**Mario & Luigi through time**

* Mario Bros. – 1983

Platform – Arcade

Director – Shigeru Miyamoto and Gunpei Yokoi

About – Italian plumber Mario and his twin brother Luigi exterminate creatures emerging from the sewers by knocking them upside-down and kicking them away.

Trailer - <https://www.youtube.com/watch?v=ly8DofqCuOs>

* Super Mario Bros. – 1986

Platform – Nintendo NES

Director – Shigeru Miyamoto and Takashi Tezuka

About – Players control Mario, or his brother Luigi in the multiplayer mode, as they travel the Mushroom Kingdom to rescue Princess Toadstool from Bowser (King Koopa). They traverse side-scrolling stages while avoiding hazards such as enemies and pits with the aid of power-ups such as the Super Mushroom, Fire Flower and Starman.

Trailer – <https://www.youtube.com/watch?v=ETFehd5o9K4>

* Super Mario World - 1990

Platform – Super NES

Director – Shigeru Miyamoto and Takashi Tezuka

About – The story follows Mario's quest to save Princess Toadstool and Dinosaur Land from the series' antagonist Bowser and his minions, the Koopalings. The gameplay is similar to that of earlier Super Mario games: players control Mario or his brother Luigi through a series of levels in which the goal is to reach the goalpost at the end. Super Mario World introduced Yoshi, a dinosaur who can eat enemies, as well as gain abilities by eating the shells of Koopa Troopas.

Trailer – <https://www.youtube.com/watch?v=RJ1w-venSAE>

* Super Mario Kart – 1992

Platform – Super NES

Designer – Shigeru Miyamoto

About – In the Mario Kart series, players compete in go-kart races, controlling one of a selection of characters, mainly from the Mario franchise. Up to sixteen characters can compete in each race (the exact number varies between games).

Trailer – <https://www.youtube.com/watch?v=d6WLufD-VCg>

* Super Mario 64 – 1996

Platform – Nintendo 64

Director – Shigeru Miyamoto

About – The first Super Mario game to feature 3D gameplay, it features freedom of movement within a large open world based on polygons, combined with traditional Mario gameplay, visual style, and characters. As Mario, the player collects Power Stars while exploring Princess Peach's castle and must rescue her from Bowser.

Trailer – <https://www.youtube.com/watch?v=8Fk5sRwbEWI>

* Luigi Mansion – 2001

Platform – GameCube

Designer – Hideki Konno

About –

Trailer – https://www.youtube.com/watch?v=CYhGQeBwyRk

* Super Mario Sunshine – 2002

Platform – GameCube

Director – Yoshiaki Koizumi and Kenta Usui,

About – The game takes place on the tropical Isle Delfino, where Mario, Toadsworth, Princess Peach, and five Toads are taking a vacation. A villain resembling Mario, known as Shadow Mario, vandalizes the island with graffiti and leaves Mario to be wrongfully convicted for the mess. Mario is ordered to clean up Isle Delfino, using a device called the Flash Liquidizer Ultra Dousing Device (F.L.U.D.D.), while saving Princess Peach from Shadow Mario.

Trailer – <https://www.youtube.com/watch?v=arvnhNPUrl0>

* Super Mario Galaxy - 2007

Platform – Nintendo Wii

Director – Shigeru Miyamoto

About – As Mario, the player embarks on a quest to rescue Princess Peach, save the universe from Bowser, and collect 120 Power Stars, after which the player can play the game as Luigi for a harder experience. The levels in the game consist of galaxies filled with minor planets and worlds, with different variations of gravity, the central element of gameplay. The player character is controlled using the Wii Remote and Nunchuk, and completes missions, fights bosses, and reaches certain areas to collect Power Stars. Certain levels use the motion-based Wii Remote functions.

Trailer – <https://www.youtube.com/watch?v=rmN8DHZYNCg>

* Super Mario Odyssey – 2017

Platform – Nintendo Switch

Designer –

About – In Odyssey, Mario explores various kingdoms and collects Power Moons hidden inside them, used as a source of fuel to power "The Odyssey", an airship, to travel to new locations. Cappy's main function is the "capture" ability, letting Mario possess enemies and other objects, helping him solve puzzles and progress in the game. After completing the main story mode, other post-game kingdoms are unlockable and an additional minigame, "Luigi's Balloon World", is playable. The game supports multiplayer and virtual reality via a Nintendo Labo kit.

Trailer – <https://www.youtube.com/watch?v=5kcdRBHM7kM>

* Mario

Platform –

Designer –

About –

Trailer –