

mario anatomy

mario anatomy is a fascinating subject that delves into the physical and biological characteristics of one of the most iconic video game characters in history. Mario, created by Nintendo, has been a beloved figure since his debut in the 1981 arcade game Donkey Kong. Understanding Mario's anatomy involves exploring his distinct features, the cultural significance of his design, and the evolution of his character over the years. This article will provide a comprehensive examination of Mario's anatomy, including his physical traits, the artistic choices behind his design, and how these elements contribute to his identity as a gaming icon. In addition, we will look at the implications of Mario's anatomy in gameplay mechanics and fan interpretations.

- Introduction to Mario's Anatomy
- Physical Features of Mario
- The Evolution of Mario's Design
- Cultural Impact of Mario's Anatomy
- Gameplay Mechanics Related to Mario's Anatomy
- Fan Interpretations and Theories
- Conclusion

Physical Features of Mario

Mario's physical features are quintessential to his character and appeal. His design includes several identifiable traits that set him apart in the gaming world.

Body Structure

Mario is depicted with a stout, rounded body that emphasizes his robust nature. His short stature contributes to his whimsical charm and makes him relatable to players of all ages. The character's proportions are exaggerated, with a larger head compared to his body, which is a common design technique in animation to enhance cuteness and expressiveness.

Facial Features

Mario's face is characterized by a prominent mustache, large round nose, and expressive eyes. These features not only make him recognizable but also add to his personality. His mustache has become an iconic symbol, often associated with masculinity and playfulness. The expressive eyes allow for a wide range of emotions, which enhances player engagement during gameplay.

Color Palette and Clothing

Mario's color palette consists primarily of red and blue, with a red cap, red shirt, and blue overalls. This striking combination makes him easily identifiable even from a distance. The choice of colors is significant; red often conveys energy and excitement, while blue suggests stability. The iconic "M" on his cap further solidifies his branding as a character.

The Evolution of Mario's Design

Mario's design has evolved significantly since his first appearance, reflecting both technological advancements and changing cultural contexts.

Early Designs

In his debut game, Mario was known as "Jumpman" and was portrayed with minimal detail due to the limitations of 8-bit graphics. His initial design featured simple block colors and pixelated shapes. As technology improved, so did the complexity of his design, leading to more detailed and expressive animations.

Modern Iterations

With the transition to 3D graphics in games like Super Mario 64, Mario's design underwent a transformation. His movements became fluid, and his expressive features were enhanced, allowing for a richer character experience. Modern games have continued to refine his appearance, adding depth and realism while maintaining the essence of his original design.

Impact of Cultural Trends

Mario's design is also influenced by cultural trends and societal values. For example, his attire and general persona reflect a blend of blue-collar worker aesthetics with heroic qualities, making him a relatable figure in popular culture. This adaptability has allowed Mario to remain relevant across generations.

Cultural Impact of Mario's Anatomy

Mario's anatomy has not only shaped his character but also left a lasting impact on gaming culture and beyond.

Symbol of Gaming

Mario is often regarded as the mascot of video gaming. His anatomy represents the playful spirit of gaming and the joy of exploration. As players navigate various worlds, Mario's characteristics evoke

nostalgia and familiarity, connecting players to their childhood experiences.

Merchandising and Branding

The distinct anatomy of Mario has also made him a cornerstone of Nintendo's branding strategy. From toys to clothing, Mario's recognizable features have allowed for diverse merchandising opportunities. This branding strategy underscores the importance of his anatomical design in creating a cohesive identity.

Gameplay Mechanics Related to Mario's Anatomy

Understanding Mario's anatomy is essential for grasping how it influences gameplay mechanics.

Movement and Abilities

Mario's physical traits facilitate a variety of movements and abilities within games. His short stature allows for agile maneuvers, while his robust build enables him to perform powerful jumps and actions. The design choices impact the gameplay experience, making it intuitive and rewarding for players.

Character Interactions and Dynamics

Mario's anatomy also plays a role in his interactions with other characters and environments. His size and shape allow for specific gameplay mechanics, such as squeezing into tight spaces or interacting with various objects. These interactions enhance the gameplay, creating a dynamic world that feels alive and engaging.

