

## *Mario Checkoff Sheet: Level 4*

### **DESERT LEVEL Requirements:**

#### **Blocks and NPC's:**

- o **Character:** Mario or Link
- o **Ground and Blocks (WITH EDGES!!)**  
Choose: SMB3 Desert, Sizeable (Mostly light brown colors)  
ADD QUICKSAND
- o **NPC (Enemies):** Yellow, koopas, SMB2 Cactus, piranha plants
- o **Yoshi:** Yellow Only
- o **PowerUps:** Mushrooms & Leaf
- o **Coins:** Yellow Only
- o **Warp Tubes:** Yellow Only
- o **Switch Blocks:** Yellow Only but used creatively in the level



#### **Level Settings:**

- o At least 1 bonus section with coins, leaf, Yoshi, 1 ups...
- o **YELLOW Warp tubes to connect sections**
- o **Music to *MATCH YOUR WORLD* (in ALL sections!!)**  
Choose SMB2 Underground, Super Mario 64 Desert
- o **Background to *MATCH YOUR WORLD***  
Choose: Desert or Cliff. Any background for bonus

#### **Skills and a Star:**

- o **Insert a Message to the player with tips/instructions using Toad**  
Ex: Introduce Link, special moves with Link, Spin to break bricks.
- o **Star at the end with a black background (MUST BE SMB3 Star!!!)**