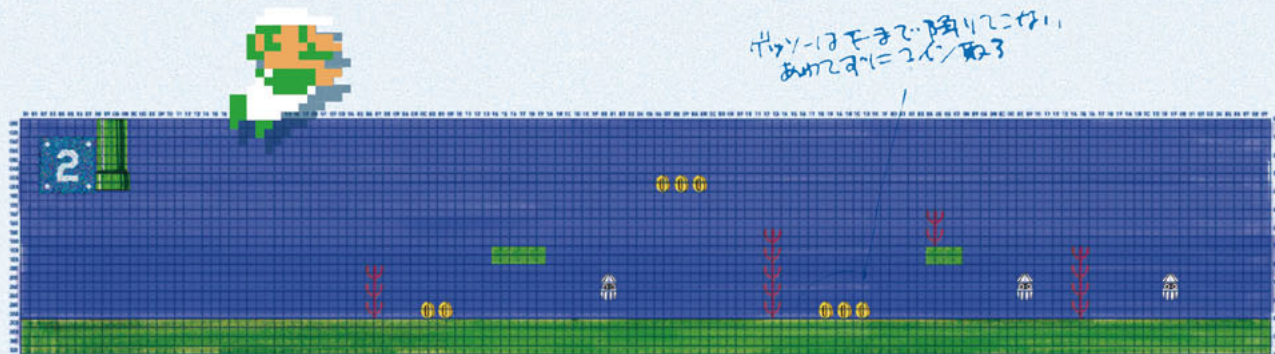
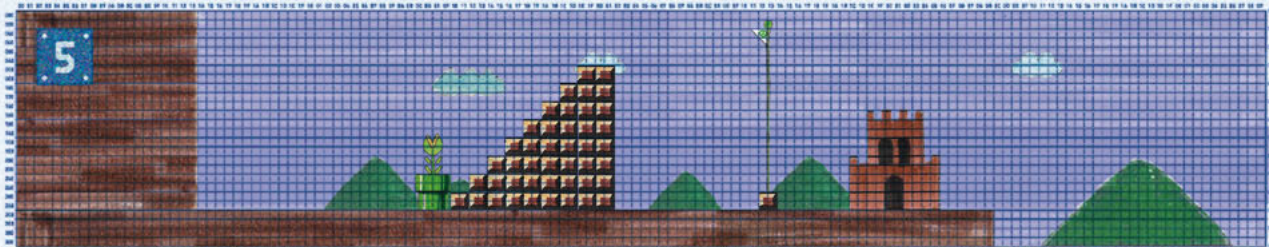
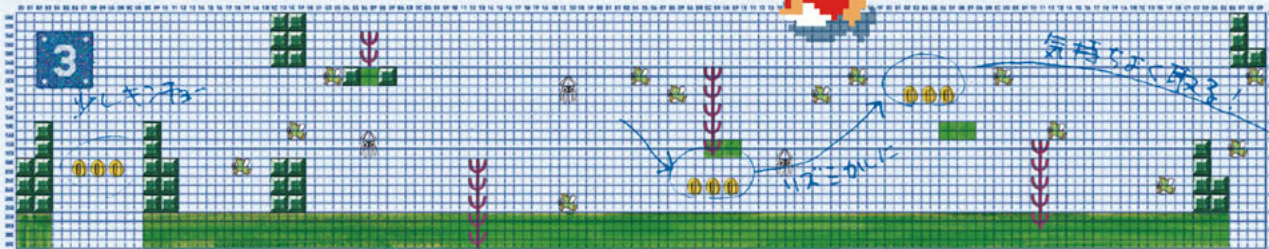
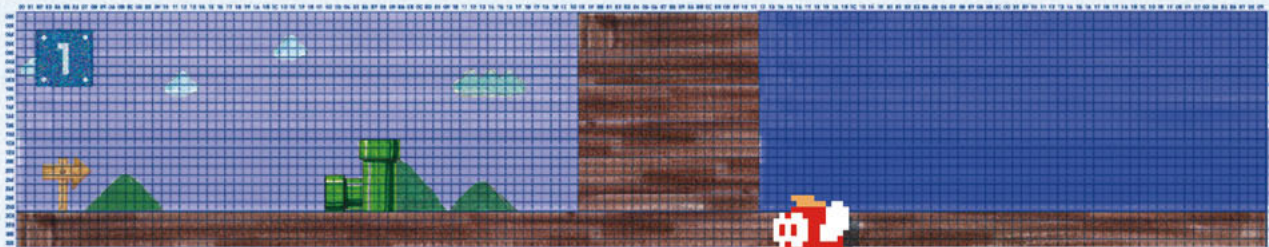
PHASE

W2-2

DATE: / / AM PM :

