PINNGUAQ

Lesson Plan

Mario-ᓕᐅᕈᑎ - ᖁᕝᕙᓯᓐᓂᖓ ᓴᓇᓂᐅᑉ ᐱᔭᕆᐊᑭᑦᑐᖅ

Level: Grade 9-12 • **Topic:** Game Design • **Subjects:** Science and Technology, Computer Studies

About the Author

ᐃᐊᓐ Lᒃᓖᓐ (Ian MacLean)

ᐃᐊᓐ Lᒃᓖᓐ (Ian MacLean) ᐃᓕᓐᓂᐊᑎᑦᓯᔨᒻᒪᕆᐅᔪᖅ ᑎᑎᕋᐅᔭᕐᓂᕐᒥᒃ ᖃᕆᑕᐅᔭᒃᑯᑦ ᑎᑎᕋᐅᔭᖅᑎᐅᒋᓪᓗᓂ ᐱᓕᕆᓯᒪᓕᖅᑐᖅ ᐱᙳᐊᕋᑦᓴᓕᐅᕐᓂᕐᒥᒃ ᐊᕐᕌᒍᐃᑦ 16-ᖓᓕᖅᑐᑦ. ᑐᓴᕈᒥᓇᖅᑐᓂᒃ ᐅᖃᐅᓯᖃᓪᓚᕆᓲᖅ ᐱᙳᐊᓕᐅᕐᓂᕐᒥᒃ ᐅᖃᐅᓯᖃᓕᕋᐃᒻᒪᑦ.

ᑐᑭᓯᒋᐊᕈᑎ

Super Mario- ᓕᐅᕈᑦ ᐱᙳᐊᓕᐅᕈᑎᐅᔪᖅ ᐊᒻᒪᓗ ᓴᓂᒧᑦ-ᑐᑭᒧᐊᑉᐸᓪᓕᐊᔪᖅ ᐱᙳᐊᕈᑎᐅᔪᖅ ᐊᑐᖅᓱᓂ ᓱᓇᒃᑯᑖᖏᓐᓂᒃ Super Mario Bros. ᐱᙳᐊᕈᑎᖏᓐᓂᒃ ᐱᓯᒪᔪᓂᒃ. ᓴᓇᕐᕈᑎᑦᓯᐊᕙᐅᔪᖅ ᑖᓐᓇ ᐃᓕᓐᓂᐊᑎᑦᓯᒍᑎᐅᓪᓗᓂ ᖃᓄᖅ ᐱᙳᐊᕈᑎᓕᐅᕆᐅᖅᓴᓂᕐᒥᒃ: ᐃᓕᓐᓂᐊᕈᑎᐅᓪᓗᓂ ᖃᓄᖅ ᐱᙳᐊᕈᑏᑦ ᐋᖅᑭᓯᖅᑕᐅᓲᖕᒪᖔᑕ, ᖃᓄᐃᑦᑑᓂᖏᑦ ᐱᐅᓈᕐᒪᖔᑕ ᐱᙳᐊᕈᑎᓕᐅᕐᓂᕐᒧᑦ, ᖃᓄᕐᓗ ᓴᓇᔭᐅᓯᒪᓂᖓ ᖁᕕᐊᓇᖅᑎᑦᓯᒍᓇᕐᒪᖔᑦ ᐅᕝᕙᓘᓐᓃᑦ ᐃᕿᐊᒋᔭᐅᓗᐊᒧᑦ ᐱᙳᐊᖅᑕᐅᒍᓇᖏᓪᓗᓂ.

ᐃᓕᓐᓂᐊᓂᕐᒧᑦ ᑐᕌᖓᔪᑦ

ᑕᕝᕙᓂ ᐃᓕᓐᓂᐊᕈᑎᒥᒃ ᕿᒥᕐᕈᓂᖃᕐᓂᐊᖅᑐᒍᑦ ᓄᓇᙳᐊᖓᓂᒃ "World 1-1" ᖁᕝᕙᓯᓐᓂᖓᑕ ᐱᓯᒪᔪᒥᒃ Super Mario Bros. (1985), ᖃᓄᕐᓗ ᐃᓕᓐᓂᐊᑎᑦᓯᓲᖓᒻᒪᖔᑦ ᐱᙳᐊᕈᑎᐅᑉ ᐊᐅᓚᔾᔪᑎᖏᓐᓂᒃ ᑎᑎᖅᑲᓂᒃ ᒪᓕᙱᓪᓗᑎᑦ. ᐃᓕᓐᓂᐊᕐᓂᐊᕐᒥᔪᒍᑦ ᐃᓗᓕᓪᓚᕆᖏᓐᓂᒃ Super Mario Maker- ᓕᐅᕈᑎᐅᑉ ᐋᖅᑭᑦᓱᐃᔾᔪᑎᖏᓐᓂᒃ. ᐃᓕᓐᓂᐊᕐᓂᒃᑯᑦ ᖁᕝᕙᓯᓐᓂᖓᑕ 1-1 Super Mario Bros. ᑕᑯᒍᓐᓇᖅᑐᒍᑦ ᐱᒋᐊᓐᓇᐅᑎᖏᓐᓂᒃ ᐱᐅᓈᖅᓯᒪᔪᓂᒃ. ᐃᓕᑕᕗᑦ ᐊᑐᕐᓗᒋᑦ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐸᕐᓇᐅᑎᖃᕈᓐᓇᖅᑐᑦ ᓇᒻᒥᓂᖅ ᐱᙳᕈᑎᓕᐊᓇᓂᐊᖅᑕᒥᓂᒃ, ᑕᐃᑯᖓ ᐃᓕᔭᐅᒍᓐᓇᕐᓂᐊᖅᑐᒥᒃ Super Mario Bros.- ᒧᑦ, ᓴᓇᔭᐅᒃᑲᓐᓂᕐᓗᓂ ᐊᒻᒪᓗ ᐆᑦᑐᕋᕐᓗᒍ.

ᐃᓕᓐᓂᐊᕈᑎᓄᑦ ᐱᑐᑦᓯᒪᓂᖓ

ᑖᓐᓇ ᐃᓕᓐᓂᐊᕋᑦᓴᖅ ᐊᑦᑐᐊᓂᖃᖅᑐᖅ ᓴᓇᙳᐊᓂᕐᒧᑦ ᐃᓕᓐᓂᐊᕐᓂᕐᒥ ᐅᕝᕙᓘᓐᓃᑦ ᖃᓇᑕᐅᔭᓂᒃ ᐃᓕᓐᓂᐊᓂᕐᒥᒃ ᐃᓕᓐᓂᐊᖅᑎᑕᐅᓂᐊᕐᒪᑕ ᐱᙳᐊᕈᑎᓕᐅᕐᓂᕐᒥᒃ ᐊᑐᕐᓗᑎᑦ ᓴᓇᙳᐊᕈᓐᓇᕐᓂᕐᒥᓂᒃ ᓇᒻᒥᓂᖅ ᐱᙳᐊᕈᑎᓕᐅᖅᑎᓪᓗᒋᑦ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᐃᓕᓐᓂᐊᕐᒥᔪᑦ ᖃᓇᑕᐅᔭᒃᑯᑦ ᐱᓕᒻᒪᓴᕐᓂᕐᒥᒃ, ᑖᒃᑯᐊᓗ ᐊᑐᕈᓐᓇᖅᓂᐊᖅᑕᖏᑦ ᓄᑖᓄᑦ ᐊᒃᑲᕐᓇᔾᔪᑎᓄᑦ ᐊᒻᒪᓗ ᖃᓇᑕᐅᔭᒃᑯᑦ ᐱᓕᓇᓂᕐᒥᒃ.

ᐅᖃᐅᓯᖅᑕᖏᑦ

- **ᖁᕝᕙᓯᓐᓂᒐᑕ ᓴᓇᓯᒪᓂᖓ** – ᓴᓇᕙᓪᓕᐊᓂᖅ ᐱᙳᐊᕈᑎᐅᑉ ᐊᕙᑎᙳᐊᖏᓐᓂᒃ, ᖁᕝᕙᓯᓐᓂᖏᓐᓂᒃ, ᐅᕝᕙᓘᓐᓃᑦ ᐱᔭᕇᖅᑕᐅᒋᐊᓕᓐᓂᒃ.
- **ᐱᒍᓐᓇᕐᓂᖏᑦ** – ᑕᑯᑦᓴᐅᔪᒃᑯᑦ ᐱᓕᕆᐊᖑᒍᓐᓇᖅᑑᔾᔭᖅᑐᖅ, ᐊᔪᕿᖅᑑᔾᔭᐅᙱᒃᑲᓗᐊᕈᓂ (ᐆᑦᑑᑎᒋᓗᒍ, ᒪᑐ ᐃᐳᖃᖅᑐᖅ ᐱᒍᓐᓇᕐᓂᖃᖅᑐᑦᓴᐅᕗᑦ ᒪᑐᐃᕈᓐᓇᕐᓂᖓᓂᒃ ᒪᑐ).
- **ᐊᔪᕿᖅᑑᔾᔭᐅᓂᖅ** – ᐃᓕᓐᓂᐊᖅᑎᑦᓯᒍᑎ ᖃᓄᖅ ᐱᓕᕆᐊᕆᔭᐅᒋᐊᖃᕐᓂᖓᓂᒃ. ᐱᙳᐊᖅᑕᐅᔪᓂᒃ ᓯᕗᒧᐊᒍᑎᑦᓴᓂᒃ ᐊᓚᒃᑲᐃᓂᖅ ᐱᙳᐊᖅᑕᐅᔪᒥᒃ.
- **ᓇᓗᓇᐃᒃᑯᑕᐃᑦ** – ᑕᑯᑎᑦᓯᒍᑏᑦ ᐱᓕᕆᐊᕆᔭᐅᒍᓐᓇᕐᓂᖓᓂᒃ ᑕᑯᑦᓴᐅᔪᖅ, ᖃᐅᔨᑎᑦᓯᒍᑎᐅᓗᓂ ᖃᓄᖅ ᓯᕗᒧᐊᒍᓐᓇᕐᒪᖔᑦ ᑕᒪᑐᒥᖓ.
- **ᐱᓕᖅᑭᑎᑦᓯᓂᖅ** – ᐱᓕᖅᑭᑎᑦᓯᓂᖅ ᐱᙳᐊᖅᑕᐅᔪᒥᒃ ᐊᓯᔾᔨᒐᓛᓐᓂᖃᕐᓗᒍ ᐱᙳᐊᖅᑐᖅ ᑲᔪᓯᑦᓯᐊᕐᑯᓪᓗᒍ.
- **ᖁᕝᕙᐸᓪᓕᐊᓂᖅ** – ᐊᒥᓱᙳᕆᐊᖅᑎᑦᓯᓂᖅ ᐅᕝᕙᓗᓐᓃᑦ ᐊᔪᕐᓇᕆᐊᖅᑎᑦᓯᓂᖅ ᐱᙳᐊᖅᑕᐅᔪᒥᒃ ᓯᕗᒧᐊᓐᓂᖓ ᐊᔪᕐᓇᓂᖅᓴᐅᓪᓗᒍ.

