**Super Mario**

**Home**

***Super Mario Bros.*** is a 1985 platform video game initially developed by Nintendo EAD and published by Nintendo as a pseudo-sequel to the 1983 game *Mario Bros.* It was originally released in Japan for the Family Computer on September 13, 1985, later for the Nintendo Entertainment System in North America in 1985, Europe on May 15, 1987 and Australia in 1987. It is the first of the Super Mario series of games. In Super Mario Bros., the player controls Mario and in a two-player game, a second player controls Mario's brother Luigi as he travels through the Mushroom Kingdom in order to rescue Princess Toadstool from the antagonist Bowser.

The game has been highly influential, popularizing the side-scrolling genre. In 2005, IGN's poll named it as The Greatest Game Of All Time. The game also sold enormously well, and was the best-selling game of all time for approximately three decades, until Wii Sports took that title. The commercial success of *Super Mario Bros.* has caused it to be ported to almost every one of Nintendo's major gaming consoles. Nintendo released special red variants of the Wii and Nintendo DSi XL consoles in re-packaged, Mario-themed, limited edition bundles in late 2010 as part of the 25th anniversary of the game's release.

**About**

In Super Mario Bros., the character Mario sets off on an adventure to save Princess Toadstool from King Koopa (both later renamed to Princess Peach and Bowser, respectively). Princess Toadstool is capable of reversing the black magic of King Koopa, which explains his motives for kidnapping her. King Koopa uses his magic on the Mushroom Kingdom and transforms the Toads of the land into mushrooms and stones. In the multiplayer mode, the second player will take control of Mario's brother Luigi when the first player loses a life.

One day, the Mushroom Kingdom was unexpectedly invaded by King Bowser Koopa and his minions. They used their black magic to transform the Toads of the kingdom into bricks and mushrooms, which were scattered throughout the land. Koopa kidnaps Princess Peach and Toadstool. This is very Troubling news that he also Kidnaped Toadstoal becuase he is the only person capable of reversing the effects of the Koopa's black magic, and traps her in his most guarded castle. Far far away, Mario and his brother Luigi, a couple of plumbers, heard about what has happened and immediately set off to save the Mushroom Kingdom.

Interestingly, the manual states that Mario is "maybe" the hero of the game, indicating that the conclusion of the game is up to the player. If the player manages to travel through each world, thus saving the Mushroom Retainers that were captured in each of the world's castles, then he'll ultimately face Bowser at the end of world eight. Bowser proves to be the most challenging of all the bosses in the game (the rest of them, while similar in appearance, were actually standard enemies dressed up as Bowser), and if Mario manages to bypass him then he'll save the princess, thus ending the game. After completing the game, a second quest becomes available. In the second quest, the game is mostly the same save a few changes. For example, all Goombas are now Buzzy Beetles.

**Characters**

In Super Mario there are various types of characters…

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| Small Mario | **[SMB3 Smallmario.svg](http://www.mariowiki.com/File:SMB3_Smallmario.svg)** | Mario's weakest form used when a new game begins. If Mario touches an enemy while in this form, he loses a life. |
| [Super Mario](http://www.mariowiki.com/Super_Mario) | **[Super Mario SMB3.PNG](http://www.mariowiki.com/File:Super_Mario_SMB3.PNG)** | The form Mario turns into after obtaining a [Super Mushroom](http://www.mariowiki.com/Super_Mushroom) in small form. Mario gains the ability to break [Brick Blocks](http://www.mariowiki.com/Brick_Block) in this state. If Mario touches an enemy while in this form, he shrinks back to his small form. |
| [Fire Mario](http://www.mariowiki.com/Fire_Mario) | **[Fire Mario SMB3.PNG](http://www.mariowiki.com/File:Fire_Mario_SMB3.PNG)** | After utilizing a [Fire Flower](http://www.mariowiki.com/Fire_Flower), Mario will turn into Fire Mario, giving him the ability to defeat enemies by shooting [fireballs](http://www.mariowiki.com/Fireball) at them. |
| [Raccoon Mario](http://www.mariowiki.com/Raccoon_Mario) | **[Raccoon Mario SMB3.PNG](http://www.mariowiki.com/File:Raccoon_Mario_SMB3.PNG)** | After using the [Super Leaf](http://www.mariowiki.com/Super_Leaf), Mario will transform into Raccoon Mario. In this state, Mario can spin his tail to attack most enemies, and he can also fly for a short period of time after gaining enough speed. |
| [Tanooki Mario](http://www.mariowiki.com/Tanooki_Mario) | **[Tanooki Mario SMB3.PNG](http://www.mariowiki.com/File:Tanooki_Mario_SMB3.PNG)** | After obtaining the [Tanooki Suit](http://www.mariowiki.com/Tanooki_Suit), Mario transforms into Tanooki Mario. Along with the abilities to fly and attack with his tail, Mario can turn into a statue to confuse his enemies for a short period of time. |
| [P-Wing](http://www.mariowiki.com/P-Wing) | **[MarioPWingSMB3.gif](http://www.mariowiki.com/File:MarioPWingSMB3.gif)** | The [P-Wing](http://www.mariowiki.com/P-Wing) looks and behaves similarly to the Raccoon Suit, but includes a large "P" on Mario's chest and allows for indefinite flight. After a level is cleared with this form, Mario will transform back into Raccoon Mario. |
| [Frog Mario](http://www.mariowiki.com/Frog_Mario) | **[Frog Mario SMB3.PNG](http://www.mariowiki.com/File:Frog_Mario_SMB3.PNG)** | Mario will turn into Frog Mario after retrieving the [Frog Suit](http://www.mariowiki.com/Frog_Suit). The Frog Suit allows Mario to swim much easier, but impedes his movement on land drastically. |
| [Hammer Mario](http://www.mariowiki.com/Hammer_Mario) | **[Hammer Mario SMB3.PNG](http://www.mariowiki.com/File:Hammer_Mario_SMB3.PNG)** | Upon obtaining the [Hammer Suit](http://www.mariowiki.com/Hammer_Suit), Mario will turn into Hammer Mario. In this state, Mario can defeat enemies by throwing hammers, and can shield himself from fireballs by using his shell, but cannot slide down hills. |
| [Invincible Mario](http://www.mariowiki.com/Invincible_Mario) | **[RainbowMario.gif](http://www.mariowiki.com/File:RainbowMario.gif)** | After getting a [Starman](http://www.mariowiki.com/Starman), Mario will become invincible, and cannot be harmed by any enemies or obstacles. Along with the bonus of invincibility, Mario can also defeat most enemies without jumping on or throwing projectiles at them. This will only last for a short period of time, and Mario will still lose a life if he falls into an abyss or in a pool of lava. |