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Войти: В статистику В дневник В почту Вход в дневниких This article is about the video game originally published for the Nintendo Entertainment System. For further uses, see Super Mario Bros. (disambiguation). "SMB" redirects here. For information about the game known in Japan and Europe as Super Mario Ball, see Mario Pinball Land. Not to be confused with Mario Bros. (game) or New Super Mario Bros. (also referred to as Super Mario Bros. 1)[7] is a video game released for the Family Computer and Nintendo Entertainment System in 1985. It shifted the gameplay away from its single-screen arcade predecessor, Mario Bros., and instead featured side-scrolling platformer levels. While not the first game of the Mario franchise (the first being Donkey Kong), Super Mario Bros. is the most iconic, and introduced various series staples, including power-ups, classic enemies such as Little Goombas, and the basic premise of rescuing Princess Toadstool from King Koopa. As well as kicking off an entire series of Super Mario platformer games, the wild success of Super Mario Bros. popularized the genre as a whole, helped revive the North American gaming industry after the video game crash of 1983, and was largely responsible for the initial success of the NES, with which it was bundled as a launch title. Until it was eventually surpassed by Wii Sports, Super Mario Bros. was the best-selling video game of all time for nearly three decades, with over 40 million copies sold worldwide. The exact day of the North American release of Super Mario Bros. is heavily disputed, with different sources giving different dates with no way to verify them. Regardless, Nintendo officially pinpoints the release date as October 18, 1985.[1] Story The following text is taken directly from the NES instruction booklet localization. One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin. The only one who can undo the magic spell on the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king. Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom People. You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa! One day, the Mushroom Kingdom was invaded by the Turtle Tribe, whose king was capable of using powerful magic. This magic was used to transform all the Mushroom People into inanimate objects such as rocks, bricks, and even horsetails, thus spelling the kingdom's downfall. Only Princess Toadstool can undo the spell and restore her people to life, but she is being held captive by King Koopa himself. Mario hears of the princess's plight, and sets out on a quest through 32 stages to topple the Turtle Tribe and save the once-peaceful kingdom.[8] Gameplay Super Mario (or, in the case of a second player, his brother Luigi) has to get to the end of the level by jumping over various gaps and avoiding the enemies on his way. He can use several platforms (some of them collapse when Mario lands on them), stairs in the level, as well as jumping boards. There are also pipes along the way, some of which Mario can enter to visit various secret coin rooms before returning to the level, a bit further ahead than when he left. Enemies include Little Goombas, Koopa Troopas, Buzzy Beetles, Koopa Paratroopas, Bullet Bills, Hammer Brothers, and leaping Cheep-cheeps. All these enemies can be defeated when Mario jumps on them. Koopa Troopas and Buzzy Beetles cower in their shell when jumped on, which Mario can kick to defeat other enemies with. Koopa Paratroopas lose their wings and fall to the ground when Mario jumps on them. Other enemies include Piranha Plants, and the Spiny-throwing Lakitus, and Mario can swim freely from the top to the bottom of the screen The enemies in underwater levels are Bloobers and Cheep-cheeps. Mario can only defeat these creatures by shooting them with fireballs. Mario swimming in World 2-2. If regular Mario continues depends on how far he ran through the level before getting defeated; either from the beginning or at one of several invisible "checkpoints" throughout the level. After a Game Over, pressing while holding on the title screen allows the player to continue from the start of the world.[9] In a 2-player game, if this is done by whoever got a Game Over, pressing while holding on the title screen allows the players will begin in the same world where the second player's game ended. Mario can get special power-ups out of? blocks or, uncommonly, bricks. Most of the?s in which Mario hits them from beneath. With the Magic Mushroom, he turns into Super Mario. As Super Mario, he can survive the hit of an enemy one time, at the cost of turning back to regular Mario. He may also destroy empty bricks by jumping beneath them. Additionally, he can also get the Fire Flower. With the Fire Flower, Super Mario turns into Fiery Mario, which allows him to shoot fireballs at enemies to defeat them from a distance. With the 1 up Mushroom he gains an additional life; he can also get an extra life if he collects a hundred coins. With the exception of coins, only one item can appear on the screen, and when a new item appears, the previous one will disappear. Mario facing Bowser at the end of World 8-4. At the end of each level, a castle stands with a flagpole nearby. When Mario reaches the flagpole, the more points he receives. If two players are playing the game, Luigi's turn comes whenever Mario is confronted with a fake Bowser in Worlds 1 through 7 and the actual Bowser in World 8. Mario and Luigi ordinarily have no way to hurt the fake Bowsers or the actual Bowser and have to either use the ax to destroy the bridge, causing either the false or real one