ᓯᕗᒧᐊᓐᓂᕐᒧᑦ ᐊᐱᖅᑯᑦ

ᐱᙳᐊᓚᐅᖅᓯᒪᕕᑦ ᑕᑯᒥᓇᖅᑐᒥᒃ, ᖁᕕᐊᓇᕈᒥᓇᖅᑐᒥᒃ, ᑭᓯᐊᓂᓕ ᐊᔪᕐᓇᖅᑐᒥᒃ ᐱᙳᐊᕆᐊᖓ ᐅᕝᕙᓘᓐᓃᑦ ᓯᕗᒧᐊᒋᐊᖓ ᐊᔪᕐᓇᖅᑐᒥᒃ? ᖃᓄᕐᓕ ᐃᐸᐱᓐᓂᐊᓃᑦ ᐊᓯᔾᔨᓚᐅᖅᑲ ᑕᒪᑐᒧᖓ ᐱᙳᐊᕈᒪᒧᑦ?

ᓱᓇᒃᑯᑖᑦ ᐊᑐᖅᑕᐅᒋᐊᓖᑦ

- ᖁᕝᕙᓯᓐᓂᖓᓂᒃ ᓴᓇᒍᑎ <ᐃᐸᔫᖅ (ᐊᑕᔪᖅ) – ᑎᑭᓴᐃᕕᒃ ᐱᖁᑎᓂᒃ ᐊᑐᕈᓐᓇᖅᑐᓂᒃ
- ᑎᑎᖅᑑᑏᑦ/ᐊᒥᐊᕈᑏᑦ/ᐃᒪᓖᑦ ᑎᑎᖅᑑᑏᑦ
- Super Mario- ᓕᐅᕈᑎ (Wii U)
- Wii U ᐱᙳᐊᕈᑦ

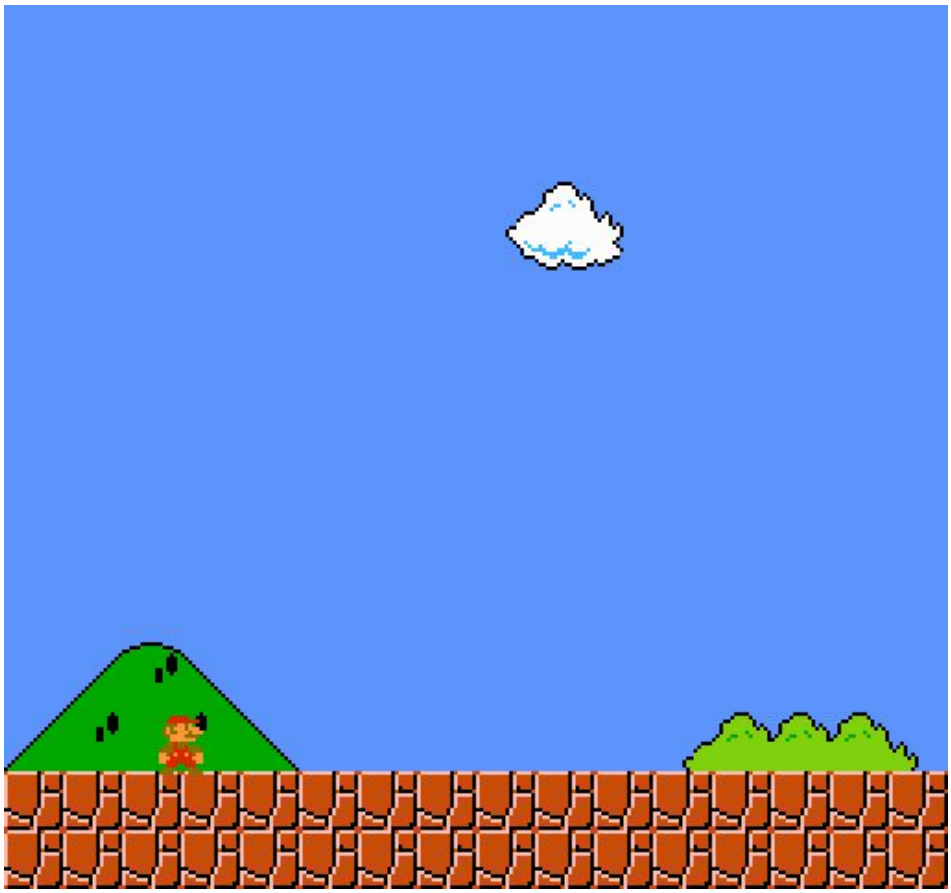
ᖃᓇᑕᐅᔭᒃᑰᖏᑦᑐᖅ ᐱᙳᐊᕈᑎᒋᔭᐅᒋᐊᙳᖅᑐᖅ

ᖃᓇᑕᐅᔭᒃᑰᙳᖏᑦᑐᖅ ᐱᓕᕆᐊᑦᓴᕐᒥᒃ ᐱᑕᖃᙳᖏᑦᑐᖅ ᑕᒪᑐᒧᖓ ᐃᓕᓐᓂᐊᕋᑦᓴᕐᒧᑦ.

