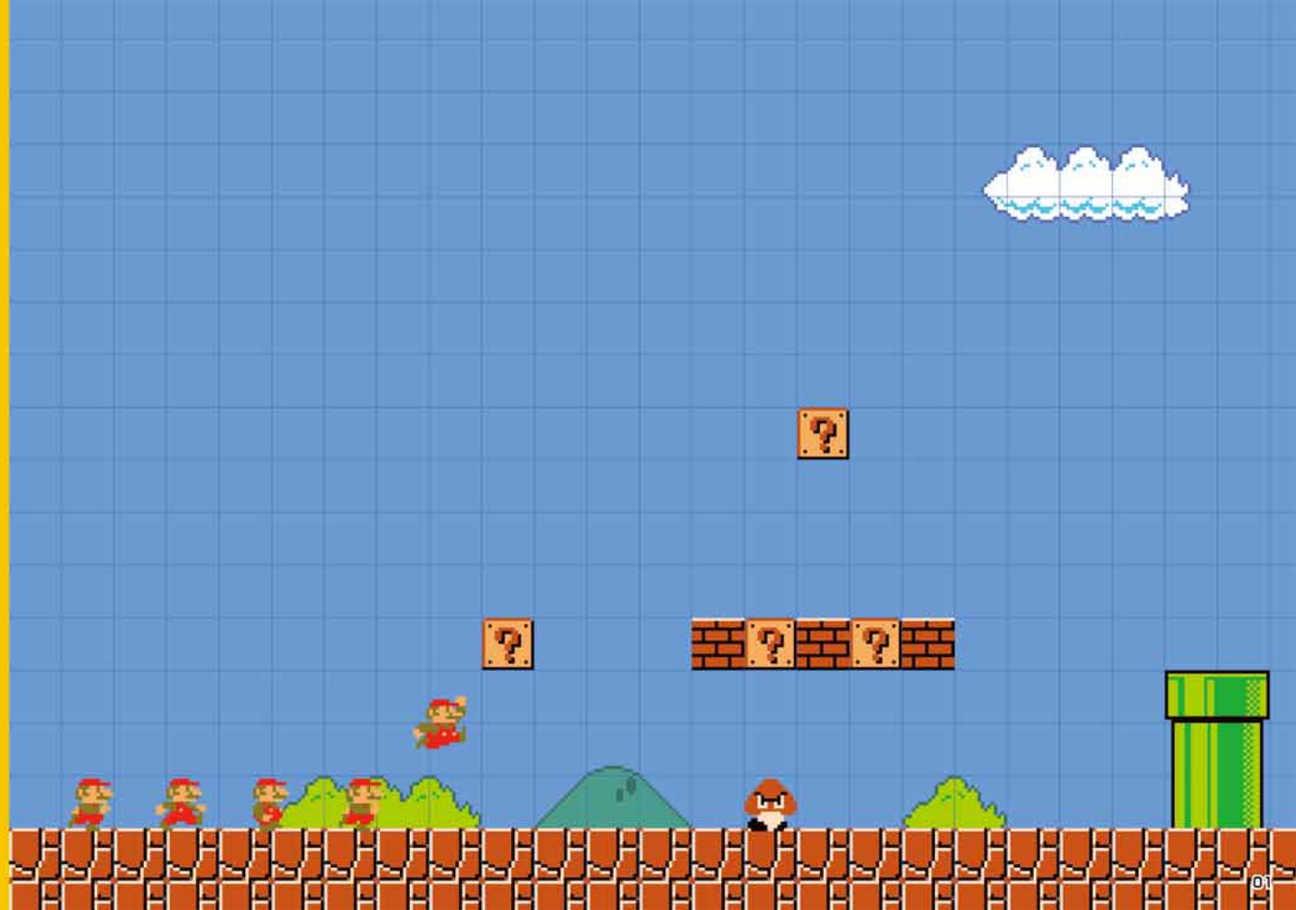
SUPER MARIO MAKER™



スーパーマリオ
地上BGM
Koji Kondo
No. 09/13

Nintendo

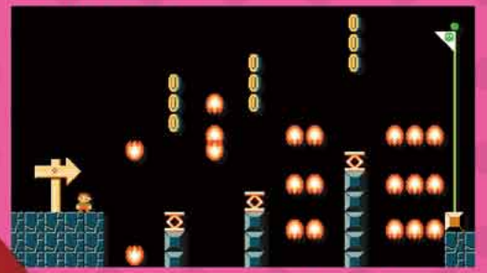
1567

3891

SUPER MARIO BROS.
COURSE DESIGN

THE BASICS

EXAMPLE 1



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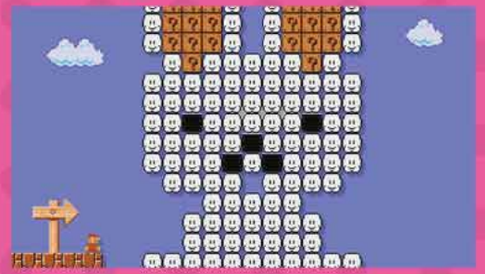
EXAMPLE 2

4102

EXAMPLE 3



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EXAMPLE 4

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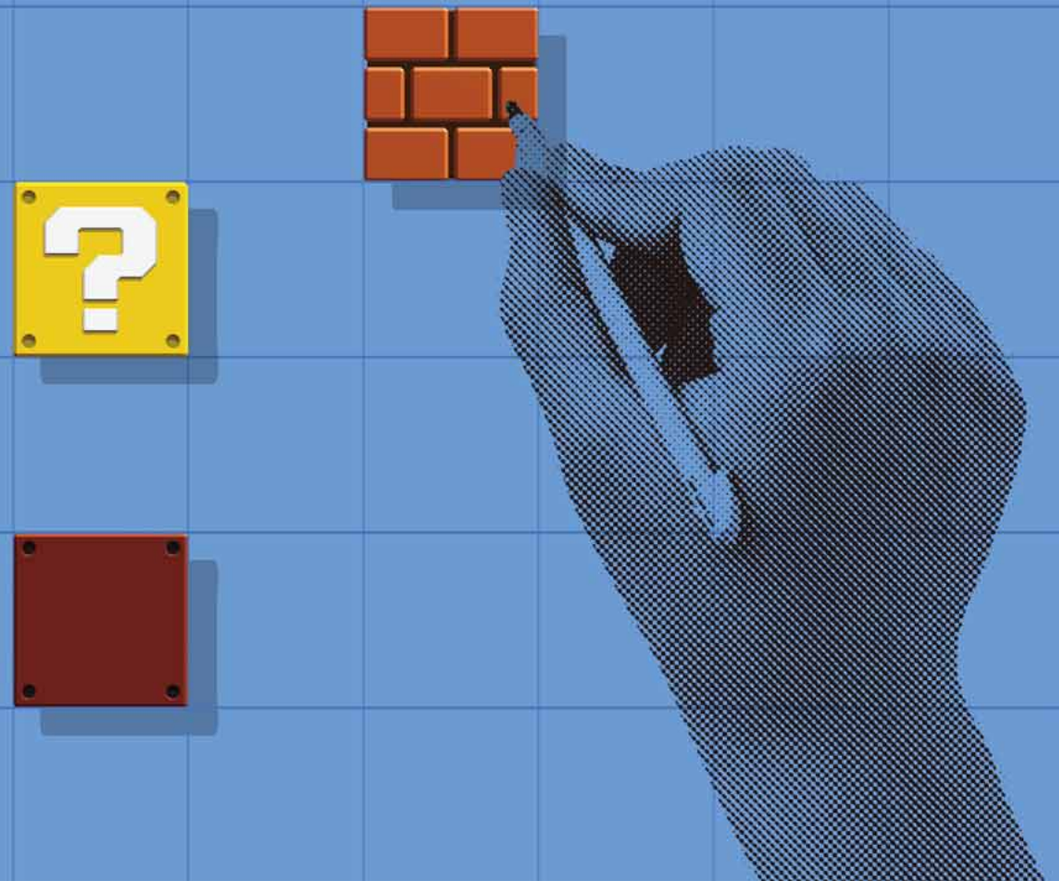

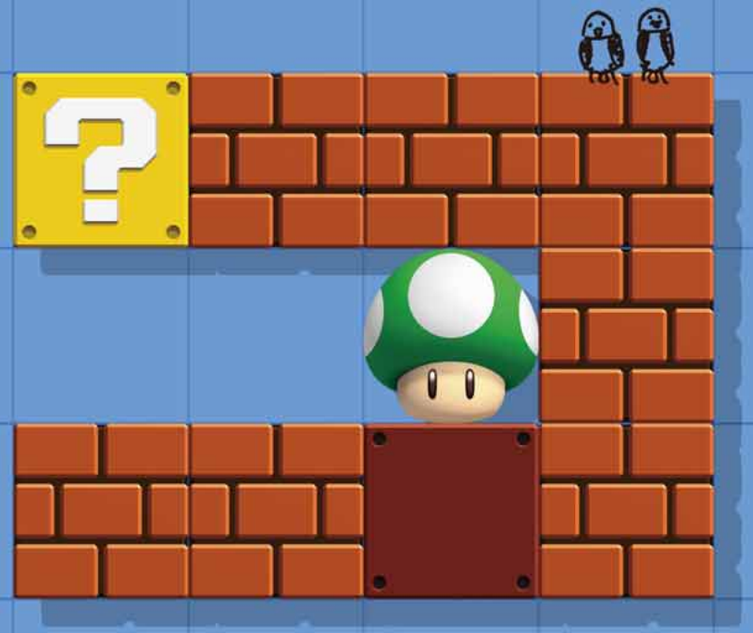

EXAMPLE 5

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EXAMPLE 6

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EXAMPLE 7

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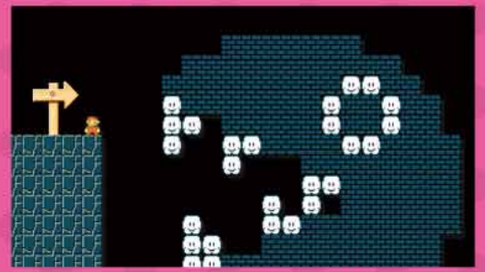
EXAMPLE 8