to fall into the lava, or pelt him with many fireballs, which produces the same result and reveals the true forms of the fakes. After defeating an impostor, Mario frees one of the seven remaining mushroom retainers from the castle, at which point they say their iconic phrase: "Thank you, Mario! But our princess is in another castle!" At the end of the castle in World 8, Mario frees the grateful Princess Toadstool and completes his adventure, having the choice to continue playing in a "new quest." In this second quest, the player gets to choose a world, and replay some levels. However, all Little Goombas are replaced by Buzzy Beetles, all ground enemies are also considerably faster, some platforms and elevator-style lifts are shortened in length, and the level design is slightly changed for some levels (see below at "Hard mode"). (left and right): Move; change position on a beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk : Jump; swim upwards : Dash; throw fireball; restart the game at the end; select a world after the Game Over screen : Move; change position on beanstalk: Duck; enter Warp Pipe: Climb beanstalk: Jump; swim upwards: Dash; throw fireball: Pause Press while holding down: Continue in the same world after the Game Over screen (left and right) or: Move; change position on beanstalk (down) or: Duck; enter Warp Pipe (up and down) or: Climb beanstalk: Jump; swim upwards: Run; throw fireball: Pause Press while holding down: Continue in the same world after the Game Over screen (left and right) or (left and holding down: Continue in the same world after the Game Over screen (left and right): Move; change position on beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and
down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk (down): Duck; enter Warp Pipe (up Move; change position on beanstalk (down) or : Duck; enter Warp Pipe (up and down) or and : Climb beanstalk (down) or : Duck; enter Warp Pipe (up and down) or and : Climb beanstalk (down) or : Duck; enter Warp Pipe (up and down) or and : Climb beanstalk (down) or : Duck; enter Warp Pipe (up and down) or : Duck; enter Warp Pipe (up and down) or and : Climb beanstalk (down) or : Duck; enter Warp Pipe (up and down) or : Duck; enter Warp Pipe (up down) or and : Climb beanstalk : Jump; swim upwards : Run; throw fireball : Pause Press while holding down : Continue in the same world after the Game Over screen (left and right) or and : Climb beanstalk : Jump; swim upwards : Run; throw fireball : Pause Press while holding down : Continue in the same world after the Game Over screen (left and right) or and : Climb beanstalk : Jump; swim upwards : Run; throw fireball Pause Press while holding down : Continue in the same world after the Game Over screen (left and right): Move; change position on beanstalk (down): Duck; enter Warp Pipe (up and down): Climb beanstalk : Jump; swim upwards : Run; throw fireball /: Pause Press / while holding down : Continue in the same world after the Game Over screen Princess Toadstool Mushroom retainers Name Sprite Description Bloober A squid-like sentry that persistently pursues the player. Bullet Bill A slow but steady bullet that has eyes and arms. They come from Turtle Cannons, and the only way to defeat them is to stomp on them or hit them while under the influence of a Starman. Buzzy Beetle A small turtle that hides in its shell when jumped on, just like Koopa Troopas; unlike them, however, it is immune to fireballs. They replace Little Goombas in Hard Mode. Cheep-cheep A red or gray fish normally found swimming in water. In certain levels, starting with World 2-3, the red ones will leap from the water, trying to hit Mario or Luigi. Fire-Bar Various fireballs stacked together moving either clockwise or counterclockwise. Their length may vary. Hammer Brother A green biped, helmeted Koopa that comes in a pair. They throw an endless number of hammers towards Mario and at certain times they jump. Koopa Paratroopa A Koopa Troopa with wings. Green ones jump towards the player or fly back and forth, while red ones fly up and down. Koopa Troopa A soldier of the Turtle Empire that marches onwards. If stomped, it retreats in its shell, which can be kicked to hit other enemies and gain points. Green ones walk back and forth just like Little Goombas, and red ones turn around when they find a pit. Lakitu A bespectacled Koopa hiding in a small cloud. It throws an infinite number of Spiny's eggs towards the player. Little Goomba A mushroom traitor that walks back and forth. They are the weakest and most common enemies throughout the game and can be stomped or hit with fireballs or a Starman. They are replaced with Buzzy Beetles in Hard Mode. Piranha Plant A carnivorous plant that lives in a pipe. It rises, trying to hit Mario and retreats. If Mario is near, it will not rise. Podoboo A fireball guardian of the Koopa King's lair. It jumps from the lava, trying to hit Mario tries to stomp it, he will get damaged. Spiny's egg A red, spiked egg thrown by Lakitus. Once it hits the ground, it immediately hatches into a Spiny. Turtle Cannon An indestructible cannon. It shoots an endless number of Bullet Bills; however, it does nothing if the player is near it. Bowser Fake Bowser (Worlds 1 through 7) Bowser, King of the Koopa (World 8) Mario Requires touching an enemy or obstacle while in Super or Fiery form Weakest form used when a new game begins. Can lose a life by touching an enemy or obstacle. Super Mario Requires Fire Flower while in regular form Gains the ability to throw fireballs to defeat enemies. Reverts back into regular form by touching an enemy or obstacle. Invincible Mario