ᖃᕆᑕᐅᔭᒃᑯᑦ ᐱᓕᕆᐊᑦᓴᖅ

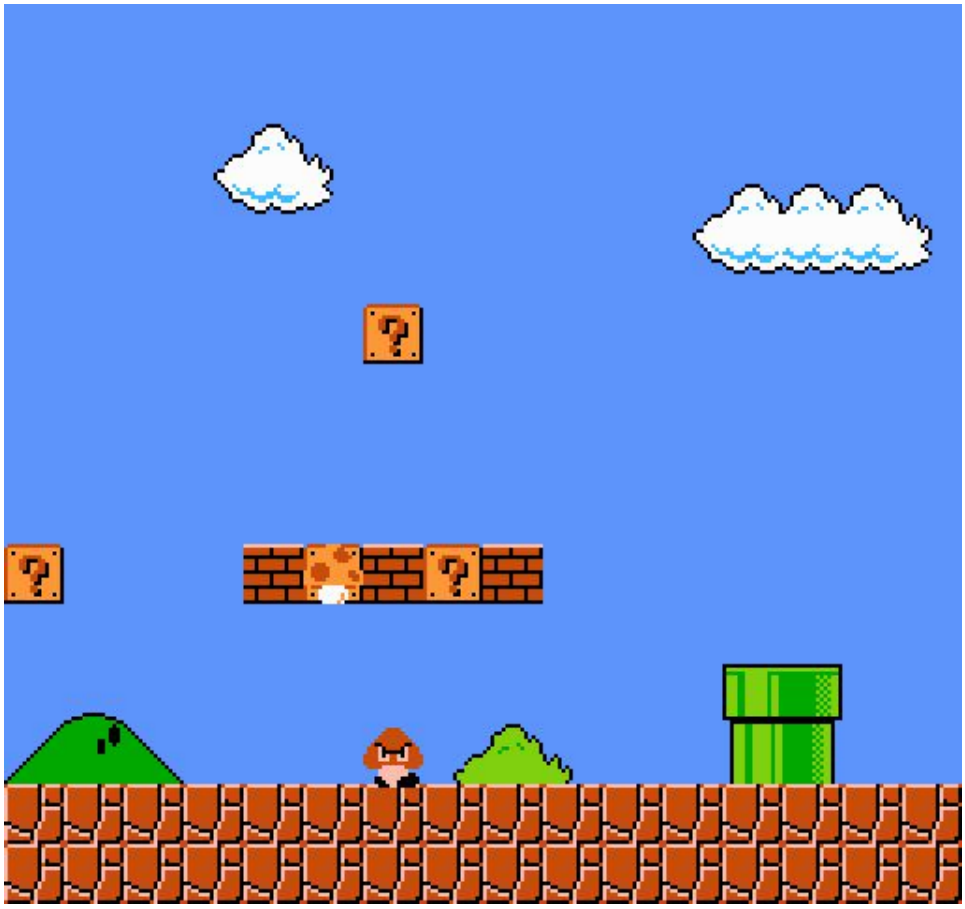
Super Mario Bros. 1-1 ᕿᒥᕐᕈᔭᐅᒋᐊᕐᓂᖓ

Super Mario Bros. ᓴᓇᔭᐅᓚᐅᖅᓯᒪᔪᖅ ᐱᙳᐊᕈᑏᑦ ᐊᓚᒃᑲᐸᓪᓕᐊᓕᖅᑎᓪᓗᒋᑦ. ᑕᐃᒪᐃᒻᒪᑦ, ᐱᑕᖃᓗᐊᓚᐅᙱᑦᑐᖅ ᖃᐅᔨᒪᔭᐅᑏᖅᑐᓂᒃ ᐅᕝᕙᓗᓐᓃᑦ ᓱᓇᓂᒃ ᓂᕆᐅᒍᓐᓇᕐᒪᖔᕐᒥᒃ ᐱᙳᐊᕈᒻᒥᒃ, ᑕᐃᒪᐃᒻᒪᑦ ᓇᓗᓇᐃᖅᓯᒍᑎᓂᒃ ᐱᑕᖃᕆᐊᖃᖅᓯᒪᔪᖅ ᓯᕗᒧᐊᒍᓐᓇᕐᑯᓪᓗᒋᑦ ᐱᙳᐊᖅᑐᑦ ᑐᑭᓯᕐᑯᓪᓗᒋᓪᓗ ᖃᓄᖅ ᓯᕗᒧᐊᒍᓐᓇᕐᒪᖔᑕ. ᑕᑯᑦᓴᐅᒋᐊᙱᑐᖅ ᒪᕆᐅ ᐃᓄᙳᐊᖅ ᓂᑯᕐᕋᔪᖅ ᓴᐅᒥᐊᓂᒃ, ᓵᙱᓪᓗᓂ ᑕᓕᖅᐱᐊᓄᑦ. ᐊᐅᓚᔪᖅᑕᖃᕋᓂ ᑭᓯᐊᓂᓕ ᓂᕈᑐᔪᒥᒃ ᐊᐅᓚᕕᑦᓴᖅᑕᖃᖅᑐᖅ. ᑕᕝᕗᓇ ᓴᖅᑭᑎᑦᓯᔪᖅ ᐱᒍᓐᓇᓂᕐᒥᒃ, ᐅᖃᐅᓯᐅᙱᑦᑐᒥᒃ ᓇᓗᓇᐃᖅᓯᒍᑦ ᐊᐅᓚᕕᑦᓴᐅᓂᖓᓂᒃ ᓯᕗᒧᐊᓪᓗᓂ ᑕᓕᖅᐱᐊᓄᑦ. ᓯᕗᒧᐊᑉᐸᓪᓕᐊᓕᕐᒪᑦ ᕿᑎᖓᓄᑦ ᑎᑭᒻᒪᑦ ᕿᑎᖓᓃᖏᓐᓇᓕᖅᓯᓂ ᐊᕙᑎᖓ ᐊᐅᓚᒐᓗᐊᕐᒪᑦ ᑎᑭᙱᓐᓂᓕᒫᖓᓂ ᐱᔭᕇᕐᕕᖓᓄᑦ, ᑕᑯᑎᑦᓯᓪᓗᓂ ᐱᒋᐊᙱᕐᓂᖓᑕ ᓇᒦᒋᐊᖃᕐᓂᖓᓂᒃ.



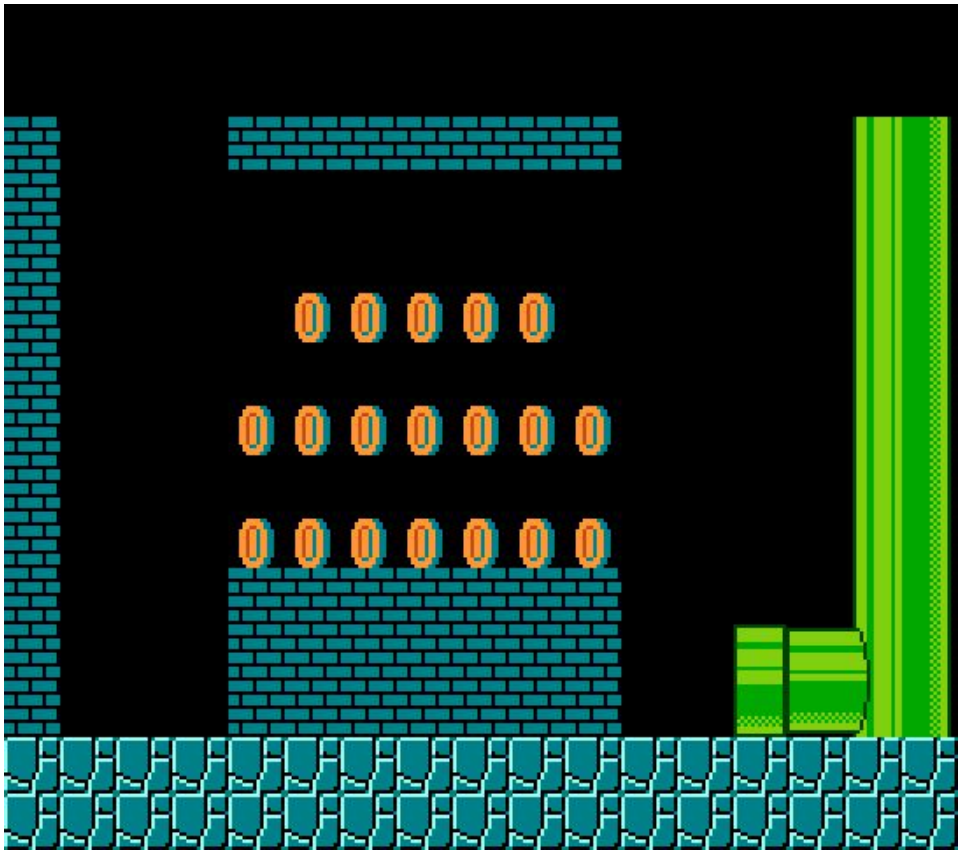
ᐱᙳᐊᖅᑐᖅ ᓯᕗᒧᐊᑉᐸᓪᓕᐊᓕᕐᒪᑦ ᑕᓕᖅᐱᐊᓄᑦ ᐊᓚᒃᑲᐃᔪᖅ ᐱᔪᓐᓇᖅᑐᓂᒃ ᐊᒻᒪᓗ ᓇᓗᓇᐃᒃᑯᓯᖅᓯᒪᔪᓂᒃ. ᓇᓗᓇᐃᒃᑯᓯᖅᓯᒪᔪᑦ ᐱᙳᐊᕈᑎᒥᒃ ᓇᓗᓇᐃᒃᑯᑕᐅᔪᑦ ᐱᓕᕆᐊᕆᙱᓐᓇᕐᓂᖓᓂᒃ. ᑕᕝᕙᓂᓕ, ᑕᑯᑦᓴᐅᔪᑦ ᖁᕝᕙᓯᑦᑐᑦ ᓯᒃᑭᑦᑕᐃᑦ. ᐊᔾᔨᒋᙱᑕᖏᑦ ᓄᓇᙳᐊᖓᑕ ᓯᒃᑭᑦᑕᖏᓐᓂᒃ, ᖃᐅᒪᓪᓛᔪᑦ ᓯᒃᑭᑦᑕᐃᑦ ᐊᐱᖅᑯᓯᖅᓯᒪᔪᑦ,

ᐊᒻᒪᓗ ᐃᖏᕐᕋᔪᒥᒃ ᐆᒻᒪᔪᙳᐊᒥᒃ ᐱᓱᑦᑐᒥᒃ ᐱᙳᐊᖅᑐᒧᑦ. ᑖᒃᑯ ᖁᕝᕙᓯᑦᑐᑦ ᓯᒃᑭᑦᑕᐃᑦ ᓇᓗᓇᐃᒃᑯᓯᖅᓯᒪᓂᖏᓐᓄᑦ ᓇᓗᓇᙱᓚᕿᔪᖅ ᑎᑭᒐᑦᓴᐅᒋᐊᖏᑦ, ᑲᔪᖏᖅᑐᐃᓪᓗᓂ ᒥᓯᓪᓗᓂ ᑎᑭᐅᑎᒐᑦᓴᐅᒋᐊᖓ. ᑖᒃᑯᐊ ᐊᑉᐱᖅᑯᓯᖅᓯᒪᔪᑦ ᐃᓱᒪᓇᖅᑐᑦ ᐃᓗᓕᖃᕆᐊᖏᓐᓂᒃ ᐊᔾᔨᒋᔭᐅᓐᓂᒻᒪᑕ ᐊᓯᖏᓐᓄᑦ. ᐃᓗᓕᖃᖅᑐᑦᓴᐅᕙᑦ? ᑖᓐᓇᓗ ᐆᒻᒪᔪᙳᐊᖅ ᐊᒻᒧᑦᓯᒪᔪᖅ, ᖃᓄᑦᓕᑭᐊᖅ ᐱᔭᑦᓴᐅᕙ? ᐃᖏᕐᕋᓪᓗᓂ ᒥᑦᓵᓄᑦ ᐱᙳᐊᖅᑑᑦ ᓂᙳᐅᒪᔪᖅᔫᔭᖅᓯᓂ. ᓱᓚᖓᕙ? ᖃᓄᑦᓕ ᐱᙳᐊᑐᖅ ᑕᒪᑐᒥᖓ ᑲᒪᒋᔭᖃᓚᖓᕙ? ᐅᖓᑖᓄᑦ ᒥᓯᓪᓗᑎᑦ, ᒥᓯᕝᕕᖃᑦᓗᑎᑦ ᓯᒃᑭᑦᑕᒧᑦ ᐊᑦᑐᖅᑕᐅᒍᒪᙱᒧᑦ, ᖄᖓᓄᑦ ᒥᔾᓯᕝᕕᒋᓗᒍ ᑐᑦᑯᓪᓗᒍ, ᐅᕝᕙᓗᓐᓃᑦ ᐱᙳᐊᖅᑐᖅ ᑐᑦᑯᑕᐅᖓᑦᓗᓂ, ᓇᓪᓕᐊᒍᑐᐃᓐᓇᖅ ᐱᙳᐊᖅᑐᑦ ᐃᓕᓐᓂᐊᖅᑐᑦ ᐱᖓᒍᐊᕈᒻᒥᑦ. ᑕᒪᓐᓇ ᐆᑦᑐᕋᖃᑦᑕᑦᓂᖅ ᐊᐳᑦᑕᕝᕕᖃᑦᓗᓂ ᐱᒻᒪᕆᐅᔪᖅ ᓴᓇᔭᐅᓯᒪᓂᖓᓂᒃ ᐱᙳᐊᕈᑎᐅᑉ.

