**New Game Proposals**

Fauzan’s Idea

**Project Title**: *Mario and Luigi: Twisted Paradox*

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**Date**: December 30, 2024

**Executive Summary**

This proposal outlines the concept for an innovative RPG crossover game, *Mario and Luigi: Twisted Paradox*, combining the rich worlds and characters of the *Mario and Luigi* franchise with *Sonic the Hedgehog*. The game will feature a unique blend of turn-based and action-oriented gameplay, where Mario, Luigi, Sonic and Tails will team up to overcome a familiar foe. By uniting the strengths of the Mario and Sonic franchises, this project aims to appeal to both Mario and Sonic fans by giving them the crossover entry many have been wanting for years in a heartfelt JRPG.

**1. Introduction**

The *Super Mario* and *Sonic the Hedgehog* franchises have enjoyed decades of success, with both series having established iconic characters, gameplay mechanics, and lore. While these two beloved franchises have crossed paths in various forms of media, including racing and Olympic games, this proposal explores a deeper crossover in the form of a role-playing game (RPG). This game will provide fans with a fresh narrative, new gameplay mechanics, and an unforgettable experience by merging the two universes in a new genre, taking advantage of the strengths of both.

**2. Game Concept**

**Title**: *Mario and Luigi: Twisted Paradox*

**Platform**: Nintendo Switch

**Genre**: RPG (Turn-based/Action Hybrid)

**Target Audience**: Ages 10-40, RPG enthusiasts, Mario & Sonic fans, casual gamers

**Mode**: Single-player

**3. Story and Setting**

The game takes place in a newly discovered world where both the Mushroom Kingdom and Sonic's world collide due to a mysterious force. A villain from the IDW Sonic the Hedgehog comic becomes the villain for this entry, Dr. Starline. By researching the effects of the Warp Topaz and the Chaos Emeralds he had found, he aims to not only conquer his world, but shaping other worlds into his vision too with the help of a familiar foe. Sonic and Tails know of this and plan to put a stop to it. Unfortunately, they arrive too late to the scene and Dr. Starline successfully manages to cause and inter-dimensional rift to happen. This causes other rifts to appear in other worlds including Mario’s world. Mario, Luigi, Sonic, Tails and other familiar characters are displaced in an unknown location. They must team up and and put an end to Dr. Starline’s plans encountering endearing and charming characters along the way.

**Key Plot Elements**:

* **Dr. Starline**: A scientist who was initially a fanatic for Dr. Eggman but has since gone his own ways due to a fall out that happened between them. Using the power of the Warp Topaz and Chaos Emeralds, he can create powered up mechanical foes for our heroes to overcome.
* **Team Up**: Mario and Sonic, along with their friends, must learn to work together, combining the Bros. signature Bros. Moves and Bros. Attacks with Sonic and Tails’ gadgets, jumps and special QuadTeam Attacks utilizing all four characters.
* **Dimensional Rifts**: Different areas of the game will represent both Mario’s Mushroom Kingdom and Sonic’s World, with new worlds created by the merging of the two universes. Players will travel between them to solve puzzles and face unique challenges.
* **Heartfelt Narrative**: The cast of Mario and Sonic will be able to have the chance to interact with one another. Leading to humours and heartfelt moments that are sure to please fans of both series.

**4. Gameplay Mechanics**

The game will blend traditional turn-based RPG mechanics with action-oriented gameplay, capitalizing on the strengths of both franchises.

* **Turn-Based Combat**: Players will control teams of Mario, Luigi, Sonic, Tails, and others in a turn-based combat system that allows strategic decision-making. Each character will have unique abilities tied to their skills (e.g., Mario's Fireball, Sonic’s Spin Dash, Luigi’s Vacuum).
* **Action Sequences**: Between battles, certain areas will feature action-platforming sequences, including Sonic's high-speed runs, Mario’s jumping puzzles, and Luigi’s ability to interact with environmental objects.
* **Team Synergy**: Throughout the game, players will unlock “Quad Moves” where characters from both worlds can combine their powers for devastating combo attacks. For example, Sonic could spin off Mario’s Cape ability to deal massive damage.

**5. Characters and Abilities**

* **Mario**: Since the Mario and Luigi series has no defined trait for each character, Mario has as much effectiveness as other characters do. His range of Bros. Attacks are more damaging but most only target a specific enemy at a time, he is most valuable during boss battles.
* **Luigi**: Luigi is more involved during battles especially with the return of the Luigi Logic mechanic from Mario and Luigi: Brothership. Allowing for more innovative boss battles and set pieces. His range of Bros. Attacks target multiple enemies but he has to rely on LUCKY! Hits to deal the most effective damage.
* **Sonic**: New to the Mario and Luigi series, Sonic makes his debut. He teams up with Tails to use Gadgets that Tails built to aid them in battle. He has the highest speed status of the four characters and usually gets to attack first in battles. His damage is the lowest of the four characters so he has to use Gadgets a lot.
* **Tails**: Tech genius who can craft gadgets, fly, and deal aerial damage.
* **Bowser**: A constant thorn in your side throughout the narrative. He has issues with Dr. Eggman whom he reluctantly teams up with. Players are able to make use of his moves from Mario and Luigi: Bowser’s Inside Story through various intermissions throughout the narrative
* **Dr. Eggman**: Teams up with Bowser for an unknown motive, he will be the player’s partner in Bowser’s battles.

**6. Art and Visual Style**

The visual style will follow the style of the Mario and Luigi series. Adapting Sonic characters into its iconic anime-esque art style. Blending 3D cel-shading with a gorgeous world.

**7. Music and Sound Design**

The music will be composed by Yoko Shimomura with help from Hideki Sakamoto. The soundtrack will comprise of whimsical, head bopping tunes with recurrent leitmotifs for characters.

**8. Market Analysis**

Both *Super Mario* and *Sonic the Hedgehog* have massive fanbases that span generations. A cross-over RPG that combines the strategic depth of Mario’s universe with the speed and action of Sonic’s world offers a unique opportunity to capitalize on both franchises' legacies. Additionally, the RPG genre is seeing a resurgence, with games like *Super Mario RPG* and *Sonic Chronicles* inspiring nostalgia, while also attracting new players looking for a deep and engaging story.

**9. Development Timeline and Budget**

**Development Timeline**:

* Pre-production (Concept Art, Story, Prototyping): 6 months
* Full Production (Design, Development, Testing): 18 months
* Beta Testing and Launch Preparation: 6 months
* Release Date: 24 months from project initiation

**Estimated Budget**:

* Development: $30 million
* Marketing & Distribution: $10 million
* Total Estimated Cost: $40 million

**10. Conclusion**

*Mario and Luigi: Twisted Paradox* is poised to deliver a thrilling and unique RPG experience by combining the best aspects of two of gaming’s most iconic franchises. The blend of turn-based combat, fast-paced action, and cooperative gameplay will appeal to a wide range of players, reinvigorating the RPG genre while offering fans a fresh adventure with their favorite characters. With an engaging story, nostalgic music, and innovative gameplay mechanics, this crossover game promises to be a standout hit.

We are confident that *Mario and Luigi: Twisted Paradox* will be a success and become a key title in both franchises’ legacies.

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