

New Super Mario Bros. Wii Guide

It is easy to make the argument that New Super Mario Bros. Wii actually features more "old" than "new." Drawing almost exclusively from the best elements of Mario's earliest outings on the NES and Super Nintendo, longtime series fans and newcomers will be overjoyed at the traditional gameplay found in New SMB Wii. Aside from the few extra polygons that occasionally serve to remind you what decade you're in, this game could easily be a long-lost Mario title that perhaps fits best somewhere between Super Mario Bros. 3 and Super Mario World.

Hopefully those familiar with Mario's acrobatic repertoire have had time to practice over the last 25 years, since New Super Mario Bros. Wii offers the toughest challenges Mario has ever faced. This adventure is not for the faint of heart -- it features bigger and more complex levels, ridiculously hidden secrets and ten times the Bullet Bills on screen that you've seen in any Mario game to date.

The good news is you can bring a friend along this time. While New Super Mario Bros. Wii features support for up to four players on screen at once, a crowded screen often brings more chaos than control. When it's time to get serious about New Super Mario Bros. Wii, you may need to tell Luigi to stay home. Let us be your guide to the new Mushroom Kingdom. We'll not only show you the locations of all 225 Star Coins, we'll tell you exactly how to get them -- even if you are playing alone. We'll also expose each and every level's greatest secrets, including Secret Goals and more. So what are you waiting for? "Itsa go time!"

In this New Super Mario Bros. Wii strategy guide, you'll find:

- BASICS // The essential elements of Mario: Mushroom Houses, maps, moves and more.
- WALKTHROUGH // A complete guide to all 75 levels, including detailed boss strategies, Secret Goals and the locations of each of the 255 Star Coins. Includes pictures and video for all of the toughest challenges.
- SECRETS // Did we mention there's a hidden World 9?

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New Super Mario Bros. Wii Basics

Secret Goals





Some levels have secret goals -- they look like red versions of the flags at the end of a level -- which lead to Warp Cannons, Mushroom Houses, secret levels and map shortcuts. We divulge the locations of all of these in our Walkthrough. Each level with a Secret Goal is marked in our Walkthrough Index.

Star Coins

There are 255 Star Coins in the 75 levels of New Super Mario Bros Wii. Each level has three coins to find. If you reach the halfway point flag in a level, the coins you'v collected will be saved. When you beat a level, the coins you've found will be yours to keep. You can return to the level to find the remaining coins, but you'll have to beat the level in order to keep them.





To collect a Star Coin, you don't need to touch it yourself. Any shell, ice cube or enemy you throw can be used to collect a Star Coin.

When you collect a coin, it shows up in one of the coin slots at the top left of the screen. This display is key to finding the coins, since the three slots actually correspond to the locations of the coins, from left to right in the level. For instance, if you have the first and third coins, you know that the second coin (or a door or tube leading to it) is located somewhere between the locations of those two. Of course, we offer the locations of each and every coin and just how to get them in our Walkthrough!





If you find all the coins in a world you'll unlock a special level in World 9. See our Secrets section for more on World 9. Additionally, these coins can be spent on hint movies in Princess Toadstool's Castle in World 1. You'll need all 255 coins to unlock every movie.

You can collect every single Star Coin in the game with the items provided by the level it's in. That is, you won't need to bring in items from another level to get any of the coins -- although sometimes additional items can seriously increase your chances of getting a tough Star Coin. In our Walkthrough, we explain both the easy and hard ways to get every coin. Additionally, we explain how to do it alone. When you play with friends, Star Coins can be gathered at the expense of another player's life, making things much easier.

Mario's New(-ish) Moves

Perhaps the most useful move in Mario's new repertoire is the Wii Remote shake Spin Jump. While in the air, shake the Wii Remote to give Mario an extra horizontal boost. This can help you span wide gaps or adjust your jump at the last second to avoid the Piranha Plant's jaws.





Shaking the Wii Remote while on the ground allows Mario to pick up things, like turtle shells, ice cubes, Toad and other players.





Mario's other moves include the Wall Jump (slide down a wall and bound off of it), Ground Pound (press DOWN while in the air to smash the ground) and the Double and Triple Jumps (press jump just as Mario touches down while moving quickly to jump ever higher).

Toad's Savior





Toad will appear in certain levels in need of rescue -- he appears randomly, so you'll need to beat a few levels in a world to make him appear. Toad can take damage -- he'll shrink to a mini toad -- but if he dies you'll have to start over. You can carry toad or swallow him with Yoshi to get him to the end of the level. He'll follow you into any pipes you enter automatically. You'll be rewarded with a 1-Up for getting mini Toad to the end of the level, and 3-Up for getting Toad there unscathed. The real reward for saving Toad is a Mushroom House on the map.

Mushroom Houses





Mushroom Houses contain bonus items you can access from the item menu on the map and 1-Ups. Mushroom Houses can be found in each World, although you may need to find a secret goal to access them. After using a Mushroom House, you can make a bonus Mushroom house reappear on the map by saving Toad when he appears in a level. To do this, you'll need to head to a level with the white Toad marker. Release Toad from the? Block he's trapped in -- near the beginning of a level, listen for the cries -- and run him all the way to the end of the level to make a Mushroom House spawn. The type of Mushroom house depends on the final digit of the time when you grab the flag at the end of the level.

- Green (1-Up cannon game) Get Toad to the end of the level, hit flag when the last digit of the time ends in 0, 1, 2 or 3
- Red (Match game) Get Toad to the end of the level, hit flag when the last digit of the time ends in 4, 5 or 6
- Gold (Star reward) Get Toad to the end of the level, hit flag when the last digit of the time ends in 7, 8 or 9

The Mushroom House games are fairly easy and, in the case of the Match Game, totally random. Be sure to hit up any Mushroom House you come across to build up your 1-Up and item stock.





Map Trap / Enemy Course





On the world map you'll encounter marauding enemies. Encountering these will force you into a brief Enemy Course where you can win three Mushrooms. To avoid these map screen enemies you can activate a star from your item menu or avoid them by taking an alternate path. Enemy courses feature eight blue Toad tokens that you must collect without dying.





Midway Point



The midway flag provides a place for Mario to return to even if you screw up. A black Bowser flag will mark levels you can return to midway on the map screen. The Star Coins you've gathered thus far will be saved if you get to the midway flag. Hitting the flag as Mario will turn him into Super Mario. Some levels in World 8 and all of World 9 don't have midway flags at all, which makes Star Coins much more difficult.

Power Ups

ICE MARIO / ICE FLOWER

The Ice Flower allows you to freeze enemies with short-range snowballs. Frozen enemies can often be picked up thrown to collect Star Coins or destroy other enemies. They can also smashed with a ground pound or a jump from underneath. You can use frozen enemies as platforms in mid air or as floating platforms in the water to access secret areas.





PROPELLER MARIO / PROPELLER MUSHROOM

With a shake of the Wii remote while in the air, Mario can use the Propeller to rocket upwards, then float gradually downwards. Press DOWN in the air for a quick downwards spin attack. This can be used to make some of the most difficult challenges easy, since a flick of the Wii Remote can save Mario from falling to his doom. You can collect a Propeller Mushroom in World 1-1 fairly easily if you need it in later levels.





PENGUIN MARIO / PENGUIN SUIT

Penguin Mario offers all the benefits for the Ice Flower's snowballs plus added traction on ice, a low sliding attack that can bust bricks and extra mobility under water. The latter ability allows you to pilot underwater zones with ease, so don't just associate the Penguin Suit with wintery levels.





MINI MARIO / MINI MUSHROOM





The Mini Mushroom is one of the rarest items in New SMB Wii. It allows Mario to access tiny warp pipes and secret areas, run on water and perform floaty jumps.

Yoshi





Yoshi can only be found in a few area of New SMB Wii. While on Yoshi's back, you can perform a second, fluttery jump that can help you attain significant height. Shake the Wii Remote to dismount Yoshi in mid air for an additional vertical boost. Yoshi will automatically eat nearby fruit. If he eats five, he'll hatch a 1-Up. Yoshi can be especially useful for transporting Toad to safety on Toad rescue levels.

Red Rings





Pass through a Red Ring to make eight Red Coins appear for a short period of time. Collect all eight to make a power-up appear (if you are already fully powered up, a 1-Up will appear instead).

Super Guide

When you lose eight lives in a row on a level, a green! box will appear in the level. Hit this box to activate Luigi, who will beat the level for you. By making this box appear, you automatically eliminate the chance to gain one of the five save profile stars -- see our Secrets section for more on these prestigious stars.

New Super Mario Bros. Wii Walkthrough

Choose a level below to reveal its Star Coins, Secret Goals, strategies and more. Levels marked with a ★ indicate that they have a Secret Goal.

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World 1-1
World 1-2
World 1-3 ★
World 1-Fortress
World 1-4
World 1-5
World 1-6
World 1-Castle
World 2
World 2-1
World 2-2
World 2-3
World 2-Fortress
World 2-4 ★
World 2-5
World 2-6 ★
World 2-Castle
World 3

World 2.4
World 3-1
World 3-2
World 3-3
World 3-Ghost House ★
World 3-Fortress
World 3-4 ★
World 3-5 ★
World 3-Castle
World 4
World 4-1
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World 4-Fortress ★
World 4-4
World 4-Ghost House ★
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World 6-Air Ship
World 7
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World 8-Air Ship
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STAR COINS

Star Coin 1 This coin is floating just above the first Propeller Suit. Stand under it, jump and shake the Wii Remote to float up to it.





Star Coin 2

The second-to-last rotating cylinder in the ground holds a tunnel leading down. Wait for it to reveal itself and hop in. In the subterranean area, leap off the sides of the pipes up to the coin.





This coin can be accessed from the upper platforms. Buzz up to them with the Propeller Suit and float over to it.





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STAR COINS

Star Coin 1

Right at the start of the level, run and jump towards the coin. You can catch a bit of wall just under it and rebound off that for the coin.





Star Coin 2

At the first red platform you can tilt with your Wii Remote, tilt it back and hold it in place so you can run up it to the pipe above. Inside the secret area, don't gather any coins just yet. Instead, hit the block in the middle of the area for a P-Switch. Stomp on it to switch the coins into bricks.

Quickly climb the new platforms to the coin before the timer runs out.





Star Coin 3

When you see this coin sequestered at the bottom of the screen, stop at the pipe just before it. Above is a ceiling of destructible bricks. Simply ground pound (jump and then press DOWN) the bricks below to acess the pipe. Wall-jump up and ground-pound downwards to enter the subterranean area the pipe leads to. Here you can hit the P-switch to free the coin.





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STAR COINS

Star Coin 1

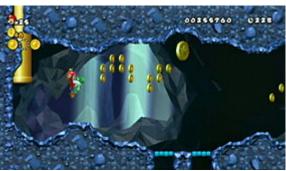
Just after grabbing Yoshi, you'll come across the first coin floating up high in the air, a trail of coins leading up to it. To reach it, use your dinosaur pal's gravity-defying double jump. Leap towards it with Yoshi, then tap jump again for a double-jump.





In the area with the multiple pipes with piranha plants in them, drop to the lowest pipe adjacent to the small hill. Walk to the right from here to reveal a hidden area. Behind here you'll find the yellow pipe is actually two pipes -- take the lower one down to a subterranean area. Here you'll need Yoshi or the Propeller Cap to score the coin.





Star Coin 3

You'll need Yoshi for this one. When you come to an area with a coin high above a red, L-shaped pipe, eliminate all of the nearby enemies and use the pipe as a ledge to double-jump up to it.





SECRETS

Secret Goal to World 5 Warp Cannon Just before Star Coin #3 is a secret area you can access high above the ground which is on revealed when you stumble into it -- there are several coins in the hidden area. The hidden exit is actually *above* this secret area. You'll can get up there with the help of Yoshi or a Propeller Cap. Run to the right at the very top of the screen, past Star Coin #3, into a hidden pipe. On the other side you'll find the red flag signifying the hidden exit.





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World 1-Fortress

STAR COINS

Star Coin 1

The first coin you'll come to is on the left side of the level. Use the swinging platform to jump to the small platform jutting out from the wall. Timing is everything!





Star Coin 2

Just above the first coin is a series of swinging platforms. While the path clearly leads left, the dead-end ceiling on the right actually holds a secret area. You'll have to swing over to it and wall-jump into the secluded area to reveal the coin hidden there.





Star Coin 3

The final coin is just above the other two on the right side. You'll have to use the swinging platform to get to shaft you can wall-jump up. A brick up here holds a 1-Up as well! This one can be a lot easier if you have a Propeller Cap. Grab one from the random item box below or from another level to make things easy.





