Serious Game Critique
By Anas Siraj

Mario’s Time Machine!
**CONCEPT**

Mario’s *Time Machine*, based on the original *Super Mario* franchise, is an old-school game in which Mario must retrieve a number of stolen artifacts from Bowser, in order to return them to their rightful places at different points in time / history.

**INITIAL PLATFORM:** MS-DOS  
**OTHER PLATFORMS:** NES (Nintendo Entertainment System) and SNES (Super Nintendo Entertainment System)
The story begins as Bowser steals the historical artifacts for his own benefit. Mario must use the time machine (called the Timulator) to travel to different points in time / history in order to retrieve them. He must then use the time machine to return the artifacts to their rightful owners.

**NOTE:** All historical artifacts, time periods and artifact owners are from REAL HISTORY, in an excellent attempt at educating kids and teens the history of our species.

Mario (the player) travels through a variety of lands and oceans in search for the artifacts, giving him/her the opportunity to experience a number of different gameplay styles and visuals along the way.

Once the artifacts are retrieved and returned to their original owners, Mario wins.
If you see a TYRANNOSAURUS REX coming, Mario, you'd better hide in that CAVE!

The name DINOSAUR comes from the Greek words for TERRIBLE LIZARD.

Screenshots of Mario’s Time Machine
Mario’s *Time Machine* displays a very good understanding of how to make information interesting and fun.

The game educates kids while keeping them entertained, where in most cases they are not even aware that they are playing an educational game.
The game stays true to its roots by using the classic Mario sounds we’re used to hearing, but with a twist.

Lots of new sounds are introduced to switch up the feel of the franchise without steering away from that retro / old-school Mario feeling. New music is introduced to complement the new type of gameplay as well as the new worlds we get to visit. This music, too, stays true to the retro feel.

Sound is important in creating the gameplay environment, and it has shaped the world of Mario in a series of time periods rather than for one progressive timeline.
Mario’s Time Machine introduces a different type of Mario gameplay for the NES and SNES consoles upon its release.

The character was no longer enjoyed in 2-dimensions, but in two and three.
In the 2-dimensional gameplay, Mario’s movement was limited to a fixed spatial region. The 3-dimensional map, however (for example), allows the player to move around and experience the 3D world.

Although the rendering of objects had a low fall-off point, meaning they would not appear until Mario got fairly close to them, the gameplay was still amazing for its time.
As part of an elaborate plan, several games were released for the NES and SNES platforms during the 90s - that were actually educational games. *Mario’s Time Machine* being one of them.

Its goal to educate, combined with its sounds and music, as well as its graphics and worlds proved it to be a valuable source of information for kids of all ages. Real historical information was delivered in a fun and interactive manner,

even though Mario himself is nothing more than an idea.
GAME PLAY DEMO

GAME LINK: http://www.snesfun.com/game.php?id=1584

THE END...

of this presentation.

But not of Mario.
Probably decades of Mario left.