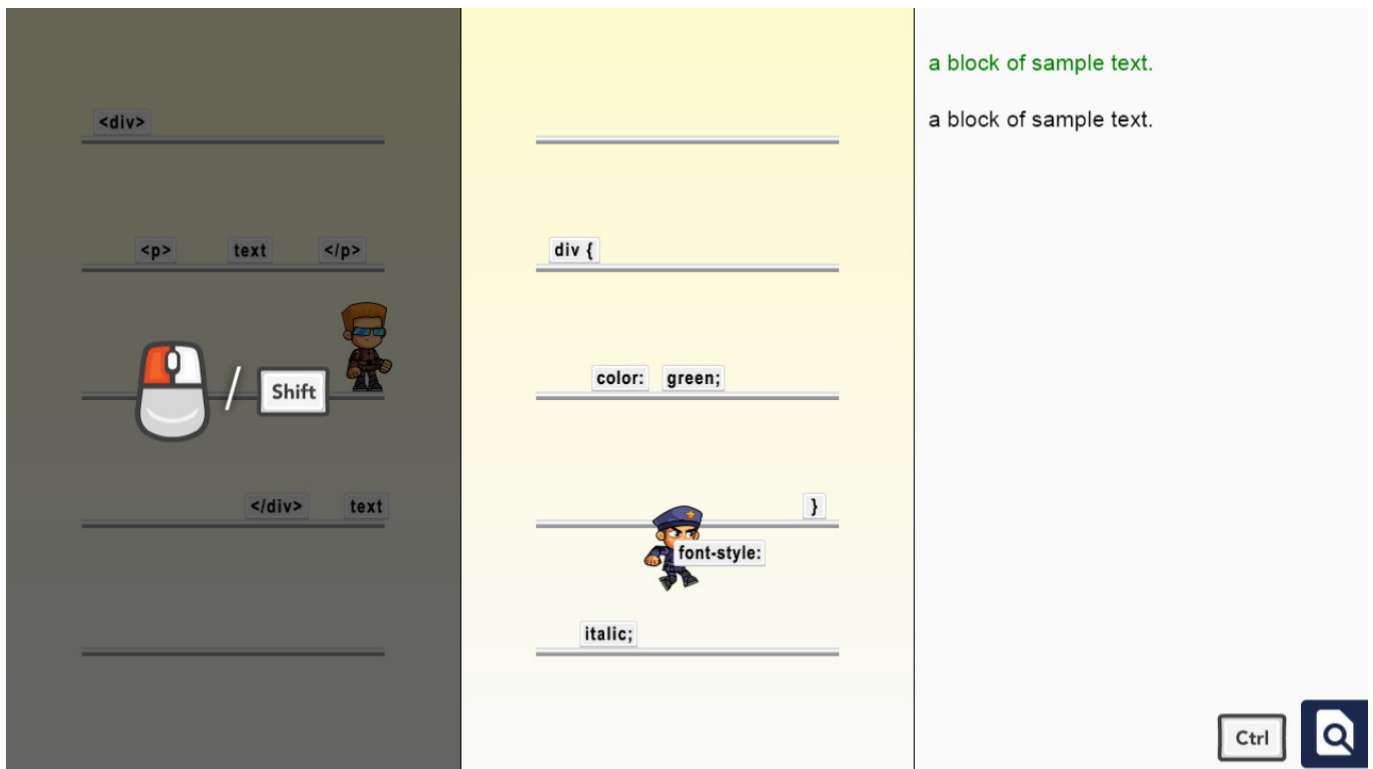


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## Super Markup Man Key



Download >>> <http://bit.ly/2HZEWqQ>

## About This Game

Learn HTML and CSS in the context of a 2D puzzle platformer! *Super Markup Man* teaches real web development practices without making you write any code. Simply carry the tags around the screen and watch your website render in real-time. Match your website with the preview to pass each level. The game includes:

- 100 levels/exercises
- HTML mode that covers basic tags like A, IMG, STRONG, and EM
- CSS mode for more advanced markup and styling
- Local co-op\*
- Optional "bug" setting to keep you on your toes
- Free Play mode where you can export levels to actual HTML files