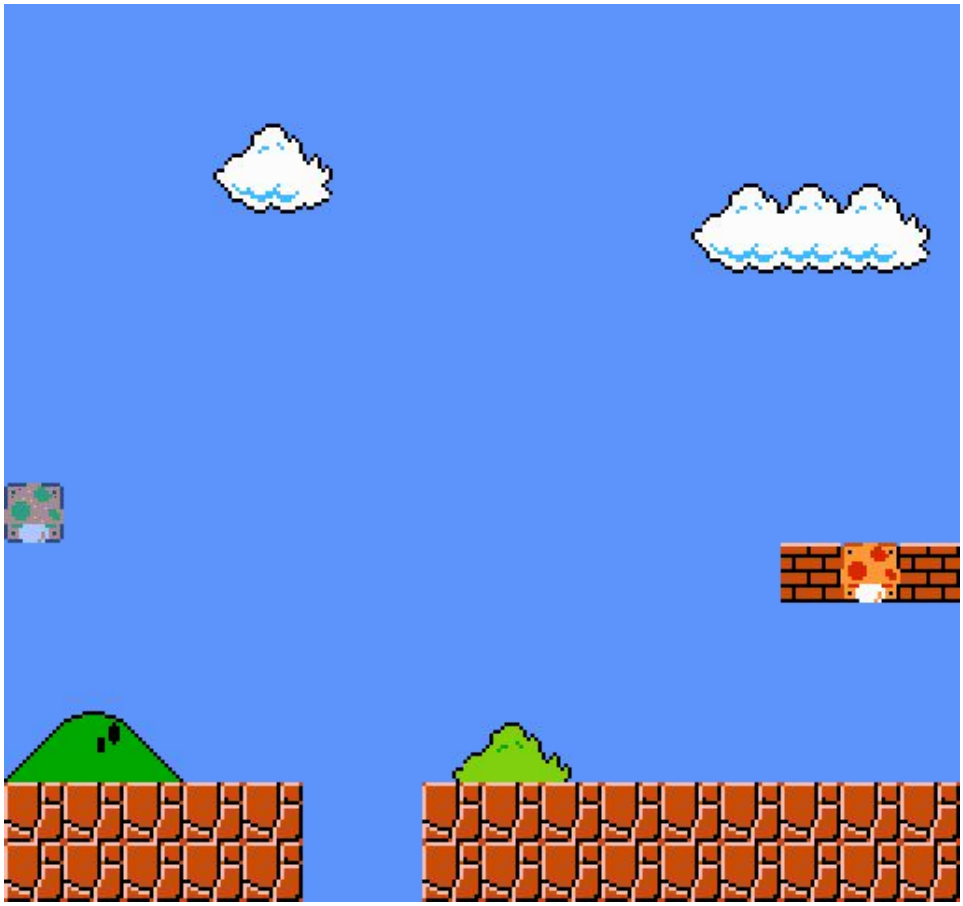


ᓯᕗᓪᓕᖅᐹᖓᓂᒃ ᐅᕝᕙᓗᓐᓃᑦ ᑐᖏᓕᖏᓐᓂ ᐱᙳᐊᖅᑕᐅᔪᒥ ᐱᙳᐊᖅᑎᐅᔪᖅ ᐃᓕᓐᓂᐊᖅᑐᖅ ᒥᓯᕝᕕᖃᕐᓂᖅ ᑐᖁᑦᓯᒍᓐᓇᖅᑐᖅ ᐆᒻᒪᔪᙳᐊᒥᒃ ᐊᒻᒪᓗ ᐊᑖᒍᑦ ᒥᓯᕝᕕᖃᕐᓂᖅ ᓯᒃᑭᑦᑕᒥᒃ ᐊᓚᒃᑲᐃᓂᐊᖅᑐᖅ ᐃᑲᔫᑎᑦᓴᒥᒃ. ᐳᔪᐊᓗᓐᓄᐊᖅ ᐃᓅᓯᖏᓐᓂᒃ ᐊᒥᓱᙳᕆᐊᕈᑎ ᐃᔨᖅᓯᒪᔪᖅ ᓯᒃᑭᑦᑕᐅᑉ ᐃᓗᐊᓂ ᑕᑯᑎᑦᓯᔪᖅ ᖃᓄᖅ ᐊᐅᓚᒍᓐᓇᕐᒪᖔᑕ ᐃᓗᓕᖏᑦ, ᐃᖏᕐᕋᓕᕋᒥ ᑲᑕᑦᓱᓂᓗ ᓴᖅᑭᕐᕕᒋᑲᐃᓐᓇᖅᑕᒥᓂ, ᑲᑕᓕᕐᒥᑦᓱᓂ ᐆᔭᐅᔭᐅᑉ ᓱᓪᓗᑯᑖᑉ ᖃᖓᓂᒃ. ᑕᕝᕗᓇ ᐱᙳᐊᖅᑎᐅᔪᖅ ᖃᐅᔨᒪᓂᐊᖅᑐᖅ ᑲᑕᒍᓐᓇᕐᓂᖏᓐᓂᒃ ᐊᒻᒪᓗ ᓴᕿᒍᓐᓇᕐᓂᖏᓐᓂᒃ ᐊᐳᑐᐊᕈᑎᒃ.

ᐅᑯᐊ ᑭᖑᓕᕆᑦᑐᑦ ᐊᔾᔨᙱᐊᑦ ᐊᑐᖅᑐᑦ ᐱᓕᖅᑭᑎᑦᓯᓂᕐᒥᒃ ᐊᒻᒪᓗ ᖁᕝᕙᐸᓪᓕᐊᓂᕐᒥᒃ ᑕᑯᑎᑦᓯᒍᑎᒋᓪᓗᒍ ᖃᓄᖅ ᓯᕗᒧᐊᐸᓪᓕᐊᒍᓐᓇᕐᒪᖔᖅ, ᒥᓯᑦᑕᕐᓗᓂ, ᐅᓪᓚᓪᓗᓂ, ᐊᒻᒪᓗ ᐊᑭᕋᖏᓐᓂᒃ ᖃᓄᐃᓕᐅᕆᐊᖃᕐᓂᕐᒥᒃ. ᓱᓪᓗᑯᑖᙱᐊᑦ ᖁᕝᕙᓯᓪᓕᕙᓪᓕᐊᔪᑦ, ᒥᓯᑎᐊᖃᕈᑎᒋᓪᓗᒍ ᖁᕝᕙᓯᓐᓂᖅᓴᒧᑦ, ᐊᒥᓱᙱᕆᐊᖅᓱᑎᓗ ᐊᑭᕋᖏᑦ. ᑭᖏᓪᓕᖅᐹᖓᓂ ᓱᓪᓗᑯᑖᙱᐊᒥ ᒪᕐᕉᒃ ᐊᑭᕋᖏᒃ ᐊᐳᑎᔫᒃ, ᑕᑯᑎᑦᓯᓪᓗᓂ ᐱᙱᐊᖅᑐᒥᒃ ᐊᐳᑎᒍᓐᓇᕐᒥᒻᒪᑕ (ᐊᖅᑯᓵᕈᓐᓇᖏᑦᑐᑦ ᐊᓯᐊᑕ ᓇᔪᖅᑕᖓᓂᒃ). ᑕᕝᕙᓂᓗ ᓯᕗᓕᖅᐹᒥᒃ "ᒪᓐᓂᙱᐊᒥᒃ" ᐱᙱᐊᖅᑐᖅ ᕿᓂᔭᓐᓂᖓᓄᑦ ᑐᓂᔭᐅᔪᖅ ᐊᓯᐊᓃᑦᑐᒥᒃ ᓄᓇᙱᐊᒥᒃ ᓄᐊᑦᓯᕕᑦᓴᕐᒥᒃ. ᐱᙱᐊᖅᑐᖅ ᓇᕿᑦᓯᐸᑦ ᐊᒻᒧᐊᒍᑎᒥᒃ ᖀᖓᓃᓪᓗᓂ ᓱᓪᓗᑯᑖᙱᐊᑉ ᐳᕐᓂᐊᖅᑐᑦ ᓱᓪᓗᑯᑖᒧᑦ ᐃᑎᓕᕐᓗᓂ ᑮᓇᐅᔭᙱᐊᓂᒃ ᑕᑕᑦᑐᒧᑦ. ᑕᒪᓐᓇ ᑲᔪᖏᖅᑐᐃᒍᑕᐅᔪᖅ ᐱᙱᐊᖅᑐᖅ ᕿᓂᔭᖁᓪᓗᒍ ᓇᐅᒃᑯᑐᐃᓐᓇᖅ ᓇᓂᓯᒐᓱᐊᕐᓗᓂ ᓇᐃᐱᒐᕐᓴᓂᒃ. ᐊᓂᓕᕐᒥᒍᓂ ᓱᓪᓗᑯᑕᒃᑯᑦ, ᖀᖏᓂᐊᖅᑐᖅ ᓄᓇᙱᐊᖓᓂᒃ ᑎᑭᐅᑎᑦᓴᐅᑎᒋᓗᓂ ᐱᔭᕇᕐᕕᖓᓄᑦ.

