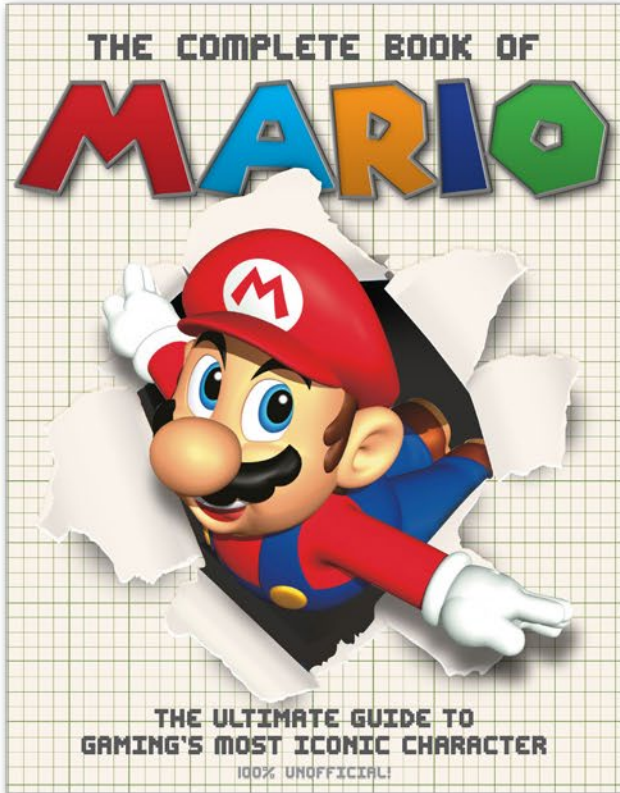


The Ultimate Guide to Gaming's Most Iconic Character



THE COMPLETE BOOK OF MARIO

ILLUSTRATED HARDCOVER BOOK

When Shigeru Miyamoto created “Jumpman” for his new platform game, Donkey Kong, it’s highly unlikely that he realised he was creating the most recognisable gaming character of all time. That’s exactly what happened though, and after a quick name change to Mario as well as a change in job professions (he started off life as a carpenter) the mascot to end all mascots was born.

Everyone remembers the first time they discovered the princess they were rescuing was in another castle, or their first encounter with Bowser. They remember the impact of witnessing a 3D Mario in Super Mario 64 or the time they teared across Rainbow Road in Super Mario Kart. There is no denying that Mario has had an incredible impact on the games industry. The Complete Book of Mario celebrates Nintendo’s greatest star from Super Mario Bros to Super Mario Odyssey and every aspect of the popular character.

BIBLIOGRAPHIC INFORMATION:

Format: 210 x 270 mm Hardback Book

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KEY SELLING POINTS:

- Every classic Mario game covered
- First appeared in Donkey Kong in 1981
- Best-selling video game franchise of all time
- Over 500 million Mario games sold
- Interviews with the makers including Shigeru Miyamoto