Fan Interpretations and Theories

The fascination with Mario's anatomy extends beyond official portrayals, inspiring fan interpretations

and theories.

Artistic Representations

Fans often create their own versions of Mario, exploring alternative designs that reflect personal styles or thematic concepts. These interpretations can range from realistic renditions to abstract takes that challenge the traditional view of Mario's anatomy.

Theories and Speculations

Various theories have emerged regarding the significance of Mario's anatomy in the context of the games. Some fans speculate about his age, profession, and even the implications of his adventures on his physical health. These discussions showcase the depth of engagement and analysis that Mario inspires among his fanbase.

Conclusion

Mario's anatomy is a rich topic that intertwines game design, cultural significance, and player interaction. From his recognizable physical features to the evolution of his design over the years, every aspect contributes to his status as a gaming icon. Understanding Mario's anatomy not only enriches appreciation for the character but also highlights the broader implications of character design in the gaming industry.

Q: What are the key physical features of Mario?

A: Mario is characterized by his stout body, large round nose, expressive eyes, and iconic mustache. His outfit typically includes a red cap with an "M," a red shirt, and blue overalls, which contribute to his distinct appearance.

Q: How has Mario's design evolved over the years?

A: Mario's design has evolved from simple 8-bit graphics in his early games to detailed 3D models in modern titles. This evolution reflects advancements in technology and changes in artistic trends, while maintaining the core elements of his character.

Q: Why is Mario considered a cultural icon?

A: Mario is viewed as a cultural icon due to his role as a mascot for the gaming industry, his nostalgic appeal, and his widespread recognition in various forms of media. His design and character resonate with players across different generations.

Q: What gameplay mechanics are influenced by Mario's anatomy?

A: Mario's anatomy influences gameplay mechanics such as movement agility, jumping abilities, and interactions with the game environment. His short stature and robust build allow for various actions that enhance the gaming experience.

Q: What impact has Mario's design had on merchandising?

A: Mario's distinct anatomy has enabled extensive merchandising opportunities, including toys, clothing, and collectibles. His recognizable features make him a lucrative branding asset for Nintendo.

Q: Are there any popular fan interpretations of Mario?

A: Yes, fans often create their own artistic representations of Mario, exploring various styles and themes. These interpretations can range from realistic to abstract, reflecting individual creativity and engagement with the character.

Q: What theories exist about Mario's character?

A: Various theories speculate on aspects of Mario's character, including his age, profession, and the implications of his adventures on his health. These discussions illustrate the depth of analysis within the fan community.

Q: How does Mario's anatomy contribute to player engagement?

A: Mario's anatomy, including his expressive features and relatable design, enhances player engagement by fostering a connection to the character. His movements and abilities create an intuitive gameplay experience that resonates with players.

Q: What role does color play in Mario's design?

A: The color palette of red and blue in Mario's design is significant; red conveys energy and excitement, while blue suggests stability. This combination enhances his visual appeal and recognition in various gaming contexts.

[Mario Anatomy](#)

Find other PDF articles:

<https://explore.gcts.edu/business-suggest-015/files?ID=Zlw90-4873&title=for-sale-vending-machine-business.pdf>

mario anatomy: The Anatomy of Super Mario Bros Jeremy Parish, 2013-11-15 Super Mario Bros. ranks among the most important and influential video games of all time. This book attempts to break its design down, stage by stage, exploring not only the way its challenges build on themselves, but also how the game communicates its expectations and Mario's capabilities to new players. And it's not just that NES classic that goes under the microscope: All of Mario's adventures before Super Mario Bros. are dissected as well, painting a picture of how Nintendo's designers built up to this groundbreaking creation. This book is not endorsed or licensed by Nintendo.

mario anatomy: Neuroanatomy Guidance to Successful Neurosurgical Interventions Imad N. Kanaan, Vladimír Beneš, 2024-11-08 This unique book covers a wide spectrum of neurosurgical science and practice. Authored by world-renowned neurosurgeons, it aims to bridge the gap

between practical anatomy and the recent advances in neurosurgical interventions. A special section on neurovascular surgery demonstrates the surgical skills required and challenges faced during surgery of complex aneurysms, vascular malformations and options for special revascularization procedures. Distinctive chapters highlight the anatomical landmarks for tailored microsurgical and endoscopic approaches to skull base, ventricular and spinal tumors. This textbook outlines the role of white matter dissection in glioma and epilepsy surgery with an update on functional and peripheral nerves neurosurgery and a special chapter on the anticipation and management of complications in adult and paediatric neurosurgery.

