

I'm a HUGE Super Mario fan. I seem much like everyone else, but my passion for the Mario series exceeds that of any ordinary videogame fan. I like the newer games, but I don't mind playing the older games. I don't think I've ever played glitchy or hacked games before, though I don't think I want to play any after the experience I had...

It started on a chill winter night, I was playing Super Mario Galaxy (The space theme was always a personal favorite of mine) until I noticed, out of my peripheral vision, that the mailman had arrived and put something in my mailbox as usual and left. I paused my game to go see what I got in the mail... The only thing in the Mailbox was a CD case for computers and a note. I took it inside.

I looked at the note first and realized it was from my dear brother Jacob (Let's just call him that), whom I hadn't heard from in 2 days. I know that because I recognized his handwriting, though what was weird is how it looked; it looked badly written and scratchy and somewhat difficult to read, as if Jacob was having a hard time writing it down and did it in a struggle.

This is what he wrote...

"Larry,

I can't take it anymore, I had to get rid of this thing somehow before it was too late, and I was hoping you'd do it for me. I can't do it, he's after me, and if you don't destroy this CD, he'll come after you too, he's going around looking for me....

Please Larry, destroy this god-forsaken disc before he comes after you too, it's too late for me.

Destroy the disc, and you'll destroy him, but do it quick otherwise he'll catch you. Don't even play the game, it's what he wants, just destroy it.

Please...

Jacob"

Well, that was certainly weird. Even though Jacob IS my brother and I haven't seen him in a while (he moved for college), I didn't do what he asked me. I didn't think that a simple gaming disc would do anything bad to him, after all it's just a game right? Man, was I wrong about that...

ANY way, I looked at the disc and it looks like any ordinary computer CD-R disc, except it had black marker on it written "MARIO.EXE", and it was much unlike Jacob's handwriting, meaning that he must've gotten it from someone else, like a pawn shop or Amazon. When I saw "MARIO" on the writing of the CD, it was a somewhat pleasant surprise. The fact it was a Mario game ignited my curiosity and it made me want to check it out for myself.

I went up to my room and turned on my computer and put the disc in and installed the game. When the title screen popped up I noticed that it was a PC version of the first 16-bit Mario adventure, Super Mario World. I couldn't believe my eyes, as this game was only released

for the SNES, and the thought of there being a PC port never crossed my mind before. Upon seeing it, I was like "Great!" Because like I said earlier I liked the Mario classics. The first thing I noticed that was out of place was Mario stayed in place during the title screen sequence instead of moving around like he did just as I remembered from playing the game in the past, and he was in his super form rather than being small. I gave it the benefit of the doubt as this was apparently an entirely different version of the game I played thousands of times, but when I pressed start, there's was a split second when I saw the scenery turned into something much different, something that I now consider horrifying, before fading to black.

I remember what the image looked like in that split second before the game cut to black; The sky had darkened, the title frame was grey (like burned wood) and ruined, the 1990 NINTENDO was now instead 666 NINTENDO, and the big bush on the right had blood dripping over it, which looked hyper-realistic.

replace this 



But the freakiest thing that was in that split second frame was Mario, his eyes were pitch black and bleeding with two glowing red dots, his head having turned around staring RIGHT AT ME, and his moustache-y smile had stretched wider up to the edge of his face. I was rather disturbed about that image when I saw it, though I figured that it was just a glitch and forgot about it. After it cut to black it stayed like that for about 10 seconds or so. And then another weird thing happened, the player select from Super Mario Bros. 2 popped up, and I was like "WTF? What's this doing in Super Mario World?", anyway, then I notice something off, the background was the dark red cloudy sky of the Vista Hill from Super Mario RPG, and there were only three selectable players. The music was that creepy Dungeon music from Grandia, only it was extended and seemed to have been in reverse.

What freaked me out more was the character select, it showed only Luigi, Yoshi and to my surprise, King Bowser! Now I was sure that something was up, I mean, how can you play as Bowser in a mainline Mario game, for crying out loud?

That's when I realized that this wasn't a glitchy game, it was a hacked game.

Yeah it definitely looked hacked, it was really creepy, but as a smart gamer, I wasn't scared (or at least I tried not to be), I told myself that it was just a hacked game and there's nothing wrong with that, though I was a little upset as I thought this was an official lost Mario game. Anyways, shaking off the creeped out feeling I decided to pick a player for once and chose Luigi and when I selected and got started. The game froze for about 5 seconds and I heard a creepy pixelated laugh that sounded an awful lot like that Bekkler clown guy from Chrono Trigger before cutting to black.

