

Wii™



# SUPER MARIO GALAXY 2

**INSTRUCTION BOOKLET**

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

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For product information, please visit the Nintendo website at:

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PEGI (Europe): [www.pegi.info](http://www.pegi.info)

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Thank you for selecting the SUPER MARIO GALAXY™ 2 Disc for your Wii™ system.

**WARNING:** Please carefully read the important health and safety information included in this booklet before using your Nintendo® Hardware system, Disc or Accessory.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.



THIS GAME SUPPORTS 50 Hz (576i)  
AND 60 Hz (480i) MODE.

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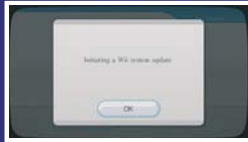


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**Note:** Please see ▶ P.11 for information on saving.

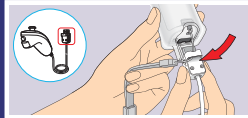
## Wii Menu Update

Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc. When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

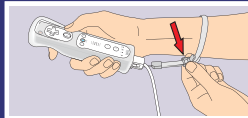


## Caution – Use the Wii Remote Wrist Strap

Feed the cord on the Wii Remote Wrist Strap through the connector hook. Insert the Nunchuk plug into the external extension connector on the bottom of the Wii Remote™. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



**CAUTION:** Always keep a firm grip on the Wii Remote and Nunchuk™. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play.



Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the connector hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the external extension connector on the Wii Remote and striking objects or people.

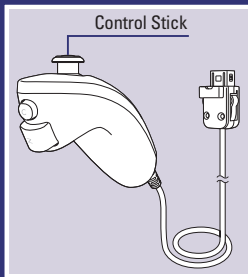
**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

## Nunchuk Neutral Position Reset

**NOTE:** If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during game play. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.



## Synchronising your Wii Remote with the Wii console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

**Standard Mode** – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

**One Time Mode** – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

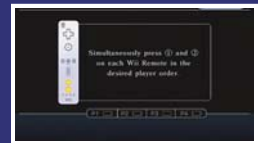
- A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.
- Only a Wii Remote in **Standard Mode** can turn the console power on or off.

### One Time Mode Synchronisation

**NOTE:** This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the Home Menu Screen, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.

For more information please refer to the Wii Operations Manual – System Setup.



Further information regarding health and safety as well as Wii console settings can be found in the relevant sections of the Wii Operations Manual – Channels & Settings as detailed below.

|   |  |
|---|--|
| Optimising Your Settings                    | Wii Operations Manual – Channels & Settings “HOME Menu”                        |
| 60 Hz (480i) Mode / EDTV / HDTV (480p) Mode | Wii Operations Manual – Channels & Settings “Wii Settings and Data Management” |

# Prologue

This is another story that begins with stardust...

It's the day of the Star Festival, an event that takes place only once every hundred years. Stardust is scattering down on the Mushroom Kingdom.

Dear Mario,  
Would you like to share some cake while we watch the shooting stars? Meet me at the castle!

Peach



Mario's heart pounded with excitement as he ran through the grassy fields, amongst the falling stardust. Suddenly, he caught sight of a strange light coming from inside a tuft of grass.

Mario carefully, gently came closer, took a peek...and discovered a small, lost Luma.

The Luma took a shine to Mario, and together they went to the castle.

But there was a nasty surprise waiting for them...



## Starship Mario ▶ P.12

Mario's spaceship, built by Lubba and his crew. Flies through space using Power Stars as fuel.



## Lubba

The boss of a group of space-faring Lumas. Lubba and his crew build Starship Mario to help Mario chase after Bowser.

