

How to Use This eGuide

This *Super Mario Galaxy 2* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

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Prima Games eGuide

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Sky Station Galaxy World Star Galaxy Splo-Oh! Galaxy Fluffy Bird Galaxy Flip-Swap Galaxy Rightside-Down Galaxy Bowser Jr.'s Flarg Flargits

Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

Sky Station Galaxy

Sky Station Galaxy is composed of several small planetoids and a massive battle station. Most planets are host to some nasty little characters. It's also a great place to get used to using Launch Stars and learning how gravity holds you to planetoids in some situations but not in others. General rule: If the planet edge is round, you can walk around to the other side of the planet. If it is a squared edge, you'll fall into space.

Power Stars: Peewee Piranha's Temper Tantrum, Storming the Sky Fleet
Comet Coin: Peewee Piranha's Temper Tantrum
Comet Power Star: Peewee Piranha's Speed Run
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Peewee Piranha's Temper Tantrum

Galaxy Maps

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Goomba Octomba

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Galactic Guide

★ A Star amongst the Stars ★



Stardust falls on the Mushroom Kingdom, bringing with it incredible celebrations. The best party of all is held at Princess Peach's castle, where the most delectable cake in the universe is served while shooting stars arc overhead. This is an invite no subject of the Mushroom Kingdom turns down, especially Mario.



As Mario rushes to Peach's castle for his slice of cake, he encounters a mysterious star that has fallen from the skies. It is a Luma. But not just any Luma—this is a special Luma. The two become fast friends, with the Luma stowing away under Mario's cap. This Luma gives Mario the power to spin and break hard-to-open objects, like crystals.



But as Mario and the Luma approach the castle, Bowser blots out the sky. How did the Koopa King get

so large? Mario's nemesis is at it again, kidnapping Princess Peach. Bowser plans to spirit Peach across the cosmos, so that he can have her cake all to himself. That simply will not do for the hero of the Mushroom Kingdom...

Mario and his Luma soon discover they possess the power of flight, using special Launch Stars that rocket them across the heavens. Able to pursue Bowser, Mario is determined to rescue Peach even if he has to fight his way to the edge of the universe.



After finding the very first Power Star in the closest planetary system to the Mushroom Kingdom, Mario and the Luma meet Lubba. Lubba is the captain of a spaceship. When Lubba sees Mario's Power Star, Lubba offers Mario the spaceship so that he can not only collect more Power Stars, but also chase down the villain that has kidnapped Peach and disrupted the order of the cosmos.



And so Mario's newest adventure is born. Flanked by Lubba and the Luma, Mario sets a course for the vast reaches of space. Together, they will set things right. And then cake will be enjoyed by all.



How to Use This Guide

Like our own cosmos, there are secrets around every corner. This guide will help you unlock all the hidden sights and treasures of *Super Mario Galaxy 2*. So before you blast off for the detailed walkthrough (loaded with full-color maps!), be sure to check out our helpful how-to chapters to get up to speed about everything from how to open every galaxy to Yoshi-riding tactics that will help you return from the stars in triumph.

Adventure School



Adventure School teaches the basics of *Super Mario Galaxy 2*, such as how to travel the cosmos in Starship Mario, the best uses for new items like the Cloud Flower, riding Yoshi, and multiplayer tips. Start here before blasting off for the first Power Star hiding out there in the heavens.

Enemies



Over his career as a hero, Mario has made a few enemies. This chapter lists the foes Mario must face down while criss-crossing the cosmos. However, the big bosses Mario encounters during his travels are located in the walkthrough chapter, next to each planet where these brutes are found.

Walkthrough



The walkthrough chapters cover every inch of space, showing you precisely where to find every single Power Star, the location of hidden power-ups, takedown tactics for every boss, and the secret spots of all 120 Green Stars. You need those Green Stars if you want to unlock the final galaxy and truly complete *Super Mario Galaxy 2*.



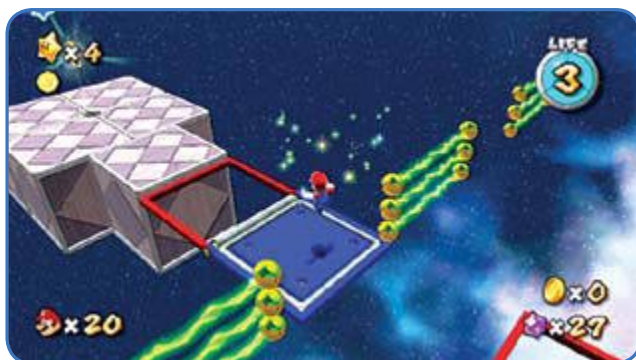
Adventure School

★ How to Play ★

As peaceful as the starry skies look outside your window, Mario knows better. Once out in the cosmos with his nemesis Bowser, the hero must be ready for anything the Koopa King and his offspring Bowser Jr. throw his way. Strange gravity puzzles, giant lava monsters, seemingly unscalable towers...Mario must conquer all of it if he hopes to save Princess Peach from Bowser. To save the day, Mario must be a master of the universe. And with this guide, he will be—provided you give him a little help.

The Essentials

If you are familiar with Mario's previous Wii adventures, either *Super Mario Galaxy* or *New Super Mario Bros. Wii*, then you have a good idea how to control Mario with the Wii Remote. Your game manual explains all the control basics, though, so if you need some assistance with remembering which button does what, be sure to consult it. However, there is much more to saving Peach than knowing when to press the A Button. Mario needs to know everything waiting for him out among the planets and stars, starting with what all the information on the main game screen means.



1. **Life:** This circle represents Mario's health. The three wedges indicate Mario can take three hits before fainting. Lost wedges can be refilled by collecting coins. One coin = one wedge. With a Life Mushroom power-up, Mario can have up to six wedges of life.
2. **Coins:** This is the number of coins Mario has collected during the stage. When Mario finds the Power Star at the end of a stage, these coins are added to an overall total. For every 100 coins Mario adds to that total, he earns a 1-Up.
3. **Star Bits:** These are the Star Bits Mario has collected during the current stage. For every 100 Star Bits Mario collects in a stage, he earns a 1-Up. When Mario completes the stage, these Star Bits are added to an overall total, too.

4. **Extra Lives:** The number of extra lives Mario has for the current game session is noted here. If you turn off the game and start it up again later, though, Mario has just five lives.
5. **Stars:** This is the current number of Power Stars Mario has collected during his entire adventure.
6. **Comet Medal:** Every galaxy contains one Comet Medal. When found, it appears here. The rewards of Comet Medals are explained later in this chapter.
7. **Pointer:** This cursor shows where you are pointing the Wii Remote. If you fire a Star Bit, it goes to this point. If a second player has joined in, an orange cursor appears on screen with the current blue cursor.

Mario's Attacks

To defeat the thousands of enemies Bowser has unleashed to slow Mario's pursuit, the hero must use some of his signature attacks.



Jump attack: Many enemies are defeated by jumping on top of them. If Mario jumps on an enemy, it typically release a coin.





Spin attack: When you shake the Wii Remote or Nunchuk, Mario spins. While spinning, he punches any enemy he touches. This move either stuns an enemy or defeats a currently stunned enemy. Enemies hit with spin attacks usually release Star Bits.



Ground pound: When Mario jumps, he can slam straight down in a powerful ground pound attack. While in the air, press the Z Button on the Nunchuk to ground-pound an enemy or switch. The ground pound is powerful enough to defeat most enemies.

Star Bits



While Mario explores the cosmos, he picks up little twinkling things called Star Bits. They are released by defeated enemies, found inside ? Blocks, released from tall grasses, and more. Mario must collect as many of these as possible, but not just because he

can use them to earn 1-Up Mushrooms. Star Bits are also used to stun enemies. When you point the Wii Remote at an enemy and press the B Button, you fire a single Star Bit. An enemy without armor, like a Goomba, is stunned by the strike. While the Goomba is dazed, Mario can spin attack it, jump on it, and walk into it to kick it.



While exploring galaxies, sweep the pointer around to collect Star Bits whenever you see twinkling lights.

Mario's Jumps

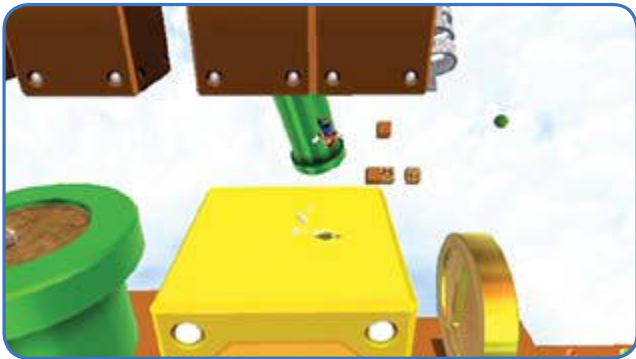
In addition to Mario's normal jump, he has a series of special jumps that are useful for certain situations. These special jumps are performed by using the jump button in conjunction with other moves, such as the basic spin jump. The spin jump gives Mario an extra little boost when you shake the Wii Remote while Mario is in mid-jump. Other special jumps include:



Long jump: While running, duck down and then jump to launch him across the ground (or over a gap) with a long jump. Use this jump to cross great distances. This jump sacrifices height for distance, so it's also useful for passing beneath flying enemies.



Backwards Somersault: If Mario is ducking at a standstill, pressing jump performs a backwards somersault. Backwards somersaults get more height than regular jumps. To properly aim a backwards somersault, face away from the ledge or block Mario needs to hop on top of before jumping.



Side Somersault: Mario can get a little extra height out of a jump if you suddenly switch direction and jump at the same time. Mario flips to the side, jumping higher than a regular hop.



Triple Jump: Mario's triple jump is an excellent way to reach a really high ledge. To pull it off, Mario needs the space to execute three jumps without interruption. That third jump is accompanied by a little whoop, indicating that Mario is executing the high triple jump.

Luigi



After you complete several stages, Luigi decides he wants to help his brother save Princess Peach. On certain stages, Luigi is waiting at the starting point for Mario. Mario can then speak to Luigi and, if desired, switch places with him. Luigi has all the same moves as Mario, from long jumps to the ability to use special items. However, there are two key differences. Luigi can jump a bit higher than Mario. This is great for reaching high ledges and grabbing tough-to-reach prizes and power-ups. However, Luigi's drawback is that he cannot stop on a dime like Mario. Luigi skids to a stop. This can be trouble around ledges. If Luigi doesn't stop soon enough, he can skid right off into space.



If at any point during a stage you want to switch back to Mario, you must exit the stage and restart it. However, just know that any Power Star found by Luigi does go to the overall Power Star collection.





Getting Around the Galaxy

Jumping will only get Mario so far in this adventure. To cross hundreds of planets and see the far reaches of space, he must master the elements of space travel.

Gravity



Gravity is one of our universe's great constants, but in *Super Mario Galaxy 2*, it's a little more fluid. In many cases, gravity pulls down, but down can be relative depending on the situation. While walking on the surface of a spherical planet, gravity pulls to the center. This allows Mario to walk all over the planet without falling off. In 2D stages, gravity pulls straight down and Mario can fall off ledges. There are planets that combine both of these elements, though. If you are walking across a planet and see a sharp edge, just assume that crossing it is the same as walking off a ledge. Mario will fall out into space.



Many planetoids have their own gravity systems, able to pull Mario in if he jumps close enough to be "caught."



In some areas, gravity is dictated by the patterns on the wall behind Mario. In those cases, look at the arrows on the walls to see which direction gravity is pulling. But be warned: There are many galaxies where gravity is in a state of flux. With little notice, down can suddenly be up!

Launch Stars



Many planets are so far apart that Mario must use Launch Stars to reach them. Launch Stars are large yellow stars that vibrate when Mario gets close to them. To blast off, shake the Wii Remote while Mario is standing near the Launch Star. The Launch Star charges up and then sends Mario rocketing to the next planet. Launch Stars have predetermined paths, so they always lead to the same spot any time you move through the stage.



Sometimes, Mario will encounter a Launch Star while blasting through space on the path of another Launch Star. Shake the Wii Remote just as Mario closes in on the mid-flight Launch Star to be grabbed by it and flung in a totally different direction.

Pull Stars



Pull Stars are little stars that hang in space. Mario can use them to pull himself free of gravity and across space. To pull with a Pull Star, just point at it with the Wii Remote and press the A Button. Mario is pulled to the Pull Star. If you release the A Button while Mario is pulling along, he drifts. This is useful for picking up power-ups and objects beyond the reach of Pull Stars.


TIP

If Mario is hit while pulling through Pull Stars, he falls into space. Act quickly, though, and Mario can grab another Pull Star and be pulled to safety before losing an extra life.

Hungry Lumas



Throughout Mario's travels, he will encounter pink, Hungry Lumas. These Lumas want to nibble on coins or Star Bits. If Mario feeds them the requested amount, the Lumas transform into new planets. These new planets are often where Mario can find hidden Power Stars. From the World Map, Hungry Lumas create entire new galaxies when properly fed. If Mario feeds a Hungry Luma enough coins while inside a galaxy to make it transform, he does not necessarily have to immediately follow the new path. If Mario completes the stage and secures the Power Star he was originally going for, the new planet created by the Hungry Luma is still there the next time he returns to that stage.

Pick-ups and Power-ups

1-Up Mushrooms and Life Mushrooms



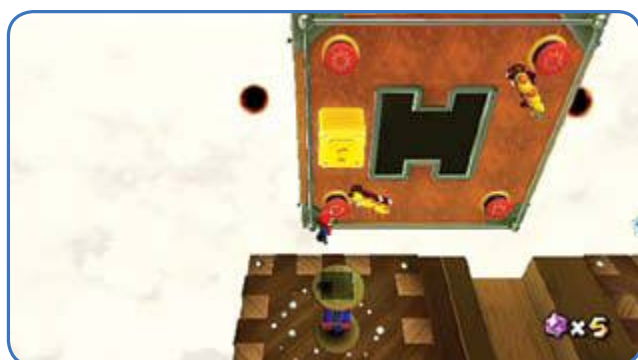
There are two types of mushrooms Mario can pick up while crossing the cosmos. Green-capped mushrooms are 1-Up Mushrooms, which give Mario an extra life so he can keep going in case he stumbles. The red-capped Life Mushrooms double Mario's life wedges to six. The second set of life wedges appears on top of the original

three. Mario holds on to that second set of wedges until he's hit three times without finding a coin to regain a wedge. Once Mario drops from four wedges to three, the second set of wedges disappears and cannot be refilled.



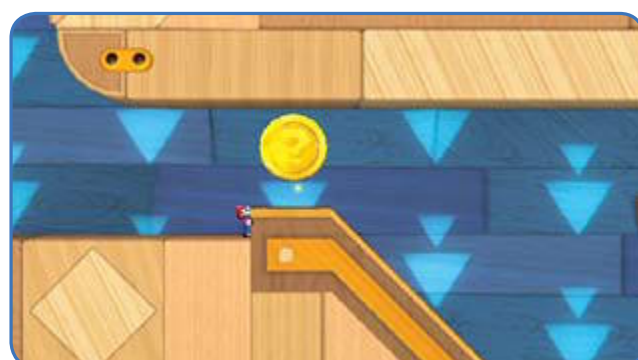
Salesman Luma: Every so often, Mario finds a blue Salesman Luma. For 30 Star Bits, this Luma will give Mario either a 1-Up Mushroom or a Life Mushroom. It's either-or. The Salesman Luma will not sell both and vanishes after the purchase is made.

? Blocks



The question-mark-emblazoned blocks Mario jumps into are called ? Blocks. These blocks usually contain coins or Star Bits. Some ? Blocks contain multiple coins. To claim the prize, stand beneath the block and jump. Mario bonks the block, freeing its contents. If it contains Star Bits, use the pointer to pick them all up before they vanish.

? Coins



When Mario spies a ? Coin, he better pick it up. ? Coins result in the temporary appearance of special



prizes, like a line of coins that lasts only a few seconds. (Sometimes, if Mario grabs all the coins, he earns a bonus 1-Up.) Some ? Coins release a trail of musical notes. Run through the notes, collecting every single one, to win bonus 1-Up Mushrooms.



As Mario collects notes, he hears a theme song from his illustrious history. That's sweet, but not nearly as sweet as banking three 1-Up Mushrooms for finishing the song!

Checkpoint Flags



As Mario explores galaxies, he encounters small flags with Bowser's face on them. However, when Mario touches the flag, it turns bright red and bears a large M. These are checkpoint flags. Should Mario faint while trying to claim the Power Star, he will restart at the most recently touched checkpoint flag rather than the beginning of the stage.

Chance Cubes & Lucky Cubes



Lucky Cubes are dice emblazoned with three symbols: 1-Up Mushroom, Coin, and Bowser's Head. To activate a Lucky Cube, spin into it. The Lucky Cube then bounces around. When it settles, it awards whatever is facing straight up. If that happens to be Bowser's Head, the Lucky Cube releases a Goomba.

Chance Cubes, sometimes found in the wild or purchased from a Salesman Luma on your ship, always pay out something. Maybe you'll just get a handful of Star Bits, but you could also roll a 1-Up Mushroom if you're lucky!



Teleporters

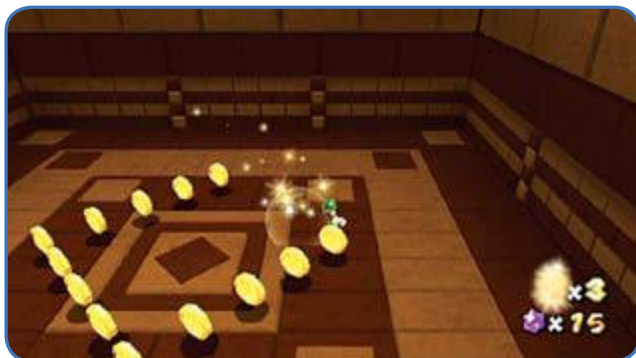


Some galaxies contain glowing discs called Teleporters. Teleporters lead Mario to medium-sized platforms covered with enemies. Mario now has a challenge. Defeat every enemy on the platform before time is up. If he does so, he wins three 1-Up Mushrooms. Of course, the catch is that he must also claim the 1-Up Mushrooms, too, before time is up or he warps back to the galaxy emptyhanded.



All platforms on the other end of a Teleporter are littered with Star Bits and coins. Pick them up, but only if you have extra time!

Secret Rooms



Occasionally, green pipes lead to secret rooms. These secret rooms are often filled with treasures, like coins. If Mario finds a secret room full of coins, either all spread out in front of him or released only when a ? Coin is collected, chances are good that a Hungry Luma is about. The walkthrough section of this guide details all the Hungry Luma locations and the cost of pleasing them, so be sure to seek out coin-filled rooms whenever necessary.

Multiplayer



Mario may be the hero here, but he cannot get by without a little help from his friends. A second player can join in the adventure. Player Two is a little orange Luma that follows Mario around. The Luma can attack enemies with spins, and there are a few more very useful ways for Player Two to assist.

Multiplayer (continued)



Player Two has his own pointer cursor that can be used to shoot Star Bits at enemies and stun them. But new to *Super Mario Galaxy 2* is the ability for the second player to grab small- or medium-sized enemies and hold them in place so Mario can attack them or avoid them without getting touched. Player Two just needs to place the cursor over the enemy and hold the B Button. The little orange Luma then rushes in and grabs the enemy.



While Player Two cannot use these holds on bosses, he can grab medium-sized enemies like Chomps and hold them up for Mario. In the Chompworks Galaxy, for example, Player Two is very helpful holding the Chomps back so Mario can grab the Comet Medal without being bonked off the planet. Player Two can even hold the Chomp so another brute rolling off the assembly line runs into it, creating an explosion of Star Bits.

Yoshi

Mario's good friend Yoshi joins him in this cosmic romp. Yoshi rests inside green-speckled eggs, found in nests around the galaxy. To free Yoshi, just spin attack Yoshi's Egg. Yoshi jumps out, happy to see Mario. Now just jump on Yoshi's back and the two are ready for adventure. There are many, many benefits to riding Yoshi.

Yoshi runs faster and is not slowed down by mud or water. Yoshi can use a cool flutter jump for extra height. Your buddy can use his tongue to attack enemies or gobble up special foods that give Yoshi unique powers.





If Mario or Yoshi is struck by an enemy while riding, Mario is immediately kicked loose. Mario has just a few seconds to get back on Yoshi before Yoshi disappears. Yoshi seeks refuge inside Yoshi's Egg. The next time Mario comes across a nest, he can just free Yoshi from an egg again.

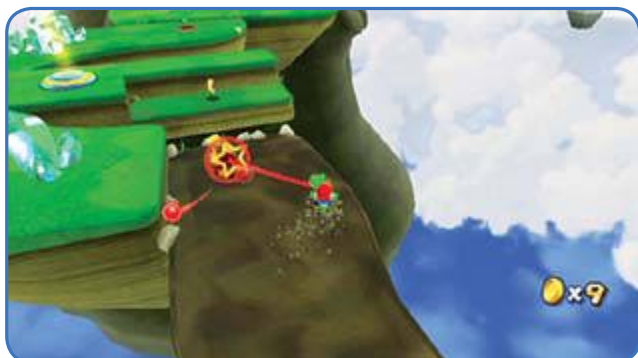


TIP

Mario can dismount at any time by performing a backwards somersault to leap off Yoshi.



Attacking and Eating



Yoshi has two means of defense: Licking up enemies or attacking with a Head Shake. To perform a Head Shake, just shake the Wii Remote like you would to make Mario perform a spin attack. However, far more useful is Yoshi's enormous appetite. Point the Wii Remote at an enemy and, when a red circle appears around it, pull the B Button to lash it with Yoshi's tongue. Yoshi flicks his tongue out and pulls the enemy into his mouth. Small enemies are immediately turned into Star Bits!



However, some enemies can be gobbled up and then used against other enemies. When Yoshi licks a spiky Spiny, for example, it curls up into a ball. Now Yoshi can slurp up the Spiny and hold it in his mouth. While holding the Spiny, look around for another enemy or a breakable object, like a glass case. Use the Wii Remote to point Yoshi at the target (a useful arrow appears in front of Yoshi to help you) and then press the B Button to spit it out. Yoshi can hold some enemies in his mouth indefinitely, while others can only be held for a few seconds.



NOTE

Yoshi can lick up multiple small enemies or objects. Swipe the pointer over things to create multiple circles and then press the B Button to quickly lick 'em all up.



TIP

Whenever Yoshi sees a Yoshi Fruit, eat it to earn a handful of Star Bits.





Yoshi can use his tongue to swing across special flowers. Point at each flower and hit the B Button to swing to that flower. Use this technique to cross networks of flowers and reach exciting new places.

Flutter Jump



Like Mario and Luigi, Yoshi can jump. But only Yoshi can flutter jump. This move gives Yoshi a little extra oomph at the end of a jump, which is often just enough to scale a block or cross a wide gap. To flutter jump, jump but hold down the A Button while leaping. At the end of the jump, Yoshi makes a little grunt and starts kicking his legs to get those extra inches. Use flutter jump for extra height while seeking out hard-to-reach goodies!



TIP

Dismount from Yoshi while flutter jumping to really get some extra height!

Dash Pepper

The Dash Pepper is a chili that gives Yoshi a temporary burst of amazing speed. In fact, Yoshi gets going so fast he can run across water or straight up walls.



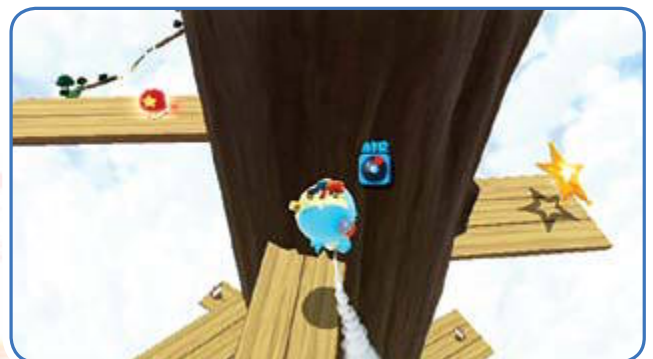
However, while Yoshi's mouth is afire from eating this pepper, your buddy is a little tougher to wrangle. Slight turns are now exaggerated, making it easy to accidentally steer Yoshi right off a planet.



While the Dash Pepper is taking effect, Yoshi cannot stop. Yoshi runs until the effects wear off, so if Yoshi needs to stop before his mouth cools down, steer him into a wall or fence and just let those fiery taste buds return to normal.

Blimp Fruit

Yoshi's flutter jump is pretty good for getting a little extra height out of a hop, but when Yoshi gobbles a blue Blimp Fruit, he really takes to the skies. After eating a Blimp Fruit, Yoshi blows up like a balloon and immediately starts rising into the air. As Yoshi flies, though, he expends that air. He will not just keep going up forever. Use the small meter next to Yoshi to see how much longer Yoshi will float straight up. When the meter is empty, Yoshi deflates and drops right back down, so try to steer over a ledge so he doesn't fall into space.



Yoshi can also hover after eating a Blimp Fruit. Just hold down the A Button and Yoshi no longer flies upward, but Yoshi does keep expelling air. Hovering



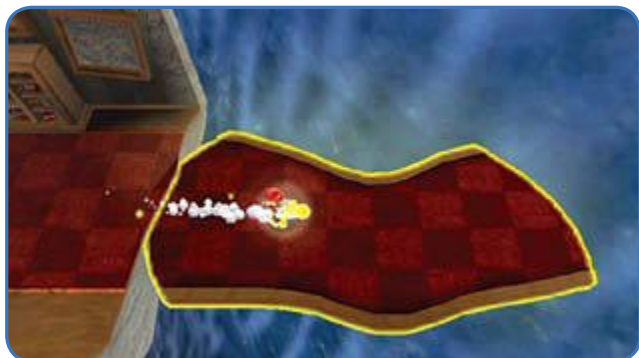
is a good way to avoid accidentally floating into a hazard, like a spiked ball or an enemy. If Yoshi does bump into something dangerous, he immediately releases all air and falls straight down.



While ballooning from a Blimp Fruit, Yoshi cannot lick up anything.

Bulb Berry

The yellow fruits Yoshi eats are called Bulb Berries. As soon as Yoshi swallows one, hidden objects and platforms around Yoshi are visible. When a platform, for example, is visible, Yoshi can then stand on it. However, it is not advised to just keep standing there.



As soon as the Bulb Berry's effects kick in, they start a slow process of wearing off. The distance of now-visible stuff Yoshi sees begins to contract. Hurry to always-visible ground or grab another Bulb Berry to keep from falling into space!

Mario's New Looks

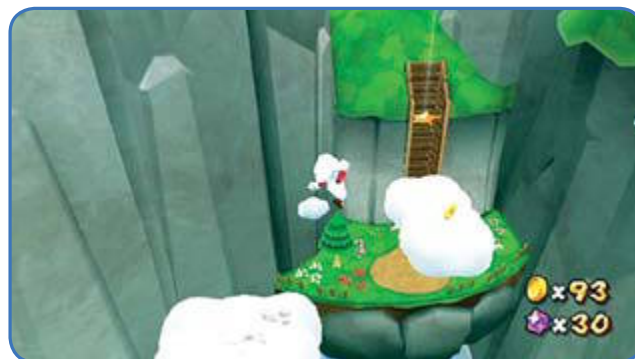
No doubt about it, Mario still looks snazzy in his classic overalls. But sometimes, while crossing the cosmos, Mario needs to slip into some different duds to defeat his enemies or escape dangerous situations. There are three new abilities Mario can try out in this trip: Cloud Mario, Rock Mario, and Spin Drill. These new looks are joined by classics like Fire Mario and some from Mario's first galactic getaway, such as Boo Mario and Bee Mario.



With the exception of Fire Mario and Rainbow Mario, Mario loses any of these abilities if he is hit by an enemy or falls into water.

Cloud Mario

When Mario picks up a Cloud Flower, which looks like a fluffy cloud on a small stem, he transforms into Cloud Mario. With this power, each spin releases a cloud platform beneath Mario's feet that keeps him from falling. Cloud Mario is able to create three cloud platforms, one per spin. Picking a new Cloud Flower recharges the ability, but the maximum number of clouds Mario can "hold" is three. The number of reserve clouds is noted by the number of small clouds trailing Mario as he runs.



