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Super Mario Run Run? The answer is, it's a lot of fun. However, simply using parkour for classification, it seems not appropriate. Since Super Mario Run is more of a puzzle checker than the average parkour game, and it's not that difficult. The game operation is actually very simple, Mario automatically forwards, short jumps, press long in the top spot in the traditional Super Mario Bros. The series of people tortured to death 70% of monsters can be avoided automatically, compared to the simple gaming operations platform a lot, but the difficulty of the game increased only does not reduce. In order to make up the gameplay that simplified and undermines the game, the game designer has designed a number of sidewalk gadgets: a forward arrow network that can stand further on top; a rear-pointing arrowhead network that can jump backwards; Pause in the above action and the like. These devices can't be a shortcut that makes it easy for you to cross the border. Instead, you don't want to be able to close these gates. The game designers in the control design level are truly fantastic, six game worlds, a total of 24 minors, each level can give people a completely different feel, sprint, climb, fly through the plains, deep caves, explore the castle, this rich adventure will be lost due to the simple exploitation of fun, but because of the fantastic level layout, people can experience the charm of each different world. Although most game monsters can automatically turn up, there are two other chances of dying again, but this is again a goodwill trap. Because in some places you have to use the trekking monster to jump up, after each death, the bubbles will send you back, instead of giving you a chance to rebirth, as it is one that allows you to think about using this mechanism to maximize access to gold opportunities. Because of these settings, each of your actions, your jump, the other limited to avoiding monsters and cliffs, the more this is to better adjust your speed of progress, and better question the mystery of the customs clearance map - yes, which does not mean that you avoid all the dangers you can paint gold needed for customs clearance, every gold coin you go through Continuous thinking, analysis, gaining experience, if you want customs clearance to get all gold-colored coins, it is basically impossible. These exquisite level designs naturally enhance the difficulty of the game, but whenever you pass through a level you will experience the pleasure of the heart that you know that this is not your lucky clearance, but rather through hard work and to the virtue of your power only customs clearance, gives a sense of success the typical parkour game can be compared. In addition to the World Base Tour, the games include Rally and Build a The system, which also gives players the joy of getting around. Speaking very much, Super Mario run as First Hand Nintendo for water testing, quality far exceeds people's expectations, compared to other fully portable mobile fried rice platform that is new to mobile gaming maker is simply the conscience of the industry, if you want to feel the charm of this classic IP on the mobile gaming platform, this is definitely a good choice, so that more players like the game are Can play such a good game. Hello, all my lovely actors. Welcome! Today, I will tell you a game that you can only imagine by hearing the name - Super Mario Run. It is undeniable that this cute Mario has become a valuable friend in the childhood of many people. Although Mario has a long life, this guy's game has become increasingly upgraded and improved. Previously, players could only participate in Mario's adventures on pc. Now, we are comfortable to experience it on a smartphone. Do you still feel excited? Join me to learn the features and some of the benefits of this game! You may not know; Super Mario Run is the first mobile device game that Nintendo has developed. It's a harmonious combination between old classic gameplay and some modern features today. At the beginning of the app's development, Nintendo had to spend a lot of time improving and editing players to easily experience on the touchscreen. Super Mario Run is not only Nintendo's new title, but also the first game developed by the famous developer on touch devices as well. I very much appreciate this because Nintendo was originally a company that made handheld games. They have researched to create adaptations for today's players. Although Super Mario Run has both merits and drawbacks, it's not wrong to say that the game is very attractive to players. At first, when I first came to the game interface, I thought that Super Mario run a normal horizontal game. But Nintendo has allowed Mario to run automatically, similar to the familiar temple run. Mario will keep running to the right side of the screen continuously, obstacles and monsters will appear accordingly. What you have to do is control him so that they don't hit as many obstacles as possible to run. However, Super Mario Run is not merely running and dodging. For example, there are differences that in order to jump fast, the player must interact with the page. If you want to dance more, you need to hold your hand. Although these are the only basic support changes, Nintendo can still give players an exciting experience. How to play Super Mario Run is very simple, with just one thumb, you can control this guy. But when doing this game, what I got was not only entertainment but familiar memories of childhood. Genre: CasualGraphics: 3DMode: Single player, OnlineAge range: 4 years and olderPublisher: Nintendo Co., LtdPlatform: Android 4.4 and above, iOS 8.0 and Date: November 11, 2016 Language: EnglishStoryThe first thing about Super Mario Run is that this is not an endless game like most other games of the same genre. With leaked images we can see the graphics style of the game the same as the new Super Mario Bruce series. Perhaps Nintendo intends to see this as a fresh game in the series. The clearest difference is that it turns according to the touchscreen control and vertically displays the phone. Super Mario Run is carefully divided into multiple levels, with four levels in each world. And we have six worlds that relate to 24 levels. Like many games of the same genre, Mario automatically runs, and the only action of the player is to touch the screen to let the character jump. Most levels prevent certain blocks that prevent Mario from running, or in other rare cases that cause the character to turn. This allows you to have the exact time to jump, wait for the obstacles he moves off the road, and perform some complex manipulations. Depending on when and when you touch the screen, Mario will perform different jumps. Some are jumping over obstacles or running on walls to overcome enemies. The latter