## Lumas

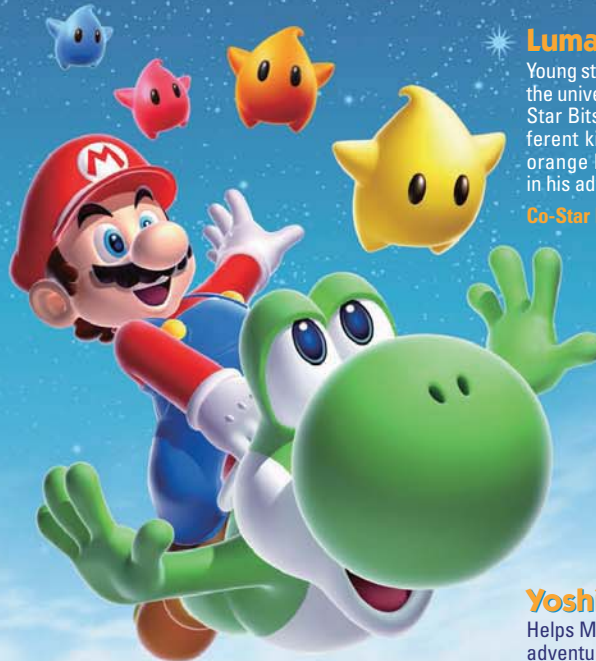
Young stars who live all across the universe. They love to eat Star Bits. There are many different kinds of Lumas – the orange Luma will help Mario in his adventure.

Co-Star Luma ▶ P.8



## Baby Luma

A lost little Luma discovered by Mario. He uses the mysterious "power of the stars" to travel through the universe with Mario.



## Mario

After Bowser kidnaps the princess, he sets off on an adventure through the universe to save her...

## Yoshi

Helps Mario out on his adventure after Mario rescues him in a certain galaxy.

## Basic Controls

This game is played using the Wii Remote and Nunchuk (Nunchuk Style). For details on each move you can perform, please refer to the detailed explanations on [P. 16 – 27](#).



## Wii Remote and Nunchuk

Here's an introduction to some general controls and the controls for Mario. Text in green indicates controls used when riding Yoshi.

### Wii Remote Jacket

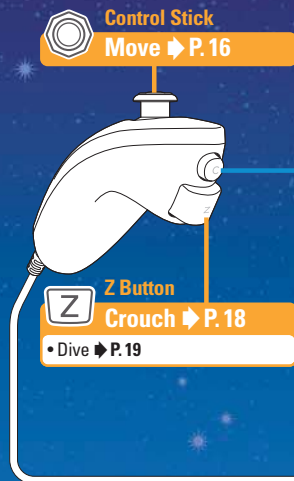


### Holding the Wii Remote and Nunchuk

For information on attaching the Wii Remote Wrist Strap and fitting the Wii Remote Jacket to the Wii Remote, please refer to the Using the Wii Remote section of the Wii Operations Manual – System Setup.

### When Connecting the Nunchuk

Please refer to the Using the Nunchuk section of the Wii Operations Manual – System Setup or the Nunchuk Operations Manual.



### How to Point



### + Control Pad

- Switch camera [P. 14](#)
- Select options

### - Button/+ Button (hold down briefly)

- Display Pause Menu [P. 15](#)

### HOME Button

- Display Home Menu

If you turn the Wii Remote speaker's volume off, the sounds it plays will play from the TV instead.

### C Button

- Reset camera [P. 14](#) (Return to normal view)

### Shake Wii Remote

### Spin [P. 16](#)

- Activate switches etc.
- Head Shake [P. 23](#)
- Ride Yoshi [P. 22](#)

### Pointer

### Grab Star Bits

- Move cursor
- Point at Pull Stars [P. 27](#)
- Aim at enemies, fruit etc. [P. 22](#)

### A Button

### Jump [P. 17](#)

- Confirm, speak/read [P. 18](#)
- Swim [P. 19](#)
- Grab Pull Stars [P. 27](#)
- Flutter Jump [P. 23](#)

### B Button

### Shoot Star Bits

- Cancel commands
- Eat/spit out [P. 22](#)
- Grab [P. 23](#)
- Pull [P. 22](#)



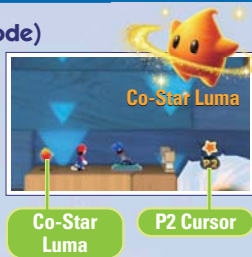
**Note:** You can also shake the Nunchuk instead of the Wii Remote.

## Adventuring with the Co-Star Luma (Co-Star Mode)

*SUPER MARIO GALAXY™ 2* is essentially a one-player game, but if you have two Wii Remotes, a second player can join the fun and control the Co-Star Luma. (You can only control the Co-Star Luma using a second Wii Remote.)

