

It's been a few years since the release of the block-busting, platform jumping, gooey candyfied goldmine that was Super Mario Bros. and Nintendo just announced this week that they are releasing a new and improved version of the game for download on mobile devices. But can we really expect anything else from Nintendo? The company has been pumping out remakes and sequels of their most beloved games over the past several years – so what makes this one different? Well, aside from living up to its name as 'Fix-it Felix Jr' - it also includes an additional 'Easy Mode' with reduced difficulty levels across all worlds. We decided to go back and play a little Super Mario Bros. as well as check out the new sequel just to see if it lives up to its name. The first thing you'll notice about this game is that it looks pretty much the same as the original – from the stars in Mario's 'M' logo, right down to the fire-flowers on Princess Peach's pretty pink dress – apparently Nintendo is proud of their creation and aren't feeling too adventurous with their modernisation of this classic game. I mean, you can't blame them – they got it right the first time and there was absolutely no reason to change it – but we were hoping for a little something extra – perhaps a new twist on an old classic. The gameplay itself still holds up quite well – we're not sure even today if anyone was ever able to beat the number of levels that Mario and Luigi had to battle their way through. But I guess now we know why so many gaming forums were filled with posts from people asking how they could 'jump higher' or 'run faster' than their brothers and sisters as this version seems much easier than the one we played as children. As expected, the new and improved version of the classic platformer doesn't include any new or special worlds – but this is to be expected as the original Super Mario Bros. reached over ten levels – so we can all just regard this as a side-story to another Mario adventure. This time around we were led through a familiar world of pipes and mice – but we were surprised by how many more there were once we got there. There was also a 'secret' area that leads to an even more hidden world full of tricky obstacles and plenty more levels to explore. My favourite part of this game was playing in 2 player mode where both Mario and Luigi must work together in order to get through the levels. The game was quite challenging when it came to jumping over the little green guys' heads in 2 player mode – but I guess this is what Nintendo wants. That being said, Nintendo did keep our lives a little easier with the new 'Easy Mode' feature that allows us to get past these green monsters without even touching them. You can also activate this feature by simply tapping on the screen so it doesn't get in the way of gameplay at all.

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