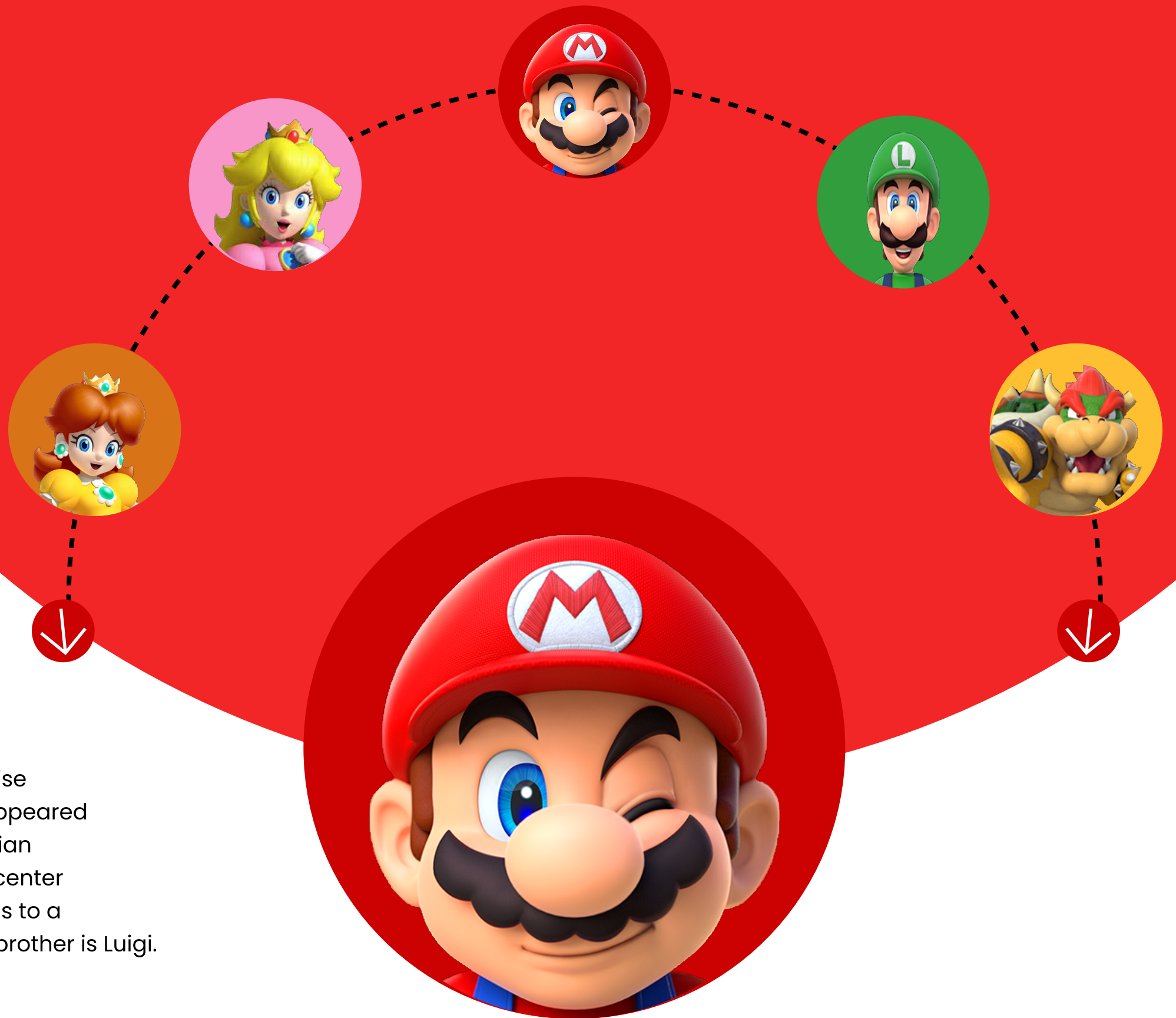


Mario

“It’s a Me, Mario!”

Mario is a fictional character created by Japanese video game designer Shigeru Miyamoto. He is the title character of the Mario video game franchise and the mascot of Japanese video game company Nintendo. Mario has appeared in over 200 video games since his creation. Depicted as a short, pudgy, Italian plumber who resides in the Mushroom Kingdom, his adventures generally center on rescuing Princess Peach from the Koopa villain Bowser. Mario has access to a variety of power-ups that give him different abilities. Mario's fraternal twin brother is Luigi.