Point the second Wii Remote at the screen and press the A Button to make the Co-Star Luma and P2 Cursor appear. The Co-Star Luma can't move freely, so it'll follow Mario. Point the P2 Cursor at various places on the screen – you may make surprising new discoveries!

**Note:** For information on synchronising Wii Remotes, please see [P. 5](#).



Co-Star Luma

P2 Cursor

## Co-Star (P2) Controls

|   |   |
|---|---|
| Grab Star Bits                              | Point at Star Bits  |
| Shoot Star Bits                             | Aim and press the B Button  |
| Spin  | Shake the Wii Remote  |
| Stop enemies                                | Point at enemies and press the A Button (can't be used on certain enemies)    |
| Stun/defeat enemies                         | Shake the Wii Remote when stopping enemies (can't be used on certain enemies) |
| Touch Checkpoint Flag <a href="#">P. 14</a> | Point and press the A Button, then shake the Wii Remote                       |
| Grab coins                                  | Point and press the A Button, then release to pass to Mario                   |

**Note:** Point at and select  at the File Selection Screen [P. 11](#) to review these controls.

## Getting Started

Insert the SUPER MARIO GALAXY 2 Disc into the Disc Slot. The Wii console will switch on.



- 1 The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



- 2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



- 3 The **Channel Preview Screen** will be displayed. Point at START and press the A Button.



- 4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



- 5 The **Title Screen** will be displayed.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

## Starting a New Game (Creating a New File)

When starting a new game, select a planet and icon at the **File Selection Screen** to create a save file. You will need at least one free block in the Wii System Memory to create a file.

**Note:** You can use any Mii™ character saved on your Wii console as an icon. For details on creating Mii characters, please refer to the Wii Operations Manual – Channels & Settings.

## The File Selection Screen

Select a save file (planet) to start playing from, then select START to continue from where you left off. Additionally, you can point at and press the A Button to view the controls for **Co-Star Mode** ▶ P. 8.

Number of Power Stars obtained ▶ P. 12

| File Selection Screen Options |   |
|-------------------------------|---|
| ICON                          | Change the icon.  |
| ERASE                         | Delete the save data. <b>Save data cannot be recovered once deleted, so please be careful when using this option.</b> |

BACK

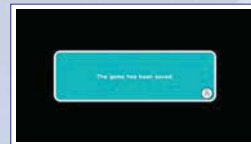
Current world

Point and press the A Button, or press the B Button to return to the previous screen.

### About Saving

This game automatically saves your progress at certain points, such as when clearing a scenario. You can also overwrite the save data at screens such as the **World Map Screen** ▶ P. 13 by briefly holding down the – or + Button and selecting SAVE AND QUIT. Please note that if you overwrite the save data, you cannot recover the old data. **Additionally, when you restart the game, Mario's remaining lives will be reset to four.**

**Note:** For information on how to delete files from the Wii System Memory, please refer to the Wii Operations Manual – Channels & Settings.



## Adventuring through the Galaxies

Take control of Mario and travel to different galaxies using Starship Mario. Take back the Power Stars stolen by Bowser and his minions!



### Searching for Power Stars

Each galaxy can contain several Power Stars. Clear scenarios by collecting Power Stars to move on to new scenarios. Additionally, each world has one scenario where you must collect a Grand Star instead of a normal Power Star, allowing you to move on to a new world.



Power Star



Grand Star

### Starship Mario

This will be Mario's base throughout his adventure. You can take the helm to move to the World Map, or talk to the Toads and other characters on board to get hints and other information.

**Note:** The number of residents and facilities on Starship Mario will increase as you progress through the game.



#### Star List

View the Power Stars obtained so far **P.15**.



#### Helm

Take the helm to go to the World Map Screen.

#### Number of coins brought back

#### Number of Star Bits currently held

### Grand World Map

Select **ZOOM OUT** from the **World Map Screen** to switch to the **Grand World Map Screen**. On this screen, you can move to any world you have visited before. Select a world, then press the A Button to move to that world.