mario anatomy: *In Vitro* Paul L. Rodriguez, 2004-04 This novel, *In Vitro* is set against a background of gritty reality snatched from today's headlines. Dr. Mario Lopez is a driven man searching for love and the answer to the riddle of life and the human soul. His quest begins in the barrio of his youth. It takes him on a fascinating journey to a seminary where he learns the shocking secrets about some of the priests teaching there. Then fate takes him into the medical profession where he daily witnesses firsthand today's medical, ethical and religious controversies regarding reproduction technology ranging from in vitro fertilization to genetic selection of the newborn to the possibility of developing an artificial womb. Authentic details of an autopsy and surgery put the reader in the physician's shoes. This is an intriguing novel with unexpected twists and turns and larger than life characters including the three women in Mario's life that you won't forget. Maria Alvarez, Belle Starr, and Natasha, each strikingly different, each a possible downfall for Mario. After the first page, the reader can't put this book down. This is considered by many the new *Catcher in the Rye*.

mario anatomy: *Clinical Neuroanatomy and Neuroscience E-Book* Estomih Mtui, Gregory Gruener, M. J. T. FitzGerald, 2011-04-14 *Clinical Neuroanatomy and Neuroscience* by Drs. M. J. T. FitzGerald, Gregory Gruener, and Estomih Mtui, already known as the most richly illustrated book available to help you through the complexity of neuroscience, brings you improved online resources with this updated edition. You'll find the additional content on Student Consult includes one detailed tutorial for each chapter, 200 USMLE Step I questions, and MRI 3-plane sequences. With clear visual images and concise discussions accompanying the text's 30 case studies, this reference does an impressive job of integrating clinical neuroanatomy with the clinical application of neuroscience. Aid your comprehension of this challenging subject by viewing more than 400 explanatory illustrations drawn by the same meticulous artists who illustrated *Gray's Anatomy for Students*. Get a complete picture of different disorders such as Alzheimer's disease and brain tumors by reading about the structure, function, and malfunction of each component of the nervous system. Grasp new concepts effortlessly with this book's superb organization that arranges chapters by anatomical area and uses Opening Summaries, Study Guidelines, Core Information Boxes, Clinical Panels, and 23 flow diagrams, to simplify the integration of information. Use this unique learning tool to help you through your classes and prep for your exams, and know that these kind of encompassing tutorials are not usually available for self-study. Access outstanding online tutorials on Student Consult that deliver a slide show on relevant topics such as Nuclear Magnetic Resonance and Arterial Supply of the Forebrain. Confidently absorb all the material you need to know as, for the first time ever, this edition was reviewed by a panel of international Student Advisors whose comments were added where relevant. Understand the clinical consequences of physical or inflammatory damage to nervous tissues by reviewing 30 case studies.

mario anatomy: *Advances in Plastination Techniques* Nicolás E. Ottone, 2023-11-22 Plastination is currently considered one of the most innovative forms of conservation of complete bodies, sections and organs, both human and animal, for use in undergraduate and postgraduate teaching, as well as morphological research. In this sense, to develop the various plastination techniques, specific equipment and specialized training of academics are required, who have the ability to carry out the diversity of protocols that exist, depending on the anatomical material to be preserved. The decomposition of organic matter is a vital process in nature, but it is also an impediment to morphological studies and research. This is particularly important in biological

specimens that shrink considerably when exposed to normal atmospheric conditions. For this reason, it has always been a constantly pursued objective for anatomists. Plastination, in this regard, is a true alternative in the conservation of perishable biological tissues (complete bodies, complete organs such as brains, livers, lungs, kidneys, hearts, muscles, joint preparations, cuts in sections of complete corpses) - or from isolated regions, etc.) reaching a dry and imperishable state through the use of different polymers and special plastics, ensuring that the organs, limbs and entire bodies do not lose their texture and apparently normal disposition. This original book describes in detail and in an updated way the plastination techniques for the conservation of human and animal biological material, demonstrating the applications in teaching and research of anatomy, morphological sciences and health sciences. The didactic chapters present the history and the fundamentals of plastination techniques (steps, equipment, supplies, material, temperature), as well as its clinical, surgical and research applications. The work also features biosafety issues and provides Ethical Considerations in Plastination. *Advances in Plastination Techniques* is intended for a cross-section of academics, technicians and advanced students from all areas of Health Sciences - including Physicians and Dentists - and Veterinary Sciences.

