



# SUPER MARIO WORLD - SNES

Nintendo

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Game Theory – September 29, 2007

# SUPER MARIO WORLD – BASIC FACTS

- Super Nintendo Entertainment System (SNES)
- Everyone
- Release Cost: \$24.99
- Adventure Platformer

## Game Play Screens



# SUPER MARIO WORLD – THE PLOT

## THE PRINCESS IS MISSING!

- Same old story
- Princess Peach Get Kidnapped by Bowser
- Mario and Luigi must go save the Princess
- They find a dinosaur name Yoshi
- Mario travels thru enemy infested world
- Mario defeats Bowser offspring
- Mario defeats Bowser
- The Princess is saved
- Now the world is also saved magically
- Game Over



# SUPER MARIO WORLD - GAME STRUCTURE

- Super Mario World is linear game play
- The game plays as a basic side scrolled
- Mario travels across 7 worlds with more than one path to make it to the next world.
- There are more than one path in the red dot levels.



# SUPER MARIO WORLD - INTERFACE

## Pro's

- Simple Animated Title Page
- Three Profile Saves (A,B, C)
- One Erase All Date Button
- Virtually No Loading



## Con's

- Can only save the game after beating a ghost house or castle.
- Total Number of lives aren't saved



# SUPER MARIO WORLD - TUTORIAL

## Pro's

- The game levels start off simple with hints and progressively get more difficult.
- There are blue boxes which provide hints to players when needed throughout different levels.
- The game offers more challenging levels for more experienced players.



## Con's

- The player has to initiate the tutorial by hitting the blue box



# SUPER MARIO WORLD – GRAPHIC SLIDE

## The Pro's

- 16 bit graphics – Best at the time
- 2D Graphics
- Still looks clean in modern times
- Gave the characters more detailed design



## The Con's

- Repetitive Backgrounds Design



# SUPER MARIO WORLD - SOUND

## The Pro's

- Stereo Sound – improved over mono sound
- Music changes between worlds
- Music is enjoyable to listen too
- Music helps set the pace for the levels.
- Nice use of Sound Effects



## The Con's

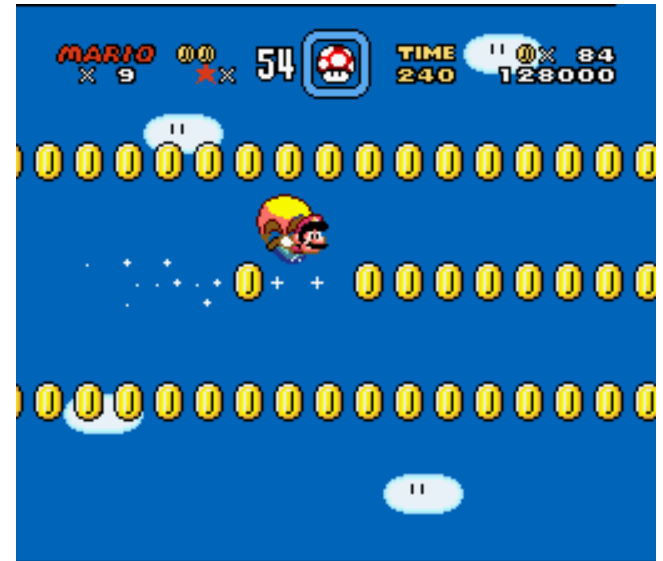
- Repetitive at times



# SUPER MARIO WORLD - GAMEPLAY

## The Pro's

- Easy-to-use controls
- Simple/easy-to-follow plot
- Addictive
- Addition of the feather power-up.
- Addition of Yoshi
- Easy multi-play
- Bonus Stages



## The Con's

- Button layout can cause problems
- Repetitive gameplay and Castle Bosses

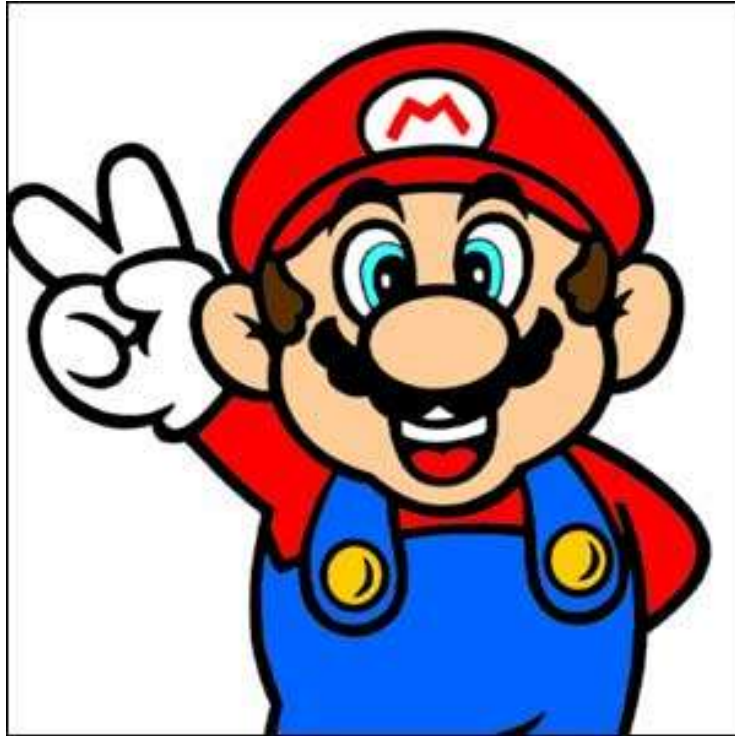


# SUPER MARIO WORLD - SUMMARY

- Amazing Game for the SNES
- Game still holds up today as fun and addictive
- Offers more challenging levels for more experience players
- Has been rereleased on the Gameboy Advance and the Wii's Virtual Console



# SUPER MARIO WORLD - QUESTIONS



# SUPER MARIO WORLD - RESOURCES

## Information – Date accessed 9/28/07

- IGN, [www.ign.com](http://www.ign.com)
- Wikipedia, [www.wikipedia.com](http://www.wikipedia.com)
- Nintendo, [www.nintendo.com](http://www.nintendo.com)

## Screen Shots – Date accessed 9/28/07

- Moby Games, [www.mobygames.com](http://www.mobygames.com)
- Wikipedia, [www.wikipedia.com](http://www.wikipedia.com)
- TV.com, [www.tv.com](http://www.tv.com)
- My Opera, [my.opera.com](http://my.opera.com)

