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Mario Pinball Land



PLATFORM ESRB RATING



GAMEPAD RATING

7

A fun day at the fair turns disastrous when Princess Peach gets shot from a cannon into Bowser's Castle. Mario has to pinball-ize himself and blast through Mushroom Kingdom defeating Goombas, Koopa Troopas, and more!

GP REVIEW

Cool and colourful, but it's missing something

Reviewed By: [gp boogiewoogie](#)

I'm a pinball fan to begin with, so this game looked cool to me right off the bat, before even opening the package. Heck, if Nintendo decides to slap Mario into a pinball game, I'm checking it out. And what do you know? It's fun, pinball times in Mario Pinball Land.

So it's Fun Fair time and the Sky Cannon is being unveiled. What's a Sky Cannon, you ask? Well it's just like any other cannon really, except this cannon shoots people instead of cannon balls.



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That doesn't exactly sound safe, does it? No worries. Just slap yourself into a special "Pinballer" and you get squeezed into a Sky Cannon-sized, rubbery version of your former self.

Anyway, it turns out a couple of Goombas shot Princess Peach into Bowser's Castle. And voila, another Mario adventure! But this time - pinball-style. So Mario slaps himself into the Pinballer and gets ready for action! Let the fun begin!

It's a pretty game; loads of colours, loads of cool levels, and different screens.

Of course, all your fave enemies are here: Koopa, Boo, Shy Guy, the list goes on. Mario's knocking those guys down all over this pinball land with his bouncy self. How cute!

I liked the different levels within a stage. Just shoot your pinball up through a door or into a building and bam, you're playing another set of enemies, collecting more coins, or conquering a boss. But it can also be a big pain, especially when you're actually trying to beat the game. You could easily spend a lot of time trying to open one door! You see, many levels have one, two, or three doors you've got to hit once to open, but if you open all the doors, they ALL slam shut again. It can be a real pain in the neck.

You've got five different levels to cannonball through: The Fun Fair, Frosty Frontier Stage, Grassy Greens Stage, Shifting Sands Stage, and the Fiery Stage. I liked the Frosty Frontier Stage best; there's a water stage under the ice. The water gives your bouncy Mario a different feel. But mostly, the feel of this game wasn't pinball-y enough.

The one thing I didn't like was the feel of the controls. When I hit the ball, it just didn't "feel" like pinball. I couldn't figure out where the sweet spots were on the paddles to learn how to control the ball. I felt like everything was really random and that I mostly lucked-out when I did do what I wanted to do. It got a little frustrating.

Overall, I like this game. Was I blown away? Well, no. I don't think pinball is ever going to blow people away. But it's cool and colourful, with fun music, familiar Mario characters, and a semi-addictive selection of levels.

OVERALL:	GAMEPLAY:	7	SOUND:	7
7	GRAPHICS:	8	▶ ABOUT OUR RATINGS	

