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## Google super mario

It was only a matter of time before someone used the classic Super Mario game as the basis for system customization, such as reader Ghostspirit's fun, retro Mario desktop. The desktop is very simple and does not take into account the many resources consisting of nothing more than a number of GeekTool scripts to put system information on the desktop. The full list includes:Airport &&& Ethernet status script. Date and time scenario. Use the memory and trash folder. Wallpaper from 4srape, the original author unknown. Fonts emulogic and Mario &&& Luigi.The result is a fun, attractive desktop with a great retro feel, and you can click the link to get all the scripts used to create the effect. You did a great job, Ghost! Want to create your own OS X desktop customization? Check out our guide to monitoring your Mac and more with GeekTool to add basic system stats and information, then learn how to add current weather and desktop calendar with GeekTool.G/O Media can get commissions from when you've created your beautifully tweaked (and hopefully productive) desktop, then through the Lifehacker Desktop and Show Tell Flickr group complete with the description of the programs and tweaks you've used (and preferably links as well!), and we just can feature here. Super Mario Desktop [Flickr] this is my two little Mario Brothers all dressed for Halloween and little Mario's first birthday! Attended the DIY Halloween contest Mooching at Marios is part of the Melbourne 101 training program. Started with two Italian waiters in the '80s, breakfast here is large and served all day, the service is quick, dishes of classic Italian and coffee old school strong. (Pocket-lint) - Darth vs. Luke, Superman and Kryptonite, ketchup before dressing - these are some of the all-time great battles that have been fought between our heroes. But there is one face-off that has always ruled over everything else, from a pesky plumber and a quick hedgehog tale, the Mario vs Sonic Battle. The pair make up two of the most iconic characters in game history and since their creation have acted as Nintendo and Sega's frontmen. Recent years have seen Sonic fall second to Mario, with Wii success and poor run of hedgehog-based games. But on the arrival of his 20th anniversary and Sonic Generations wanting to return to the staple franchise, we thought it best to pit the couple against each other and see how things stand. Firstly, these are vital statistics. Who are these guys, where do they come from and how to make their pixel shapes compared to real-world markers? Home Town Brooklyn Age 30 Weight 15st Height 5'6 Occupation Plumber Favorite Food Mushrooms Enemy Bowser, Donkey Kong, Wario Friends Luigi, Peach, Toad, Yoshi Home Town Christmas Island Age 15 Weight 9st Height 5'9 Occupation Unemployed Favorite Food Chili Dogs, Enemies Dr.Robotnik, botniks, spike pits, pits, Robot Sonic Friends Knuckles, Super Sonic, Amy, Tails, Mario 3/5 Sonic 4/5 With both Mario and Sonic it's important to remember that they spent their entire career stomping on things heads. Personally, we think this makes them hard enough already. Can you imagine what it would feel like for a black booted 15 stone plumber to jump on his face? Most importantly, both can withstand more than one hit from a baddie; Sonic needs rings, Mario requires mushrooms. When an Italian gets a jump on a hedgehog there when it comes to power-ups. Unlike the barbed mammal, which is built at outright speed, Mario can shoot a fire and fly, which is a necessary battle in our books. Then again, Sonic has the ability to run incredibly fast, up the wall and bounce himself hundreds of feet through the air. To really determine who the pair are the hardest, we have to think about the sort of guys they regularly take to the fight. Mario's world is home to little less than spooky walking mushrooms and cutesy ghosts, even Bowser himself is especially hard to judge. Sonic however lives in some sort of mech-filled hell ruled by all the powerful evil Dr. who traps innocent animals inside his robotic monstrosities. Pair that with level hazards like oil, earthquakes, spike pits and lava and it's clear that the blue hedgehog is definitely more hardy of the two. Mario 1/5 Sonic 4/5 You really couldn't blame either Sonic or Mario for being particularly well dressed. The Big M sports a couple of dungarees, and a hat from the 1920s, in red. Sonic, on the other hand, is, well... almost completely naked. This means that choosing who is super of two is especially difficult. Mario's fashion sense is decidedly outdated, he may very well be a plumber, but hanging out his work clothes has never been cool, besides he dresses like a six-month-old baby. On