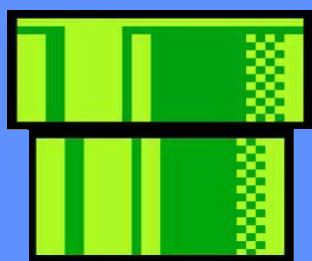


# SUPER MARIO BROS.



**Super Mario Bros.** is a platform game developed and published by Nintendo. The successor to the 1983 arcade game, Mario Bros., it was released in Japan in 1985 for the Famicom, and in North America and Europe for the Nintendo Entertainment System (NES) in 1985 and 1987 respectively. Players control Mario, or his brother Luigi in the multiplayer mode, as they travel the Mushroom Kingdom to rescue Princess Toadstool from Bowser. They must traverse side-scrolling stages while avoiding hazards such as enemies and pits with the aid of power-ups such as the Super Mushroom, Fire Flower, and Starman.

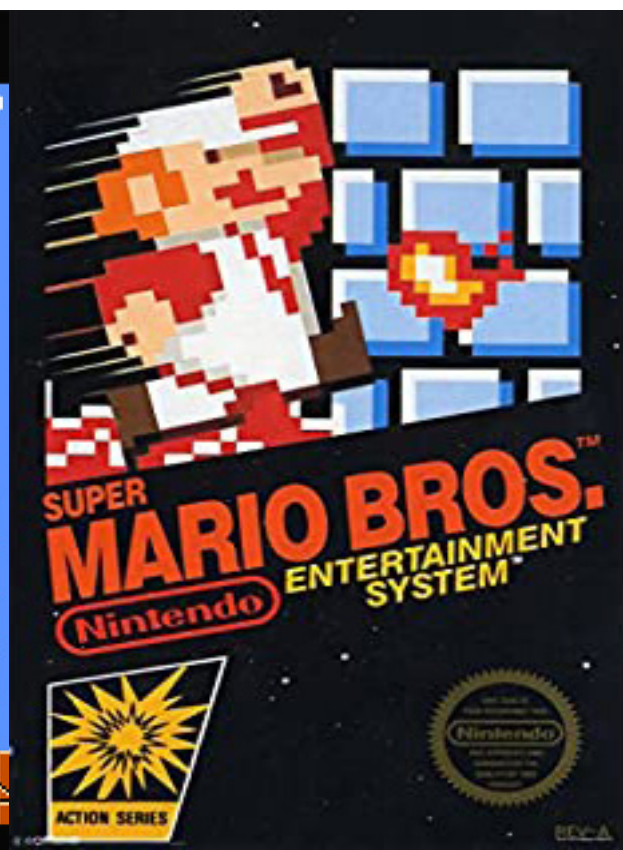
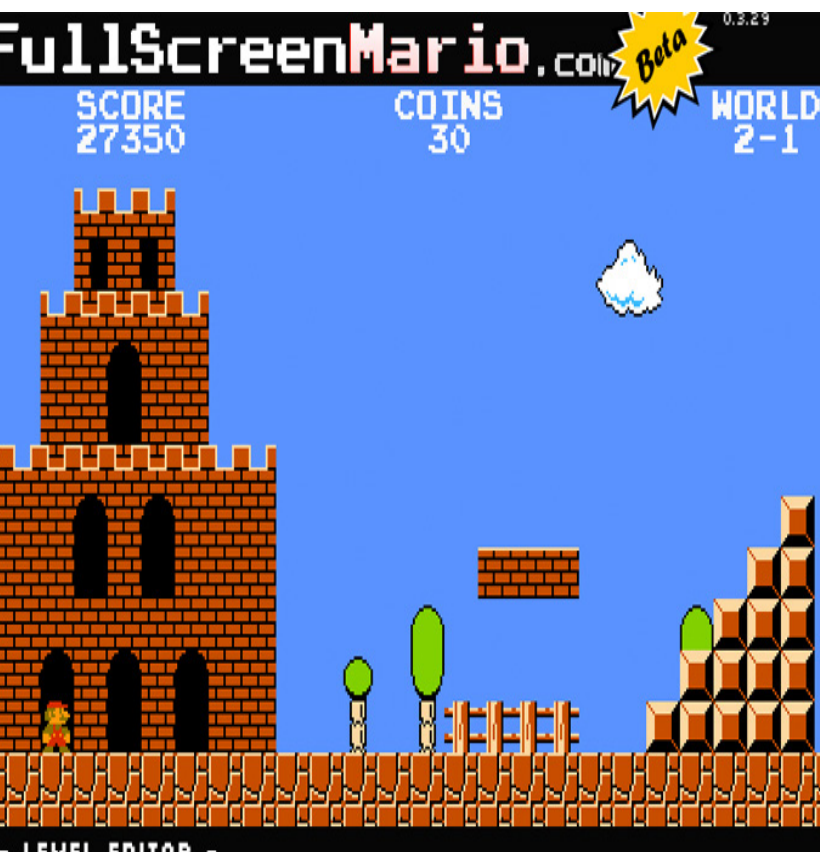


# Classic SUPER MARIO BROS.

**S**uper Mario Bros. is frequently cited as one of the greatest video games of all time, with praise on its precise controls. It is one of the bestselling games of all time, with more than 40 million physical copies. It is credited alongside the NES as one of the key factors in reviving the video game industry after the 1983 crash, and helped popularize the side-scrolling platform game genre. Koji Kondo's soundtrack is one of the earliest and most popular in video games, making music into a centerpiece of game design. The game inspired an expansive franchise including a long-running game series, an animated television series, and a feature film. Re-releases and cameos of the game are on most of Nintendo's following systems. Alongside Mario himself, Super Mario Bros. has become prominent in popular culture.

The game world features coins scattered around for Mario to collect and special bricks marked with a question mark (?), which when hit from below by Mario may reveal more coins or a special item. Other "secret", often invisible, bricks may contain more coins or rare items. If the player gains a Super Mushroom, Mario grows to double his size and gains the ability to break bricks above him. If Mario gets hit in this mode, then instead of dying he turns back to regular Mario.<sup>12</sup> Players start with a certain number of lives and may gain additional lives by picking up green spotted orange 1-Up mushrooms hidden in bricks, or by collecting 100 coins, defeating several enemies in a row with a Koopa shell, or bouncing on enemies successively without touching the ground.

**“Hoo hoo! Just what I needed!”**





The game was designed by Shigeru Miyamoto and Takashi Tezuka as “a grand culmination” of the Famicom team’s three years of game mechanics and programming. The design of the first level, World 1-1, serves as a tutorial for first-time video gamers on the basic mechanics of platform gameplay. The aggressively size-optimized profile was intended as a farewell to the Famicom’s cartridge medium in favor of the forthcoming Famicom Disk System, whose floppy disks temporarily became the dominant distribution medium for a few years.

In Super Mario Bros., the player takes on the role of Mario, the protagonist of the series. Mario’s younger brother, Luigi, is controlled by the second player in the game’s multiplayer mode and assumes the same plot role and functionality as Mario. The objective is to race through the Mushroom Kingdom, survive the main antagonist Bowser’s forces, and save Princess Toadstool. The game is a side-scrolling platformer; the player moves from the left side of the screen to the right side in order to reach the flag pole at the end of each level.

**“Thank you so much for playing my game!”**