Requires Starman Becomes invincible for a short period of time. Immune to harm from any enemies or obstacles. Can defeat most enemies by running into them. Can still lose a life by falling into a pit or running out of time. World Level Setting Enemies found World 1-1 Overworld Little Goomba, Koopa Troopa, Koopa Tro Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa World 3-4 Castle Fire-Bar, Podoboo, fake Bowser (Buzzy Beetle) World 4-1 Overworld Piranha Plant, Buzzy Beetle World 4-3 Athletic Koopa Troopa, Koopa Paratroopa World 4-4 Castle Piranha Plant, Podoboo, Fire-Bar, fake Bowser (Spiny) World 5-1 Overworld Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill World 5-2 Overworld Little Goomba, Koopa Troopa, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Troopa, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Koopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Woopa Paratroopa, Piranha Plant, Bullet Bill, Hammer Brother (Bloober, Cheep-cheep) World 5-3 Athletic Little Goomba, Woopa Paratroopa, Piranha Plant, Bullet Bill, Bullet Bill, Bullet Bill, Bullet Bi Bullet Bill World 5-4 Castle Podoboo, Fire-Bar, fake Bowser (Lakitu) World 6-2 Overworld Piranha Plant, Lakitu, Spiny World 6-2 Overworld Little Goomba, Koopa Paratroopa, Fire-Bar, fake Bowser (Bloober) World 7-1 Overworld Piranha Plant, Buzzy Beetle (Bloober, Cheep-cheep) World 6-3 Athletic Bullet Bill World 6-4 Castle Podoboo, Fire-Bar, fake Bowser (Bloober) World 7-1 Overworld Piranha Plant, Buzzy Beetle (Bloober) World 6-3 Athletic Bullet Bill World 6-3 Athletic Bowser (Bloober) World 6-1 Overworld Piranha Plant, Buzzy Beetle (Bloober) World 6-3 Athletic Bullet Bill World 6-1 Overworld Piranha Plant, Buzzy Beetle (Bloober) World 6-3 Athletic Bullet Bill World 6-3 Athletic Bill World 6-3 Athletic Bill World 6-3 Athletic Bill World 6-3 Athletic Bill World 6-4 Castle Bill World 6-5 Athletic Bill Koopa Troopa, Koopa Paratroopa, Piranha Plant, Buzzy Beetle, Hammer Brother, Bullet Bill World 7-3 Athletic Cheep-cheep, Koopa Troopa, Koopa Troopa, Koopa Paratroopa World 7-4 Castle Podoboo, Fire-Bar, fake Bowser (Hammer Brother) World 8-1 Overworld Little Goomba, Koopa Troopa, Ko Paratroopa, Piranha Plant, Buzzy Beetle World 8-2 Overworld Little Goomba, Koopa Paratroopa, Piranha Plant, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-4 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny,
Bullet Bill, Hammer Brother World 8-4 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-4 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-5 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-8 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-8 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-9 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-9 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Fire-Bar, Podoboo, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-9 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Buzzy Beetle, Lakitu, Spiny, Bullet Bill, Hammer Brother World 8-9 Castle Little Goomba, Koopa Paratroopa, Piranha Plant, Buzzy Beetle, Lakitu, Spiny, Buzzy Beetle, Buzz Hammer Brother, Bloober, Cheep-cheep, Bowser After beating the main game, the player is given the option to pick a world (by pressing on the title screen) to play in "a new quest"—a harder mode where all Little Goombas are replaced by Buzzy Beetles, and all enemies walk faster; all of the elevator-style lifts are about sixty percent of their original size, while Fire-Bars appear in all possible locations. Mario and Luigi gain no special powers in hard mode, and they receive no extra points when they defeat an enemy. The story remains the same, as each of the first seven castles contains a mushroom retainer that needs rescuing, while the eighth castle has Princess Toadstool. If the player finishes the game on hard mode, they will not unlock anything new from the previous time the game was finished. However, points can be gained faster by jumping on a Buzzy Beetle and then running with the shell as it hits other Buzzy Beetle and Koopa Troopas. Earlier levels in hard mode are the same as their harder clones; for instance, 1-3, which is an easier version of 5-3 in the normal game, is identical to it in hard mode. Glitches Main article: List of Super Mario Bros. glitches World The Minus World is an endless underwater level, identical to World 7-2, which is accessed through a programming glitch. There is no way to complete the level, as entering the pipe at the end will simply return Mario or Luigi to the one at the beginning. [10] While there is no strategic advantage in performing this glitch, many find it intriguing. The glitch was removed in all remakes of the game, excluding the imports, the Virtual Console port, and Game & Watch: Super Mario Bros. The Japanese Family Computer Disk System version of the game includes a different version of the player will return to the title screen as if they had beaten the game. Mario goes through the wall and enters World -1 To perform the glitch, Mario must go to World 1-2 and stand on top of the pipe that leads to the above-ground flag, without going in the pipe, but leave the one on the far right. Then he must stand on the left edge of the pipe (facing left) and duck. He then has to jump while in a ducking position and move right in mid-air (while still facing left). If done correctly, Mario will go through the block on the far right and the wall to the Warp Zone. Mario will enter the Minus World. If World 2-2 or 7-2 is edited in a ROM editor so that it is possible to beat it during the underwater segment, there is a World -2, an underwater version of 