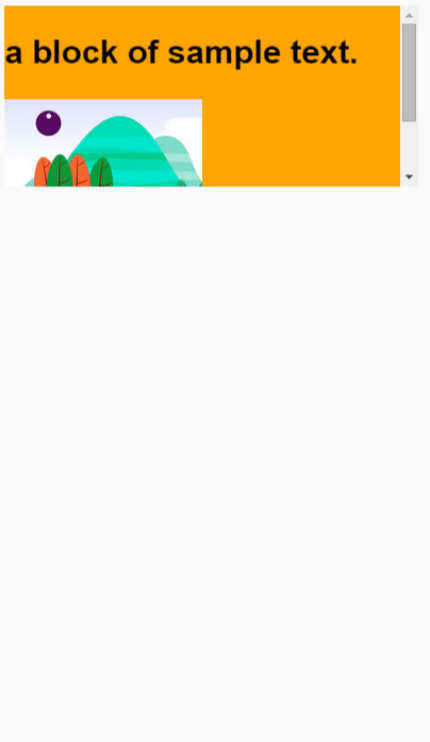



\* Note: Only Free Play and CSS Mode support local co-op. Player 2 will also need to use a gamepad (Xbox 360 controller recommended).

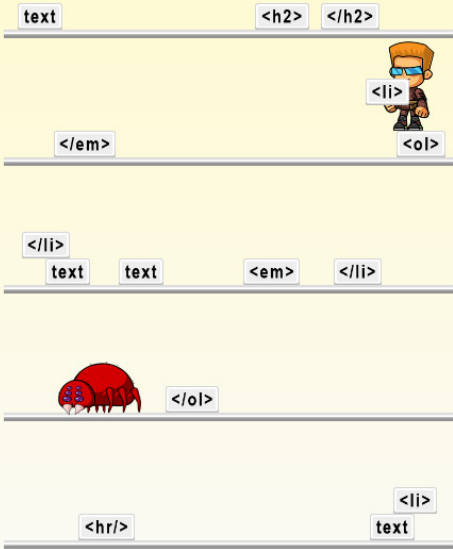
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Title: Super Markup Man  
Genre: Casual, Indie  
Developer:  
Ropy Chop Studios  
Publisher:  
Ropy Chop Studios  
Release Date: 16 Aug, 2016

7ad7b8b382

English,Simplified Chinese

<code>&lt;h2&gt;</code>	<code>text</code>	<code>div {</code>	<code>height:</code>		
					
<code>&lt;img/&gt;</code>	<code>&lt;div&gt;</code>	<code>scroll;</code>	<code>orange;</code>		
	<code>&lt;/div&gt;</code>	<code>overflow:</code>			
<code>&lt;/h2&gt;</code>		<code>25%;</code>	<code>background:</code>		
		<code>}</code>			



a block of sample text.

- a block of sample text. a block of sample text.



- a *block of sample text*.



`</p>`


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text

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`<hr/>`

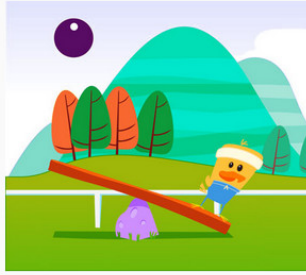
---

 `<img/>` text

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`<p>`

a block of sample text.



a block of sample text.

Ctrl



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super markup man. super markup in html. super markup man que es. super markup man badge

a great way to practice or learn the basics of html and css-- a lot of it has been review for me, which isnt necessarily what i was looking for, but for a beginner this would be perfect.  
and its not like reviewing what you already know ever hurts anything.

overall very fun and i recommend it highly.. This is an awesome way to get into HTML and CSS. My formatting skills were always a little hit or miss and having to check w3schools all the time was meh. This is a neat way to reinforce formatting of differnt tags into functionable code and I really think this game is helpful. I regret waiting so long with this on my wishlist.. It's good, but you could learn so much quickly if you could arrange the labels with the mouse. Moving the character is fun for 5 minutes, after that it's not really convenient.

Having completed some other free tutorials, what I appreciated about this game was the pace. You can really learn step by step and understand subtle differences. The way levels are built force you to take the time to practice simple concepts and prevents you to "jump" too soon to something too advanced for you.. Damn, I think I'm the first to M'buy this game.

I have a little bit of experince with HTML , I learned it for a year.

If this game would have been invented before,♥♥♥♥♥I would have tell my teacher to go ♥♥♥♥ herself and show her this game.

It is a user-friendly game, easy to understand with visual example, you don't have to be a smart person to get the idea.

If you want to learn HTML this is the game for you, buy it instead of wasting a year of your life on how to do a hyper link...

+It's Co-Op!. HTML&CSS Simulator Perfect.! ;=). This game kind of teaches you how to display elements using HTML and CSS but it is more like practice. It will definetly help you remember some things if you are rusty. BTW, self-study is a good way to learn something so don't get mad at this game just because you can't put that you beat it on your resume.. HTML&CSS Simulator Perfect.! ;=). great little game. a great way to practice or learn the basics of html and css-- a lot of it has been review for me, which isnt necessarily what i was looking for, but for a beginner this would be perfect.  
and its not like reviewing what you already know ever hurts anything.

overall very fun and i recommend it highly.. The game gives very basic instructions about how things should be divided, and starts off simple. With each increasing level it gives different blocks to place, or has you place them in different orders.