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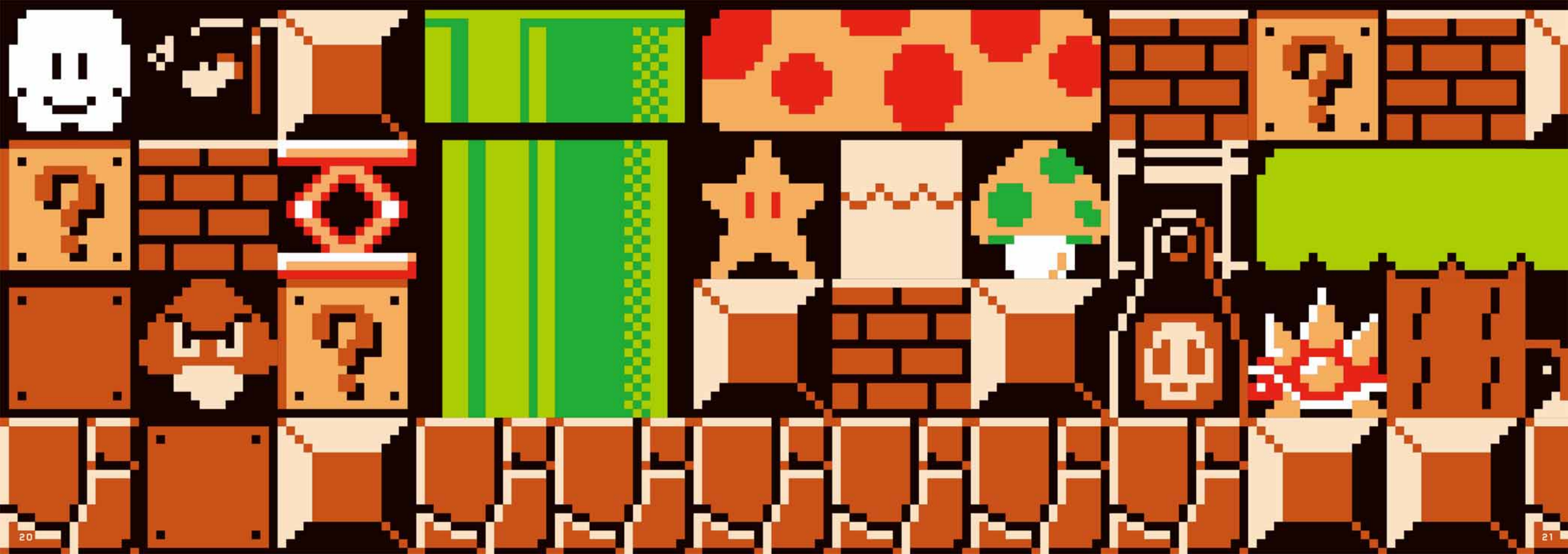
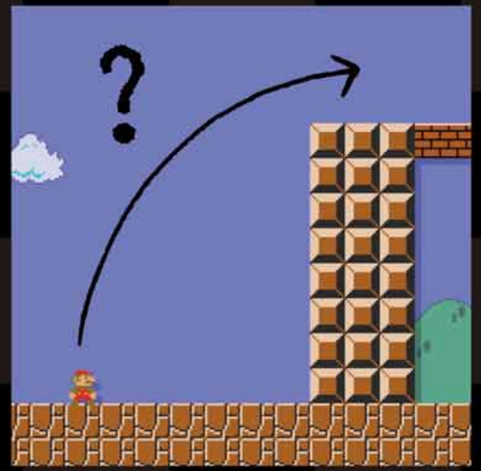


COURSE DESIGN

JUMPS



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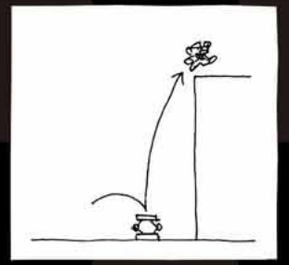

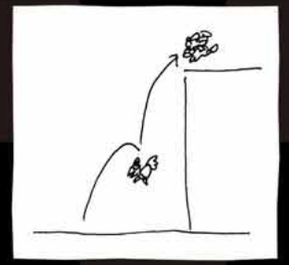

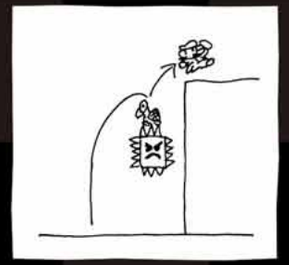

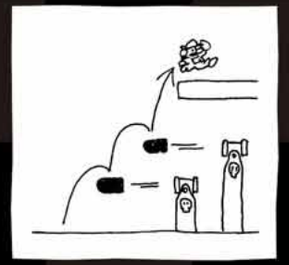

COURSE DESIGN

COINS

4008

9435

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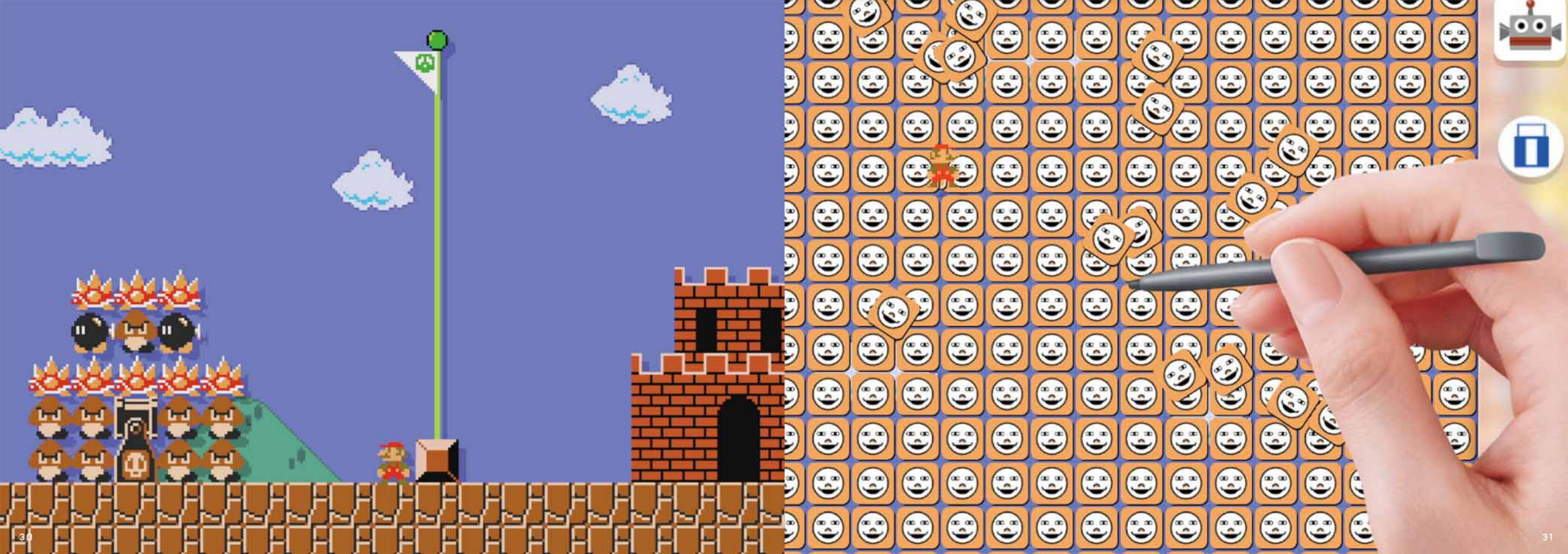
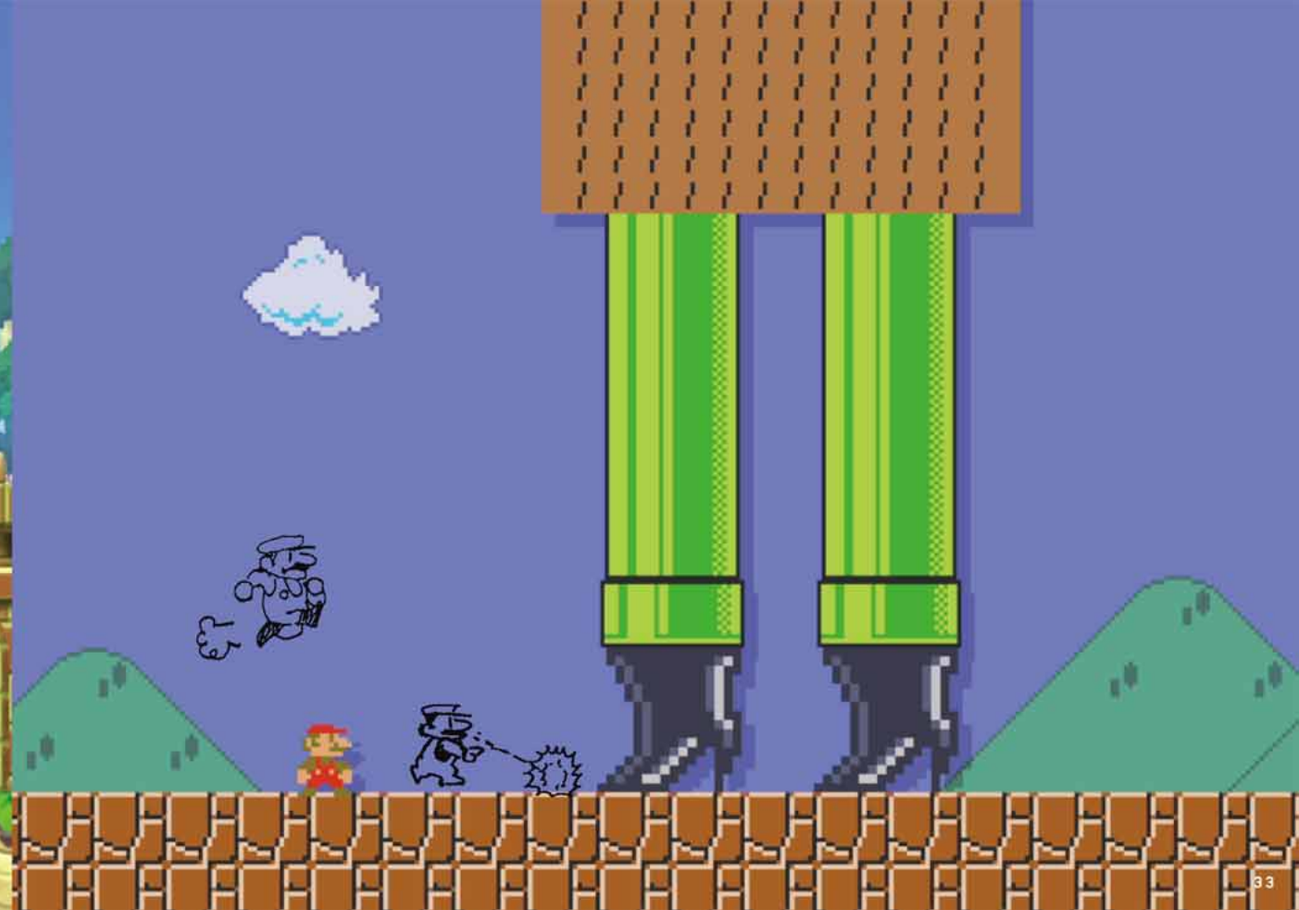
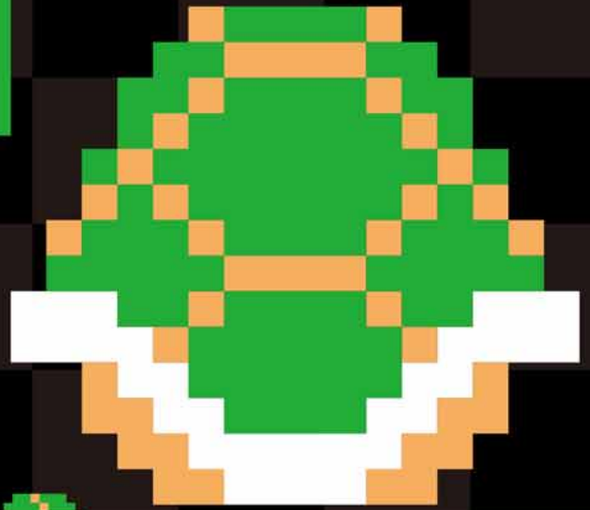