3-4. If World 3-4 is edited in a ROM editor, then there is a World -3. It is also a version of 3-4, but with overworld graphics; beating World -3 takes the player to World -1. It is also a version of 3-4. If World 3-4 is edited in a ROM editor, then there is a World -3. It is also a version of 3-4. If world -3 takes the player to World -4. If World 3-4 is edited in a ROM editor, then there is a World -3. It is also a version of 3-4. If world -3. It is also a version of 3-4. It is also a version World 3-3 In some levels, it is possible to jump over the flagpole. Beyond the flag pole is nothing but an endless path. There is nothing but an endless path. There is nothing to do; all that can be done is wait for the Koopa Troopa to about to fall into the pit and simultaneously jump at the top of the level right above the Koopa. After that, the Koopa will be stuck underneath the level, but the player will still be able to see it. When the Koopa is halfway between the staircase and the flagpole, the player must do the glitch again and Mario will jump above the flagpole. To do this glitch in World 3-3, at the end of the level the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted, before falling off. After that, the player must stand on the last lift until another one has completely lifted and lifted in the last lift until another one has completely lifted another one has completely li so.[11] There is a brick right after the fortress's or castle's first door, which stops Mario from going past the Fortress at the end of the levels. In Super Mario Bros.: The Lost Levels, this is exploited to hide Warp Zones. In worlds 3-1 and A-3, there are warp zones placed beyond the goals. In other worlds, while it is possible to go over the flagpole, the edge of the world is a few steps past the fortress, and the player is not able to go far enough for the flagpole to scroll off the screen. This glitch was fixed in the SNES version of the game. This glitch was fixed in the SNES version of the game. This glitch was featured in the 25th-anniversary super play. two other games together beforehand: Excitebike and Devil World. When designing Super Mario Bros., they wanted to use the scrolling screens of Excitebike and Tezuka wanted to fit various technologies into the game, comparing it to a puzzle. The name "Super Mario Bros." also came from Mario's new Super form.[12] Super Mario Bros. was developed at the same time as The Legend of Zelda, and both shared numerous staff members: Shigeru Miyamoto, Takashi Tezuka, Toshihiko Nakago, Koji Kondo, Kazuaki Morita, Yasunari Nishida, and Hiroshi Yamauchi. According to the developers, some aspects of Super Mario Bros. were taken from The Legend of Zelda; Fire-Bars were one example, as they were present in the dungeons in The Legend of Super Mario Bros. was to have a character travel through many lands with all different themes to each other and it would feature a diverse terrain, such as land, water, and sky. They also intended for the main character was a 16×32 pixel square[13]. The square could not even jump and as a result, Tezuka suggested making Mario the playable character instead of the square due to the popularity of Mario Bros., which Miyamoto accepted.[14] Nakago and his team, Systems Research and Development (SRD), colored the background blue in some levels[15]. This was unusual, because video games released during this time usually had a black background to avoid eye-strain and to avoid getting distracted by the bright colors. After coloring the background blue in some levels, Nakago then started designing
maps for this game. Miyamoto wanted the levels to be around a minute long and he told SRD to do so. He then realized that it usually takes about a second to travel across a screen and that numerous screens would have been implemented in one stage. SRD first thought that Miyamoto had requested them to make 60 screens per stage, but Miyamoto then explained that obstacles in each screen would slow down the player's progress, which resulted in an average of about 12 screens per level. The stage with the most screens has only 32, which is about half of what SRD had originally expected. When designing the stages themselves, because a level creating tool was not available to them at the time, Miyamoto and Tezuka would draw the levels on graph paper, and then Nakago and his team would design and program it into the game; if edits were to be made to the original drawings, a sheet of clear paper was placed over the original drawings[16]. Nakago has stated that a lot of documents were sent to his team every day to change some aspects of stages. Every day, the group would do all they could do of what was stated in the documents and would work until 10 at night. According to Toru Iwatani, creator of Pac-Man, Shigeru Miyamoto told him personally that Super Mario Bros. was influenced by Pac-Land, the pioneer of action games with horizontally running background.[17] Pre-release and unused content The game was far more focused on action than platforming. The game was split between ground and sky segments, which had Mario shooting enemies. Mario could use weapons and the control scheme was different as a result, such as having the up arrow of the used as the jump button. Reception and legacy The Super Mario Bros. Avenue in Zaragoza, Spain Super Mario Bros. received critical acclaim and is considered one of the best games of all time. One of the most-praised aspects of the game has since received several sequels and spin-offs, and many different ports and alternative versions. All characters, enemies, and items found in the game have become core elements of the Mario franchise and the plot of Bowser kidnapping the princess has continued to be used throughout the core Super Mario series. The game was placed 14th in the 100th issue of Nintendo Power's "100 best Nintendo games of all time" in 1997.