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While not the most exciting game, it is very helpful with learning the syntax for HTML. I would love to see more titles, Python or C++ would be cool.. Very repetitive and slow. Reminds me of basic math drills when I was a child.

. Overall, I very much enjoy this game. I started playing with some experience in HTML, but very little in CSS. I love the concept, and I feel like I'm learning. It gives the basics but also goes beyond that, showing how much you actually can do with the code. The learning curve is nice and steady.

I would totally recommend this game to any beginner who wants to learn, but I did have a couple little things that bothered me.

1. The gameplay is so slow! I like the idea of characters moving the tags, but it shouldn't take the character 5 seconds to fall one level. I found myself losing my train of thought sometimes, especially when the websites got more complex. I'd really like the option to speed them up, or maybe the option to just drag tags with the mouse.

2. If you're stuck, you're stuck. I haven't been able to find a help button anywhere (besides the gameplay basics). I'm currently at a level I don't know how to solve. I'm not sure how to go about learning how to solve it either. I guess I'll just have to keep playing around with it.

3. There's no explanations for the tags. With the pace of learning, I don't think you need direct explanations because you learn by figuring it out yourself, which I think is great. I love learning that way, but some things I know work, but I don't actually know why/how. It's be nice if the game would tell me, rather than me having to go to the internet.

4. I'd like the option to be able to see both my website and the preview at the same time, although some of the tags, like coding for height with a percentage, might complicate it.

I know this is a new game, and I think it's off to a great start! Now off to figure out that level!. Game completed.

This is actually a really cute little game, and might be a decent learning tool for coding structure, at least.

I'm not sure that locking the multiplayer co-op behind some single-player work entirely serves this game. The best argument I can see for that gatekeeping is that you want at least one player to have a solid grasp on the central mechanics before introducing the other, but either way it would seem like you'd want both players to be at the screen in the first section anyway, to pick up the basics.

Ultimately I beat the game in just two hours, but I have years of on-again, off-again experience with this stuff. And even I had to sit and tease out some of the solutions for a bit.

Very interested to see further work from this group, as well as hear feedback from someone using this as a teaching tool for a child and/or beginner. Gamification in education is a potentially powerful tool, after all. And this one is fairly easy to wrap one's head around, as far as the subject matter goes.. This game 's a good HTML & CSS tutorial for Beginners.. Very repetitive and slow. Reminds me of basic math drills when I was a child.

. The basic idea for the game is you have a series of platforms and some html tags (bits of css later) that you have to rearrange so that the html/css renders a certain way. The platformmer mechanic gets kind of annoying but I will say I had fun playing through some of the levels so I was able to power through. The look and feel is is pretty plain but I don't think it seems tacky. All in all, I'd say it's worth the price (\$3.99 at the time of this writing).. I am eager to learn markup, so yes, I like this game for such reason. I just wish that the game was longer so that one could learn even more.

#### REVIEW UPDATE:

I mistakenly clicked on "new game" instead of "continue" on the CSS section, and my game file disappeared/got deleted. I was currently on level 43.

I went directly to the Steamapps/common/Super Markup Man folder to check if I could restore my data, but to no avail, as there was no such remnants of such files. However, I did find a "solutions" folder with a "css-42.html" file that corresponds to the last level I had just solved.

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I feel like any game should allow any user to be able to click on "new game" without having their previous game's progress lost. Not only that, most games let you have several game files, and they also warn you before your game information is going to be deleted.

Furthermore, one would think that being able to go back to redo a previous level would be a readily available feature, not in this game.

**\*\* LATEST REVIEW UPDATE:**

Sunday, November 25, 2018

The developer (Ropyy Chop Studios) promptly fixed the issue.

All I have to say is the following:

"Awesome customer support. I didn't even have to wait a full day for the problem to be solved. Thanks.". The basic idea for the game is you have a series of platforms and some html tags (bits of css later) that you have to rearrange so that the html/css renders a certain way. The platformer mechanic gets kind of annoying but I will say I had fun playing through some of the levels so I was able to power through. The look and feel is pretty plain but I don't think it seems tacky. All in all, I'd say it's worth the price (\$3.99 at the time of this writing).. The game gives very basic instructions about how things should be divided, and starts off simple. With each increasing level it gives different blocks to place, or has you place them in different orders.



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