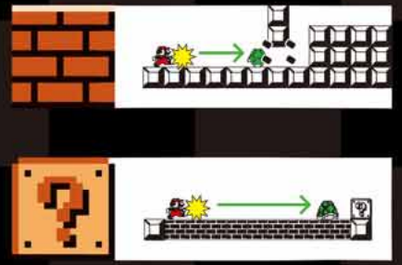
COURSE DESIGN

SHELLS



EXAMPLE 1

EXAMPLE 2



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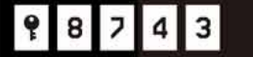

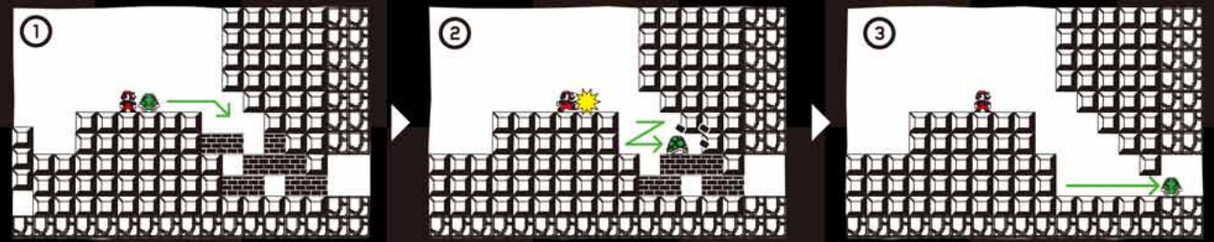

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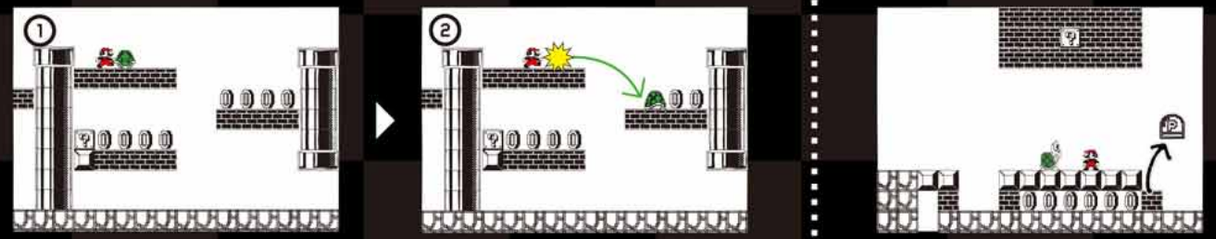

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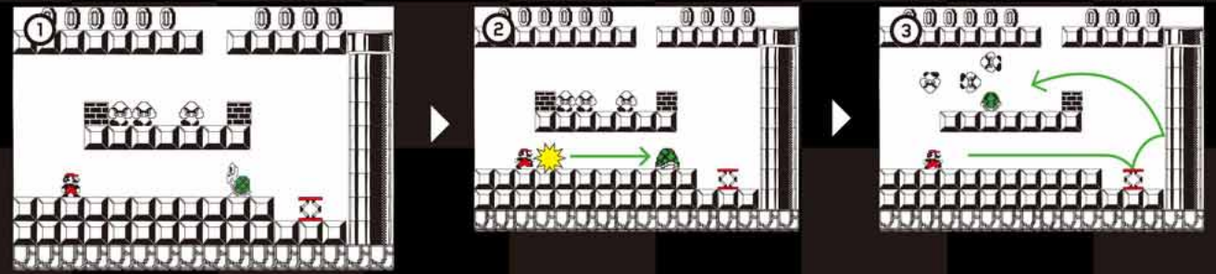

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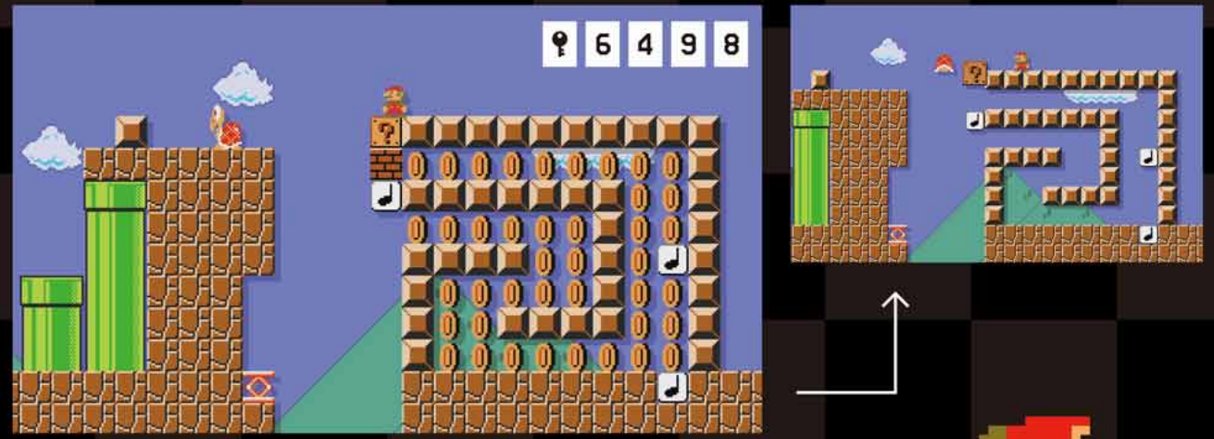

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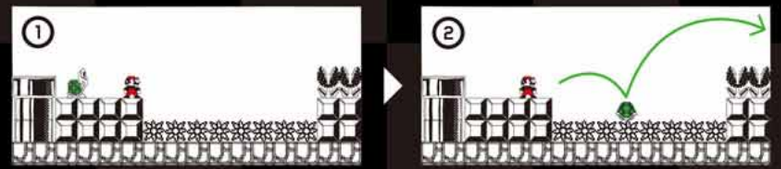
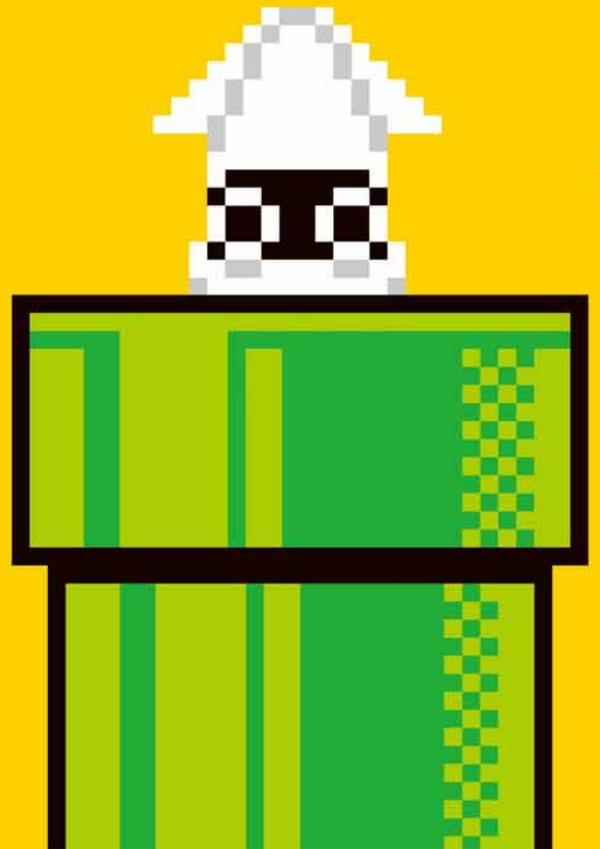
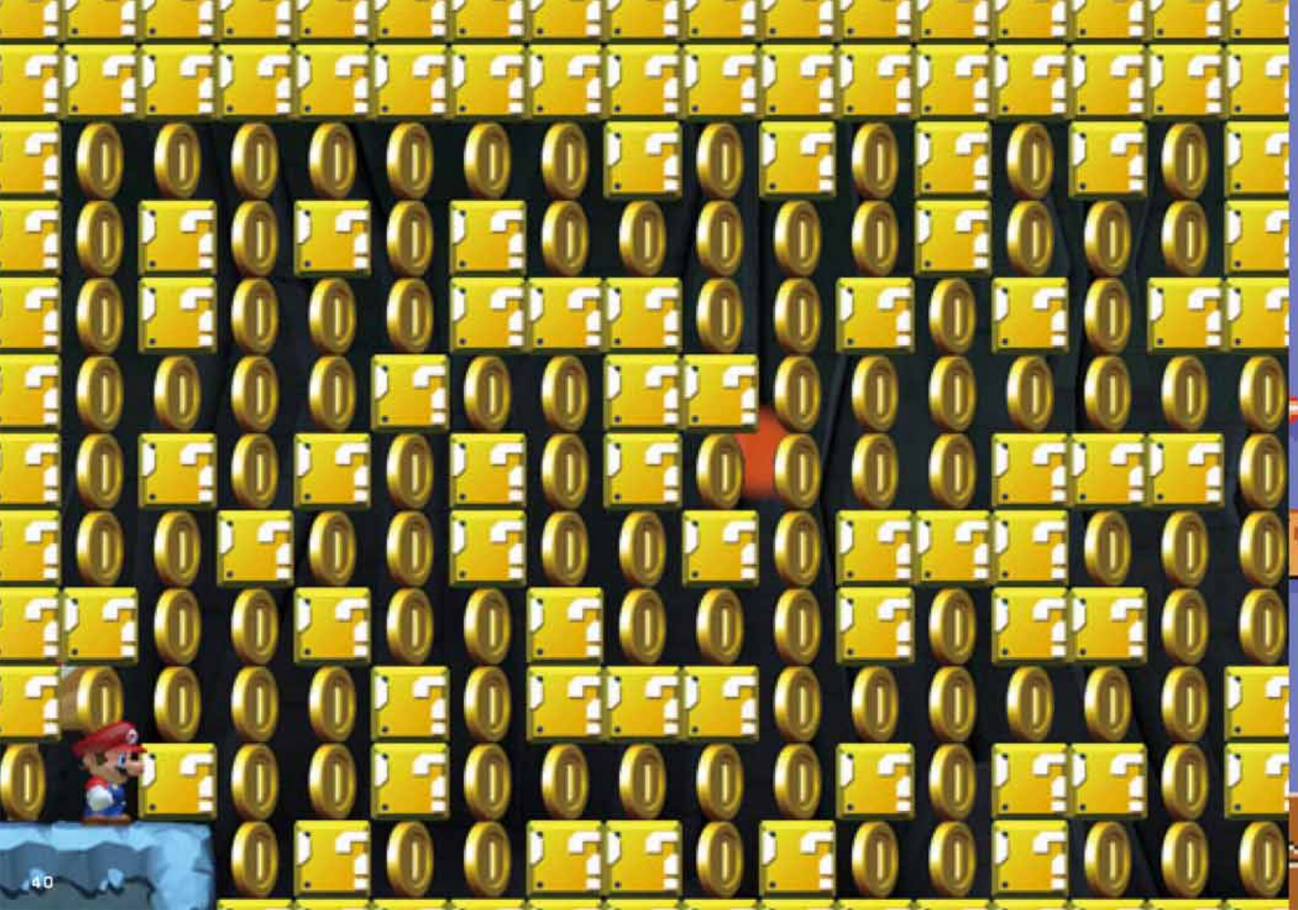