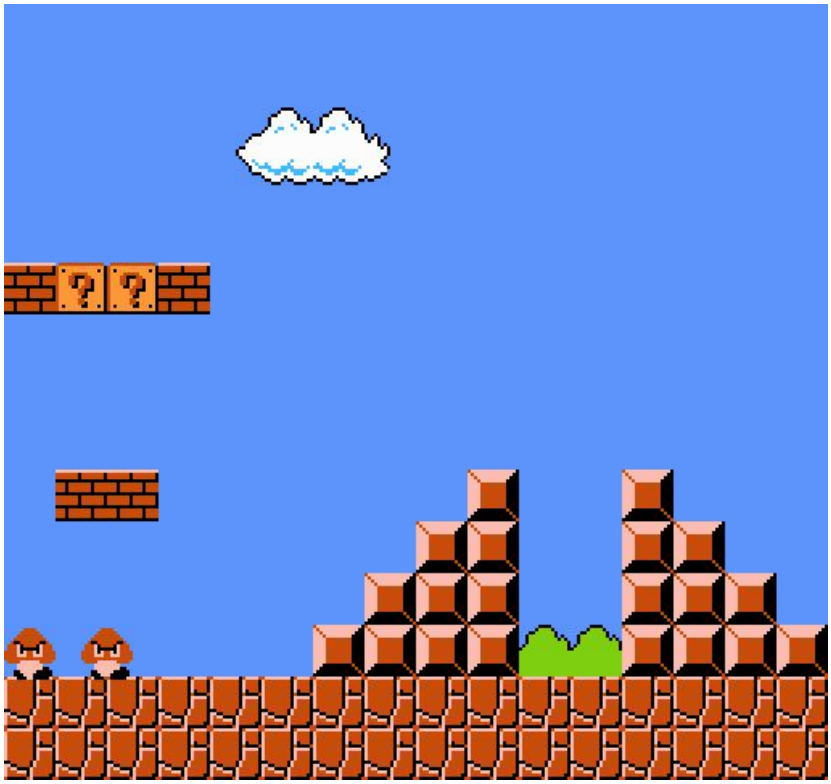


ᐅᖓᑖᓂᑦᓯᐊᖅ ᓯᕗᓪᓕᐊᖅᐹᑉ ᓱᓪᓗᑯᑖᑉ ᑐᖏᓕᐊᓂᒃ ᒪᓐᓂᙱᐊᖅᑕᖃᖅᑐᖅ, ᐊᓚᒃᑲᐅᒪᙱᑦᑐᒥᒃ ᓯᒃᑭᑦᑕᒥᒃ ᐊᓚᒃᑲᖅᑎᒐᑦᓴᕐᒥᒃ. ᓯᕗᓪᓕᐅᖅᑲᐅᔪᒥᒃ ᐳᔪᐊᓗᙱᐊᖅ ᐊᖏᓪᓕᒋᐊᕐᓇᖅᑐᖅ ᐊᑦᑐᖅᑕᐅᒍᓂᓗ ᐊᑭᓕᖓᓄᑦ ᒥᑭᓪᓕᒋᐊᓇᖅᑐᖅ ᑐᕐᑯᙱᖏᖓᕐᓗᓂ. ᐱᙱᐊᖅᑎᐅᔪᖅ ᑕᕝᕙᖓᓪᓗᐊᖅ ᒥᓯᒃᑯᓂ ᓯᒃᑭᑦᑕᒧᑦ ᓴᖅᑭᖅᑐᖃᕐᓂᐊᖅᑐᖅ ᐃᓚᓯᒋᐊᕈᒻᒥᒃ ᐃᓅᓯᙱᐊᕐᒥᒃ. ᑖᓐᓇ ᐃᔨᖅᓯᒪᔪᖅ ᐊᓚᒃᑲᐅᒪᙱᑦᑐᖅ ᓯᕗᐊᓃᑦᑐᖅ ᐋᔪᕋᐅᑉ ᑲᑕᓐᓇᖅᑑᑉ, ᒥᓯᑦᑕᕈᓂ ᓯᕗᓂᐊᓂ ᓇᐃᐱᑦᓯᒍᓐᓇᖅᑐᖅ ᓇᓚᐅᑦᓯᒍᓂ, ᒥᓯᑦᑕᕋᒥ ᑲᑕᒍᒪᙱᒧᑦ ᐋᔪᕋᕐᒧᑦ.

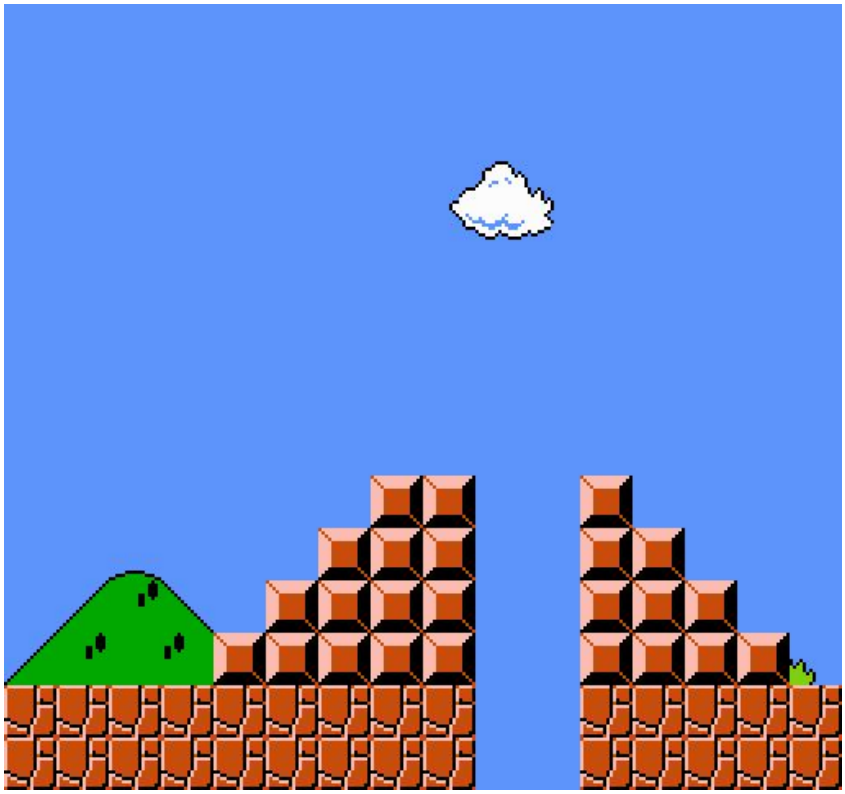


ᐱᙳᐊᖅᑎᐅᔪᖅ ᑲᔪᓯᕙᓪᓕᐊᒐᒥ ᖁᕝᕙᓯᓐᓂᖅᓴᓄᑦ ᑎᑭᐅᑎᖃᑦᑕᕐᓂᐊᖅᑐᑦ ᓄᑖᓂᒃ ᐋᖅᑭᓯᖅᓯᒪᔪᓂᒃ, ᓄᑖᓂᒃ ᐊᑭᓕᕐᒥᓂᒃ ᐊᖅᑯᓵᕆᓗᑎᑦ, ᐊᖅᑯᓵᕐᒥᓪᓗᑎᑦ ᐊᑐᓕᖅᑭᑦᑐᓂᒃ ᐊᒻᒪᓗ ᖁᕝᕙᓯᓪᓕᕙᓐᓂᐊᓂᕐᒥ. ᐊᑐᕈᓐᓇᕐᓂᕆᓪᓗᑎᑦ ᓄᑖᓂᒃ ᓱᒋᐅᑎᓂᒃ ᒪᕐᕉᓐᓂᒃ; ᐃᒃᑯᐊᓚᔪᒥᒃ ᒥᓪᓘᑎ ᐊᑭᓕᕐᒥᓄᑦ (ᓇᓗᓇᐃᒃᑯᓯᖅᓯᒪᔪᖅ ᑕᖅᓴᖓᑕ ᐊᓯᔾᔨᕐᓂᖓᓂᒃ), ᐅᓪᓗᕆᐊᙳᐊᕐᓗ ᑮᑕᑲᐃᓐᓇᖅ ᖃᓄᓕᒫᖅ ᐊᔪᙱᒍᑎᖃᑲᐃᓐᓇᖅᑐᒥᒃ (ᓇᓗᓇᐃᒃᑯᓯᖅᓯᒪᓪᓗᓂ ᖃᐅᒪᓪᓛᑎᓪᓗᒍ ᐃᓄᙳᐊᖅ ᓂᔭᐅᑎᖓᓗ ᐊᓯᔾᔨᑲᐃᓐᓇᕆᓪᓗᓂ). ᐊᑭᓕᖕᒋᑦ ᐊᒥᓱᙳᐸᓪᓕᐊᓗᑎᑦ, ᐊᖅᑯᓵᕆᐊᓖᓪᓗ ᐱᔭᕆᐊᑐᓐᙳᐸᓪᓕᐊᓗᑎᑦ ᐊᑐᓕᖅᑭᑦᑖᓗᑎᑦ ᐱᔭᕆᐅᖅᓴᐃᒍᑎᒋᓗᒍ ᐱᔭᕆᐊᑐᓂᖅᓴᓄᑦ ᑎᑭᐅᑎᓚᐅᕋᑎᑦ.

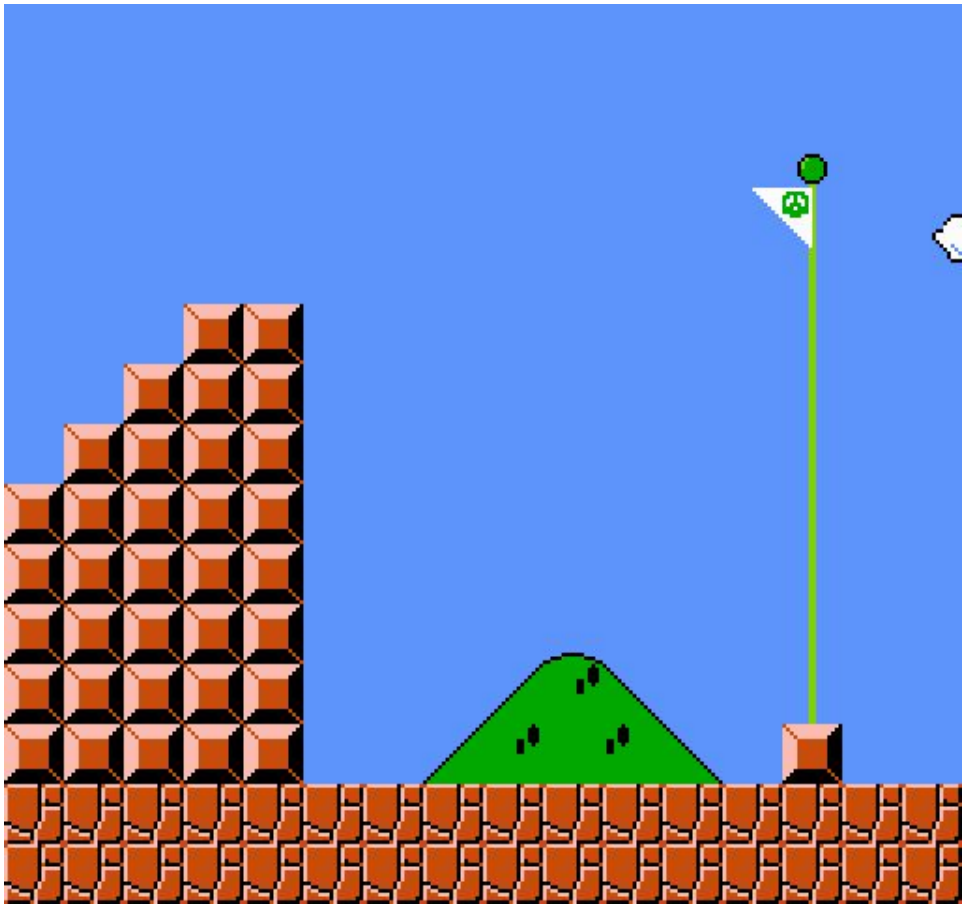
ᓲᕐᓗ, ᒥᓯᑦᑕᓂᕐᒥᒃ ᐱᓕᒻᒪᓴᕐᓗᑎᒃ ᐊᑯᓐᓂᐊᒍᑦ ᑲᑕᓐᓇᖕᒋᑦᑐᒃᑯᑦ ᐊᑭᓐᓇᙳᐊᒃᑯᑦ:



