



The Super Mario Bros. Movie was finally hitting theaters and bringing the colorful world of everyone's favorite plumber to life. It had been a long time since the disastrous 1993 live-action film, which even Bob Hoskins (who played Mario) called a "Nightmare." But things have changed since then, and video game adaptations have become a goldmine. So of course, it was time for Mario to join the party.



The Super Mario Bros. Movie: Not Bad, but Not Great Either

The new movie was a collaboration between Shigeru Miyamoto (the legendary video game designer who created Mario) and Chris Meledandri (the founder of Illumination). The animators had brought the Mario universe to life with vibrant colors and a cartoony style that matched the game perfectly.

But despite all the eye candy, the movie wasn't quite as fun as playing the game itself. The storyline was just a step above the bits of plot that usually fill the gaps between levels, and the characters didn't really develop beyond their usual 2-D adventures.



The movie begins in a Brooklyn pizza parlor, where Mario and Luigi are struggling to get their plumbing business off the ground. But soon enough, they're sucked into the fantasy realm of the game and tasked with saving Princess Peach from Bowser.



The Super Mario Bros. Movie: Not Bad, but Not Great Either

Game logic guides Mario's movements throughout the movie, but it's not quite the same as playing the game. The invisibility star, for example, is greatly exaggerated in its usefulness. And while the movie may not be a masterpiece, it's still an hour and a half of solid marketing that'll make you want to go home and play some Mario.

Overall, the Super Mario Bros. Movie is a fun and colorful romp through the world of Mario. It's not quite a masterpiece, but it's a great way to spend an afternoon. So hop on your couch and fire up the console, because that's where the real Mario action is.

Also Read: The Fascinating History and Evolution of Animated Movies