SUPER MARIO MAKER™



1UP

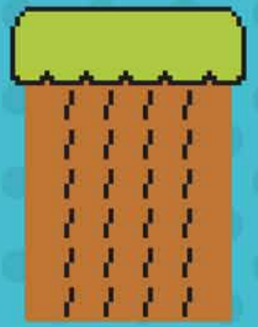
POW

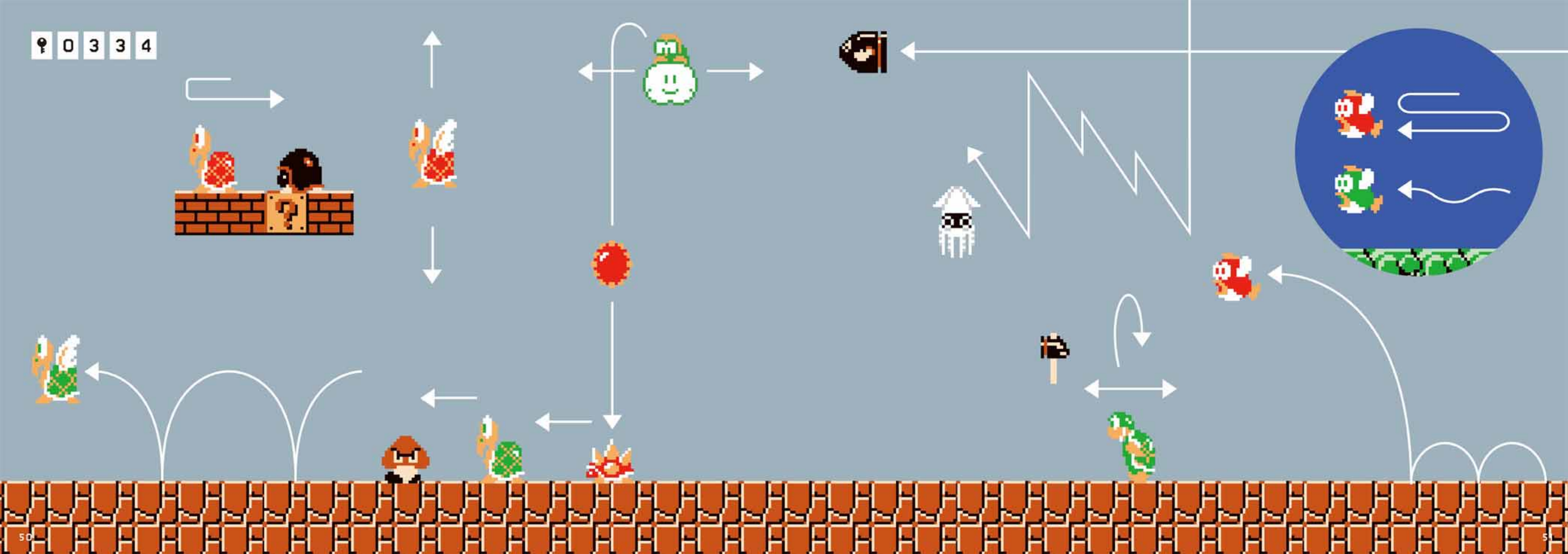
SUPER
MARIO BROS.

SUPER
MARIO BROS.
3

SUPER
MARIO WORLD

New
SUPER
MARIO BROS.U

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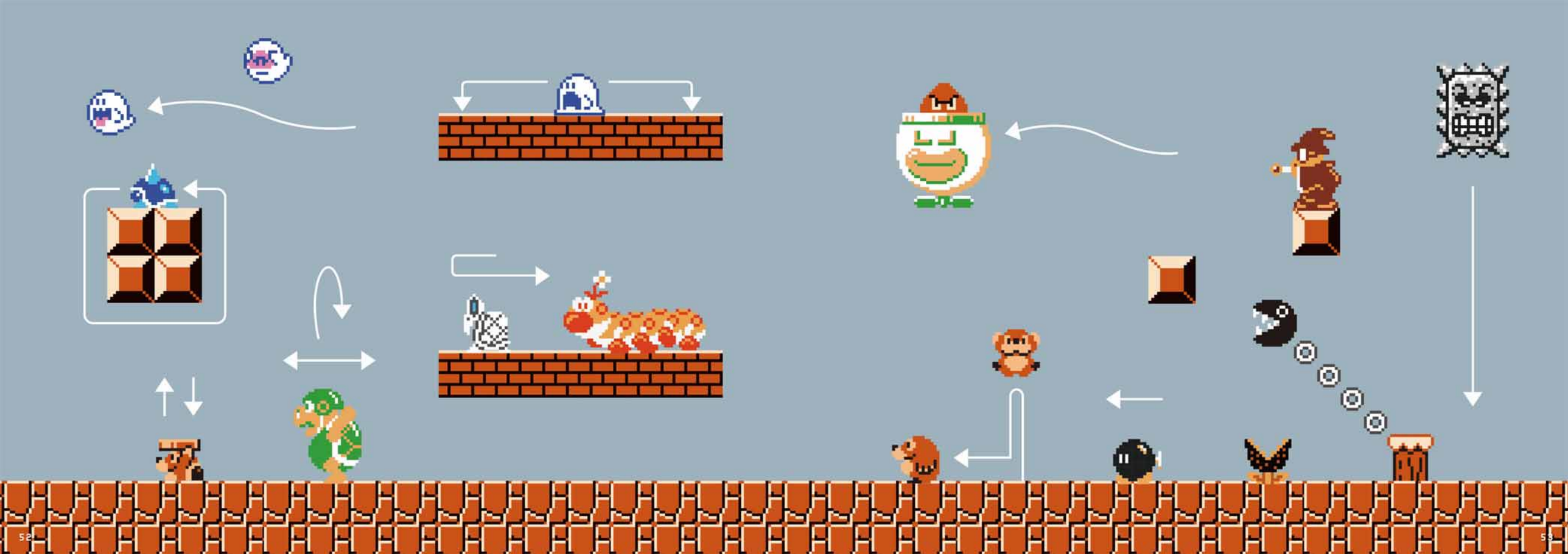

SUPER MARIO MAKER™

2091

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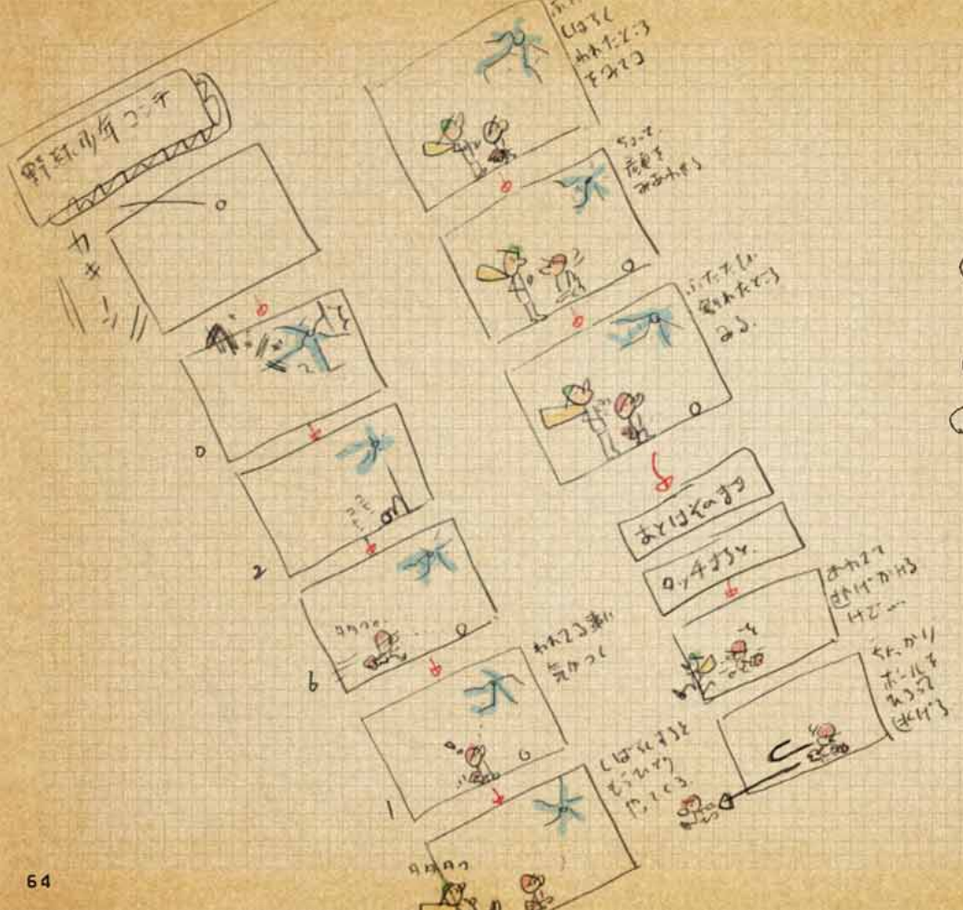
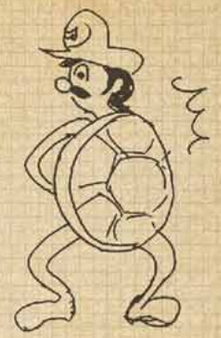
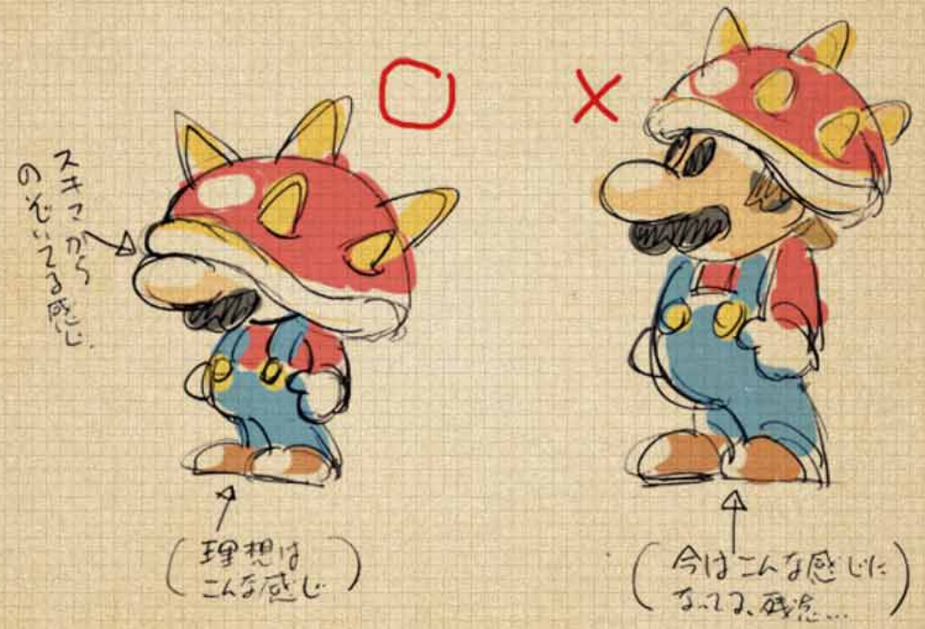
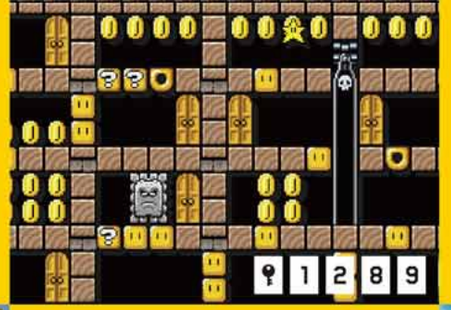
2374
P