LARRY KOOPA

This Koopaling has two primary attacks -- a magic blast and a turtle-shell dash. Both can be avoided by leaping over them, although the magic blast can also be canceled out by a shot from the Ice Flower.





When you can, jump on the kid's head and get ready to dodge his turtle shell dash attack for a few seconds. Don't stand still and jump for this, run towards it and jump over it, moving to the other side of the screen. When he recovers, hit him again and repeat the process. Hit him three times and he'll scurry off.





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STAR COINS

You'll need an Ice Flower for this one. When you come to the first coin, at the top of the screen above the horizontal red pipe, the jets from the pipes will prevent you from accessing it easily. You'll need to freeze the large and small fish to the right of the pipe to creating floating fish-cubes on the surface. Hop on these makeshift platforms to get to the coin.





Star Coin 2

The second coin you come to is trapped between two pipes pumping water downwards. You can still get to this despite the jets -- you just need to tap JUMP quickly right under the coin. You'll swim right up to it.





Star Coin 3

For this tricky coin you'll need an Ice Flower and some good timing. A pipe vertically venting water blocks the way to this coin. Above it is a purple urchin-like creature. Hit this creature with an ice ball just as it passes over the vent spouting water upwards. After floating up, the urchin will plummet downwards, stunned, and block the pipe. You can freely swim to the coin once the pipe is blocked.





SECRETS

The Red Coin switch in this level is on an "island" at the top of the screen just before you come to the large wave of yellow and red fish. Freeze a fish and let it float to the top of the screen. Use the fish-cube to leap to the island and hit the out-of-sight switch.



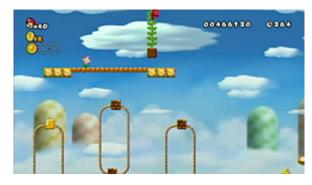


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World 1-5

STAR COINS

Right above the first block with the Propeller Suit in it is a platform with two brick blocks at its rightmost edge. Run at these and hold down to slide underneath them. Jump while you are underneath them to reveal a bean stalk. Climb the stalk up to the area with this coin. You'll have to use the moving platforms to drop to it from above.





Star Coin 2

The second giant rotating green cube spins just to the left of a coin. You can play it safe and use a turtle shell to hit this coin, or you can jump towards it and use the Propeller Suit to boost back to safety. We chose the former.





The final coin in this level is above the last set of rotating cubes. Use the Propeller Suit to boost up to it easily.





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World 1-6

STAR COINS

Star Coin 1

This coin is easy to spot -- and even easier to nab with a Propeller Suit. Look for it above a spinning wheel. If you don't have a Propeller Suit, you can use the Koopa Paratroopa to give you a boost up to it.





Star Coin 2

The second coin can be found floating between a few long, vertical pipes. Use the Koopa Paratroopas to bound over to it, or use a Propeller Suit if you have one!





The final coin is in a secret area that can be accessed just beneath the mid-level flag. Use the spinning wheel to rotate you down under the flag a bit, then leap at the last second into the wall to reveal a hidden warp pipe. In the sub-level you'll find a large, spinning floor and plenty of

to reveal a hidden warp pipe. In the sub-level you'll find a large, spinning floor and plenty of Goombas to contend with between you and the coin. Take a running leap and bound off one of them to get to the platform beneath the coin. Take the same pipe back out again.





SECRETS

A brick just past the first Star Coin holds a beanstalk that will take you to a random item block in the clouds.





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World 1-Castle

STAR COINS

Star Coin 1

The first coin you'll encounter is in the air above the fourth gear. Use one of the gear's teeth to leap over to it.





Star Coin 2

When you get to the hall of Thwomps, the first large one will destroy some bricks below it as it descends. This will allow you to swoop in an nab the coin. Duck immediately to avoid the Thwomp.

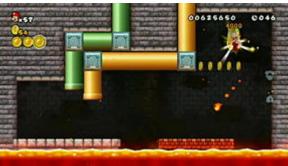




Star Coin 3

Just before the door leading to the boss is a final gear that spins downward towards a green pipe nestled in lava. You need to ride the gear down to this pipe, hop over and slip inside. Hit the P-switch in the sub-level and run quickly across the bricks path it makes. Wall-jump off the wall towards the coin to grab it.





SECRETS

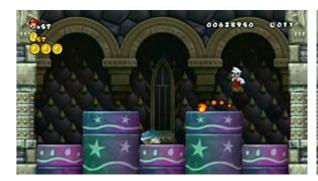
Just past the first gold coin are two interlocking gears. Ride a tooth on the top gear upwards to the top of the screen and you'll warp to a secret area with coins and a Propeller Suit. Another gear just ahead will spin you up to the same place.





LARRY KOOPA

The battle with Larry plays out much like before, except this time the ground will shift beneath your feet, making his attacks a bit unpredictable. The key to this battle is to maintain the high ground. Stomp Larry and, when he does his shell-dash attack, stay on the higher platforms so he'll get caught and ricochet harmlessly below. You can use fireballs to stun Larry, but they aren't necessary in this basic battle.





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World 2-1

STAR COINS

You'll come to your first coin after encountering several sand spouts. To get to the enclosure with this coin, head above it first. Walk of the ledge to the left, then hold right to slide down the wall. Keep holding it so you fall on the platform just before the sand spout leading up to the coin. Hop on the spout and jump to the coin.





The second coin can be attained in a similar fashion. Walk off the ledge above it and hold LEFT to slide down and fall into the area with the coin.





Star Coin 3

Yikes! This one's really tough. The coin in question is beneath a platform between two spouts of sand near the end of the level. You won't be able to physically grab this one, but you can hit it with a kicked turtle shell. Getting the shell is the tough part. A lone, red Koopa Paratroopa floats

just to the left of the area with the coin. To grab him you'll need to time things perfectly. Wait on the platform to the right of where he hovers.





Your goal is to hit him in the air while he is *over the second sand spout*. He'll then drop onto the spout and start walking around on it. You want to time this so you and the turtle drop onto the spout just as its raising up, so you have time to hop on him a second time and grab the shell. Once you do this, jump to the platform above the coin and wait for the sand spout on the other side of the coin. Jump onto it, then flip around and kick the turtle back at the coin to collect it. Now, make it to the end of the level in one piece! Phew!





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World 2-2

STAR COINS

Right before the midway-point flag is a large column of quicksand. Stand on this and let it suck you down to a secret warp at the very bottom. Hit the P-switch here and wall-jump for coins. Take the pipe at the bottom into the area with the Star Coin. To get it, hit the P-switch and hop up the moving platforms to its location.





Just after the halfway point is a moving platform adjacent to a line of four bricks. Stand on the platform and, as it moves up, hit the closest brick to the platform. A beanstalk will grow from the brick and take you to the clouds. Ride the platform until you get to the POW block. Pick it up and wait with it on the platform. Throw it down onto the platform once you are under the coin so it falls on you or the platform and you can collect it.

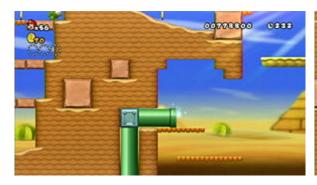




Star Coin 3

A green L-shaped pipe leads down below a moving platform near the end of the level. In the sub-area is a Mini Mushroom. Exit this area and move right a bit until you come to a mini-pipe

leading down blocked by two barrels. Grab the barrels and enter the warp pipe.





In the secret area you'll find a P-switch. Hit it and run down the path the coins make -- you can run on the surface of the water. Jump towards the wall and wall-jump back towards the coin.





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World 2-3

STAR COINS

Star Coin 1

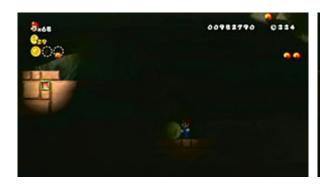
Just past the first few block pyramids and hopping fire enemies, you'll drop down to an area with ... more of both. At the base of a pyramid here is a coin.





Star Coin 2

Look for the Fire Brother just past the mid-way flag. Kill him and then back track along the ground to this coin.





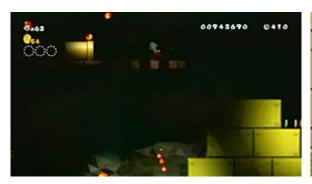
When you come to the moving platform above the two giant piranha plants, run and leap off of it to the difficult-to-see platform on the upper right. From here you can leap to the "ceiling" of the level and run to the right for a coin. Take the nearby pipe out of the level.





SECRETS

Just past the first hopping fire enemy, look for a path leading back to the left to a yellow pipe. It's above the area with the aforementioned enemy. In this pipe is a well-guarded P-switch. Time your approach between the beetles to get to the switch. Hit it for multiple extra lives.





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World 2-Fortress

STAR COINS

Star Coin 1

The first coin you'll come to is on the left side, but you should take the right side up and around to make things easier.





Just to the right of the midway flag is a secret area. Walk into it for the coin.





Star Coin 3

This coin is in plain sight near the end of the level. Use the grates as they dip downwards to hop towards it.





SECRETS

Just above the first set of doors is a secret area on the left side. Enter this and go in the door for a random item block.

MORTON KOOPA

Morton throws his weight around in an attempt to stun Mario. When he leaps into the air, get ready to jump as he comes down and pounds the ground. If you get caught in his shockwave, he'll be able to shoot a fireball at you while you are temparily paralyzed.





If you dodge his ground pound, you'll get a small window in which you can stomp on Morton safely. Immediately dodge his shell attack after hitting him. Repeat this three times and Morton will give up.





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World 2-4

STAR COINS

Star Coin 1

This coin is well-hidden in the clouds. Above the second ladder you come to in the level are three invisible blocks. They are on top of the structure the ladder leads up to at the leftmost end. Hit these and climb to the hidden area. Hit the ? Blocks to extend vines that allow you to get to the coin and exit the area.





Star Coin 2

You need the Propeller Suit for this coin. You'll find this one in a subterranean area accessible only via a pipe just under the halfway point flag. Wait for the wind to die down and slide down to the nook where the pipe is. Below you'll find a serious challenge: to get the coin, you need to run at full speed off the ledge towards it. Just as you are about to plummet to your death, activate the Propeller Suit and spin

through the coin and to safety!





This coin can only be attained with a Propeller Suit. This coin is pretty far from the ledge to the left of it -- luckily the wind is on your side. Stand on the ledge and wait for the strong gust. Run and jump as far as you can towards the coin, then activate the Propeller Suit and spin right up







SECRETS

Secret Goal to World 2-Castle Shortcut You'll need the Propeller Suit for this one. At the very end of the level proper, just before the pipe leading to the last stretch with the flag, there's an area high above with a pipe in it. It's seemingly sealed off from the level, but you can access this area, from the left side, with the help of the wind.





Your starting point for this maneuver is the platform with the spiked beetle -- the one on the left -- below the secret area. Wait for the wind to begin to pick up, run, jump and spin towards the secret area. The wind should push you into the wall, allowing you to wall-jump up out of sight above the screen, falling into the secret area. The wind, if timed right, will pin you to the wall, making it so you can wall-jump against the wall! Head into the pipe and you'll find the red flag on the other side.





«	Index	World 1	World 2	World 3	»
«	World 2-4	World 2-5	World 2-6	World 2-Castle	»

World 2-5

STAR COINS

Star Coin 1

This level's first coin is obscured behind a cloud. It's right where Lakitu appears -- you should have Yoshi or a Propeller Suit to make this easier. Use Yoshi to eat Lakitu and swipe his cloud. Pilot it straight into the coin.





Star Coin 2

The second coin of this level is extremely well hidden. You'll need Yoshi for this one. Just before the midway flag is a fire-spitting Piranha Plant.





Eat this plant, and shoot the fireball you'll get from the fiery Piranha Plant at the Plant to your left, which is nestled down a bit amongst some blocks (you can also spit an enemy at this plant to kill it). Hop down to that plant's location and drop down to the lowest block. A trail of coins should appear leading down. Jump off screen into the secret area below. Use the light brick (swallow it or pick it up) to seek out the coin at the top of this subterranean area.





Once you pass the midway flag of the level, head right a few screens until you see a giant Piranha plant. Find a spot to nab a Lakitu easily. Pilot it quickly upwards and to the right. The coin is at the very top of the screen down a ways near the flag.