mario anatomy: Surgical Oncology David L Bartlett, Pragatheeshwar Thirunavukarasu, Matthew D Neal., Phil Bao, 2011-03-31 Written by world renowned experts in surgical oncology, this book examines various types of cancer and their treatment options based on 'Level of Evidence' tables. The text provides an up-to-date review of the knowledge required by surgical oncologists, from basic biology, to the application of regional chemotherapy, minimally invasive surgery and palliative care.

mario anatomy: Brad Pitt's Dog Johan Kugelberg, 2012-05-16 The first book of essays by a long-time renowned chronicler of underground culture. Johan Kugelberg's book on the early history of hip hop won the NYPL books for the teen age award 2008 and his book on the Velvet Underground won the Foreword silver medal for music 2010. The way this book mashes up lo-bro and hi-bro is readable, funny and thought-provoking, and also downright provoking. Johan Kugelberg's essays on punk, style and pop culture have entertained readers of international publications including *Dazed and Confused*, *Another Man*, *Ugly Things*, *Perfect Sound Forever*, *Spin*, *Raygun* and *Fact* over the last couple of decades.

mario anatomy: The World of Learning , 1970 Includes deans and selected faculty at professor level by department or discipline.

mario anatomy: The Church of Greece under Axis Occupation Panteleymon Anastasakis, 2014-12-15 Axis forces (Germany, Italy, and Bulgaria) occupied Greece from 1941 to 1944. The unimaginable hardships caused by foreign occupation were compounded by the flight of the government days before enemy forces reached Athens. This national crisis forced the Church of Greece, an institution accustomed to playing a central political and social role during times of crisis, to fill the political vacuum. Led by Archbishop Damaskinos of Athens, the clergy sought to maintain the cultural, spiritual, and territorial integrity of the nation during this harrowing period. Circumstances forced the clergy to create a working relationship with the major political actors, including the Axis authorities, their Greek allies, and the growing armed resistance movements, especially the communist-led National Liberation Front. In so doing the church straddled a fine line between collaboration and resistance—individual clerics, for instance, negotiated with Axis authorities to gain small concessions, while simultaneously resisting policies deemed detrimental to the nation. Drawing on official archives—of the Greek Ministry of Foreign Affairs, the British Foreign Office, the U.S. State Department, and the Greek Holy Synod—alongside an impressive breadth of published literature, this book provides a refreshingly nuanced account of the Greek clergy's complex response to the Axis occupation of Greece during World War II. The author's comprehensive portrait of the reaction of Damaskinos and his colleagues, including tensions and divisions within the clergy, provides a uniquely balanced exploration of the critical role they played during the occupation. It helps readers understand how and why traditional institutions such as the Church played a central social and political role in moments of social upheaval and distress. Indeed,

as this book convincingly shows, the Church was the only institution capable of holding Greek society together during World War II. While *The Church of Greece under Axis Occupation* elucidates the significant differences between the Greek case and those of other territories in Axis-occupied Europe, it also offers fresh insight into the similarities. Greek clerics dealt with many of the same challenges clerics faced in other parts of Hitler's empire, including exceptionally brutal reprisal policies, deprivation and hunger, and the complete collapse of the social and political order caused by years of enemy occupation. By examining these challenges, this illuminating new book is an important contribution not only to Greek historiography but also to the broader literatures on the Holocaust, collaboration and resistance during World War II, and church-state relations during times of crisis.

mario anatomy: Text and Trauma Ian Richard Netton, 2012-12-06 An essay in literary criticism with a difference, addressing the nature of blasphemy and using selected novels by Salman Rushdie, Najib Mahfuz and Nikos Kazantzakis as case studies.