0087


カキ
0
2
6
1
あとはそのまま
タッチまでは
ちょっと
あれこれ
ぶたれたり
ぶたれてる
みる
あれこれ
ぶたれてる動き
気がつく
あれこれ
ぶたれかけ
けど…
ちょっと
ボールを
ぶたれる
しばらくすると
もどってくる




○
×
スキマからのぞいてる感じ
(理想はこんな感じ)
(今はこんな感じになってる、感じ…)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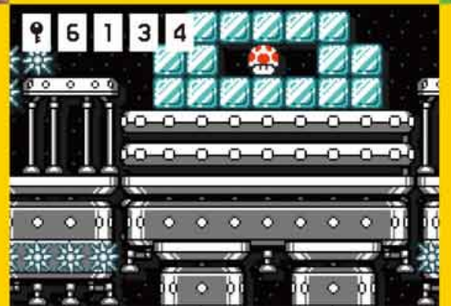
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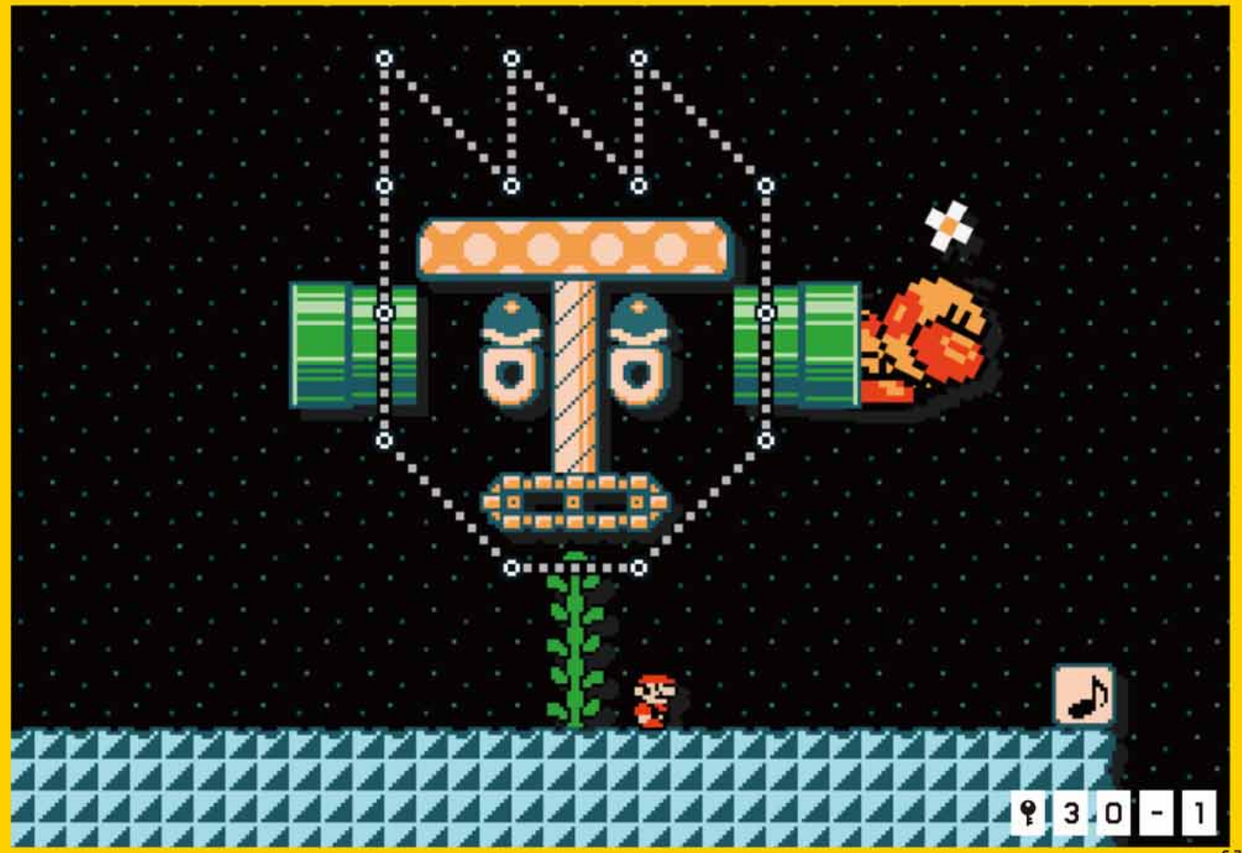
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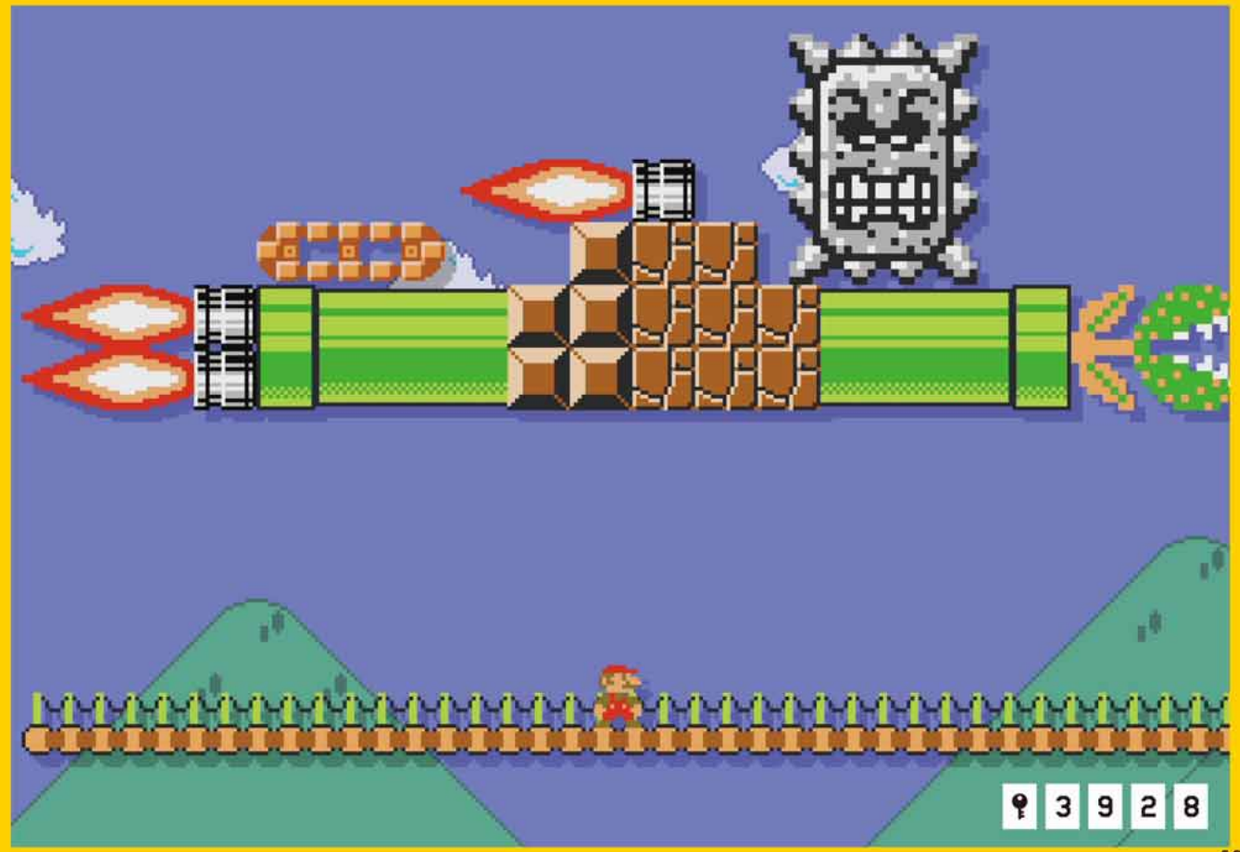
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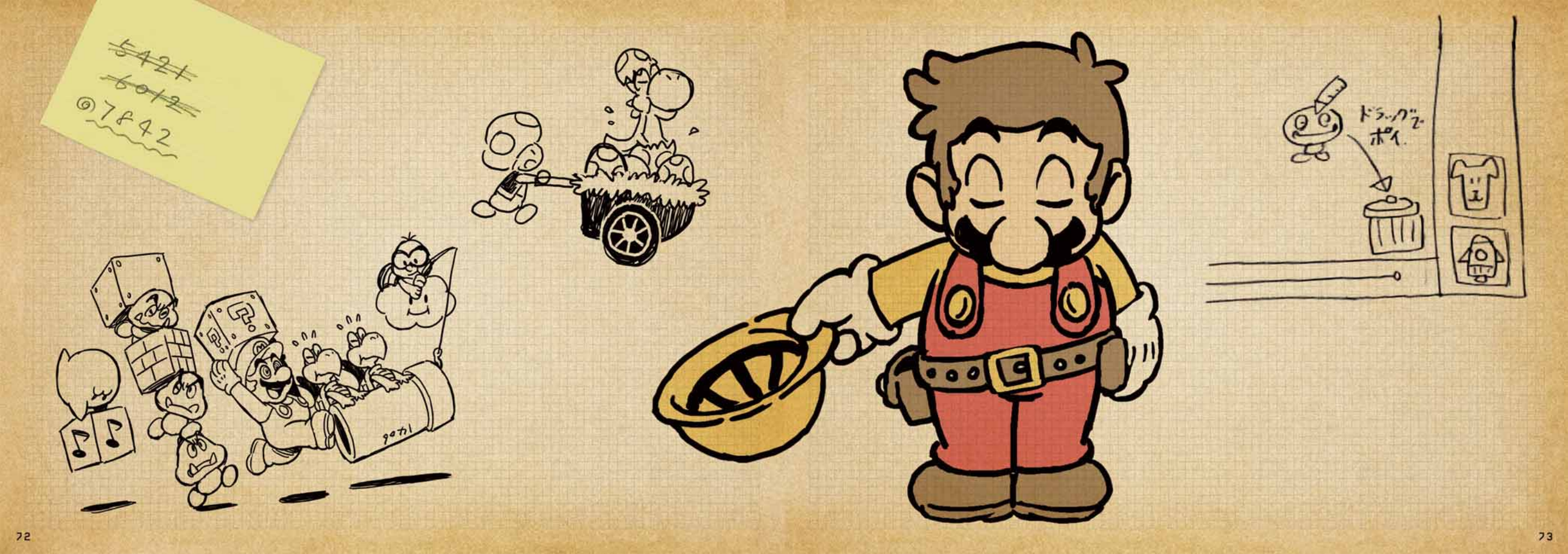
29-1


