



Super Mario Adventures

By Kentoaro Takemura

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Super Mario Adventures, inspired by the bestselling Super Mario video game franchise, is a collection of comics that originally ran in *Nintendo Power* magazine in 1992-93.

The peril-plagued Princess Toadstool is kidnapped by the diabolical deadbeat Bowser but super plumbers Mario and Luigi hatch a plan with their new friend Yoshi to rescue her. Are the Super Mario Bros' plans a pipe dream? Can they stop the Koopa King before he forces the Princess to be his bride?!

Long out of print, this stunning, full-color graphic novel is now available once again!

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Editorial Review

About the Author

Artist Charlie Nozawa also published manga under the pen name Tamakichi Sakura. His most notable works include *Shiawase No Katachi (Shapes of Happiness)* and *Oyaji No Wakuse (Dad's Planet)*.

Kentaro Kawamoto was born in Tokyo in 1960 and attended the Department of Living Design at Kuwasawa Design School. He is a notorious artist, essayist, otaku, and all-around celebrity in Japan. His books include *Armageddon* and *Me and Berabo na Hitobito*. Takakuma's painting "A Dream-like Plan for the Thomas-ification of JR Chuo-line Locomotives"(2000, asrylic on linen on wood panel, 46"x35 3/4") appeared as part of the celebrated Superflat art exhibition. His only other manga work published in English is *Super Mario Adventures*, which originally ran in Nintendo Power magazine and was collected in 1993 into a book of the same name. The long-out-of-print book is once again available in a new edition.

Users Review

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