

Super Mario Brothers was a video game released in 1985 as a sequel to the popular Mario Brothers. It was designed and produced by Shigeru Miyamoto. It came with the purchase of the original Nintendo Entertainment System and was one of the first side-scrolling games. In such games, players are able to view and play the game from a continuous side view rather than from a single screen that changes as the player progresses. Super Mario Brothers remains one of the most popular video games of all time. Its theme music, known as "Ground Theme" is one the most recognizable music themes in video game history.

In Super Mario Brothers, players take on the role of a jump-happy plumber named Mario with help from his brother, Luigi. The goal of the game is to progress through the Mushroom Kingdom and to eventually save Princess Toadstool from the grips of the game's antagonist turtle, Bowser. Bowser has imprisoned Princess Toadstool because only she has the power to reverse Bowser's evil spells, which have caused the inhabitants of the Mushroom Kingdom to become inanimate objects such as bricks.

As Mario, players must progress through eight worlds, each of which features a boss at the end, with the ultimate goal of defeating Bowser. Along the way, the player must defeat koopa troopas, goombas, and other enemies. Most are dispatched when Mario jumps on top of them. Enemies may also be defeated when Mario jumps and hits the bricks they are standing on from underneath them.

As the player moves on, he or she can also collect coins and jump to hit mystery bricks. Mystery bricks may contain additional coins or secret objects like red and yellow mushrooms, which makes Mario twice his size. Players may gain additional lives by collecting 100 coins, or by finding 1-up mushrooms, among other ways. If Mario collects a "starman," he becomes temporarily invincible. In addition, the game is full of secret areas where the player can collect extra coins. There are even "warp pipes" that allow players to "warp" to different stages of the game.

1. What is a side-scrolling game?

- A. A game where you can see everything from above
- B. A game where the view is continuous as the player moves from left to right
- C. A game where there is just one screen that changes
- D. A game where the view is three-dimensional

2. What is an antagonist?

- A. The villain
- B. The good guy
- C. A minor enemy
- D. The main character

3. What role does Luigi play in the game?

- A. He is one of the main characters
- B. He plays an important role
- C. The passage only reveals that he helps Mario
- D. He gives Mario the tools he needs to dispatch the enemies

4. Which of the following is accurate?

- A. The first paragraph tells background about the game and the second paragraph tells about the story
- B. The second paragraph tells about the story and the third paragraph tells about how to earn coins.
- C. The final paragraph tells about how to earn coins and the first paragraph gives biographical information about the author.
- D. The third paragraph tells about what Goombas look like and the second paragraph tells about the story.

5. "Starman" could be the answer to what question?

- A. What is the final character Mario can turn into?
- B. As what character can Mario not be defeated?
- C. What does Mario become when he defeats Bowser?
- D. What can Luigi turn into?

6. What is NOT TRUE about Super Mario Brothers?

- A. It has recognizable theme music
- B. The goal is to save Princess Toadstool
- C. Mario can become twice his size by finding 1-up mushrooms
- D. Bowser has turned inhabitants of the Mushroom Kingdom into inanimate objects

7. Why did Bowser cast a spell on the Mushroom Kingdom?

- A. To give the goombas and koopas more power
- B. To trick Mario and Luigi

- C. To get revenge on Princess Toadstool
- D. The passage doesn't say