

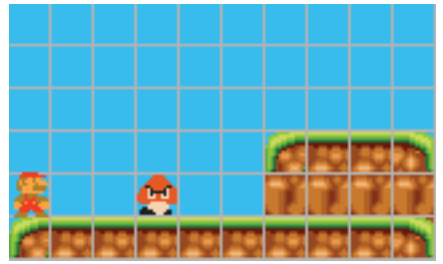


Let's Do The Time Warp Again

How to Play Mario

These instructions are not a puzzle.

Mario starts in the lower left square of the map:

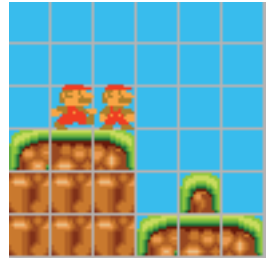


Mario must reach the lower right square of the map, and he must collect every coin on the map along the way. Mario can collect a coin by occupying its square.

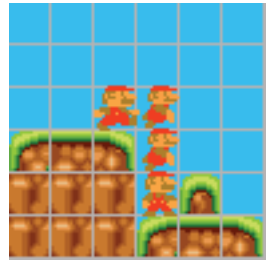
Mario has two actions: stepping and jumping. He cannot step more than three times in a row, nor can he jump more than three times in a row. However, collecting a coin resets the jump and step counts, so Mario may step (or jump) again after collecting a coin, regardless of his previous actions.

Step

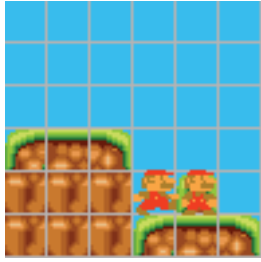
When Mario steps, he moves one space to the right:



If there is no ground below him, Mario falls until he reaches the ground:



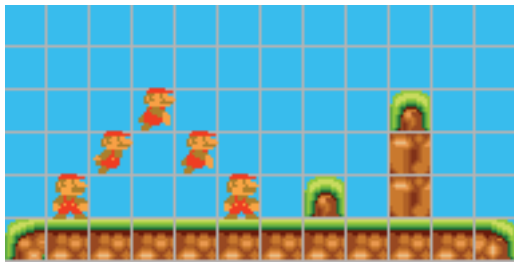
He can then take another step:



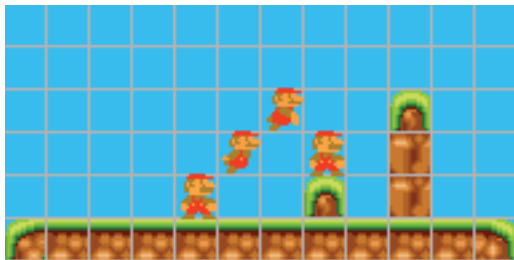
Mario cannot step to the left.

Jump

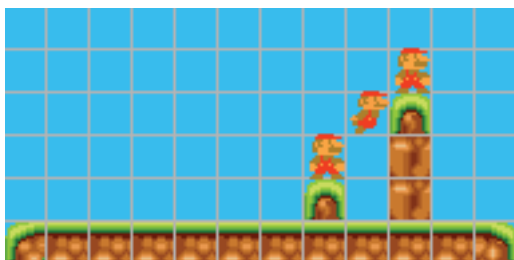
When Mario jumps, he moves diagonally up and to the right for two spaces, then he falls diagonally down and to the right until he hits the ground:



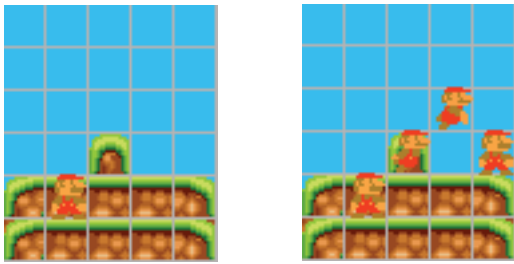
If Mario hits the ground early, he stops:



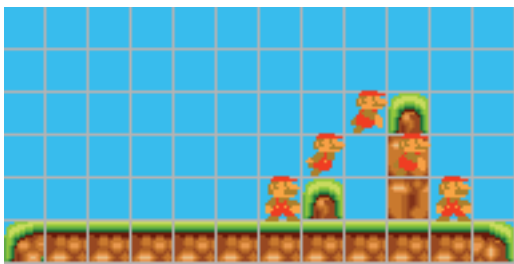
He might even hit the ground without falling at all:



Mario passes through the ground when jumping up, but stops falling as soon as he hits the ground:



Mario only stops falling when there is ground directly beneath him; otherwise he keeps falling:



Mario cannot jump to the left.

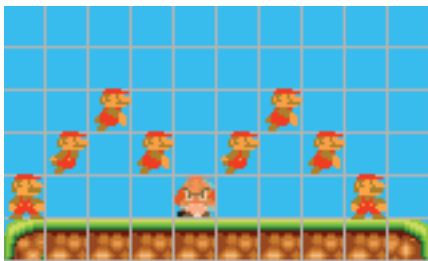
Death

If Mario falls off the bottom of the world, he dies.

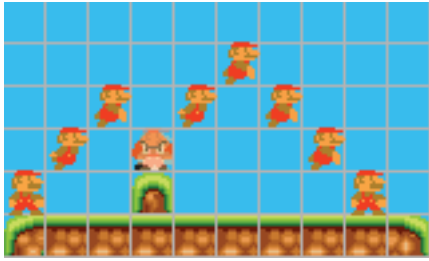
If Mario jumps off the screen, he dies.

If Mario steps past the rightmost edge of the world, he dies.

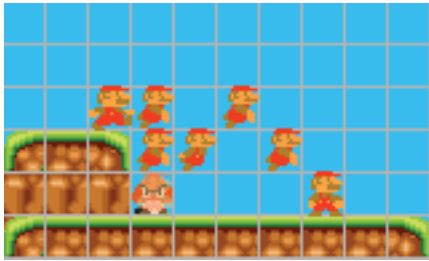
If Mario is ever in the same square as an enemy, he dies unless he is currently falling and that enemy is a Goomba. In that case, Mario bounces, and must jump immediately. Mario can bounce on a Goomba while jumping:



even if he's only just started to fall:



And he can also bounce on a Goomba while falling after taking a step:



If Mario has just jumped three times in a row and has landed on a Goomba, he cannot bounce (since that would require four jumps in a row), so he dies.

You should have received the puzzle as a separate scroll.