~~5421~~
~~6012~~
◎7842
ドラッグで
ポイ

3452

POW
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1044

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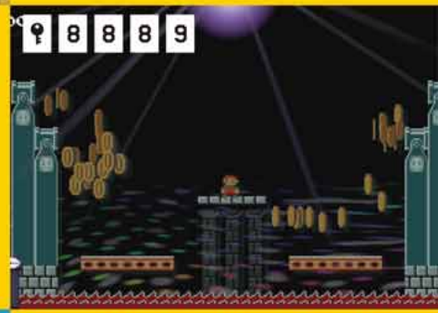
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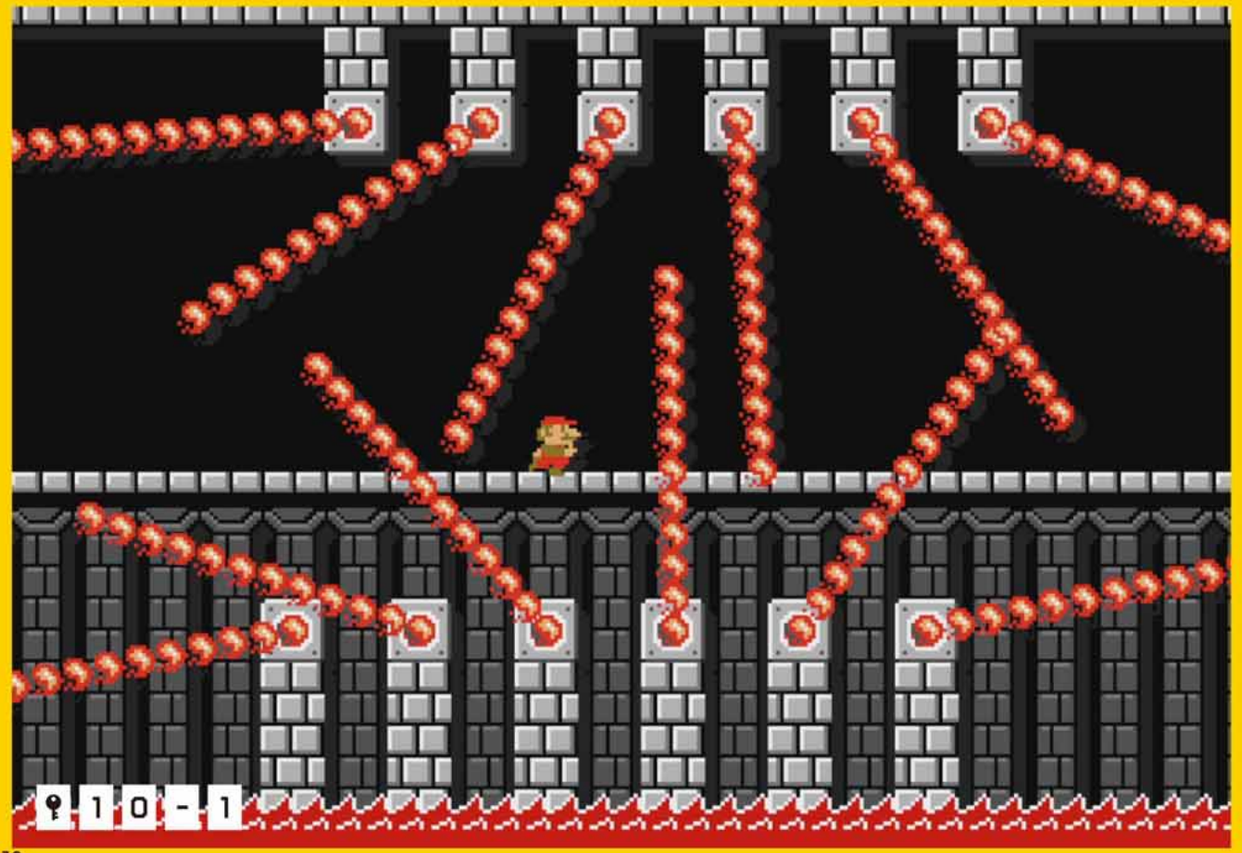
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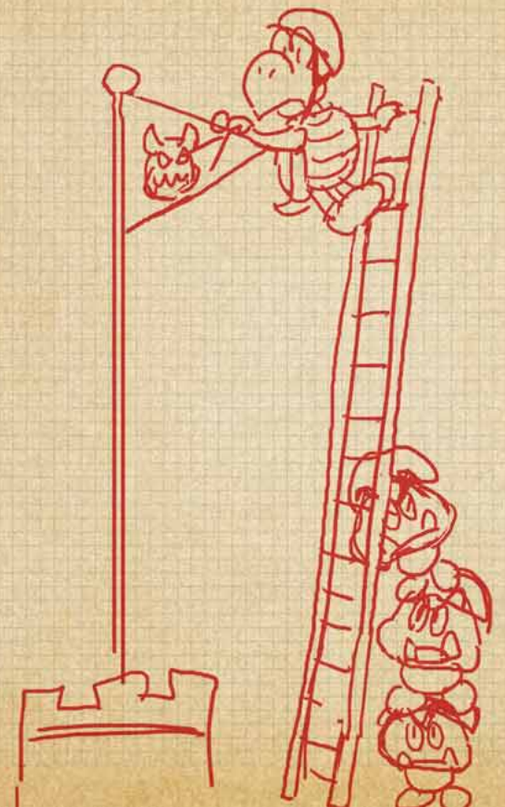
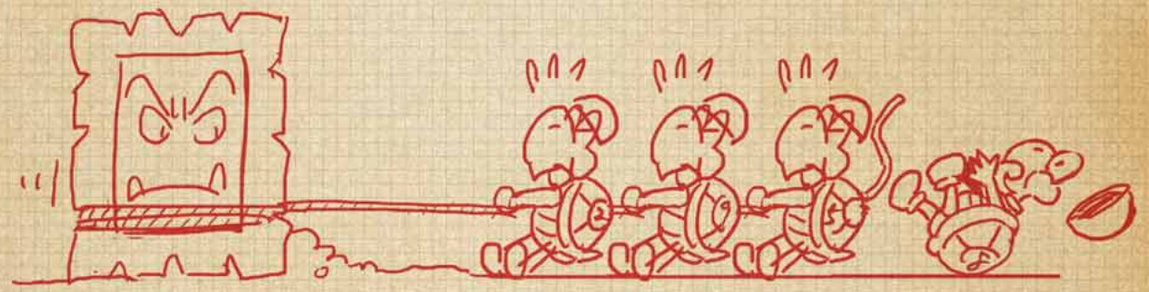
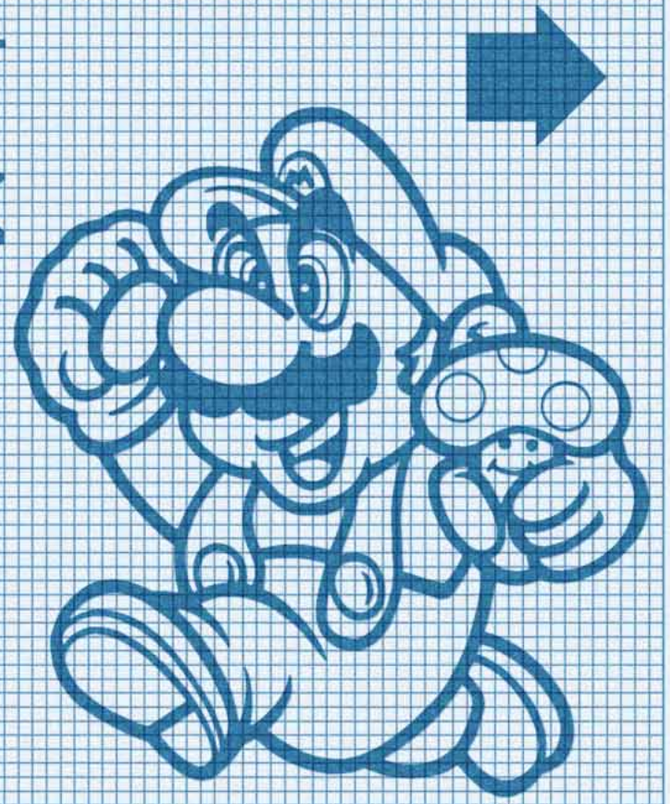