### The World Map Screen

Take the helm of Starship Mario to go to the **World Map Screen**. Select a galaxy to enter, then select **FLY TO THIS GALAXY** to move to the **Scenario Selection Screen**.

#### ZOOM OUT

Point here and press the A Button to go to the **Grand World Map Screen**.



#### Discovered galaxy

Point and press the A Button to go to a galaxy.

#### Star Barrier

Star Barriers will only allow you to proceed if you have a certain number of Power Stars.

### The Scenario Selection Screen

Point at a scenario and press the A Button to enter the chosen galaxy. When pointing at a scenario you've cleared, your best time will be displayed.



#### Cleared scenario

#### New scenario

### The Banktoad

As you progress in the game, the banktoad will appear near the helm of Starship Mario. Visit him to deposit or withdraw Star Bits. Star Bits deposited with the banktoad can be withdrawn in other save files, so you can share Star Bits with other players and help each other out if you're running low.





## The Action Screen

Defeat enemies and make your way through the stage to get Power Stars. Most information displayed on the screen only appears when Mario is standing still, but the Life Meter will always be displayed if it drops to two or fewer segments.

**Life Meter**  
Mario's life will be reduced by one if he is hit by an enemy, an enemy's attack or a hazardous obstacle. Collecting coins will restore Mario's life by one point per coin.

**Number of Power Stars obtained**

**Comet Medal (if obtained) ▶ P.28**

**Coins held**

**Lives remaining**

**Star Bits held**  
The number of Star Bits held in the current scenario.

## Checkpoint Flags

You'll find flags like the one shown as you proceed through scenarios. Touch the flag and the Bowser logo will change to a Mario logo to indicate you've passed this point. Your progress will be temporarily saved, allowing you to continue from this point if you lose a life.

**Note:** If you return to the **World Map Screen** or the game ends, your progress in the scenario will be lost.



Checkpoint Flag

## Changing the Camera

On screens where you can move Mario, some areas will allow you to change the direction (point of view) of the camera. Press any direction on the **+** Control Pad to display the camera icon. Press the **+** Control Pad in the direction highlighted blue to change the point of view. To reset the camera, press the **C** Button. Additionally, in certain areas you can press up on the **+** Control Pad to switch to Mario's point of view. To switch back, press down on the **+** Control Pad.

**Note:** Not all areas allow you to control the camera.



Camera icon

## Losing Lives and Game Over

Mario will lose a life if the Life Meter drops to zero after taking damage, or if he falls down a hole. If Mario has no more lives left and he loses a life, the game is over and you will be returned to Starship Mario.



## The Pause Menu

Briefly hold down the **-** or **+** Buttons on the **Action Screen** to pause the game and display the **Pause Menu**, where you can view information such as the number of coins Mario is holding or the name of the galaxy he is in. Select **BACK** to continue the game, or **RETURN TO MAP** to return to the **World Map Screen**.



## Viewing the Star List

Select **STAR LIST** from the **Pause Menu** to display the **Star List Screen**. On this screen, you can view the Power Stars (or Grand Stars) and Comet Medals **▶ P. 28** you have collected in each world. Point at **◀** or press left and right on the **+** Control Pad to change which world is being shown. Select **BACK** or press the **B** Button to return to the **Pause Menu**.

**Comet Medal (if obtained)**

**Galaxy name**  
"----" will appear for undiscovered galaxies.

**Power Stars/Grand Stars obtained**

## Mario's Moves (Normal)

Here's a list of Mario's basic moves – use the right moves at the right times to get ahead!



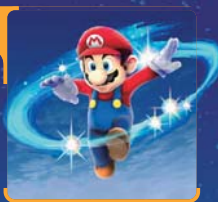
### Move

Use the Control Stick to move. Tilt the Control Stick slightly to walk, or tilt it further to run.

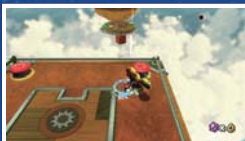
### Spin

Shake the Wii Remote to spin. With this move, you can break obstacles and stun or even defeat enemies. There are also various objects that will be activated if you spin at them, so don't be afraid to try spinning at things!

