

SUPER MARIO 3D LAND REVIEW

TANOOKI MARIO TO THE RESCUE!

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Gamers everywhere rejoice: we have yet another epic all-new side-scrolling Mario adventure to enjoy!

After years of Mario remakes from Nintendo, we've had three amazing brand-new Mario games in the past five years: New Super Mario Bros. for the DS, New Super Mario Bros. Wii and now Super Mario 3D Land. Just a few short months ago, the Nintendo 3DS was released. Its launch was impressive, but something just didn't feel right: a new Mario game wasn't ready day one. If you haven't picked up a 3DS, is this the game to make you go out and buy the handheld system or is it just another ho-hum Mario adventure? Let's find out!

Mario, help!

The game starts off like any other Mario title: Princess Peach is outside minding her own business when the dastardly King Koopa kidnaps her. It's up to everyone's favorite blue overall-wearing plumber to come to the princess's rescue once again. This may sound like your typical Mario plotline, but there's a twist: the Super Leaves off Peach's magical tree have blown across the Mushroom Kingdom, leaving an abundance of Tanooki tail power-ups for Mario to collect.

2D side-scrolling fun on the Nintendo 3DS

Game designer Shigeru Miyamoto describes Super Mario 3D Land best: "3D Mario that plays as a 2D Mario game." The game takes full advantage of the 3DS's gyroscopic capabilities. Levels are ingeniously designed – levels switch between traditional side-scrolling action and the 3D exploration you'd expect in home console Super Mario titles like Super Mario Galaxy. One of the major pet peeves I have with 3D games is a lot of them suffer from finicky

cameras – not so with Super Mario 3D Land. The camera stays put, only switching to offer games new level perspectives – this allows gamers to concentrate on the action-packed gameplay instead of constantly fiddling with camera angles, a smart move by Nintendo.

New gameplay, classic Mario

Super Mario 3D Land offers a fresh perspective for games. Worlds no longer have traditional themes, such as desert world, water world and ice world. Instead themed-levels are spread throughout the game. This

gives each world

a nice degree of level variety. Despite being a platform game, the game designers truly push it to the limits: you'll find some of the most innovative and unique levels in each world's ghost houses and castles.

If you're looking for a challenge you may be disappointed: there is an abundance of lives (for the first time ever Mario can amass over 99 lives). The game has a good learning curve: the early levels are easy so you can adjust to the gameplay, while the later levels will have you burning through lives at rapid speed. If you want you could complete the game in a single sitting, however, it's the content after completing the game that makes it worthwhile. You can go back and collect each level's three Star Coins or complete levels in record time and compare with your fiends through the DS's StreetPass feature.

Power-ups galore

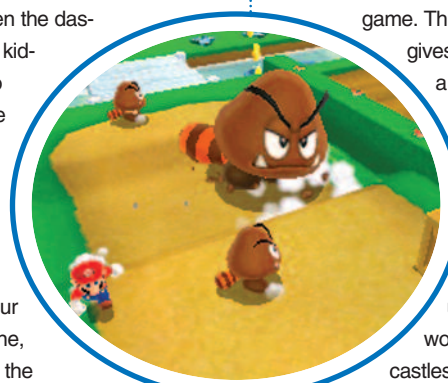
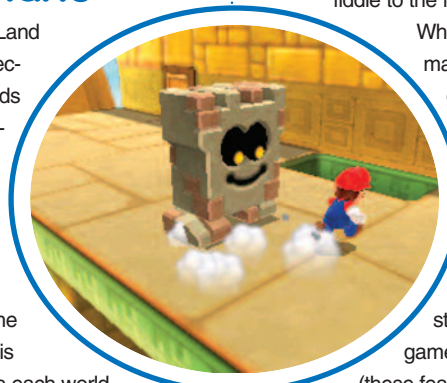
The power-ups are where Super Mario 3D Land really shines. Classic power-ups like the fire flower, as well as recent power-

ups like the Propeller Box, are available. The Tanooki suit makes its long-awaited return. Players of the classic Super Mario Bros. 3 will feel right at home: similar to Raccoon Mario, Tanooki Mario can fly to new heights and swing his tail at enemies. Tanooki Mario has the special ability to transform into a statue to avoid enemies. Unlike Super Mario Bros. 3 the Tanooki suit is readily available and doesn't play second-fiddle to the raccoon suit.

While the Tanooki suit may be familiar to gamers, two new power-ups are introduced: the invincibility leaf and the p-wing. These new features are geared towards gamers struggling on the game's more difficult levels

(these features are similar to the

Super Guide feature introduced in New Super Mario Bros. Wii). If a player dies five times in a level, he will receive the invincibility leaf. If a player dies ten times in a level, he will receive the P-Wing, which will allow Mario to easily fly to the end of the level. These power-ups are totally optional, but they're a nice addition if you're stuck on a level and feel like giving up.



MUST-OWN TITLE FOR THE 3DS

Super Mario Land 3D is a must-have title for the 3DS – if there was ever a reason to pick up the Nintendo 3DS, this is the game! Super Mario Land 3D does a fantastic job of blending the classic, Goomba-stomping, flagpole-jumping Mario action we've come to love with the unique 3D capabilities of the 3DS. New features like Boomerang Mario, Gombas with tails and Piranha Plants that spit ink are sure to keep players entertained for hours. Pick up Super Mario Land 3D today and rescue Princess Peach one more time – this time in fantastic 3D glory!