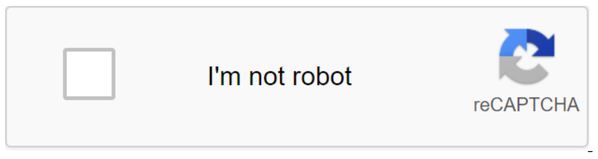
# Mario bros all star




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This article is about the 1993 SNES collection. For the Collection Nintendo Switch 2020 see 1993 video game compilation Super Mario All-StarsNorth American SNES field artDeveloper (s)Nintendo EADPublisher (s)NintendoSeriesSuper MarioPlatform (s)Super NES, WiiReleaseSuper NESAll-StarsJP: July 14, 1993NA: August 11, 1993PAL: December 16, 1993All-Stars - Super Mario WorldNA: December 1994EU: 1995WiiJP: 21 October, 2010EU: December 3, 2010NA: December 12, 2010Genre (s)Platform, compilationMode (s)Single-player, multiplayer Super Mario All-Stars () is a compilation of platform games from 1993 for the Super Nintendo Entertainment System (SNES). It contains remakes of four Nintendo Super Mario games released for Nintendo Entertainment System (NES) and Family Computer Disk System: Super Mario Bros. (1985), Super Mario Bros.: The Lost Levels (1986), Super Mario Bros. 2 (1988) and Super Mario Bros. 3 (1988). Remakes adapt original game rooms and level design for SNES with updated graphics and music. As in the original games, the player controls Italian plumber Mario and his brother Luigi through themed worlds, collecting bonuses, avoiding obstacles and finding secret areas. Changes include adding a parallax scroll and altered game physics, while some glitches are fixed. After the completion of Super Mario Kart (1992), Mario Shigeru Miamoto proposed to Nintendo to develop a compilation of SNES Mario. Nintendo Entertainment Analysis and Development handled the development of Super Mario All-Stars. Because the 16-bit SNES was more powerful than the 8-bit NES, the developers were able to remaster the games in transitioning across platforms. They based the updated designs on those of Super Mario World (1990) and sought to keep the feel of mario's original NES games. Nintendo released Super Mario All-Stars worldwide in late 1993 and republished it in 1994 with Super Mario World included as an additional game. The game was re-released twice for the anniversary of Super Mario Bros.: in 2010 on the Wii for the 25th anniversary of the game, in a special package with an art booklet and a SOUNDTRACK CD; and in 2020 on the Nintendo Switch for its 35th anniversary. The SNES version has received critical acclaim and is one of super Mario's best-selling games, with 10.55 million copies sold by 2015. Reviewers praised Super Mario All-Stars as a must-have representing SNES at its best. They praised the effort that went into remastering the games compilation and praised the updated graphics and music, but criticized its lack of innovation. Wii rerelease had sold 2.24 million copies by 2011, but received mixed reviews for its lack of new games or features. Critics were also impressed by the art booklet and cd soundtrack, and recommended buying games individually on the Wii virtual console instead. Content Articles: Super Mario Bros., Super Mario Bros.: The Lost Levels, Super Mario Bros. 2 and Super Mario Bros. 3 Comparison of the NES version (above) and the Super Mario All-Stars (bottom) version of Super Mario Bros. Notice a more detailed environment and background of the latter. Super Mario All-Stars is a collection of four video games in the Super Mario Bros. series (1985), Super Mario Bros.: The Lost Levels (1986), Super Mario Bros. 2 (1988), Bi and Super Mario Bros.3 (1988) - originally released for Nintendo's 8-bit entertainment system (NES) and family computer system. In addition, with Super Mario Bros. 3, you can get a two-player bonus game based on Mario Bros. (1983). The games are true remakes with original rooms and level design intact. They are 2D side scrolling platformers where the player controls Italian plumber Mario and his brother Luigi through thematic worlds. They jump between platforms, avoid enemies and inanimate obstacles, find hidden secrets (such as warp zones and vertical vines), and collect bonuses such as mushroom and Star of Invincibility. Super Mario Bros., The Lost Levels and Super Mario Bros. 3 follow Mario and Luigi in an attempt to save Princess Jabstool from the villainous Bowser, with the player stomping on enemies and breaking bricks as they progress. Super Mario Bros. 2 has a different storyline and gameplay style: Mario, Luigi, Princess and Toad must defeat the evil King Of Wart, who cursed the land of dreams. In this game, the player picks up and throws objects such as vegetables at enemies. The player selects one of the four from the game menu and can leave at any time, pausing. Super Mario All-Stars games are being updated to use the 16-bit Super Nintendo Entertainment