Nintendo bringing Dr. Mario to iOS, Android this summer

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Nintendo announced last night that it will be bringing the classic color-matching puzzle game *Dr. Mario* to Android and iOS devices in 60 countries as *Dr. Mario World* early this summer.

Nintendo said the game will be "free to download with optional in-app purchases" but didn't go into detail on how exactly the monetization system would work. Many mobile puzzle games (such as the *Candy Crush* series) use timer-based "energy" systems to limit the amount you can play without paying in a certain period. Nintendo has used similar cooldown timers in games like *Animal Crossing: Pocket Camp* and *Fire Emblem Heroes*, though other Nintendo-developed mobile titles have used other monetization methods.

Dr. Mario World is being co-developed by Line, a Japanese mobile developer mainly known for the messaging app of the same name. Nintendo had previously partnered with Line for sticker packs in that app but had relied on a partnership with DeNA for games like *Super Mario Run* and *Miitomo*. Nintendo also owns a five percent share of mobile developer Cygames, which released action-RPG *Dragalia Lost* with Nintendo last year.

Mario Kart Tour, which was initially announced over a year

ago, is also currently planned for a launch on mobile phones in mid-2019, according to Nintendo. And the *Wall Street Journal* reported back in 2017 that Nintendo was working on a mobile entry in *The Legend of Zelda* franchise, though no details of such a game have been officially announced.

Originally released on the NES in 1990, *Dr. Mario* has seen occasional re-releases on various Nintendo platforms over the ensuing decades. The latest of these, *Dr. Mario: Miracle Cure*, hit the 3DS in 2015.

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