mario anatomy: Surgical Oncology David L Bartlett, Pragatheeshwar Thirunavukarasu, Matthew D Neal, Phil Bao, 2011 The field of oncology is changing more rapidly than any other speciality and new biology as well as new therapies are constantly being tested. This entire text keeps the reader updated with these important advances in a comprehensive but readable format. This outstanding book has been authored by the world renowned experts in surgical oncology, practicing in a rising center of excellence in the field. It introduces 'Level of Evidence' tables to list the various options available for the treatment of each cancer and the strength of evidence available to support it. The text has been developed as.

mario anatomy: Catalog of Copyright Entries. Third Series Library of Congress. Copyright Office, 1972

mario anatomy: *Struggle for Freedom* Basilius J. Groen, 2024-12-15 The study presents ways of structuring civil codes on the basis of selected codifications from Central and Eastern Europe since the end of 18th century until the modern times. In five chapters the author depicts the arrangement of an possible general part, of the law of obligations, of ius in re, of family law and the law of persons as well as of inheritance law. The focus of the study is searching the most common systematic patterns and the main differences between the socialist and bourgeois codifications.

mario anatomy: *Endocrinology Adult and Pediatric: The Thyroid Gland* Leslie J. De Groot, J. Larry Jameson, 2013-06-01 Access all of the latest advances in thyroid disorder management on your favorite eReader with *Endocrinology: Adult and Pediatric: The Thyroid Gland!* Brought to you by the same leading endocrinologists responsible for the highly acclaimed two-volume *Endocrinology* clinical reference, this new thyroid disorder eBook enables you to give your patients the benefit of today's best know-how. - Stay abreast of the newest knowledge and advances in thyroid disease, including the use of thyroglobulin assays and ultrasound vs. isotope scanning in thyroid cancer; the latest understanding of Graves' eye disease; the use of I-131 in management of multinodular goiter; T4 transport defects causing thyroid hormone resistance; best practices in management of thyroid disease during pregnancy; and much more. - Benefit from authoritative guidance on thyroid testing. - Make the best clinical decisions with an enhanced emphasis on evidence-based practice in conjunction with expert opinion. - Count on all the authority that has made *Endocrinology*, 6th Edition, edited by Drs. Jameson and DeGroot, the go-to clinical reference for endocrinologists worldwide. - Consult this title on your favorite e-reader, conduct rapid searches, and adjust font sizes for optimal readability. Compatible with Kindle®, nook®, and other popular devices.

mario anatomy: *Environmental Justice in Contemporary US Narratives* Yanoula Athanassakis, 2017-02-03 *Environmental Justice in Contemporary US Narratives* examines post-1929 US artistic interrogations of environmental disruption. Tracing themes of pollution, marine life, and agricultural production in the work of a number of historically significant writers including John Steinbeck, Ruth Ozeki, and Cherrie Moraga, this book outlines a series of incisive dialogues on transnational flows of capital and environmental justice. Texts ranging from *The Grapes of Wrath* (1939) to *Body Toxic* (2001) represent the body as vulnerable to a host of environmental risks. They

identify natural disasters not just as environmental hazards and catastrophes, but also as events intertwined with socioeconomic issues. With careful textual analysis, Athanassakis shows how twentieth- and twenty-first-century US writers have sought to rethink traditional understandings of how the human being relates to ecological phenomena. Their work, and this study, offer new modes of creative engagement with environmental degradation – engagement that is proactive, ambivalent, and even playful. This book contributes to vital discussions about the importance of literature for social justice movements, food studies, ecocriticism, and the environmental humanities. The core argument of the book is that artistically imaginative narratives of environmental disturbance can help humans contend with ostensibly uncontrollable, drastic planetary changes.

mario anatomy: *A History of the Ecumenical Movement, Volume 2* Harold C. Fey, 2009-12-01 Volume 2 (1948-1968) first appeared in 1970. It covers the history of the World Council of Churches from its first assembly at Amsterdam to its fourth assembly at Uppsala, Sweden; analyzes the development of regional ecumenical organizations; and recounts the impact of the Second Vatican Council on the ecumenical witness of the Roman Catholic Church.