System (SNES). Updates range from remastering soundtracks to updated graphics and adding a parallax scroll. The physics of the game has changed slightly, and some glitches, such as Minus World in Super Mario Bros., have been fixed. The difficulty level of Lost Levels is somewhat mitigated: the dangers of poisonous fungi that can kill the player are easier to discern, and there are more than 1-UPS and checkpoints. The All-Stars include the ability to maintain a player's progress, which was lacking in the original games. Players can resume games from the outset of any previously available world, or in The Lost Levels, any previously available level. Up to four separate save files can be stored for each game. The development of Shigeru Miamoto in 2013 was developed by Nintendo Entertainment Analysis and Development, a former game development arm of Japanese publisher Nintendo. It had the working name Mario Extravaganza as, according to Nintendo President Satoru It was one cartridge game packed full of the first ten years of Nintendo's rich history. The idea of the compilation came after the completion of Super Mario Kart (1992). Mario's next major game, Yoshi's Island (1995), was still in production, creating a gap in Nintendo's release schedule. Creator Mario Shigeru Miamoto has proposed the development of a value package containing all Super Mario games released up to this point. According to Tadashi Sugiyama, who served as assistant director and designer of the project, Miyamoto's idea was to give players the opportunity to experience lost levels. Nintendo found The Lost Levels, released in Japan as Super Mario Bros. 2 in 1986, too challenging for the North American market and instead released an upgraded version of Doki Doki Panic (1987) as Super Mario Bros. Instead of simply transferring NES games to the SNES cartridge, Nintendo decided to remaster them when going over platforms. One of the first tasks that the developers did was to update and recycle graphics for SNES. Because it was more powerful than NES, they were no longer limited in colors that they could use to design the world of Mario. Designer Naoka Mori recalled feeling intimidated as it was only his third year at Nintendo, and he was tasked with updating the company's flagship game. The artists based their designs on those of Super Mario World (1990) and added a black contour around Mario to make him stand out in the background. For dark black backgrounds such as locks and bonus zones in Super Mario Bros., Mori and Sugiyama added details such as Bowser and Mario's portraits. The team sought to maintain the feel of the original games, leaving the design level and movement of Mario without analty. To save the gameplay, they decided not to add new animations and actions. The changes were made by hand, and Sugiyama managed the original Super Mario Bros. while he was working on a remake to compare them side by side. Employees who worked on the original games were involved and consulted during the development. Nintendo has decided to leave some glitches that the team found useful, such as the endless exploitation of life in Super Mario Bros. However, for this glitch, they set a limit on how many lives a player can earn. Sugiyama recalled that the team corrected failures that they believed would hinder players' progress, although their elimination caused some differences in control. To make games easier, Nintendo gave players more lives when they started. The developers also added the savings option, as battery backup cartridges didn't exist when the original Super Mario Bros was created. made to ease the complexity of the game. While he was helping with other remakes, Maury avoided debugging Lost Levels because it was so difficult. Nintendo released Super Mario All-Stars in Japan on July 14, 1993, and North America on December 11, 1993, and Europe on December 16, 1993. In Japan it was released as Super Mario Collection. The compilation was the first time The Lost Levels had been released outside Japan. Between September and October 1993, Nintendo Power held a competition in which players who reached a certain area in The Lost Levels would receive a Mario iron-on patch. The compilation also became a SNES package. Nintendo republished Super Mario All-Stars in December 1994 as Super Mario All-Stars and Super Mario World, which adds Super Mario World. Super Mario World is largely identical to the original, but Luigi's sprites have been updated to make him a distinct character, not just Mario's palette. The Super Mario Collection version was also released on Nintendo Satellaview, a Japanese exclusive SNES add-on that allows users to receive games