DESIGNER

PROGRAMMER



BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

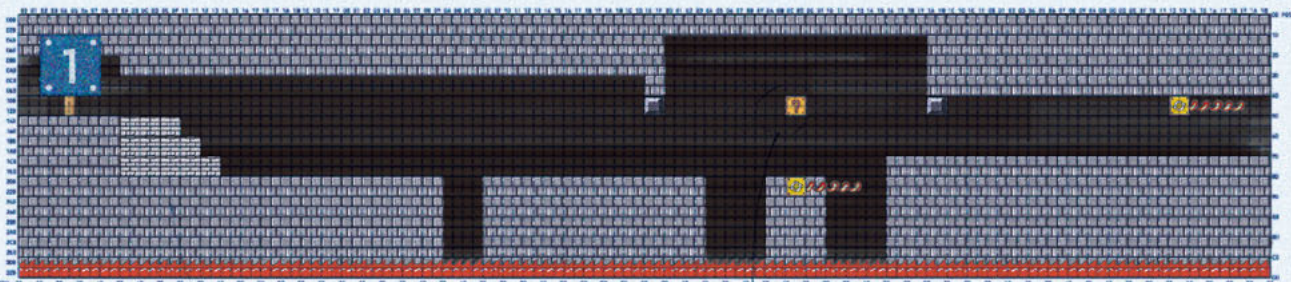
PHASE

W1-4

DATE: / / AM PM :

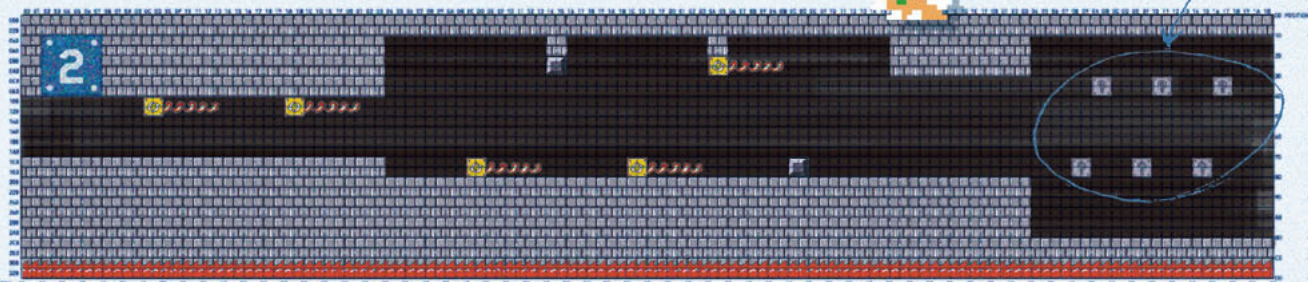
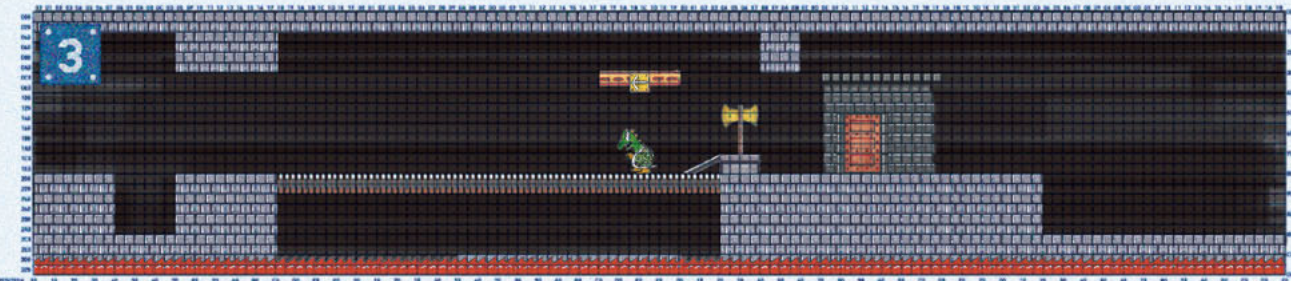
DESIGNER

PROGRAMMER



階段を降りていく感じ

最初難関



② 走るでカンタン!

4486



ゆっくり歩いて落下するとパイプの方向に歩く。
イネギ-弾で割せる。



少し早く歩く。



はだかですき廻って113。



カメと同じ動きでイネギ-弾で死なない。(はね返す)



空中を飛び回す。
一定方向タイプ



イネギ-ボールを吹き下から登れないと死なない
上下の床を通りぬけジャンプ移動可能。



SUPER MARIO MAKER

MARIO
MAKER

MARIO MAKER

スーパーマリオ
MARIO MAKER

マリオメーカー

MARIO MAKER

MARIO MAKER





てがねたし 


1309
Amiyama 

