





IT'S BEEN 20 YEARS... AND HE STILL MAKES ME FURIOUS! I REMEMBER THE TIME MARIO ASKED ME TO PICK VEGETABLES IN HIS GARDEN. WHEN I WENT TO HELP HIM, HE TOOK THE ROW OF TURNIPS...



...AND LEFT ME TO PICK PIRANHA FLOWERS! I SCREAMED FOR HELP, BUT HE JUST KEPT PICKING TURNIPS!

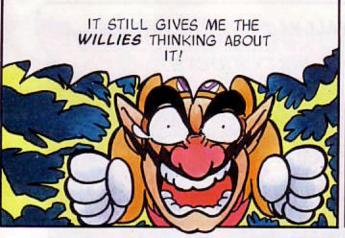




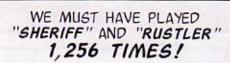
ANOTHER TIME, MARIO TOLD ME HE'D SHOW ME HOW TO FLATTEN COINS ...



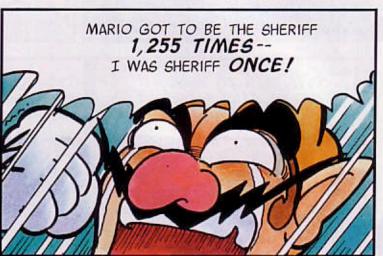










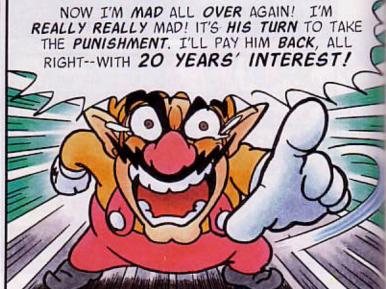


THE REST OF THE TIME HE MADE ME BE THE CATTLE RUSTLER, AND HE GOT TO ARREST ME!

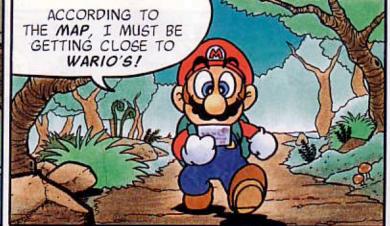


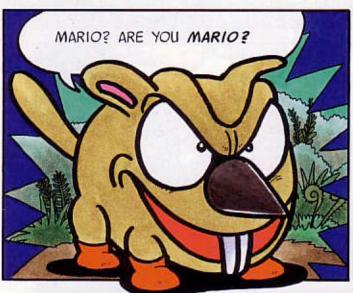












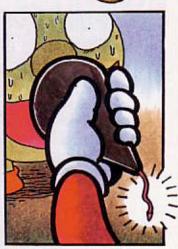


















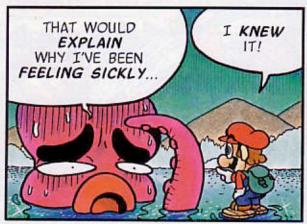


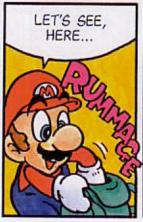


I DON'T GET IT-WHAT'S AN OCTOPUS
DOING IN THIS FRESH
WATER MARSH?
EVERYBODY KNOWS
THAT AN OCTOPUS CAN'T
LIVE IN FRESH WATER.