ᐊᔪᕈᓐᓃᑎᐅᖅᓴᕐᕕᖃᕈᓐᓇᕐᒥᔪᑦ ᐆᒥᖓ ᐊᑦᑕᓇᕐᓂᖅᓴᒥᒃ:



ᐃᓱᐊᓄᑦ ᑎᑭᓐᓂᐊᖅᑐᖅ ᒪᔫᑎᑯᓈᓐᓄᑦ ᑎᑭᐅᑎᑉᐸᑦ ᐃᑎᕕᐊᓂ ᓴᐃᒻᒪᑎᒃᑯᕕᖃᖅᑐᒥᒃ, ᓇᓗᓇᐃᒃᑯᑎᖓ ᐱᔭᕇᕐᓂᖓᓂᒃ. ᑕᑭᓂᖓ ᒪᔫᑏᑦ ᐊᑯᓐᓂᐊᑕᓗ ᓴᐃᒻᒪᑎᒃᑯᕕᐅᑦ ᐅᖓᓯᑦᑐᒧᑦ ᒥᓯᒍᓐᓇᕐᓂᖓᓂᒃ ᓴᐃᒻᒪᑎᙳᐊᖅ ᑎᑭᐅᑎᓗᒍ. ᖁᕝᕙᓯᓐᓂᖅᓴᒧᑦ ᒥᓯᒍᓐᓇᕈᓂ ᐊᖏᓂᖅᓴᓂᒃ ᐱᔭᕇᕈᒻᒪᓯᐊᕐᓗᓂ. ᑕᒪᓐᓇ ᐊᑑᑎᔭᖓ ᖃᐅᔨᑎᑦᓯᒍᑎ ᖃᓄᐃᑦᑐᑐᐃᓐᓇᕐᓂᒃ ᐊᖅᑯᓴᖅᓯᖃᑦᑕᕐᓂᐊᕐᓂᖓᓂᒃ ᐱᙳᐊᕈᑎᐊᒍᑦ, ᐆᑦᑐᕋᕈᑎᐅᓯᓐᓈᖅᑐᖅ ᐱᙳᐊᕈᑎᓕᒫᕐᒧᑦ. ᓯᕗᓂᑦᓴᖏᓐᓂᒃ ᖃᕝᕙᓯᓐᓂᓈᑦᑐᓂ, ᓄᑖᑦ ᐋᖅᑭᓱᖅᓯᒪᔪᑦ ᐊᓚᒃᑲᐸᓐᓂᐊᖅᑐᑦ ᐋᖅᑭᓱᖅᓯᒪᓂᖃᕐᓗᑎᑦ ᐱᒍᓐᓇᕐᓂᖏᑦ, ᓇᓗᓇᐃᒃᑯᑕᖏᑦ, ᐊᑐᓕᖅᑭᒍᑏᑦ, ᖁᕝᕙᓯᓪᓕᕙᓪᓕᐊᓂᕐᓗ ᐱᓕᒻᒪᓴᕈᑎᒋᓗᒍ ᐊᖅᑯᓴᕐᓂᐊᖅᑕᖏᓐᓄᑦ.



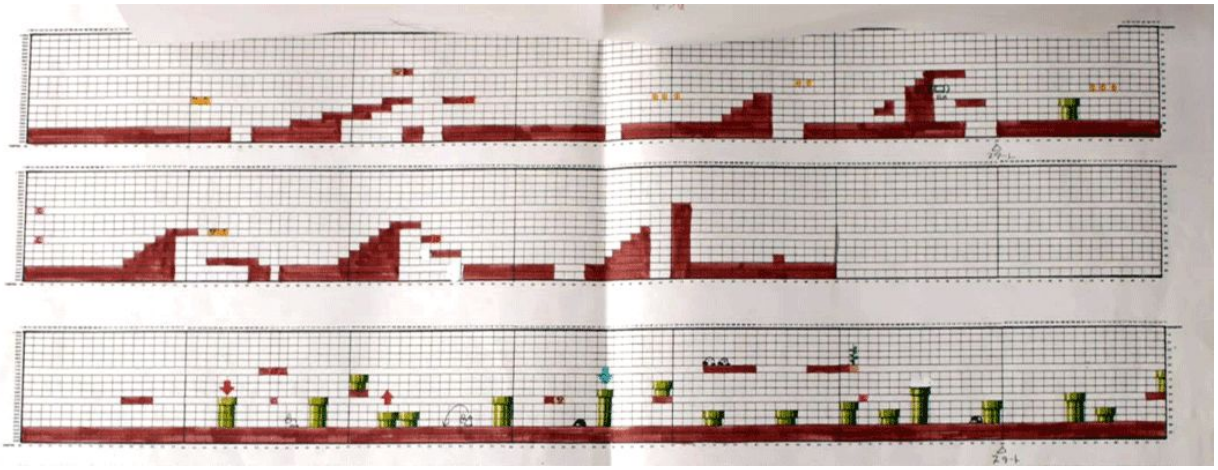
ᐊᐱᖅᑯᑏᑦ:

- ᕿᒥᕐᕈᓗᑎᑦ ᐃᓪᓗᕈᓯᕐᓂ ᓇᔪᖅᑕᓐᓂ, ᓱᓇᓂᒃ ᖃᐅᑖᒫᑦ ᐊᑐᖅᑕᐅᕙᑦᑐᓂᒃ ᑕᑯᒍᓐᓇᖅᑭᑦ ᐱᔪᓐᓇᕐᕕᖃᖅᑐᓂᒃ?
- ᑖᒃᑯᐊ ᐱᔪᓐᓇᕐᕕᓖᑦ ᓇᓗᓇᐃᒃᑯᑎᖃᖅᑲᑦ ᖃᓄᑦ ᐱᓕᕆᐊᑦᓴᐅᓂᖓᓂᒃ?
- ᑕᐃᓯᒍᓐᓇᖅᑮᑦ ᖃᖓᒃᑯᑦ ᐊᑐᓕᖅᑭᑦᓯᒪᒻᒪᖕᒫᖅᐱᑦ ᐊᒻᒪᓗ ᖁᕝᕙᓯᓪᓕᒋᐊᖅᓯᒪᒻᒪᖕᒫᖅᐱᑦ ᐃᓕᓐᓂᐊᕕᒻᒥ ᐊᖏᕐᕋᒥᓗᓐᓃᑦ?