The screen stayed black for about 10 seconds or more, then it showed the typical level start thing which looked like a mix of the ones from SMAS Super Mario Bros 1 and the Super Mario World (clearly containing key elements of both), except the usually yellow text that says "LUIGI START!" was now painted red and the level name showed only "ISLAND". The screen faded in and the level title vanished revealing Luigi in Yoshi's Island 1 from Super Mario World, the music was different though, it sounded like a peaceful melody in reverse. Anyway I started playing and had Luigi start sprinting like you would in any of the classic Mario games, what was odd was that as Luigi was sprinting along the level there was nothing but flat ground and a few bushes for 5 minutes, that was when the peaceful music started to lower down into slow deep tones very slowly as I kept going.

I suddenly saw something and I stopped to see what it was; it was one of the small koopas lying dead on the ground bleeding (That was when the music started to slow down), Luigi had a shocked and saddened look on his face that I never saw him have before, so I had him move along, and he kept that worried look on his face. As he kept moving I saw more dead enemies as Luigi moved past them looking more and more worried as the music lowers and he moves past more dead enemies, I was shocked to see how they all died, they looked like somebody killed them in rather gruesome ways; a Monty Mole was hanged on a pipe with what appeared to be his entrails hanging out, a Chuck had all four of his limbs torn off and a Rex had his eyes gouged out and his throat slit. I felt sick to my stomach when I saw this massacre and apparently so did Luigi. After a few more seconds there were no more corpses and the music seemed to have stopped, I still kept Luigi to continue.

After a minute passed after the music stopped, Luigi was running up a slope and then he stopped, it wasn't until I saw why; Mario was there on the other side of the screen with his back against Luigi with his eyes closed. Luigi looked happy to see Mario but then his smile faltered, obviously noticing that Mario wasn't responding to him, if not acting as if he was totally oblivious of Luigi's presence. Luigi walked slowly toward Mario, and I noticed that I wasn't even moving my keyboard to make him move, so this had to have been a cut scene.

Suddenly I began to have a growing feel of dread as Luigi walked closer to Mario to get his attention, I felt that Luigi was in danger and something bad was going to happen. I heard faint static growing louder as Luigi was but inches away from Mario and stopped and stuck his hand out to touch him. That foreboding feeling in my gut was growing stronger and I felt the urge to tell Luigi to get away from Mario as the static grew louder.

Suddenly in a split second I saw Mario's eyes open and they were black with those red glowing dots, just like that title sequence, thought there wasn't any expression coming from him. When that happened the screen turned black and the static sound was off.

It stayed black for about 7 seconds and then white text appeared forming a message, saying, "Hello! Let's-a play, eh?"

At this point I was creeped out, I didn't want to continue with the game, but my curiosity got the better of me when I was taken to a different level with the level title now saying "GAME OF TAG".

This time I was in the Yoshi's Island 2 level from SMW with a darker palette and it looked like everything was on fire.

Luigi looked as though he was scared out of his wits this time. He actually looked at me and made frantic gestures to me as if he wanted to get out of the area he was in as fast as possible. I was starting to get freaked out by this...I mean Luigi was actually breaking the fourth wall, trying to tell me to get him out of there.

So I pressed down on the arrow key as hard as I could and made him run as fast as he could, a pixelated version of that creepy jingle when you meet Shadow Mario from Sunshine was playing as I made Luigi trek through the desolate hills, trying to help him escape from whatever he was trying to run from.

Suddenly I heard that creepy laugh again... that awful, Clown laugh... right after 10 seconds have passed as I helped Luigi run through the hills, and then I started seeing flashes of Mario popping everywhere on the screen, again with those black and red eyes.

The music changed to that suspenseful P-Switch jingle from Super Mario World as I see Mario behind Luigi slowly gaining up on him FLYING; Mario wasn't running, he was actually FLYING! The flying pose his sprite was making looked very similar to when he uses the cape power-up in SMW, except he didn't have the cape on and he had the black and red eyes again, only

THIS time he had the most deranged looking grin on his face, he looked as though he was enjoying the torment he was giving his poor little brother as he gained up on him.

Suddenly when Luigi tripped (another cut scene) the music stopped and Mario vanished. Luigi laid there and started crying for 13 seconds. The scene was rather upsetting to watch and it made me wanna cry but I resisted the urge. However, Mario then appeared right in front of Luigi and Luigi looked up in horror.

Blood started to come down those blackened eyes of Mario's as a grin slowly grew from his face as he looked down at his horrified brother, I could do nothing but watch.

Just in a split second Mario lunged at Luigi right before the screen went black, there was a loud screeching noise that only lasted 5 seconds. The text returned only this time it said "Let's-a go, want to try again?" and then that god-awful laugh came with it.

I was so shocked by what had happened...did Mario murder Luigi? No, he couldn't have... He and Luigi are literally brothers, right? Why did Mario do that to him?