«	Index	World 1	World 2	World 3	»
«	World 2-4	World 2-5	World 2-6	World 2-Castle	»

World 2-6

STAR COINS

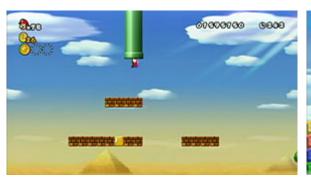
Star Coin 1 The first rotating pink block takes you right to this coin. Make sure to leap to it early so you can grab it before the block passes it by.





Star Coin 2

When you come to the three rows of swinging bricks on your pink block ride, climb to the top of them and jump up into the vertical pipe. Inside, use the Propeller Blocks to grab the coin up high.





The final pink block takes you right to this coin. Again, you'll want to grab it early so as not to pass it by.





SECRETS

Secret Goal To World 5 Warp Cannon You'll need to keep the Propeller Suit all the way until the very end of this level to find the secret exit. When the pink square comes to a halt by the exit flag, run and leap left, then use the Propeller Suit to buzz up and into the vertical red pipe at the very top of the screen. It's a tough maneuver -- try to vault off of the corner of the pink square when its highest position. On the other side you'll find the red secret exit flag.





«	Index	World 1	World 2	World 3	»
«	World 2-4	World 2-5	World 2-6	World 2-Castle	»

World 2-Castle

STAR COINS

Note: This castle is a maze of sorts, with upper, middle and lower paths leading deeper into the castle. Only the correct

path will allow you to proceed, if you choose incorrectly, you'll have to repeat a segment indefinitely. Choose the upper path first (unless you are Star Coin hunting!). Choose the low path for the next section. Be careful not to freeze the Piranha Plants here or you'll get trapped! For the last section, you'll need to take the middle path. This means you'll need to use the P-Switch to convert bricks into coins and vice-versa to get into the bricked-up middle passage.

Star Coin 1

Take the middle path for the first coin.





Star Coin 2

In the second segment, knock the bricks out below this coin, then wall-jump up to it.





Star Coin 3

In the third segment, hit the P-Switch and grab the coin on the bricks near the lava.





MORTON KOOPA

Morton has some new tricks thanks to Kamek's magic. He can now hop into the pipes above the level, popping out randomly to alternately taunt you and drop on the ground to stun you. If you get stunned, you'll be susceptible to his magic attacks.





If Morton isn't in his shell, he's vulnerable, so you can even hit him when he's hopping up towards the pipes above. Once he drops down, avoid the shockwave (by jumping), leap over his magic attack, then hit him. He'll then dash back and forth in his shell. Jump over this a few times and get ready to attack. You can keep him from re-entering the pipes by quickly jumping on his head after he comes out of his shell. Repeat this process once more and he'll go down for good. On to World 3!





«	Index	World 1	World 2	World 3	»
«	World 3-1	World 3-2	World 3-3	World 3-Ghost House	»

World 3-1

STAR COINS

Star Coin 1

You'll need the Penguin Suit for this one. You need to get a running start, then press down to slide into the bricks leading to this coin.





Star Coin 2

For this one you'll need a Penguin Suit or an Ice Flower. Just before the pipe leading into the second half of the level, you'll see a coin above a Piranha Plant below. Freeze the plant when it's extended and use it to reach the coin.





You'll need a Penguin Suit for this one. In the second half of the level, slide down the long slope until you come to the pipe blocked off by a row of low bricks. Slide into these with the Penguin Suit to access the pipe.





In the subterranean area, immediately run left, turn around and shoot one of the penguins to turn it into an ice cube. Hop onto it, duck, and ride it to the coin. Once you get the coin, dismount the penguin-cube, jumping to safety above.





«	Index	World 1	World 2	World 3	»
«	World 3-1	World 3-2	World 3-3	World 3-Ghost House	»

World 3-2

STAR COINS

Star Coin 1

Near the beginning of the level you'll come to a coin high in the air above flying Bullet Bills. Hop on a Bill to get a boost up to the coin.





above.

You'll need an Ice Flower for this coin. Just past the halfway flag you'll come to a deep pit with Bullet Bill's on every side. Drop to the bottom and enter the green pipe to find a subterranean area. Here you'll need to freeze the Bullet Bills to use as platforms in order to reach the coin





Star Coin 3

The final coin is near the yellow pipe exit of the subterranean area mentioned above. To get this one you'll have to coax a Bullet Bill to the area where the coin is so you can use it to bound off of.





«	Index	World 1	World 2	World 3	»
«	World 3-1	World 3-2	World 3-3	World 3-Ghost House	»

World 3-3

STAR COINS

Star Coin 1

Search the base of the platform right before the pipe dropping goombas from the ceiling. A secret area here contains a coin.





Just past the midway flag, a Ice Bro chucking ice balls guards a coin floating in plain sight above him. Freeze the Bro and grab the coin.





Star Coin 3

In the area just before the end flag, grab the lone barrel and run it through the long, ice sickle-filled hall. At the end, chuck it at the coin to collect it! If you accidentally bust the barrel it will reappear, so fear not.





SECRETS

Look for a secret area just past the second Star Coin. It obscures a green pipe -- you'll have to jump into the secret area to reveal the pipe. Above you'll find a POW block and a hefty supply of coins. You know what to do.





«	Index	World 1	World 2	World 3	»
«	World 3-1	World 3-2	World 3-3	World 3-Ghost House	»

World 3-Ghost House

STAR COINS

Star Coin 1

At the very start of the level, turn around and run backward into a secret spot with a coin.





Star Coin 2

In the second area, with the poles you must climb, look for a secret area along the left side about halfway up. You need to use the poles to get to this coin.



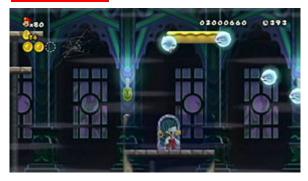


For this coin you'll need to take the secret path out of the Ghost House (see below). Eventually Star Coin 3 you'll come to a room with the horizontal rope over a series of gaps. While climbing along the rope, drop down onto the first platform and, instead of jumping to the next platform, look for a solid square to drop to below. This is a secret area with a door. On the other side of the door is an elevator. After the first time it plummets quickly, search the right side of the elevator shaft for a hidden area with this coin.





Secret Goal to World 6 Warp Cannon Eventually you'll come to a room with the horizontal rope over a series of gaps. While climbing along the rope, drop down onto the first platform and, instead of jumping to the next platform, look for a solid square to drop to below.





This is a secret area with a door. On the other side of the door is an elevator. Take it to the bottom, flipping back and forth quickly to keep the Boos at bay, and you'll find a door leading to the red exit flag.





«	Index	World 1	World 2	World 3	»
«	World 3-Fortress	World 3-4	World 3-5	World 3-Castle	»

World 3-Fortress

STAR COINS

Star Coin 1

A small ledge above the first two spinning structures, on the right side of the screen, holds a secret area with a door. Use the second spinning structure to get here. On the other side, wall jump up the right side to get on top of the spinning structure and drop down to the coin.





This coin is sequestered amongst some bricks at the top of the last elevator. To access it, you'll

need to avoid using the POW block which disrupts the rolling, spiked balls. Instead, dodge the balls until you come to the POW block. You then need to pick it up to protect it from damage. Eventually the spiked balls will smash into the bricks beneath the coin, allowing you access to it (and the 1-Up on the other side of the screen as well!).



Star Coin 3

This coin, located under the door leading to Lemmy, can be attained by riding the last rotating S-piece carefully -- from the top of it you can jump to the right and wall jump into the area with the



LEMMY KOOPA

Lemmy's beach ball projectiles won't damage you but they will push you off the edge of the platform. You can wall-jump to safety if this occurs. Best to stay on top of things though, and use the balls to bound onto Lemmy's head.



Once you do he'll initiate the now-familiar turtle shell attack. Dodge it carefully, making sure not slide of the edge (jump continually to maintain traction). Hit him three time to send him off to the next castle.



World 3-4

STAR COINS

The first coin you come to in this stage is right above a Fire Bro. Hit him with Ice Balls to grab the Star Coin 1 coin floating above him.





Star Coin 2

Just before the halfway-point flag is a large shifting cube. It passes under an area you'll need to duck to access. Jump up quickly in the middle space to grab a coin.





Star Coin 3

The final coin of the level is just past the area with the "ice cube conveyor belt." The cubes pass under a Fire Bro and, to the far right, their source is revealed under another Fire Bro. Here you'll find a coin as well. It will take some deft jumping to get here and you may want to take out the Fire Bro first. The Propeller Suit can really help as well.





SECRETS

Secret Goal to World 3-5 You may notice that this exit isn't that much of a secret -- until you hit the Red Switch on the World 3 Map Screen, you can't get to the normal exit!





Once you hit the switch (beat world 3-5), you may enter the red pipe after the halfway-point flag since red bricks form a floor over the bottomless pit just before the pipe. The pipe leads to a subterranean area. Proceed right and back out to the surface to find the "regular" exit.





«	Index	World 1	World 2	World 3	»
«	World 3-Fortress	World 3-4	World 3-5	World 3-Castle	»

World 3-5

STAR COINS

Star Coin 1

Just before the area with fire-ball throwing Piranha Plants, grab this coin in plain sight with the help of a Propeller Suit or Propeller Block.





You'll need to hit the Red Switch on the World 3 Map Screen (beat World 3-5 to access it) in order to get this coin. At the very top of the first shaft, don't enter the green, vertical pipe. Instead, use the red blocks the Red Switch turned on to enter the red pipe. Here you'll find another vertical shaft. On the right side you'll come to a row of coins and a Star Coin. Propeller over to it.





Star Coin 3

You'll need to hit the Red Switch on the World 3 Map Screen (beat World 3-5 to access it) in order to get this coin. At the very top of the first shaft, don't enter the green, vertical pipe. Instead, use the red blocks the Red Switch turned on to enter the red pipe. Here you'll find another vertical

shaft. Near the top of the second shaft is a Star Coin in plain sight between four red Koopa Paratroopas. Grab it with some Propeller power.





SECRETS

Secret Goal to Gold Mushroom House You'll need to hit the Red Switch on the World 3 Map Screen (beat World 3-5 to access it) in order to get to this secret exit. At the very top of the first shaft, don't enter the green, vertical pipe. Instead, use the red blocks the Red Switch turned on to enter the red pipe. Here you'll find another vertical shaft with a pink, rotating block. Make it to the tip-top of this shaft to find a yellow pipe leading to the area with the red, secret exit flag.





«	Index	World 1	World 2	World 3	»
«	World 3-Fortress	World 3-4	World 3-5	World 3-Castle	»

World 3-Castle

STAR COINS

Star Coin 1

During the first "moving platform" segment, you can use Lemmy Koopa's circus balls to hop onto a platform with this coin.





Star Coin 2

Just before the midway-point flag, use the Bob-Ombs to clear a path down through the frozen ice cubes to the coin.





Star Coin 3

In the second moving platform segment, this coin is above some donut blocks. It will take some fancy footwork to avoid plummeting into the abyss. You can hop in place and wait for the platform to meet up with you or use a wall jump to return to it.





LEMMY KOOPA

It really helps to have the Penguin Suit for this battle since you'll have more traction on the ice. Lemmy's balancing act gets a lot more dangerous in this battle. His ball will grow after each time you hit him, making him even further out of reach. To get above him you'll need to jump on the balls he fires at you.





It's best to use the very first ball he sends or else you'll become hindered by the bouncing projectiles. Be very careful not to overshoot Lemmy on your attack jump -- you'll plummet to your death with little time to react with a wall-jump! After you hit him he'll retreat into his shell. Jump over his attack while trying to stay in the middle of the level. Hit him three times and he'll be history.





SECRETS

Just before Lemmy's door, enter the green pipe to find a subterranean area with a Mushroom / Penguin Suit.



World 4-1

STAR COINS

Star Coin 1 This coin requires a Penguin Suit / Ice Flower. Freeze the Piranha Plant under this obvious coin to make a cube-platform beneath it. Jump on the frozen plant to reach the coin in the air.





Star Coin 2

You need a Penguin Suit / Ice Flower for this one. You'll come to this coin just before the half-way point. Freeze the urchin under this coin and it will float to the surface -- briefly -- allowing you to jump on the urchin-cube and reach the coin.

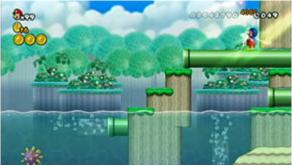




Star Coin 3

The final coin is on top of one of the pipes leading to the final flag.