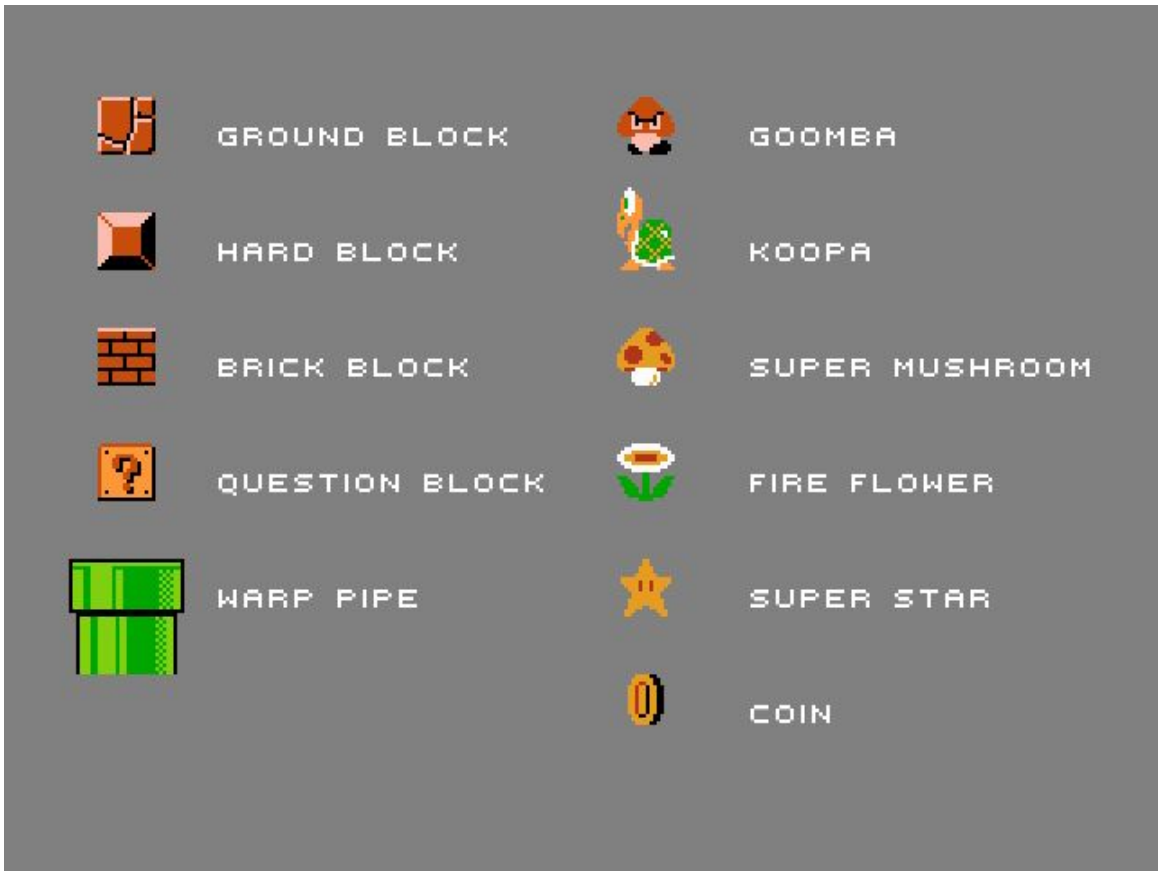
ᐱᓕᕆᐊᑦᓴᖅ 1

ᖁᕝᕙᓯᓐᓂᕇᑦᑐᓂᒃ ᓴᓇᓂᖅ - ᐸᕐᓇᐅᑎᒋᓗᒍ

ᐊᒥᓱᑦ ᐱᙵᐊᕈᑏᑦ, ᐱᓗᐊᖅᑐᒥ ᓯᒃᑭᑦᑖᐅᔭᐃᑦ 2D ᐱᙵᐊᕆᑦᑎ, ᐃᓯᕕᑦᑐᖅᓯᒪᔪᑦ ᐋᖅᑭᑦᓯᒪᓂᖏᑦ ᐊᑐᖅᓱᒍ ᐋᖅᑭᑦᓯᐃᒍᑎ ᓯᒃᑭᑦᑕᓪᓘᔪᖅ ᐸᐃᑉᐹᖅ. ᑕᕝᕗᓇ ᓱᑲᑦᑐᒥᒃ ᐸᕐᓇᐅᑎᖃᕐᓇᖅᑐᑦ ᑕᑯᑦᓴᐅᓪᓗᓂ ᖃᓄᐃᓕᖓᓂᕆᓂᐊᖅᑕᖏᑦ ᐸᕐᓇᐅᑎᒋᓗᒍᓗ ᐱᓇᐃᓗᑕᐅᒍᓐᓇᖅᑐᓄᑦ ᓴᓇᕙᓪᓕᐊᓂᖓᓂ. ᐅᓇᑕᖓ ᐊᔾᔨᙵᐊᖅ ᐸᕐᓇᐃᒍᑎ ᐸᐃᑉᐹᖅ ᐱᙵᐊᕈᑎᖓᓄᑦ Super Mario Bros.



ᐊᑐᕐᓗᑎᑦ ᐊᔾᔨᒐᓚᖓᓂᒃ ᐸᕐᓇᐃᒍᑎᒥᒃ ᐸᐃᑉᐹᕐᒥᒃ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᑲᑎᕐᓗᑎᑦ ᐸᕐᓇᐃᒍᓐᓇᖅᑐᑦ ᖃᓄᐃᓕᖓᓂᐊᕐᓂᖓᓂᒃ ᐱᖕᒍᐊᓕᐊᓇᓂᐊᖅᑕᖓᑕ ᐅᑦᑐᕋᕐᓗᒍᓗ Super Mario Maker ᓴᓇᔾᔪᑎᒧᑦ. ᐊᔪᕐᓇᓗᐊᕐᑯᓇᒍ, ᓴᓇᔾᔪᑎᖏᑦ ᐃᓗᐊᓃᑉᐸᑕ ᐃᓗᓕᖏᑦ ᖁᕝᕙᓯᓐᓂᖓ 1-1. ᐅᑯᐊ ᐃᓗᓐᓕᖏᑦ ᐃᒪᐃᑑᔪᑦ:



ᐸᕐᓇᐃᓕᖅᐸᑕ ᐱᙳᐊᕈᑎᒥᒃ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᑐᕆᐊᓖᑦ ᖃᑦᓯᒐᓚᓐᓂᒃ ᐸᕐᓇᔾᔪᑎᓂᒃ ᐸᐃᑉᐸᓂᑦ ᓈᒻᒪᒋᐊᕐᓗᒋᑦ ᐃᓕᓐᓂᐊᖅᑎᓄᑦ ᐃᓚᐅᔪᓄᑦ, ᐃᓚᒋᐊᖅᓯᒍᓐᓇᕐᒥᔪᑎᑦ ᐱᒍᒪᒍᕕᑦ. ᓇᓗᓇᐃᒃᑯᑕᐃᑦ ᓇᑲᑎᕆᓂᕐᒧᑦ ᐊᑕᖃᓯᐅᑎᔪᑦ ᐱᙳᐊᕋᑦᓴᖅ ᑕᑭᓪᓕᒐᐃᕈᑎᖓᓂᒃ ᐱᔭᕆᐊᑐᓂᖅᓴᐅᓗᑎᓗ.

ᐃᓕᓐᓂᐊᖅᑏᑦ ᖃᓄᑐᐃᓐᓇᖅ ᓴᓇᒍᓐᓇᖅᑐᑦ ᐊᑐᕐᓗᒋᑦ ᓴᓇᕐᕈᑏᑦ ᐊᑐᖅᑕᐅᒍᓐᓇᖅᑐᑦ, ᓱᑲᓐᓂᖅᓴᒥᒃ ᐋᖅᑭᑦᑎᕆᓂᐊᕐᒪᑕ ᐱᙳᐊᓕᐊᕐᒥᓂ. ᑖᓐᓇ ᐱᓕᕆᑎᑦᓯᓂᖅ ᐸᕐᓇᓂᕐᒨᖓᓂᖅᓴᐅᒐᓗᐊᖅᑎᓪᓗᒍ ᓴᓇᙳᐊᓂᕐᒨᖓᙱᓂᖅᓴᐅᓪᓗᓂ, ᑕᐃᒃᑯᐊ ᓴᓇᙳᐊᕈᒪᓂᖅᓴᐅᔪᑦ ᐱᓕᕆᐊᖃᕈᒪᓂᖅᓴᐅᒋᐊᓖᑦ ᐸᕐᓇᐃᓂᕐᒥ ᐱᙳᐊᓕᐊᖓᓂᒃ ᓄᓇᙳᐊᒃᑯᑦ. ᐸᕐᓇᐃᓕᖅᐸᑕ ᐃᓱᒪᒐᓱᐊᕆᐊᓖᑦ ᖃᓄᐃᓕᐅᕈᑎᓂᒃ ᐅᖃᐅᓯᐅᖅᑲᐅᔪᓂ ᐱᙳᐊᕈᑎᓕᐅᕐᓂᕐᒥ (ᐱᔪᓐᓇᕐᓂᖅ, ᐱᒃᑲᓂᕐᓂᖅ, ᐊᒻᒪᓗ ᖁᕝᕙᕆᐊᕐᓂᖅ) ᐱᙳᐊᕐᓂᐊᖅᑐᖅ ᐊᔪᕈᓐᓃᖅᓴᖅᑎᓪᓗᒍ. ᐱᒋᐊᕐᕕᖃᕐᓗᓂ ᐊᒥᓱᓂᒃ ᐊᑭᓕᖃᑦᓴᐅᑎᒋᔪᒥᒃ ᐃᔪᕐᓇᖅᑑᒐᓗᐊᖅ ᑭᓯᐊᓂᓕ ᐊᔪᕐᓇᓗᐊᑐᐃᓐᓇᕆᐊᓕᒃ ᐱᒋᐅᖅᓴᔪᒧᑦ. ᑕᐃᒫᑦᓴᐃᓐᓇᖅ, ᓱᓇᒃᑯᑖᖃᙱᓗᐊᕈᓂ ᓇᓗᒋᔭᐅᑐᐃᓐᓇᕆᐊᓕᒃ ᖃᓄᖅ ᐱᔾᔪᑎᖃᕋᓗᐊᕐᒪᖔᑦ. ᐱᓗᐊᖅᑐᒥᓪᓕ, ᖁᕕᐊᓱᓪᓗᓯ ᑲᑐᔾᔨᓗᓯ ᐱᓕᕆᖃᑎᒌᒋᑦᓯ ᐃᓱᒪᒋᔭᐅᔪᓂᒃ ᐃᓕᓐᓂᐊᖅᑎᐅᖃᑎᓐᓄᑦ ᐃᓚᐅᖅᑐᐃᓗᓯ.

ᐱᓕᕆᐊᕐᓴᖅ 2

ᓴᓇᓂᖅ ᓄᓇᙳᐊᒥᒃ ᐊᑐᕐᓗᒍ Super Mario Maker

Super Mario Maker ᐱᔭᕆᐊᑭᑦᑐᒥᒃ ᐃᓚᐅᖅᑐᐃᒍᑎᖃᖅᑐᖅ ᓴᓇᕐᕈᑎᖏᓐᓂ ᖃᑦᓯᒐᓚᐃᑦ 2D Super Mario ᐱᙳᐊᕈᑏᑦ. ᓴᓇᒍᑎᖓ ᐱᔭᕆᐊᑭᑦᑐᖅ ᐋᖅᑭᑦᓱᕆᓐᓇᐅᓪᓗᓂᓗ, ᐅᑯᐊᑕᒐᖓ ᐊᓚᒃᑲᐅᒪᔪᑦ ᖃᓄᐃᑦᑑᓂᖏᑦ ᐊᑐᐊᒐᖓᓗ ᓴᓇᕐᕈᑎᖏᓐᓄᑦ (ᐸᐃᑉᐹᒧᑦ ᐊᒥᓱᓕᐊᕆᒐᑦᓴᒥᒃ PDF ᐊᑕᔪᖃᕐᒥᔪᖅ):