I shook the shock off as I was brought back to the player select, the sprite that had Luigi was different; it was flickering, Luigi's expression scared me, his eyes were black and bleeding, his green clothes had gone black and he had an expression of anguish on his face, Trying to ignore it I picked Yoshi next.

The laugh came again and the screen cut to black again and stayed there for another 10 seconds, this time the level said "YOU MUST DIE".

I was really freaked out by now, I couldn't really tell if this was a glitch, or a hack, or some kind of sick twisted joke... or anything really. But despite my fear of what happened next, I kept playing.

The next level looked much different, it had the ground of the SMW Sunken Ghost Ship, but the sky background looked like the main menu; it had the dark reddish cloudy sky. But it was the music that creeped me out the most: It sounded like the Cursed Tower theme right during the final stages of the game in Grandia. I also noticed that Yoshi looked afraid just like Luigi did, though not as much, more rather he looked a little unnerved. He broke the fourth wall just like Luigi and looked as if he wasn't sure about going on, but I made him move anyway.

He ran down the straight pathway in this dark level, and as he did the screen started to flicker red static a couple times and then that maddening laugh came again.

Then after a few seconds of running I notice several bloodstains on the ship's ground, I felt a growing sense of fear again thinking something horrible is going to happen to Yoshi. He looked nauseated walking down this blood-stained road, but I still kept him going.

Suddenly as Yoshi ran, Mario appeared right in front of him with those black and red eyes and then red static appeared again, when the static vanished showing nothing but black screen with text saying "GOtCHa!", I was now scared, Mario found Yoshi already?! What was going on?!

Anyway red static came again and then I was back to the level, Yoshi looked like he was panicking, and Mario was nowhere to be found. This time the drums and strings from Resident Evil 1's "Battle Against Tyrant" theme were playing.

Was this some kind of boss battle with Mario? I hoped to God it wasn't, honestly.

Suddenly Mario appeared right behind Yoshi in what appeared to be pixelated black smoke, I made Yoshi turn and throw eggs at Mario, but Mario vanished in black pixelated smoke before I could even land a hit, that terrible laugh went off again. Then Mario appeared behind Yoshi again and then I made him throw eggs again, and Mario vanished again laughing. Yoshi was panicking even more, and even I felt like I was going crazy, Mario was practically playing with us, he was playing a sick twisted little mind game with me and Yoshi...

Another cut scene played as Yoshi fell to his knees and clutched his head sobbing, I felt his agony, Mario was actually driving us BOTH crazy.

And then in a split second Mario lunged at Yoshi and the screen went black with another distorted screeching noise that lasted for at least 3 seconds.

Another text message appeared, "All of these souls are helpless, because they belong to me... can't you see?"

What the heavens... Just what is going on? I started to think Mario was actually trying to talk to me through the game... But I was too scared to think that.

I was brought back to the main menu and this time the Yoshi sprite was flickering as well, his green fur had darkened to a greenish grey, his spines were dripping with blood and his eyes were black and bleeding too, and he had a look of sadness on his face. I began to think that those are the actual characters trapped in those sprites, but I couldn't believe it... I didn't want to believe it...

So I shut off the game and took a break. I took a nap, wish I hadn't, 'cause I then began to have the most disturbing nightmare, I was in pitch black darkness, though I was under the light given off by a lamp that hung high above my head. I could hear the cries of Yoshi and Luigi nearby. They were saying stuff like, "Help us..." and "Why did you give us to him?" and "Keep fighting, unless you wanna fall too..."

Their cries died out as I then heard Mario laugh, his laugh... it sounded a lot like the distorted Bekkler laugh.

"You're a lot fun to play with kid, just like your brother Jacob, though he wasn't quick enough..."

I was scared and looking around for the source of the voice...

"Won't be long now until you join him and all my other slaves..."

I saw him walking toward me, flickering in and out in several directions...

"You're in my world now. You must die, kid. Much like the others..."

When he grabbed me and I saw his bleeding black and red-eyed, grinning face, I woke up with a fright.

After a couple of hours I decided to continue playing the game. I don't know why, but I had to know, I had to figure out why this was happening... So I turned on the computer, turned on the game and selected Bowser next.

I still thought that was wacky, playing as Bowser, but anyway the level title appeared again and this time it said "...", which I found really freaky.

This time I was in some kind of hallway, didn't really look like it was from any of the classic Mario games, though it has the pixelated style; the floor was shiny and checkered, the walls were a dark grey with animated green candlelight's and a few dark bloodstains here and there, and the dark red curtain from the SMB2 player select was hanging above on the top part of the screen. Every 12 seconds or so that red curtain sways very slowly, but whenever you're playing the game you can barely see it move. The music was oddly pleasant, a piano playing a rather sad yet peaceful song, but I knew better, this was the song that played in Plains, only it wasn't in reverse.

