

Super Mario Run



Super Mario Run - And again a plumber has to do it

Actually, it should have been a very relaxed day for Mario. Princess Peach has sent an invitation to the famous plumber with the red cap and the moustache. In her castle, a delicious cake is waiting to be eaten. Mario doesn't need to be told twice and sets off to visit his sweetheart.

As so often in the past, however, the bad-tempered Bowser gets in his way. This time, the creep not only steals Princess Peach, but also the promised cake! Of course, a real plumber can't let that happen to him. So the hero in Super Mario Run from Nintendo sets out to get his eagerly awaited dessert back... and maybe also to get Peach back... and maybe also to save Peach once again.

But because Mario is really hungry, there's no stopping him in this game. Because the little plumber doesn't stop. He's constantly running through the levels, and it's your job to help him so that he doesn't accidentally jump into a pit or get swept away by enemies.

You can unlock a total of three different game modes with Mario. In the normal adventure you fight your way through different game worlds with different levels. At the end of each world, a boss is waiting to finish your run. In Rally mode you can race against the ghosts of other players, and in Remix 10 you have to pass ten random levels as efficiently as possible to unlock new characters.

A look at the gameplay

Super Mario Run is a so-called autorunner. Mario runs by himself and also jumps over smaller chasms and obstacles by himself. Nevertheless, there is enough for you to do. Even though the levels always go in one direction, there are still various paths that can be taken. Sometimes one path looks more promising than the other, so you'll have to decide within a few seconds whether you'd rather continue running in one direction or the other.

To control the little plumber, just tap on the screen and Mario will rise into the air. If you only tap briefly, he will perform a small jump. If you touch for a longer time, it will be a big jump. With the right timing, you can jump off enemies to get even higher, or you can also grab onto high blocks and pull yourself up to continue running from there.

An additional challenge are the coins that you can find in the different levels. Normal yellow coins earn you points and can be exchanged for objects in the so-called Castle Builder mode, with which you can build your own little kingdom. However, you only have five of the purple coins per level. They are placed in tricky spots, so you can't always reach them within the normal run. So you'll have to do a bit of fiddling and trying if you want to get all the coins. If you manage to do it, you unlock the next difficulty level with new coins. In total, there are three different challenge levels per level. The better you do, the more tickets you collect, which you can redeem against other players in Rally mode.

A run that's not for everyone

Many users are pleasantly surprised by Super Mario Run. The gameplay is very simple, but still offers a certain level of challenge that makes you just want to keep playing. The individual levels are also short enough that you can tackle them in several attempts. In addition, the graphics are very accurate to the Mario 3D parts and look great.

However, it bothers some users that the type of control is very limited. You can only jump. Mario does everything else on his own. Also, a bit more variety would have been good for the game. For fans of Mario, however, the game is still a real recommendation and friends of autorunners will also get their money's worth.

Avantages / Désavantages

Very simple controls Great graphics Small challenge for extra motivation
Gameplay quickly becomes monotonous Too few worlds No building of own levels possible