SECRETS

Near the end of the level is a giant urchin with two pipe-jets below it blocking access to a pipe. If you have a Penguin Suit / Ice Flower, you can freeze one of the smaller urchins and it will roll down to block the updraft from the pipe. Enter the pipe for three 1-Ups.





«	World 4	World 5	World 6	World 7	»
«	World 4-1	World 4-2	World 4-3	World 4-Fortress	»

World 4-2

STAR COINS

Star Coin 1

The first coin is on a barrel just before the midway point flag. Just hop on the barrel and grab it.





Star Coin 2

The second coin is below a ledge you can hang from just past the midway flag. Easy!





The final coin is near the end of the level in plain sight. You'll have to drop down to the ledge next to it, shimmy over and then jump quickly up to it.





«	World 4	World 5	World 6	World 7	»
«	World 4-1	World 4-2	World 4-3	World 4-Fortress	»

World 4-3

STAR COINS

Star Coin 1

The first gold coin of this level is floating over some moving platforms. To reach it easily, freeze the crab on the platform and leap off it onto the block.





Star Coin 2

You'll need a Mini Mushroom for this one. This coin is above a giant urchin. To get it you'll need the power of the mini Mushroom in the block just above the coin. Run towards the giant urchin on the surface of the water and leap somewhat early so you pass through the coin on the way down,

safely clearing the urchin. Alternately, to the far left of this coin, at the edge of the pool it hovers over, you can grab a star. Run to the coin while invincible to easily grab the coin.





Make sure you have a Mini Mushroom before attempting this coin. Just past the midway point are a few tiny pipes. The third one you come to is on the surface of the water near the bottom of the screen. Run across the water and enter the pipe. Below is a sub-level area with the coin.





«	World 4	World 5	World 6	World 7	»
«	World 4-1	World 4-2	World 4-3	World 4-Fortress	»

World 4-Fortress

STAR COINS

Star Coin 1

Leap to the first coin, just on the other side of the first warp pipe, using the blocks on the conveyor belt.





Star Coin 2

This coin is in a hidden area directly below the midway flag. Leap into the area, on the right side of the screen, using the conveyor belts.





You'll have to snag this coin right out from under the falling blocks. Right before the last one falls, swoop in and grab it!





WENDY KOOPA

Wendy is a pushover compared to the other Koopalings you've met. Her ring attack will bounce around indefinitely, but if you catch her early -- before she attacks -- she's quite manageable. Avoid her shell after you hit her then position yourself for another go immediately. Three hits will send her on her way.





SECRETS

Secret Goal to World 6 Warp Cannon In the falling block area where the final Star Coin resides, there's also a secret passage to this fortress's red flag exit. Let the block nearest to the wall under the coin fall and then run over it and into the secret passage. A warp pipe will take you to the area with the red secret exit flag.





You'll need a Mini Mushroom for this secret. Play through the level until you get to the part, just past the midway flag, with the pink conveyor belts and numerous heavy, grey blocks. Here you can enter a secret area in the upper left for some coins and a 1-Up. There's another secret area at the very top by Wendy's door with a power up and some additional coinage.





«	World 4	World 5	World 6	World 7	»
«	World 4-4	World 4-Ghost House	World 4-5	World 4-Castle	»

World 4-4

STAR COINS

Star Coin 1

Look for a P-Switch on the ceiling just after the midway flag. Hit this and follow the trail of blue coins to the yellow pipe on the ceiling -- with the flow of water shut off you can enter it! In the area above, grab the Penguin Suit and freeze the fish under the coin. Use the fish cube to grab the

coin.





Star Coin 2

The second coin is in plain sight amidst all the pipes and Bloopers. Swim down to it when the coast is clear.





The final coin is just before the pipe leading to the surface -- and flag. There's a secret area under the pillar of rock just before the pipe.





SECRETS

Look for a yellow warp pipe just past the midway flag. It's near a few other green and red pipes. Hit the bricks in the sub area for a star and slay the massive fish for three 1-Ups!

«	World 4	World 5	World 6	World 7	»
«	World 4-4	World 4-Ghost House	World 4-5	World 4-Castle	»

World 4-Ghost House

STAR COINS

Star Coin 1

In the first row of raising and lowering platforms, stand on the fifth platform and it will move down to reveal a coin.





At the end of the second stretch of the house -- with all of the mice on ramps -- search for a secret area in the wall at the far end. A coin is here, and a door leading to the exit.





Star Coin 3

In the first row of raising platforms, backtrack from the starting point and grab the Star from the invisible block secret area. Run to the right and count the raising / lowering platforms. The ninth one is under two coins and a ? Box. Stand on this platform and it will lower to reveal a door. On

the other side, run to the right a bit and you'll come to the coin.





SECRETS

Secret Goal to World 4 Gold Mushroom House In the first row of raising platforms, backtrack from the starting point and grab the Star from the invisible block secret area. Run to the right and count the raising / lowering platforms. The ninth one is under two coins and a ? Box. Stand on this platform and it will lower to reveal a door. Head through the door and run all the way to the end of the area and enter the final door. You'll find the red exit flag on the other side.





«	World 4	World 5	World 6	World 7	»
«	World 4-4	World 4-Ghost House	World 4-5	World 4-Castle	»

World 4-5

STAR COINS

Star Coin 1

This coin is in plain sight at the start of the level. Grab Lakitu's cloud to snag it.





Star Coin 2

Just after the halfway point flag, grab a Lakitu cloud and follow the path of coins to this one high in the air.





Star Coin 3

Near the end of the level is a tall palm tree on a tall dune tree with a green warp pipe hanging above it. Use a Lakitu cloud to access the pipe. Hit one of the Cloud Blocks in the secret area and disable the Lakitu that appears. Grab its cloud and float up to the coin.





«	World 4	World 5	World 6	World 7	»
«	World 4-4	World 4-Ghost House	World 4-5	World 4-Castle	»

World 4-Castle

STAR COINS

Star Coin 1

You'll need to use the gate on the fencing to get this one. Punch it when you are climbing of it and it will swing you into the background. Jump onto the fence near the coin and ride it over.





Star Coin 2

This coin is easy to spot in its precarious position between two giant spikes. Jump down as soon as the spikes retreat and hop onto the fence as soon as you grab the coin.





Star Coin 3

Below the door leading to Wendy Koopa is a green warp pipe. Carefully navigate your way down to it, avoiding the ramming spike. Enter the pipe and swim down to the coin.





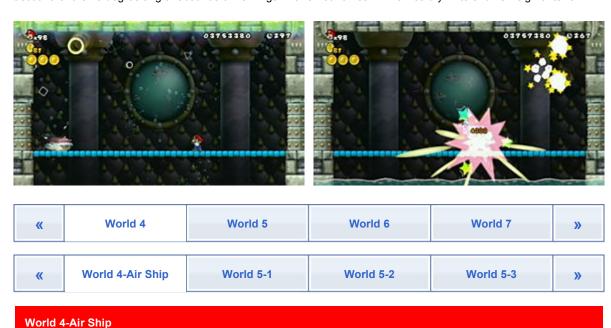
WENDY KOOPA

This is an extremely difficult battle due to Kamek's intervention. When the area is flooded, you cannot hurt Wendy, so

keep away! Luckily, the water impairs her -- and her rings -- making them somewhat easier to avoid.



As soon as the room drains, stomp on her head. If you catch her one more time as soon as she finished her shell attack you'll only have to survive one more flood to finish her off! Try to keep your distance from her and make sure you account for the 45 degree angle rebounds of her rings. Hit her four times -- when it's dry! -- to end her reign of terror.



STAR COINS

Star Coin 1

The first coin is in a depression near the ground just on the other side of a large flamethrower.



Star Coin 2

Just past the halfway point is a green pipe under a pile of large boxes. You can Ground Pound these (jump and press DOWN on the D-pad). Do so to destroy them and go down the pipe. At the bottom is a strange sort of platform (from Super Mario Bros. 3). Hop on this platform repeatedly

and it will take you across the gap. Grab the coin on the way.





Star Coin 3

Near the end of the air ship level is a gold coin in plain sight. To access it you'll need to blow up the box blocking the way at floor level. Kick a Bob-Omb into it or freeze one and throw it so it detonates the box allowing you access to the coin.





BOWSER JR.

Bowser Jr. is a pushover. He floats around shooting flames and is constantly vulnerable so long as you hit him form above. Use the Propeller Block to float up and over him -- avoiding the flames -- and knock him on the head. Do so three times to beat him. On to World 5!





«	World 4	World 5	World 6	World 7	»
«	World 4-Air Ship	World 5-1	World 5-2	World 5-3	»

World 5-1

STAR COINS

Star Coin 1

Just before the first giant turtle shell is a brown patch on the ground. Ground Pound this to reveal a secret area under the earth. The coin is down here.





Star Coin 2

The second turtle shell you come to can be entered via the water around it. Swim in through the left side to find the second coin.





Star Coin 3

At the very end of the level, before the tube leading to the exit flag, swing into the giant turtle shell to find a pipe leading to a secret area. The coin is in the secret area.





«	World 4	World 5	World 6	World 7	»
«	World 4-Air Ship	World 5-1	World 5-2	World 5-3	»

World 5-2

STAR COINS

Star Coin 1

just ahead.

The first coin of the level can be found just past the first set of platforms and caterpillars. To get to it, you should grab the POW Block in the secret area amidst all the caterpillars. Climb to the middle platform and walk through the wall on the right. Smash the POW Block to drop the coin





Star Coin 2

The coin floating above the uhhh ... deadly purple stuff can be nabbed with the help of a giant caterpillar pal. Use a giant Wiggler squirming in the purple stuff to bounce up through the coin and to safety.





Star Coin 3

Just past the midway point flag is a long pit with caterpillars trampling across it. Use one to bound onto the ledge on the opposite side and then run up out of the screen to enter a secret area. Use the Propeller Blocks to reach the coin.





SECRETS

Use a caterpillar as a trampoline (trampapiller?) to get to the area above the midway flag. Run to the top of the screen to enter a secret area with a 1-Up. Jump around to find the invisible blocks in the room.





«	World 4	World 5	World 6	World 7	»
«	World 4-Air Ship	World 5-1	World 5-2	World 5-3	»

World 5-3

STAR COINS

Star Coin 1

This coin is in the air just out of reach. You'll need to bound off of one of the vine enemies (hit them square in the orange fruit and you won't take damage). Alternately, you can grab the Propeller Suit from the random item block in the pipe right before the coin.





Star Coin 2

Just past the midway point flag you'll come to a coin seemingly trapped behind bricks. Use the nearby Koopa to bust the bricks. Stomp on it and kick it into the area with the coin. Stop the shell, remove it from the area and then slide under the gap to the coin.





For the final coin, you'll need to stand on one donut block and, just as it falls, leap up to the one next to it to grab the coin. The Propeller Suit can make this coin much easier.





«	World 4	World 5	World 6	World 7	»
«	World 5-Fortress	World 5-4	World 5-Ghost House	World 5-5	»

World 5-Fortress

STAR COINS

Star Coin 1

You can easily nab the first coin as you make your way up the dangerous spike-walled shaft.





Star Coin 2

Just after the midway point flag, look for this coin on the far left. When the wall starts moving left, follow it over and grab the coin. Leap out of there quickly.





At the very top, to the right of the boss door is the final coin. To nab it you'll need to bust out the bricks underneath it. Do these one or two at a time, running for safety when you need to. Wall jump up to the coin when

you can.



IGGY KOOPA

lggy is taller than your average Koopaling. Use the platforms to your advantage by keeping above him. His magic and turtle shell attacks are fairly standard Koopa fare so you shouldn't have too much trouble getting your stomp on, so to speak.



You can hit him just as he comes out of his shell and bounds high into the air. This makes the three hits you'll need to topple him much easier.



«	World 4	World 5	World 6	World 7	»
«	World 5-Fortress	World 5-4	World 5-Ghost House	World 5-5	»

World 5-4

STAR COINS

Star Coin 1

You should grab an Ice Flower before attempting this coin. Freeze some enemies on your overburdened moving platform and use them as steps to reach this first coin.





Star Coin 2

This tough coin is nestled in the clouds just past the POW block. You'll need to use the POW block to get this coin, but it's a bit further along than the POW's initial position. Clear the platform so it can move forward and then grab the POW. Keep it untouched until you see the two small coins high above -- the Star Coin is above these. Drop the POW when your platform is under the coin to grab it safely. If you hit the POW early it will drop into the liquid, so beware!





Star Coin 3

The final coin is blocked off by some bricks under the pipe leading to the flag area. To destroy these you'll need a Bob-Omb. Luckily there should be no lack of Bob-Ombs in the area. Grab on and toss it to the bricks to access the coin. Make sure the platform is underneath your feet when

you go for it.