mario anatomy: *Encyclopedia of Greece and the Hellenic Tradition* Graham Speake, 2021-01-31 Hellenism is the living culture of the Greek-speaking peoples and has a continuing history of more than 3,500 years. The Encyclopedia of Greece and the Hellenic Tradition contains approximately 900 entries devoted to people, places, periods, events, and themes, examining every aspect of that culture from the Bronze Age to the present day. The focus throughout is on the Greeks themselves, and the continuities within their own cultural tradition. Language and religion are perhaps the most obvious vehicles of continuity; but there have been many others--law, taxation, gardens, music, magic, education, shipping, and countless other elements have all played their part in maintaining this unique culture. Today, Greek arts have blossomed again; Greece has taken its place in the European Union; Greeks control a substantial proportion of the world's merchant marine; and Greek communities in the United States, Australia, and South Africa have carried the Hellenic tradition throughout the world. This is the first reference work to embrace all aspects of that tradition in every period of its existence.

mario anatomy: *The Christian Church* Hans Schwarz, 2007-04-01 With thoroughness and clarity, Hans Schwarz presents a historical and systematic understanding of the church - its worship and piety, its traditions and doctrines, its forms and structures. This skilled assessment outlines the impact of the church today and analyzes its prospects for the future.

mario anatomy: ,

mario anatomy: *The Basal Ganglia IX* Hendrik Jan Groenewegen, Pieter Voorn, Henk W. Berendse, Antonius B. Mulder, Alexander R. Cools, 2010-05-03 The aim of the International Basal Ganglia Society (IBAGS) is to further our understanding of normal basal ganglia function and the pathophysiology of disorders of the basal ganglia, including Parkinson's disease, Huntington's disease, and schizophrenia. Each triennial meeting of IBAGS brings together basic research scientists from all disciplines as well as clinicians who are actively involved in the treatment of basal ganglia disorders, to discuss the most recent advances in the field and to generate new approaches and ideas for the future. This volume comprises the proceedings of the 9th meeting of IBAGS, held in Egmond aan Zee, The Netherlands, September 2nd-6th, 2007.

Related to mario anatomy

Super Mario Wiki, the Mario encyclopedia The Super Mario Wiki is a comprehensive encyclopedia dedicated to the Super Mario video game franchise from Nintendo, with 32,983 articles

Mario - Super Mario Wiki, the Mario encyclopedia Mario is the main character and titular protagonist of the long-running and highly successful Super Mario franchise. He was created by Japanese video game designer Shigeru Miyamoto and

Super Mario Bros. - Super Mario Wiki, the Mario encyclopedia Super Mario Bros. is a video game released for the Family Computer and Nintendo Entertainment System in 1985. It shifted the

gameplay away from its single-screen

Super Mario (series) - Super Mario Wiki, the Mario encyclopedia The Super Mario series is a line of platform games and the biggest and most prominent series in the Super Mario franchise. It started in 1985 with Super Mario Bros. on the

Super Mario (franchise) - Super Mario Wiki, the Mario encyclopedia The Super Mario franchise, also known simply as the Mario franchise, [1] [2] [3] is a media franchise chiefly consisting of video games published and produced by the Japanese company

List of games - Super Mario Wiki, the Mario encyclopedia 3 days ago This is a list of video games within the Super Mario franchise and all related series, organized by system. Upcoming games are highlighted in gold

History of Mario - Super Mario Wiki, the Mario encyclopedia History of Mario Mario is the main character of the Super Mario franchise. His history spans decades of media primarily in video games, but it also includes cartoons, books,

Super Mario Odyssey - Super Mario Wiki, the Mario encyclopedia Super Mario Odyssey is a 3D action-adventure platformer for the Nintendo Switch. It is the eighth 3D title of the Super Mario series, the first 3D Super Mario title for a hybrid

Gallery:Mario - Super Mario Wiki, the Mario encyclopedia The Super Mario Bros. Super Show! For assets of Mario released in the 1990s, see Gallery:Mario (1990-1999)

Hello, Mario! (game) - Super Mario Wiki, the Mario encyclopedia Hello, Mario! [2] is a free mobile application aimed towards young children released on iOS and Android devices [n 1] and the Nintendo Switch as part of the My Mario series. In the

