

= Super Mario 3D Land =

Super Mario 3D Land ( ????????3D??? , S?p? Mario Sur? D? Rando ) is a platform game in the Super Mario series developed by Nintendo EAD Tokyo , with development assistance from Brownie Brown , for the Nintendo 3DS . The game was the first in the series to be released for the system , and was released worldwide in November 2011 . It was revealed at Nintendo 's Keynote Conference during the 2011 Game Developers Conference held in San Francisco . A sequel , titled Super Mario 3D World , was released for the Wii U in 2013 .

Super Mario 3D Land is unique from other games in the Mario series , as it combines elements from both traditional 2D Mario side @-@ scrolling games and modern free @-@ roaming 3D Mario games . It also introduces new elements into the series , including new power @-@ ups and gameplay mechanics . The main story is similar to previous Super Mario titles , centering on Mario 's efforts to rescue Princess Peach , who has been kidnapped by Bowser , utilizing the aid of the Tanooki Suit amongst other power @-@ ups . The game consists of 96 distinct levels allotted among the 16 worlds .

The game was released to critical acclaim , with gaming critics praising the amount of creativity and technical design presented within the game , though the utilization of 3D into the gameplay was met with a more polarizing reception . The game was a commercial success , and has sold 10 @. @ 73 million copies worldwide as of March 31 , 2016 , making it the fourth best @-@ selling game for the 3DS . It was also the first 3DS game to sell over 5 million copies .

Nintendo re @-@ released the game as a downloadable title via Nintendo eShop . The downloadable version was released in the PAL region on October 4 , 2012 , October 18 , 2012 in North America , and November 1 , 2012 in Japan .

= = Gameplay = =

Super Mario 3D Land is a platform game that has been described by game designer Shigeru Miyamoto as a " 3D Mario that plays as a 2D Mario game " . As such , Super Mario 3D Land combines the elements of traditional side @-@ scrolling video game titles , such as linear @-@ based levels , with those of the modern open world titles , such as moving Mario in three dimensions and performing a variety of actions . Similar to the older side @-@ scrolling Mario games , the health system revolves around Mario shrinking upon taking damage from enemies or hazards , having a dedicated " Dash " button as opposed to using analog input to determine travel speed , and damage while as " Small Mario " results in losing a life . Mario has also learned two new moves : a barrel roll and a roll jump , the former of which can be used to break blocks in a similar manner to jumping at blocks from below or ground pounding , and the latter allowing Mario to cover much horizontal ground in one jump . Super Mario 3D Land utilizes a similar level objective to those games , in which the point of each level is to reach and grab the " Goal Pole " located at the end of the course before the time limit expires .

The game offers a number of traditional Mario items , such as the Super Mushroom , Fire Flower , and Starman , along with new power @-@ ups that bestow special suits onto Mario and grant him new abilities . Returning from Super Mario Bros. 3 is the Super Leaf power @-@ up , which gives Mario the Tanooki suit , allowing him to float in the air and attack with his tail , with a later variant also allowing him to transform into a statue upon performing a ground pound . The player is able to reserve an extra power @-@ up , which can be retrieved by tapping the item visible on the touchscreen .

Other items include the Boomerang Flower , which allows Mario to throw boomerangs that can collect out @-@ of @-@ reach items as well as attack enemies ; the Propeller Box , which allows Mario to reach high places ; and the rare Prize Box , which gives Mario extra Coins while walking around in it . The Invincibility Leaf , which appears after the player dies five times in a level , gives Mario invincibility and Tanooki Suit abilities ; while the P @-@ Wing , which appears after the player dies ten times in a level , sends the player right to the end of the level , near the Goal Pole . ( The invincibility leaf and the P @-@ wing are only available in regular worlds . ) Each course contains

three hidden Star Medals that are required to unlock certain levels . The map screen also contains Toad Houses where players can visit Toad and receive additional items , and Mystery Boxes where more Star Medals can be earned . After clearing the game once , a set of " Special " levels are unlocked , some of which contain additional challenges , such as a 30 @-@ second time limit . Clearing the S1 castle unlocks Luigi as a playable character , who has slightly different handling to Mario .