«	World 4	World 5	World 6	World 7	»
«	World 5-Fortress	World 5-4	World 5-Ghost House	World 5-5	»

World 5-Ghost House

STAR COINS

Star Coin 1

Enter the first door you come to. Head all the way to the right until you come to the door leading out of the area. Search the wall below this for a hidden area. This leads to the first coin.





Star Coin 2

Enter the second door in the "main area" which leads to the water area. Go all the way to the right across the platforms. To the right of the moving platform is a coin along the rightmost wall.





Star Coin 3

Enter the third door you come to (the one you have to drop down to with a dummy door next to it) and you'll find a room with large rings of Boos. The final coin is in the middle of the second Boo ring.





SECRETS

Secret Goal to World 8 Cannon Make your way through the "main room" with all the doors to the various areas in the Ghost House. When you come to the fourth red arrow sign --it's across the way from a few coins and a door. Drop below the sign it (just to the right of it).





You can walk through a wall here to your left to find an area with a door. Hop across the light cubes to the far right in this new area. The switches illuminate the cubes but you can walk on them even if they are turned off. Follow the path to the red secret exit flag.





«	World 4	World 5	World 6	World 7	»
«	World 5-Fortress	World 5-4	World 5-Ghost House	World 5-5	»

World 5-5

STAR COINS

Star Coin 1

You should spot this coin right about the time you see your first Bullet Bill. Grab the Propeller Block before going for it. Keep this block for the entire level!





You'll need a Propeller Block or Propeller Suit for this one. Just past the midway point flag, start searching the clouds in the upper part of the screen for a Star Coin.



Just past the second coin a series of stingrays will come arrive, one carrying a POW Block.

Grab this and save it for now. Wait until you are under the line of coins, at the top of the screen, that sort of look like a W or two arrows pointing down. The Star Coin is above these, so you'll need to activate the POW once the air beneath it is filled with rays. It will then drop on a ray.



World 5-Castle

STAR COINS

Star Coin 1

There's a Propeller Suit right before this coin, so grab that to make things much easier. You need to hop down to grab the coin and activate the 'copter just as you make contact to escape the lava.





Above one of the giant spinning wheels of fence is a secret area. Climb the wheel and hop into the area above it, then enter the door. On the other side, use the fence below to hop up to the coin.





Star Coin 3

Just past the halfway point you'll come to a series of fences that dip into the lava. This coin is above one of them. Time you jumps well, or easily nab it with the Propeller Suit.





IGGY KOOPA

Iggy Koopa is now backed up by his pet Chain Chomp. The Chomp will pull him around the area in a rectangle, clockwise and counter-clockwise. You'll need to keep your distance. We recommend using wall jumps to quickly boost up to the upper level, bypassing the bouncing blocks whish tend to slow you down. Follow Iggy until he's below you and you stand above him on the upper level. Jump on his head and prepare to flee.





The Chain Chomp will turn red and dash after you. It will calm down eventually, making it easier to hit him again. For the last round the Chain Chomp will be permanently enraged, so you'll need to keep moving. Stay well ahead of Iggy so you can stomp him as he turns the corner below you. Three hits and he's toast.





«	World 4	World 5	World 6	World 7	»
«	World 5-Castle	World 6-1	World 6-2	World 6-3	»

World 6-1

STAR COINS

An Ice Flower makes this coin much easier. The first coin of this level is just past the firs Bullet Bill cannon. Make your way over the elevator platforms and you'll come to an enemy chucking spiked balls downwards on a high platform. Freeze the red Koopa on the bricks below this enemy and use the Koopa to freeze the enemy and then hop onto his platform. Jump up for the coin. A Bullet Bill can also help you boost up to this platform.





Star Coin 2

The second coin is floating between the two rows of moving platforms just past the midway point flag.





You may think you need a Propeller Suit for this one -- and that would make it easy -- but you can actually grab this with the help of an Ice Flower and some timing. This coin is on a ledge just before the exit flag. To reach

it, you'll need to get a Bullet Bill to bound off at just the right height.





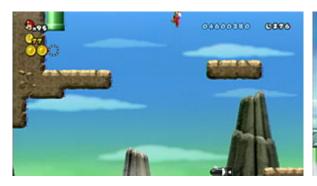
That precise height is the lower tier of the second-to-last cannon. It's one of the higher cannons in the area. Let it fire, then freeze a bullet and get a head start on it, crossing the final gap under all the dropped balls. Hop on the platform on the other side and wait for that well-positioned Bill. Use it to bound upwards, then wall jump into the area with the coin.





SECRETS

The two rows of elevator platforms just past the midway point flag can be used to take you to a platform high and to the left. Run across this and jump further to the left to find a warp pipe. You'll find a secret area on the other side with a P-Switch that activates blue coins (which you can collect by sliding the ice blocks towards them).





«	World 4	World 5	World 6	World 7	»
«	World 5-Castle	World 6-1	World 6-2	World 6-3	»

World 6-2

STAR COINS

Star Coin 1

The first coin is right before the midway point flag. Grab a nearby Spiny shell by stomping on it first to stop it. Use it to break out the brick blocking the way to the coin. Get rid of the shell and then run, duck and slide into the area with the coin.





At first glance you may thing an Ice Flower or Propeller Suit is necessary to get this lofty coin, but that's not the case. Walk to the right to coax a bat off the ceiling. If you jump it will come at you horizontally in a higher position -- about the height of your jump if you time it correctly. Back track to the pipe with the bat in tow. Hop on the pipe, then stomp the bat to get to the coin. Clever, eh?





Just after the midway point flag you'll come to an area with two giant spinning wheels and lots of bats. Grab the Star and clear out the bats, then wait on the second wheel until a segment appears with a warp pipe in it. It may take a while. Head down the pipe to find a sub area with the coin in it. Hit the P-Switch and work your way up to it.





«	World 4	World 5	World 6	World 7	»
«	World 5-Castle	World 6-1	World 6-2	World 6-3	»

World 6-3

STAR COINS

Star Coin 1

You'll need to kill the Piranha Plant below this coin with a Fire Flower, so make sure you have one (or you can throw the Buzzy Beetle nearby at it). Use its platform to run and leap off of to make a high wall-jump to the coin.





Star Coin 2

It's best to have a Fire Flower for this one. Just past the second yellow P-Switch is an area with a Piranha Plant platform and a coin just beyond it. Kill the plant with fireballs and ride up to the coin. Alternately, hit the P-Switch and swim up (you'll get munched at leas once in the process!).





Star Coin 3

Just past the midway flag is a tight area filled with Piranha Plants. You can wall jump up two shafts here that lead to a secret area. The left one leads to a power up and the right (break the bricks) to the coin.





«	World 4	World 5	World 6	World 7	»
«	World 6-4	World 6-Fortress	World 6-5	World 6-6	»

World 6-4

STAR COINS

Just past the first Yoshi egg is a column of coins leading up to a Star Coin. To access it, use one of the Propeller Suits in the area or leap off of Yoshi's Back.





Star Coin 2

You'll need the Propeller Suit for this one. Right as you pass the midway flag you may notice some coins far below in mid-air under a large rocky overhang. Jump down here and use the Propeller Suit to spin tot the pipe. Head down the pipe to grab the coin.





Star Coin 3

You'll need the Propeller Suit for this one as well. Before the pipe leading to the exit flag you'll have to navigate series of pulley platforms. Use these and the Propeller Suit to float above them. A ledge leads to a secret area with the coin.





«	World 4	World 5	World 6	World 7	»
«	World 6-4	World 6-Fortress	World 6-5	World 6-6	»

World 6-Fortress

STAR COINS

Star Coin 1

As you make your way up the first shaft, search the left wall for hidden areas. The top one contains the first coin.





Star Coin 2

The second coin is just above the midway flag. Wall-jump when it's safe to nab it.





Star Coin 3

Just below the entrance to Morton's lair is a coin. Stay to the right as you ascend the final stretch to grab it.





MORTON KOOPA JR.

Morton's domain is full of dangers. He'll not only fling magic projectiles at you, but pound the floor paralyzing you if you are standing on it. Jump to avoid this. You can still hit him on the head as usual, but the spiked columns on either side will prevent you from standing safely away from the shell attack.





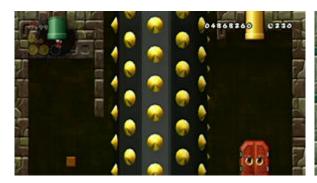
When he starts his shell attack, head to the side that's clear, then, when the spikes start coming down, run and jump to the other side of the level. As soon as he comes out of the shell, pound him. Three hits will take him down.





SECRETS

To the upper left of Morton's door is a secret pipe. Wall-jump up to it and enter the pipe for some goodies.





«	World 4	World 5	World 6	World 7	»
«	World 6-4	World 6-Fortress	World 6-5	World 6-6	»

World 6-5

STAR COINS

Star Coin 1

You may want to play it safe and knock out the fish with a fireball before attempting this coin. The first coin of the level is in an area that puts you at direct risk from the leaping fish below. Go for this one when the tide is low and wall jump back out.





Star Coin 2

The second coin you come to is also best to grab at low tide. You'll have to run down the steps to the right of it to get it, then jump clear before the water raises (and the fish returns).



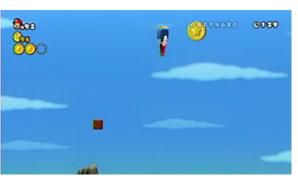


Star Coin 3

This incredibly well-hidden coin can be found just after the area with the Propeller Block. A pool of water with 4? Blocks floating in it contains a secret. Between the middle two blocks is an invisible block with a beanstalk in it. The invisible block is easy to swim up to when the tide is high. Just swim between the middle to bricks and you'll hit it. Climb the beanstalk to the lofty secret area. Before the flag

you can use a Propeller Block to fly up to the final coin. You'll need to use the winged? Block as a stepping stone -- it's way up there!





SECRETS

Secret Goal to World 6-Castle Back Door This devious secret can be found just after the area with the Propeller Block. A pool of water with 4? Blocks floating in it contains a well-hidden secret. Between the middle two blocks is an invisible block with a beanstalk in it. The invisible block is easy to swim up to when the tide is high. Just swim between the middle to bricks and you'll hit it. Climb the beanstalk to the lofty secret area. The red secret exit flag is just to the right.





«	World 4	World 5	World 6	World 7	»
«	World 6-4	World 6-Fortress	World 6-5	World 6-6	»

World 6-6

STAR COINS

Star Coin 1

This coin comes up fairly quickly as you ride your raft deeper into the cave. You'll have to leave your raft and climb up some platforms to reach it.





Star Coin 2

After the halfway point you'll pass a spring. Grab it and put it on the raft. As you pass under this coin, use the spring to grab it.





Just after the P-Block on the ceiling you'll can use your spring to get up to a Propeller Block on a ledge. Grab this and use it to reach the ledge with the coin.





SECRETS

Secret Goal to World 8 Warp Cannon When you come to the Fire Bros. tossing fireballs at your raft, it's easy to miss the purple pipe hanging from the ceiling. It's right between the first two Fire Bros at the top of the area. You may want to use the Propeller Block from earlier in the level to get up to it.





Head to the right through the dark passage and you'll find a pipe to the surface. A red secret goal flag sits here.





«	World 4	World 5	World 6	World 7	»
«	World 6-Castle	World 6-Air Ship	World 7-1	World 7-2	»

World 6-Castle

STAR COINS

Star Coin 1

At the end of the row of tilting platforms is a row of bricks up high with many Dry Bones on it and a coin. Use the bricks tilting with the platforms to ride up to the high strip of bricks. Up here you can make your way to the coin by leaping on Dry Bones or by freezing one and kicking it towards

the coin to collect it!





Star Coin 2

Just before the midway flag is a coin high in the air above a tilting platform. Use the ? Blocks to jump up to it.





Star Coin 3

At the end of the rock of tilting platforms with spiked balls dropping from above is a coin up high. You can just jump into this one when the platform is tilted up.





MORTON KOOPA JR.

This Battle with Morton is probably easier than the last. This is a good fight for a Fire Flower, since each five fireballs will count as a stomp. Regardless, Morton will primarily ground pound and attack in his shell after hitting him.





After he pounds teh ground, the two columns on either side of him will rise to the ceiling -- avoid getting crushed by these! Again, your best chance is a steady stream of fireballs, but three stomps will take him out for good.