Super Mario Wiki, the Mario encyclopedia The Super Mario Wiki is a comprehensive encyclopedia dedicated to the Super Mario video game franchise from Nintendo, with 32,983 articles

Mario - Super Mario Wiki, the Mario encyclopedia Mario is the main character and titular protagonist of the long-running and highly successful Super Mario franchise. He was created by Japanese video game designer Shigeru Miyamoto and

Super Mario Bros. - Super Mario Wiki, the Mario encyclopedia Super Mario Bros. is a video game released for the Family Computer and Nintendo Entertainment System in 1985. It shifted the gameplay away from its single-screen

Super Mario (series) - Super Mario Wiki, the Mario encyclopedia The Super Mario series is a line of platform games and the biggest and most prominent series in the Super Mario franchise. It started in 1985 with Super Mario Bros. on the

Super Mario (franchise) - Super Mario Wiki, the Mario encyclopedia The Super Mario franchise, also known simply as the Mario franchise, [1] [2] [3] is a media franchise chiefly consisting of video games published and produced by the Japanese company

List of games - Super Mario Wiki, the Mario encyclopedia 3 days ago This is a list of video games within the Super Mario franchise and all related series, organized by system. Upcoming games are highlighted in gold

History of Mario - Super Mario Wiki, the Mario encyclopedia History of Mario Mario is the main character of the Super Mario franchise. His history spans decades of media primarily in video games, but it also includes cartoons, books,

Super Mario Odyssey - Super Mario Wiki, the Mario encyclopedia Super Mario Odyssey is a 3D action-adventure platformer for the Nintendo Switch. It is the eighth 3D title of the Super Mario series, the first 3D Super Mario title for a hybrid

Gallery:Mario - Super Mario Wiki, the Mario encyclopedia The Super Mario Bros. Super Show! For assets of Mario released in the 1990s, see Gallery:Mario (1990-1999)

Hello, Mario! (game) - Super Mario Wiki, the Mario encyclopedia Hello, Mario! [2] is a free mobile application aimed towards young children released on iOS and Android devices [n 1] and the Nintendo Switch as part of the My Mario series. In the

Super Mario Wiki, the Mario encyclopedia The Super Mario Wiki is a comprehensive

encyclopedia dedicated to the Super Mario video game franchise from Nintendo, with 32,983 articles

Mario - Super Mario Wiki, the Mario encyclopedia Mario is the main character and titular protagonist of the long-running and highly successful Super Mario franchise. He was created by Japanese video game designer Shigeru Miyamoto and

Super Mario Bros. - Super Mario Wiki, the Mario encyclopedia Super Mario Bros. is a video game released for the Family Computer and Nintendo Entertainment System in 1985. It shifted the gameplay away from its single-screen

Super Mario (series) - Super Mario Wiki, the Mario encyclopedia The Super Mario series is a line of platform games and the biggest and most prominent series in the Super Mario franchise. It started in 1985 with Super Mario Bros. on the

Super Mario (franchise) - Super Mario Wiki, the Mario encyclopedia The Super Mario franchise, also known simply as the Mario franchise, [1] [2] [3] is a media franchise chiefly consisting of video games published and produced by the Japanese company

List of games - Super Mario Wiki, the Mario encyclopedia 3 days ago This is a list of video games within the Super Mario franchise and all related series, organized by system. Upcoming games are highlighted in gold

History of Mario - Super Mario Wiki, the Mario encyclopedia History of Mario Mario is the main character of the Super Mario franchise. His history spans decades of media primarily in video games, but it also includes cartoons, books,

Super Mario Odyssey - Super Mario Wiki, the Mario encyclopedia Super Mario Odyssey is a 3D action-adventure platformer for the Nintendo Switch. It is the eighth 3D title of the Super Mario series, the first 3D Super Mario title for a hybrid

Gallery:Mario - Super Mario Wiki, the Mario encyclopedia The Super Mario Bros. Super Show! For assets of Mario released in the 1990s, see Gallery:Mario (1990-1999)

Hello, Mario! (game) - Super Mario Wiki, the Mario encyclopedia Hello, Mario! [2] is a free mobile application aimed towards young children released on iOS and Android devices [n 1] and the Nintendo Switch as part of the My Mario series. In the

Back to Home: <https://explore.gcts.edu>