Shake the **Wii Remote**



Break obstacles



Stun enemies

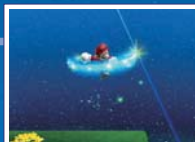


Use objects

### Spin Jump

Shake the **Wii Remote** while jumping

Spin while jumping to jump higher than normal. You can also briefly get a bit more air when falling from a jump by spinning.



### Defeating Enemies

The most basic way to defeat enemies is to jump on them, but many enemies can also be defeated by stunning them with a spin or Star Bits, then running into them. When facing enemies that can't be defeated with these moves, try using items or objects **P. 29**.



### Jump

Press the A Button to jump. Combine this with other controls to perform a variety of different kinds of jump. Pull these off at the right times to use them to your advantage!

### Multiple Jump / Triple Jump

Press **A** when landing

You can perform a chain of up to three jumps by running, jumping and then pressing the A Button again at the right time when landing. When performing the third jump, Mario will jump higher than normal (triple jump).



### Backward Somersault

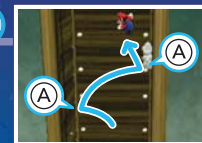
Hold **Z** and press **A**

Jump while crouching to do a high jump that goes back slightly.

### Wall Jump

Jump against a wall and press **A**

Jump against a wall, then press the A Button again at the right time to jump off the side of the wall. You can use this move to climb to the top of areas where the gap between two walls is quite narrow.



### Long Jump

While running, press **Z** and then **A**

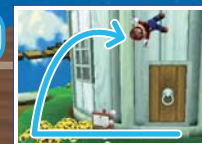
While running, press the Z Button and then the A Button to do a long jump.



### Side Somersault

When moving, tilt **Control Stick** in the opposite direction, then press **A**

While moving in one direction, tilt the Control Stick in the opposite direction and then press the A Button to perform a side somersault (a slightly higher jump).



### Ground Pound

Press the Z Button while in mid-jump to do a ground pound. Ground-pounding breaks cracked floors, damages tougher enemies and activates ground-pound switches.

Press **Z** while jumping



Ground-pound areas with this sign – something might happen!

## Speak / Read

Stand in front of certain characters and press the A Button to talk to them, or stand in front of signboards and press the A Button to read them.



## Grab a Pole

Press **A** near pole

Press the A Button near a pole to jump and grab on to it. Press the A Button again to jump off backwards.



## Crouch

Hold the Z Button down to crouch. Move using the Control Stick.



## Hold or Catch / Throw

There are items you can hold and throw, such as Green Shells. To hold or catch an item, touch it or shake the Wii Remote when near to it. Shake the Wii Remote while holding an item to throw it straight ahead of Mario.

Hold a Green Shell...

...then throw it at the target!



## Swim

While in water, tilt the Control Stick to change the direction Mario is facing and press the A Button to swim. When underwater, hold the A Button down to make Mario kick his feet and shake the Wii Remote for an extra burst of speed. When at the water's surface, hold down the A Button or shake the Wii Remote to jump out.



## Dive

Press the Z Button when at the water's surface to dive down. While underwater, the Air Meter will be displayed. If the meter empties, your Life Meter will start to go down, so be careful when swimming! To refill the Air Meter, go back up to the surface, collect coins or touch an air bubble.



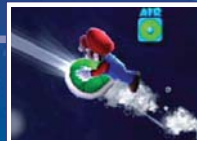
Air bubble

Air Meter

## Shell Swim

Hold a Green Shell while underwater

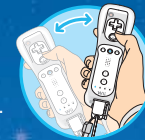
When holding a Green Shell underwater, Mario will swim forwards automatically and move faster than usual. Tilt the Control Stick to change the direction Mario swims in, and hold the Z Button to stop.



## Skate

Shake the Wii Remote when Mario is running on ice to start skating. Tilt the Control Stick to make Mario skate in that direction.

While skating, Mario moves faster than usual, and he can still perform jumps and multiple jumps. Spinning while in mid-air will make Mario stop skating.



### Luigi joins the adventure!

Luigi will occasionally appear in some galaxies. Talk to him to have him take over, letting you play as Luigi instead!