the other hand, that mustache can fit with some trendier indie and scenester types, so it can fall into the Geek Chic category entirely with east London iron-tache. It is also worth noting that Mario has some disturbing dressing mania. Tanooki costumes are definitely not cool. Sonic while wearing almost nothing at all manages to maintain a unique feeling cool. His nudist approach to things lets people know that hey man, I'm cool with my body, the kind of confidence Mario clearly doesn't have. Most importantly, however, there are trainers who quite frankly are super out of the game garbage around. Red shoes with a white stripe and extremely futuristic without the need for laces? Yes, please. White socks and gloves keep hands and feet warm, very smart. Haircut is also a bonus. Naturally, the whole body mohawk isn't going to be easy in style in the morning, but for a boy it looks good when he gets right. One thing we should note is that Mario has some anxiety with peaches. Each game is released trying to save it from the clutches of the evil bowser. He just kept coming back more and Peach wheeled it. This kind of wrapped-around your little finger relationship is never cool by any means. Sonic however seems to avoid women completely and, with short appearances from Amy, it seems that the hedgehog is too fast for women. Mario 3/5 Sonic 3/5 Technically speaking, Sonic the Hedgehog is 15 years old and has always been, but, let's face it, it's his 20th anniversary, so he's 20. Still, at 20 years old, Sonic is easily younger of the pair, with Mario now on the scales of the mid-life crisis tipping the scales at 30. But with age comes wisdom. While Sonic smashes toward everything at lightning speed, Mario will take his time carefully by constructing bowser downfall. Mario doesn't waste his time battling bosses several times either. He usually gets rid of Bowser only once in each game dealing with his pesky hangers before. Sonic, however, will repeatedly take Dr. Robotnik whatever piece he created, never thinking of just pulling it out of it and clobbering it on his head. Young means that Sonic has retained his figure, while Mario starts to pile pounds a bit. We doubt his diet has many benefits either. Can you imagine eating anything but mushrooms and flowers? His breathing has a small quite funky. It is important that none of them really age. Either both have access to the Holy Grail, or they are just stuck at some point in the warp. Considering Mario was about 40 when it all started in 1981, he should be pushing 70 now. Mario 3/5 Sonic 1/5 Employment, Employment, Employment, something very important in any stable marriage. Plumbers are well known for the amount of money they can make from their water management experience, so Mario can be loaded. Given that Peach lives in a gigantic castle however, things are not exactly the situation of Kate and Wills. Mario is going to have up his game class stakes if he wants to marry the kind of women that he hangs with. Sonic however is going to face massive arthritis and common problems when he gets older. He will need constant care and attention from his spouse after all those years of tearing through the Green Hill Zone. Being a hedge by also means that it is a constant danger of crossing the road, although it's worth considering if you're planning a long retirement together. As far as spouses go, and let's say you're either in those jumps or you won't. Mario 5/5 Sonic 5/5 Both Mario and Sonic have earned their seats on the San Francisco Walk of Game, which sees their names engraved in steel stars alongside such icons as Lara Croft and Shigeru Miyamoto. In order to truly quantify the extent of their fame, we are going to need to continue to look for the character's position as a global phenomenon. Particular have a movie about yourself and pal Luigi. Starring Bob Hoskins as Mario and a raptor from Jurassic Park as Yoshi, this real world take on the lives of plumbers may have flopped, but it certainly has its charm. Super Mario Bros 3 was also very cleverly displayed publicly for the first time by Universal Studio's Wizard. Sonic has a cartoon series, but so is not Mario, so it seems that the pair are about even Stevens when it comes to television coverage. Then again, the success of Wii sales, coupled with the media coverage of its launch, may mean Mario simply has an advantage over what when it comes to invading our living rooms. When it comes to games themselves, both Mario and Sonic have been prolific. The mustachioed Italian managed more than 200 different names that go all the way back to 1981, with Donkey Kong Arcade being the first. Sonic didn't really start until the home console became popular, but even then it managed an impressive 160. Both then have more