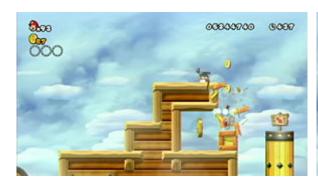
«	World 4	World 5	World 6	World 7	»
«	World 6-Castle	World 6-Air Ship	World 7-1	World 7-2	»

World 6-Air Ship

STAR COINS

Star Coin 1

Ground pound the boxes blocking the way to this coin and you'll be able to nab it easily.





Before you get to the midway point flag, you might spot a green warp pipe under a pile of boxes at the bottom of the screen. Ground pound the boxes and enter the pipe. Carefully hop across the wheels below to get to the coin, then take the pipe at the end up again.





Star Coin 3

The final coin is -- you guessed it -- trapped in a small area blocked by boxes. Smash away!





BOWSER JR.

This unique battle is sort of like bumper cars. Hop in the balloon and ram into Jr. repeatedly to send him into the side of the level. Shaking the Wii Remote allows you to perform a sort of dash attack, which will knock Jr. back effectively. It can also send you flying into the sides if you miss, so beware.





The best strategy for this battle is to stay low. If you get Jr. on the ground then you can just rapidly ram him and shake the Wii Remote to get him over to the electrified wall. Do this three times to send him on his way. Fried turtle anyone?





«	World 4	World 5	World 6	World 7	»
«	World 6-Castle	World 6-Air Ship	World 7-1	World 7-2	»

STAR COINS

Star Coin 1

When you come to a large, blue block spinning under a red warp pipe, look up to the top of the screen. You can get this coin by running off the corner of the blue block when it is pointed upwards and wall-jumping off the pipe.





Star Coin 2

Just past the midway flag is a low yellow pipe in front of a piranha plant. Get into this pipe (preferably after killing the plant) to access a secret area. Cross the blocks and, at the end, wait for the green block to jut upwards. Pause at the top, then jump towards the second green block that rises to the right of the coin. Jump back towards the pipe and exit above.





Star Coin 3

Just before the pipe leading to the exit area you may spot this coin floating high in the air. Ride the blue block up to its highest point, then leap for the coin, dropping to the yellow block far below.





«	World 4	World 5	World 6	World 7	»
«	World 6-Castle	World 6-Air Ship	World 7-1	World 7-2	»

STAR COINS

Just before the midway point flag is a coin sequestered behind bricks. Luckily, a nearby Chain Chomp can easily bust through these bricks allowing access to the coin. Freeing the Chomp to do so is not so easy. Wait until it strains in one direction, then ground pound the pole its chained to. Three pounds will do -- you will probably have to retreat to get more hits. Make sure the Chomp is facing the brick when you release it! After it clears the way, grab the coin.



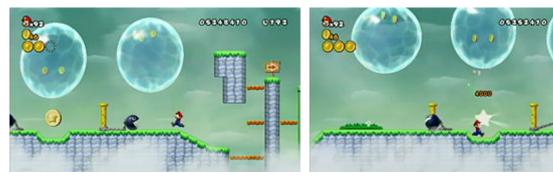


Once you pass the midway point, you'll come to a few floating water globs and some Bullet Bills over a gap. On the other side of the game are two bricks and a ? block. Below these is a green pipe leading down. Enter this and make your way across the globs to the coin. You can use swimming momentum as you jump out of the globs to make greater distances. Look for an invisible 1-Up against the far right wall before you leave.





This one is just ahead of the pipe leading to the second coin (and before the exit pipe for that particular secret area. Just grab it without getting chomped!



«	World 4	World 5	World 6	World 7	»
«	World 7-3	World 7-Fortress	World 7-Ghost House	World 7-4	»

World 7-3

STAR COINS

Star Coin 1

The first coin of the level is on a track with several spiked monsters. You'll have to time your jump carefully to nab it without getting hit.





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Past the midway point you'll come to a chaotic area with multiple tracks. Bricks, ? Blocks and enemies careen through this area. On the blue mushroom to the upper left of this area is a lone flower. Stand on this tiny flower and jump. You'll hit an invisible block with a Piranha Beanstalk in it. At the top, hit the P-Switch to turn coins to bricks and grab the coin.





The final coin is on one of the platform tracks near the bottom of the screen. Hop over the spiked creatures on the way down and then jump to nab it.





«	World 4	World 5	World 6	World 7	»
«	World 7-3	World 7-Fortress	World 7-Ghost House	World 7-4	»

World 7-Fortress

STAR COINS

Star Coin 1

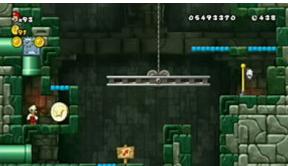
Just below the green tube leading to the second area are several giant Bullet Bill cannons. Use the Bills to grab this coin in the upper right corner.



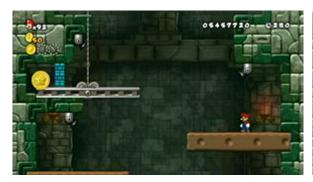


At the very top of the first area, do not enter the green pipe. Instead, direct the platform (tilt the Wii remote) to the left. There's an invisible block here, right at the edge of the roof. Hit it, then jump onto it. From here you can get on top of the structure, out of the camera's view. You'll be taken to the second coin, right inside the next area.





This coin is locked behind a wall of bricks. Nothing a Bob-Omb can't handle, right? Pick one up and toss it towards the bricks to gain access to the coin.





LUDWIG VON KOOPA

Ludwig is one of the toughest Koopas yet. He not only has Mario-seeking magic fireballs, but can flutter in the air a bit like your dinosaur companion. The key to Ludwig is to head him off before he emits too many fireballs. As soon as he touches down, bop him on the head. Dodge his shell and get ready to hit him immediately after he comes back out of it.





If you hit him before he fires, all the better. Otherwise, get ready to dodge! If you are having trouble, be sure to grab the power up to the far left of his door (it's in an invisible block along the left wall at the top of the shaft). You can tke him out with three good stomps.





SECRETS

Secret Goal to World 7-6 In the second area, just below Ludwig's door, is a series of Bob-Omb cannons. At the top of this Bob-Omb frenzy is a brown block moving in and out of the wall. Hop onto this block (it's the last one you'll come to on the right side of the level) and run towards the wall to leave the level. You'll wind up in a Bullet Bill-filled cloudscape. Move to the right to find the red secret exit flag. Also, the

more Bullet Bills you catch near the flag the more 1-Ups you'll get!





«	World 4	World 5	World 6	World 7	»
«	World 7-3	World 7-Fortress	World 7-Ghost House	World 7-4	»

World 7-Ghost House

STAR COINS

Star Coin 1

this one's right under the entrance. Lead the ghost over to punch out the bricks, then grab the coin or use a barrel to do the dirty work for you.





Star Coin 2

At the bottom of the long shaft with all the Boos, enter the upper right door. In this room, lead the giant Boo away from the center to reveal a coin.





Star Coin 3

Just below the second boxing ghost is a secret area. It's much like the one with the first coin, but you can't see the bricks blocking it. Lead the ghost down and then through the invisible barrier to bust it (just stand over the secret area and the ghost will run into it). Lead the ghost

back out and enter the secret door. Climb the shaft using the P-Switches and platforms. You'll also need to hit some bricks to summon beanstalks that will take you higher. Enter the door at the very top. You'll be dropped outside but don't head of the flag just yet.





Enter the lower door to find the final coin. In this secret area, hit the P-Switch and use the platform to access the coin.





SECRETS

Secret Goal to World 7-5 Just below the second boxing ghost is a secret area. It's much like the one with the first coin, but you can't see the bricks blocking it. Lead the ghost down and then through the invisible barrier to bust it (just stand over the secret area and the ghost will run into it). Lead the ghost back out and enter the secret door.





Climb the shaft using the P-Switches and platforms. You'll also need to hit some bricks to summon beanstalks that will take you higher. Enter the door at the very top. Run all the way to the right to find the red secret exit flag!





«	World 4	World 5	World 6	World 7	»
«	World 7-3	World 7-Fortress	World 7-Ghost House	World 7-4	»

STAR COINS

Star Coin 1

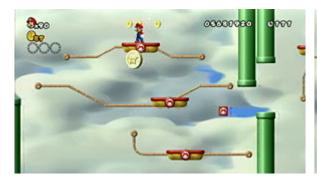
Just before the giant Bullet Bill canon at the end of the first stretch is the red pipe leading to the rest of the level. Do not enter this. Instead, use a Bullet Bill to get a boost into the first coin in the upper right.

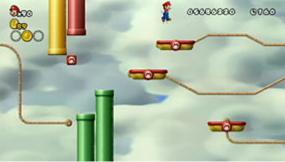




Star Coin 2

The second coin is between two platforms you can control by tilting your Wii Remote. They move quickly, making this one a bit tough to grab. The key is to start on the middle platform. Tilt the Remote towards the coin and then jump up through the coin landing safely on the top platform.

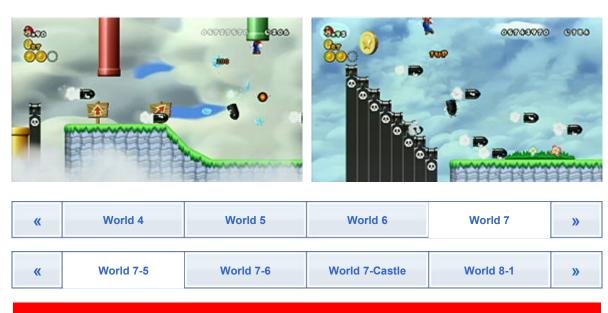




Star Coin 3

The final coin in this level is in a secret warp pipe just past the red warp pipe leading to the flag area. It's a green warp pipe hanging in the upper right. To get to this pipe you'll need to use the Bullet Bills firing from the far left. Either freeze one with an ice ball or just jump on one to get a

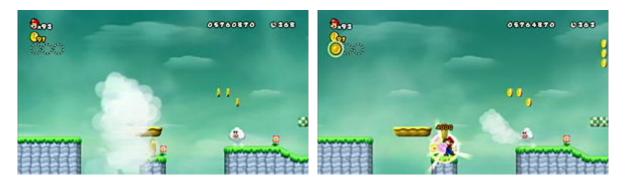
boost up. In the area above you'll encounter more Bullet Bills than you bargained for. Use the barrage of Bills to leap towards the coin in the upper left. Keep leaping off Bills until you get to the coin. Take the tube upwards to the level's exit



STAR COINS

Star Coin 1

You can't miss this first coin. It's right at the level start in front of the second cloud blowing fog.



Star Coin 2

The second coin is just past the midway point flag. It's floating over a row of coins that can be converted to bricks with the help of a nearby P-Switch. Search the blocks to the right of the coin for the switch.



Star Coin 3

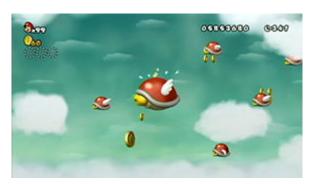
The final coin is in an area with three clouds puffing fog in all directions right before the exit flag. Search the wall for a telltale indentation leading to a secret area with this coin.



9					
«	World 7-5	World 7-6	World 7-Castle	World 8-1	»

STAR COINS

When you see this coin far below near the start of the level, take the giant beetle down to it. The giant beetles naturally sink but you'll need to get on somewhat early to make it to the coin.





Star Coin 2

This coin is high above a row of small beetles. Get on a beetle two or three Star Coin-widths to the right of the coin's position above. The beetle will sail up into the coin and you can dismount onto the platform to the right.





For this coin you'll probably need Yoshi. This one rests under the final row of giant beetles. Take the very last beetle down to it, then use Yoshi's floating double-jump to reach the small beetle to the right that should appear right as you grab the coin. Good luck! And remember, if things get too tough you can grab a Propeller Suit before starting the level! Note: if you make it to the end of the level with Yoshi, you can use him to dismount onto the platform with the second warp pipe leading to the exit flag. This allows you to hit the exit flag pole up high for a 1-Up.





Secret Back Door to World 7-Castle

Beating 7-6 leads not only to a secret Gold Mushroom House, but a back door to the World 7-Castle that takes you right to the boss!





«	World 4	World 5	World 6	World 7	»
«	World 7-5	World 7-6	World 7-Castle	World 8-1	»

World 7-Castle

Star Coin 1

After the first few spike columns, you'll come to a coin trapped in bricks above you. Hit out the two bricks on the left and then wait until the platform below the coin raises. Wall-jump up to the

coin.