The cloud platforms Mario creates are often required to cross wide gaps in the stage. Mario just needs to

jump out into the void and then spin to conjure up a cloud. Mario also can use them to scale great heights. Performing a backwards somersault on a cloud and then spinning is a perfect move for scaling a tall wall or ascending a tower. The cloud is not permanent, though. It disappears after several seconds. If the cloud is struck by an enemy (or an enemy's projectile), it also vanishes.



TIP
Cloud Mario is able to stand on existing clouds. Otherwise, Mario is just too heavy to be held up by a fluffy cloud.

Rock Mario

The Rock Mushroom transforms Mario into Rock Mario. As Rock Mario, the hero can roll up into a boulder and smash through enemies without taking damage. Just point Rock Mario at a target and shake the Wii Remote. Rock Mario balls up and blasts off. Rock Mario can barrel through several small enemies, but he is stopped cold after crashing into (and defeating) a single large enemy.



Rock Mario can smash open crystal or large rocks. A single bump from Rock Mario is also enough to push down a wall.



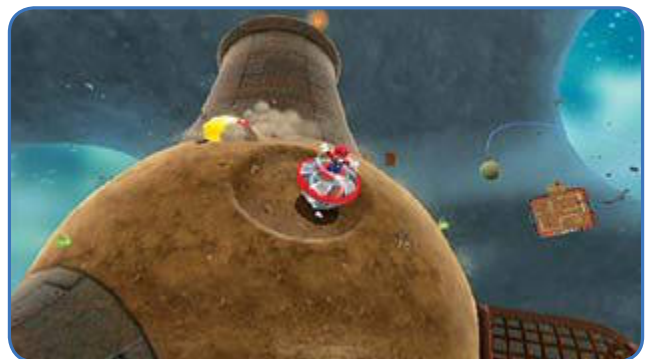
One catch with Rock Mario? Once he gets going, he's hard to stop. Rock Mario will come to rest if he crashes into a heavy object. Or, while rolling, press the A Button to jump and then press the Z Button in midair to cancel the roll. So if he's not careful, he can fly right off the side of a platform and out into deep space.



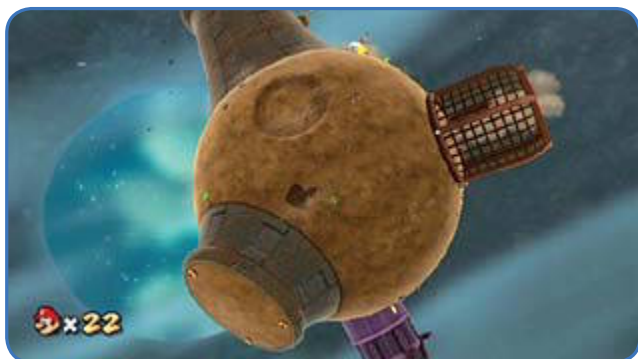
TIP
Rock Mario can break out of the boulder at any time by performing a ground pound. Just jump into the air and press the Z Button.

Spin Drill

When Mario picks up a Spin Drill, he now holds the power to burrow through planets. The Spin Drill can burrow through loose dirt only, though. If Mario attempts to dig on rock, he's denied. If, while drilling, he hits rock or metal, he's bounced right back to his starting position. Sometimes, this bounce effect can help Mario pass through areas where angled walls block his way.



When Mario drills, he stands on top of the device and spins it. When the drill comes out the other side of a planet, the drill bit emerges first, making it a potent weapon to use against enemies. If Mario drills up under an enemy, even a large one, he defeats it or at least causes some damage.



While drilling through dirt, Mario appears only as an outline. Use this to guide future drills if he bounces back.



Drill down on armored enemies that are immune to regular jump attacks.

Bee Mario

Mario turns into Bee Mario by picking up a Bee Mushroom; it allows Mario to fly short distances and stick to honeycomb walls. A Fly Meter appears above Bee Mario's head, telling him how much flight time he has left. The longer Bee Mario buzzes in the air, the faster the meter empties out. If it hits the bottom, Bee Mario cannot fly anymore and drops straight down.



However, the moment he touches a surface, the meter starts to refill. The Fly Meter also refills if Bee Mario collects coins while in the air. If Bee Mario takes off again before the meter has refilled, his flight time is less than a full charge.



Bee Mario cannot use all his regular jumps, like the long jump or triple jump.



Bee Mario can only fly so high. Bee Mario's abilities are good for crossing gaps or getting over enemies, but they're not particularly useful for scaling giant heights.

Boo Mario

When Mario collects a spectral white Boo Mushroom, he transforms into Boo Mario. Boo Mario has many of the same powers as the pesky Boos that have haunted him over the years. As Boo Mario, Mario can fly; unlike Bee Mario, he can fly without any time or power limitations. To fly as Boo Mario, repeatedly tap the A Button. Each press gives Boo Mario a little more altitude.



Boo Mario can temporarily disappear. When you shake the Wii Remote, Boo Mario turns invisible, allowing him to slip through some walls, provided they are not completely solid.

Spring Mario

The Spring Mushroom results in Spring Mario, a very bouncy version of the hero. Spring Mario can make superjumps that far exceed the final leap in a triple jump. To prime Spring Mario for a giant jump, hold down the A Button just as Spring Mario touches the ground. Spring Mario coils up and then explodes into the air with incredible speed.



the ground until striking an object or enemy. This power is only temporary, so listen to the special music that plays. To cast a fireball, shake the Wii Remote. Mario lobbs a fireball in the direction he is facing. Use fireballs to defeat enemies or break through obstacles like wooden crates.



Most enemies and objects can only withstand a single fireball strike.

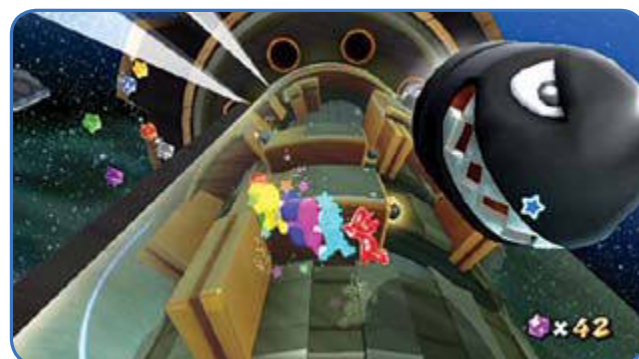
Rainbow Mario

Mario loves the sight of a Rainbow Star. When he picks up this ultimate power-up, he transforms into Rainbow Mario.

Mario is temporarily invincible, able to run through any enemy and defeat it with a single touch. He also runs faster when wearing this outfit.



Spring Mario's great leaps come at one cost: Control. Precision movements while bouncing around as Spring Mario are very difficult. While in the air, use the Nunchuk to exert some control over Spring Mario's trajectory. While just bobbling across the ground, Spring Mario can never stand still, so be careful around ledges. If Spring Mario isn't careful, he can bounce right off an edge and into space or lava.



Fire Mario

Fire Mario is Mario's most familiar alternate outfit. He's been wearing it for more than 25 years! When Mario picks up a Fire Flower, he can throw fireballs that bounce across



However, such incredible power is truly fleeting. Rainbow Mario only lasts a few seconds, so be sure that when Mario picks up this power-up, he's surrounded by monsters. Make the most of it!



★ Star Charts ★

Now that you know how Mario, Luigi, and Yoshi can take care of Bowser and his baddies, let's look at exactly how you open up every corner of the galaxy so you can actually go about kicking their tails from here to Uranus. Mario travels the cosmos aboard the special Starship Mario, customized to look like the hero. As Mario goes from galaxy to galaxy, he must collect stars to keep breaking open new boundaries and discovering uncharted worlds.

Star Collecting

The most valuable commodity in the cosmos are stars. Only by collecting stars can Mario keep Starship Mario powered up and ready to push on to the next new galaxy. However, there are different types of stars and treasures out there, all necessary to finally corner Bowser.

Power Stars and Grand Stars

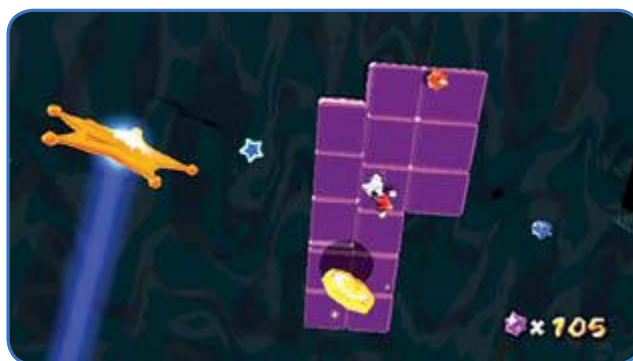


The goal of each stage is to locate the Power Star. The Power Star is a shining, spinning star found at the end of the stage, often protected by tough enemies or devious traps. All Mario has to do is touch the Power Star to end the stage in success. It is immediately added to his collection as he's spirited back to his starship. There are seven galaxies in each world and every galaxy has a specific number of Power Stars inside it. The first four galaxies in a world have three Power Stars. The last three galaxies have just two Power Stars. Once you have all the Power Stars, a galaxy is considered complete...for now.



The last galaxy of each world is lorded over by either Bowser or Bowser Jr. This terrible twosome owns the Grand Stars. Grand Stars are massive Power Stars with the ability to unlock entirely new worlds. Without the Grand Star, Mario cannot move closer to saving Peach.

Comet Medals



Every single galaxy has a Comet Medal hidden in it somewhere. There is only one per galaxy, so if you find it in the first stage, you no longer need to look around for it in other stages. To collect the Comet Medal, you just need to pick it up like any other power-up or item, but you must then finish the stage by collecting the Power Star. If you grab the Comet Medal and then faint before reaching the Power Star, you do not add the Comet Medal to your growing collection.



What are Comet Medals for? Comet Medals unlock one Power Star per galaxy. After you collect a certain number of Comet Medals, you begin unlocking the Comet Power Stars in the galaxies for which you have found the Comet Medals. Use the chart in this chapter to see exactly which medals are needed to unlock Comet Power Stars.

Each galaxy walkthrough calls out the precise location of the Comet Medal and how to snag it. The Comet Power Star mission is also detailed so you know what changes to expect to a stage when a comet flies overhead.

Green Stars



After you collect all 120 Power Stars and defeat Bowser again at the end of World 6, don't even think of turning off the Wii. You're only halfway done with the game. When you get the Complete Ending after finding all 120 Power Stars, a special green comet soars over the galaxies, distributing 120 Green Stars across the planets. You must now traverse the universe again to seek out these special stars.



The number of Green Stars in a galaxy is the same as the number of Power Stars. So, if a galaxy has three Power Stars, there are three Green Stars. These Green Stars can be found across multiple stages or all in a single stage. Each galaxy walkthrough shows you exactly where to find all 120 Green Stars and, if they are especially hard to reach, instructions on grabbing them.



World Map

After collecting a handful of Power Stars, you have a full view of the entire World Map from your spaceship. There are six main worlds and one secret world unlocked only by defeating Bowser at the end of World 6. From this map, you can move from galaxy to galaxy. When you stop on a galaxy, you can see how many Power Stars you have found within that system and if you have collected the Comet Medal.



World Map zoomed view



World Map high view

When you unlock the second world, you can then use your spaceship to get a really high view of the galaxy. From up there, you can quickly scroll from world to world and see small icons of each unlocked galaxy. These galaxies have little symbols next to them. The Comet Medal means you have located the Comet Medal in that galaxy. A silver crown indicates that you have retrieved the Comet Medal and all Power Stars. The gold crown means you have completed every single goal in that galaxy, including finding the hidden Green Stars.



While exploring the worlds, you often encounter roadblocks of sorts. The routes between galaxies are sometimes blocked by yellow discs with a Power Star symbol on them. These blocks are not lifted until you have collected a set number of Power Stars. The required number is revealed when you point the cursor at that disc. As soon as you have the necessary Power Stars, steer over the disc and it disappears in a flash. Hungry Lumas also linger on the World Map. When you touch them, you can choose to call them down to your ship. There, feed them the requested number of Star Bits to make them transform into new galaxies.

Unlock Chart

On your first pass through the galaxies, you can easily pinpoint the location of most Power Stars. However, there are certain Power Stars that are harder to find because they have special requirements before they open up. This chart explains exactly how to access these additional Power Stars, whether it's by collecting a certain number of Comet Medals or by gathering up certain numbers of Power Stars.

Comet Power Stars

When you collect Comet Medals, you unlock special Power Stars. These contests are often dictated by special conditions, such as needing to collect purple coins or complete a boss battle with just one wedge of life. There are specific conditions, though for unlocking a comet's appearance in a galaxy:

Comets do not even start appearing until Mario collects at least four Power Stars from World 3.

Comets do not appear until all Power Stars (except for hidden stars or Comet Power Stars) have been found.

Comets appear over a galaxy only after the required total number of Comet Medals have been collected (see table).

Daredevil comets (complete a stage with only one life wedge) appear after two Comet Power Stars have been collected.

Only after you complete Cloudy Court do prankster comets releasing Cosmic Clones appear.

Purple coin comet challenges appear after Mario completes the Puzzle Plank Galaxy.

Challenges

As you collect Power Stars, you receive invites from The Chimp, Gearmo, and Jibberjay to return to previously explored galaxies to partake in new contests for additional Power Stars.

Comet Power Star Unlocks

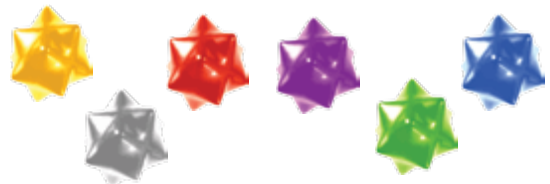
Galaxy Name	Comet Medals Required
Cloudy Court Galaxy	1
Yoshi Star Galaxy	2
Spin-Dig Galaxy	3
Puzzle Plank Galaxy	4
Sky Station Galaxy	5
Boulder Bowl Galaxy	6
Flip-Swap Galaxy	8
Tall Trunk Galaxy	9
Hightail Falls Galaxy	10
Rolling Masterpiece Galaxy	10
Flipsville Galaxy	11
Haunty Halls Galaxy	12
Sweet Mystery Galaxy	14
Supermassive Galaxy	15
Chompworks Galaxy	18
Slipsand Galaxy	19
Shiverburn Galaxy	19
Bowser Jr.'s Fiery Flotilla	20
Bowser's Lava Lair	22
Flash Black Galaxy	23
Throwback Galaxy	24
Clockwork Ruins Galaxy	26
Bowser Jr.'s Fearsome Fleet	27
Starshine Beach Galaxy	28
Battle Belt Galaxy	30
Beat Block Galaxy	31
Bowser's Gravity Gauntlet	32
Bowser Jr.'s Boom Bunker	34
Bowser's Galaxy Generator	36
Mario Squared Galaxy	38
Rolling Coaster Galaxy	40
Twisty Trials Galaxy	42
Flip-Out Galaxy	44
Stone Cyclone Galaxy	46
Boss Blitz Galaxy	48
Grandmaster Galaxy	49

Power Star Unlocks

Galaxy Name	Power Stars Required
Spin-Dig Galaxy	3
Bowser Jr.'s Fiery Flotilla	7
Bowser's Lava Lair	16
Bowser Jr.'s Fearsome Fleet	28
Bowser's Gravity Gauntlet	40
Bowser Jr.'s Boom Bunker	55
Throwback Galaxy	60
Battle Belt Galaxy	65
Bowser's Galaxy Generator	70
Rolling Coaster Galaxy	75
Twisty Trials Galaxy	80
Stone Cyclone Galaxy	90
Boss Blitz Galaxy	100
Flip-Out Galaxy	110

Star Bit Unlocks

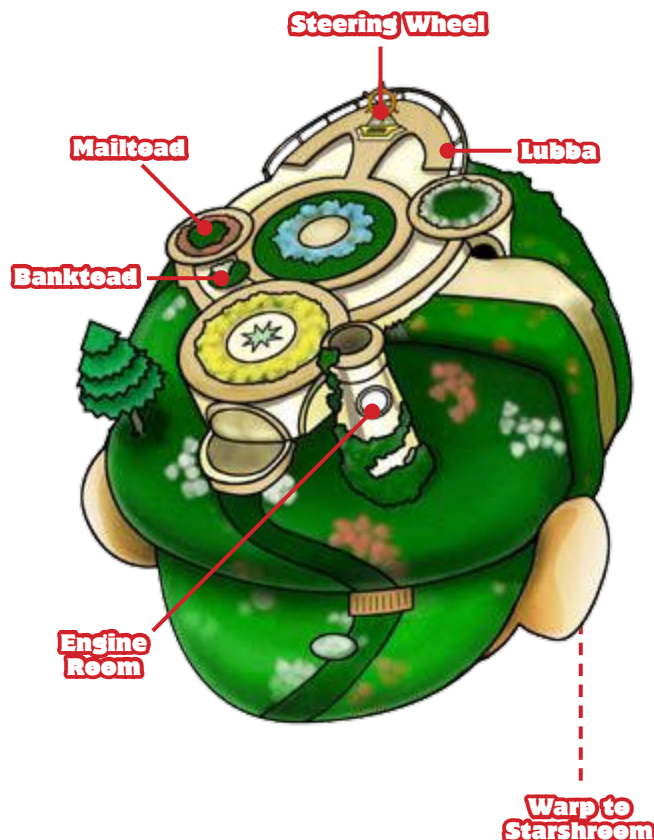
Galaxy Name	Star Bits Required
Flip-Swap Galaxy	300
Honeybloom Galaxy	700
Beat Block Galaxy	1,000
Sweet Mystery Galaxy	1,200
Fleet Glide Galaxy	1,500
Flash Black Galaxy	1,800
Flip-Out Galaxy	2,000



★ Starship Mario ★

After Mario collects the first Power Star in the Sky Station Galaxy, he lands on a starship. This is Starship Mario, captained at first by Lubba, a lovable purple Luma. But when Lubba learns of Mario's mission to save Peach, Lubba turns the ship over to Mario and refashions it in the shape of Mario's head. It's really quite flattering if you think about it. Starship Mario acts as the hub world. From this ship, Mario can blast off for new worlds or launch re-exploration missions to previously visited galaxies. But so much more is going on aboard Starship Mario...

Map



Lubba



Lubba stands beside Starship Mario's wheel, ready to dispense useful advice. Whenever Mario returns to the starship after meeting a special goal or unlocking something new, Lubba is right there to give him the full update. Talk to Lubba from time to time to learn more about the starship and the universe it's sailing through. Lubba is a wonderful resource for budding captains.

Steering Wheel and Star List



Starship Mario is controlled by the wheel on its bridge. When Mario steps up to the wheel, he immediately jumps to the World Map, where the ship can be moved around each galaxy. After you collect 16 Power Stars, a list is erected next to the wheel that keeps track of collected Power Stars and discovered galaxies. Use this list for a quick look at Mario's progress and spot galaxies he must return to in order to find all of the Power Stars and the Comet Medal.

Mailtoad

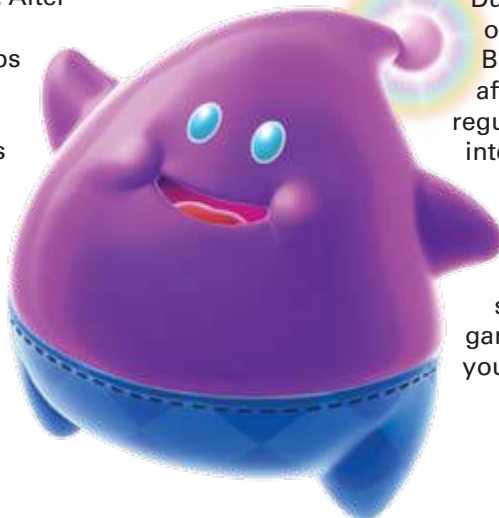


Mailtoad stands on Starship Mario, ready to deliver letters whenever Mario returns from a Power Star mission. If Mailtoad has a letter or postcard, a small letter symbol appears over its head. Speak to Mailtoad to receive the message. Some letters are from Peach and include bonus 1-Up Mushrooms. When Mario receives an invitation for a special event or challenge, Mailtoad also presents this to the hero. Mailtoad keeps all delivered mail handy, so if Mario ever wants to revisit past correspondence, just speak to the little guy.

Banktoad



During his travels, Mario collects a lot of Star Bits. Be sure to deposit Star Bits with this banker (he appears after you visit Spin-Dig Galaxy) on a regular basis. Banked Star Bits collect interest, which comes in handy when you need to make a withdrawal to feed the Hungry Lumas Mario encounters on the World Map. Banked Star Bits transfer across save files, so if you start a new game, you can keep all the Star Bits you have in the bank!



Engine Room



The Engine Room on Starship Mario doubles as a trophy room of sorts. As Mario explores the cosmos and finds new power-ups like the Rock Mushroom and Spin Drill, they are stored in this room. Mario cannot take these items out of the Engine Room, but he can view them at any time.

Passengers



As Mario encounters citizens of the cosmos, some choose to travel on Starship Mario. The Star Bunny, Whittle, Gearmo, Bob-omb Buddy, and more take up residence around the ship and are happy to chat whenever Mario has a free moment. While making the rounds and chatting, be sure to play with any available Chance Cubes or pick up freebie Star Bits.



When Yoshi, the Toad Brigade, and the Cloud Flower are discovered, they also appear on the starship. Use these to locate 1-Up Mushrooms and other goodies above Starship Mario. The Toad Brigade Warp Pad by the starship ear leads to the Toads' Starshroom, which has a 1-Up Mushroom. Yoshi can use flowers to reach a platform above the ship and collect Yoshi Fruit for Star Bits. Use the Cloud Flower to clamber up to the cloud high above the ship and locate a hidden 1-Up Mushroom.



These rewards are refreshed every time Mario comes back from a successful Power Star mission.



After you collect 24 Power Stars, a Salesman Luma appears on Starship Mario. It sells Chance Cubes for 30 Star Bits. Chance Cubes only pay out in Star Bits or 1-Up Mushrooms. After you find 60 Power Stars, a second Salesman Luma joins the first. It charges 100 coins for five Chance Cubes. Now Mario has two shots at 1-Up Mushrooms every time he returns to the starship.



Enemies

Unfriendly Faces in High Places

When pursuing Bowser across the cosmos to save Princess Peach and recover the missing stars, Mario must battle through thousands of smaller (and sometimes not-so-small) minions and monsters. Many of Mario's familiar foes like Piranha Plants and Goombas have taken up residence in the celestial labyrinths that await, taking orders from Bowser to make sure Mario does not pass. But there are new enemies lying in wait, too. And it would seem they've taken lessons in how to pester plumbers from the old guard.

Of course, Mario has the tools and the talent to defeat or outsmart every single one of these bad guys. Use this critter compendium to keep track of every enemy you will encounter so that no threat gets the drop on Mario. After all, dealing with gravity—seemingly the ultimate enemy out there—is challenging enough.

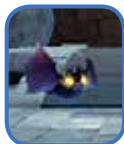
Banzai Bill

Banzai Bills are massive Bullet Bills that Mario cannot defeat without the aid of a power-up like the Rainbow Star. These brutes streak in a straight line, unstoppable and unrelenting. Stay out of their way at all costs.



Bat

Bats are flitting, fast enemies that lurk in caves. Use Star Bits to knock them to the ground, where Mario can stomp them for coins.



Blooper

Bloopers are squid-like creatures that swim through the sea. They are deadly to the touch, so they must be avoided. Star Bits stun them, but to take them out Mario must smash them with a shell.



Bob-omb

Bob-ombs are walking little explosives. They bobble around until they spot Mario, and then the fuse is lit. The Bob-ombs start flashing red and try to get close enough to Mario to cause damage when they finally pop. However, Mario can turn the tables by spinning next to a Bob-omb, picking it up. Mario can then throw it at obstacles or other enemies to blow them up.



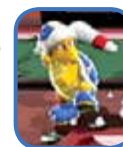
Boo and Mega Boo

Ghostly Boos are actually quite shy. When Mario turns to look right at them, Boos freeze in their tracks and cover their eyes. As soon as Mario turns back around, Boos give pursuit again. Mario cannot defeat a Boo with a jump or stomp, but he can spin next to a Boo to swing it around and drop it behind him. This gives Mario a little extra space to put some distance between him and the Boo.



Bros.

Bros. are Koopa-like enemies that have advanced enough to where they use weapons like hammers and boomerangs. Bros. jump around a lot, making them difficult to pin down and attack. Fire Star Bits at the Bros. to keep them from attacking or jumping so Mario can get in there and retaliate with a jump or spin attack.



Bullet Bill

Blasted out of cannons, Bullet Bills are projectiles that lock on to Mario (look out for those eyes to turn red!) and then chase him down. Mario cannot jump on Bullet Bills like other enemies, but he can defeat them by leading them into walls or other foes. Yoshi can swallow Bullet Bills and hold them in his mouth for a few moments. Yoshi can then aim at an obstacle or enemy and spit out the Bullet Bill.



Cheep Cheep

Cheep Cheeps swim through the seas, not necessarily looking for a fight. But if Mario gets too close, the Cheep Cheep will cause damage. To defeat a Cheep Cheep, use a shell attack.



Chomp and Silver Chomp

Chomps are cannonball-like monsters with enormous mouths that roll along paths without deviation or stopping (with one exception). This is both a blessing and a curse. Mario always knows exactly where Chomps are headed, but he must stay out of the way because they cannot be defeated with normal attacks or stopped with Star Bits. Chomps can, though, be defeated with Rainbow Stars. The Silver Chomp rolls after our hero with dogged determination. Unlike Chomps, it does not pop if it bounces into something. The only way to defeat a Silver Chomp is to somehow knock it off the planetoid.



Choppah

These flying beasts are difficult enemies to dispatch. They wear spiked helmets so Mario cannot jump on them or ground-pound them. They fly in a up-and-down pattern that is easy to predict, though, so Mario can avoid them. However, while Mario cannot defeat the Choppah with traditional attacks, Yoshi can gobble them up and turn them into Star Bits.



Cluckboom

Cluckbooms are flying hens that hover overhead and release bombs when Mario passes below them. Can't always see the Cluckbooms? Look for shadows on the ground to track them. Use Star Bits to push the Cluckbooms out of the sky so they can be stomped or ground-pounded.



Cosmic Clone

Cosmic Clones are shadowy Marios that give dogged pursuit, mirroring the hero's every move...a few steps back. Trails of Cosmic Clones mimic Mario's exact steps and jumps, making it very difficult to backtrack without accidentally bumping into the Cosmic Clones. The trick to outsmarting Cosmic Clones is to not run right up the middle of a route, but to veer to one side. If Mario needs to backtrack, he has a wider space to run through because the Cosmic Clones will not deviate from Mario's previous path.



Crabber

Crabbers skitter across beaches, using their little pincers to pinch Mario. The Crabbers' hard shells repel attacks, so to defeat them Mario must attack the soft spot on their backsides with a spin attack. There are two colors of Crabbers, red and blue. Blue Crabbers pay out in coins (and sometimes a 1-Up Mushroom), and Red Crabbers release Star Bits.



Digga

The Diggas are drills that cut through the loose dirt surfaces of planets. They drill in straight lines, which makes them easy to track. Use jumps and ground pounds to defeat Diggas.



Dry Bones

Dry Bones are undead Koopa Troopas that often lurk in dark places or castles. Spin attacking or stomping a Dry Bones reduces it to a pile of bones. All done, right? Wrong. After a few seconds, Dry Bones reassemble and continue chasing Mario. Save for a Rainbow Star, there is no way to ever truly dispose of a Dry Bones. SO just stun them and keep moving before they are resurrected.



Fizzlit

Fizzlits are little purple pegs that deliver giant electrical shocks. When the Fizzlit attacks, it turns into a wide electrical field on the ground, shaped like a big yellow disc. Avoid that disc! Mario can defeat a Fizzlit only when it is in its purple form.



Flaptack

Flaptacks are flying birds with horns on their heads that make them difficult to defeat with a jump or stomp. Mario must trick the Flaptack into exposing its weak spot, its soft underbelly. Walk under the Flaptack to make it slam to the ground. The Flaptack turns over to drive its horn into the ground. It strikes the ground so hard, it's stunned. Now jump on its underbelly to defeat it.



