

# New Super Mario Bros. Wii

In many ways, Super Mario Bros Wii is a confusing release for Nintendo's eponymous hero as he approaches middle age. For, although it borrows elements from just about every previous game, some may find its resolutely retro approach a missed opportunity for a character and console so obviously capable of more.

## The Controls

Indeed, at first glance it looks like a straight port from New Super Mario Bros for DS, so small and unassuming do the sprites and simple sideways-scrolling levels appear. For control, you have a choice of using just a sideways Wiimote (with movement uncomfortably mapped to the up/down D-pad) or a combination of Wiimote and Nunchuk.

Analogue control is required when jerking the Wiimote for spin jumps or tilting it to navigate certain platforms – neither of which feel particularly natural. It's surprising that no "classic" control option was included, as it seems natural for an otherwise doggedly retro game. Still, once you get used to the fact that analogue commands requires fractional compensatory timing, it all begins to make sense.

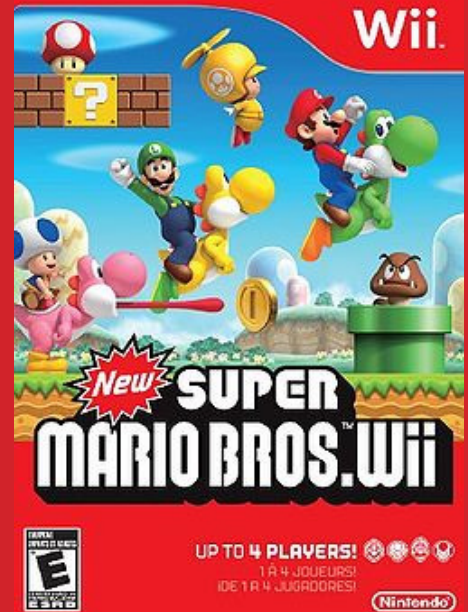
## Old Character. New Moves

The game itself requires no introduction to fans of the series. There are coins hidden around each screen or trapped in blocks that must be tapped from below with a bouncing head. Mario has his familiar moves, such as being able to toss fireballs, pound the level below or hurl back enemies with his spin jump, but there are also new abilities such as ice flower, which has him throwing freezing snowballs, and propeller or penguin suits to enhance aerial and arctic performance.

You'll need them too, because although the levels look deceptively basic, they require expert control from the off and the intermittent boss battles will test even veteran players at first. Luckily, there's a useful new feature for novices called "Super Guide" which lets an NPC-controlled Luigi take you through any level where you lose eight fights or more.

## 4-Players Are Better Than One

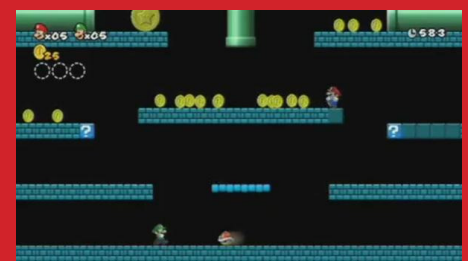
Another thing that makes this instalment different to the old 2D template is the ability to play competitively or cooperatively with up to three other players. "Free for all" allows you to battle through the single-player levels together whereas "coin battle" lets you compete to gather the most coins per level. With inevitable laughs to be gained by bouncing other players off platforms, multiplayer Mario has never worked this well and it adds new appeal to an otherwise predictable game. Super Mario Bros Wii delivers just what it always did: pixel perfect gameplay, great design and Christmas retro-gaming of the highest order. However, 13 years after Nintendo's last attempt to reinvent the franchise, what we really needed was a sequel to Super Mario 64.



ESRB Rating	Everyone (6+)
Publisher	Nintendo
Genre	Action
Players	1-4 Players
Release Date	11/11/2009
Not Online Compatible	



With the new propellor suit, you'll reach new heights as you make your way through 8 worlds of side-scrolling action.



The new competitive Coin Battle mode takes this classic game to a whole new level.

Final Rating:

