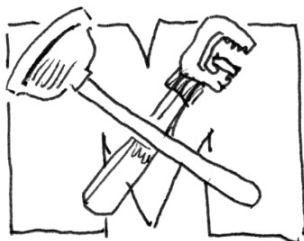
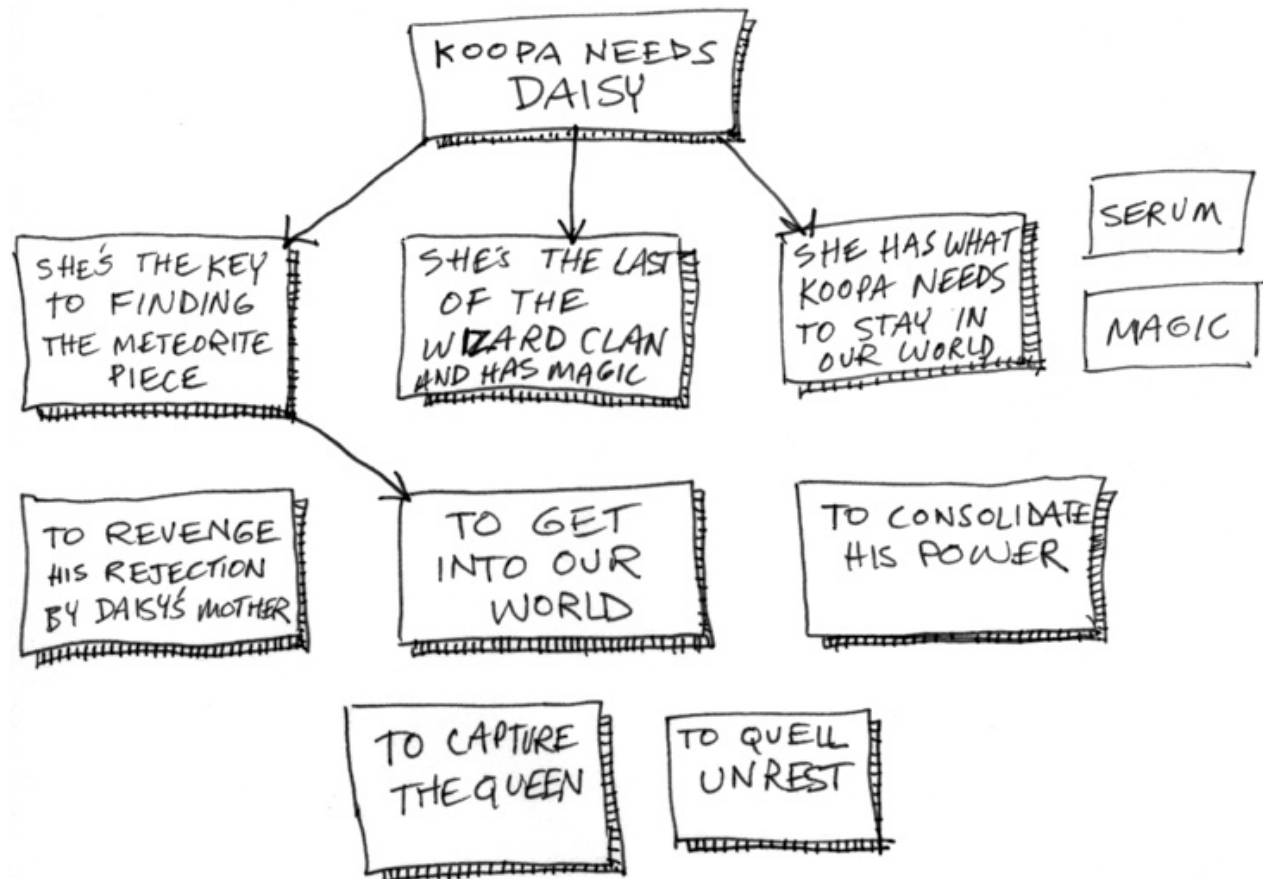
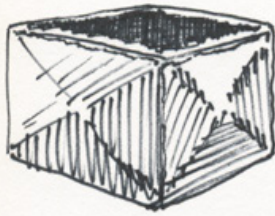
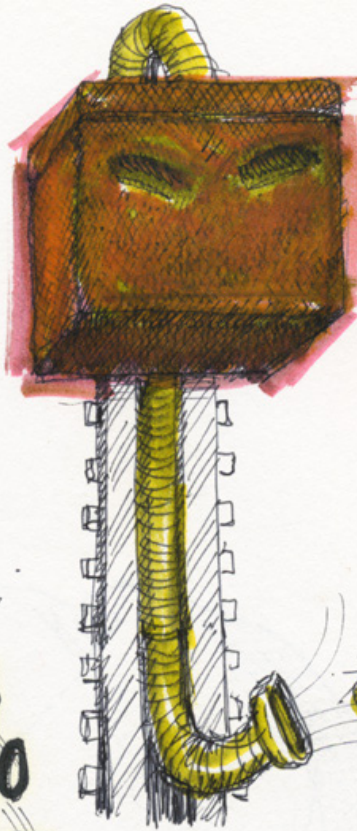


Here are some of my notes and doodles from when Terry Runté and I were holed up with Rocky and Annabel trying to figure out the story for *Super Mario Bros.*



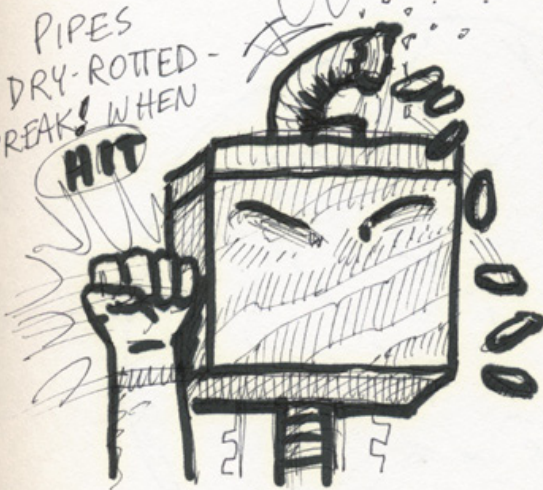


One of my rejected ideas to add more direct references from the game: cash boxes attached to phone booths, etc., that could spill coins.