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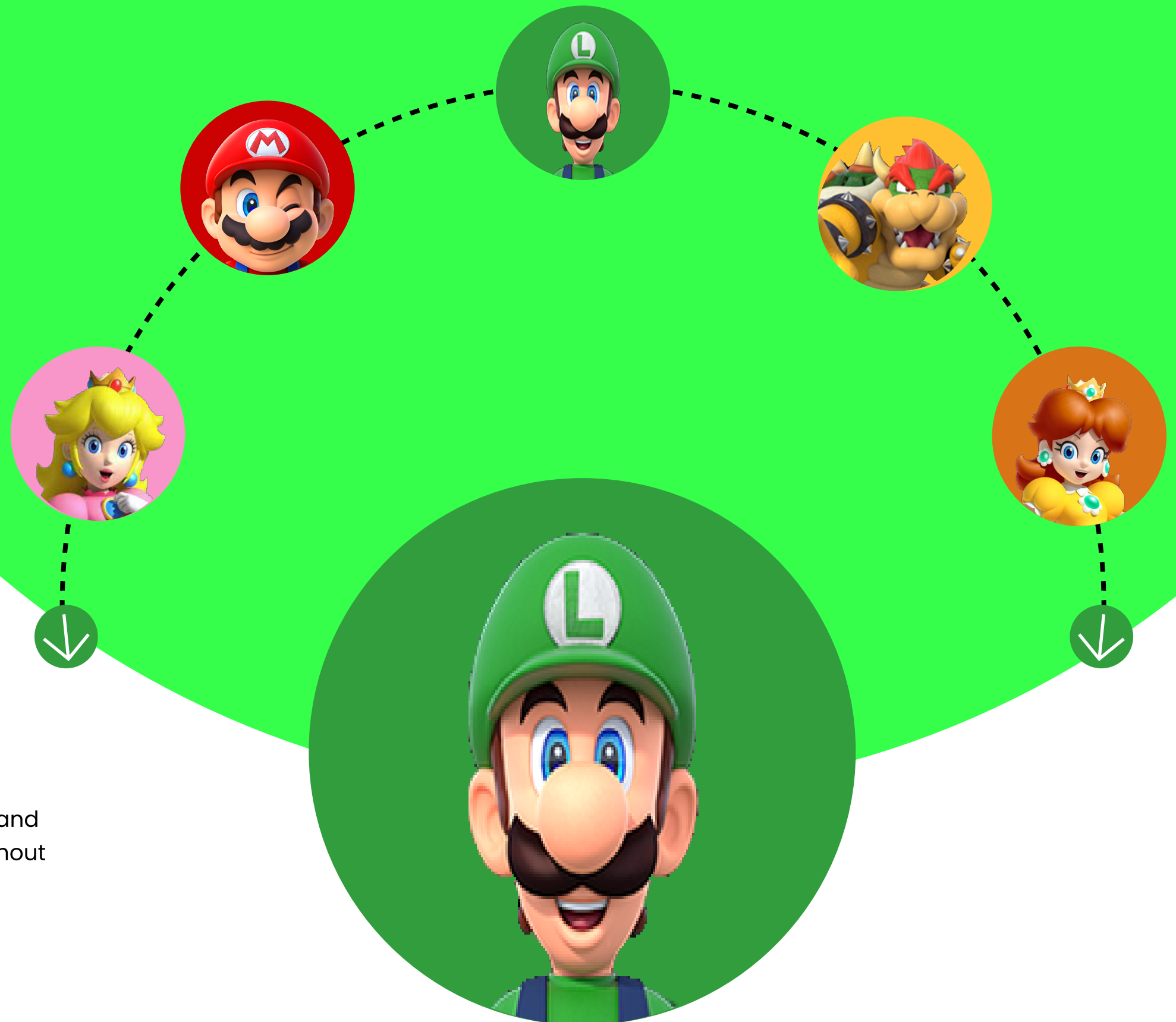


Luige

“It’s a Me, Luige!”

luige is a fictional character featured in video games and related media released by Nintendo. Created by Japanese video game designer Shigeru Miyamoto, Luigi is portrayed as the younger fraternal twin brother and sidekick of Mario, Nintendo’s mascot. Luigi appears in many games throughout the Mario franchise, oftentimes accompanying his brother.

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King Koopa

“Gruuuu”

King koopa is a fictional character, the primary antagonist in Nintendo's Mario franchise, and the archenemy of Mario. In Japan, the character bears the title of Daimaō. Bowser is the leader of the turtle-like Koopa race. Despite the fact that Bowser has teamed up with Mario in a few games, his ultimate goals are to kidnap Princess Peach and to defeat Mario and Luigi to conquer the Mushroom Kingdom. Bowser's defining traits are his monstrous appearance with dragon-like elements, full-throated roar, fire-breathing abilities, cruel personality, bestial reptilian voice, never-ending conflict with Mario, and unrequited crush for Peach.

