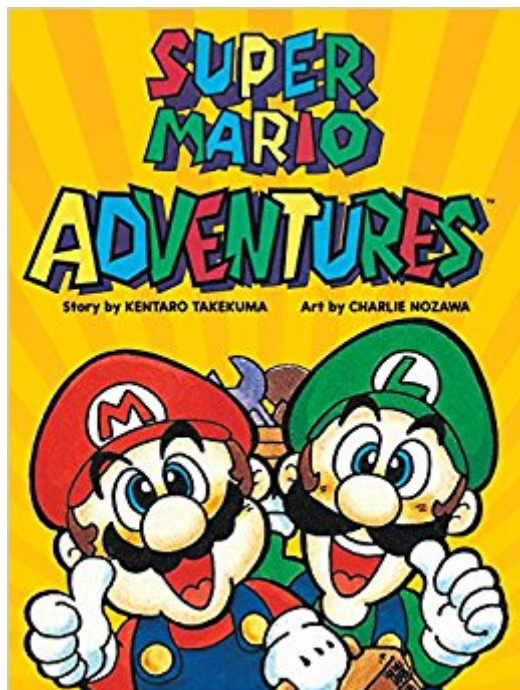


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# Super Mario Adventures



## Synopsis

Super Mario Adventures, inspired by the bestselling Super Mario video game franchise, is a collection of comics that originally ran in Nintendo Power magazine in 1992-93. The peril-plagued Princess Toadstool is kidnapped by the diabolical deadbeat Bowser but super plumbers Mario and Luigi hatch a plan with their new friend Yoshi to rescue her. Are the Super Mario Bros. plans a pipe dream? Can they stop the Koopa King before he forces the Princess to be his bride?! Long out of print, this stunning, full-color graphic novel is now available once again!

## Book Information

Lexile Measure: 320 (What's this?)

Paperback: 112 pages

Publisher: VIZ Media LLC (October 11, 2016)

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Product Dimensions: 8.1 x 0.3 x 10.9 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars 77 customer reviews

Best Sellers Rank: #17,806 in Books (See Top 100 in Books) #35 in Books > Comics & Graphic Novels > Action & Adventure Manga #44 in Books > Comics & Graphic Novels > Manga > Media Tie-In #50 in Books > Comics & Graphic Novels > Manga > Fantasy

Age Range: 8 - 12 years

Grade Level: 3 - 7

## Customer Reviews

Artist Charlie Nozawa also published manga under the pen name Tamakichi Sakura. His most notable works include Shiawase No Katachi (Shapes of Happiness) and Oyaji No Wakuse (Dad's Planet). Kentaro Kawamoto was born in Tokyo in 1960 and attended the Department of Living Design at Kuwasawa Design School. He is a notorious artist, essayist, otaku, and all-around celebrity in Japan. His books include Armageddon and Me and Berabo na Hitobito. Takakuma's painting "A Dream-like Plan for the Thomas-ification of JR Chuo-line Locomotives" (2000, acrylic on linen on wood panel, 46"x35 3/4") appeared as part of the celebrated Superflat art exhibition. His only other manga work published in English is Super Mario

Adventures, which originally ran in Nintendo Power magazine and was collected in 1993 into a book of the same name. The long-out-of-print book is once again available in a new edition.

I purchased this for my 9 year old son. He hasn't put it down. He says it's really funny and laughed the whole time we were reading it. I added a picture of the inside to give an idea of what it looks like.

Awesome read for anyone familiar and unfamiliar with the Mario world. Great art, funny and engaging characters and story, lighthearted tone with a nice balance of seriousness. One of the few great adaptations of video games into a storytelling medium. Anyone looking for something fun and interesting can enjoy, not exclusively for kids and teens. Thank you, Viz, for reprinting this (although I wish they would've used the original print's cover instead of this cheap one). Looked everywhere for this. Nintendo, this is how you translate video game stories well. My one complaint is that it came in a fragile envelope instead of a nice, sturdy package. But that's not the book's fault.