## Mario's Moves (Power-Ups)

Some items can make Mario transform and gain special moves! Read on for details about the moves for each power-up.



### Cloud Mario

Grab

Allows Mario to jump on top of clouds. You can also create clouds under Mario's feet by shaking the Wii Remote. Each cloud will allow you to make three clouds, which disappear after a certain period of time.



**Lasts until** Mario gets hit by an enemy/attack or comes into contact with water.



### Rock Mario

Grab

Shake the Wii Remote to make Mario roll. While rolling, Mario can break some obstacles (such as boulders) that can't be broken with normal spins.



**Lasts until** Mario gets hit by an enemy/attack (while not rolling) or touches a Launch Star [P.25](#).

### Fire Mario

Grab

Shake the Wii Remote to throw fireballs.

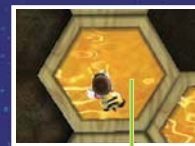


**Lasts until** The time limit elapses.

### Bee Mario

Grab

Hold the A Button to fly and tilt the Control Stick to change direction. The Fly Meter will gradually decrease as Mario flies, and he will fall when it empties. In addition to flying, Mario will also gain the ability to stick to honeycomb walls and climb around on them.



Honeycomb wall



**Lasts until** Mario gets hit by an enemy/attack or comes into contact with water.

### Rainbow Mario

Grab

Mario will be able to defeat enemies just by touching them, and he will not take any damage from enemy attacks. Mario's speed will increase after running for a short period of time.



**Lasts until** The time limit elapses.

### Boo Mario

Grab

Shake the Wii Remote in front of certain obstacles to make Mario turn invisible and slip through them. You can also tap the A Button to make Mario float upwards.

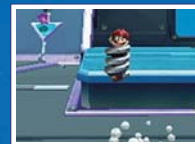


**Lasts until** Mario gets hit by an enemy/attack.

### Spring Mario

Grab

Mario will constantly bounce around. Press the A Button at the right time when landing to perform a very high jump. If Mario hits a wall, he will automatically perform a wall jump.



**Lasts until** Mario gets hit by an enemy/attack or touches a Launch Star.

## Yoshi's Moves (Normal)

During your adventures, you'll find some galaxies where you can ride on Yoshi's back. Moving around is the same as when controlling Mario, but some moves are different.



### Ride Yoshi/Get off

**Ride** Jump on Yoshi's back or spin nearby

**Get off** Backward somersault

Spin near Yoshi's egg or jump on it to break the egg and make Yoshi appear. Jump on or spin to ride Yoshi. To get off, do a backward somersault ▶ P.17.



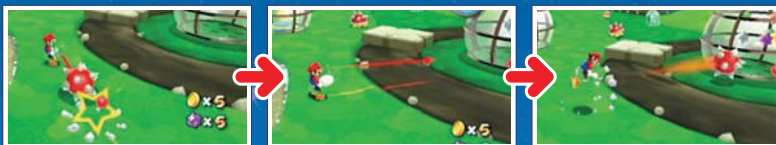
### Stick out Tongue ▶ Eat/Spit out

Point and press



Point at things like enemies or fruit and press the B Button to make Yoshi grab them with his tongue and eat them. Certain enemies can be spat out after Yoshi has eaten them. Choose a direction to spit them out with the pointer and then press the B Button to spit.

**Note:** Some enemies cannot be eaten.



Eat an enemy

Take aim

Press **B** to fire!

### Pull

Hold down **B** and move back

Certain objects and some large fruits or enemies (like Piranha Plants) can be pulled using Yoshi's tongue. Point at the target and press the B Button to stick out Yoshi's tongue. Hold the button down and move away from the target to pull on it or activate it.



### Grab

Point at and press **B**

Point at and press the B Button to grab on with Yoshi's tongue – Yoshi will swing on it and then let go to perform a big jump.



### Flutter Jump

Hold **A** in mid-air

Hold the A Button in mid-air to make Yoshi kick his feet and stay up in the air a little bit longer. Yoshi will also float up a bit, so you can use this to reach slightly higher places than normal.



### Head Shake

Shake the **Wii Remote**

Shake the Wii Remote to make Yoshi shake his head and destroy obstacles, stun enemies and activate objects.