SUPER MARIO MAKER: TOOL OVERVIEW

1. SELECT THE GAME THEME (KEEP THIS AS "SUPER MARIO BROS.")
2. DRAG AND DROP OBJECTS INTO THE LEVEL GRID
3. RETURN TO THE MAIN MENU
4. SELECT THE LEVEL STYLE
5. ASSIGN SOUND EFFECTS TO OBJECTS
6. SET THE LEVEL TIMER
7. SAVE/LOAD/UPLOAD LEVELS
8. ERASE OBJECTS FROM THE LEVEL GRID
9. MOVE THE START POINT FOR MARIO (THE SAME CAN BE DONE WITH THE END POINT TO SHORTEN OR EXTEND THE LEVEL
10. PLAY THROUGH AND TEST YOUR LEVEL
11. AFTER PLAYING, THIS SHOWS THE PATH THE PLAYER TOOK, USEFUL FOR FINDING TROUBLE SPOTS
12. SWITCH BETWEEN MAIN LEVEL AND SUB-LEVELS, ACCESSED BY PIPES
13. ADJUST THE LEVEL LENGTH OR SCROLL QUICKLY TO A POINT IN THE LEVEL
14. UNDO THE LAST ACTION
15. RESET THE LEVEL, ERASING ALL PLACED OBJECTS

ᐊᑐᕐᓗᒍ ᐸᕐᓇᒍᑎᖓ ᐸᐃᑉᐹᖅ ᒪᓕᓪᓗᒍ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᓴᓇᑎᓪᓗᒋᑦ ᐆᑦᑐᕋᖅᑕᐅᓂᐊᖅᑐᒥᒃ. ᐱᒋᐊᕐᓗᑎᑦ, ᓂᕈᐊᕐᓗᒍ “CREATE”. ᑖᓐᓇ ᐊᓚᒃᑲᐃᓂᐊᖅᑐᖅ ᐊᔾᔨᖓᓂᒃ ᓴᓇᔾᔪᑎᒥᒃ ᖁᓛᓃᑦᑐᖅᑎᑐᖅ ᐊᔾᔨᖑᐊᑉ. ᐊᑐᕐᓗᒍ ᑎᒃᑯᐊᖅᓯᔾᔪᑎ, ᓇᕿᑦᓯᓗᑎᑦ ᑎᒍᓗᒍ ᓅᓪᓗᒍ ᐃᓂᖓᓄᑦ ᐃᓕᓂᐊᖅᑏᑦ ᓴᓇᓯᒪᔭᖓᑕ. ᐃᓕᓂᐊᖅᑏᑦ ᓇᓪᓕᑭᑦᓗᑎᑦ ᓴᓇᕙᓪᓕᐊᒍᓐᓇᖅᑐᖅ, ᐊᔪᕈᓐᓃᑉᐸᓪᓕᐊᓗᑎᑦ ᓴᓇᕿᑎᖏᓐᓂᒃ ᐊᑐᐃᓐᓇᐅᔪᓂᒃ. ᐃᓘᓐᓇᓂ ᓴᓇᔭᐅᑏᖅᐸᑦ ᐱᖑᐊᓕᐊᖓ ᓇᕿᑕᐅᒍᓐᓇᖅᑐᖅ “Play” ᐆᑦᑐᕋᕐᓗᒍ ᐱᖑᐊᓕᐊᓂ. ᐊᑕᐅᓯᕐᒥᒃ ᓂᕈᐊᖅᓯᓗᑎᑦ âᐅᓂᒃᑲᐅᓯᖃᕐᓂᐊᖅᑐᒥᒃâ ᐃᓕᓐᓂᐊᖅᑎᐅᖃᑎᒥᓄᑦ ᑕᒪᑐᒥᖓ ᐱᒋᐊᖕᒪᐅᑎᒥᓂ.

ᑖᓐᓇ ᐃᓕᓐᓂᐊᕈᑎ ᑲᑐᔾᔨᔪᓄᑦ ᑐᕌᖓᓂᖅᓴᐅᒻᒪᑦ, ᐊᔾᔨᑏᖕᒋᑦᑐᓂᑦ ᐊᔪᖕᒋᓐᓂᖃᓕᓈᓐᓂᐊᖅᑐᑦ ᐃᓚᐅᖃᑕᐅᔪᓂ. ᑲᔪᖕᒋᖅᓱᓇᓂᖅ ᐃᓘᓐᓇᖕᒋᓐᓂᒃ ᐃᓚᐅᔪᓂᒃ ᐃᑲᔪᕐᓂᖃᕐᓂᐊᖅᑐᖅ ᐃᓕᓐᓂᐊᖅᑏᓪᓗ ᐃᓚᐅᖃᑕᐅᑦᓯᐊᓇᐊᒥᒃ ᐊᓯᒥᓄᑦ ᐃᑉᐱᒍᓱᓐᓂᖃᕐᓗᑎᑦ. ᐃᓚᖏᑦ ᐊᔪᖕᒋᓂᖅᓴᐅᑉᐸᑕ, ᐱᔭᕇᐊᑐᓂᖅᓴᓂᒃ ᓴᓇᒍᓐᓇᖅᑐᑦ, ᓱᕐᓗ ᖃᓄᑎᒋᐅᒍᓐᓇᕐᓂᖓ ᓇᐃᓪᓕᒋᐊᕐᓗᒍ, ᐃᓚᓯᓗᑎᑦ ᖁᒻᒧᐊᑦᑕᐅᑎᓕᓐᓂᒃ, ᐅᕝᕙᓘᓐᓃᑦ ᐊᓯᔾᔨᑕᖅᑐᓂᒃ ᐱᖑᐊᕈᑎᓂᒃ ᖃᐅᔨᓴᕈᑎᒋᓗᒍ ᓴᓇᓯᒪᓂᖓᓂᒃ ᐱᖑᐊᓕᐊᖓᑦᑕ.

ᐱᔭᕇᕐᓂᖅ

ᐃᓕᓐᓂᐊᖅᑏᑦ ᐊᕕᑦᑐᖅᓯᒪᔪᓂ ᐱᔭᕇᖅᓯᒪᔪᖃᓕᖅᐸᑦ ᐅᓂᒃᑲᐅᓯᖃᕐᓂᕐᒥ ᐱᖑᐊᓕᐊᖓᓐᓂᒃ, ᓄᖅᑲᑲᐃᓐᓇᕐᓗᑎᑦ ᐱᓕᕆᐊᒥᓐᓂᒃ ᕿᒥᕐᕈᑎᓪᓗᒋᑦ ᓴᓇᔭᖏᓐᓂᒃ. ᐃᓕᓐᓂᐊᖅᑏᑦ ᐅᖃᖃᑎᒌᓪᓗᑎᑦ ᖃᓄᐃᑦᑐᕋᑖᕐᒪᖔᑦ ᐱᖑᐊᓕᐅᕐᓂᖅ ᖃᓄᐃᑦᑐᓂᓪᓗ ᐱᓇᐃᓗᑕᖃᕈᓐᓇᕐᓂᖓᓂᒃ. ᖃᓄᐃᑦᑑᕙᑦ ᐱᐅᒋᔭᐅᔪᑦ ᐱᖑᐊᕈᑎᖓᓐᓂ? ᓇᓗᓇᖕᒋᑦᑐᓂᒃ ᐱᓇᐃᓗᑕᖃᖅᑲ ᐊᓚᒡᒐᐃᑦᑐᓂᒃ? ᐅᓂᒃᑳᖅᑎᒋᔭᐅᔪᖅ ᑎᑭᐅᑎᓯᒪᕙ ᐃᓱᐊᓄᑦ ᐱᖑᐊᓕᐊᖏᑦᑕ? ᐱᔭᕇᐊᑐᓗᐊᖅᑐᒥᒃ ᐱᔭᕇᐊᑭᓗᐊᖅᑐᒥᓪᓘᓐᓂᑦ ᐱᑕᖃᖅᑲᐅᕙᒃ? ᖃᓄᕐᓕ ᖁᕕᐊᓇᕇᐊᒃᑲᓐᓂᖅᑎᑦᓯᒍᓐᓇᖅᑲᑦ? ᖃᐅᔨᓴᖅᑕᐅᓂᖓ ᐋᖅᑭᒋᐊᖅᑕᐅᓂᖓᓗ ᐱᒻᒪᕇᐅᔪᖅ ᓴᓇᔭᐅᓂᖓᓂᒃ ᐃᓕᓂᐊᖅᑏᓪᓗ ᐃᓱᒪᒋᐅᖅᓴᒍᓐᓇᖅᑐᑦ ᖃᓄᖅᑑᕐᓂᕐᒥ.

ᐱᓕᕇᐊᖑᓂᖓ ᐃᓕᓐᓂᐊᕈᑎᖓᓗ ᐸᕐᓇᐃᓂᕐᒧ ᕿᒥᕐᕈᓂᕐᓗ ᓴᓇᓯᒪᓂᖓᓂᒃ ᐊᑐᖅᑕᐅᓱᑦ ᐱᖑᐊᓕᐅᖅᑎᐅᔪᓄᑦ. ᐃᓚᒋᐊᕐᓗᒍ, ᓇᒻᒥᓂᖅ ᕿᒥᕐᕈᒋᐊᕈᓐᓇᕐᓂᖅ ᐋᖅᑭᒋᐊᕐᓗᓂᓗ ᐊᔪᕈᓐᓂᖅᓴᐅᑎᒋᓗᒍ ᐱᓯᒪᓂᐊᖅᑕᖓ ᐊᓯᖏᓐᓄᓗ ᐊᑐᕈᓐᓇᕐᓗᒍ. ᐱᕕᑦᓴᖃᖅᐸᑕ, ᐃᓕᓐᓂᐊᖅᑏᑦ ᐆᑦᑐᕋᕈᓐᓇᖅᑐᑦ ᐊᓯᒃᑲᓐᓂᖏᓐᓂ Super Mario Maker, ᕿᒥᕐᕈᓗᑎᓗ ᐊᓯᖏᓐᓂ ᐱᖑᐊᕈᑕᐅᒍᓐᓇᖅᑐᓂᒃ ᓴᓇᓯᒪᓂᕆᒍᓐᓇᖅᑕᖓᓂᓗ.

ᐊᓯᖏᑦ ᐃᑲᔫᑎᐅᒍᓐᓇᖅᑐᑦ

ᑕᒪᑐᒧᖓ ᐃᓕᓐᓂᐊᕋᑦᓴᒧᑦ ᐊᑕᔪᓂᒃ ᐊᑐᐃᓐᓇᖅᑕᖃᖕᒋᑦᑐᖅ.