Best Mario comic ever and worthy to be reprinted! I grew up with the original printing back in 1993. I loved these comics so much that I traced over the panels and made my own stories. This version is exactly the same but with a new cover and table of contents. The Mario VS Wario is at the end too. There was actually a second Mario VS Wario that appeared in Nintendo Power that never made it into the 1993 binding. Unfortunately, it is not here either. This is still a classic and will bring back a lot of fond memories from the Super Mario World era of video games.

When I was a teenager, I managed to come across the original volume that collected these 13 Nintendo Power comics into a single volume, and I fell in love with it. Unfortunately through many moves in my adult life I lost that copy and replacing it I discovered would be grossly expensive as it was out of print. Lo, to my surprise and excitement I learned about this re-print and delightfully jumped at the opportunity to own it once more. While the cover art for the book has changed from the first printing, the comic art inside is just as crisp and colorful as I remember. The story is charming and delightfully brings to life the Super Mario World era Mario in an excellent original adventure that is full of charm, humor, and an incredible amount of fun references to the games themselves. This is most definitely the definitive Super Mario comic to experience, as the characters leap off the page and give you an amazing fun experience, and feels 100% faithful to its source material, you never once feel as if something doesn't belong. The story itself is framed in the classical Mario plot, with the Mario Bros. going to Princess Peach's castle to do some plumbing

work for a big party, only to have King Koopa, Bowser himself show up and announce his intent to Marry the Princess or he'll turn her subjects to stone. Mario and Luigi jump into action and go to try and stop Bowser, and along the way go through several fantastic and familiar locations like the Mushroom Kingdom Castle, A Haunted House, Koopaling Tower, Dark Forests, and even Koopa's Castle. Along the way meeting a slew of fun Mario characters, Yoshi, Toad, The Koopa Kids, and tons of Mario enemies like Goombas, Koopa Troops, Caterpillars, Thwomps, Reznors, Piranha Plants, Magikoopas and several more. The story plays out over 12 chapters, each one about 8 mutli-panel pages, and there's an additional Bonus chapter at the end with a new story based off Super Mario Land 2: Six Golden Coins, showing the relationship between Mario and his evil counterpart Wario. This is a great comic that's easy to read for younger readers, and will delight Mario fans of all ages. I highly recommend it. In addition to this fantastic comic, I would also greatly recommend The Legend of Zelda: A Link to the Past graphic novel which also released originally in Nintendo Power and is collected in a single volume by the same publisher.

This was the best comic I'd ever read as a kid outside of Calvin and Hobbes and Bloom County... I only bought Nintendo Power in the hopes that they'd continue this series, but of course they didn't. The tropes, characterizations expressions used in this comic were landmarks that Nintendo would incorporate in future Mario related material - in particular - Luigi's tendency to be scared easily, some of Mario's more humorous expressions would be used as sprites in super Mario RPG, and Peach's less girly, more tough-girl traits first made their appearance in this comic. Charlie Nozawa's art was absolutely fantastic, he really should be given heaps of praise for the color and charming illustrations he did for this series. This comic for its illustrations alone is worth its weight in gold.

This is a reproduction of the Super Mario Comics that graced the pages of Nintendo Power in the early to mid 1990s. It is brightly drawn and features kid appropriate stories and adventures in the world of Super Mario. Old fans of Mario will love the nostalgia, especially if they read the original comic back in the day, while new fans will enjoy the stories and adventures told.

One extra star for nostalgia flavor alone. Ok where do I start? This comic featured in Nintendo Power Magazine was one of my first comics that I actually redrew just so I could have a copy after borrowing my friend's magazines. This comic featured an awesome and perhaps the best version of Princess Peach who kicked all sorts of butt on her own. No helpless damsels here. The Koopalings

even had personalities especially Wendy. There was also a Wario Comic but like others have said, the second one never showed up in this compilation. I know this is just a reprinted comic but I wish there had been some more content like artist interviews or something. Definitely worth getting if you loved the stories but gave away all your magazines years ago.

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