Super Mario 3D Land utilizes the Nintendo 3DS 's autostereoscopic technology , allowing players to perceive depth when viewing the game screen . While the game is designed to not require the 3D effect , some obstacles or points of interest are deliberately more noticeable or easier when the 3D is switched on . Super Mario 3D Land also utilizes optional use of the 3DS gyroscope , which can be used to control cannons and binoculars . The game also features StreetPass functionality , allowing players to exchange Mystery Boxes containing bonus items . StreetPass also gives players another Toad house so they can get items .

= = Plot = =

During a heavy thunderstorm , a tail @-@ like branched tree called the " Tail Tree " , which stands on Princess Peach 's castle grounds , is stripped of all its leaves . The leaves , which turn out to be Super Leaves , were in reality taken by Bowser who is using them to bestow Tanooki Tails on his minions gifting them with new abilities . Unaware of this situation at first , when Mario and the Toads go to inspect the tree the next day they discover a letter from Bowser , learning that he has kidnapped the princess . Mario sets off in pursuit to locate and rescue the princess , learning in the process of Bowser 's intentions for using the aforementioned stolen Super Leaves . After rescuing her , the Toads and Mario return to the Mushroom Kingdom with Tanooki Suits while Mario carries the princess . Mario 's actions lead to the restoration of the Tail Tree . However , a photo falls to the ground revealing Luigi behind bars with a Koopa Troopa and Peepa , beginning Mario 's quest into the eight Special Worlds .

After rescuing Luigi ( who is rescued after Mario beats a certain level ) the two brothers continue on their quest in completing the Special worlds . After they have completed the Special 8 Castle level , a new letter falls to the ground far away in an open plain . The three Toads who helped Mario earlier on investigating the letter and discover that Bowser has kidnapped Peach once again , thus starting Mario 's quest once over . After Mario rescues Peach for the second time , another photo is found with Peach in a Tanooki suit .

= = Development = =

Super Mario 3D Land was developed by Nintendo EAD Tokyo , which had previously developed Super Mario Galaxy and Super Mario Galaxy 2 , with assistance from Brownie Brown , another subsidiary of Nintendo . Super Mario Galaxy 2 game director Koichi Hayashida directed the game , and the game music was composed by Takeshi Hama , Mahito Yokota and Asuka Hayazaki ( formally known as Asuka Ohta ) . Super Mario 3D Land took two years to develop , starting from a development team of two people and ending with a team of 30 . The game was first announced by Shigeru Miyamoto in November 2010 , stating that both the 3D Mario game as well as a 2D Mario title were in the works for the Nintendo 3DS . Miyamoto described the 3D game as " completely original " and a cross between Super Mario Galaxy and Super Mario 64 .

Super Mario 3D Land was designed to bridge the gap between 2D Mario games and 3D Mario games , and influenced by Miyamoto 's philosophy of keeping the games fun in nature and making sure the player had the utmost opportunity to enjoy the experience of the game . A main concern during development was making a game that would appeal to fans of the 2D Super Mario games as well as the 3D games ; levels were designed so that the player would not get lost , moving Mario in one general direction towards each level 's goal .

One of the inspirations behind the creation of the game was technological advances that made it possible to implement certain elements that could not be done in previous Mario games . Satoru

Iwata explained that " since 1996 , when Mario appeared in 3D in Super Mario 64 , it 's always been hard for players to judge how to jump and hit a block floating in a 3D space , " musing that the Nintendo 3DS autostereoscopy allowed for this issue to be fixed . The development team , which only had experience developing on consoles rather than handhelds , first tried playing Super Mario Galaxy 2 on a small television monitor . When it was found that Mario was too small to see and thus difficult to control , 3D Land 's camera system and level terrain needed to be designed for viewing on the small Nintendo 3DS screen , making it easier for players to keep track of Mario . Certain aspects of gameplay were inspired by Nintendo 's The Legend of Zelda franchise , including the way that the camera functioned during certain moments . Ideas that were ultimately not incorporated into 3D Land included a pro skater suit for Mario , the ability to change Mario 's size to the extreme , and a feature that replaces Princess Peach 's face with a photographed face . The game 's title was chosen as an homage to the Super Mario Land games released on the Game Boy .