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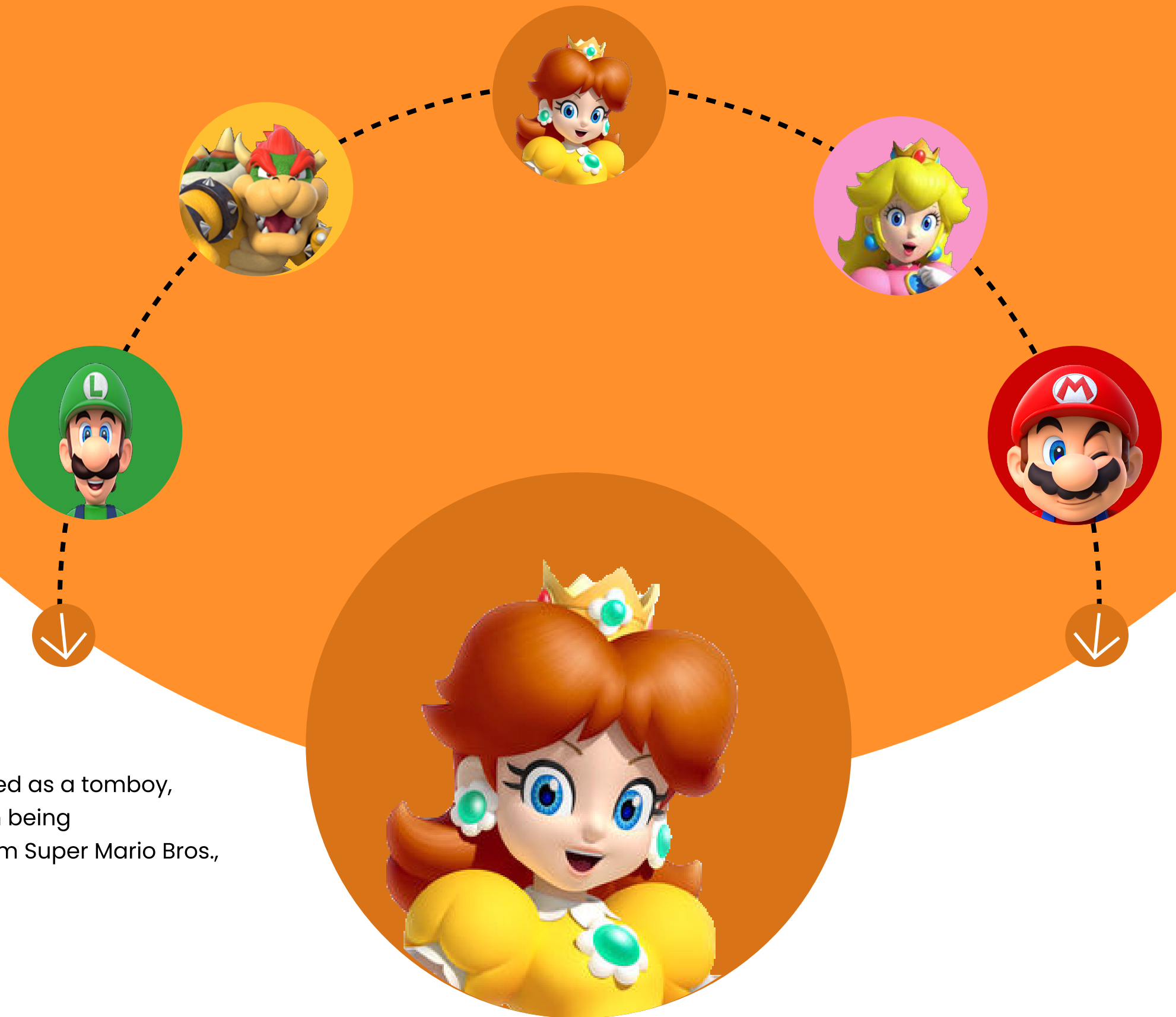


Princess Daisy

“Daisy!!!!!”

Princess Daisy is a fictional character in the Mario series of video games. She debuted in 1989's Super Mario Land as the ruler of Sarasaland. Described as a tomboy, she has been rumored to be Luigi's love interest, similarly to Princess Peach being the love interest of Mario.[4] This became the plot of the 1993 live-action film Super Mario Bros., in which Luigi saves Daisy from King Koopa.

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Princess Peach

“Mario!!”

Princess Peach is a fictional character in Nintendo's Mario franchise, created by Shigeru Miyamoto and introduced in the 1985 original Super Mario Bros. installment. She is the princess regnant and ruler of the Mushroom Kingdom, where she resides in her castle along with Toads.

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