[18] It ranked the first spot in Electronic Gaming Monthly's "Greatest 200 Games of Their Time", named in IGN's top 100 NES Games list[19]. Super Mario Bros. sold 40.24 million units with its NES release[20], being the best-selling Mario game and among the best-selling video games of all time. It has received several other works such as The Super Mario Bros. Super Show! and the Super Mario Bros. film. The game's impact on popular culture was so big that during 2010, a street in Zaragoza, Aragón (Spain), was named after it, with a ceremony being held in celebration.[21] References in later games Super Mario Bros. 2: The non-Japanese sequel to Super Mario Bros. 3: Bowser returns along with the rest of the Koopa Troop, as well as elements from the original Super Mario Bros. When Princess Toadstool is saved, she says, "Thank you! But our Princess is in another castle!...Just kidding!" That is a reference to Toad's lines in Super Mario Bros.. The original Super Mario Bros. Ground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Music Box is used. The Underground Theme plays when the Underground Theme plays sprites from Super Mario Bros. Gameplay is also near-identical. Alleyway: Several sprites from Super Mario Bros. Ground Theme will start playing. Super Mario Kart: Mario's theme is an arrangement of part of the Ground Theme from Super Mario Bros. Mario Bros. Also, when Mario takes a shower at Marrymore, he can be heard singing the Ground Theme from Super Mario Bros.. The music at Marrymore, he can be heard singing the Ground Theme, and it also plays on the "THE END" screen at the end of the game. Super Mario 64: Outside the Warp Pipe that leads to the final boss, carved into pillars are what look like sprites of Mario and Bowser from Super Mario Bros. is added to the beat of the music for Hazy Maze Cave/Wet-Dry World. The Ground Theme from Super Mario Bros. is added to the beat of the music for Hazy Maze Cave/Wet-Dry World. The Ground Theme from Super Mario Bros. is added to the beat of the music for Hazy Maze Cave/Wet-Dry World. The Ground Theme from Super Mario Bros. is arranged and plays on the screen with Mario's face, and the first six notes of that theme play on the star select screen. Paper Mario: If Mario jumps into a huge vase in a room on the first floor of the Boo's Mansion, he will become 8-bit. Unlike in Paper Mario: The Ground Theme is arranged for the Peach's Castle stage, and ported for the unlockable Mushroom Kingdom stage. When Mario performs his taunt, he mimics his standing pose in Super Mario Bros. Also, Mario sand Luigi's helpless animations are based on the pose Mario and Luigi take upon death in Super Mario Bros. Also, Mario Bros. are usable in this game. Game & Watch Gallery 3: Playing Star Mode for the Modern version of Donkey Kong Jr. will have the Goombas with Buzzy Beetles. Luigi's Mansion: Although not distinctly noted as such, the idea of King Boo using a Bowser decoy (through the magic of his) may be loosely based on the seven fake Bowsers in Super Mario Bros.. Super Smash Bros. Melee: The Ground and Underground Theme are merged together for an arrangement on Princess Peach's Castle. One can also hear the Underwater theme in the Rainbow Cruise stage. Peach and Bowser appear as playable characters in this game. Many enemies from Super Mario Bros. appear in this game's Adventure Mode. Super Mario Bros. Ground Theme, and various 8-bit patterns are seen in the background of the secret levels of Ricco Harbor and Sirena Beach. The Underwater Theme can be heard in the demo. Super Mario Bros. 3: Some of the available levels for World-e include reproductions of Super Mario Bros. 3: Some of the available outside Japan. Game & Watch Gallery 4: Like in Game & Watch Gallery 3 above, playing Star Mode for the Modern version of Donkey Kong Jr. will have the Goomba enemies being replaced by Spinies, similar to the new quest mode in Super Mario & Luigi: Superstar Saga: At the Border between the Mushroom Kingdom and the Beanbean Kingdom, there's a minigame called Border Jump that uses the level end of most levels in Super Mario Bros. (including the flagpole, fortress, and fireworks for success). Also, there is a 2D obstacle room before Roy's room which ends with Mario getting the main theme while taking a shower in the beginning. An arrangement of the Ground Theme plays in Little Fungitown. In Woohoo Hooniversity, a type of Question Block from Super Mario Bros. can be seen among other types. Also, an arrangement of the Underground Theme is used as the music for the mini-game Mysterious Mine Carts. Paper Mario: The Thousand-Year Door: If the player jumps up into a vent and then comes down into the Changing room in the X-Naut Fortress then Mario Bros. Sprites. Mario Bros. Mario Bros. Sprites. Mario Bros. M rearrangement of the Ground Theme plays. Mario & Luigi: Partners in Time: Toadsworth the Younger states when Baby Peach flies away "You will save her, won't you? I assure you she's NOT in another castle!". An arrangement of the Ground Theme is used for tutorials in this game. Tetris DS: The first two levels were World 1-1, 3 and 7 were underground based, 8 and 9 are up in heights, and 10 was a castle. New Super Mario Bros.: Many things from Super Mario Bros.: When connecting to a multiplayer game, Mario can be seen running what looks like World 1-2. Also, a close-up of Mario from Super Mario bros. as well