**Dinky King – The Next Generation of Platform Game!**

I need your help – I was never any good at math and I’m designing a new game called “Dinky King”. It’s a platform game where my main character, Murrio, must save a captured princess by jumping over the barrels rolled down the platforms at him. Murrio climbs the ladders, which are at different angles, to get to the princess and save her.

All the platforms are parallel with a wedge at each end to make the barrel roll – hope that helps.

We are so close to completing it but I can’t calculate all the angles that the computer programmer needs in order to finish the game. Please find **all** the missing angles for the game:

Princess

![C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\ULMOKBU9\MC900132643[1].wmf]()

Barrel

![C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\8L4J49UP\MC900016825[1].wmf]()

Dinky King

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39°

47°

68°

132°

Please explain how you calculated each angle so that I won’t have to ask for help about this again.

I need mathematical explanations as my programmer is very picky about using the correct language.

23°

125°

110°

35°

Murrio



130°

Barrel

![C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\8L4J49UP\MC900016825[1].wmf]()

Barrel

![C:\Documents and Settings\al\Local Settings\Temporary Internet Files\Content.IE5\8L4J49UP\MC900016825[1].wmf]()