**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.11

**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 |  | 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) |  | 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) |  | 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) |  | 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. |

**Creators**

Super Mario Bros, the successor to the 1983 arcade title Mario Bros., was designed by Shigeru Miyamoto and Takashi Tezuka, both of whom belonged to Nintendo's former Creative Department at the time. The game's development was motivated by a desire to give Famicom (i.e., Nintendo Entertainment System game cartridges) a swan song in light of the forthcoming Famicom Disk System, and to further progress Nintendo's work on "Athletic games". Originally, the game was based around a shooting mechanic with very different controls. This may have made the final product as a special level, but a desire to focus on jumping and the mapping of the mechanic to the A button resulted in its being dropped.

Unlike in Mario Bros., where Mario would be hurt by stomping on turtles without first flipping them on their backs, Mario could defeat turtles by stomping on their shells, as the developers decided the previous method had been illogical. The ability to have Mario change size was a result of basing level design around a smaller Mario, then intending to make his size bigger in the final version. They later decided it would be fun to have Mario become bigger as a Power-up. Early level design was focused on teaching players that Mushrooms were distinct from Goombas and would be beneficial to them: In World 1, level 1, the first Mushroom is difficult to avoid if it is released.