as a picture from said game are unlockable backgrounds. The sound effect that plays when Mario or Luigi slides down the Goal Pole is reused, albeit in reversed form. One of the multiplayer stages is a truncated looping version of World 1-1. The second level is a cave level with a secret path over this game's World 1 is Bowser, who is defeated by breaking his bridge and dropping him into lava, and the first main boss of World 8 features Dry Bowser, who is defeated in the same way, and throws bones like how Bowser threw hammers in later levels of this game. Mario Stadium, one can see an 8-bit Mario chasing two Goombas. Also, the music for Bowser's Castle is a cover of the Castle Theme. Super Paper Mario: The sprites of Mario, Luigi, Peach, and Bowser appear around said character when they collect the Pal Pills. Also, when any character (including a Koopa Troopa) grabs a Mega Star, they turn into a huge version of their Super Mario Eros. sprites. (Mario and Luigi are their Small forms in both). Portions of Chapter 3-1, and Chapter 5-3 are also identical to Worlds 1-1, 1-2, and 2-1, respectively. Super Mario Balaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a
huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario/Luigi and plays the main theme of Super Mario Bros. Also in Flipswitch Galaxy, there's a huge 8-bit Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also in Flipswitch Galaxy, the main theme of Super Mario Bros. Also theme from Super Mario Bros. Also, some of the Musical Notes are music from this game. Super Smash Bros. Brawl: The stage Mushroomy Kingdom is based on Worlds 1-1 and 1-2 of this game. It also has arranged tracks from this game, which are two versions of the Ground Theme (for World 1-1), and the Underground Theme and the Undergwater Theme (for World 1-2). Lakitu and Spinies and Hammer Bro appear as Assist Trophies. Lakitu and Spinies retain their original 8-bit look from Super Mario Bros. Also, many enemies from Super Mario Bros. appear in this game's Subspace Emissary Mode. Wii Sports Resort: In Island Flyover, if the player flies by the Hillside Cabins, the Super Mario Bros. Ground Theme and Game Over theme can be heard. Wii Fit: Some of the Sprites from Super Mario & Sonic at the Olympic Winter Games: In the Wii version of Mario & Sonic at the Olympic Winter Games. In the Wii version of Mario & Sonic at the Olympic Winter Games. and second segments of the Mario World routine in Dream Figure Skating. In the Nintendo DS version, the underwater theme is used as the second level of Coin Courses looks exactly like World 1-1 from Super Mario Bros. An arrangement of the overworld theme from Super Mario Bros. plays in Toad Houses. The first few notes of this theme play during the beginning of the staff roll. Super Mario Galaxy, is based on the Ground Theme from Super Mario Bros. The first few notes of this theme play when switching from Mario and Luigi and back. Other music from Super Mario Bros. returned from Super Mario and Luigi from this game. Mario Squared Galaxy takes place on an 8-bit Mario, as well. as an 8-bit Luigi (during the mission "Luigi's Purple Coin Chaos"), Mario and Luigi's sprites from this game. Mario 3D Land: Mario 3D Land: Mario Bros. is used as the marker of where Mario is in a world. Mario also hums the main theme in the cutscene between Worlds 5 and 6. Tail Bowsers are similar to Fake Bowsers, and the first one is a disguised Goomba. An arrangement of the Ground Theme is featured in Coin Heavens, World 2-3, and Special 1-3. The second level has a ledge just out of view that allows the player to walk over the level, and ends in a secret Pipe. Mario Kart 7: Piranha Plant Slide is heavily based on the underground levels of Super Mario Bros. 2: The first course in Coin Rush's Gold Classics Pack is based on Worlds 1-1 and 1-2. Also, the last course is based on Worlds 1-1. Mario Bros. are used in the game menus. The second level is an underground course with a secret path over the ceiling leading to a secret exit. The first phase of the final boss involves striking an axe to Bowser's bridge to drop him into lava. New Super Luigi U - Various sprites of Luigi are reused as hidden Luigis. Mario & Luigi: Dream Team: The theme heard when there is a tutorial is a rearrangement of the Ground Theme. Super Mario 3D World: Mario's sprite from Super Mario 3D Land arrangement. Luigi's sprite can be spotted in some levels and on the button to enter the Luigi Bros. game. NES Remix 2: A port of the game titled Super Luigi Bros. appears, where the player controls Luigi, and all the levels are mirrored. Mario Kart 8/Mario Kart 8/Mario Kart 8 Deluxe: Various sprites of enemies and scenery can be seen on pots in Bone-Dry Dunes. The music for Super Bell Subway incorporates elements of the underground theme from Super Mario Bros., as well as the course having graffiti representing World 1-2. Also, Piranha Plant Slide, which is based heavily on the underground levels of Super Mario Bros., returns from Mario Bros., Super Smash Bros. Brawl, though without World 1-2. A medley of songs from Super Mario Bros. is featured, which can be heard on the Mushroom Kingdom U and Super Mario Bros. for Wii U; it begins with a small portion of the Castle Theme, followed by the Ground, Underwater, and Underground Themes. The track "Ground Theme / Underground Theme (Super Mario Bros.)", which also contains the Castle Theme, can be heard on the stages Golden Plains in Super Smash Bros. for Wii U. Super Mario Maker for Nintendo 3DS: The game is used as one of the graphical styles for these games. Mario & Sonic at the Rio 2016 Olympic Games (Nintendo 3DS): A remix of the Ground Theme appears as a selectable song in the Rhythmic Gymnastics and Rhythmic Bowser, Lakitu, Spinies and Goombas using their sprites from Super Mario Odyssey: In some parts of the game, Mario can walk within walls from a 2D perspective that uses sprites and sound effects from Super Mario Bros., as well as altering the music to an 8-bit variation. An arrangement of the Ground Theme from this game plays in the New Donk City Auditorium. A scene of Mario confronting Bowser in Super Mario Bros. can be seen when Mario Party: Mario's, Goomba's, Spiny's, Cheep Cheep's, and Bowser's sprites appear in Puzzle Hustle. Dart Gallery's background features neon lights resembling Super Mario Bros. 