

= Super Mario Bros. : The Lost Levels =

Super Mario Bros. : The Lost Levels is a 1986 side @-@ scrolling , platformer action game developed and published by Nintendo as the sequel to the 1985 Super Mario Bros. The games are similar in style and gameplay apart from a large increase in difficulty . Like the original , Mario or Luigi venture to rescue the princess from Bowser . Unlike the original , the game has no two @-@ player option and Luigi is differentiated from his twin plumber brother by having less ground friction and higher jump height . The Lost Levels also introduces setbacks like poison mushroom power @-@ ups , counterproductive level warps , and mid @-@ air wind gusts . The main game has 32 levels across eight worlds , followed by five bonus worlds .

The Lost Levels was first released in Japan for the Family Computer Disk System as Super Mario Bros. 2 (Japanese : ???????????? 2) on June 3 , 1986 , following the success of its predecessor . It was developed by Nintendo R & D4 , the team led by Mario creator Shigeru Miyamoto . Nintendo of America considered the game too difficult to sell in North America and instead sold a retrofitted version of Japanese game Doki Doki Panic as its Super Mario Bros. 2 . The game was not released in North America until its inclusion (with numerous alterations) on the 1993 Super Nintendo Entertainment System compilation Super Mario All @-@ Stars . It was later ported to the Game Boy Color , Game Boy Advance , and Virtual Console (Wii , Nintendo 3DS , and Wii U) .

The game is known for its intense difficulty . Reviewers characterized the game as an extension of the original release , continuing the difficulty progression of its forebear . In this way , some recommended the The Lost Levels for those who mastered the original . Video game journalists appreciated the game 's challenge in a speedrunning context . The game gave Luigi his first character traits and introduced the poison mushroom power @-@ up , which would be used throughout the Mario franchise . The Lost Levels was the most popular game on the Disk System , for which it sold about 2 @. @ 5 million copies . In 2014 , IGN ranked the game among the bottom of its top 125 Nintendo games .

= = Gameplay = =

Super Mario Bros. : The Lost Levels is a side @-@ scrolling , platformer action game similar in style and gameplay to the original 1985 Super Mario Bros. , save for an increase in difficulty . As in the original , Mario (or Luigi) venture to rescue the princess from Bowser . The player jumps between platforms , avoids enemy and inanimate obstacles , finds hidden secrets (like the warp zone and vertical vines) , and collects power @-@ ups like the Mushroom (which makes Mario grow) , the Fire Flower (which lets Mario throw fireballs) , and the Invincibility Star . Unlike the original , there is no two @-@ player mode and the player chooses between the twin plumbers , who are differentiated for the first time , at the title screen . Luigi , designed for skilled players , has less ground friction and higher jump height . Mario is faster .

The game 's difficulty picks up from near the end of the original and progressively increases . The Lost Levels introduces obstacles including poison mushrooms , level warps that set the player farther back in the game , and wind gusts that redirect the player 's course mid @-@ air . Some of the game 's levels require " split @-@ second " precision . There were also some graphical changes , though the soundtrack is identical . After each boss fight , Toad tells Mario that " our princess is in another castle ! " The main game has 32 levels across eight worlds and five bonus worlds . A hidden World 9 is accessible if the player does not use a warp zone . Bonus worlds A through D are accessible when the player plays through the game eight times , for a total of 52 levels .

= = Development = =

In October 1985 , the original Super Mario Bros. was released in North America and sold tens of millions of Nintendo Entertainment System (Family Computer in Japan) video game consoles by February 1986 , signaling the end of the video game crash of 1983 . Shigeru Miyamoto , the creator of Mario , now led Nintendo 's R & D4 division , which was working on The Legend of Zelda , and no

longer had time to design games completely by himself . Takashi Tezuka , the assistant director of Super Mario Bros. , joined Miyamoto to develop a sequel to the game with the R & D4 team .

The Lost Levels , originally released in Japan as Super Mario Bros. 2 on June 3 , 1986 , was similar in style to Super Mario Bros. but much more difficult in gameplay ; Jon Irwin in his book Super Mario Bros. 2 described it as " nails @-@ from @-@ diamonds hard " . Tezuka felt that Japanese players had mastered the original game , and so needed a more challenging game to follow it up . Commercials for The Lost Levels in Japan featured players failing at the game and screaming in frustration at their television . Some of the later levels of the game came from Vs . Super Mario Bros. , an arcade port of the original . After Zelda , The Lost Levels was the second release for on the Family Computer Disk System , an add @-@ on external disk drive with more spacious and less expensive disks than the Famicom cartridges .