Bowser didn't look entirely nervous like Luigi and Yoshi did, but he did have a suspicious look on his face as if he was just a bit paranoid. He did a little animation when I just left him standing, he turns his head to the left and then to the right at least twice and then shrugs at me, as if he has no idea where he was or what was going on. Even though I was scared outta my mind about what was going to happen, I had Bowser continue onward. He did his usual walking animation (You know, when you fight him in Super Mario Bros. 1) as we continued going through the hallway.

Then I stop at a long flight of stairs leading downward, now I was nervous, even Bowser seemed unsure of himself, though I pressed onward.

As I led Bowser down the stairs, I noticed that the walls have gotten darker and more reddish; the green torches are now an eerie blue. Then we landed onto another hallway, this one was longer than the last one (or at least it felt like it) and then we headed down another flight of stairs down, this one was much longer, took at least 1 full minute.

And then I heard that horrid Clown laugh again and then the music slowly faded until it was quiet, as it did the walls turned more dark red and the torches were a black flame now.

When Bowser landed onto the 3rd hallway, I noticed he now looked really creeped out, though he tried to hide it, I couldn't blame him, I was scared too.

Suddenly, Mario popped right in front of Bowser the same way he did Yoshi and then red static. The red static lasted for about 13 second and then it showed me a most unpleasant image...

The image showed a hyper-realistic of Mario standing in the darkness where you can only see his face while his head and torso faded into black, and when I say hyper-realistic, I mean like he looked so real you could actually see the lines in his mustache, as if you could actually feel the fur if you touched the screen.

His face...oh god, he had the most horrifying smile I had ever seen.

And that's saying something considering I saw that image at the start of the game.

His eyes are wide and black and once again crying blood (Which also looked hyper-realistic) and there were two small glowing red dots in those black eyes staring RIGHT AT ME, as if staring into my mind. His grin was wide and demonic, it literally stretched to the sides of his face like a Cheshire Cat except Mario had fangs, VERY SHARP fangs, much like a vampire's teeth except more vicious-looking, somewhat yellowish and from the look of it, he had stains of blood and small bits of flesh on his mustache, lips and fangs as if he ate someone.

I stared at that gruesome image for a good 30 seconds, never taking my eyes off it, I felt as if he was actually looking at me, smiling at me...that face, it just took 10 seconds for it to etch itself into my consciousness for the worse.

Then the screen flickered with red static again 3 times, and on the 3rd time I heard the Clown laugh, except this time it sounded distorted, demonic even...

It went back to the image again except this time there was the text again though it was messed up, but it was pretty much one of the most horrifying things I looked at since I had this game...

"BEHOLD THE DEVIL."

It was when I read that message while looking at Mario when it hit me, I realized right there and then.

This Mario was a monster, a pure evil, sadistic, all-powerful, nightmarish, demented monster... and all of his victims, including Luigi, Yoshi, Bowser, and possibly Jacob, are just his little toys, and the game is the very gateway into his chaotic, nightmarish world and the very Hell his victims are trapped in.

Suddenly in an actual split second I screamed as Mario lunged at the screen screeching loudly with his mouth wide open to an unnatural length revealing nothing but a literally spiraling abyss of pure darkness before the red static came again, this time much louder and distorted, so loud that it hurt my ears, I yelled and grabbed my ears as the red static screeched for a good 7 seconds.

Then it stopped and showed nothing but black screen.

As I sat there staring at the black screen, one last text came up.

"Prepare for the next level, Larry!"

The Bekkler laugh, now sounding more clear as if Mario was right behind me, played again 3 times as I looked at that text in shock and confusion.

Then I got booted back to the main menu and this time the third player slot had a sprite of Bowser in the same, tormented state as Luigi and Yoshi; Bowser's skin turned greyer, his hair drooped and had blackened, his eyes exploded and blood is coming from them and he had a mere dead like expression on his face.

I looked at Luigi, Yoshi and Bowser and I cried a bit, I pitied them for the agony they're going through, they were forever trapped within the game, forever tormented by that horrid monster, and always will be.

Then the computer shut itself off, I couldn't turn it back on no matter what I did.

I sat there for maybe 25 seconds, horrified by what had just happened...

Mario is the very embodiment of evil, he tortures people who play his game in more ways than one and then when he gets bored he drags you into the game, literally drags you to his sick interpretation of "paradise", where he can play with you always, as his toy....

I can't get the game outta my computer. I think it's stuck in there, but at least I managed to turn it back on now.

After I sat there for 25 seconds I heard a voice right behind me, like a whisper...

"Try to keep this fun for me, Larry."

I turned around to see where the voice came from, and what I saw made me scream...

Sitting on my bed... staring right at me...

... Was a Mario plushie, smiling with bloodstains under its eyes.