's overworld levels. Super Smash Bros. Ultimate: The Mushroomy Kingdom. Mario & Sonic at the Olympic Games Tokyo 2020: The sprites for Mario, Luigi, Princess Toadstool Bowser, Little Goombas, Koopa Troopas, Hammer Bros, Lakitus, and Mushroom Retainers are reused in the 2D Events. In these events differently colored Toads appear which have sprites that are based on the sprite for red Mushroom Retainers in Super Mario Bros. Alternate versions and re-releases 25th Anniversary SUPER MARIO BROS., with all the question marks on the ? Blocks changed to number 25's. The 3-in-1 Super Mario Bros./Duck Hunt/World Class Track Meet cartridge. The playable demo in Super Smash Bros. Brawl. 1985 - Original Nintendo Entertainment System release (US/Japan) 1986 - Re-released on the Family Computer Disk System in Japan as one of the launch titles. 1986 - Released in arcades as VS. Super Mario Bros. 1986 - A Game & Watch titled Super Mario Bros. is released, but it is a completely different game. 1986 - Released on the Family Computer Disk System as All Night Nippon Super Mario Bros. Most of the levels have been reused but the physics engine is from Super Mario Bros.: The Lost Levels. 1988 - Re-released on the NES in the US as part of the 2-in-1 Super Mario Bros./Duck Hunt/World Class Track Meet compilation, packaged with the NES Power Set. 1990 - Re-released on the NES as part of Nintendo World Cup compilation, sold alone or with the Top Loader. 1993 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1993 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1993 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1993 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1993 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1994 - Remake available on the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1995 - Remake available on the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1995 - Remake available on the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1995 - Remake available on the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation, sold alone or with the Top Loader. 1995 - Remake available on the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation and the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation and the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation and the NES as part of the Super Mario Bros./Tetris/Nintendo World Cup compilation and the NES as part of t Stars compilation (known as Super Mario Collection in Japan). Graphics and sound were updated, and many glitches were removed. 1994 - Remake available on the SNES in the US as part of the Super Mario Collection in Japan). Graphics and sound were updated, and many glitches were removed. 1994 - Remake available on the SNES in the US as part of the Super Mario Collection in Japan). titled BS Super Mario Collection - Dai-1-Shuu, which is based on the Super Mario All-Stars version. 1999 - Remake released on the Game Boy Color as Super Mario Bros. Deluxe. The
original game is available as an unlockable NES game in Animal Crossing. In the Japanese version, it is obtainable by mailing villagers letters consisting of secret codes written on the backs of various e-Reader cards, also being distributed as part of a sweepstakes in Famitsu magazine. In the international release meanwhile, it can only be unlocked by using a cheating device. It was likely going to be released as an e-Reader card (as were Ice Climber and Mario Bros.), but a Super Mario Bros. card was never released. In the Japan-only re-release, Doubutsu no Mori e+, the game is removed altogether. 2003 - In celebrating 20 years of the Famicom in Japan, Nintendo ran a "Hot Mario Campaign" from November 7, 2003 to January 15, 2004, in which the prize was a special edition of Super Mario Bros. alongside a Famicom-themed Game Boy Advance as part of the Famicom in Japan. It was also re-released on September 13, 2005, in Japan to celebrate 20 years of the original NES game. 2006 - Available on the Wii as part of the Virtual Console. 2010 - Virtual Console remake titled 25th Anniversary SUPER MARIO BROS. with the question marks on the ? Blocks replaced with "25", exclusively bundled with a special, red Wii. 2011 - Released on the 3DS as part of the Virtual Console. It is a free download for those who purchased a 3DS before the August 12th price drop. The full release version was released on January 5, 2012, in Japan, on February 16, 2012, in North America, and on March 1, 2012, in Europe and Australia. 2013 - Released on the Wii U as part of the Virtual Console service via the Wii U eShop in Japan on June 5 and in Europe, Australia, and North America on September. The game was also featured in Ultimate NES Remix along with the port of Super Mario Bros., Speed Mario Bros. 2014 - Available in Super Smash Bros. for Wii U as a playable demo. 2015 - Available as one of the 20 NES titles at the Nintendo Switch Online subscription service's launch in September 2018, and for the first time can be played with other players online. [24] 2020 - Released as Super Mario Bros. 35. 