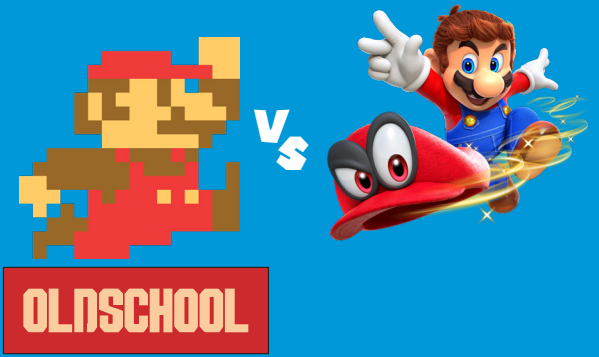


# EVOLUTION OF MARIO GAMES



1981

- **Donkey Kong**
- **Release date:** July 9, 1981
- **Background:** It all started back when Shigeru Miyamoto first started working for Nintendo in the 80's. He was originally going to make a popeye game but Nintendo's license fell through. Shigeru came up with some new characters, Jumpman (soon to be Mario)
- **System:** Famicom (NES)

- **Super Mario Bros.**
- **Release date:** 1985
- **Background:** Super Mario Bros. was the best selling videogame of all time for nearly three decades, with over 40 million copies sold worldwide. Super Mario Bros. is divided into eight worlds, each of them containing four levels. 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.
- **System:** Famicom NES(Nintendo Entertainment System)



1985

1990

- **Super Mario Bros. 3**
- **Release date:** February 9, 1990(America)
- **Background:** Originally, the game was developed with a bird's-eye view in mind, similar to The Legend of Zelda, where the player would be looking down at the characters from above.
- **System:** Famicom NES(Nintendo Entertainment System)

- **Super Mario World**
- **Release date:** November 21, 1990
- **Background:** Miyamoto has stated that ever since they finished Super Mario Bros., the design staff wanted to have Mario ride a dinosaur. It was believed to be impossible technically until the Super NES was developed. Miyamoto has stated that this is his favorite Mario game.
- **System:** SNES(Super Nintendo Entertainment System)



1990

1997

- **Super Mario 64**
- **Release date:** 1997(America)
- **Background:** Though not the first 3D platforming game, Super Mario 64 codified many of the controls and designs conventions of the genre. Being the first 3D Mario game, Super Mario 64 has introduced several moves, including triple-jumping, ground-pounding, long-jumping, diving, and somersaulting,
- **System:** Nintendo 64

- **Super Mario Sunshine**
- **Release date:** August 26, 2002
- **Background:** First Mario game with an official story and cutscenes. Super Mario Sunshine is a 3D platformer where players control Mario in an open environment in a similar manner to its predecessor, Super Mario 64. As with all 3D platformers, players can adjust the camera to their liking.
- **System:** Gamecube



2002

2007

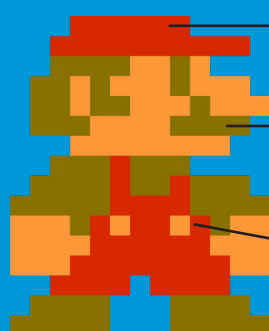
- **Super Mario Galaxy**
- **Release date:** 2007
- **Background:** It is the third Mario 3D platformer, and the follow-up to Super Mario 64 and Super Mario Sunshine. However, unlike the previous two 3D adventure installments for the Mario franchise, this game takes place in deep space. Upon release, Super Mario Galaxy received some of the highest review scores and appraisals of any Wii game to date, and of any game overall. Since its release, the game has sold over 12 million copies, making it the eighth best-selling Wii game, and earning a Nintendo Selects re-release
- **System:** Wii

- **Super Mario Odyssey**
- **Release date:** October 27, 2017
- **Background:** Under director Kenta Motokura, the team experimented to find fun concepts based on the series' "theme of surprise". For example, the team found that throwing a hat was the most pleasing action to perform with the Joy-Con controller, resulting in the hat "capture" game mechanic. This led to the game's varied Kingdom environments, each with unique game mechanics.
- **System:** Switch



2017

Sprites



Hat

Mustache

Overalls

Gloves

Polygon

