

# CONTROLLER OPERATION

You can use either of the Super NES Controller sockets.



## Control Pad

### Map screen

- Moves Mario on the map screen.
- After pressing START on the map screen, you can scroll the map view.
- Moves the cursor.

### Action screen

- Moves Mario (See action chart for details.)

## START Button

- Starts the game.
- Pauses the game.
- Enters selections on the selection screen.

## SELECT Button

- Changes selections on selection screen.
- Drops reserve item from the box at the top of the screen.

## L Button

## R Button

- When in an action scene, the L and R Buttons can be used to scroll the screen forward or backward slightly. This can be used to see farther ahead or behind if needed. This function does NOT work in all areas.

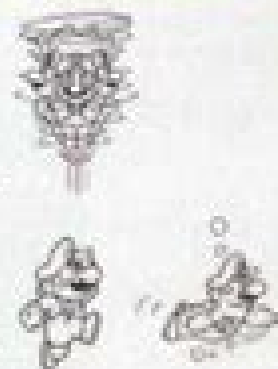


## A Button

- Makes Mario spin jump.
- Makes Mario jump off of Yoshi's back.

## B Button

- Makes Mario jump. (Mario and Yoshi both jump when Mario's on Yoshi's back.)
- Makes Caped Mario float down slowly.
- Makes Mario swim.
- Enters selections on the selection screen.
- Makes Yoshi fly when pressed repeatedly (When Yoshi has the ability to fly.)



## X Button

- Makes Mario accelerate.
- Mario can hold some objects by holding this button down.
- Lets Mario punch objects on the other side of the wire fence while clinging to it.
- After Caped Mario runs fast enough and jumps, he can fly.
- Makes Yoshi eat enemies when pressed; lets him spit the unwanted ones out when released.
- Lets you cancel on the selection screen.
- Makes Fire Mario throw fireballs.



## Y Button

- Same as the X Button.

# Gamespace Light Manual

**Zhe Xu**



## **Gamespace Light Manual:**

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**Household Horror** Marc Olivier, 2020-02-11 A scholar examines 14 everyday objects featured in horror films and how they manifest their power and speak to society's fears Take a tour of the house where a microwave killed a gremlin a typewriter made Jack a dull boy a sewing machine fashioned Carrie's prom dress and houseplants might kill you while you sleep In Household Horror Marc Olivier highlights the wonder fear and terrifying dimension of objects in

horror cinema Inspired by object oriented ontology and the nonhuman turn in philosophy Olivier places objects in film on par with humans arguing for example that a sleeper sofa is as much the star of *Sisters* as Margot Kidder that *The Exorcist* is about a possessed bed and that *Rosemary's Baby* is a conflict between herbal shakes and prenatal vitamins Household Horror reinvigorates horror film criticism by investigating the unfathomable being of objects as seemingly benign as remotes radiators refrigerators and dining tables Olivier questions what Hitchcock's *Psycho* tells us about shower curtains What can we learn from Freddie Krueger's greatest accomplice the mattress Room by room Olivier considers the dark side of fourteen household objects to demonstrate how the objects in these films manifest their own power and connect with specific cultural fears and concerns Provides a lively and highly original contribution to horror studies As a work on cinema it introduces the reader to films that may be less well known to casual fans and scholars more conspicuously it returns to horror staples gleefully reanimating works that one might otherwise assume had been critically done to death *Psycho* *The Exorcist* *The Shining* Allan Cameron University of Auckland *Computer Arts* ,2004 **VGC: The 2025 Guide to Video Games** 1981 Media Ltd,2025-05-30 Relive 2024's gaming highs lows and industry upheavals with this expertly curated year in review There's no such thing as a quiet year in video games and 2024 has been no different For players a steady stream of high profile game releases has meant there's always been something new to play regardless of what console handheld PC or mobile device they were using Meanwhile behind the scenes 2024 has been one of the most turbulent years in the history of the games industry with widespread job losses studio cuts acquisitions and other controversies Video Games Chronicle the expert source for video game news has covered 2024's goings on every step of the way and this book summarises the entire year in one handy volume Designed like an old school games magazine this book presents the VGC website's best coverage of 2024 in a more traditional format Our News section takes you through all the major stories that took place throughout the year allowing you to relive every moment for better or worse Our Reviews section contains every notable VGC game review from 2024 remastered and presented to you in physical form we're big on preservation you see Our Features section offers some of our best long form articles from the past year Finally our Previews section takes a look at some of the games coming in 2025 The world of online games media is a fast moving one and news and reviews usually arrive at breakneck speed then disappear from our consciousness to be replaced with the latest stories With this book we hope to provide a more permanent summary of the year while also harking back to the days of the games magazines we loved so much *The Machinima Reader* Henry Lowood,Michael Nitsche,2011 The first critical overview of an emerging field with contributions from both scholars and artist practitioners *Technological Advancements in Aging and Neurological Conditions to Improve Physical Activity, Cognitive Functions, and Postural Control* Gill Barry,Eling D. de Bruin,Nina Skjæret-Maroni,Emma Stanmore,2022-06-29 **Macworld** ,1989 *Virtual World Design* Ann Cudworth,2014-07-15 Learn How to Create Immersive Virtual EnvironmentsWritten by an award winning designer with 20 years of experience designing virtual

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