2020 - Released as Super Mario Bros. Staff Main article: List of Super Mario Bros. staff Director Original Music Designers Shigeru Miyamoto Takashi Tezuka Programmers Kazuaki Morita Toshihiko Nakago Producer Executive Producer Descriptions Wii Shop Channel "One day, the Mushroom Kingdom was invaded by the Koopas, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom Fell into ruin. The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is Princess Toadstool, the daughter of the Mushroom People's plight and sets out to free the Mushroom Princess from the Koopas and restore the fallen kingdom of the Mushroom People. Jump, kick shells, and throw fireballs through eight action-packed worlds in this iconic NES classic!" Nintendo eShop Rediscover Mario & Luigi's first great adventure! One day, the Mushroom Kingdom was invaded by the Koopas, a tribe of turtles famous for their black magic. The quiet, peaceloving Mushroom People were turned into stones, bricks, and even plants, and the kingdom fell into ruin. The only one who can undo the magic spell is Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is in the hands of evil king Bowser™. Mario™ learns of the Mushroom People's plight and sets out to free the Mushroom King. Princess from the Koopas and restore the fallen kingdom. Jump, kick shells, and throw fireballs through eight action-packed worlds in this iconic NES classic!" Media For a complete list of media for this subject, see List of Super Mario Bros. media. Help:Media • Having trouble playing? Gallery For this subject is image gallery, see Gallery:Super Mario Bros.. Super Smash Bros. Brawl sticker information Name Image Artwork from Effect in The Subspace Emissary Super Mario Bros. [Arm, Leq] - Attack +15Usable by: Mario, Luigi, Yoshi, Peach, Bowser Quotes "We wanted to make a big Mario running around beneath a blue sky. We squeezed as much as we could out of the NES technology." — Shigeru Miyamoto, Super Mario History 1985-2010 Booklet "Developing this game was fun because it felt like we were solving a puzzle as we were making it." — Takashi Tezuka, Super Mario History 1985-2010 Booklet "Developing this game was fun because it felt like we were solving a puzzle as we were making it." — Takashi Tezuka, Super Mario History 1985-2010 Booklet "Developing this game was fun because it felt like we were solving a puzzle as we were trying to create something that had never been done before." — Koji Kondo, Super Mario History 1985-2010 Booklet "Thank you Mario! But our princess is in another castle!" — Mushroom Retainer, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario Bros. "Thank you Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario! We present you a new quest." — Princess Toadstool, Super Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario! Your quest is over. We present you a new quest." — Princess Toadstool, Super Mario! Your quest is over. We present you a new quest." — Princess Toadstool Your quest. We present you a new quest." — Princess Toadstool Your quest. We present you a new quest. — Princess Toadstool Your quest. — マリオブラザーズSūpā Mario Burazāzu Super Mario Bros. Chinese (Simplified) 超级马力欧兄弟Chāojí Mǎlì'ōu Xiōngdì Super Mario Bros. Korean Syupeo Malio Beuladeoseu Super Mario Bros. Trivia The original story of Super Mario Bros. (with early character designs) as seen on a board game based on the game. An alternate set of pictures depicting the same events is in How to Win at Super Mario Bros. Despite being unmentioned in the Japanese manual, [8] the Mushroom King appears in Asian-drawn strategy guide illustrations. The Guinness Book of World Records 2011: Gamer's Edition stated that this game was also remade on the Nintendo 64, which is incorrect. Mario's sprite on the International box cover is recolored and bushes in Super Mario Bros. are the same sprite in different colors, most likely to save space. Piranha Plant Slide from Mario Kart 7 refers to this, as the cloud and bushes are the same model in different colors. The ending theme of Super Mario Bros.: The Lost Levels was first composed as the ending theme of Super Mario Bros.: The Lost Levels was first composed as the ending theme of Super Mario Bros. The Lost Levels was first composed as the ending theme of Super Mario Bros. The Lost Levels was first composed as the ending theme of Super Mario Bros. The Lost Levels was first composed as the ending theme of Super Mario Bros. The Lost Levels was first composed as the ending theme of Super Mario Bros. The ending the ending theme of Super Mario Bros. The ending theme of Super Mario Bros. The ending theme of Super Mario Bros. Bros.,[citation needed] with Mario, in particular, is noted as having a slight physical similarity to the Soviet Red Star. Nintendo Power addressed this issue by trying to put Mario's mustache on Ivan Drago from Rocky IV and denying there was any intentional resemblance. [citation needed] The European version of the game adds one pixel to the hitboxes of Little Goombas, Spinies, Piranha Plants, Bloobers, Cheep-cheeps and Bullet Bills. [26] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. [26] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. [27] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. [28] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. [28] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. [28] External links Japanese website Nintendo UK Game Boy Advance site References and Bullet Bills. 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