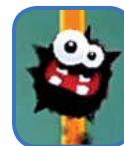
Flipbug

The Flipbug is a buzzing nuisance that is easily dispatched with a spin attack or a stomp. The Flipbug does not move very fast, making it a prime target for Star Bits. Pop the Flipbug with a Star Bit to stun it and then kick it off the planet.



Fuzzy

Fuzzies are prickly creepy-crawlies that Mario must outright avoid. There is no way for him to defeat the Fuzzies, so just steer clear and save those Star Bits for an enemy that is vulnerable to them.



Goomba and Paragoomba

Goombas are Mario's most familiar foe. These doddering mushrooms shuffle around, looking for trouble. When they see Mario, they hop and then rush toward the hero. Goombas can be defeated with a stomp or spin and are easily stunned with a Star Bit, at which point Mario can kick them. Goombas come in multiple sizes, and Paragoombas are gifted with a set of wings. Mario must strike a Paragoomba twice to defeat it—once to knock loose the wings and the second to finish it off.





Goombeetle

Goombeetles are Goombas with metal helmets that prevent Mario from landing successful jump attacks. To defeat the Goombeetle, use a spin attack to tip the Goombeetle on its head, exposing its body. The Goombeetle spins on its helmet, possibly wobbling off the edge of a platform. While the body is exposed, Mario can jump on the Goombeetle to defeat it.



Gringill

Gringills are massive eels that live in underwater caves. Gringills pop in and out of hiding. Their lunge is typically fast, so if Mario must pass by, he better do so just as the Gringills are retreating or with the added speed of a shell.



Jack O'Goomba

Jack O'Goombas are Goombas with pumpkin helmets. These baddies also leave behind little purple flames that burn out after a few seconds, but injure Mario if he touches them. To defeat a Jack O'Goomba, Mario must spin or stomp the pumpkin helmet first to expose the Goomba. Then, he can finish it off with the normal methods.



Jammyfish

Jammyfish float in the seas, just waiting for Mario to swim too close. When he does, the Jammyfish releases a burst of electricity, making it dangerous to touch. To defeat a Jammyfish, Mario must throw at least two shells at it while swimming.



Kleptoad

Kleptoads are fast-moving blue frogs that bounce around, holding pilfered treasures on their heads. Spins or stomps defeat a Kleptoad, forcing it to drop its goodies.



Koopa Troopa

Koopa Troopas are one of Mario's oldest enemies, reaching all the way back to his earliest days as a plumber. Koopa Troopas are shelled creatures that must be kicked or stomped out of their shells. Star Bits do not affect them while they're in their shells. Once the Koopa Troopa is flipped on its back, Mario has just a few moments to spin or jump on it to finish it off. Otherwise, the Koopa Troopa flips back over, dusts itself off, and returns to the pursuit.



Lakitu

Lakitu are little fellas that ride around on clouds, throwing things at Mario, such as Spinys. To defeat a Lakitu, Mario needs to get it off that cloud. Yoshi can slurp up a Lakitu's cloud, leaving it defenseless on the ground. If Mario does not defeat the Lakitu within just a few moments, it regenerates its cloud and returns to the sky.



Li'l Brr

Li'l Brrs are ice balls that float around after Mario. If they touch him, he is encased in ice for a few moments and invulnerable to attacks until he breaks free. To defeat Li'l Brrs, just spin next to them to reduce them to little stones. Then kick or stomp the stone. However, if Mario kicks the stone into ice water, the Li'l Brr is reformed.



Li'l Cinder

Li'l Cinders are fireballs that chase after Mario, attempting to harm him. If Mario touches a Li'l Cinder, he's singed and jumps around for a few moments, trying to extinguish the flames. Like Li'l Brrs, Mario can turn a Li'l Cinder into a harmless stone by spinning next to it. Just be careful. If Mario kicks the stone into fire or lava, the Li'l Cinder reforms.



Magikoopa

Magikoopas are wizards that fly around Mario, casting spells that release Koopa Troopas, Goombas, or fireballs. They also can freeze Mario. When a Magikoopa is about to cast a spell, it waves its wand around. Shoot the Magikoopa with a Star Bit to disrupt the spell. A spin attack or stomp defeats the Magikoopas. Just be fast about getting in there to deliver the attack, though, because Magikoopas can disappear and reappear behind Mario.



Mandibug

Mandibugs are little insects with shelled backs. Their backs are painted with ground pound patterns, which act as helpful tips on how to defeat the bug. When a Mandibug sees Mario, it gets all steamed up and rushes straight at him. Use that focused lunge to jump over the Mandibug and deliver the ground pound.



Magmaargh and Magmaw

Magmaarghs and Magmaws are huge lava monsters that rise out of molten lakes and attempt to wash over Mario. There is no attack that makes a dent in these lava monsters, so steer clear of them.



Mattermouth

Mattermouths are dinosaur skulls that will eat anything, including the floor under Mario's feet. Fortunately, the bites a Mattermouth takes out of the floor are only temporary and refill after a few seconds. Do not attempt to attack Mattermouths, they only pause briefly when stomped. Just jump over them or circle around, staying out of those gnashing teeth.



Micro Mecha-Bowser

These wind-up toys are modeled after the Koopa King himself. Like Bowser, they shoot fire from their mouths, although these toys do it on a much smaller scale. Thanks to their metal shells, Micro Mecha-Bowsers can withstand jump attacks. To defeat them, Mario must use ground pounds or attacks with a Spin Drill.



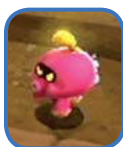
Octoboo

Octoboos are Boos shaped like Octoombas. Unlike Boos, they do not pursue Mario. Instead, they fly in patterns, protecting treasure. Avoid touching an Octoboo because there is no attack that defeats them.



Octoguy

Octoguy is a small, pink nastie that spits small rocks at Mario. Defeat an Octoguy like an Octoomba or Goomba: Using spin attacks or stomps. To predict the Octoguy's attack, look for it to rear its head back. That's when it is about to hawk a rock at Mario.



Octoomba and Elite Octoomba

Octoombas are similar to Goombas except they spit rocks. As with Octoguy, Mario gets a fair bit of warning before that shot comes. The Octoomba changes color and rears its head, then lets fly. Defeat the Octoomba with a spin or stomp. The green Elite Octoomba is faster than its blue brethren and spits two rocks.



Pinhead

Fancy a frame of bowling? When Mario grabs the Rock Mushroom and turns into a rolling boulder, he can blast through Pinheads. Whether Mario scores a strike or a spare, the Pinheads cannot offer any sort of retribution. They must just abide.



Piranha Plant

Piranha Plants are familiar sights to Mario. These snapping flowers pop out of the ground or green pipes, just looking to take a bite out of the nearest adventurer. To defeat a Piranha Plant before it strikes, stun it with Star Bit and then spin or stomp it.



Porcupuffer

Porcupuffers are fish that attempt to swim close to Mario and attack with pokey quills. The Porcupuffer needs to suck up a bunch of air to shoot out those quills, though, giving Mario enough time to quickly swim away. The only way to defeat a Porcupuffer is by throwing a shell at it.





Pokey Heads

Pokey Heads are cactus-like spheres that pop out of the desert floor. To get rid of them, Mario needs to shoot Star Bits at them before kicking them off their sandy planet home.



Pupdozer

Pupdozers are sturdy-backed monsters that Mario cannot defeat with a traditional spin attack or stomp. To defeat the Pupdozer, Mario must use a grate to get beneath the Pupdozer. As soon as the Pupdozer walks over the grate, exposing its weak underbelly, a ground pound flips the grate and defeats the baby brute.



Rhomp

Rhomps are huge rolling pins that Mario can only run from. When a Rhomp starts moving, there is simply no way to stop it. Just get out of the way and let the Rhomp roll by.



Sentry Beam

Sentry Beams are metal cylinders that track Mario's every move. When he gets too close, the sentry expands and releases a laser beam. Run from that beam, because the shock is enough to knock Mario back. If he's close to the edge of a platform, he may be knocked out into space.



Skeeter

Skeeters are waterbugs that slide across still seas, just looking to run into Mario and cause damage. Because Mario cannot attack on water very well, it is best just to stay back and stun them with Star Bits so they cannot bump into the hero.



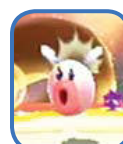
Slurple

Little blue Slurples are dangerous because they look so harmless. However, once a Slurple attaches itself to Mario, it slows him down, making it easier for another enemy to attack. Spin to shake loose a Slurple and then attack with a stomp or another spin.



Smeech

Smeeches are little piggies with big kissers. Smeeches love to latch onto Yoshi's mouth, preventing him from slurping up any nearby treats. To get rid of a Smeech after it attaches to Yoshi, just shake Yoshi's head to flick it away.



Snoodle

Snoodles are large, google-eyed antenna that pop out of the sea floor. They can only be defeated by shining the headlight of a shell right into their faces. This causes the Snoodle to shrivel and pop, releasing Star Bits or coins.



Spiny

Spiny's are turtle-like bugs with spiky shells. Thanks to these spikes, Mario cannot stomp or spin attack them. He must just stay back. However, Yoshi is able to defeat Spiny's by licking them so they retreat into their shells. Once they're in their shells, Yoshi can swallow a Spiny and then spit it out at another enemy or an obstacle.



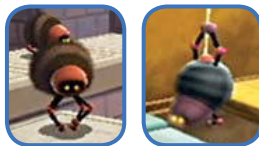
Spiny Piranha Plant and Prickly Piranha Plant

These large Piranha Plants are covered with spikes, making them impossible for Mario to attack with a jump or stomp. Instead, Mario must tease these brutish veggies into reaching for him. When the plant overextends its neck to grab Mario, it flops on the ground. Now Mario can attack with a spin to get rid of the hazardous plant.



Spoing and Spangler

These spiders either hop in place or dangle from webbing. Just jump or spin attack the Spoings, which are the hopping spiders. Spanglers on webs must get kicked around a few times before they break loose from their strings and fall out into space.



Swaphopper

Swaphoppers are two-sided enemies. When gravity pulls the Swaphopper down, its spiked back prevents Mario from attacking. To defeat the Swaphopper, Mario must either wait for gravity to reverse (or find a switch that forces it to happen) and then jump on the Swaphopper's exposed soft belly.



Thwomp

Thwomps are giant stone slabs that crash down from the ceiling. Do not get caught beneath them! It doesn't matter how much health Mario has, getting squished by a Thwomp is game over. However, Thwomps can be used to grab tough-to-reach objects and treasures. Wall jump off the side of a Thwomp to get a little extra altitude or backwards somersault on top of the Thwomp to ride it into the sky.



Topman

The Topman is a small, disc-shaped robot that spins while chasing after Mario. Mario cannot stomp on the red Topman because of the spike on its head. Instead, he just needs to spin next to it and hopefully push it off the side of a planet. The green Topman has a springy neck that Mario can use to vault to high ledges.



Topmini

Topminis are tiny Topmans that chase after Mario in double time. They do not cause damage when they hit Mario, though. Their goal is to nudge Mario bit by bit toward an edge and hopefully knock him right off. Mario can retaliate with spins and stomps.



Tox Box

Tox Boxes are huge stone cubes that rumble around planets. The mouth side of the Tox Box is open, so if Mario is fast, he can get under the mouth and let the Tox Box harmlessly flip over him. There is no way to defeat a Tox Box. Mario can only avoid getting squashed by this heavy enemy.



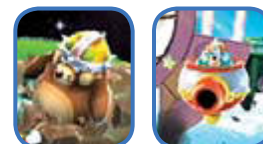
Twirlip

Twirlips are flowers that use spin attacks to push Mario around. In bulb form, the Twirlip is pretty weak and easy to defeat. But when it blossoms, watch out. A spinning Twirlip not only damages Mario, but knocks him back a few steps. If Mario's near a ledge, that spells trouble. Defeat Twirlips with stomps or spins.



Undergrunt and Undergrunt Gunner

Undergrunts are hard-headed moles that burrow underground. Mario can defeat them with a ground pound to force them out of the dirt and into spin attack range. Undergrunt Gunners man flying cannons around Bowser's and Bowser Jr.'s defenses. These cannons release Bullet Bills. If Mario is with Yoshi, Yoshi can swallow up a Bullet Bill and spit it back at the Undergrunt Gunner.



Urchin

The spiny Urchin is an undersea menace that rolls along the floor, attempting to skewer Mario with its spikes. The Urchin can only be defeated with a shell. Use the shell's headlight to take aim, and spin to throw the shell at the Urchin.



Wiggler

Wigglers are centipede-like insects that run walk around planets, minding their own business. However, if the Wiggler gets a good look at Mario, it goes thermal and turns beet red. A mad Wiggler is like a freight train and must be avoided. To defeat a Wiggler, ground-pound next to it to flip it on its back. Then jump on its belly.



Whomp

Whomps are similar to Thwomps, but they have legs and can walk around. When a Whomp spots Mario, it rushes toward him and then falls over itself to crush him. Mario must get out of the way because, as with a Thwomp, this is a one-hit defeat. While the Whomp is face down, Mario can jump on its back and run over it. He also can ground-pound the center of the Whomp's back to turn it into Star Bits.



Walkthrough



How To Use This Walkthrough

Ready for the adventure? Before setting a course for the second star on the right (and straight on through morning), let's go over how the walkthrough works. *Super Mario Galaxy 2* is a game of exploration and discovery. Our walkthrough reflects that spirit. We call out points of interest, essential power-ups, and dangerous threats so you know everything you need to collect all of the Power Stars in each galaxy.

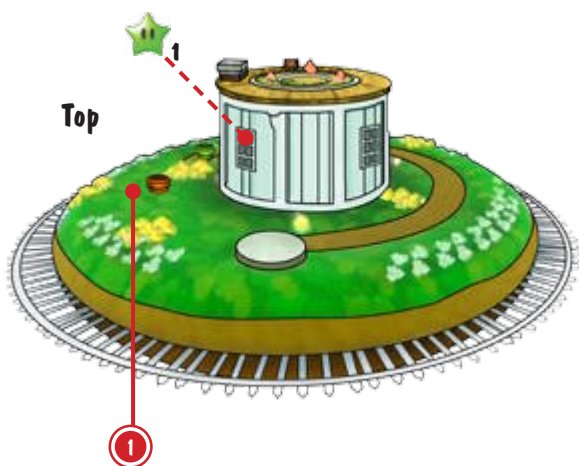
Sky Station Galaxy

Name of Galaxy.

Peewee Piranha's Temper Tantrum

Name of Mission.

Maps will be shown following their corresponding mission name.



Power Stars: All Power Stars found through normal stages or hidden (such as feeding a Hungry Luma or returning when invited for a special event) are listed here.

Comet Medal: The stage where the Comet Medal is located is listed here.

Comet Power Star: If the galaxy has a Power Star revealed when a comet flies over it, that stage is named here.

Green Stars: The number of Green Stars in the galaxy.

Power Stars: Peewee Piranha's Temper Tantrum, Storming the Sky Fleet
Comet Coin: Peewee Piranha's Temper Tantrum
Comet Power Star: Peewee Piranha's Speed Run
Green Stars: 3

A-Z

Most planets are connected by Launch Stars, but some are linked via green pipes, floating seeds, and other modes of transportation. These connectors are noted by lettered symbols.

A running total of Stars and Comet Medals (as they are collected in the walkthrough) run at the top left-hand corner of each spread. Shown in the example to the right.

Stars & Comet Medals
 ⭐ 0 🌠 0



Points of interest and special dangers are called out via these numbers. The number corresponds to a point on the map. The instructions and tips always pertain to that immediate area of the map. If there is something important nearby, it will also be placed in the same numbered entry. Points of interest can include tricky enemies the first time you meet them, puzzles, traps, and more. Boss battles receive their own boxes, loaded with strategy for bringing the opponents down. Shown in the example below.



1 Drop into the orange pipe to travel to the other side of the planetoid. You pop out in a cage right next to a 1-Up

Mushroom. Grab the Mushroom and then return topside via the orange pipe. Orange pipes usually lead to cool things, so whenever you see one, don't be afraid to explore. Chances are good that there's something awesome on the other side. (You may have to battle something to get at it, though...)

When you receive word that a comet has been spotted over a galaxy (by collecting the required number of Comet Medals), return to locate that Power Star. Typically, you venture across familiar territory. When a comet-related Power Star appears, we use these callouts to show you the big differences in the stage because of the comet, as well as any helpful tips for overcoming new dangers. Shown in the example below.

★ Spiny Rainbow Romp

61 Spiny love to hide behind the pillar and run out the clock. Rush back here early in the stage to take them out and then return to the large field of Spiny in the center of the planet and finish off the 30 Spiny.



Every galaxy has a single Comet Medal. The location of the Comet Medal is always called out with a shot of its location and instructions on how to recover it. Shown in the example below.

COMET MEDAL

To snare the first Comet Medal, you need to backwards somersault on top of the



stone cart and ride it around the planetoid. The Comet Medal hangs over the void, so just make a tiny hop to nab the medal and land safely back on the cart without dropping into the black hole.

Every galaxy (but one) has at least two Green Stars, revealed only after you collect 120 Power Stars and defeat Bowser at the end of World 6 again. Green Stars can be spread across multiple stages within a galaxy or all within a single stage. The locations of Green Stars within a stage are pointed out in these boxes. The number here matches the numbered Green Star on the map and is accompanied by instructions on how to recover the Green Star. Shown in the example below.

★ GREEN STARS

1: Backwards somersault on top of the fence surrounding the first planetoid in this stage.



Carefully walk until you see the small shadow of the Green Star on a fencepost and then jump up to grab it.

Teleporters link to brief challenges where you must defeat every enemy within a short time limit to earn three 1-Up Mushrooms. Not every stage or galaxy has a Teleporter. But when they appear, they are noted in these boxes so you know what enemies are ready and waiting. Shown in the example to the right.

The Teleporter leads to eight Octoombas. Use the Rainbow Star to hammer all the Octoombas, which causes three 1-Up Mushrooms to appear. Grab them before the music ends, and be sure to snag the Star Bits and coins for good measure.



Stars & Comet Medals



World 1

Sky Station Galaxy



Sky Station Galaxy is composed of several small planetoids and a massive battle station. Most planets are host to some nasty little characters.

It's also a great place to get used to using Launch Stars and learning how gravity holds you to planetoids in some situations but not in others. General rule: If the planet edge is round, you can walk around to the other side of the planet. If it is a squared edge, you'll fall into space.

Power Stars: Peewee Piranha's Temper Tantrum, Storming the Sky Fleet

Comet Coin: Peewee Piranha's Temper Tantrum

Comet Power Star: Peewee Piranha's Speed Run

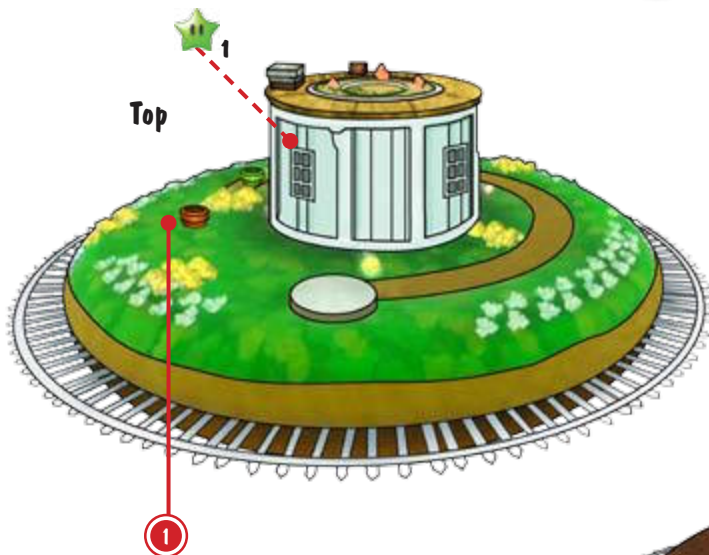
Green Stars: 3



Peewee Piranha's Temper Tantrum



Galaxy Maps



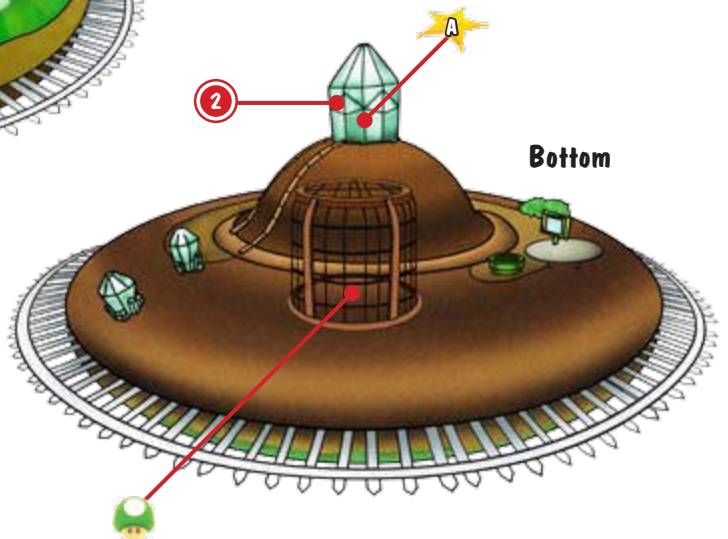
Enemies Encountered

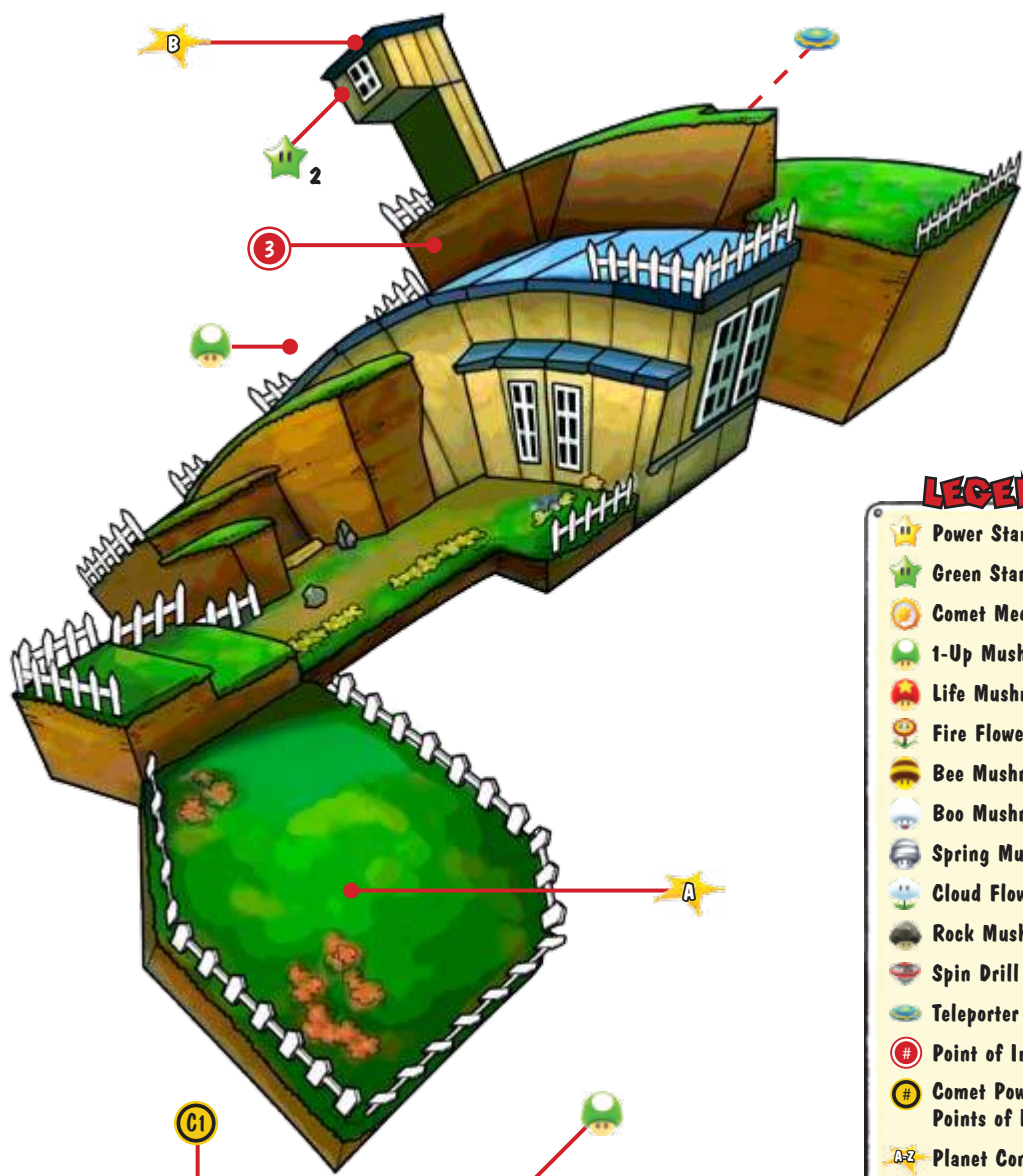


Goomba



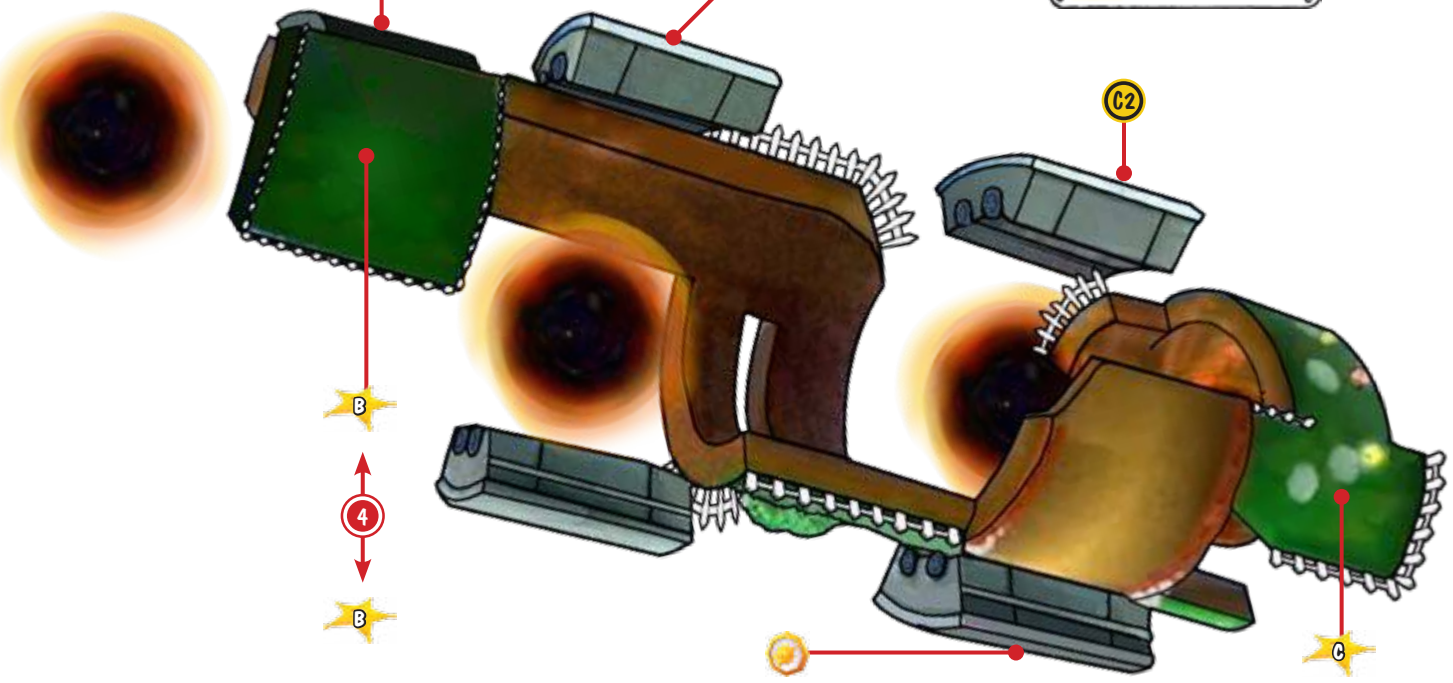
Octoomba



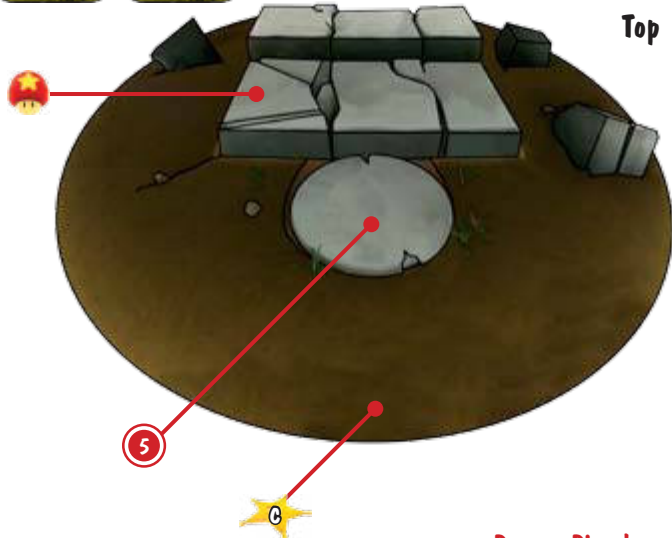


LEGEND

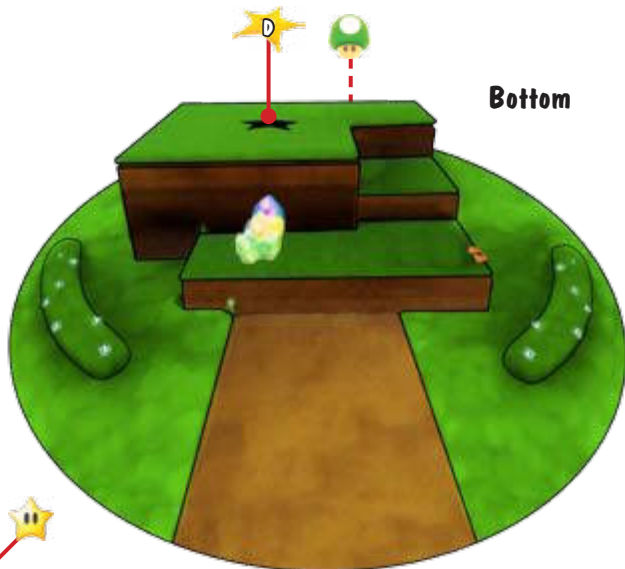
- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections



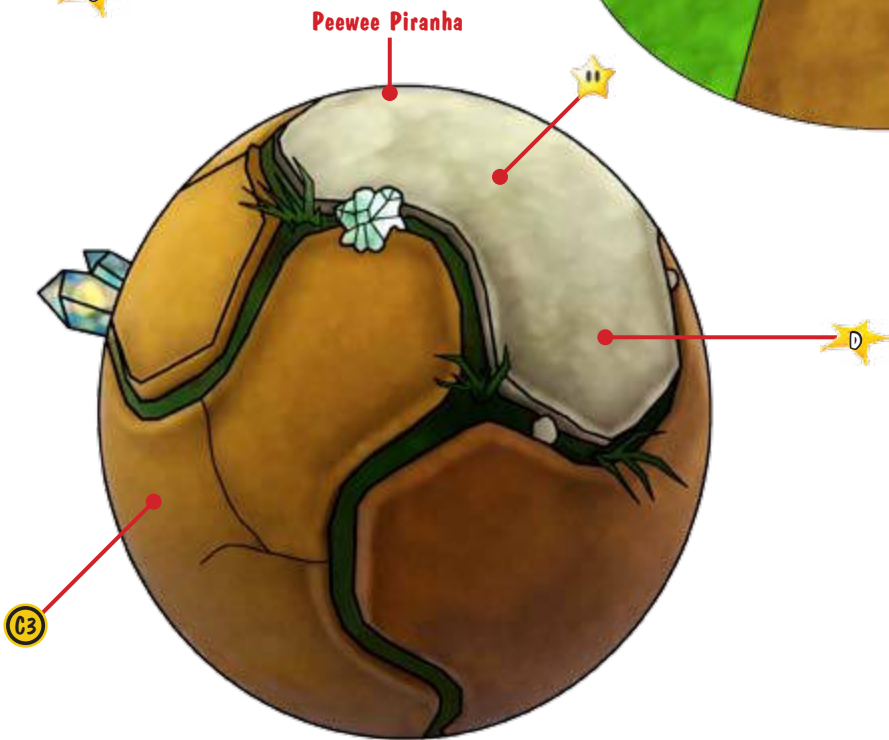
Stars & Comet Medals



Top



Bottom



Peewee Piranha



1 Drop into the orange pipe to travel to the other side of the planetoid. You pop out in a cage right next to a 1-Up

Mushroom. Grab the Mushroom and then return topside via the orange pipe. Orange pipes usually lead to cool things, so whenever you see one, don't be afraid to explore. Chances are good that there's something awesome on the other side. (You may have to battle something to get at it, though...)



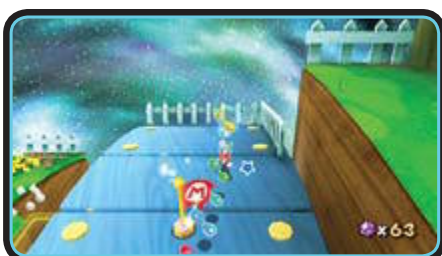
When you see flower beds and tall grasses sparkle, run through them to release coins and Star Bits. You need those Star Bits to feed the Hungry Lumas that create new galaxies on the World Map.



2 Smash the crystal on top of the hill to free a trapped Luma. Jump into the newly created hole to follow the Luma topside.

There, a Luma turns into a Launch Star. Use it to blast off this first planetoid and rocket through the cosmos to the next planet.

3 When you grab the ? Coin here, a trail of notes snakes along the bridge and up to the grass. You only have a few seconds



to grab all the notes and earn three 1-Up Mushrooms. To ease the musical chase, rush ahead and bop the Octoombas before picking up the coin.



The Teleporter leads to a disc crowded with eight Octoombas. Use the Rainbow Star to race through the nasties, bouncing them off the planetoid with a single touch. When you eliminate all eight Octoombas, three 1-Up Mushrooms appear. Grab them before the music stops!



4 Even the smallest planetoids have gravity systems. To reach the next Launch Star, backwards somersault up to the small gray rock. The rock's gravity takes hold and pulls you in. The Launch Star blasts you into a low orbital path.



You can spin right into the next Launch Star, but if you just let the path pull you along, it eventually drops you on the crater-covered sphere with four coins. Now you can just jump up into the large Launch Star to keep moving through the galaxy.



Jump over mud patches. They slow you down too much, leaving you vulnerable

to faster enemies. Only Yoshi can run through the mud without slowing down.



COMET MEDAL

To snare the first Comet Medal, you need to backwards somersault on top of the



stone cart and ride it around the planetoid. The Comet Medal hangs over the void, so just make a tiny hop to nab the medal and land safely back on the cart without dropping into the black hole.

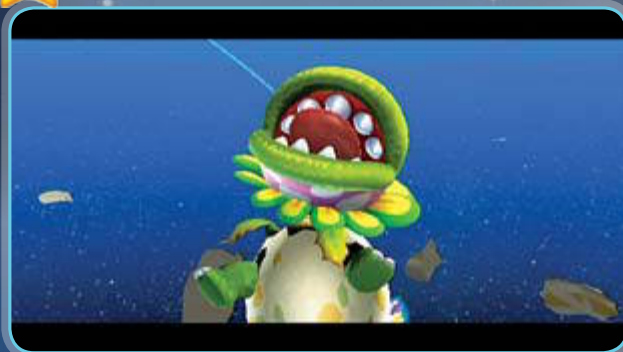
Stars & Comet Medals



5 Don't let that Octoomba deter you from grabbing the Life Mushroom on this planetoid. You are headed into a boss battle with Peewee Piranha and need the extra life force just in case that big brat turns out to be a handful.



Boss Battle: Peewee Piranha



Peewee isn't very peewee. This massive Piranha Plant is a terrible toddler, able to crawl around his nesting planet. He attacks with brute force, just running into you to cause damage. To defeat Peewee Piranha, you must crack the eggshell that covers his rear end and then paddle his backside a few times with spin attacks. A little discipline will put this cranky crybaby back in its place.



When the battle begins, run from Peewee, but not directly away. You need to get behind this brutish baby, so arc to the left or right and then circle behind him. If you see Peewee squat and shake, run to either side because he's about to jump straight ahead. If you are caught beneath Peewee, you take damage.



Keep flanking Peewee by running in circles, getting behind him so you can swat at his exposed rear end with a spin attack. If you are tagged by Peewee, reclaim lost life by collecting the coins encased in the crystals.



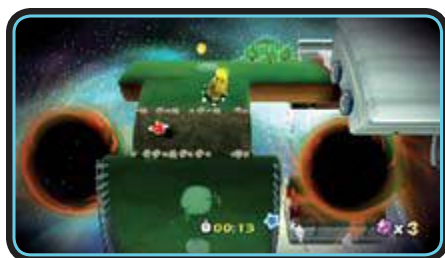
After three hits, Peewee manages to recover his shell. You must now repeat the process, but Peewee stomps the planet double time. You must keep pace with the busy baby. Run toward him and then duck out of the way just as Peewee pounces, then circle behind the brat and hit him with a spin attack. After you execute three more successful spin attacks, Peewee has had enough. The sapling vanishes in a puff of smoke, revealing the first Power Star of Sky Station. Claim it to triumphantly return to Starship Mario and impress Lubba.

★ YOU GOT A STAR!



★ Peewee Piranha's Speed Run

The Comet Power Star in the Sky Station Galaxy is a speed run through Peewee Piranha's Temper Tantrum. Very little in the galaxy has changed, save for the timer now on the bottom of the screen. You must defeat Peewee Piranha before time runs out. When the stage begins, you only have 20 seconds on the timer. You must grab those extra clocks to keep adding 10 seconds to the timer.



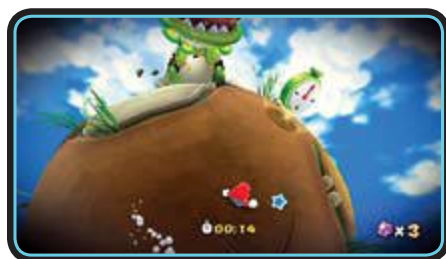
C1 Leap over the mud. You cannot afford to sacrifice seconds mired in the muck. There is mud in the path

between the stone carts, so either leap over it or run over the dirt patch so you don't lose any time.



CAUTION
In speed runs, waste no time grabbing coins. If they are located between you and your next Launch Star or objective, great—run through them. But do not spend precious seconds running off the main path to pocket a few coins.

C2 Running low on time? Backwards somersault on the same cart where you nabbed the Comet Medal and pick up an extra clock to put another 10 on the timer.



C3 There are five clocks on Peewee's nesting planet. As soon as you land and Peewee springs into action, circle the planet

to add those necessary 50 seconds to the timer. Once you have the extra time, start in on Peewee. Smash his shell and cut around him to land a spin attack on his weak spot.

When Peewee is down to a single hit, he goes berserk and runs from you. You have to slow him down somehow to land that final blow. Try running right at Peewee. At the sight of you, Peewee turns to run. The lumbering baby cannot stop on a dime, though. When Peewee turns to flee, he runs in place for a moment, giving you a perfect opening to land that last smack.



★ YOU GOT A STAR!



TIP
The timer stops as soon as you hit Peewee with the spin attack, leaving you plenty of time to circle the planet and pick up goodies like coins and Star Bits encased in crystals.

★ GREEN STARS ★

1: The first Green Star is located on the starting planetoid. Just bash the crystal on the bottom of the planet to reach the roof of the cottage on the topside. Then, just dangle off the roof to pick up the Green Star,



2: The second Green Star is hanging out over oblivion. Don't worry. Falling into it saves you.

Just rotate the camera to view the back of the tower. Now drop into the Green Star.

Stars & Comet Medals



Storming the Sky Fleet

Galaxy Maps

Enemies Encountered



Banzai Bill



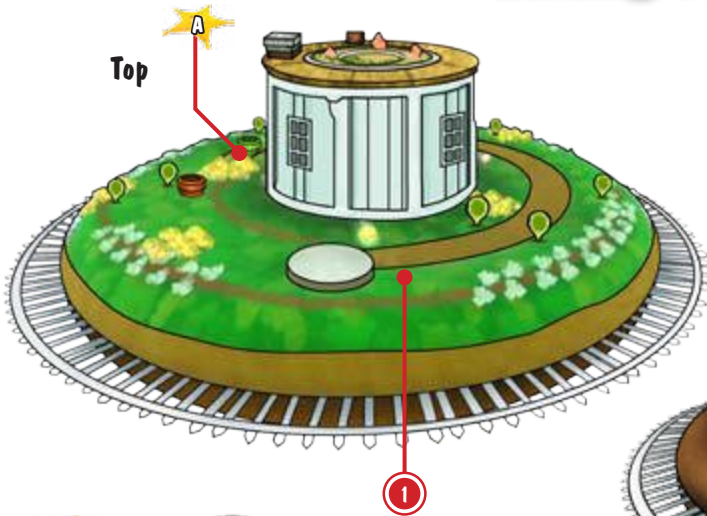
Chomp



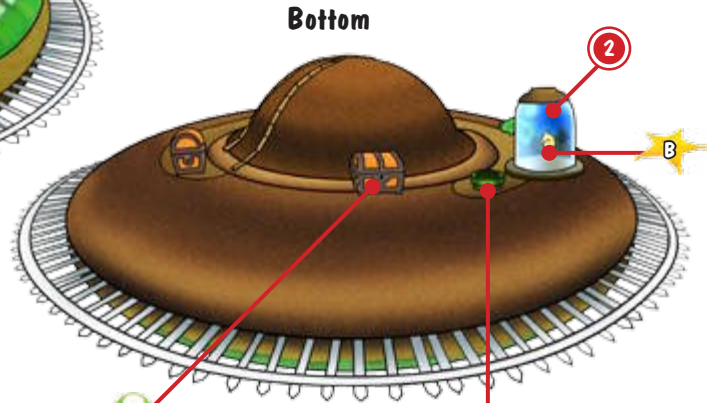
Piranha Plant



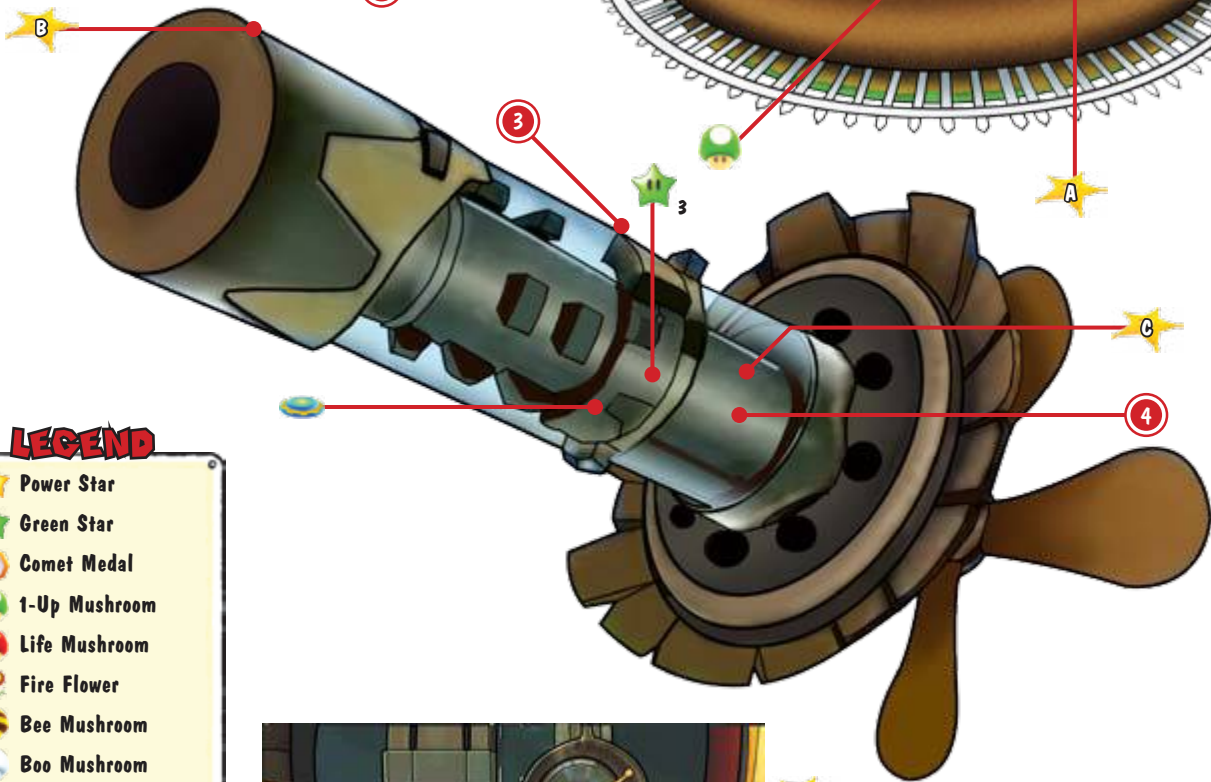
Prickly Piranha Plant



Top

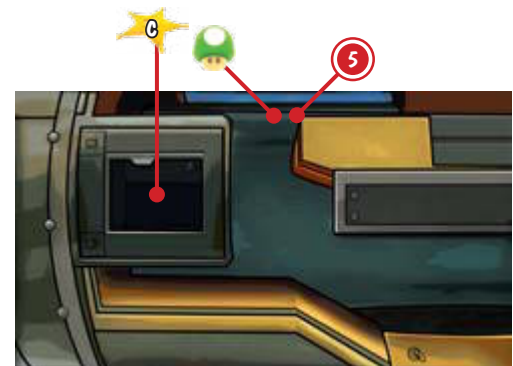
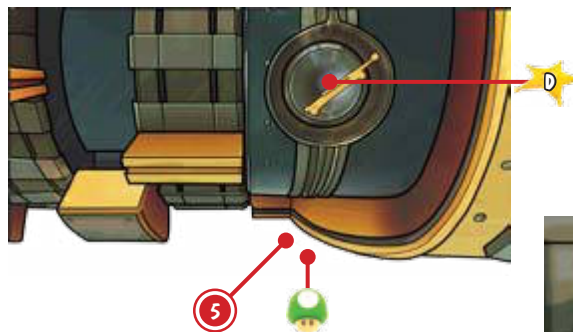


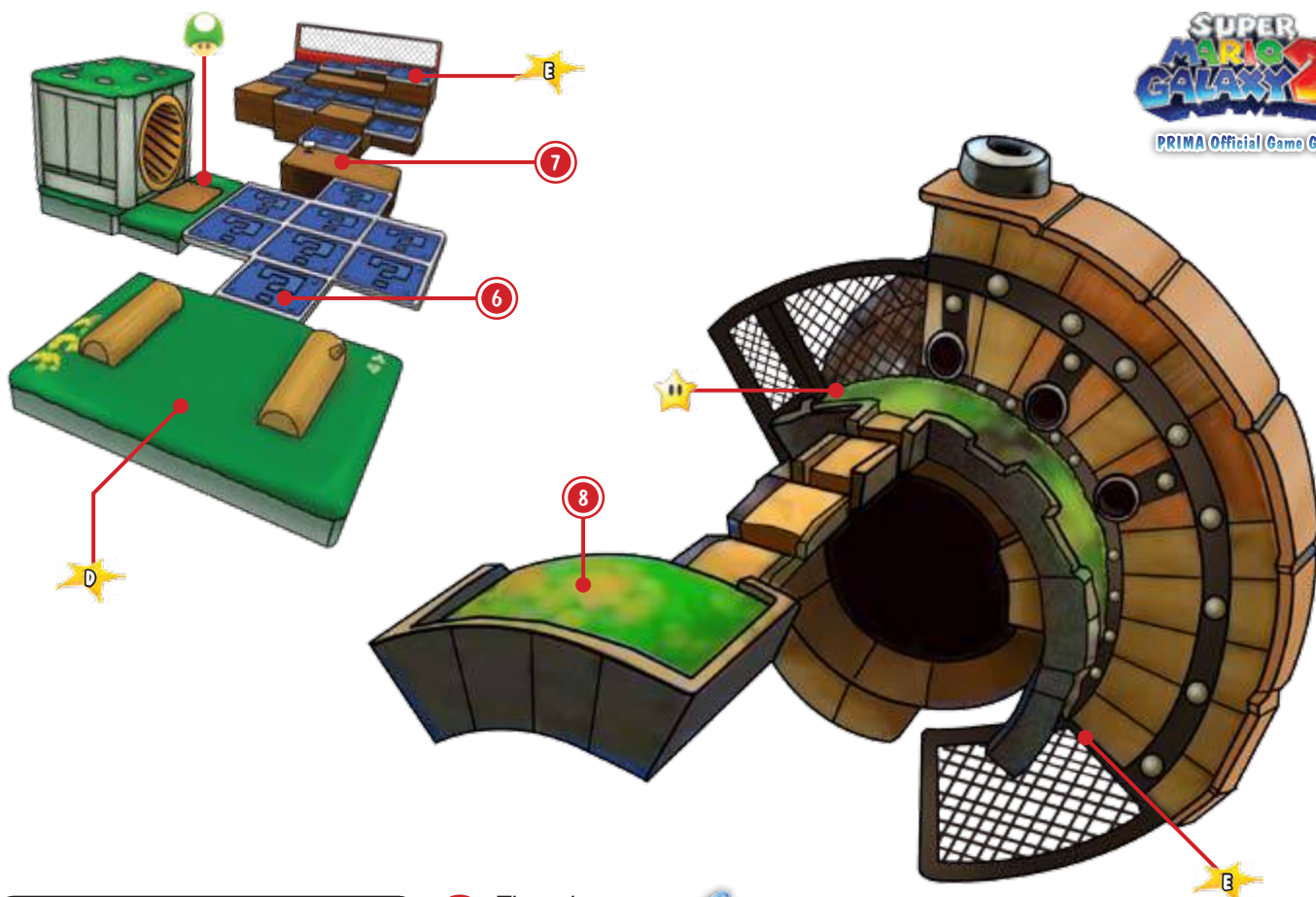
Bottom



LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
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- Points of Interest
- Planet Connections





1 Though the first planetoid in Storming the Sky Fleet is the same as the Peewee Piranha's TemperTantrum,

there are some definite changes for this Power Star run. The first new threat is a series of Chomps circling the cottage. You cannot defeat the Chomps with a bounce or spin attack. However, those wiggly bulbs on the surface can be blasted into the Chomps. Stand on the opposite side of the Chomp and spin attack into the bulb. The bulb smacks the Chomp and pops it. However, you cannot just stand there and gloat. The bulb snaps back. If it hits you, you drop Star Bits.



2 There is a Luma trapped in a glass case on the bottom side of the planetoid. The key that opens this case is

hidden inside this Chomp, directly to the left of the ramp leading up the central hill. Bounce a bulb into the Chomp to free the key, which immediately opens the case. The Luma turns into a Launch Star, allowing you to blast off the planetoid.



The treasure chest to the left of the Chomp with the key contains a Rainbow Star. Smack the bulb into the chest and then use the invincibility to rush through the Chomps and free dozens of Star Bits and the key.



3 The surface of this battle station is a dangerous place. Massive Banzai Bills streak down the length of the platform. You must avoid them as you run toward the other end of the station, seeking out a trapdoor to the interior. The trapdoor is flanked by two helpful spotlights.

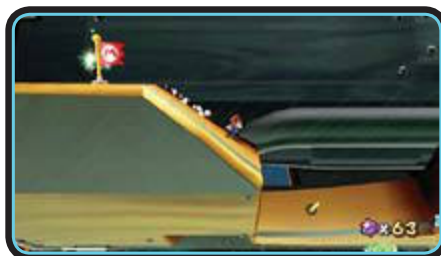


Stars & Comet Medals



Before entering the battle station, grab the Rainbow Star near the Banzai Bill cannons. While invincible, you can blast

through the Banzai Bills and pick up a slew of Star Bits.



4 Gravity inside the battle station is relative. If you drop off the edge of the platform to the right of the checkpoint flag, your fall actually just circles the interior until you find another flat surface to land on (or, in later stages, you hit



an electric barrier or a lava pit). This is how you claim the 1-Up Mushroom above the checkpoint flag.

The Teleporter leads to eight Octoombas. Use the Rainbow Star to hammer all the Octoombas, which causes three 1-Up Mushrooms to appear. Grab them before the music ends, and be sure to snag the Star Bits and coins for good measure.



5 To snag this 1-Up Mushroom, have Mario duck down to fit through the tiny passage. You squeeze into the narrow space. Just waddle over to the 1-Up Mushroom and repeat the tricks to return to the rising platforms that lead to the Launch Star.



6 To create platforms leading you closer to the Power Star, you must turn the blue question mark panels into yellow

exclamation points. Each time you step on a panel, it switches from blue to yellow. However, if you step on it again, it turns back to blue. Weave around the panels and then hop over any yellow ones so as not to cause them to revert to blue. Once all the panels are yellow, they all turn green and a new set of blue platforms appears out of thin air.

7 Repeat the process on these platforms, watching out for the Cosmic Clones that chase you down. These



clones mirror your movements, but they remain a few steps behind. However, if you retrace your steps and accidentally collide with a clone, you lose one wedge of life. You may even be knocked back into a panel you've already turned yellow, which causes it to revert to blue. Once you finish the platform puzzle, the clones vanish and a Launch Star appears.



8 The key for the caged Power Star is on the far side of this planetoid. With a Banzai Bill on your trail, you must jump over the gaps in the path. The key is held by the Prickly Piranha Plant on the left side of the platform. Spin attack the nearby bulb,



knocking it into the Piranha Plant. The vanquished veggie releases the key, which frees the Power Star. Collect it to finish the stage.

YOU GOT A STAR!



Duck into the divots on the path back to the Power Star so the Banzai Bills safely sail overhead.



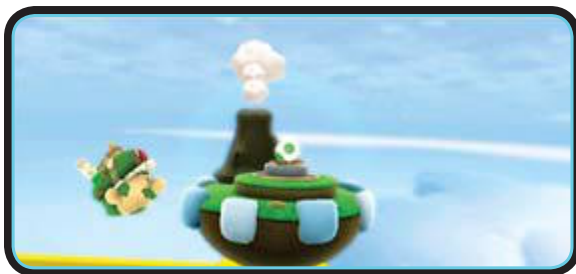
GREEN STARS



3: The Green Star is above the Teleporter inside the battle station. Ride the platform next to the Teleporter and then long jump straight out into the Green Star to collect it.



Yoshi Star Galaxy



The Yoshi Star Galaxy is where Mario first meets

Yoshi on his travels across the cosmos. With this faithful buddy at Mario's side, Bowser doesn't stand a chance.

Yoshi loves to nosh on berries, baddies, and power-ups, so indulge Yoshi's rumbly tummy and reap the benefits.

Power Stars: Saddle Up with Yoshi, Spiny Control

Comet Medal: Saddle Up with Yoshi

Comet Power Star: Spiny Rainbow Romp

Green Stars: 3



Saddle Up with Yoshi



See Maps on Next Page



1 Yoshi is trapped inside a bubble. You must defeat the Magikoopa to free Yoshi. Hit the Magikoopa with Star Bits

to keep it from conjuring Goombas and then smack it with a spin attack. The Magikoopa faints, releasing Yoshi's Egg from its prison. Spin attack Yoshi's Egg to free your friend and ride Yoshi to victory.

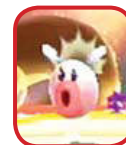


Yoshi is not slowed down by mud. His little boots stomp right through it with ease.

