{

// TAS by DomTurchi, based on Nature Freak's 2.188

"marble/data/missions/beginner/mine.mis"

{

"Load Buffer & Camera Calibration"

frames 14 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.50630953357 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Jump (-0.018) & Camera Turn (0.733)"

frames 3480 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 750 1 ms

moveframe 1 ms

{

camera (0.02991262535 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

frames 10000 1 ms

}

}