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Subject: Super Mario Reloaded  
Posted by [Blazer](#) on Sun, 23 May 2004 18:21:44 GMT  
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This is the best Matrix spoof/animation movie I have seen yet, and frighteningly enough its done with 8-bit super mario sprites. Sounds cheesy but if you watch the whole thing you can tell that a LOT of work was put into it, even the lip sync is perfect.

[http://uploads.ungrounded.net/157000/157388\\_supermarioreloaded\\_ks.swf](http://uploads.ungrounded.net/157000/157388_supermarioreloaded_ks.swf)

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Subject: Super Mario Reloaded  
Posted by [Aqualite7](#) on Sun, 23 May 2004 19:24:48 GMT  
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OMG that is great!!!!

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Subject: Super Mario Reloaded  
Posted by [Drkpwn3r](#) on Sun, 23 May 2004 19:29:19 GMT  
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Ya, it is, i liked it considering all the work that had to be put into it

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Subject: Super Mario Reloaded  
Posted by [rm5248](#) on Sun, 23 May 2004 20:12:45 GMT  
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Been there, seen that.

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Subject: Super Mario Reloaded  
Posted by [Jaspah](#) on Sun, 23 May 2004 21:49:45 GMT  
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Not working for me.

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Subject: Super Mario Reloaded  
Posted by [Crimson](#) on Sun, 23 May 2004 22:27:24 GMT  
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OMG ROXOR

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Subject: Super Mario Reloaded  
Posted by [TnTANDY](#) on Sun, 23 May 2004 22:30:01 GMT  
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Very cool, although I was expecting to see more before "Game Over" like, what he did when mario flew off into the sky like superman, what happened next?

Andy

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Subject: Super Mario Reloaded  
Posted by [TnTANDY](#) on Sun, 23 May 2004 22:31:15 GMT  
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j4S[p]Not working for me.

Download it.

It didn't work for me either, I just did a "save target as"

That will work for ya

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Subject: Super Mario Reloaded  
Posted by [Falconxi](#) on Sun, 23 May 2004 23:11:57 GMT  
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:thumbsup: :thumbsup:

That was cool.

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Subject: Super Mario Reloaded  
Posted by [Majiin Vegeta](#) on Mon, 24 May 2004 01:06:43 GMT  
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that was very good.. the ending ruined it

the mario sounds in the fighting was funny ^\_^

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Subject: Super Mario Reloaded  
Posted by [IRON FART](#) on Mon, 24 May 2004 02:57:09 GMT  
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I think i'll stick to the original...

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Subject: Super Mario Reloaded  
Posted by [Madtone](#) on Mon, 24 May 2004 03:27:41 GMT  
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I thought was preeety cool, would of been better with more detailed spirits.. kinda made me eyes go all funny.. lol

Also saw in the credits <http://www.power-fusion.com> this site rocks, click on cartoons an watch the killing spree series.. omg!!!

lol, take a peek!

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Subject: Super Mario Reloaded  
Posted by [Doitle](#) on Mon, 24 May 2004 04:09:57 GMT  
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Wow... Being a person who's as we type teaching himself flash... Gawd that musta been a helluva lotta work... I can't even imagine being able to do that if I became a flash hermit living in the himalayas for 60 years... jeesh...

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Subject: Super Mario Reloaded  
Posted by [htmlgod](#) on Mon, 24 May 2004 09:06:25 GMT  
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Massive pixelation gives me a headache.

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Subject: Super Mario Reloaded  
Posted by [NHJ BV](#) on Mon, 24 May 2004 13:39:45 GMT  
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The ending sucked, but the rest rocked

Permanently saved to disk

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Subject: Super Mario Reloaded  
Posted by [Blazer](#) on Mon, 24 May 2004 14:03:26 GMT  
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TnTANDYVery cool, although I was expecting to see more before "Game Over" like, what he did when mario flew off into the sky like superman, what happened next?

Andy

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Did you not see The Matrix: Reloaded ??

Or were you expecting the entire movie to be done

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Subject: Super Mario Reloaded

Posted by [TnTANDY](#) on Mon, 24 May 2004 14:16:24 GMT

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Nar, didn't see it

Would be cool if the entire movie was done though

Andy

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Subject: Super Mario Reloaded

Posted by [IRON FART](#) on Mon, 24 May 2004 22:24:13 GMT

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The short animation is a novelty...The whole movie, not thays just sad.

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Subject: Super Mario Reloaded

Posted by [Blazer](#) on Tue, 25 May 2004 01:38:05 GMT

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They couldn't use more detailed sprites, those are duplications of the original 8bit sprites

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Subject: Super Mario Reloaded

Posted by [SuperFlyingEngi](#) on Tue, 25 May 2004 02:49:53 GMT

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Heh, that was pretty neat.

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Subject: Super Mario Reloaded

Posted by [Nemesis](#) on Tue, 25 May 2004 03:55:28 GMT

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And I thought I had no life....

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Subject: Super Mario Reloaded  
Posted by [NHJ BV](#) on Tue, 25 May 2004 14:05:28 GMT  
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BTW, the "jump" sounds does it for me

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Subject: Super Mario Reloaded  
Posted by [Deactivated](#) on Tue, 25 May 2004 14:08:54 GMT  
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BlazerThey couldn't use more detailed sprites, those are duplications of the original 8bit sprites  
Actually.. those are from Super Mario World for 16-bit Super Nintendo console.

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Subject: Super Mario Reloaded  
Posted by [Carl](#) on Tue, 25 May 2004 22:59:10 GMT  
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thats fucking great

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Subject: Super Mario Reloaded  
Posted by [npsmith82](#) on Wed, 26 May 2004 02:00:55 GMT  
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That is true genius! Nice find blazer.  
BlazerThey couldn't use more detailed sprites, those are duplications of the original 8bit sprites  
For all those moaning about big sprites, just resize the window for gods sake.

And yeah i agree, the ending bit with the two people sitting on a sofa, that's just pure trash,  
would've been better without that. If i show anyone this i don't show them anything after the 'game  
over' screen - just ruins it.

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Subject: Super Mario Reloaded  
Posted by [NHJ BV](#) on Wed, 26 May 2004 09:35:36 GMT  
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npsmith82And yeah i agree, the ending bit with the two people sitting on a sofa, that's just pure  
trash, would've been better without that. If i show anyone this i don't show them anything after the  
'game over' screen - just ruins it.

Agreed.

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