CASH BOX -
METAL - SLOPPILY
WELDED - RUSTED -
INDENTED HANDLES -
GUIDE TRACKS

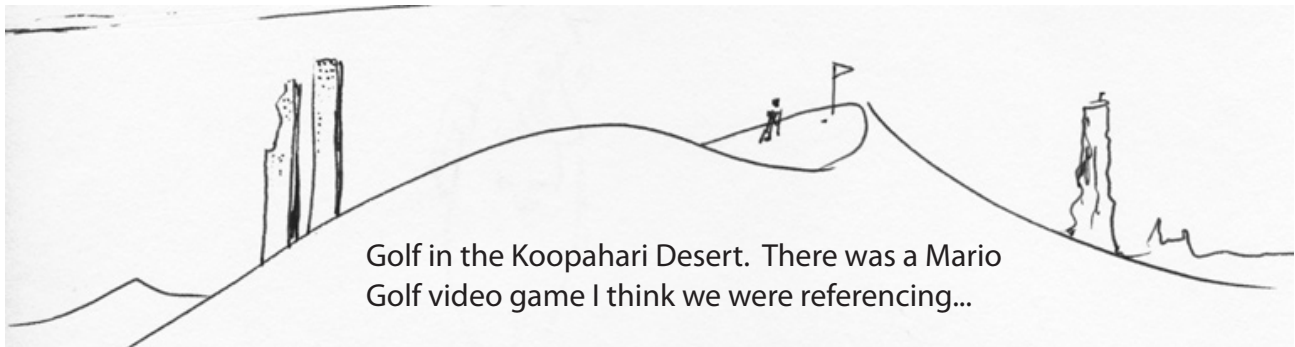
PIPES
DRY-ROTTED -
BREAK! WHEN
HIT



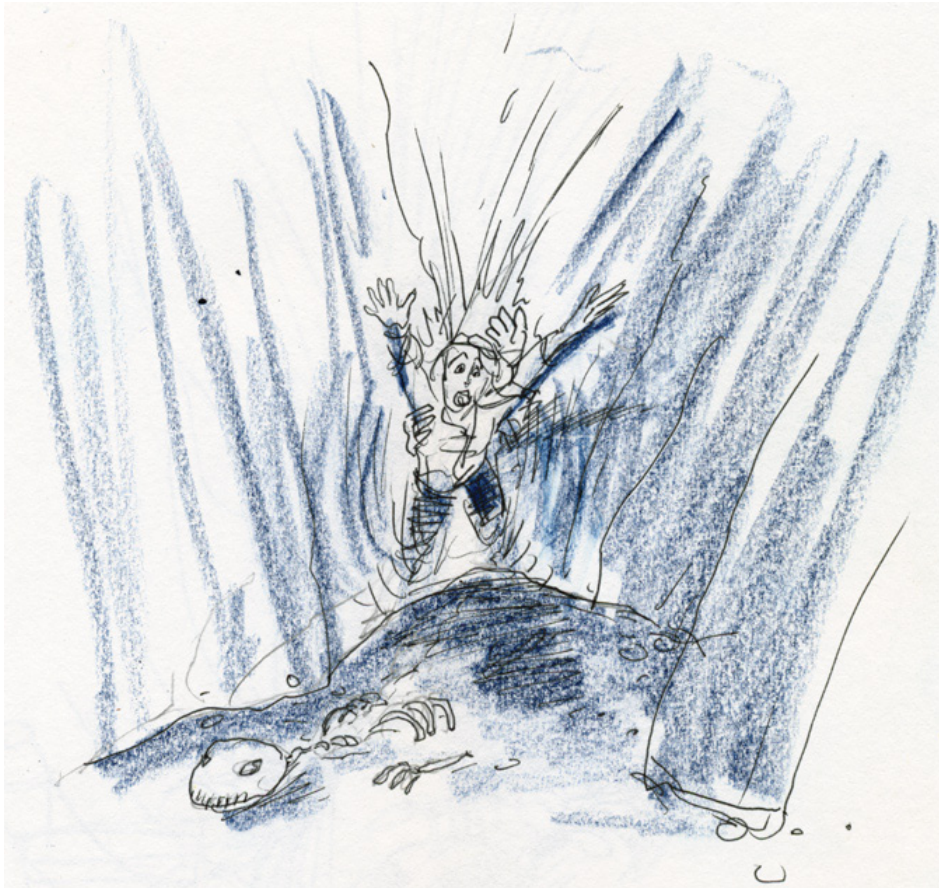
COINS SUCKED IN



MARIO FINDS HE CAN USE
PLUMBING WASHERS
IN PLACE OF COINS



Golf in the Koopahari Desert. There was a Mario Golf video game I think we were referencing...



In our first draft, the climax where Koopa inserts the missing meteorite piece took place in Koopa's tower (so we could use the plunger bit). The idea was that just the dense core of the meteorite was left, and it was dimensionally unstable.