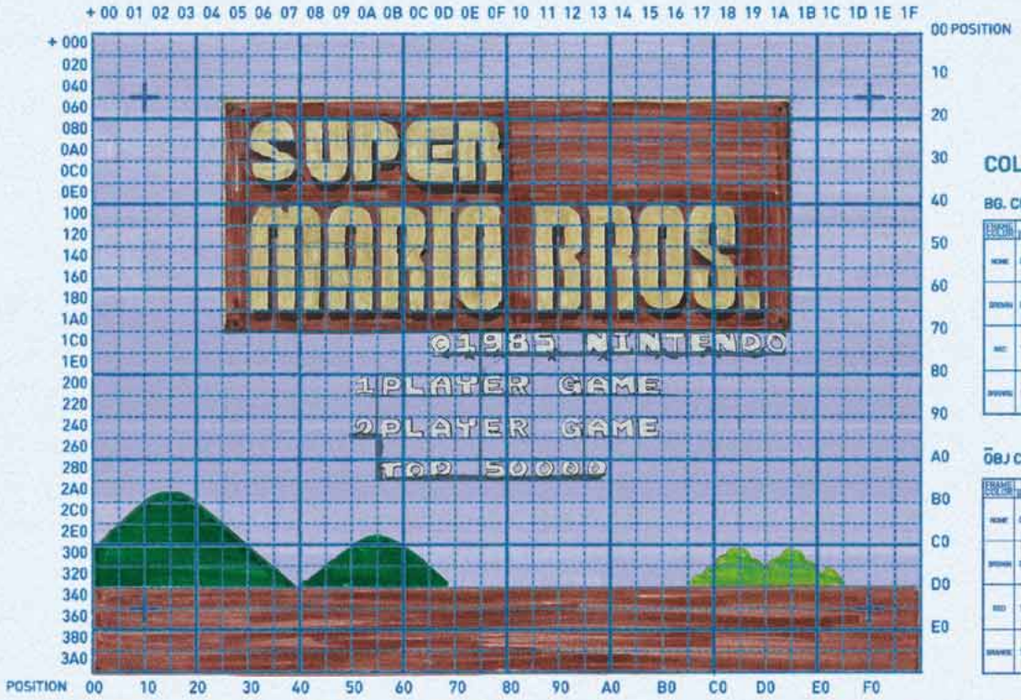
SUPER MARIO BROS.
COURSE FLASHBACK



BG PLANNING SHEET

MEMO:SUPER MARIO BROTHERS

PHASE	DATE: / / AM PM :	
	DESIGNER	PROGRAMMER
TITLE BG		



COLOR GENERATOR DATA

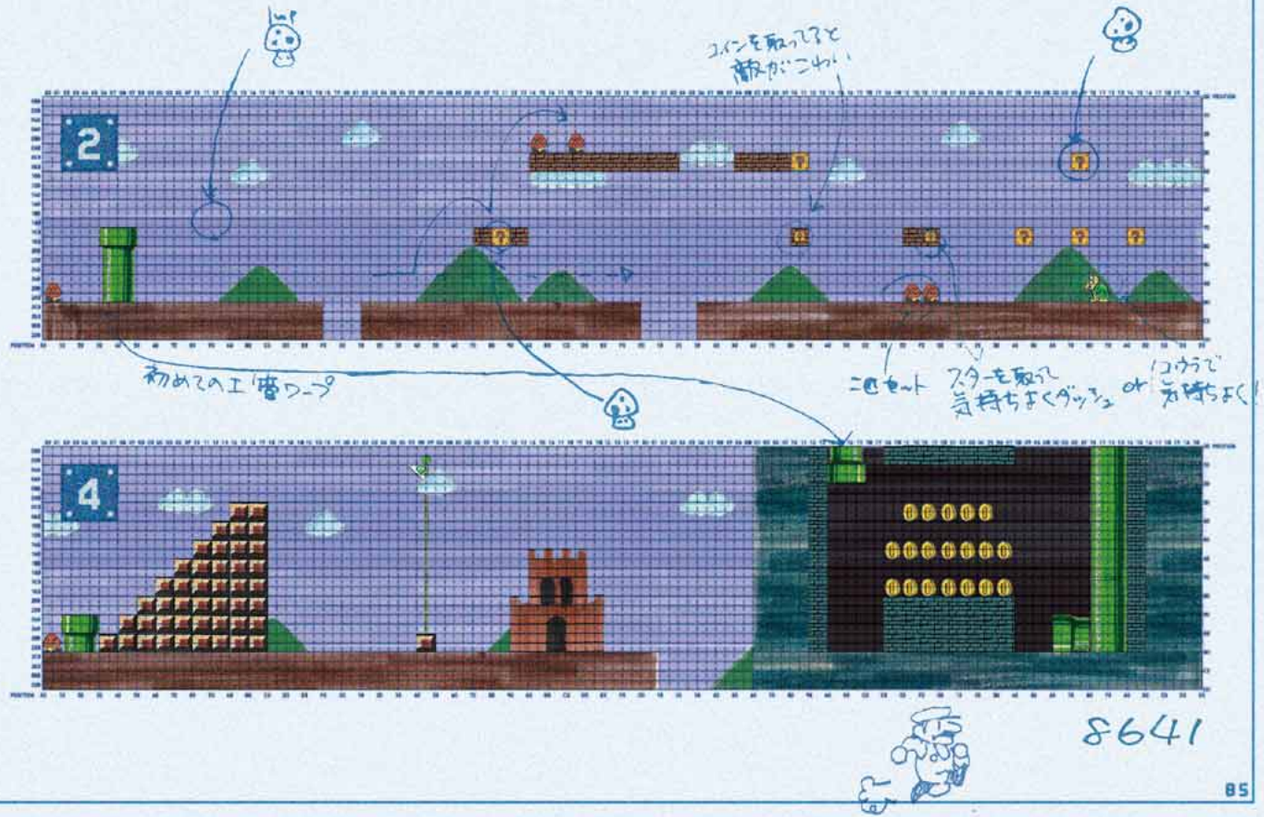
BG. COLOR

FRAME COLOR	CL	BETTER	CHAR ATTR	CR ADDR	CR DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	3F00H	22		
			0	01	29		山・土管
			1	02	04		
			1	03	27		
SPRING	0	1	0	04	22		
			0	05	21		
			1	06	17		ブロック
			1	07	02		
WIC	1	0	0	08	22		
			0	09	28		
			1	0A	21		雲
			1	0B	27		文字
SPRING	1	1	0	0C	22		
			0	0D	15		コイン
			1	0E	30		ホームベース アウト
			1	0F	27		メットマーク

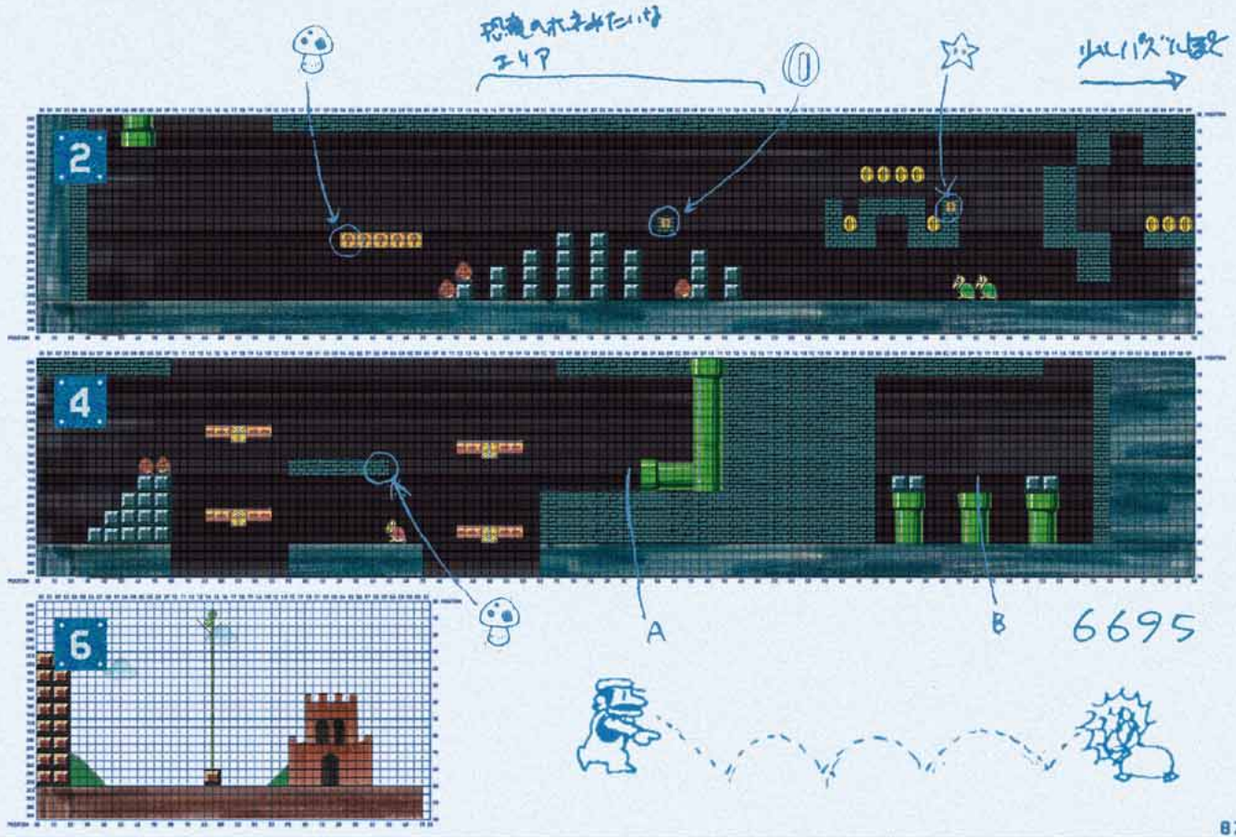
OBJ COLOR

FRAME COLOR	CL	BETTER	CHAR ATTR	CR ADDR	CR DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	3F00H	22		
			0	01	16		マリオ・ルイージ
			1	02	27		
			1	03	12		
SPRING	0	1	0	04	22		ファイヤ・ボール
			0	05	16		
			1	06	36		カメ ミ
			1	07	27		(ハンマーブロス)
ECO	1	0	0	08	22		ウォーターボール
			0	09	16		コイン
			1	0A	36		カメ ミ
			1	0B	27		(ノコノコ・パタパタ)
SPRING	1	1	0	0C	22		
			0	0D	17		亀 下
			1	0E	05		
			1	0F	16		ブロック

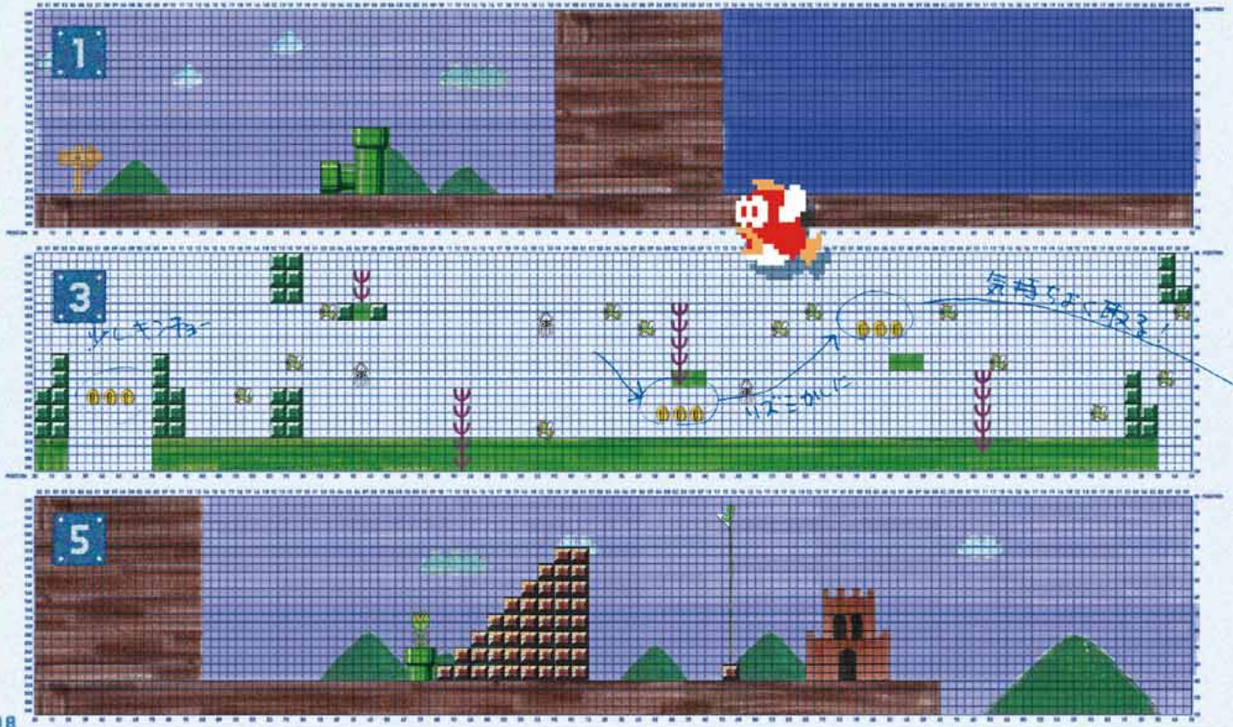
BG PLANNING SHEET	PHASE	DATE: / / AM PM :	
		DESIGNER	PROGRAMMER
MEMO:SUPER MARIO BROTHERS	W1-1		