### If Yoshi takes damage...

Taking damage when riding Yoshi will make him panic and run away. If you don't catch him in time or if he falls down a hole, he'll return to his egg.

**Note:** Occasionally, Yoshi will return to his egg instantly after taking damage.




## Yoshi's Moves (Power-Ups)

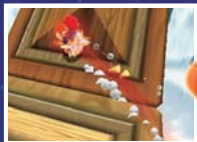
Yoshi can transform if he eats some special fruit. Read on for details about the moves for each power-up. Yoshi will return to normal after a certain period of time.



### Dash Yoshi

Eat  to transform

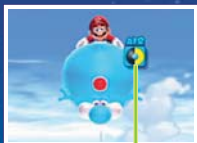
Yoshi will run faster for a certain period of time. As Dash Yoshi, Yoshi can run up walls and on water.



### Blimp Yoshi

Eat  to transform


Yoshi will gain the ability to float up like a balloon by exhaling air. Use the Control Stick to change direction. Press the A Button to make Yoshi hold his breath. The Air Meter will go down as Yoshi floats up, and when it empties, Yoshi will return to normal.



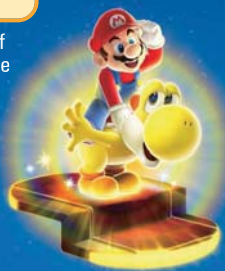
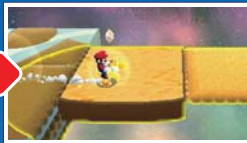
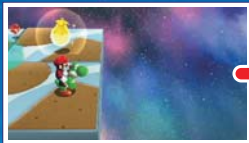
Air Meter



### Bulb Yoshi

Eat  to transform

Yoshi will shine and light up his surroundings for a certain period of time. During this time, you will be able to see and walk on invisible paths.



## Objects

Here's a selection of objects you might encounter on the **Action Screen**. You can activate objects using your moves.



### Launch Star

Shake the  Wii Remote

Shake the Wii Remote when near a Launch Star to fly off to another planet. Broken Launch Stars can be reassembled by collecting Star Chips.



Launch Star

### Pieces of broken Launch Star

Collect Star Chips to reassemble the Launch Star.



Star Chip

### Spin Drill

Shake the  Wii Remote

Touch a Spin Drill to pick it up. Shake the Wii Remote when holding a Spin Drill to dig into the earth or straight through the planet you're on. You can also attack enemies by drilling.



### Pipe








Enter the pipe

Enter pipes to go to new areas.



## Blocks and Switches

Jump, spin etc.

|  |                       |  |
|--|-----------------------|--|
|  | ? Blocks              | Jump and hit these from below to release items like Star Bits or coins.  |
|  | Brick Blocks          | To break these, jump and hit them from below or use a spin or ground pound.  |
|  | Blocks                | These can't be broken.   |
|  | Flipswitch Panels     | These panels change colour when you step on them.  |
|  | Lever Switches        | Hit these with a spin  P.16 to flip the switch. |
|  | Ground-pound Switches | Ground-pound these to activate them.   |

Note: There are other blocks and switches to find, too!

## Teleporter

Shake the  Wii Remote

Stand on the teleporter and shake the Wii Remote to go to a bonus area. Defeat all the enemies within the time limit to win a prize.

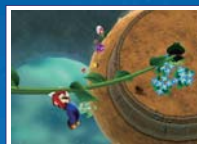


Teleporter

## Sproutle Vine

Shake the  Wii Remote

Stand near this and shake the Wii Remote to grab hold, spin up the vine and fly off the end. Keep shaking the Wii Remote once you've grabbed on to the vine.



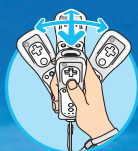
## Star Ball

Tilt the  Wii Remote

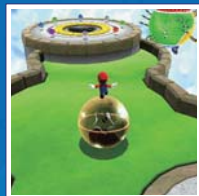
Jump on top of the Star Ball, then hold the Wii Remote vertically. To move, tilt the Wii Remote in the direction you want to go, and press the A Button to jump with the Star Ball.