than enough pieces of software to be considered by video game giants. Toys-smart is hard to argue with. Both Sonic and Mario have been transformed into figurines, plush toys, posters and bed pastes. So we thought it best to go for what had absolutely the most over-the-top piece of celebrities. Sonic it was a long rumored set of specially made Nike dunk shoes that matched their game offerings. Mario however went and completely eradicated that offering with a special take on Mario Kart to take scalextric. So what is more known of the two. Impossible to answer, you ask anyone over eight years around the world who or character is and we doubt they won't be able to tell. Mario 3/5 Sonic 4/5 OK so when it comes to pals neither Sonic or Mario is exactly missing. Blue hedgehog boasts chums like an echidna and even a triple-tailed fox. On the other hand, the plumber has a flock of mushroom mates, with a lankier version of himself, dressed in green as an accomplice. We are not sure which would be better pub conversation ahead. But personally we like the idea of sharing a pint with a tongue fox that can fly. Then again, everyone likes to meet the princess, especially the one who has a huge castle full of mushroom servants. Go out there with the peach and it looks like you can be sorted for life. Mario 5/5 Sonic 4/5 Oh Dear.. We did it. The question was asked. What games are better for Mario or Sonic? Justify this issue when Sega's newer releases and Mario would be an outright winner. For the purposes of this vs however, we want to look only at your 2D escapades. What it comes down to really is the battle between Mario and Sonic on Sega Mega Drive and NES. Two consoles are where the platforming couple really made a name for themselves. There is no doubt that both were responsible for some of the greatest moments in the games The problem is that these moments, although in his presence, may seem similar, were actually completely different. Mario was all about platforming finesse, with games like Super Mario Bros being full of accuracy and carefully built jumps. When the formula got the right result the experience was fun in its purest form. Sonic however was a completely different setup, the goal being to blast through levels as fast as possible, to keep the momentum jumping and bashing baddies as you had to come along. It's designed for a much more exciting game which, though not quite as refined as Mario', could satisfy any thirst for games. We're going to be a little controversial here and say that we want earlier Sonic games for Mario offerings. Sonic 2 is about as good as it gets for us, but Super Mario Bros 3 comes so incredibly close that the gap is as thin as a whisper on mario mustache mustache. But then comes the recent Sonic and Mario games. There has never been a sega quite nail to the ultra-addictive formula they find in Mega Drive. Nintendo however continues to expand its platforming concepts, reaching an absolute peak with Super Mario 64, which for us is perhaps the greatest game we've ever played. Outright speed sonic games just didn't translate well into the 3D universe, creating things like Sonic Adventure on Dreamcast, which was a particularly low point. Mario 4/5 Sonic 1/5 Fortunately Sega looks like they may have finally learned from their mistakes, taken on sheets from nintendo book and expanded the classic sonic formula with generations, a new game shown this year on E3. They have taken the best levels from Sonic games, which cover the last 20 years and have redesigned them in both 2D side scrolling and 3D views. Whether or not they ever nail that experience to find a mega drive all those years ago remains to be seen, but one thing for sure, going back to the side scrolling sonic really isn't a bad thing. Nintendo continues to grow and grow, resulting in a massively addictive Mario Kart franchise of 3DS, as well as showing off plans for Super Mario 3D. The latter is definitely one to get the most excited about. For those who played Super Mario Galaxy, you probably know the knack that Nintendo has to make a perfectly inventive and play platformer. It all depends on what exactly Ninty does with his new portable dual screen and 3D element. The feeling of depth is really going to make a big difference to Mario's jumping antics. There is nothing we want more than Sega to get right with sonic generations and return the hedgehog to its platforming pedestal. But until the game is released it seems that we may have to pass the crown over Mario. Forget fashion faux pas, peach mania and mid-life gut, it's a playground that matters and now you can't get better Nintendo. Mario 27 Sonic 26 Do we get it wrong? What's your fave? Let us know in the comments below.... Writing by Hunter Skipworth. Skipworth.