via satellite radio. Super Mario Advance (2001) and Super Mario Advance 4: Super Mario Bros. 3 (2003), remakes of Super Mario Bros. 2 and 3 for Nintendo Game Boy Advance (GBA), include elements from the remake of Super Mario All-Stars, such as updated graphics and audio. In 2010, for the 25th anniversary of Super Mario Bros., Nintendo released the Super Mario All-Stars 25th Anniversary Edition (Super Mario Collection Special Pack in Japan) for the Wii in Japan on October 21, in Europe on December 3 and in North America on December 12. The 25th anniversary edition comes in a special package containing the original Super Mario All-Stars ROM image on the Wii disc, a 32-page Super Mario History booklet containing concept art and interviews, as well as a CD soundtrack containing sound effects and 10 tracks from most Mario games to Super Mario Galaxy 2 (2010). The compilation was originally released in limited quantities, which quickly sold out, prompting Nintendo to release a second print. The collection was re-released in 2020 on Nintendo Switch for the 35th anniversary of the original game, coming for free as part of the subscription-based classic games service Nintendo Switch Online. Receiving Reception (SNES) Review of the PblicationScoreCVG94%,36'Edge8/10'37-EGM9.25/10 By 2015, Super Mario All-Stars had sold 10.55 million copies, making it one of Super Mario's best-selling games. The collection received critical acclaim. Reviewers thought it was a must-have that represented the SNES library at its best, and would occupy players for hours if not Nintendo Magazine System (NMS) has calculated that it can entertain players for up to a year. A critic from Computer and Video Games (CVG) described Super Mario All-Stars as a cut-back Super Mario director, leaving fans of updated graphics and audio in addition to the game (The Lost Levels) few have experienced. A reviewer at Electronic Gaming Monthly (EGM), impressed by the improvements, called it a masterpiece from start to finish. Critics praised the game collection as excellent remasters, saying they are getting old well, and appreciated the efforts that went into upgrading them for SNES. For AllGame, retrospectively considering the version, including Super Mario World, the compilation represented the absolute pinnacle of the 2D platform genre. Critics said the games were played the same way they did at the NES and kept what made them great. The EGM reviewers were satisfied that the various secrets remained intact. Nintendo Power wrote that the games got better over time, while EGM and CVG suggested that players opt out of NES games to update SNES. Although one nmS reviewer admitted that he preferred Super Mario World, citing less instinctive control and somewhat simplified graphics, he said that Super Mario All-Stars was still worth buying. Reviewers liked the updates the games received when they went to SNES. Nintendo Power, for example, praised the addition of the save feature, believing that it would give players who never finished the game a chance to do so. The updated graphics were highly rated; NMS reviewers admired the attention to detail, which they said made the compilation worth buying, and AllGame called the visuals colorful and cartoonish. CVG thought the backgrounds could benefit from more details, but GamePro thought they were quite detailed. Reviewers also praised the updated soundtracks. For EGM, the sound amplified the experience, and GamePro noted the addition of echoes and bass effects. In a 2005 retrospective, Famlsu named the All-Stars a role model for future video game remakes. Criticism of Super Mario All-Stars has generally focused on a lack of innovation. In addition to 16-bit updates, save features and (for american audiences) The Lost Levels, Nintendo Power writes, the compilation is nothing new, and this view of CVG has been repeated. The best cart around is a compilation of old eight bit games, Edge wrote, that doesn't speak to the standard of new games, does it? One EGM reviewer claimed that Super Mario Bros. 2 was, but another critic and Nintendo Power said the honor went to The Lost Levels. NMS, CVG and Edge, however, criticized The Lost Levels for With Nintendo Magazine System viewing it as just an interesting bonus. The Edge said the compilation is worth buying for Super Mario Bros. and Super Mario Bros. 3, but not Super Mario Bros. 2, because the reviewer found that its gameplay lacked fluidity and poor level design. In 1997, when EGM employees ranked Super Mario Bros., Super Mario Bros. 2 and Super Mario Bros. 3 on the list of the best console games of all time, they listed all-Stars for all three games. On the list for