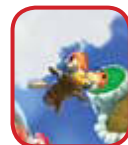
Enemies Encountered



Piranha Plant



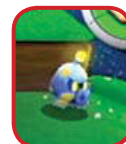
Smeech



Flipbug



Magikoopa

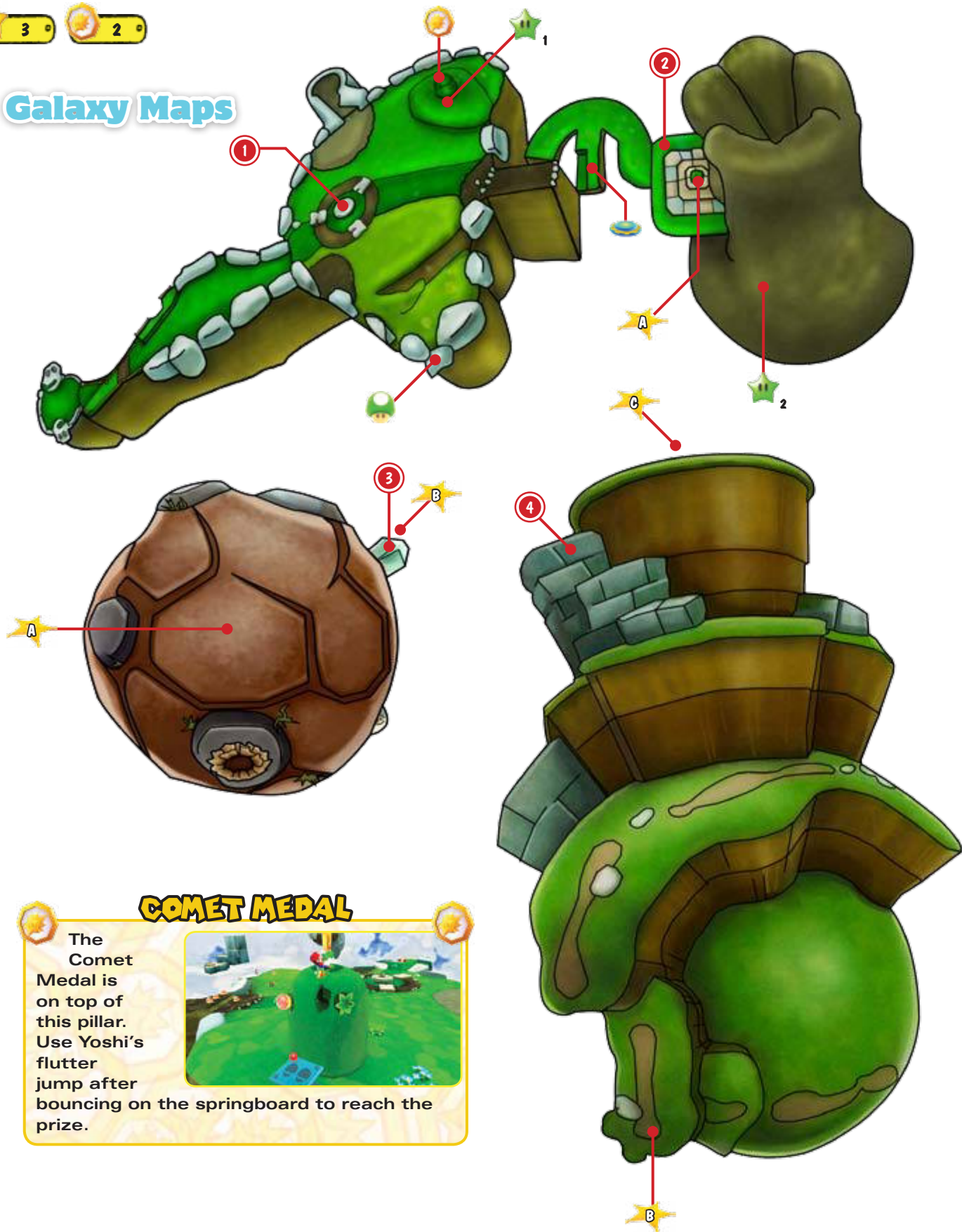


Octoomba

Stars & Comet Medals



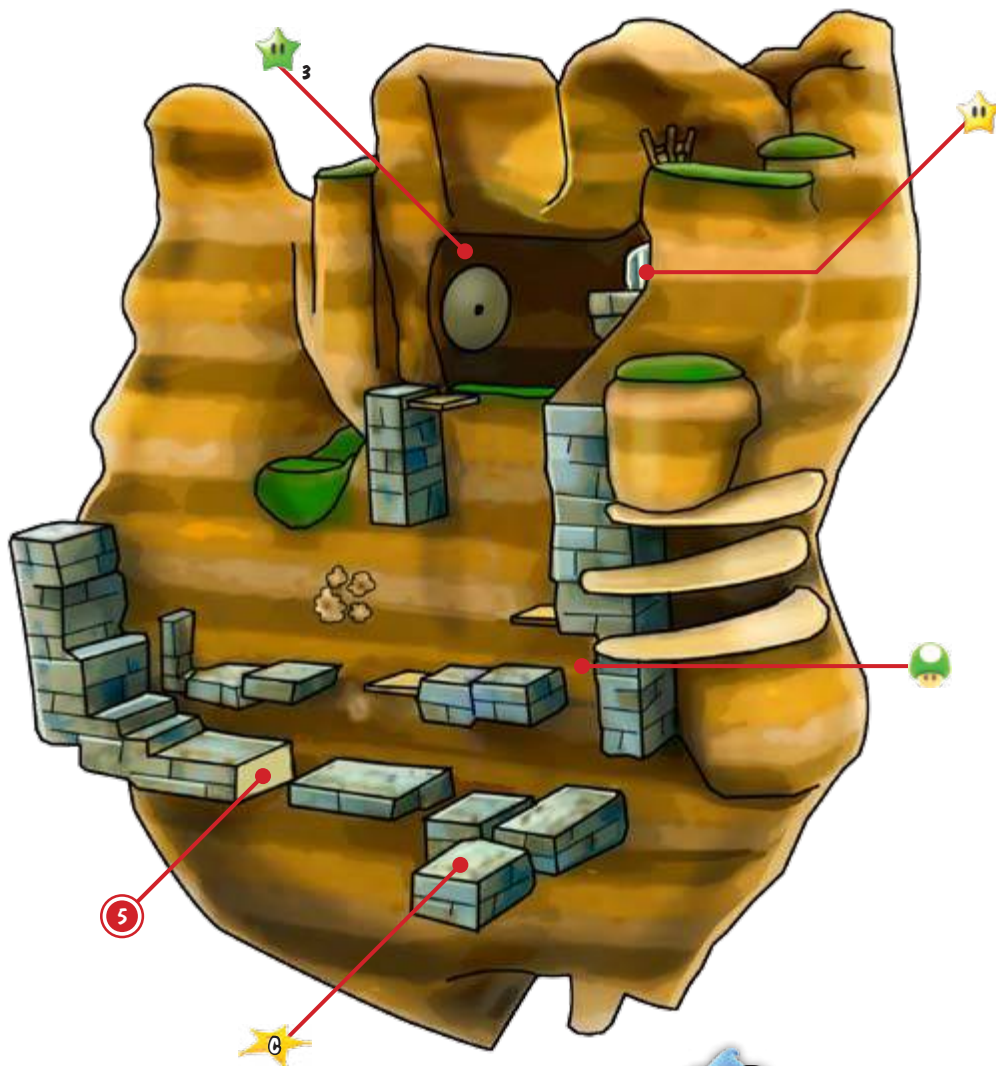
Galaxy Maps



COMET MEDAL

The Comet Medal is on top of this pillar. Use Yoshi's flutter jump after bouncing on the springboard to reach the prize.





LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections



The Teleporter leads to eight Octombas. You must defeat them without the aid of a Rainbow Star before time is up to

claim the bonus 1-Up Mushrooms. Use Yoshi's tongue to gobble up two or three of them at a time.

2 To reveal the Launch Star that leads off this planetoid, attach Yoshi's tongue to this giant fruit and pull it away from the plant. When Yoshi peels it free, the Launch Star appears.



As you fly through the air with Yoshi, pick up the Star Bits that explode from the volcano.



3 The Launch Star on this planetoid is hidden inside the crystal on the gray rocks. Break open the crystal with Yoshi's Head Shake attack. But before flying to the next planet, bonk the Lucky Cube to claim your prize. Will you get coins? A 1-Up Mushroom? Or will you only get a Goomba...?



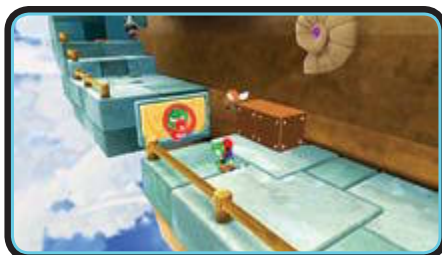
Stars & Comet Medals



- ④ How do you get off this tower? Climb to the top with Yoshi and use his tongue to vault you up to the planetoid just out of sight

above you. The Launch Star on the small planetoid launches you to the final planet in this stage.

- ⑤ To cross big gaps on this planet, use Yoshi's tongue to pull out drawers. Lick the handles and then pull them toward



you. The drawers fly out, providing new platforms. There is a drawer a little farther up the tower that lets you pick up a 1-Up Mushroom that seemingly dangles in space.



- ⑥ To reach the Power Star, swing along the system of flowers to reach this ledge. The Power Star is encased in

a crystal, so bash it with Yoshi a few times (or use Mario's spin attack). Then jump up to grab the prize and return to Starship Mario.



Spiny Control

See Maps on Next Page



- ① Mario cannot touch a Spiny without losing life, but Yoshi can gobble them up...for a few seconds. Flick a Spiny

with Yoshi's tongue to make it retreat into its spiked shell. Then, make Yoshi inhale the Spiny and spit it out at the cages on this planetoid to free the goodies inside, such as Star Bits and coins. The Launch Star is in one of the cages, too.



Pop the cage back here with a Spiny to free a 1-Up Mushroom. Watch out for enemies, though. They may try to bump you and Yoshi off the platform and into space.



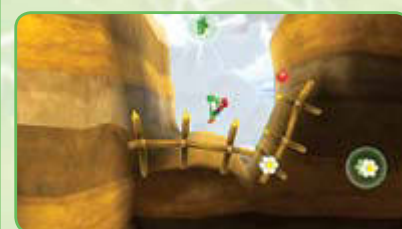
GREEN STARS



- 1: The first Green Star is on the same pillar as the Comet Medal. Flutter jump to the top of the pillar, then vault off Yoshi in mid-jump to jump up and recover the Green Star.



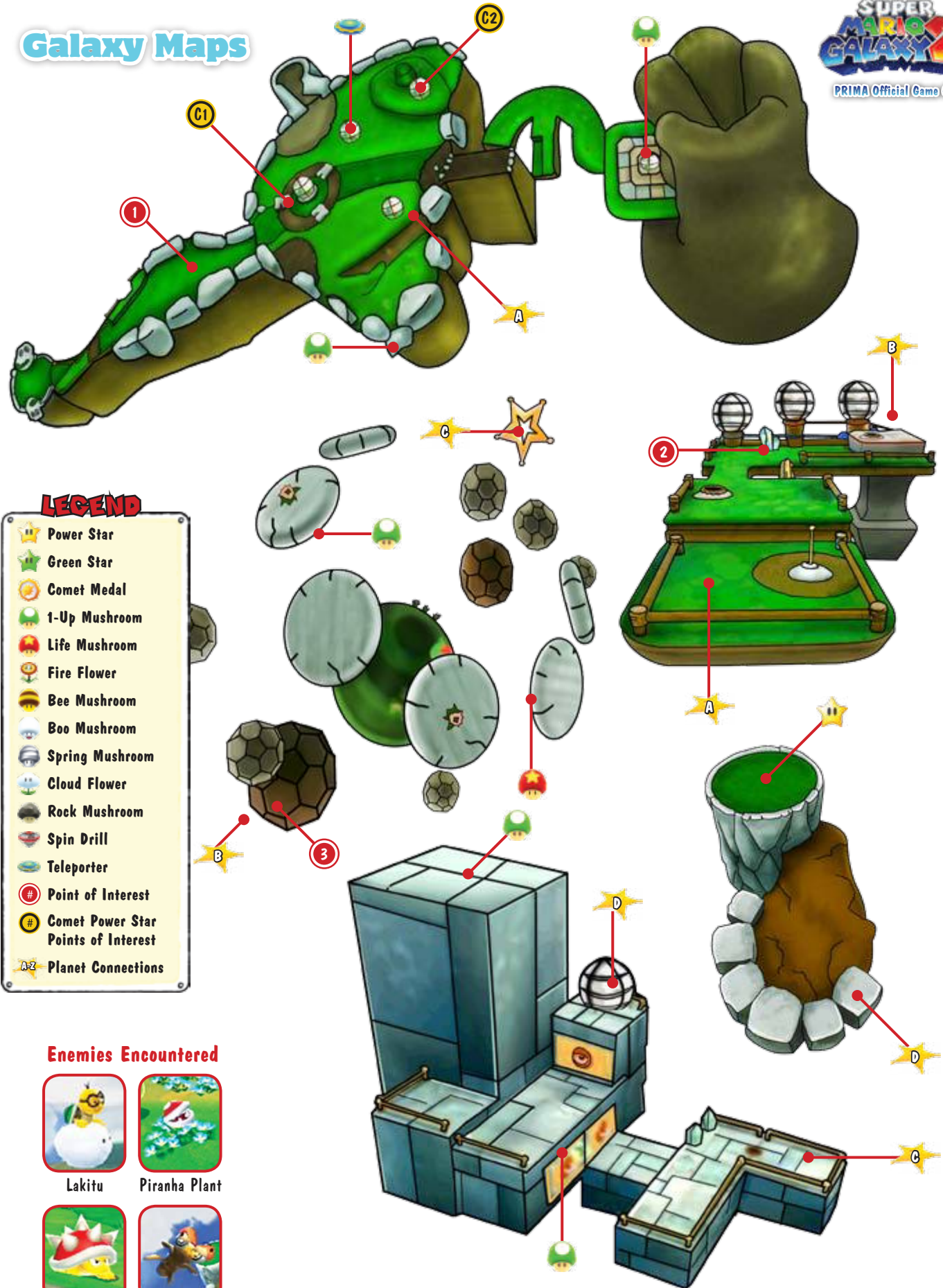
- 2: The second Green Star is to the right of the giant fruit. Jump out over empty space with Yoshi and then flutter right into it. You won't fall if you grab the Green Star before Yoshi runs out of steam.



- 3: The third Green Star is near the Power Star location. Follow the flowers away from

the Power Star and then flutter up to get right underneath it. Dismount from Yoshi and spin up into the Green Star.

Galaxy Maps



LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

Enemies Encountered



Lakitu



Piranha Plant



Spiny



Flipbug

Stars & Comet Medals



The Teleporter leads to a spherical planetoid crawling with Goombas. Lick them all up with Yoshi's tongue to claim the three 1-Up Mushrooms as reward.



2 Spit the Spiny on this planet at the cages. The middle cage holds a sad Luma. Once you free the Luma, it turns

into a Launch Star. The other two cages contain useful Star Bits. You may need to slurp up the Lakitu's cloud to get it out of your way. It loves to block your Spiny shots.



3 Midway to the next planetoid, you blast by a Launch Star hanging out in space. Quickly shake your Wii Remote to be pulled into the Launch Star and fly to a secret planet. This extra planetoid is loaded with treasures, like coins, a Life



Mushroom, and a 1-Up Mushroom. Jump to the small spheres and then get pulled into the gravity field of the small platforms to collect the bonuses. Use Yoshi's flutter jump to break free of the small planets' pull to reach the discs where the best treasures are located. The Launch Star in the center of the discs returns you to the main path through the galaxy.

4 Use the drawers to climb this planet, but be mindful of the music. These drawers slam shut after several



seconds; so when the beat speeds up, get off that drawer so you aren't left hanging over a black hole. The Launch Star is in a cage at the top of the drawers. Spit a Spiny into the cage to free it to blast off for a boss battle.

Boss Battle: King Lakitu



King Lakitu rides a storm cloud around the planet's arena. To defeat the boss, you must spit Spiny shells into his cloud. The cloud releases an electrical charge, shocking King Lakitu. There are no Spiny in the arena, though. You must wait for King Lakitu to toss them at you. Slurp them up when they bounce into the arena and then spit them at the king. Wait until he slows down so you get a clean shot.



Watch out for King Lakitu to start waving his arms. He's charging up his storm cloud. The boss then flies over the

center of the arena, releasing lightning bolts beneath the cloud. Stay back and just try to eat up a Spiny so you are ready to spit the moment King Lakitu passes by.



The king's lightning storm turns any Spiny it passes over into Star Bits.



Boss Battle: King Lakitu

(continued)



It takes three hits to defeat King Lakitu. When you are down to that last hit, the boss releases up to four

Spiny on the platform at the same time, giving you less room to move and line up a good shot. Stop the Spiny in their tracks by licking them once so at least they cannot chase you while you take aim at the king. When you defeat the boss, the Power Star drops into the middle of the arena.

★ YOU GOT A STAR!

★ Spiny Rainbow Romp

Return to the Yoshi Star Galaxy when a comet flies overhead to pursue the third Power Star in this galaxy. It's a short mission, lasting only 60 seconds. During that time, you must defeat all 30 of the Spiny on the first planet. Fortunately, there are several Rainbow Stars on the planet. Use that invincibility to run through the Spiny and blast them off the surface.



C1 There are not unlimited Rainbow Stars on this planet. Don't just run through the three located here right away. Retrieve a Rainbow Star when the music speeds up. That's when you know you are about to lose your invincibility.

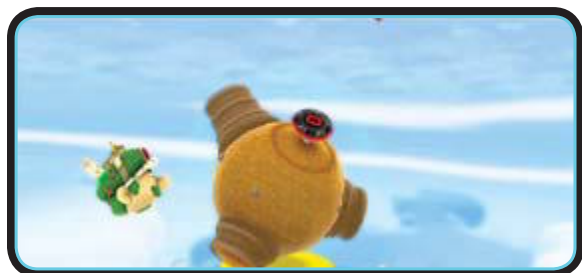


C2 Spiny love to hide behind the pillar and run out the clock. Rush back here early in the stage to take them out and then return to the large field of Spiny in the center of the planet and finish off the 30 Spiny.



★ YOU GOT A STAR!

Spin-Dig Galaxy



is also good for defeating tough-skinned enemies, which abound in this galaxy.



Spin-Dig Galaxy is the first place Mario discovers the

Spin Drill, which lets him burrow through soft soil and discover buried treasure. The Spin Drill

Power Stars: Digga-Leg's Planet, Silver Stars Down Deep

Comet Medal: Digga-Leg's Planet

Comet Power Star: Digga-Leg's Daredevil Run

Green Stars: 3

Stars & Comet Medals



Digga-Leg's Planet

Galaxy Maps

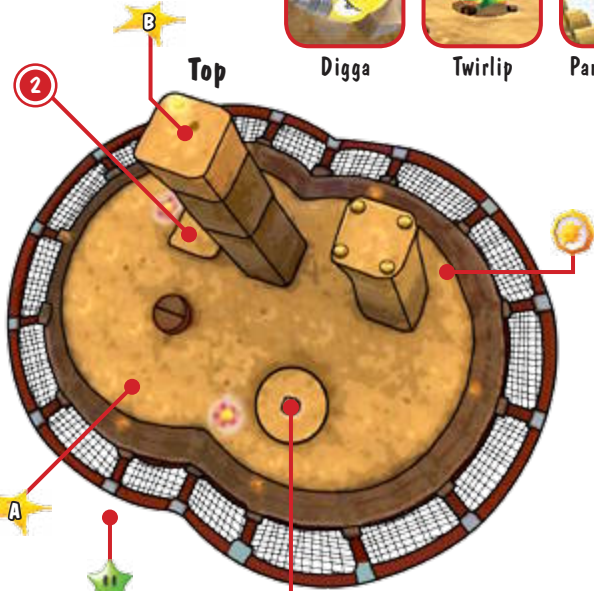
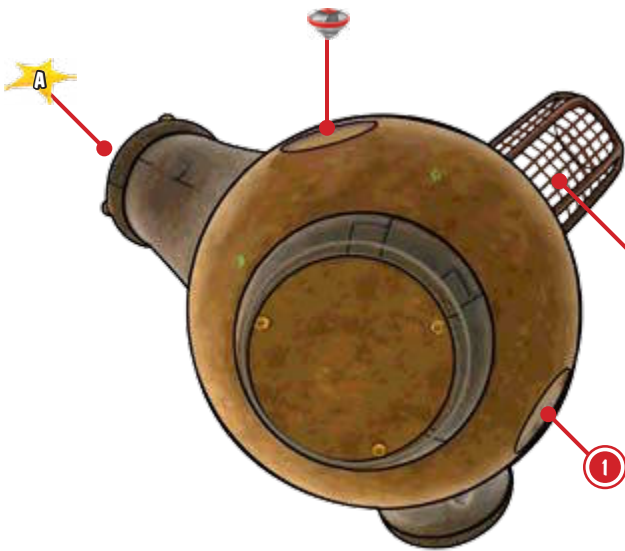
Enemies Encountered



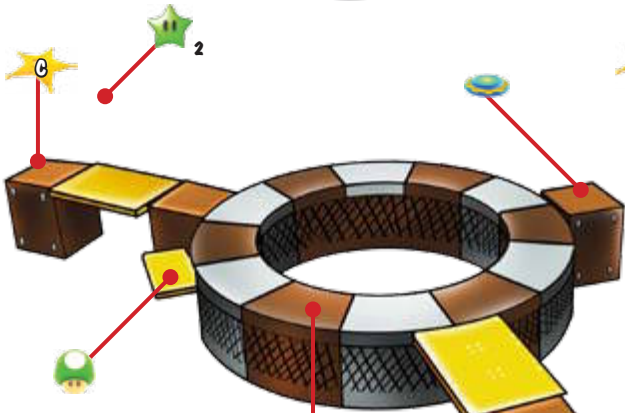
Digga

Twirlip

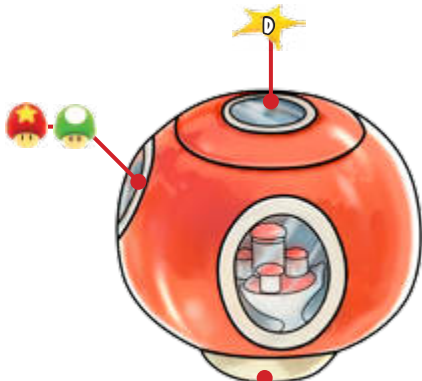
Paragoomba



Top

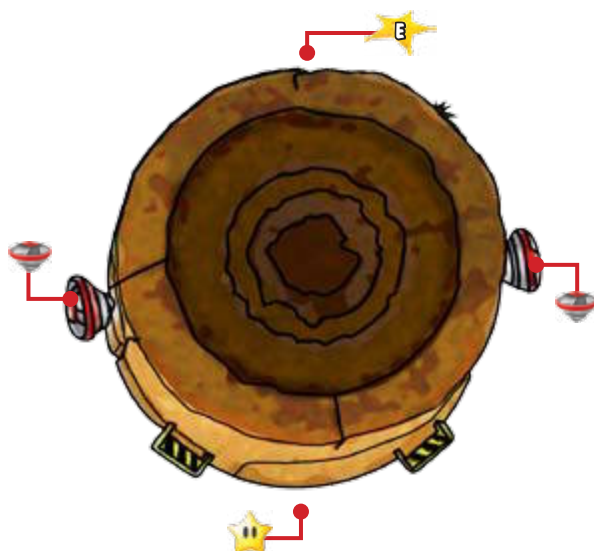


Bottom

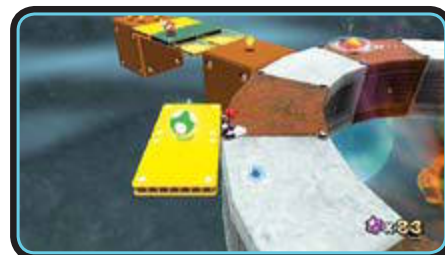


LEGEND

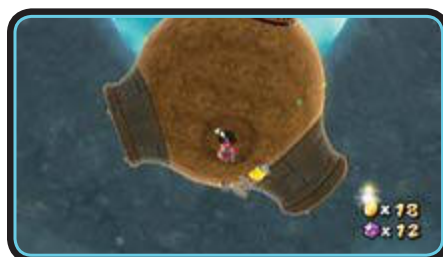
	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



3 Watch out for the spinning Twirlips on this ring-shaped planet. If they strike you when you are close to the ledge, you may get knocked right into the black hole. Talk to the Luma at the end of the disappearing platforms to create the Launch Star that leads off-world.

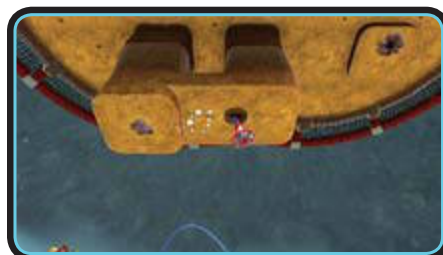


There are seven Twirlips on the other side of the Teleporter. Use the Rainbow Star to blast through all seven and claim the 1-Up Mushrooms before time runs out.



1 The Launch Star is on top of a high tower with a curved wall that is too steep to climb. You must use the Spin Drill

to burrow through the center of the planetoid and reach the Launch Star. Burrow into the center of the dirt circle on the opposite side of the planet from the tower with the Luma on top of it. Before leaving, do the same on the opposite side of the planet from the caged 1-Up Mushroom.



2 The Spin Drill lets you dig up the dirt columns on this planetoid. Spin through the lowest dirt mound topside. Once on the

bottom columns, burrow down the center pillar. This leads straight through the heart of the planet and deposits you right under the Launch Star atop the tallest topside column.



4 You'll find coins galore inside this small planetoid. Grab the Spin Drill and then burrow on the opposite end

of the planet from the Launch Star. You appear in a hollow chamber that glitters with gold. Collect the coins and then burrow back out to use the Launch Star. The Launch Star leads to the Toad Brigade and a blue Luma that will sell you a 1-Up Mushroom or Life Mushroom for 30 Star Bits. Buy the Life Mushroom; you're about to challenge the massive Digga-Leg.

COMET MEDAL

Use the Spin Drill to burrow to the bottom side of this planet. Stand on the low dirt mound to climb one of the topside earthen columns. Jump off to reach the Comet Medal.



Boss Battle: Digga-Leg



Digga-Leg is a massive robot energized by a Power Star. You must drill into the glass case containing the Power Star three times to free it. There are two Spin Drills on Digga-Leg's Planet to use against it, but don't worry. If you get smacked by one of the Diggas Digga-Leg releases when he stomps his legs, you can always pick up a new one from the endless supply.

Stars & Comet Medals



Boss Battle: Digga-Leg

(continued)



Start the battle by nabbing a Spin Drill and immediately burrowing through the center of the planet so you come up under the glass undercarriage. The Spin Drill cracks the glass. Digga-Leg flips over, revealing a drill bit. He then releases a single Digga to circle the planet, chasing you. Jump on the Digga to defeat it, but watch out for Digga-Leg's big stomping feet.



If you burrow beneath one of Digga-Leg's feet, don't worry. The Spin Drill clanks against the metal feet and just bounces you right back to where you came from.



After you crack the glass case twice, Digga-Leg releases two Diggas when he flips upside down. Stand

to either side of the burrowing Diggas and then bounce on the baddie as it passes beneath you. Now circle the planet, waiting for Digga-Leg to slow down enough to give you a fair shot at the Power Star. After the third strike, Digga-Leg explodes, releasing the Power Star.



Defeating Digga-Leg opens the Warp Pad on Starship Mario, which leads to the Starshroom in orbit above your vessel. Warp up there regularly to pluck a free 1-Up Mushroom!

YOU GOT A STAR!

Digga-Leg's Daredevil Run

When the comet appears over Spin-Dig Galaxy, you have a real challenge on your hands. You return straight to Digga-Leg's Planet to fight the massive robot for another Power Star. The catch? You only have one wedge of life. You cannot collect coins to replenish any health, so you better be fast. Don't waste a single shot at the Power Star case because each miss means the threat of Diggas circling the planet.



Stand to the side of Digga-Leg's drill attacks so you have ample time to react to the appearance of the Diggas. You don't want

to be caught by surprise and risk being nicked just as they erupt from the ground.

As soon as you defeat one of the Diggas, get opposite of Digga-Leg and shake the Wii Remote.