Super Mario 3D Land development was heavily affected by the Tōhoku earthquake and tsunami that occurred on March 11 , 2011 . The disaster caused public transportation to shut down , preventing Nintendo staff from being able to commute to work , and the Tokyo office remained closed for about a week . Hayashida was inspired by the disaster to encourage his team to communicate more , setting up the office such that staff members could easily see and discuss each other 's work . The team also started holding group meetings to play @-@ test 3D Land 's levels . Hayashida later mentioned that the team expressed hope that the game would inspire joy in spite of the tragedy .

Satoru Iwata revealed the game at the 2011 Game Developer 's Conference and pointed out that the game 's tentative logo sported a tail , stating that its purpose would be revealed at the Electronic Entertainment Expo 2011 . Miyamoto later stated that " it 's what you think it is " , alluding to the Tanooki Suit , a power @-@ up originally from Super Mario Bros. 3 . While no exact release date was announced , Miyamoto stated that he hoped to release the game during 2011 . The game was showcased at Nintendo 's press conference at E3 2011 , where a 2011 release date was confirmed , along with the appearance of the Tanooki Suit . While the power @-@ up allows Mario to float down gently , unlike Super Mario Bros. 3 he cannot fly .

Super Mario 3D Land was first released in Japan on November 3 , 2011 . It was then released in North America on November 13 , Europe on November 18 , and in Australia on November 24 .

= = Reception = =

Super Mario 3D Land has received critical acclaim . It received an aggregated score of 90 @.@ 09 % on GameRankings and 90 / 100 on Metacritic . The game sold over 343 @,@ 000 copies in its first week in Japan , helping to move over 145 @,@ 000 Nintendo 3DS units . Famitsu awarded Super Mario 3D Land a score of 38 / 40 , praising level design , accessibility for beginners and the use of 3D . IGN gave the game a score of 9 @.@ 5 and an Editor 's Choice award , calling it " brilliant and addictive " and stating that " 3D gaming has never been fully realized before this " . GamesRadar gave the game a score of 9 / 10 , praising its wealth of content , although criticising the inclusion of a run button and some easy difficulty . Game Informer gave 3D Land a 9 @.@ 5 / 10 , saying " it lives up to the level of quality set by previous entries and is easily the best reason to own a 3DS " . They also complimented the use of both a run button and the 3D effects while criticising the " lack of variety in boss battles " .

1UP.com 's Jeremy Parish gave the game a less favorable review , noting that certain aspects of the game were too easy in nature , musing a " moderately skilled player is never in danger of running out of lives in Super Mario 3D Land " . He however noted that the game was creative in its presentation , and offered " clever new twists on the familiar to the knuckle @-@ biting intensity of the final stages . " Justin Haywald of GamePro gave the game 5 / 5 , writing that Nintendo successfully captured the nostalgic aesthetic of the series , while still maintaining technical innovation . He reported , " for every familiar bit of music or a level background that reminds you of Mario games past , you have new abilities to use and deviously designed platforming sections that feel completely unique " , while stating that the inclusion of 3D was mostly a gimmick .

GameSpot stated that the game lacked some of the more creative aspects of the best of the series , stating that the 3D was mostly optional , though praised the gameplay as entertaining and fast @-@ paced . X @-@ Play 's Russ Frushtick felt that Super Mario 3D Land was the best game yet released for the 3DS , praising the content as surprisingly vast in nature and claiming that the game was twice as long as initially gauged . The game won the " Best Handheld Game " award in the 2011 Spike Video Game Awards . Super Mario 3D Land was awarded the " Best Platform Game Award " , and Nintendo 3DS Game of the Year 2011 by GameTrailers .

Super Mario 3D Land sold 3 @.@ 09 million units in the U.S. as of August 2014 . In Japan , the game has sold over 1 @.@ 66 million units as of August 1 , 2012 . The game was released to commercial success and has sold 10 @.@ 73 million copies worldwide as of March 31 , 2016 .