Super Mario Bros. 3 (ranked number 2), they noted: Just a reminder: We're not including compiling the game on our Top 100, or Super Mario All-Stars will clearly cut out the number one game of all time. Receiving the 25th anniversary of the edition (25th anniversary of the edition) Aggregated scoreAggregatorScoreMetacritic70/100 According to the review aggregator site Metacritic, the Edition of Super Mario All-Stars 25th Anniversary Edition received mixed or medium reviews. By April 2011, 2.24 million copies had been sold, 920,000 in Japan and 1.32 million overseas. Typically, critics were disappointed nintendo was simply re-publishing a compilation of SNES without analty, which they found lazy. They expressed surprise the developers didn't take advantage of the extra space Wii drives offer to add more games or use the Super Mario All-Stars and Super Mario World versions. The Guardian compared the 25th anniversary of the edition unfavorably to the Wii Remaster in Nintendo 64 GoldenEye 007 (1997), released earlier that year. The writer claimed that while GoldenEye offered new graphics, levels and reasons for the game, Super Mario All-Stars was exactly the same compilation released on SNES in 1993. The A.V. Club went so far as to say that the 25th anniversary edition fails at every conceivable level, and somewhat unthinkable, too. The booklet The Story of Super Mario divided the reviewers. Nintendo Life and A.V. Club cooked it up for what they consider to be its cheap quality products. Although Nintendo Life found it somewhat intriguing, both called the developer's comments with one sentence vague and meaningless. The A.V. Club stated that the level design documentation was hidden by pictures and diagrams written in Japanese without translation. Meanwhile, IGN expressed the opinion that the booklet did not demonstrate the importance of Mario, not missing information about installments of Game Boy and Yoshi's Island, as well as appearances in other Nintendo games. Others found the booklet interesting; GamesRadar stated that for Mario's fans, Miamoto's original plan was one worth $30. The CD soundtrack received criticism and was seen as a missed opportunity. The reviewers were disappointed contained only ten works of actual music, and half of them were devoted to sound effects. For example, Nintendo Life stated that a CD could be audio within 74 minutes, and noted that the one complete with this collection doesn't even fill half of that potential work time. Similarly, IGN said that ten parts were not enough, that Super Mario Galaxy (2007) had more than twenty unique tracks, but the CD included only one. For its part, The Guardian stated that the CD would make players happy, and GamesRadar thought that Nintendo rarely releases soundtracks for games outside of Japan. GamesRadar added that the CD helped make the compilation important, and that it represents the first time Nintendo has officially released Super Mario Bros. Ground Theme. Nintendo Life wrote that Nintendo has no reason not to add more to the compilation, suggesting that it doesn't take much effort to add interviews, ads and other behind-the-scenes content. Despite the general disappointment, critics thought the compilation games remained of high quality. Some admitted that they preferred the original NES, but others thought the updated 16-bit graphics and addition of the save feature were great. However, some urged readers to purchase the games individually on the Wii virtual console, not if they had not yet purchased the compilation. GamesRadar, IGN and Nintendo magazine noted that it is a cheaper way to experience them. As Nintendo World Report wrote, At the end of the day, the value of Super Mario All-Stars lies in whether you want to invest in these classic Mario titles again. Notes, known in Japan as the Super Mario Collection ( ｚパマリオコレクショ, Sape Mario Korekushon) - The Japanese version of The Lost Levels is called Super Mario Bros. 2, while Super Mario Bros. 2 is called Super Mario USA. For more information #Development see Four EGM reviewers given three 9/10 points and one from 10/10. Faitsu gave up two 8/10 points, one perfect score and one score of 6/10. GamePro gave four 5/5 points for graphics, sound, control and fun factor. Nintendo Power gave 3.9/5 presentation points, 4.2/5 points per gameplay and two scores of 4.1/5 for call and theme/fun. The rating is based on 29 reviews. References to footnotes : Staff Edge 1993, page 98-99. a b c d e f Brown, Andrew (August 18, 2011). Super Mario All Stars and World. Nintendo World Report. Archive from the original dated February 6, 2017. 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