The Spin Drill is pretty fast, so you can often catch Digga-Leg before he jumps out of the way. On that third strike, Digga-Leg releases the Power Star.



YOU GOT A STAR!



GREEN STARS



1: Backwards somersault on top of the fence surrounding the first planetoid in this stage.



Carefully walk until you see the small shadow of the Green Star on a fencepost and then jump up to grab it.



2: The second Green Star is above the disappearing platforms. Backwards somersault directly

beneath the Green Star and then spin to get a little extra height and nab it.



Silver Stars Down Deep

Galaxy Maps

Enemies Encountered



Cosmic Clone



Digga



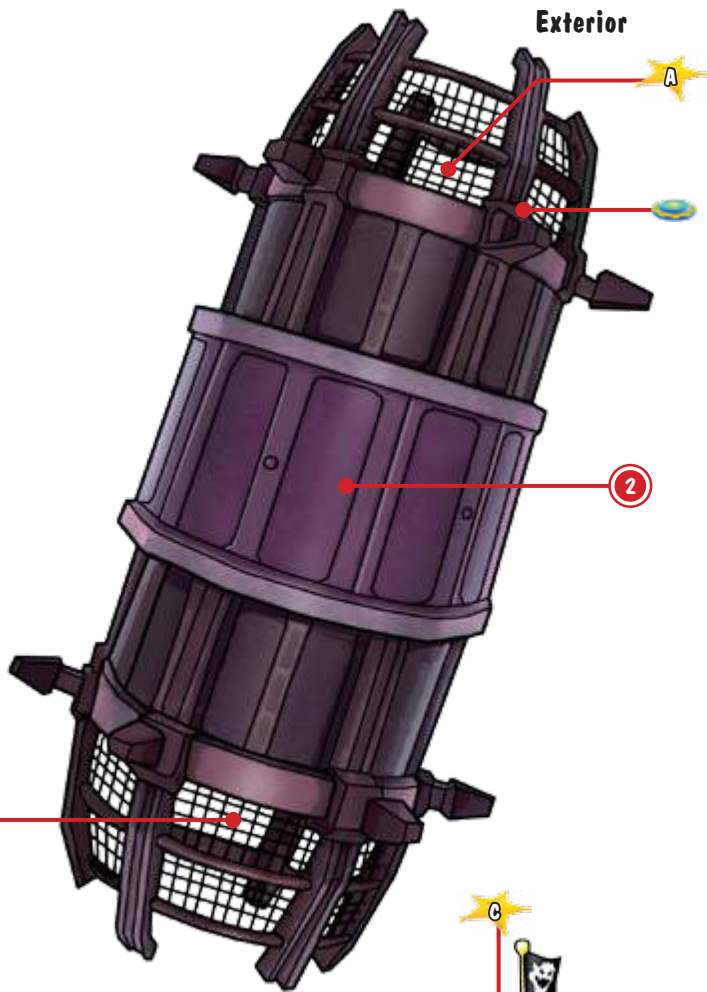
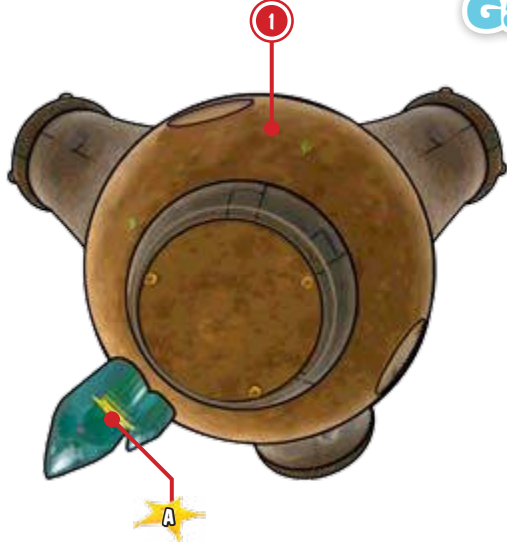
Twirlip



Goomba



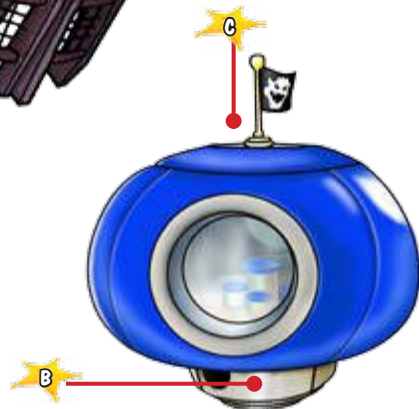
Piranha Plant



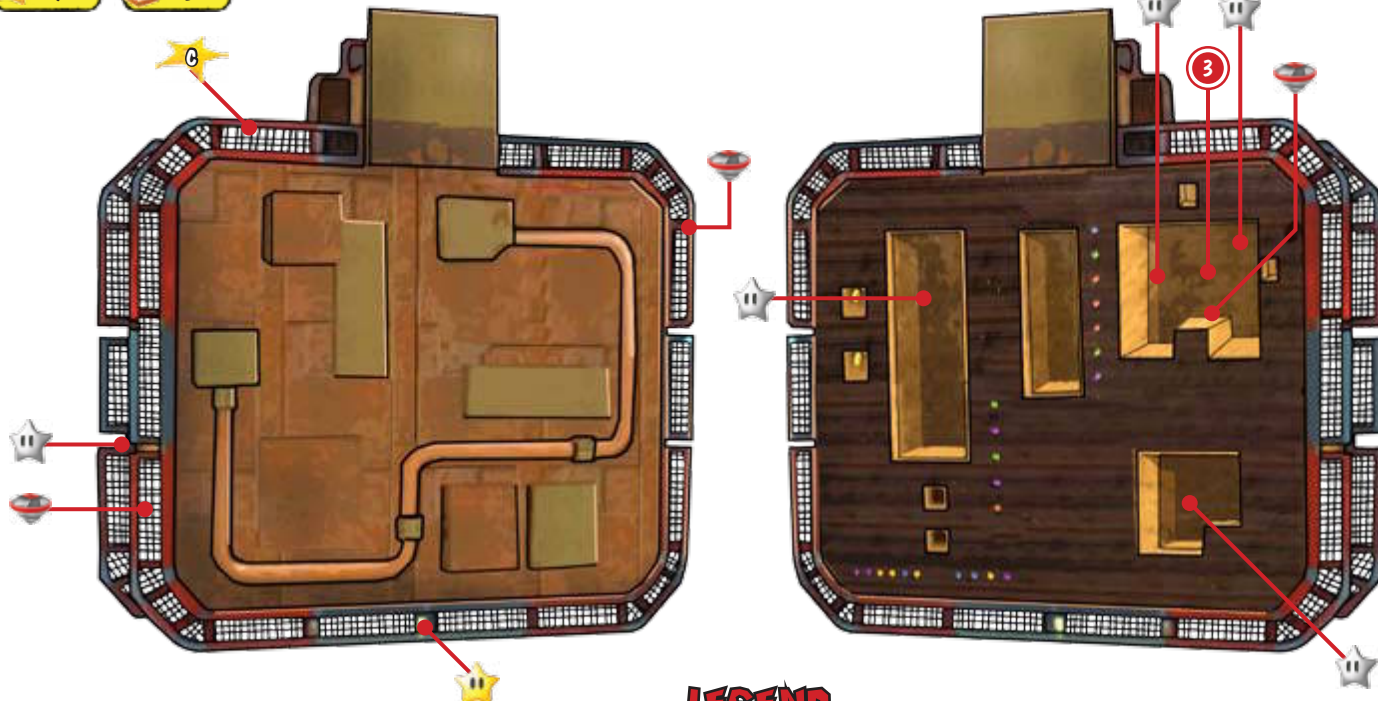
Exterior



Interior

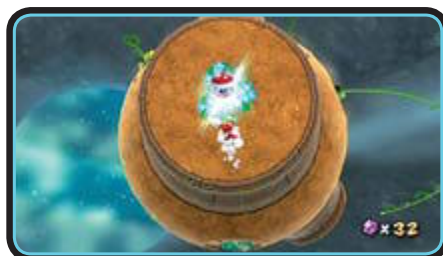


Stars & Comet Medals



LEGEND

Power Star	1-Up Mushroom	Boo Mushroom	Teleporter
Green Star	Life Mushroom	Spring Mushroom	Point of Interest
Silver Star	Fire Flower	Cloud Flower	Comet Power Star Points of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Planet Connections
		Spin Drill	



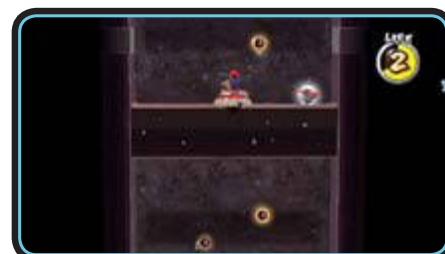
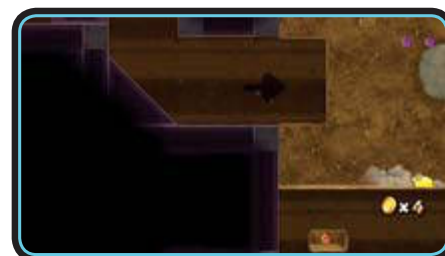
1 As soon as you land, start running for the small Launch Star on the planet surface. Cosmic Clones dog your every

step. If they bump into you, you lose health. And there is no way to defeat these guys; you just have to stay ahead of them. The star drops you off on a tower with a Piranha Plant. Jump on it to grow a vine that leads to the next planet.

Stomp the Piranha Plants on the surface of the planet to create vines and reach the Star Bits on top of the other towers.



The Teleporter drops you off in front of seven Twirlip. With no Rainbow Star to assist, you must take them out one by one to earn the 1-Up Mushrooms. Jump on them or soften them up with Star Bits and then kick them off the platform.



2 Inside this planet, you must use the Spin Drill to burrow through the dirt and reach the escape pipe at the very bottom. In the first room, burrow over the 45-degree angles to navigate through the winding



passage. In the second room, you must time your spins to avoid crashing into enemies as you descend to the bottom. Use the pipe to return to the surface of the planet and launch to the safety of the Starshroom.



3 The Power Star in this stage has been broken up into five Silver Stars. You must collect all five Silver Stars hidden inside

this flat planet by drilling through soft soil spots and falling into them as they hang in empty pockets. The catch is that gravity inside the planet always pulls you straight down, so get above the Silver Stars to fall into them. When you gather the fifth Silver Star (you can collect them in any order), the Power Star appears on the surface of the planet.



If you get hit by a Digga or Goomba, don't sweat it. There are multiple Spin Drills on the planet surface and its interior.

YOU GOT A STAR!



GREEN STARS



3: The third Green Star is located in the path with the 45-degree angles. Drill to the left of the first big turn so you pop out right on top of the Green Star.



Fluffy Bluff Galaxy



reach great heights! But be careful. The higher you go, the farther you can fall...



The Fluffy Bluff Galaxy introduces the Cloud Flower, which turns you into Cloud Mario. Now you can spin to create cloud platforms and

Power Stars: Search for the Toad Brigade Captain, The Chimp's Stomp Challenge, Every Planet Has Its Price

Comet Medal: Search for the Toad Brigade Captain

Comet Power Star: --
Green Stars: 3



Search for the Toad Brigade Captain



Enemies Encountered



Goomba



Octoomba



Piranha Plant



Flaptack



Cosmic Clone

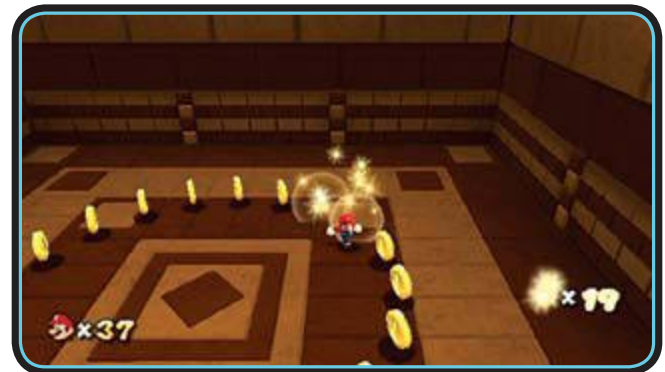
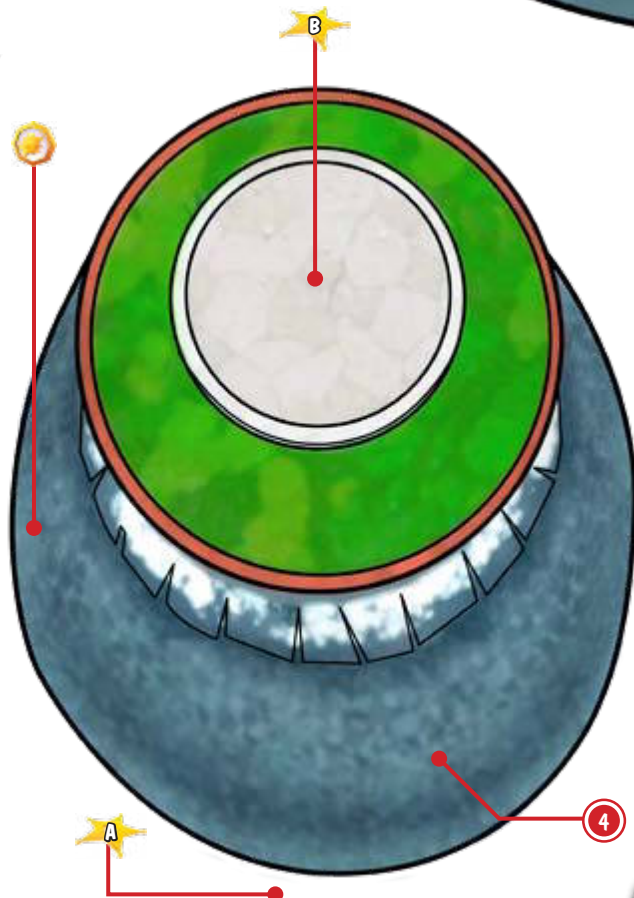
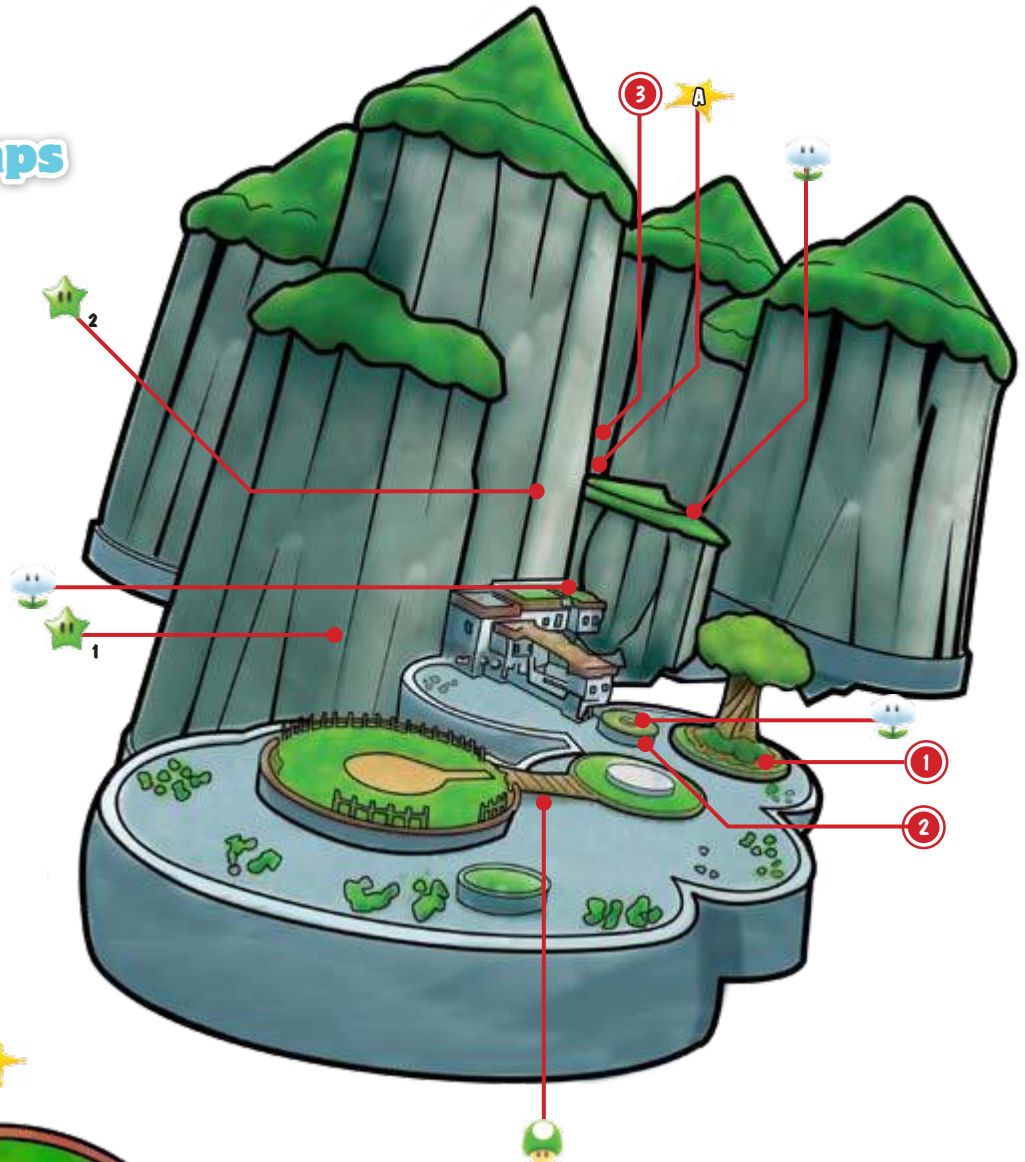
Stars & Comet Medals



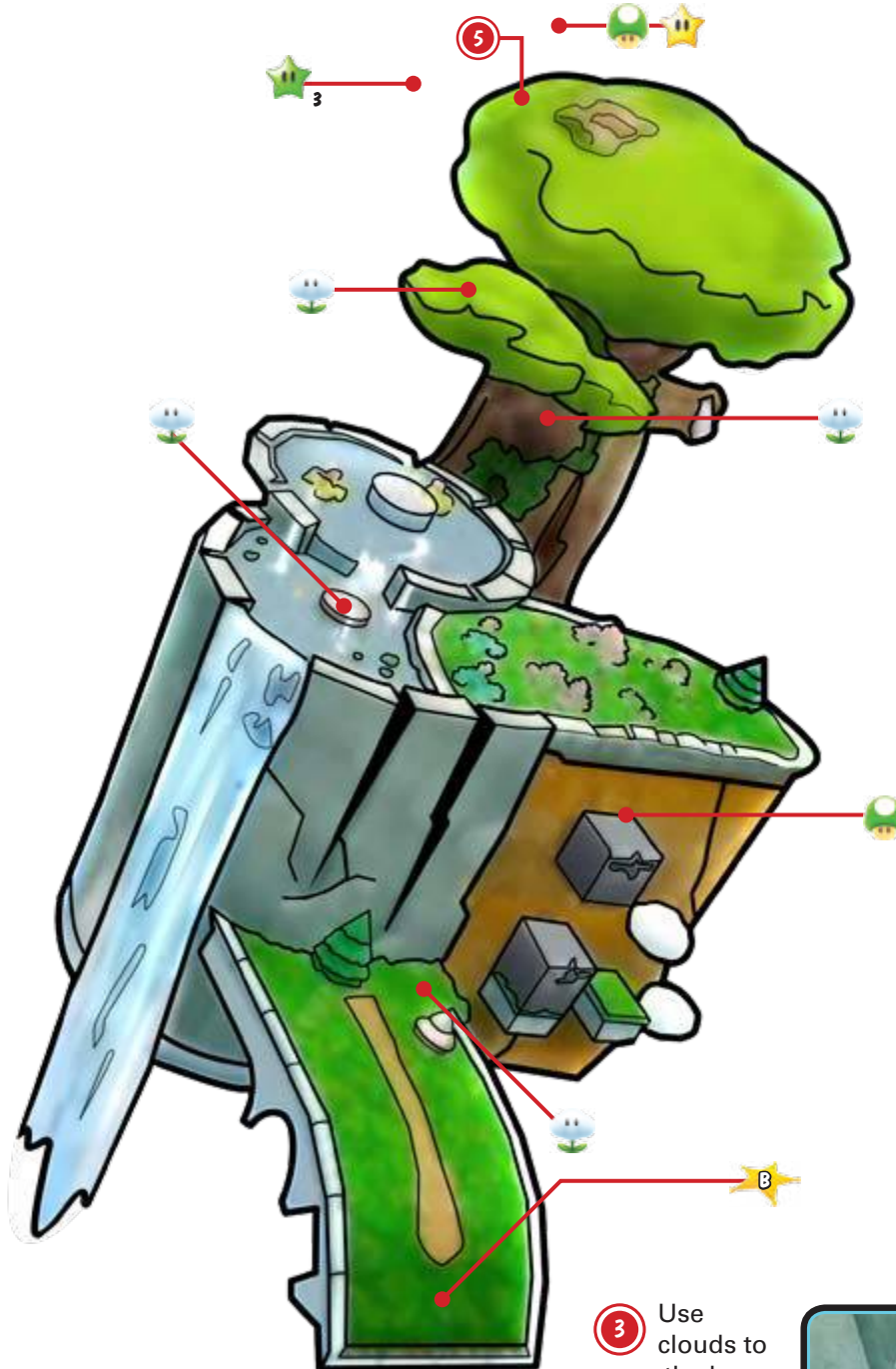
Galaxy Maps

LEGEND

	Power Star
	Green Star
	Comet Medal
	1-Up Mushroom
	Life Mushroom
	Fire Flower
	Bee Mushroom
	Boo Mushroom
	Spring Mushroom
	Cloud Flower
	Rock Mushroom
	Spin Drill
	Teleporter
	Point of Interest
	Comet Power Star
	Points of Interest
	Planet Connections



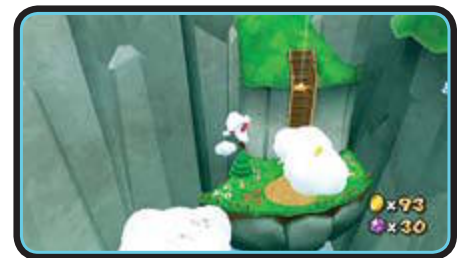
Drop into the green pipe hidden behind the tree to discover a ? Coin. When you touch the ? Coin, it reveals three waves of normal coins. When you collect all the coins in one wave, the next appears. If you collect all coins in each wave before time's up, you earn a 1-Up Mushroom. Collecting all the coins is necessary to feed the Hungry Luma on this planet and create the path to the hidden Power Star of Fluffy Bluff.



2 The Cloud Flower here turns you into Cloud Mario. Now you can shake the Wii Remote to make cloud platforms.

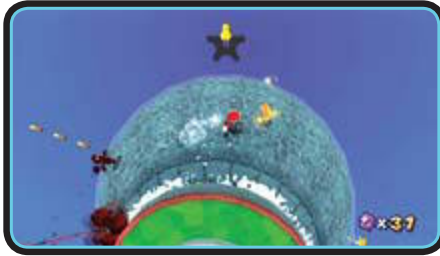
If you are going for the hidden Power Star, use the Cloud Flower to spin your way to the large cloud directly above you and collect all the coins. Otherwise, continue on up the platforms to the left.

3 Use clouds to cross the large gap here over empty space. If you run out of cloud platforms, use long jumps to reach the next cloud and finally reach the Launch Star between the two walls.



Without the Cloud Flower, you cannot stand on any of the clouds. You pass right through them.

Stars & Comet Medals



4 To create the Launch Star on this small planetoid, you must pick up the five Star Chips. Stepping into the water ends the Cloud

Flower's effects, but you do not need them to escape this planetoid. However, you must hurry because Cosmic Clones chase you until you finish the Launch Star.

COMET MEDAL

Stand on the little point beneath the Comet Medal and perform a backwards somersault.

At the height of the flip, spin to get a few extra inches and snare the Comet Medal.



5 The Power Star is located on the mountain beyond the Toad Captain. Grab a Cloud Flower so you can hop across

the clouds without falling. Use long jumps to cross the wide gaps between the clouds and spin to release cloud platforms in case it looks like you are about to fall. Backwards somersault up to The Chimp on the mountaintop to claim the Power Star.



Every Planet Has Its Price

1 Use the Cloud Flower to reach the top of the tree and the Launch Star will bring you to a Hungry Luma. You must



collect 100 coins to pay the pink Hungry Luma on the cloud above the first Cloud Flower. Bounce on enemies to bank coins, slip into the warp pipe behind the tree, and grab the temporary coins next to the Luma to meet its price. The Luma then transforms into a Launch Star to send you to a new planet inside the galaxy. The hidden Power Star is on the top of it.

GREEN STARS

1: All three Green Stars are in the Search for the Toad Brigade Captain mission.



The first is high above the starting point. Cloud Mario must backwards somersault higher and higher to reach the Green Star.

2: The second Green Star is on the first planet, near the checkpoint flag. Jump away from the checkpoint flag out toward the starting point and create clouds to eventually reach it.



3: The final Green Star in this galaxy is to the left of The Chimp holding the Power Star. Get



a fresh Cloud Flower and then long jump out to the right. The Green Star is on a grassy hill accessible only via your cloud platforms.

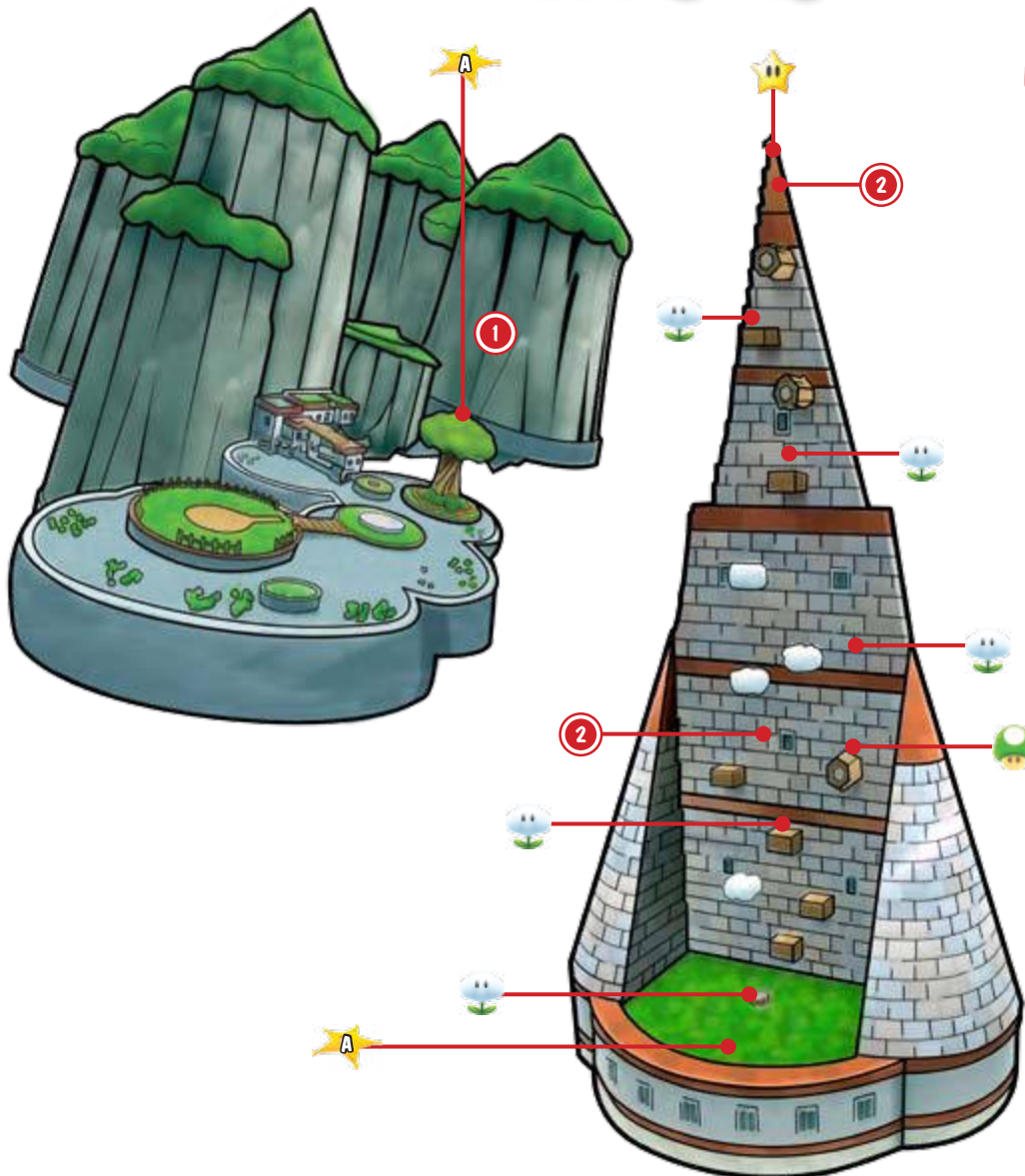
to the left of The Chimp holding the Power Star. Get



platforms. Be careful around the rotating pegs. If you stand on them for too long, they will dump you off the side of the planet.

