

## Level Analysis – New Super Mario Bros

### Superstar Road 8 – Pendulum Castle

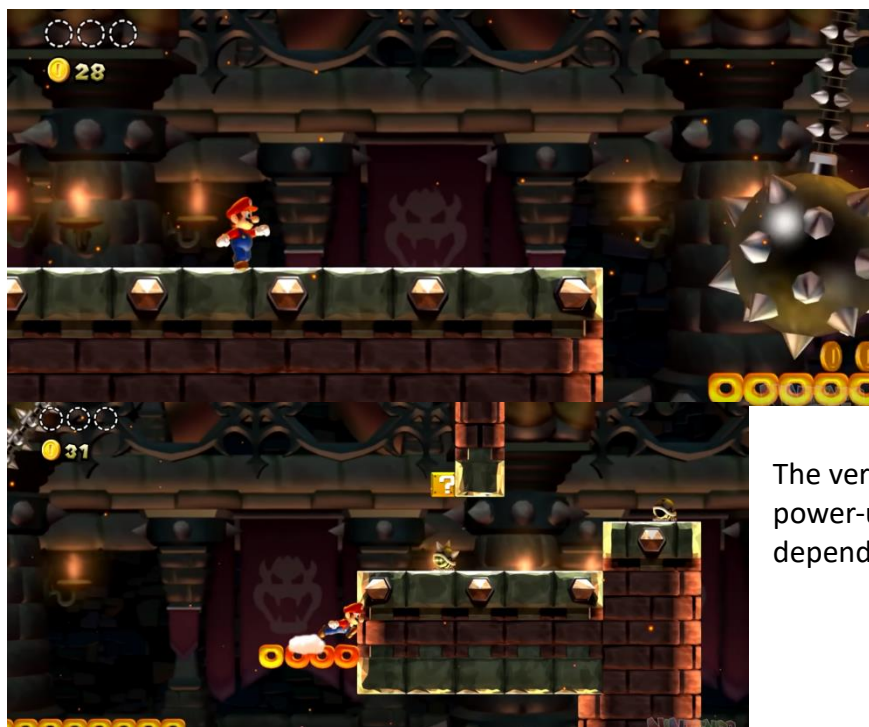
#### Short Description:

This level is considered the second-to-last one in the game New Super Mario Bros. The Superstar Road, in general, is only accessible if a player collects all three Star Coins in each level. It is considered the second-to-last level, rather than the actual last, because players can complete the levels in any order they choose. The final level unlocks only if a player collects every Star Coin in each level of Superstar Road.



The level takes place in a castle where there is little solid ground. Instead, small yellow platforms serve as a substitute. However, if Mario stays on them too long, they start to fall, leading to a restart of the level. To make the level even harder Morningstars were added, which swing like pendulums from side to side, giving the level its name, *Pendulum Castle*. These Morningstars restrict Mario from running forward without care, rather he is forced to stop and wait for the Morningstar to complete its swing. Hesitating for too long can result in the yellow platforms falling, causing Mario to lose a life and restart the level.

#### Guide through the Level:



The level starts with solid ground, but the yellow platforms and the Morningstar are visible.

The very first question block is a power-up or a mushroom depending on the state of Mario.

Here it is visible that Mario got a power-up namely the ice flower, which shoots ice-balls and freezes the enemies.



This is a case of Mario not able to go straight forward, he has to wait for the Morning star to turn to the another side.



In this case Mario can run straight forward, but only for a short while until the Morningstar turns left. The first Star Coin is visible as well, which is one of the 4 distinctive spots.





To get the Star Coin you have to wait for the yellow platform to fall. After collecting the Star Coin you have to immediately jump to save yourself.



The yellow platform will reappear after a short while.



After running on the series of yellow platforms there is a hidden pipe that leads Mario to the second Star Coin.



This small room is filled with obstacles. To get the Star Coin Mario has to “open” the question block to get the Star power-up, which makes Mario invulnerable for a few seconds.



This is Mario being invulnerable and getting the Star Coin.



Right after it is possible to get another mushroom/ice-flower.





This near the end where Mario only has very few yellow platforms to stand on, which is a spot where Mario can easily fall down.



Here the Player gave up on his power-up to have to reach the solid ground faster.



To get the last Star Coin Mario has to hump on the question switch. This will make red blocks appear, but only for a few seconds, meaning that Mario has to hurry up to get to the other side while avoiding the Morningstar, or just rush run into it, if he is not the small Mario. The problem is that if you are too slow you may have crossed in time but you won't be able to get the Star Coin, because there are no rec blocks you will fall down and have to restart.





The last pipe will lead you to the exit in which Mario can still fall into his demise.



### Distinctive Spots:

To summarize, the 4 distinctive spots are the first Star Coin where Mario has to play the patient game. The second is the second Star Coin where Mario needs to get the Star power-up to get it. The third is near the end where Mario has only very few yellow platforms to stand on and the last is the third Star Coin where Mario has to fight against time to collect the last Star Coin.