is new, as Mario has never run the wall in his games. Similar to other games, Super Mario Run also has unique features that can satisfy any player of the game. Let me point out a few interesting things about this game: not only do advanced techniques like wall jumping, but it's also very easy to build and feel very satisfying to the player. Super Mario Run even has a haunted house, with puzzle elements like trying to avoid Boos or fiddling that the door is real, and that's one of the traps. Terff's place is an absent traditional familiar mechanic from shooting flowers and special costumes in Super Mario Run. They're wary of the second button, but the consolation is that we still have stars to become unmatched in a certain period. Remarkably, Luigi's character and toad can be open to players for control, with skills that are slightly different from Mario's. The normal game screen ends when you control the character to jump to the familiar flag pole. In particular, the last stage of any world will be a match with Bowser or a journey on the same plane in Super Mario Bruce 3. But the more difficult the game process increases through each level, the more time it will take. Not to mention, each game screen has the challenge of collecting five pink coins, requiring the player's skill level to be at a higher level. So, it's likely that it will take you less than a few hours to complete all the levels and challenges in Super Mario Run, even the level of the game. Although the iPhone version supports playing with one hand, I prefer On the iPad.Experience on these two different devices is when you press the screen with your thumb instead of tapping your finger. In addition to the original World Tour game mode, Super Mario Run also has a game with a city simulation called Kingdom Builder.It's like a simplified version of Animal Crossing. You use coins to buy buildings and decorate as you like, luring to toad kids, after impressing them in the third game: Toad Rally.Toad Rally game mode is in the form of a point-based attack, where players must find a way to outslid the highest score of friends. First, you must earn a Rally ticket from the original game to the Toad Rally experience.If you have played the World Tour, the number of Rally tickets is quite plentiful, so this is not a big deal. In addition, Nintendo has promised not to sell virtual items in the game, so don't worry about having to pay real money to buy tickets here. For the leader of each game, you need tricks. No need to worry about searching because I learned a few things after experiencing this game. Try some tips below! Primarily, the game makes it clear to you whether there is a hidden pink coin or exactly the hardest to get in each level. And you have to find a way to get everything, it was like a challenge for the player. But the game doesn't specify what will happen if you get all the pink coins. Some information in the game help section indicates that coins will appear. The fact is that you open up other levels of gameplay, with purple and black coins appearing during gameplay. This is a real challenge for players to start with. Because each can get through 24 levels of fast play. So, getting all the pink, purple, and black coins along with unlocking the level attached to them is the Super Mario Run Challenge.The basic part of the game is very easy to understand. Mario runs, Mario jumps, Mario comes wall and shrugs at the enemy's head. But if you only knew that, surely you'll miss hard coins and don't impress the toad kids in the Raleigh toad.For example, after jumping, you can head out by holding the bamboo wheel button.jump. This technique is great to dodge enemies or land on an unstable level. You can also hold the pressure jump while rolling to do the reverse jump, climb to do jump climbing, and throw enemies to do the high jump. This moves driving kids crazy toads and sometimes helping you reach places you can't get to before. You can have a more complete list if you go to menu > notebook > tips and tricks.If you just look at it, you can't help but think that mushroom kingdom is just an experience for beautification. But actually, that's more part of it. The small area you start can be extended with a rainbow bridge.This gives you access to unknown areas. This is something that is clearly not in the explanation.And through building stuff, you will unlock new mini-games, playable characters, and sometimes secret levels. Unfortunately, I don't know how to open the hidden page. But, you know, there's usually a lot hidden in these construction activities. So, if you think this game looks pale, now you know it's just not. It's also worth it when you have to plow baby toads there. At the end of the game, I recommend that you look at MyNintendo. Although there are some good goods hidden in it, the process is quite confusing and confusing. Nintendo ID will help you unlock everything in the web browser interface so you can track your Nintendo score. Make sure you have created your OWN ID. Buy and break super mario run you with 600 nintendo bonus points.The game has a lot of interesting things that you can do. But I think that's the best thing you've ever made. You can also exchange points for a free toad character. You can also earn coins, build things, and more. This is great because Super Mario runs not selling virtual items in the game. Support tools are completely free. Meanwhile, you can easily earn a lot of points by completing super easy quests in the game. This is also something that is easily ignored at first, even if it appears in one or two game instructions. The reason you have to try to kill the number of X characters is that they start giving a lot of money if you play around. And the game doesn't make it clear that you can change characters as shown by hiding three layers of menu. You go to the menu, > Notebook > Character to change character. After completing screen 24, saving Princess Peach from Bowser, you can switch to playing this character. Toad characters from MyNintendo are free as mentioned above. Luigi, Yoshi, and Toad characters, you need to build a new home. Some of these characters have different skills, for example peaches have the ability to float in moderate air or Yoshi has a certain swing dance move. You can use these skills especially hard to reach coins in levels. Whether Super Mario Run has become a new phenomenon or not, I'm not sure. But the game is quite good and is one of the few potential games I've ever played on a smartphone. At the very least, it's well designed and innovative as other new Super Mario Bros. games in general Super Mario Run also have a simple way to play and run like some popular games like Banana Kong. But Nintendo just didn't make it that simple. Additional elements and interesting challenges are sure to interest you. Now figure it out! Now!