Just past the midway point flag you'll pass a large spike column and, if you are looking closely, you may spot a green warp pipe at the very bottom of the screen. To get to this pipe you'll need to perform a short jump from the platform to the right of it and fall onto the pipe. Enter the pipe and you'll find a secret area with spike columns and ample cloud coverage. The coin is along the right wall of this area. Be sure to grab it before moving on.





The final coin is amidst the rows of interlocking spike columns before the boss door. On an alcove with a power up block, jump on top of the block and wall jump into a secret area above with the coin.





LUDWIG VON KOOPA

Just before Ludwig's door (and the Hammer Bro guarding it) is an invisible block with a powerup along the left wall where you enter. Grab it! This battle will take place in the mid air on three platforms. Ludwig will fire off a shot, then leap into the air. He'll try and stomp on whichever platform you lead him to. Try to lead him to a low platform.





As soon as you see his feet fluttering above, move to another platform (preferably a higher one) and leap onto his head as soon as he lands. Get out of the way immediately! He'll bounce around on the platform a bit then leap again. Repeat this process and the three hits you need to stop Ludwig should be easy to score. What awaits in world 8?





«	World 4	World 5	World 6	World 7	»
«	World 7-5	World 7-6	World 7-Castle	World 8-1	»

STAR COINS

Star Coin 1

The first coin is just above the rightmost edge of a large, tilting mushroom. Run off the edge of the mushroom to grab it.





Star Coin 2

The second coin is just past the halfway point flag. Grab the POW block when you come to it and move forward a bit. Smash the POW block and the coin should fall from the sky onto the row of bricks and ? Blocks just ahead.





Star Coin 3

Pass the green pipe leading to the exit flag. You'll need to hop over a tall wall of bricks (although he fireballs falling from the sky can aid in taking this out). On the other side, bust out the bricks and grab the coin with the assistance of the spring. Take the red pipe to the level exit.





«	World 8	World 9			>>
«	World 8-2	World 8-3	World 8-Fortress	World 8-4	»

STAR COINS

Star Coin 1

The first coin is above a wheel just after the large Goombas. It's easy to spot, and to grab.





Star Coin 2

The second coin is below the two horizontal warp pipes, yellow and red, spouting out Goombas. Search the wall for a secret area with this coin inside.





The final coin is in a secret area just below the green pipe leading to the level's exit. Search the section of wall for a secret area obscuring the coin.





SECRETS

Secret Goal to World 8-7 After you pass the midway point in this level you'll encounter a series of rotating ground pieces and spiked balls rolling across them. When you head down an incline with spiked balls on every side, look for a row of bricks at the bottom.





Flip around here and head left. You'll enter a secret passage that leads back to a warp pipe. Enter the pipe and head all the way right. A red secret exit flag awaits at the end!



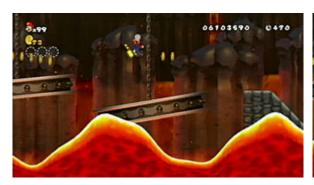


«	World 8	World 9			»
«	World 8-2	World 8-3	World 8-Fortress	World 8-4	»

STAR COINS

Star Coin 1

The first coin is on the second platform hanging from a chain. Wait until the lava permits you to grab the coin and stand on the left edge of the platform to make it dip downwards. Jump to avoid getting dumped into the drink.





Star Coin 2

The second coin is under a platform just past the midway flag. You'll have to go with the flow for this one. Drop into a low point between waves and follow it backwards into the coin.





Star Coin 3

The final coin is easy enough to spot, but it will take some expert timing to grab. A passing wave allows you to move down the slope and jump to the coin, then to safety all in a split second.





«	World 8	World 9			>>
«	World 8-2	World 8-3	World 8-Fortress	World 8-4	»

World 8-Fortress

STAR COINS

Star Coin 1

The first coin is above a spinning fire rod. Jump to the coin off the brown platform just as the rod swings past the it and run off the other side, connecting with the platform again.





Star Coin 2

Before the midway flag you'll come to a series of interlocking blocks. Use the top of this block maze to access a secret area directly under the flag -- you have to jump through the ceiling to get there. Enter the door. Cross the room carefully, then backtrack for the coin to avoid the giant fire







Star Coin 3

The final coin of the level is just to the left of the midway flag. Run over to it, crouch and slide into it.





KAMEK

Kamek is much easier with the help of a Fire Flower -- and there's a powerup along the wall just to the left of his door if you need it. He'll teleport a few times before settling on a spot and you can bet the spot he chooses will make him hard to stomp. Thus fireballs are quite handy. Five fireballs equal one good stomp.





His projectiles will remove the first block they hit which can make for tricky platforming if you don't plan ahead. Try and hit him before he fires or at least position yourself in an area where his shot won't do much damage. Blocks he hits turn into various things, some extremely dangerous (Bob-Ombs, Thwomps!) so don't hang out under blocks about to be zapped. Threre hits will send him on his way.





«	World 8	World 9			»
«	World 8-2	World 8-3	World 8-Fortress	World 8-4	»

World 8-4

STAR COINS

Star Coin 1

On the platform with the enemies chucking spiked balls into the water is a coin. It's all the way to the left. Hit them with fireballs or with the light block to take them out.





The second coin is trapped in a square of blocks under the P-Switch. Unfortuantely, triggering the switch releases enemies. It's best to have a Fire Flower for this part, although rapidly swimming to the right will also get you out of harm's way. Expect to take some damage and then use those few precious seconds of invincibility!





Star Coin 3

The final coin is just below the pipe leading to the exit flag. Look for it near the surface of the water along the left side.





SECRETS

A warp pipe at the end of the first section with angler fish leads down to a room with many coins.





«	World 8	World 9			>>
«	World 8-5	World 8-6	World 8-7	World 8-Air Ship	»

STAR COINS

Star Coin 1

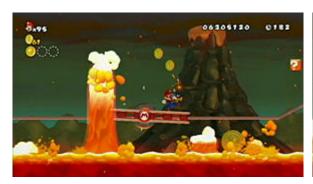
The first coin you come to is floating in plain sight above the platform track. Grab it!







This coin is floating close to the lava just past the halfway point. The key to this coin is not putting your neck on the line. Use the Bob-Omb to do the dirty work. As soon as it falls, stomp it and grab it. Move the platform so that it's a coin width or so to the left of the coin. Toss the Bob-Omb towards it from the middle of the platform so it skirts the platform, bouncing right into the coin below.





Star Coin 3

The final coin is floating high above the swarm of attacking birds. Your best chance is to use a bird to boost you up to it. Jump a few times to coax the birds into higher lfight paths and then bounce off of one straight into it. Make sure you platform is underneath you when you land!





«	World 8	World 9			>>>
«	World 8-5	World 8-6	World 8-7	World 8-Air Ship	»

STAR COINS

Star Coin 1

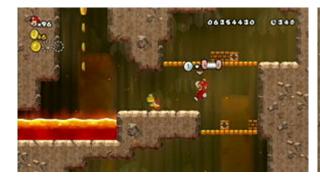
The first coin is along the left side of the level over a pit of lava with three fireballs in it. Use the spring or, better yet, the Propeller Suit from earlier in the level to grab it.





Star Coin 2

The second coin is below the red pipe leading up to the midway flag. Use the Propeller Suit to buzz up to it, or carry a spring from below and wall jump to it.





Star Coin 3

The final coin is near the top of the last vertical shaft. Use the pendulum-like platform to grab it. Or your Propeller Suit. Your choice!



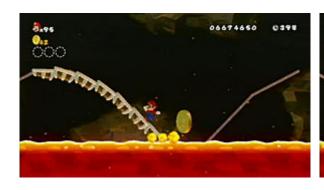


«	World 8	World 9			>>
«	World 8-5	World 8-6	World 8-7	World 8-Air Ship	»

STAR COINS

Star Coin 1

Near the end of the second "rollercoaster," the coaster dips down into the lava a few times, requiring you to make short leaps off of it. One of these dips takes the coaster under a coin. You'll need to make a very low, horizontal leap to the right to grab the coin.





Star Coin 2

After the midway flag, the bone coaster plummets downward and makes two jumps over lava spouts. A coin is over the second spout. Make a small jump to pass through it and land again on the coaster.





Star Coin 3

The final coin rests between the coasters as soon as the second coaster shows up. Jump onto the second coaster as you grab this coin.





SECRETS

Before the mounting final coaster, search the wall to the left for a secret area with a powerup. Beating World 8-7 allows you to skip straight to the Word 8-Air Ship.

«	World 8	World 9			>>
«	World 8-5	World 8-6	World 8-7	World 8-Air Ship	»

World 8-Air Ship

STAR COINS

Star Coin 1

In the heavy cannon crossfire near the beginning of the level, use a cannon ball to get a boost up to this coin.





Star Coin 2

After you pass the midway flag, use the platform to pass under the two Mecha Koopas and the coin. Hop up quickly to the left of the Koopas and grab the coin before hopping out.





Star Coin 3

This final coin is a bit tricky. You'll need to use a Mecha Koopa to get it. The final screw before the pipe leading to Bowser Jr. brings the coin down from its hiding place. Grab a Mecha Koopa (from earlier in the level, or from across the way -- you can jump back to the left side of the coin

(from earlier in the level, or from across the way -- you can jump back to the left side of the coin screw as long as you perform a long jump with a flick of the Wii-Remote). With sedated Mecha Koopa in hand, spin the screw so the coin is fully revealed. Quickly run towards the coin and punt the Koopa straight at it. It should fall downwards into it if you do it right. If not, try again! The Mecha Koopa will appear again.





BOWSER JR.

Bowser Jr. has two main attacks. The first, Mario-seeking fireballs, can be taken out in mid-air with an Ice Flower ice ball -- grab the Ice Flower in the boxes just before Bowser Jr.'s warp pipe! If they connect with the floor they'll set it on fire. Bowser Jr. also drops large, deadly spiked spheres in an attempt to crush Mario. Luckily, these can be repurposed to crush Jr. The key to this fight is ground pounds (jump, then press DOWN in mid air).





These will send the spheres flying straight up from their position. All you need to do is time it so it smashes into Jr.'s balloon. After the first hit, Jr. will step up the fire balls. If you don't have an Ice Flower, try to get him to set only one side of the course ablaze, then ditch that side and get ready to ground pound again. His routine stays the same for the third round, but he steps up the fire again. Three hits and he'll be toast.





«	World 8	World 9			>>
«	World 8-Bowser's Castle	World 9-1	World 9-2	World 9-3	»

World 8-Bowser's Castle

STAR COINS

Star Coin 1

Near the end of the first stretch of the castle you'll spot this coin floating near the lava below. Take the platform down to it and begin running as soon as you touch the coin. Leap to safety in the nick of time and land on the platform to the right.





Star Coin 2

The second coin appears in the area in which you move down a long shaft on dropping platforms. You can wall-jump into it and back to safety, or use the small platform above it to sink right into it.





Star Coin 3

You won't get this coin until your battle with Bowser is well underway. When Giant Bowser pursues you through the palace, this coin appears above three moving platforms. You can reach it with a careful wall-jump and some easy jumps.





KING BOWSER

The King of the Koopas is easier if you have a fire flower, so grab one from the invisible block to the right of his door and try to make it to the battle with it. Bowser has a few attacks. He'll mainly perform tiny jumps, or stand still and emit single fireballs you can easily hop. Occasionally he'll spit a clump of fireballs which can be carefully hopped through so long as you retreat and let them spread out. If you have a Fire Flower, you can dodge these attacks and constantly pelt him. About 25 shots will take him out. Otherwise, you'll need to get past him. One of Bowser's moves allows you to do just this





When you see him crouch a bit he's preparing to jump high in the air and pound the ground. Normally you'd want to jump when he lands to avoid his shock, but in this battle this should be your cue to run straight under him to the P-Switch on the opposite side. You'll really need to time this dash well to get to the switch. Hit it to end the first round of the fight...





If you though Bowser looked a bit smaller in person, you may want to think again. Try to get Bowser to shoot horizontally in the same position to clear a direct path forward. You can hit the ? blocks for powerups, and it's very advantageous to at least be Super ("big") Mario for the area to come. Eventually you'll come to a platform leading down. Be sure to hit the ? Block here for a Propeller Suit.





This makes the next stretch less of a headache. Take the platforms to the right as Bowser continues his assault. Don't touch the waves at all, or you'll instantly be fried. Take the platforms under the overhang or let Bowser clear a path above them.





Don't be afraid to hover through this using your Propeller Suit, but don't get reckless -- always aim for a platform! At the end you'll come to a final P-Switch. Stomp on it to end the sequence and beat the game!