When The Lost Levels was evaluated for release outside Japan , it was declined by Nintendo of America , which considered the game too difficult for North America . Howard Phillips , who evaluated games for the president of Nintendo of America , felt that the game was unfairly difficult , even beyond the unofficial moniker of " Nintendo Hard " that the company 's other games sometimes garnered . He felt that it would not sell well in the American market . In a 2012 interview , he said that " few games were more stymieing than Super Mario 2 on Famicom " and that " not having fun is bad when you 're a company selling fun . "

Nintendo instead released a retrofitted version of Doki Doki Panic as its Super Mario Bros. 2 outside Japan . Doki Doki Panic had originally been developed by Miyamoto and Kensuke Tanabe as a modified take on a Super Mario Bros. like game before it was released in Japan as a stand @-@ alone game as part of a collaboration with Fuji Television . Miyamoto spent more time on Doki Doki Panic than on The Lost Levels . Doki Doki Panic 's characters and artwork were modified to match Super Mario Bros. before being released in America , and the re @-@ skinned release became known as the " big aberration " in the Super Mario series . The American Super Mario Bros. 2 was later released in Japan as Super Mario USA .

= = Rereleases = =

Nintendo " cleaned up " parts of the Japanese Super Mario Bros. 2 and released it in later Super Mario collections as The Lost Levels . It was first released in North America in the 1993 Super Mario All @-@ Stars collection for the Super NES , in which World 9 and bonus worlds A through D were made automatically playable immediately after completing World 8 @-@ 4 . All @-@ Stars was rereleased as a Limited Edition for the Nintendo Wii console in remembrance of Super Mario Bros. ' s 25th anniversary in 2010 . It was also ported to other platforms . The All @-@ Stars version made the poison mushroom more visible and added a " do @-@ over " feature .

The Lost Levels is an unlockable bonus in the 1999 Game Boy Color game Super Mario Bros. Deluxe . The game was edited for the handheld device : the visible screen is cropped , features such as wind and the five bonus worlds are omitted . Challenge modes are added . The Lost Levels was rereleased in 2004 for the Game Boy Advance on the third volume of Nintendo 's Japan @-@ only Famicom Mini compilation cartridges .

Nintendo 's digital Virtual Console platform brought the unedited 1986 Japanese gameplay to North America for the first time . The Lost Levels was released for Nintendo 's Wii Virtual Console digital platform in Japan on May 1 , 2007 , in Europe on September 14 (as part of Nintendo 's Hanabi Festival) , and in North America on October 1 . The 3DS version released July 25 , 2012 , and then simultaneously in North America , Australia , and the United Kingdom on December 27 . The Wii U Virtual Console release came to Japan on August 8 , 2013 , to Europe on January 23 , 2014 , and to North America on March 13 . The Lost Levels were also included in Nintendo classic game compilations including the 2014 NES Remix 2 (Wii U) and Ultimate NES Remix (3DS) .

= = Reception and legacy = =

Famicom Ts?shin named The Lost Levels as their number one game in the first month after its

release . Critics characterized the game as an " expansion pack " or " update " to the original . IGN 's Lucas M. Thomas wrote that , apart from Luigi , the game feels like extra challenge levels tacked onto the end of the original . He agreed with Nintendo of America 's choice to not release the game in the 1980s .

The Lost Levels is known for its intense difficulty . IGN 's Rus McLaughlin wrote that the original 's " smooth level designs were replaced by insanely tough obstacle courses " . IGN 's Marty Silva said the game was " made to actively punish players ... from the first poison mushroom " . IGN 's Thomas referred to the levels as " frustratingly " hard , and the player @-@ character friction as " cramped " and " crippled " with either character . He compared the game to the subculture built around creating their own modified and nearly impossible Mario levels , and said The Lost Levels felt like " a fan @-@ made hack " in comparison to other Mario games . Atari HQ wrote that the original would not have sold " half as much " had it included levels from this sequel .

Nintendo Life 's Robert Hughes recommended the game for those who mastered the original game , with level design that designed for frustration . He felt the sequel taught patience where the original was designed for recklessness . He remembered the game as the black sheep of the All @-@ Stars collection , but still found the game " fiendishly clever " and fun . Likewise , Eurogamer 's Dan Whitehead wrote that the game was " technically a much better game " than the Doki Doki @-@ based Super Mario Bros. 2 , and that " Mario purists " would prefer having the real challenge . Jason Schreier of Kotaku wrote in 2015 that speedruns of The Lost Levels were " remarkably fun " to spectate , due to their demanding precision . IGN 's Samuel Claiborn felt that the 2014 NES Remix 2 Wii U compilation for the Wii U made The Lost Levels ' challenges more enjoyable when put in a speedrunning context .

Luigi received his " first distinctive character traits " in The Lost Levels : less ground friction , and the ability to jump farther . The game 's poison mushroom power @-@ up features in later Mario franchise games , including Super Mario 3D Land . Mario & Luigi : Partners in Time , and the Super Smash Bros. and Mario Kart series , as well as in the Wii U version of Tekken Tag Tournament 2 .

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