2 Use the Launch Star to ascend the new planet, grabbing Cloud Flowers as you climb to keep a steady supply of cloud

Galaxy Map



Enemies Encountered



Goomba



Octoomba



Piranha Plant



Flaptack



3 You must use all three cloud platforms to reach the Power Star at the top of the pointy planet. Backwards

somersault up to the Power Star, spinning to release a cloud. Then, just jump into the Power Star to finish off the stage.

 **YOU GOT A STAR!**

LEGEND

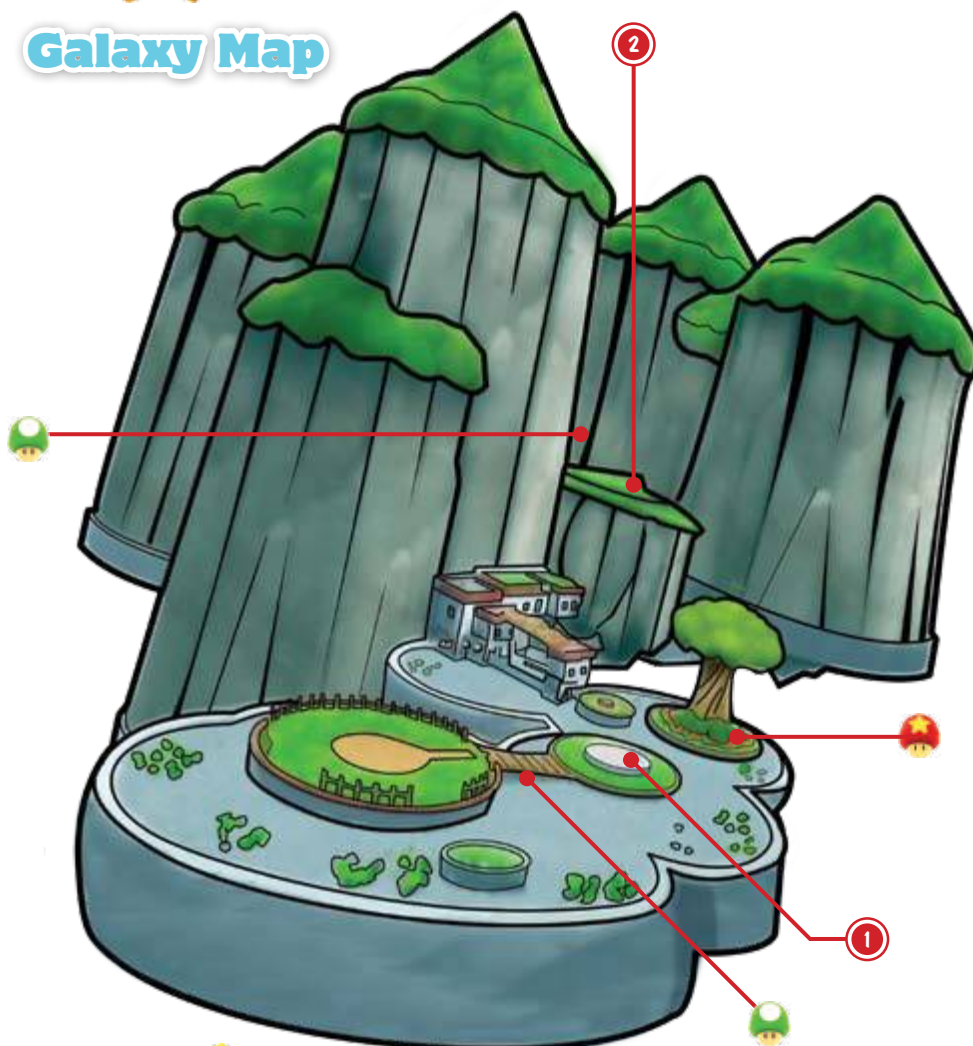
	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections

Stars & Comet Medals




















The Chimp's Stomp Challenge

Galaxy Map



LEGEND

	Power Star
	Green Star
	Comet Medal
	1-Up Mushroom
	Life Mushroom
	Fire Flower
	Bee Mushroom
	Boo Mushroom
	Spring Mushroom
	Cloud Flower
	Rock Mushroom
	Spin Drill
	Teleporter
	Point of Interest
	Comet Power Star
	Points of Interest
	Planet Connections

Enemies Encountered



Goomba



Octoomba



This challenge opens up only after you've gotten a letter from The Chimp. He needs to invite you before you can access his game.



1 When you enter the stage, The Chimp from the mountaintop stops you. The Chimp challenges you to reach 10,000

points within 120 seconds by stomping on enemies and collecting coins. Each coin you collect is worth 100 points. Every enemy you stomp is worth 100 points, too, but if you can link three enemies, you can earn up to 300 per baddie. Maximizing the number of 300 point stomps is the only way to reach 10,000 points.



The Life Mushroom behind the tree is worth 1,000 points.



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Each Star Bit you collect is worth 10 points. It doesn't sound like much until that first time you come up short by just 40 points.



2 Finish up at the two armies of Octoombas atop of the planet. The Octoombas are arranged in circles, making it easier to bounce

from head to head, earning 300 points per popped enemy. After bouncing around the ring, collect the coins to push your score over the top. You can also wall jump to the top of the tree for the 1-Up. Once you clear 10,000 points, The Chimp hands over his Power Star.



Flip-Swap Galaxy



After you feed the Hungry Luma 300 Star Bits on the World Map, it flies off and transforms into the Flip-Swap Galaxy. Here, each spin flips platforms back and forth, eliminating old paths while creating new ones. You will be kept on your toes.



After you feed the Hungry Luma 300 Star Bits on the

World Map, it flies off and transforms into the Flip-Swap Galaxy. Here, each spin flips platforms back and forth, eliminating old paths while creating new ones. You will be kept on your toes.

Power Stars: Think Before You Shake

Comet Medal: Think Before You Shake

Comet Power Star: Purple Coin Flip 'n' Sprint

Green Stars: 2



Think Before You Shake



See Maps on Next Page

1 Use the first section of this galaxy to get used to how the platforms flip. You do not always need to spin jump to gain extra altitude and flip the platforms. Some are close enough together that you can just jump to the next or use the long jump to cross a gap without needing a spin.



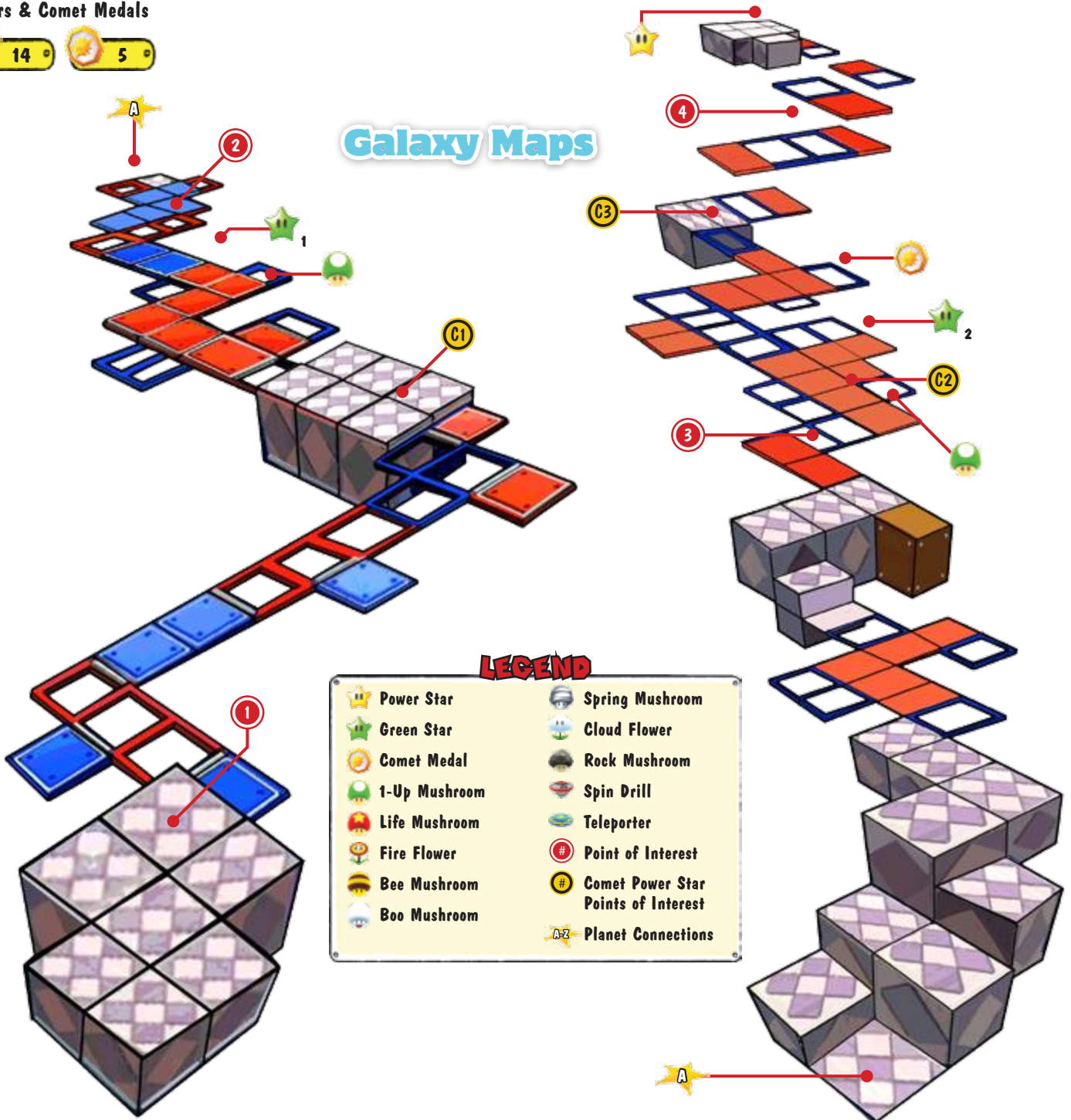
2 Wait for gaps in the electric walls before attempting a jump. You may be able to spin high enough to vault over a wall, but the risk just isn't worth it.



Stars & Comet Medals



Galaxy Maps



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Enemies Encountered



Chomp



Octoomba



Goomba



3 Things get tricky when you reach the Chomps. The Chomps roll along the platforms, but if you spin and flip the panels,

the Chomps fall into space. However, the Chomps all follow different paths. Some follow the blue lines while others move along the red. You must flip back and forth to dump the Chomps into space and keep a clean path ahead.



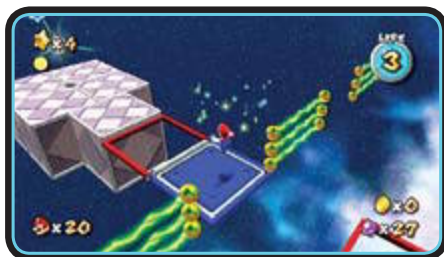
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COMET MEDAL

The Comet Medal is tucked among the Chomps. Jump out to the Comet Medal and then spin to flip the blue panel up beneath it. From here, you can easily hop to the solid ledge because the nearby Chomp keeps falling through the empty red path.



4 The final stretch of the galaxy extends the gaps between the platforms. Use long jumps to blast across empty space (and through holes in the fences) to close the distance between you and the Power Star.



YOU GOT A STAR!

Purple Coin Flip 'n' Sprint

The comet in this galaxy sprinkles the platforms with purple coins. To retrieve the Power Star, you must collect all 100 purple coins, strewn across the flipping platforms. It's a tricky task, especially when you must juggle Chomps, but with steady hands and sure-footed jumps, you'll collect those coins under the three-minute time limit.

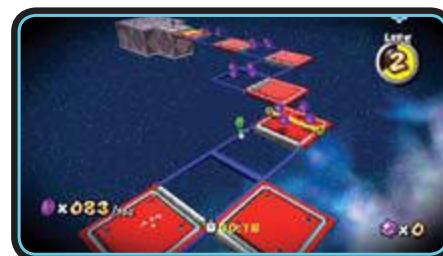
C1 You only have three minutes to complete this course and that isn't much time when you are plotting careful moves. Try to breeze through the first section of coins so you have a little breathing room around the Chomps to make careful jumps.



C2 The purple coins are along the Chomp paths. To collect them, you must flip the platforms up to aid the Chomps. Just

collect half the coins and then jump to a side panel, spinning to dump the Chomp. Then raise the panels again and jump back as the Chomp rolls by.

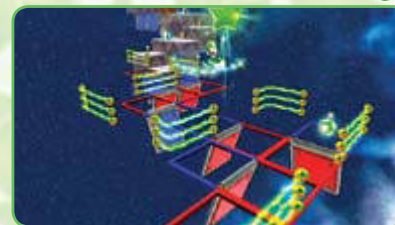
C3 Use long jumps in the final stretch to leap over sliding electric fences and collect the quartets of purple coins close to the finish line.



YOU GOT A STAR!

GREEN STARS

1: Jump out to this red panel and then backwards somersault skyward, spinning to get a little extra altitude and grab the Green Star. Just make sure that spin flips the red panel up beneath you in case you miss it.



2: The second Green Star is near the second set of electric fences. Use the same technique.



Backwards somersault and spin up into the Green Star.

Stars & Comet Medals



Rightside Down Galaxy



Rightside Down Galaxy introduces flipping gravity fields. One second your feet are on the ground, the next you're pulled to the ceiling. Watch the arrows in the background to see the current direction of gravity and see if you cannot use the sudden switches to your advantage.

Power Stars: Breaking the Laws of Gravity, The Great Crate Incinerator

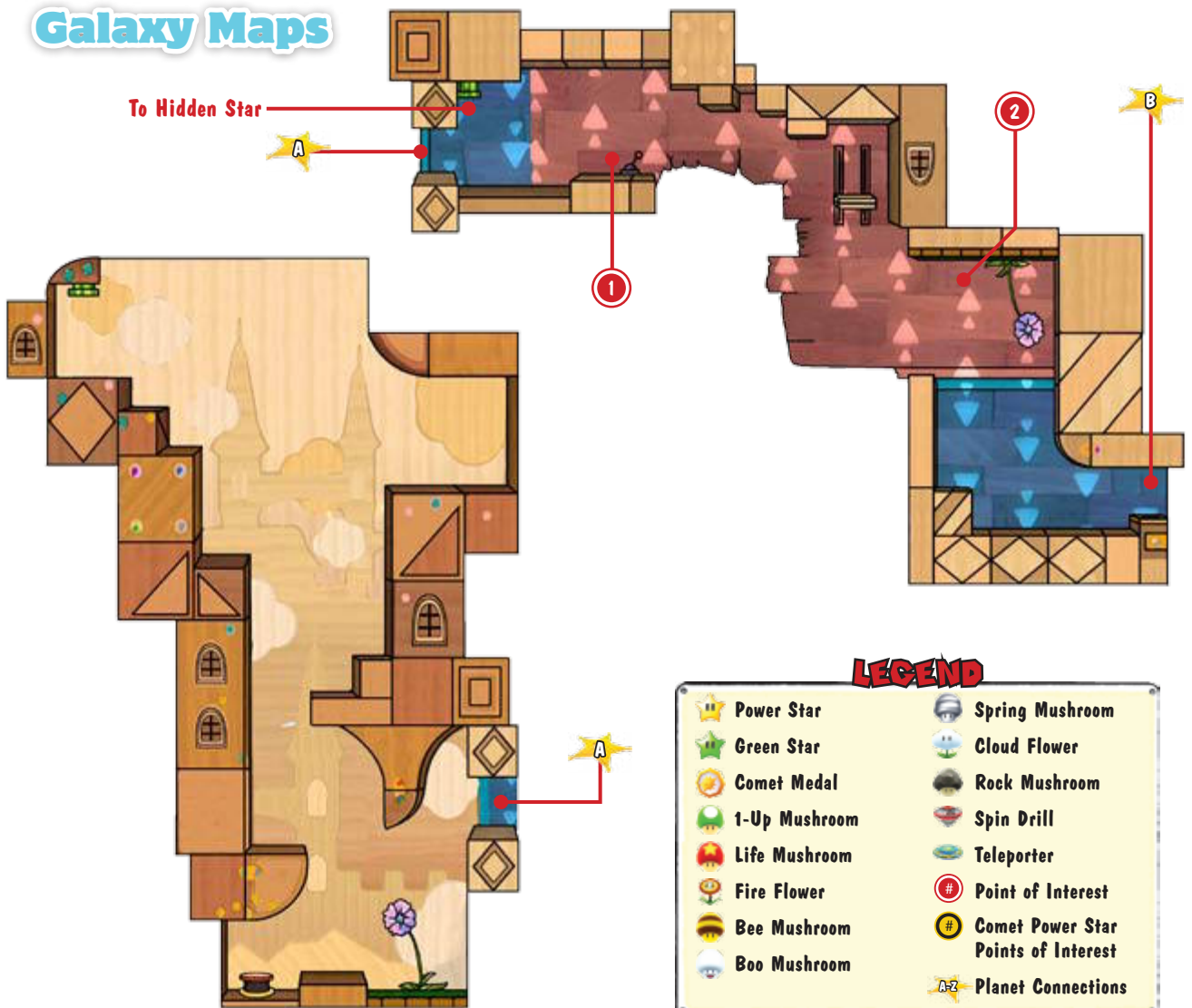
Comet Medal: Breaking the Laws of Gravity

Comet Power Star: --

Green Stars: 2

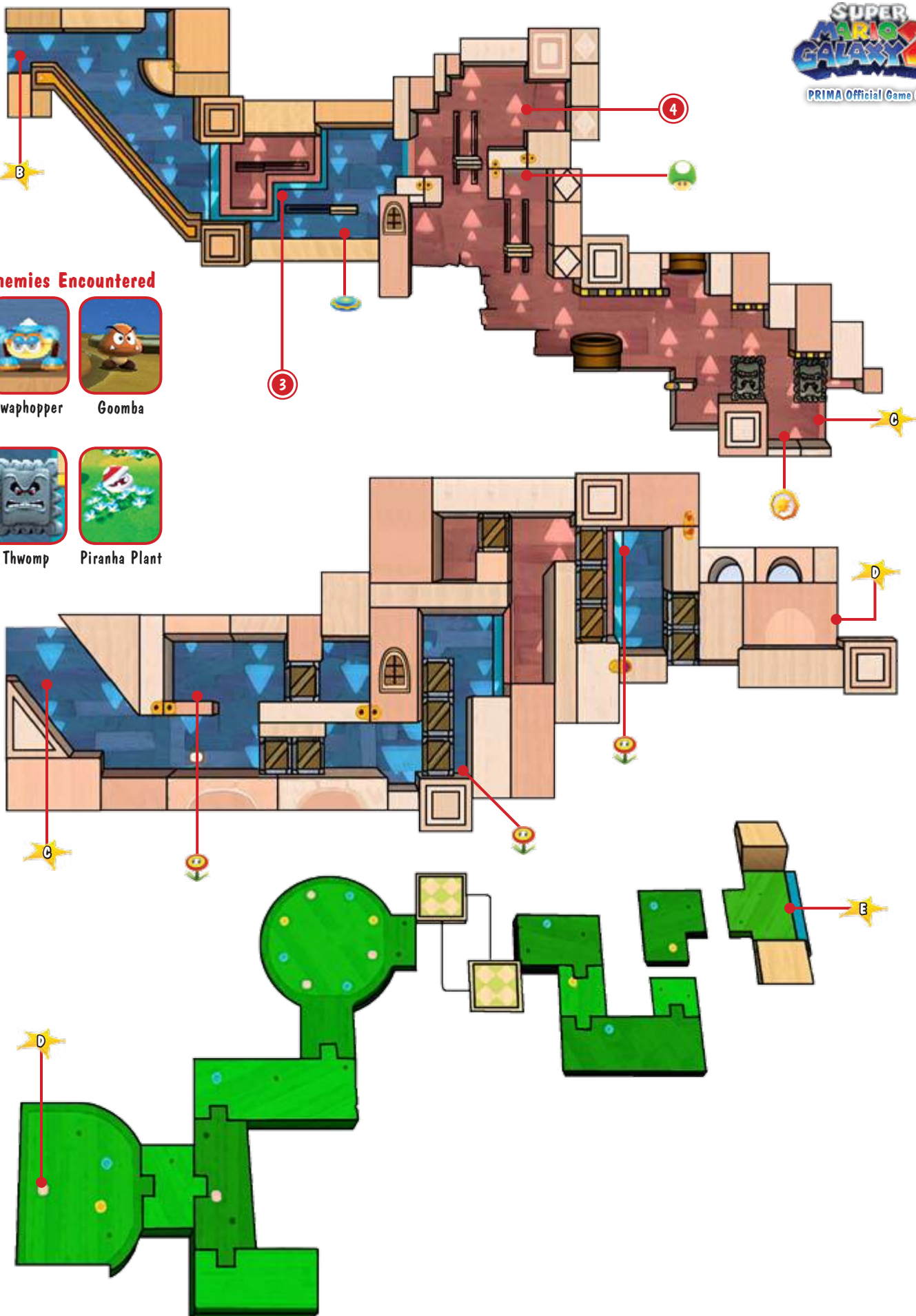
Breaking the Laws of Gravity

Galaxy Maps



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



Enemies Encountered



Swaphopper



Goomba

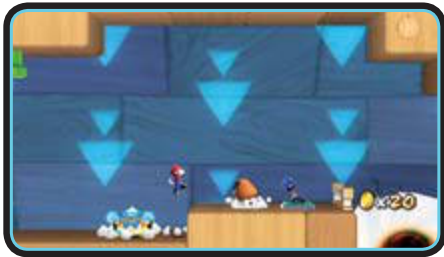
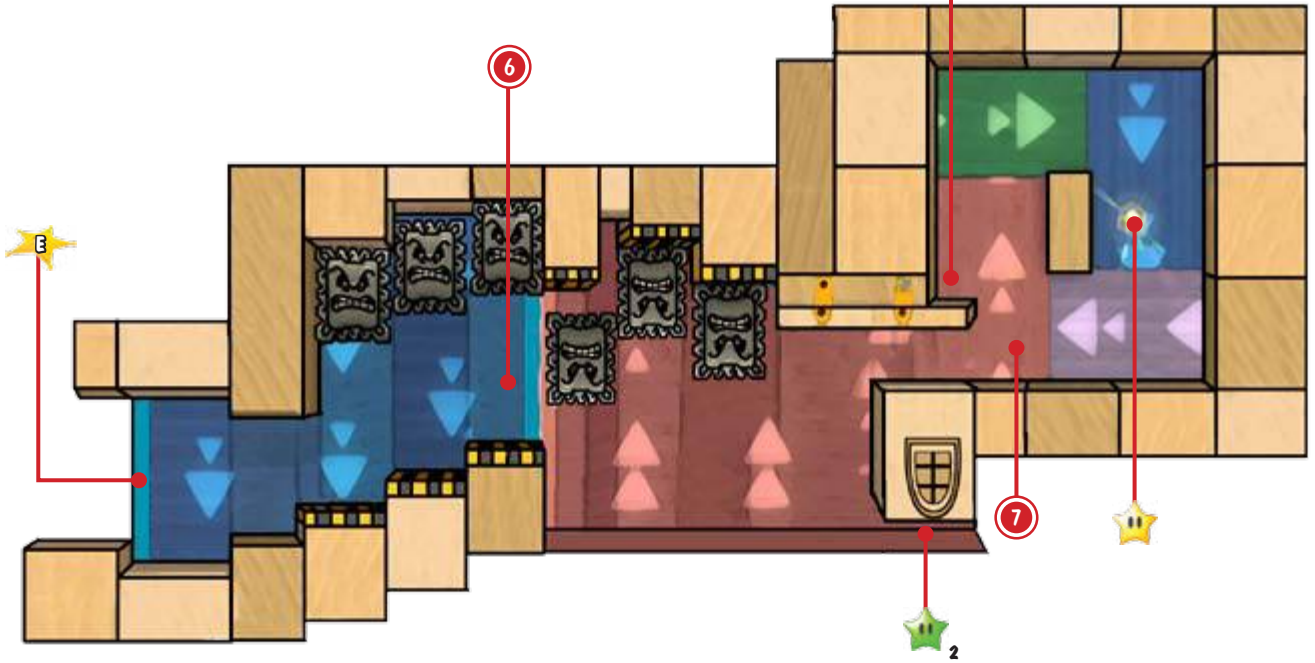


Thwomp



Piranha Plant

Stars & Comet Medals



switch, you reverse gravity. Now you're flipped up to the ceiling. The Swap-hopper flies up there, too, revealing its soft underbelly. Bounce on it to defeat it and grab a coin.

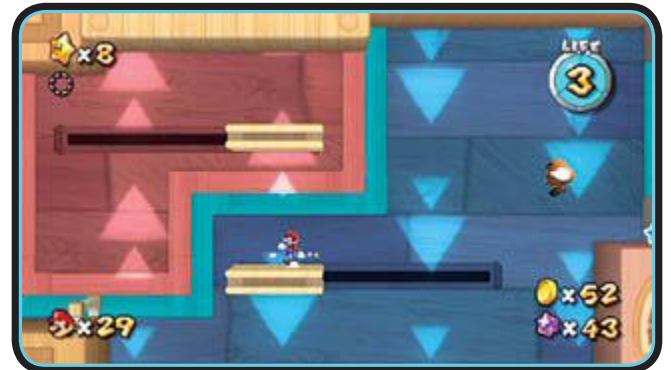


NOTE
The green pipe on the ceiling here leads to a hidden Power Star in this galaxy: The Great Crate Incinerator. See the end of this section for details.

2 You cannot flip up to the next section of this galaxy without defeating the giant Piranha Plant. Stand just out of range to tease the plant into stretching too far, thus smashing its head into the ceiling. Now jump on it to defeat it and swing into the flower to spin up to the next area.

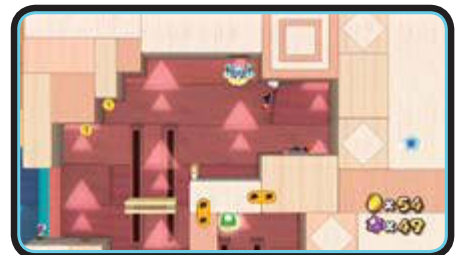


1 The Swap-hopper here is invincible as long as gravity is directed down. But when you spin into the blue



3 This area has two gravity fields at the same time. When you cross the line between the pink and blue sections, you are pulled in the directions of the arrows. Use the ledges to ascend (or descend, really) through the room and push on toward your goal.

4 Use the switch here to expose the Swap-hopper's weak spot. Leave gravity pointed upward, though, and backwards somersault up the moving ledges to sneak into the small alcove with the 1-Up Mushroom.





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COMET MEDAL

To grab the Comet Medal, backwards somersault against the Thwomp as it slams into the ceiling. It's okay, you won't get hurt. Now, wall jump away from the Thwomp and spin up into the Comet Medal.