«	World 8	World 9			»
«	World 8-Bowser's Castle	World 9-1	World 9-2	World 9-3	»

World 9-1

STAR COINS

Star Coin 1

Note: There are no midway flags in this level, and these coins are very difficult to get. You may want to come back with a Propeller Suit from World 1-1! We'll tell you how to grab these without the suit because we are masochistic like that. This coin is floating over a small plateau guarded

by a row of three green Koopa Paratroopas. Bound off of one of them when they reach their highest point, then flick the Wii remote for an extra boost towards the coin. You may also freeze a Koopa to get to this one if you have an Ice Flower.





Star Coin 2

This coin hangs over three spinning boxes. Use the red box on the far right to leap onto the Koopa Paratroopa flying under the coin. Bound off the Koopa into the coin.





The third fire-spitting Piranha Plant you come to is actually in a warp pipe. Take the pipe down to find a secret area. You'll need to bound off the Koopa Paratroopa to get to the coin. It may be easier to freeze it -- or come back with a Propeller Suit (much easier!).





«	World 8	World 9			»
«	World 8-Bowser's Castle	World 9-1	World 9-2	World 9-3	»

World 9-2

STAR COINS

Star Coin 1

For the first coin, floating near the water beneath a platform, there's no need to risk your own hat. Stomp the Koopa to the right and kick it off the ledge towards the coin to grab it.





Star Coin 2

Step on the wide platform to take it down to a horizontal green warp pipe (a bit past the first coin) to enter a submarine area. Don't tempt fate and approach the big fish down here. Stay high and move when the fish is facing away. Swoop in for the coin and make your way to the opposite pipe

before the fish even notices.





The final coin is behind two walls of brick near the end of the level. Use Koopas to take out each wall -- and the fish, if you can. Run and make a short, long leap to the coin across the water.





«	World 8	World 9			»
«	World 8-Bowser's Castle	World 9-1	World 9-2	World 9-3	»

World 9-3

STAR COINS

Just below an arrow pointing right is a gap with a green warp pipe at the bottom. Hope down to this (it may be obscured by clouds) and enter it. The P-Block will clear a path to the coin below, but it's a tricky one to navigate. Plan your route first and don't run straight for the coin at the bottom -- be sure to jump up and around the green pipe!





Above the exit pipe for the subterranean area with the first coin is a warp pipe leading upwards. It's at the top of the screen a bit to the left of the exit pipe. Use the ample Mario-seeking Bullet Bills as your stepping stones to get up here. They tend to clump as they move vertically so you can use them as easy stepping stones. In the secret area above the pipe, hit the P-Switch and run right, following the

path of the blue coins. They'll lead you to the coin at the far end -- no mistakes!





Star Coin 3

In the area with the large Bullet Bills and the moving platforms, wait on the platform to the left of the coin. Eventually a Bullet Bill will rise towards it from the left. Use it to gain the height you need to get to the coin. You should spin through the coin to land safely to the right on the far platform.





«	World 8	World 9			>>
«	World 9-4	World 9-5	World 9-6	World 9-7	»

World 9-4

STAR COINS

Star Coin 1 The first coin in this level is just opposite a POW block. Use the POW to clear the area of Bob-Ombs first. Use the blue pipe to wall-jump towards the coin.





Star Coin 2

The second coin is floating under an overhang to the left of a platform that's sensitive to weight. You'll need to toss an enemy at this one, or, better yet, a frozen enemy. Make sure the platform is a bit higher than the coin before you attempt to chuck the enemy at it. An ice block will coast off

the platform right into the coin if the platform is near the upper position.

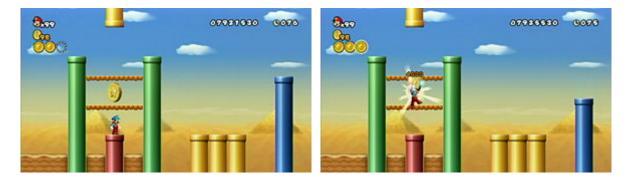


This final coin is not for the weak of thumb. This takes some serious Mario skills, you up for it? Good, we thought you were. It also requires an Ice Flower, which are in ample supply in this level. At the very end of the level where the warp pipe leads up to the flag, there's a green

horizontal pipe with a Piranha Plant in it, and a red horizontal pipe above it. The latter is a warp pipe that takes you to the final coin. You can't just hop in it, though. You'll need to freeze the Piranha Plant as it emerges to use as a platform, allowing you to enter the red pipe. The major problem here is that the platform to the left of the plant gets weighed down by Bob-Ombs. The good news is that the screen stops scrolling here, and if you wait above the plant on the safety of the red pipe, the platform will eventually rise again. It's quite difficult just getting to the spot above the plant to wait for the platform since the platform is crawling with Bob-Ombs. We recommend grabbing the POW and letting the screen scroll almost to the plant, then throwing it to clear the Bob-Ombs. Do NOT kill the Piranha Plant!



Jump on the platform when the Bob-Ombs bring it to your level and immediately proceed to the waiting spot above the plant (adjacent to the "normal" exit pipe). Now, wait for the platform to rise again. Jump onto the platform and freeze the Piranha Plant, kicking off any Bob-Ombs as needed. Jump to the frozen plant and enter the pipe to be deposited directly at the coin. Phew!



«	World 8	World 9			>>
«	World 9-4	World 9-5	World 9-6	World 9-7	»

World 9-5

STAR COINS

Star Coin 1 A narrow chute leading down to the area with this coin is patrolled by evil penguins. Slide down it, hopping the penguins in the narrow space and then hop up to the coin.





The second coin is on the left. The Penguin Suit may help you with the traction you need to get to this one. Wall-jump off the small block to the right to get to it.



You'll need a Penguin Suit for this one. The final coin is trapped in a box near one of the tracks with moving blocks and those spiked monsters. Hop on one of the bricks and ride the track around in a loop. Take shots at the spiked enemy below the coin. Freeze it and it will make the perfect platform for you to use to reach the coin. Hop onto it and up to the coin.



STAR COINS

Star Coin 1 The first coin is in a secret area under a rocky outcrop. You can see the telltale indentation on the left side of the outcrop.





Star Coin 2

The second coin is between two pillars of rock, the one on the left with a spout of lava that periodically obscures it. Wait for this spout to subside before attempting this coin. You can slide down the right pillar, then wall jump to the coin and back to safety again. Alternately, grab a

Propeller Suit from World 1-1 and swoop in and out for the coin with ease.





Star Coin 3

The final coin is trapped under the overhang with the warp pipe leading out of this hellish level. To get to it you don't need to worry about the tiny platform nearby. Wait until the lava spout is down, then run and jump across the gap, adding in a Wii Remote shake for a horizontal boost.

Getting out of here is a bit more difficult since you need to use the tiny platform. You may want to wait until the fire-spitting sphere enemy has detonated before attempting this.





«	World 8	World 9			»
«	World 9-4	World 9-5	World 9-6	World 9-7	»

World 9-7

STAR COINS

Star Coin 1

The first coin is in plain sight above two frozen coins. Just wall-jump up to it and grab it!





You'll need a Fire Flower for this one. The second coin in this level is under a large row of ice blocks with coins in them. You may notice that every single enemy nearby is flinging fireballs at this area. You need to inch out to the area with the coin and hit out a block or two above it, but

don't go too far or the Piranha Plants on the overhang ahead will melt your path out of the level! Now, run and hop down for the coin. Hop back up again and, flip around and shoot a fireball backwards and hold down the button to run (so you don't fire one forwards and ruin your path out). Run towards the row of Piranha Plants on the overhang, duck and hopefully you'll slide through safely. The end of the level is just beyond the Fire Bros.





Star Coin 3

This one is rough, and though you won't need a Fire Flower for it, it's definitely preferable that you have one. As a side note, make sure you are playing the level exclusively for this coin so you can "speed run" the level to this point. This makes things much easier, and makes it possible to

get here with a Fire Flower. Stalling for the other coins can lead to injury, and most likely death. That said, in preparation for this course you should have the course beaten already. Also, have a Fire Flower on the map screen when you start the level. This will make the level easier -- it's all high speed jumps and quick fireballs. Since you've already beaten the level, you'll be able to pause and exit the level and return to the map screen with your Fire Flower every time you fail. Add a backup save game in there as well. You'll most likely be attempting this coin "a few times."





Now, about that coin. To get to the area, jump once or twice in front of the row of Piranha Plants hanging from the ceiling, then run, or slide under them. Immediately take out the Fire Bro on the platform. Quickly jump to the next platform and take out the other Fire Bro. Hopefully the area around the coin isn't too destroyed by now. You'll want to carefully clear all the coins away from above the coin, but not the walls of ice on either side. Keep all other bits of ice to land on once you pull off the amazing wall-jump you are about to perform! Jump down to one of the ice walls and stand on it to psych yourself up. Slide down the wall side closest to you (we did this from the right wall) and wall-jump towards the coin. Rebound wall-jump off the other side back to the safety of the top of the original wall. Now, plan your exit very, very carefully! Congratulations, you just scored one of the hardest coins in the game.





«	World 8	World 9		»
«	World 9-8			>>>

World 9-8

STAR COINS

Star Coin 1

The first coin of the level is high above the clouds, surrounded by the spiked enemies on a track. Grab the Propeller Block and spin up to the coin. Avoid the enemies with controlled flying -- press DOWN to dash down if you need to.





Star Coin 2

The second coin is trailing a group of spiked enemies on a track. Just snag it from behind them when they pass overhead (moving right).





Star Coin 3

The final coin is trapped in blocks -- but not for long! Stand on the red bricks above the white blocks while the massive Bullet Bill passes through the area and clears the way to the final coin.





New Super Mario Bros. Wii Secrets

Easter Egg: Slow Down Or You'll Lose Your Hat!

If you get 99 lives, the maximum number of lives in New Super Mario Bros. Wii, Mario will lose his hat! Once you beat a level with a full 99 count, Mario will appear hat-less on the map screen and in subsequent gameplay. You'll regain your hat once you lose a single life.





Hint: Mushroom Houses





In New SMB Wii, you can make a bonus Mushroom house appear on the map by saving Toad when he appears in a level. To do this, you'll need to head to a level with the white Toad marker. Release Toad from the? Block he's trapped in -- near the beginning of a level, listen for the cries -- and run him all the way to the end of the level to make a Mushroom House spawn. The type of Mushroom house depends on the final digit of the time when you grab the flag at the end of the level. You'll get a certain number of fireworks based on this final digit, and the final firework will reveal the color of Mushroom House you've unlocked.

- Green (1-Up cannon game) Get Toad to the end of the level, hit flag when the last digit of the time ends in 0, 1, 2 or 3.
- Red (Match game) Get Toad to the end of the level, hit flag when the last digit of the time ends in 4, 5 or 6
- Gold (Star reward) Get Toad to the end of the level, hit flag when the last digit of the time ends in 7, 8 or 9





Unlockable: Alternate Ending

Perform the actions below to unlock an alternate ending:

- Ending 1 (The Princess says, "Did I ever tell you about the Secret World?") Beat the game with less than 100 Star Coins.
- Ending 2 (The Princess says, "Oh Mario, tell me about your adventure again!") Collect all of the Star Coins in Worlds 1-8.

Unlockable: Save File Stars



Performing special actions will award you stars on your save file. Here are the stars you can earn:

- Star 1 Beat the game
- Star 2 Collect all 225 Star Coins in all 9 Worlds
- Star 3 Beat every level in the game without unlocking the Super Guide Block (you cannot die eight times in a row on a level)
- Star 4 ???
- Star 5 ???

Unlockable: Super Guide Mode

Die in a level 8 times and the game will give you the option to turn on an "Auto Pilot" mode in which Mario completes the level on his own. This appears as a green Super Guide block (with a ! on it) in the the level. Hit it to activate the mode and you'll be able to watch Luigi finish the level for you. Beware: even the appearance of this block means you can never get one of the stars next to your file!

Unlockable: World 9





Beat the game to unlock World 9. Each level in World 9 is unlocked by gathering all of the coins in each of the Worlds 1-

- 9-1 Find all the Star Coins in World 1
- 9-2 Find all the Star Coins in World 2
- 9-3 Find all the Star Coins in World 3
- 9-4 Find all the Star Coins in World 4
- 9-5 Find all the Star Coins in World 5
- 9-6 Find all the Star Coins in World 6
 9-7 Find all the Star Coins in World 7
- 9-8 Find all the Star Coins in World 8