

# New Super Mario Brothers

Super Mario Brothers showed us the straightforward but complex fun of jumping and stomping on things. The latest title in the series is coming to the Nintendo DS! Welcome back!

Nintendo DS DS cartridge	Nintendo	2006 planned release	Price TBD	New Super Mario Brothers
	Adventure	Action	Backup feature	
Supports Download Play, wireless connection				

## Super Mario Brothers is back and it's bigger than ever!!

■ In this game, Mario isn't the only one to grow huge! Goombas get the giga-nic treatment, too!



Mario turned 3D when he appeared on the N64, and now he's back on the NDS in a 2D action game! This proper Super Mario Brothers sequel is shaping up to be next year's biggest hit!



Mario grows even larger now!



### TO S L A N D L A N D

Dive into TDS Land!

## Touch!

Secret development talk!

### Size changes and multiplayer

—Since this is a NDS title, will the touch screen be part of the controls?

Tezuka: Mario games mostly use the d-pad, so any controls that frequently require the touch screen would be complicated. So even if touch controls are in the game, it won't be used often.

—Will touch controls be used during a stage?

Tezuka: Just a little, such as when using mushrooms or other items that you have stocked up.

—I guess items are more of a Super Mario World thing.

Tezuka: Yes, we want the general gameplay to be the regular d-pad and 2-button

layout. That's the game we want to make this time.

—On the topic of mushrooms, Mario's going gigantic this time. Will this be done through a mushroom like a regular powerup?

Tezuka: I wouldn't call it "regular" (laugh). Mario changes between small Mario and big Mario quite often in regular gameplay. But giant Mario is a bit special. It'll be a form with a few limitations.

—Like only having one across several stages?

Tezuka: Yes.

—Is giant Mario invincible like when he eats a star?

Tezuka: Something like that. It'll let you take care of tons of enemies, and you can even destroy blocks by punching



them.

—Are there any other parts that you have made major changes? You mentioned a versus mode.

Tezuka: Two people can play at the same time wirelessly.

—Simultaneously!

Tezuka: Yes. Simultaneous play is one of the unique things about the NDS, and you can't really do it on larger consoles. It's hard to play when you're sharing the same screen, since the scroll is controlled by the faster player. The other person

### New Feature 1

A tiny Mario!? He's got a new form!

Although many people focus on the giant Mario in New Super Mario Brothers, we have some information on Mario's other forms. The image on the right shows Mario transformed into a tiny speck! Some areas might not be accessible depending on his size. This is bound to be fun!

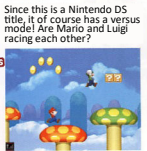


↑ The jumping blob in the center of the screen is Mario! The brown things around scattered around the screen are probably tiny Goombas!

### New Feature 2

What!? Mario vs. Luigi!

Since this is a Nintendo DS title, it of course has a versus mode! Are Mario and Luigi racing each other?

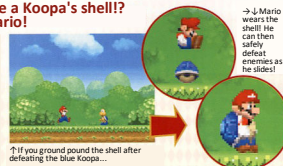


← Competitive gameplay using the network function! Mario and Luigi race each other on a special stage.

### New Feature 3

You can take a Koopa's shell! It's Shell Mario!

Mario takes on many forms in this game; some large, some small. Would you believe that he can even wear a Koopa shell on his back? What's even more surprising is that he can defeat enemies by sliding around! Maybe this will reduce your chances of hitting yourself with a shell you've kicked away?



↑ If you ground pound the shell after defeating the blue Koopa...

→ ↓ Mario wears the shell! He can then safely defeat enemies as he slides!



gets left behind.

—I've had this happen (laugh)

Tezuka: Each player gets their own screen on the DS, and it's easy to link up two units. This enables a new way for two people to play simultaneously.

—I guess it finally lives up to the name "Mario Brothers" (laugh). Since Luigi takes the 2P slot, does this mean it'll be co-op play?

Tezuka: Some of it will be co-op, but I think that having most of it be competitive will be fun, so that's what we're going with. —Is the winner decided by who reaches the goal first?

Tezuka: Not so much a finish line, but they'll be competing on different things.



—Will multiplayer be limited to two people?

Tezuka: Yes. But a versus mode like the minigames in Super Mario 64 DS is in the works, which will support 2 to 4 players. They'll be slight changes or additions to the base game.

—I see. Will there be any completely original minigames?

Tezuka: There will be several of those. In the GBA version, there was the Mario Bros. mode and the actual game. It'll be something like that.

### Game details we're worried about

—Will this be similar to previous titles where 1UP mushrooms can appear from nowhere?

Tezuka: We try to include as much as we can from previous games. I think it'll be nice for people to see old enemies rendered in 3D.

—Have you decided how goals are handled? They've changed several times before.

Tezuka: I think we'll stick with the original and have him drop down from the pole. —Oh, really? That's great! Even the bit with 5000 points?

Tezuka: Instead of trying to make some weird new thing, I'd like to go with something simple that makes people happy.

—Sorry, I guess I showed too much excitement (laugh). Speaking of things that make fans happy, will it apply to the audio? Will the music be completely new?

Tezuka: I'd like to use the classic Mario songs. Well, most of it will be new tracks and remixes of old tracks.



—What else should we look forward to?

Tezuka: This is a new Mario title, the team is pretty excited to work on it, and I'm not to be outdone by the younger team members (laugh). We're being careful to not make the difficulty curve too steep, so that even people who don't play games or who want to play casually can still have. At the same time, we're giving it enough depth so that even Mario lovers will spend a sizable amount of time clearing all of it. I think fans can expect big things from us.