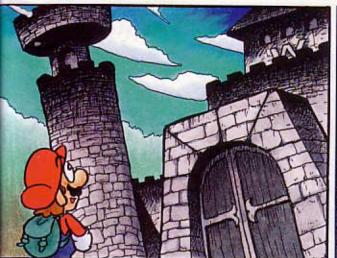








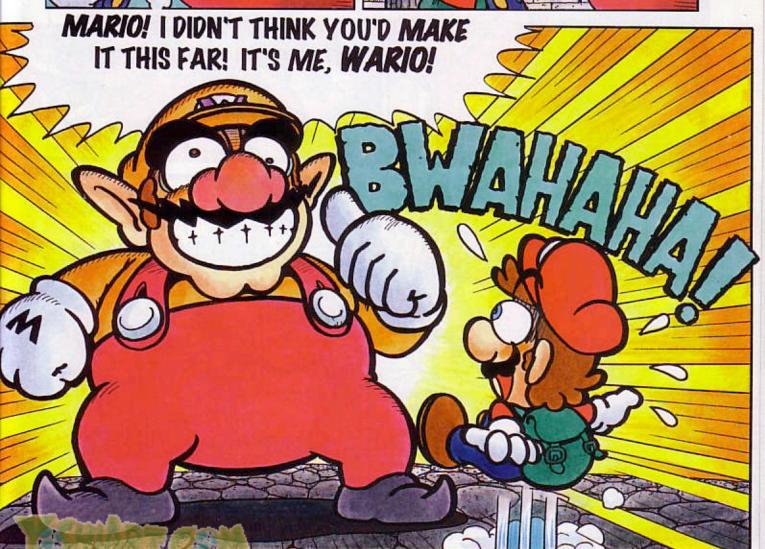










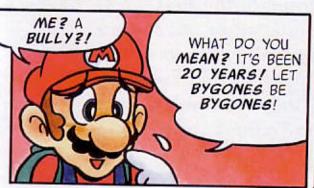








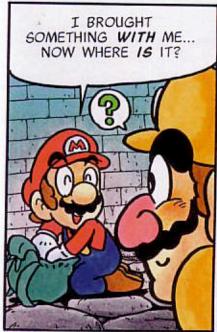


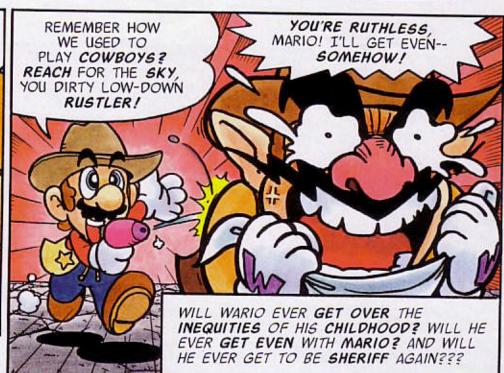










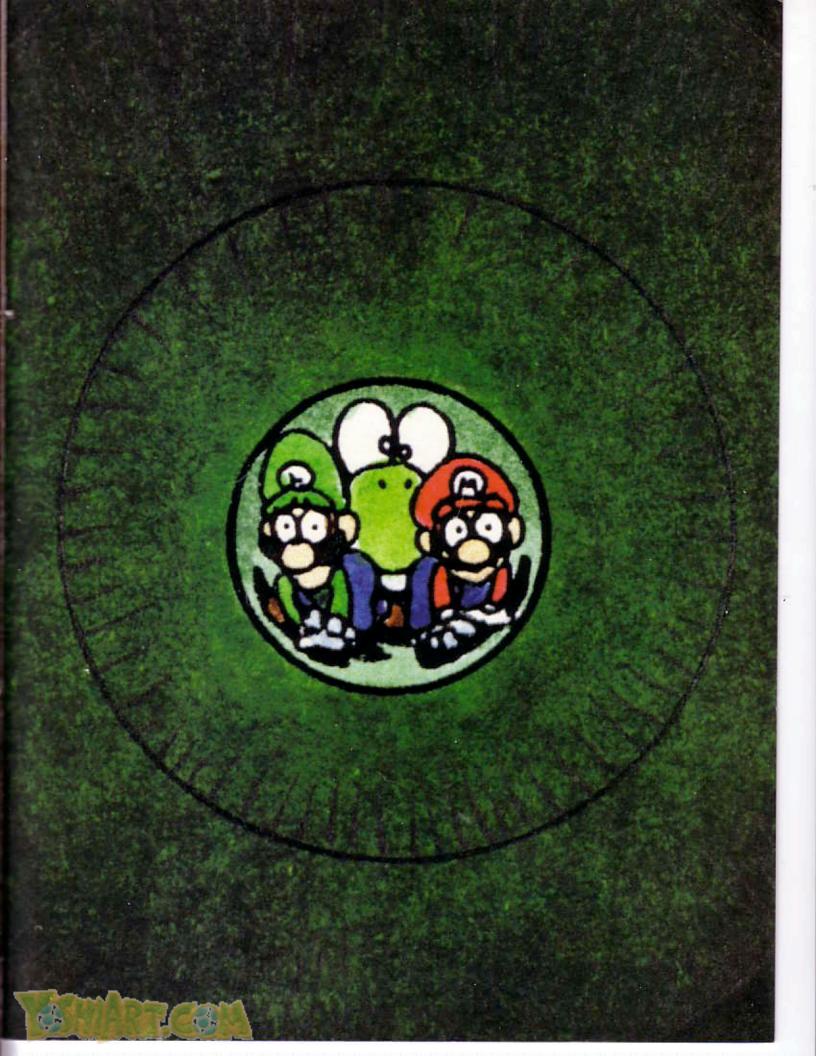


Super Mario Adventures

The first 12 comic episodes presented in this book originally ran as a series in Nintendo Power magazine, beginning in January, 1992, (Volume 32) and running through December, 1992. The final episode, which was printed in the first issue of 1993, introduced Mario's alter ego and tormented childhood playmate, Wario. The comics don't follow the story line of any particular game; however, they do incorporate many characters from the games and even introduce some new ones.

Charlie Nozawa, the artist who created the comics, is known in Japan by the pen name Tamakichi Sakura. His most notable works include "Shiawase No Katachi" (Shapes of Happiness) and "Oyaji No Wakusei" (Dad's Planet). Kentaro Takekuma dreamed up the scenario. He is known in Japan for co-authoring "Comic Lesson: Even an Ape Can Draw a Comic."







(Nintendo)