Tilt forwards to move forwards

Tilt left or right to change direction



Tilt back to move back



## Leaf Raft

Move around on top

Leaf Rafts will move in the direction they are tilted towards. Move around on top of them to steer, and stand in the middle to stop.

Stand on the left to go left




Stand on the right to go right



## Pull Star

Point and press 

Point at a Pull Star to make  appear. Hold down the A Button and the Pull Star will draw you towards it. To free yourself, release the A Button and press the Z Button or spin.



Pull Star

Press the A Button to grab the Pull Star!



## Fluzzard

Tilt the  Wii Remote

Grab on to Fluzzard and hold the Wii Remote flat to move straight on. To do a nosedive, point the Wii Remote down. Tilt left and right to turn. For more information on flying with Fluzzard, talk to the Jibberjays.



Jibberjay

Tilt up or down to change speed



Tilt to change direction



## Items

You'll find all sorts of useful items throughout your journey. Some work straight away, and some have a special effect when you collect lots of them.



### Coins

Coins restore the Life Meter by one. You'll also get an extra life for every 100 you have when you return to Starship Mario.



### Green Shells

Throw Green Shells to break open treasure chests or attack enemies. You can also speed through water while holding one.



### Comet Medals

You'll find one of these in every galaxy. Collect enough and a Prankster Comet will appear, creating a new scenario.



### 1-Up Mushrooms

These give you an extra life.

### Life Mushrooms

These refill your Life Meter and boost its limit to six for the rest of the scenario. However, if the meter drops below four, it will go back to the original limit of three.



### Chance Cubes

Hit these with a spin or other move to roll them and obtain the item shown on top. Be careful, though – depending on what comes out on top, an enemy may appear instead of an item.



### Collect Star Bits!

If you collect 100 Star Bits, you'll gain an extra life!

You can also shoot Star Bits you've collected by pointing to take aim and pressing the B Button to fire. You can use this move to hit and stun enemies, or to feed Hungry Lumas [P.30](#).

## Hints and Tips

Here are some hints and tips to help you on your adventures through the galaxies. Take a look if you get stuck anywhere!



### Get advice from the Tip Network!

In some galaxies, you'll find TVs showing the Tip Network, which will show you how to advance or use moves effectively. If you find yourself wondering how to get ahead, talk to the TV to see what it's got to show you.



### Let the Cosmic Spirit guide you!

In some galaxies, the Cosmic Spirit will appear if you keep losing lives in the same place.

Talk to the Cosmic Spirit and select YES to have her take you through the area up to the point where you get the Power Star. However, should you do this, the Power Star will become a Bronze Star. Try again by yourself to get the normal Power Star!



### Bronze Star

### Can't beat the enemies?

Some enemies can't be beaten just by jumping on them. Observe them closely to learn their weaknesses, then use your moves or objects nearby to attack them!



Hit them with items!



Attack at the right time!

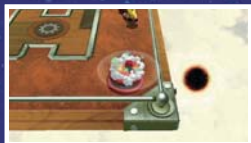


Use objects!



## Try out different moves!

In some galaxies, you'll need to use your moves to transform or activate objects in order to progress. There are even some objects that won't appear unless you use the right moves. Use the right moves at the right times to get ahead!



What'll happen if you ground-pound ➔ P. 17 these switches?

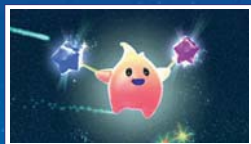


Spin to time your landings! Land when it's safe!

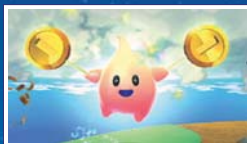
## Found a Hungry Luma?

As you progress in your adventure, you'll run into Hungry Lumas. Once you've talked to one, point at it to display , then press the B Button to shoot the number of Star Bits it wants. Something helpful might happen if you do!

Some Hungry Lumas want to eat coins instead of Star Bits. You'll also find Luma Shops where you can trade in Star Bits or coins for items.



Hungry Lumas



Luma Shop

## Mysterious letters!

If you play through the game at the same time as your friends or family using multiple save files, you might get mysterious letters containing 1-Up Mushrooms from the mailtoad on Starship Mario!



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