

Packaged with the NES Power Set (which also included the Power Pad and the Zapper light gun), this game features three NES favorites in one cartridge: *Super Mario Bros.*, *Duck Hunt*, and *World Class Track Meet*, the latter of which is the re-release of Bandai's *Stadium Events*.

Super Mario Bros. 2

PUBLISHER: Nintendo. DEVELOPER: Nintendo.
Side-Scrolling Platform, 1 player. 1988.

The U.S. sequel to *Super Mario Bros.*, *SMB2* is basically the same game as *Yumekojo Doki Doki Panic* for the Famicom (the Japanese NES), but the Arabian hero has been dropped in favor of Mario characters. Players guide Mario, Luigi, Toad, and/or Princess Toadstool through seven vast worlds, battling such odd-

ball creatures as Tweeters, Snifits, Ninjis, Beezos, and Phantos. Instead of jumping on enemies like in *SMB*, the primary method of doing battle is to pick up (or pull up) items—including the enemies themselves—and throw them. Other differences include: magic potions for creating doorways to sub-spaces; keys for opening standard doors; a slot machine bonus game for winning extra lives; and mushroom blocks that players can pick up, move, and stand on. Although not as beloved as its progenitor, *Super Mario Bros. 2* is a fun and challenging game.

Super Mario Bros. 3

PUBLISHER: Nintendo. DEVELOPER: Nintendo.
Side-Scrolling Platform, 1 or 2 players (alternating, simultaneous). 1990.

One of the most eagerly anticipated video games ever released, *Super Mario Bros. 3* is also one of the best (and best selling) games for any console. Basic gameplay is similar to the original *Super Mario Bros.*, but lots of new features have been added, including: a world map screen; a sliding attack; mini-games (including a memory match card game); an inventory system for power-ups; and various suits that enable Mario to turn into Raccoon Mario (fly, tail attack), Frog Mario (swim faster), or Tanooki Mario (fly, turn into statue). Also included is Battle Mode, which is a special version of the arcade classic, *Mario Bros.* Packaged with the NES Challenge Set (after the game had been sold individually for some time), *Super Mario Bros. 3* was featured prominently in *The Wizard* (1989), which was essentially a feature-length commercial for the game and for the ill-fated Nintendo Power Glove. Followed by: *Super Mario World* (SNES), *New Super Mario Bros.* (Nintendo DS), and other sequels and offshoots.



Two legendary NES favorites: *Super Mario Bros.* and *Super Mario Bros. 2*, both complete with box, cartridge, and instruction manual.