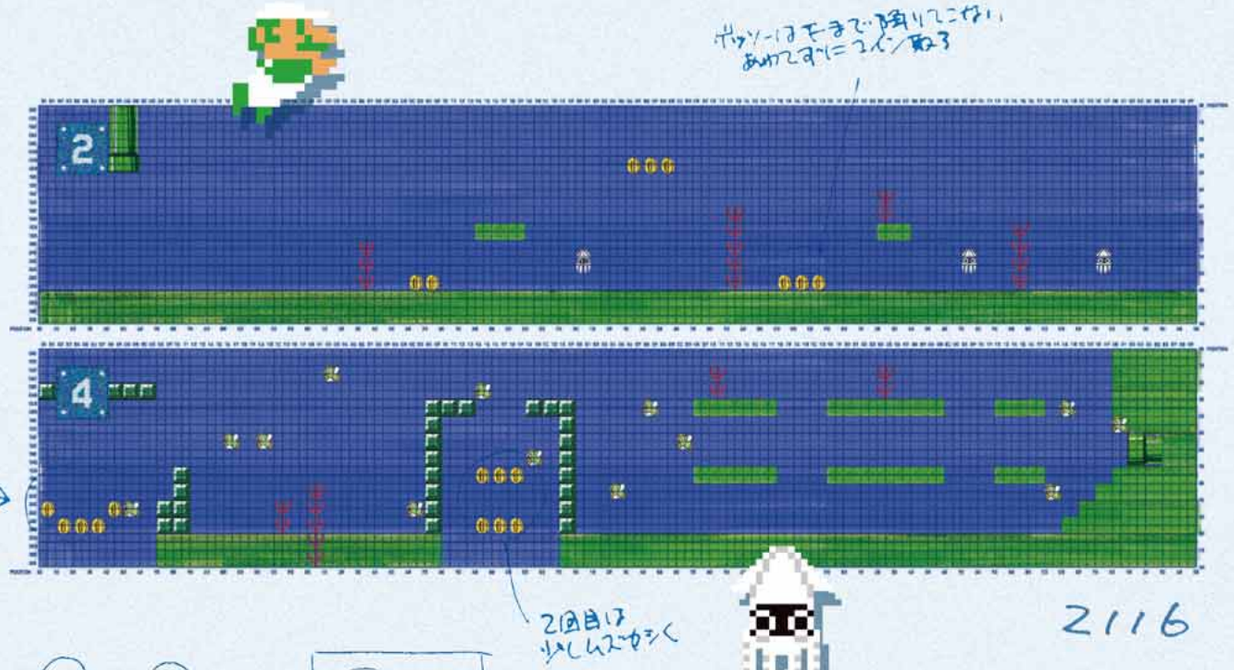


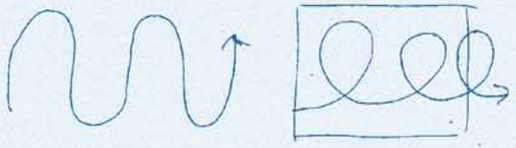
BG PLANNING SHEET	PHASE	DATE: / / AM PM :	
		DESIGNER	PROGRAMMER
MEMO:SUPER MARIO BROTHERS	W1-2		



BG PLANNING SHEET	PHASE	DATE: / / AM PM :	
		DESIGNER	PROGRAMMER
MEMO:SUPER MARIO BROTHERS	W2-2		

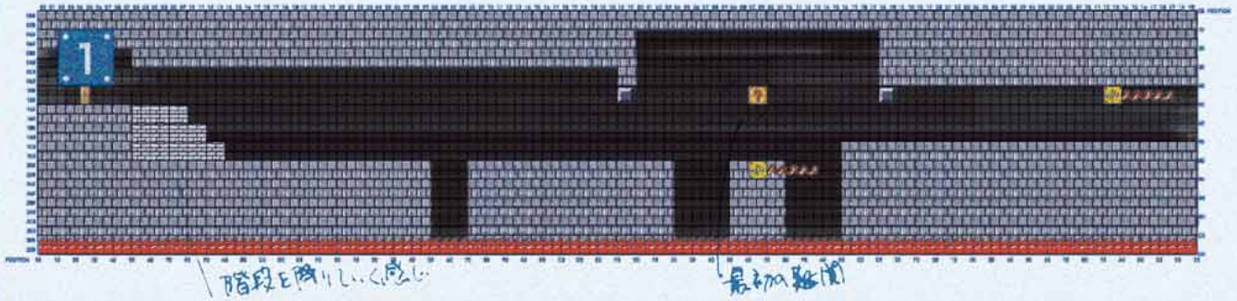


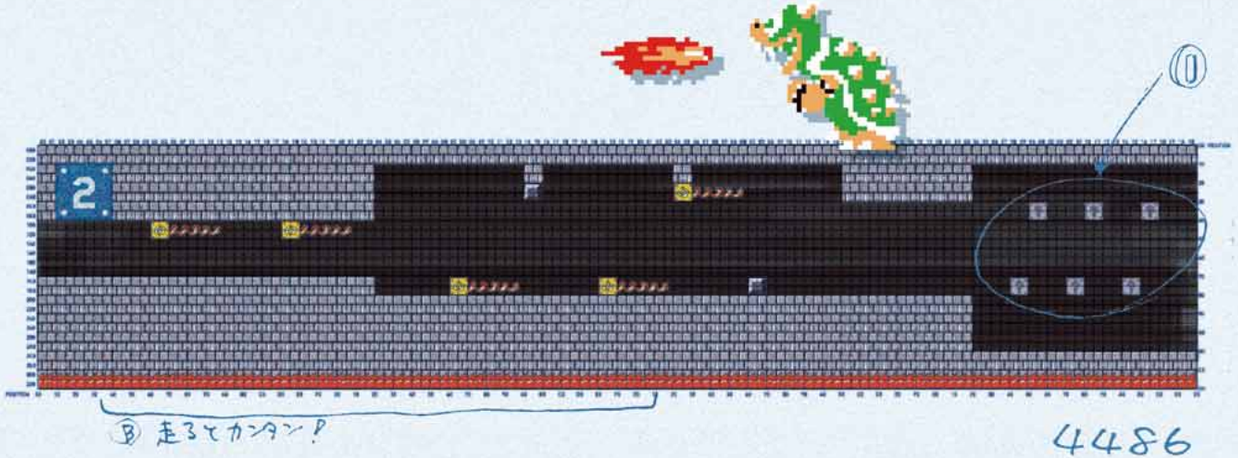




2116

BG PLANNING SHEET	PHASE	DATE: / / AM PM :	
		DESIGNER	PROGRAMMER
MEMO:SUPER MARIO BROTHERS	W1-4		





4486

ゆっくり歩いて落下するとプレイヤーの方向に歩く。
エネルギー弾で倒せる。

少し早く歩く。

はだかで歩き廻っている。

カメと同じ動きでエネルギー弾で死なない。
(はね返す)

空中を飛び回る。
一定方向タイプ

エネルギーボールを吹き下から倒さないと死なない
上下に床を通りぬけジャンプ移動する。

SUPER MARIO MAKER

MARIO MAKER

MARIO MAKER

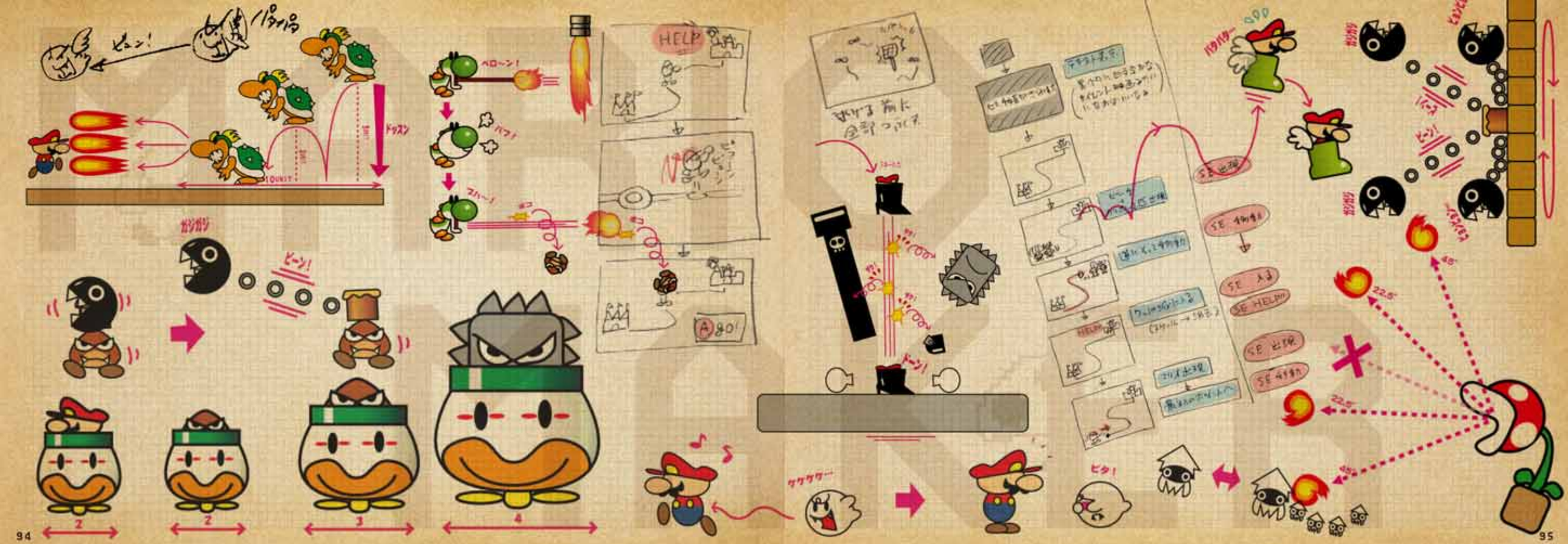
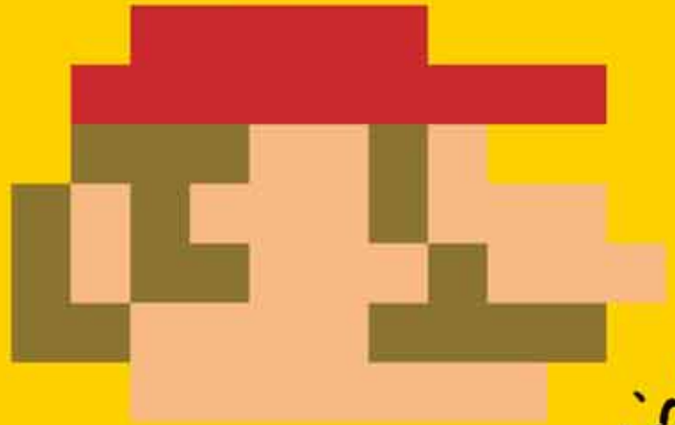
MARIO MAKER

スーパーマリオ

MARIO MAKER

マリオ メーカー

MARIO MAKER


ピョン!
ドッスン
ガシガシ
ビーン!
HELP
ペロ〜ン!
パフ!
ブバー!
ドーン!
ウウウウ〜
ピタ!
SE 入る
SE HELP!
SE 出る
SE 消える
2
2
3
4

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