7 To retrieve the Power Star at the end of this galaxy, you must swing around the four gravity fields. Fly up into the green zone to

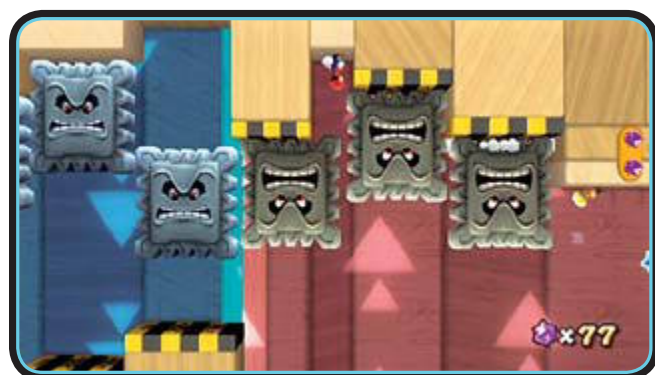
be thrown into the right wall. Slide down it and kick away to jump into the Power Star. However, if you slide past the Power Star and into the purple zone, you are flung into a 1-Up Mushroom. Just make another pass through the room to pick up the Power Star.

YOU GOT A STAR!

GREEN STARS



5 You discover your first Fire Flower here. Use Fire Mario's fireball powers to burn through baddies and the wooden crates to keep moving through the galaxy. The Fire Flower's power only lasts as long as the music, so don't hesitate. Keep moving to get the most out of the Fire Flower.



6 You cannot make it through the line of Thwomps in one move. Run through the Thwomps and dive into this little nook. Wait until the Thwomps crash into the ceiling and then jump out of the hole to escape these titans.

1: The first Green Star is near the grass patch that connects the two halves of this galaxy. While at the top of the grass patch facing the Green Star, long jump toward the Green Star and Spin Jump to reach it.

2: Backwards somersault against the wall and then spin jump away from it to fly into the second Green Star.



Stars & Comet Medals



The Great Crate Incinerator

If you enter the green pipe above 1, you enter a side room with a Fire Flower. Burn up the crates in this small room to reveal an orange pipe. This leads to the hidden Power Star of Rightside Down Galaxy. There is no Power Star attached to a comet in this galaxy, nor are there any Green Stars in this hidden section.

Gearmo

When you pop out the other end of the orange pipe, you meet Gearmo. Gearmo is a janitor robot charged with cleaning up debris on this planet. The robot just encountered a whole bunch of old wooden crates. If you help Gearmo destroy the crates within 20 seconds, the robot gives you a Power Star. When the contest begins, you are powered up with a Fire Flower.



To complete the task within 20 seconds, you need to line up fireball throws so a single fireball burns through an entire line of crates. Starting at the center of the area, throw fireballs north and south before tossing one at each diagonal line of crates leading away from the center. Then, clean up any remaining crates on the north side of the area to finish the job and collect the Power Star.

YOU GOT A STAR!

Bowser Jr.'s Fiery Flotilla



the toughest enemy you have battled yet, but the fight is as fun as it is challenging.



The first Grand Star is held by Bowser Jr. He uses it to power Gobblegut, a massive dragon that coils around the final planet in this galaxy. Gobblegut is

Power Stars: Gobblegut's Aching Belly

Comet Medal: Gobblegut's Aching Belly

Comet Power Star: Fiery Flotilla Speed Run

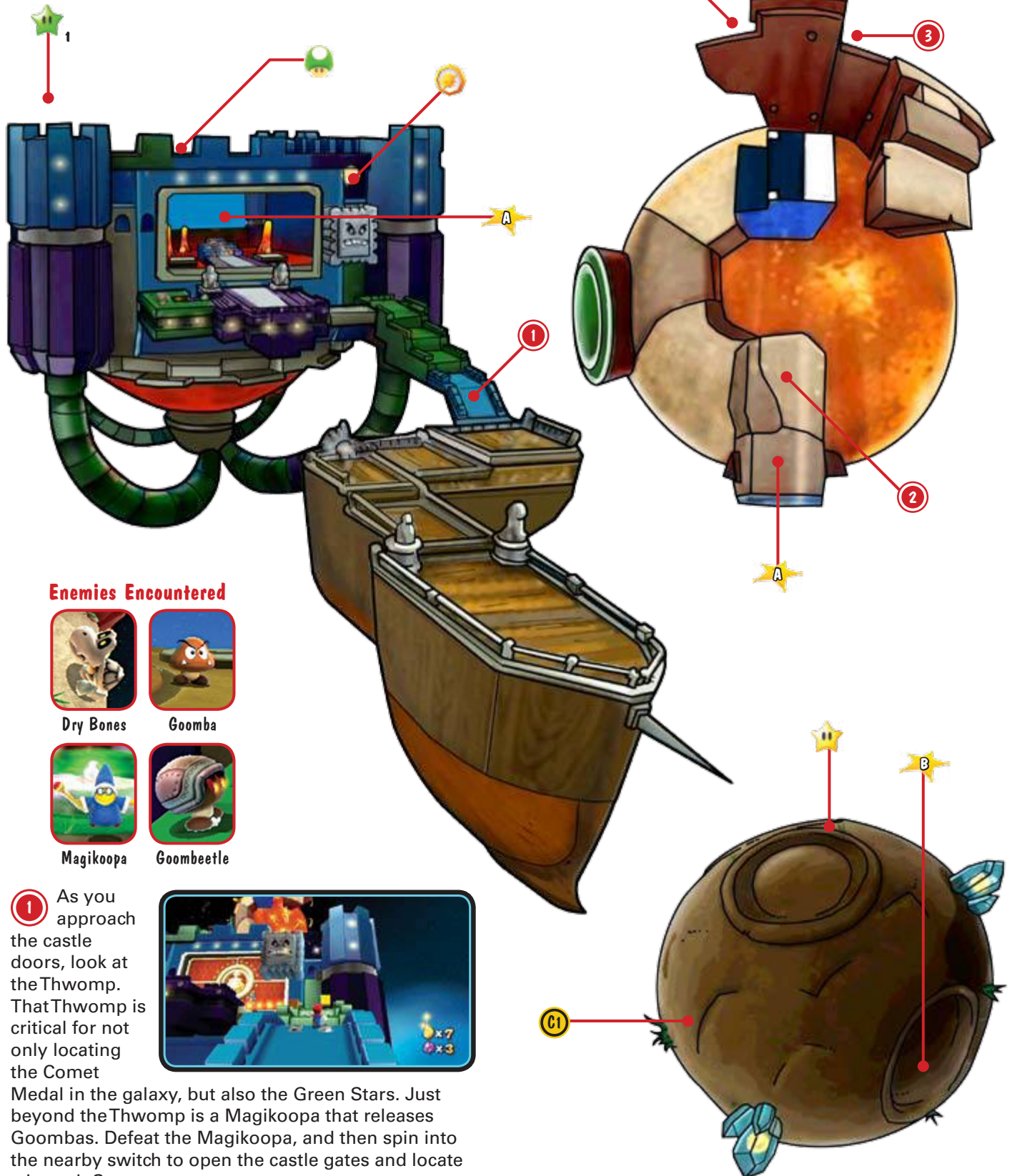
Green Stars: 2

Gobblegut's Aching Belly

LEGEND

Power Star	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star
1-Up Mushroom	Boo Mushroom	Spin Drill	Points of Interest
			Planet Connections

Galaxy Maps



Enemies Encountered



Dry Bones



Goomba



Magikoopa



Goombeetle

1 As you approach the castle doors, look at the Thwomp. That Thwomp is critical for not only locating the Comet Medal in the galaxy, but also the Green Stars. Just beyond the Thwomp is a Magikoopa that releases Goombas. Defeat the Magikoopa, and then spin into the nearby switch to open the castle gates and locate a Launch Star.



Stars & Comet Medals

18 7

COMET MEDAL

To reach the Comet Medal, backwards somersault on top of the Thwomp by jumping on top of the ? Block to its left. Ride the Thwomp up and then spin jump into the Comet Medal.



2 Dry Bones are tricky. You cannot defeat them with Star Bits or bounces. You only stun them. Watch out for the fireball



spinners as you walk the winding path to the tower leading up to the next Launch Star.



You need to collect this Life Mushroom so you enter the battle with Gobblegut with six wedges of life. Sure, you can battle Gobblegut without them, but the massive dragon is a rough customer. After collecting the Life Mushroom, jump up the tower, carefully avoiding the fireball spinners, and then launch to Gobblegut's home.



Boss Battle: Gobblegut



Bowser Jr. meets you on this small planetoid, but he's not staying. The Koopa kid is only there to unleash Gobblegut, a huge dragon that circles the planetoid before crashing down on you. You must outsmart Gobblegut to win the Grand Star that unlocks World 2.



Gobblegut's first attack is to swirl overhead and then dip down to the planet surface, chomping the ground with its huge teeth. When you see Gobblegut start to lower its head, run. A long jump will put distance between you Gobblegut's maw. Gobblegut may chomp down a few times before lifting its head off the planetoid.



TIP
If you ever lose any life, shoot Star Bits at the golden pegs to release a coin.

When you hear Gobblegut's train whistle, watch the shadow of its head and back off.



Gobblegut is about to burrow through the planet. This reveals Gobblegut's weak spots, so don't move back too far. You need to be able to get in close and attack when Gobblegut's six bellyache bulges get caught in the hole it digs into the planetoid.



Spin attack the red bellyache bulges when Gobblegut gets stuck. Gobblegut will pull each bulge through within

just a few seconds, so act quickly. You have the chance to strike up to three bellyache bulges per dive. After you hit the third bulge, Gobblegut roars in pain and retreats back into low orbit.



PRIMA Official Game Guide

Boss Battle: Gobblegut

(continued)



CAUTION

Gobblegut is impervious to Star Bit attacks, but that doesn't mean you should pass up the Star Bits that pop out of each burst bellyache bulge. Those Star Bits are essential for opening up new galaxies.

If you leave Gobblegut with a single bellyache bulge, it gets furious. Reddened, Gobblegut speeds up and is extra aggressive about biting at the planet surface. Run away from the dragon's mouth until you see it rise again. When you hear that train whistle, you have another shot at finishing off the monster and claiming the Grand Star.



 YOU GOT A STAR!



You do not always need to wait for Gobblegut to burrow into the planet to attack its bellyache bulges. If you spy Gobblegut

flying low to the surface, backwards somersault up and spin into one of its bulbs. This will help you finish the dragon off before time runs out.

 YOU GOT A STAR!



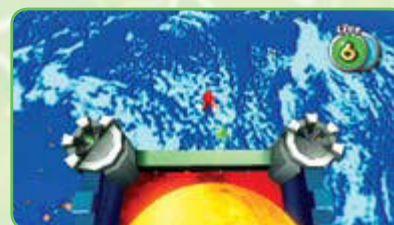
GREEN STARS



1: The first Green Star in this galaxy is very difficult to reach. You must jump back on top of the Thwomp and then jump out to the castle wall at the height of the Thwomp's rise. Spin to reach the



wall. Next, wall jump away from the castle and spin again. While spinning, move back toward the castle to grab the top of the wall. After pulling yourself up, follow the wall to the left to locate the Green Star on the tower in the very back.

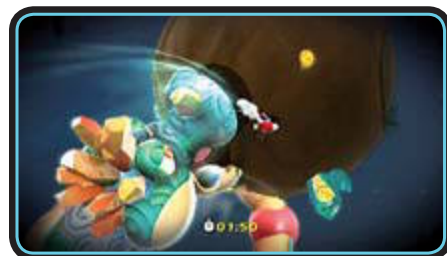



2: The second Green Star is much easier to find. Before zooming off to Gobblegut, perform a long jump

directly behind the Launch Star. You fly out into space, but fall right into the Green Star.

Fiery Flotilla Speed Run

When the comet arcs over Bowser Jr.'s Fiery Flotilla, you can go for the speed run. This is a timed battle against Gobblegut. You do not have to explore the rest of the galaxy to reach the boss' planet. When the battle begins, two minutes appear on the clock. Time to give that brute a real tummy ache. Actually, six tummy aches!



 Not only are you timed, but Gobblegut actually moves a little faster in this speed run. Run to avoid its bite attacks,

and watch closely for the dragon to raise its head for the dive through the planet core. You need to get as many bellyache bulges per dive as possible to defeat Gobblegut within the time limit.



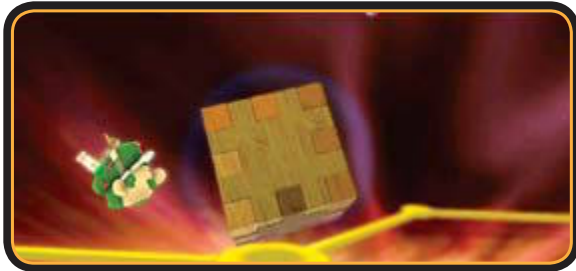
You cannot fetch a Life Mushroom before this fight, so be careful!

Stars & Comet Medals



World 2

Puzzle Plank Galaxy



The Puzzle Plank Galaxy is a system of wooden blocks and boards. Buzz saws and bugs infest this galaxy, but if you are fleet-footed, you can keep one step ahead of danger and solve the riddles.

Power Stars: The Puzzling Pictureblock, Bugaboom's Back

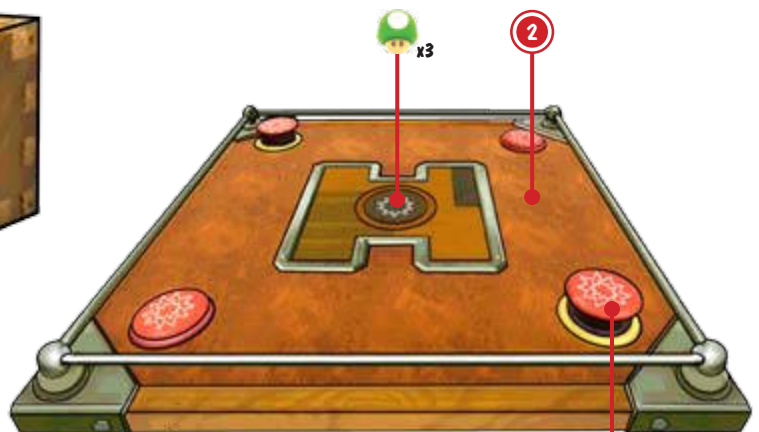
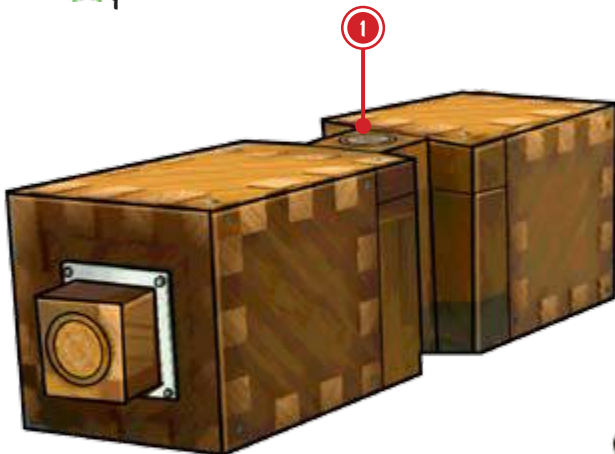
Comet Medal: The Puzzling Pictureblock

Comet Power Star: Purple Coin Shadow Vault

Green Stars: 3

The Puzzling Pictureblock

Galaxy Maps



Enemies Encountered



Flipbug



Mandibug



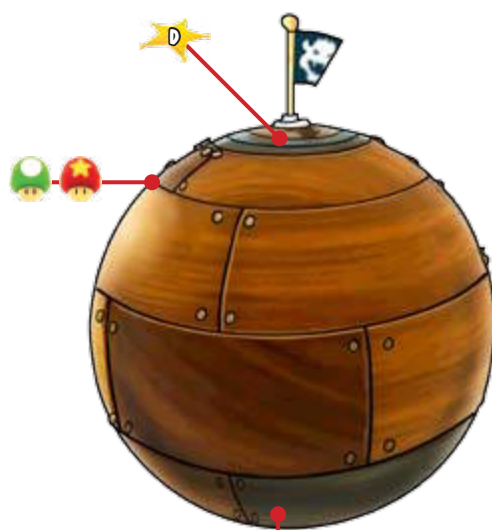
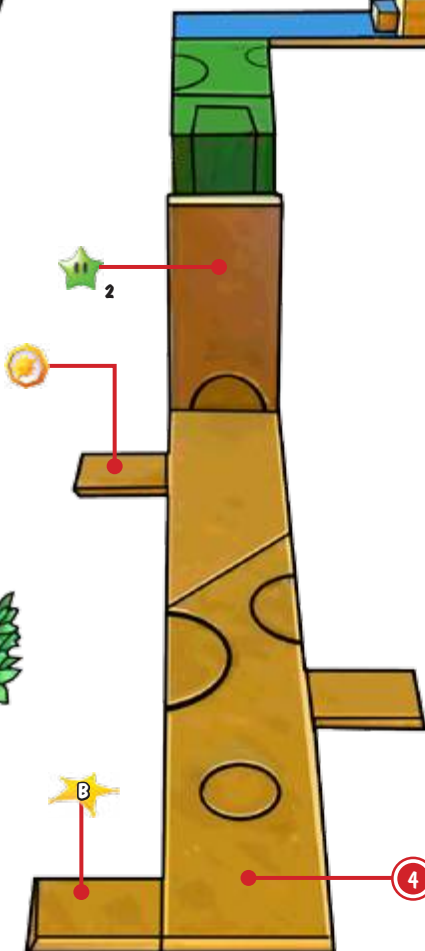
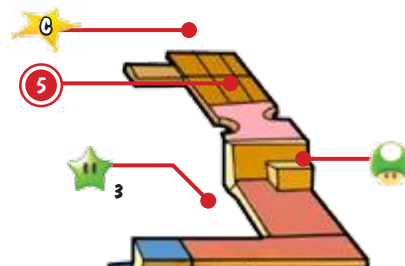
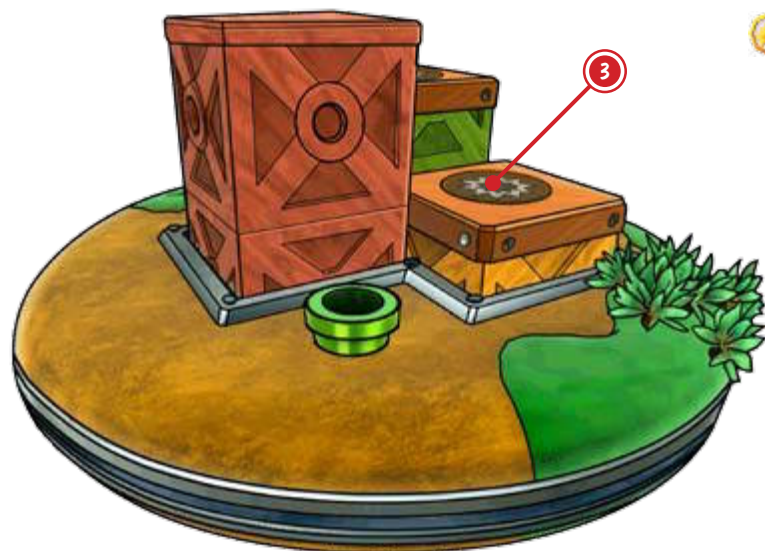
Octoomba



Wiggler



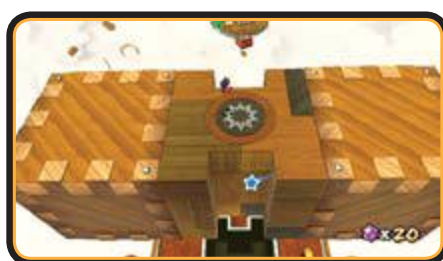
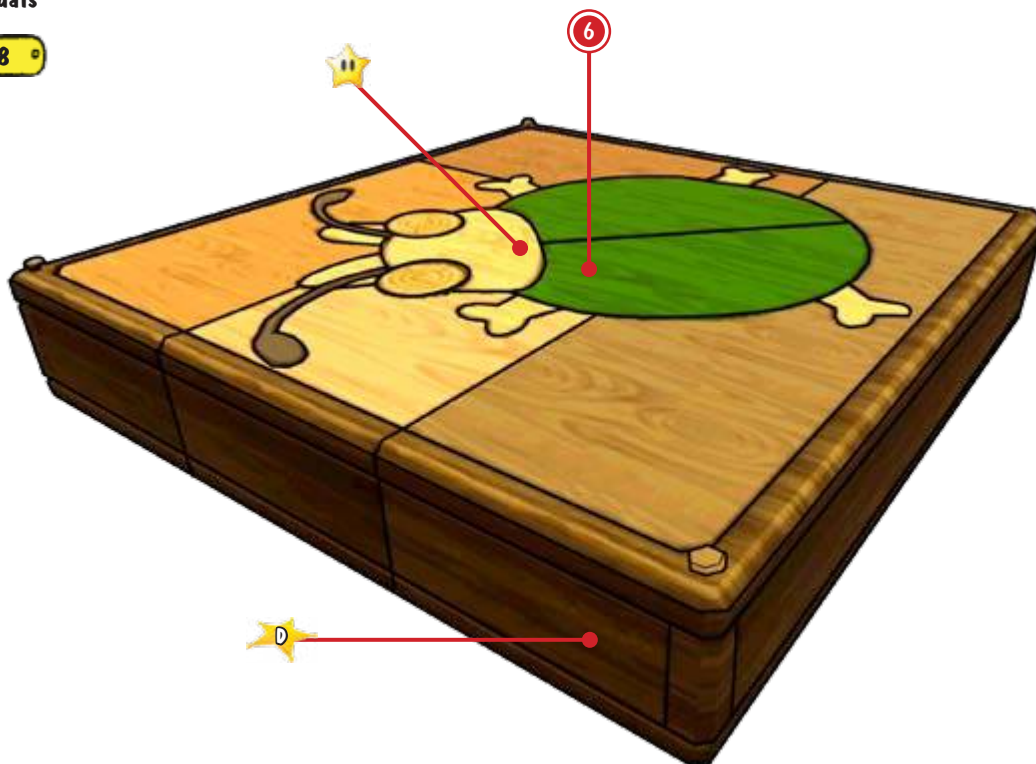
Slurp



LEGEND

	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections

Stars & Comet Medals



1 After ground-pounding the two buttons on each side of this first puzzle piece to earn Star Bits, pound the center piece to slam it into place on the large block below.

center piece to slam it into place on the large block below.

2 There are two Wigglers on this block. Ground-pound next to the Wigglers to flip them on their backs and then bounce on their exposed stomachs. Now you can pound the red buttons for treasures. The button in the lower right corner releases a Launch Star.



The red button in the upper left corner sends out a spiral of notes. Follow the musical trail and pick up every note before the timer ends to earn three 1-Up Mushrooms. Be sure to dispense with the Wigglers first.

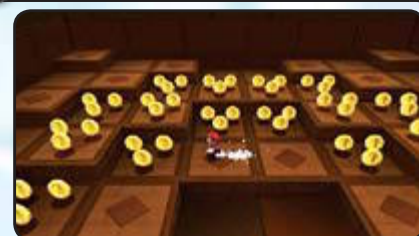


3 The Launch Star on this planetoid is too high to reach. Walk to the bottom half of the planet and ground-pound

the blocks to create a set of stairs that help you reach the lofty Launch Star topside.



TIP
Drop into the green pipe to discover a room loaded with coins. The Hungry Luma on the planetoid above wants 70 coins. If you pay up, it transforms into a new planet, unlocking the hidden Power Star in this galaxy: Bugaboom's Back.





4 Buzz saws roar to life when you reach these boards. The saws cut away pieces of the boards. You must watch out that the saws don't cut the ground out from under your feet as you move through the stage.



To locate the Power Star, you must solve this puzzle block. It's not terribly difficult. Just walk along the edge of the block and ground-pound each burst symbol three times to slide the pieces into place. When you create a picture of a Mandibug, two of the bugs drop to the block.

COMET MEDAL

The Comet Medal is on this small plank. As you approach, a saw cuts it free of the main path. Jump out to grab the Comet Medal before the plank beneath it falls away.



You must stand in front of the Mandibugs to make them rush you. Spin jump safely over the Mandibugs, but then ground-pound the top bug to eliminate it. This infuriates the bottom bug, doubling its speed. Ground-pound it to reveal the Power Star.



5 Beware of the Mandibug that protects the red button here. It rushes you when you approach.

Ground-pound its back to defeat it and then jump on the red button to create the Launch Star that leads to the last planet in the system.

☆ YOU GOT A STAR!

☆ Bugaboom's Back ☆

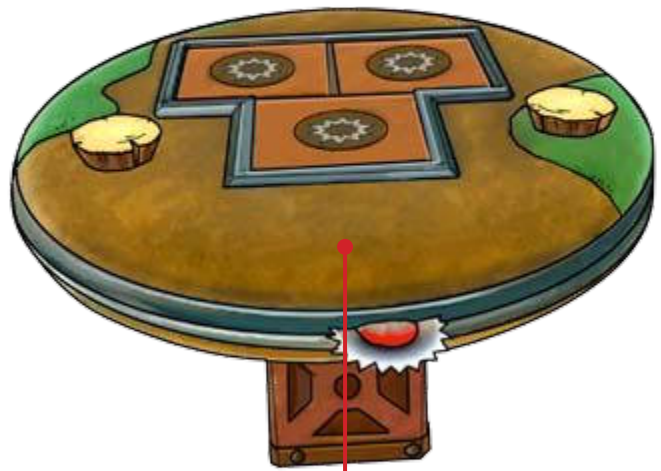
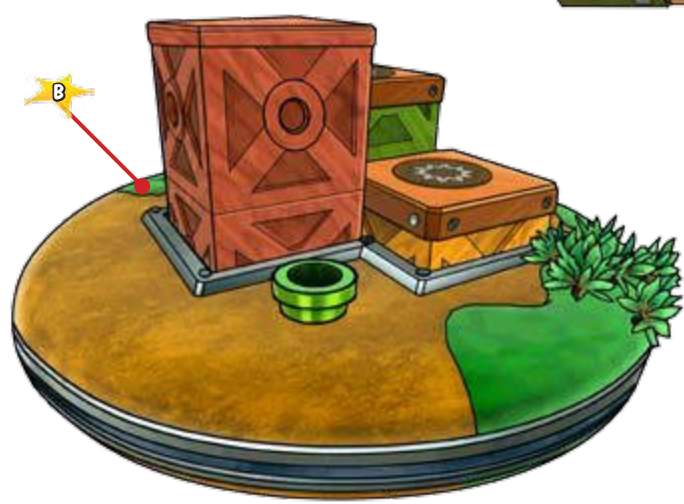
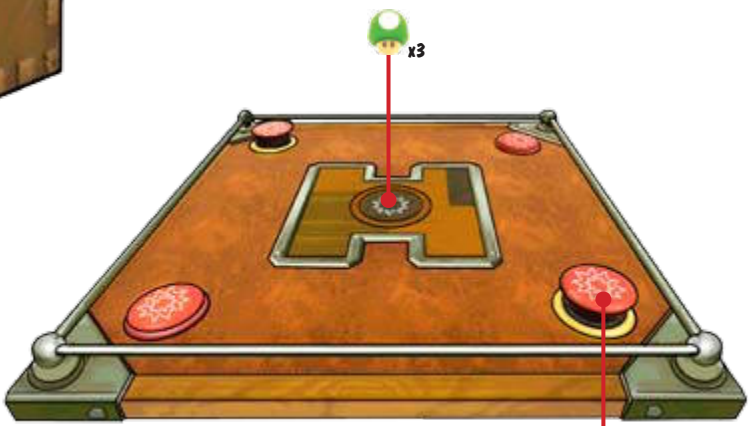
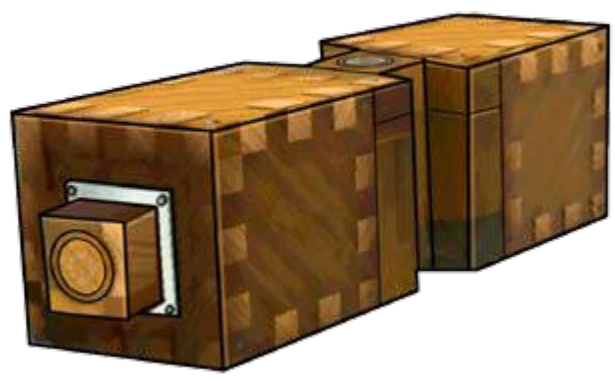


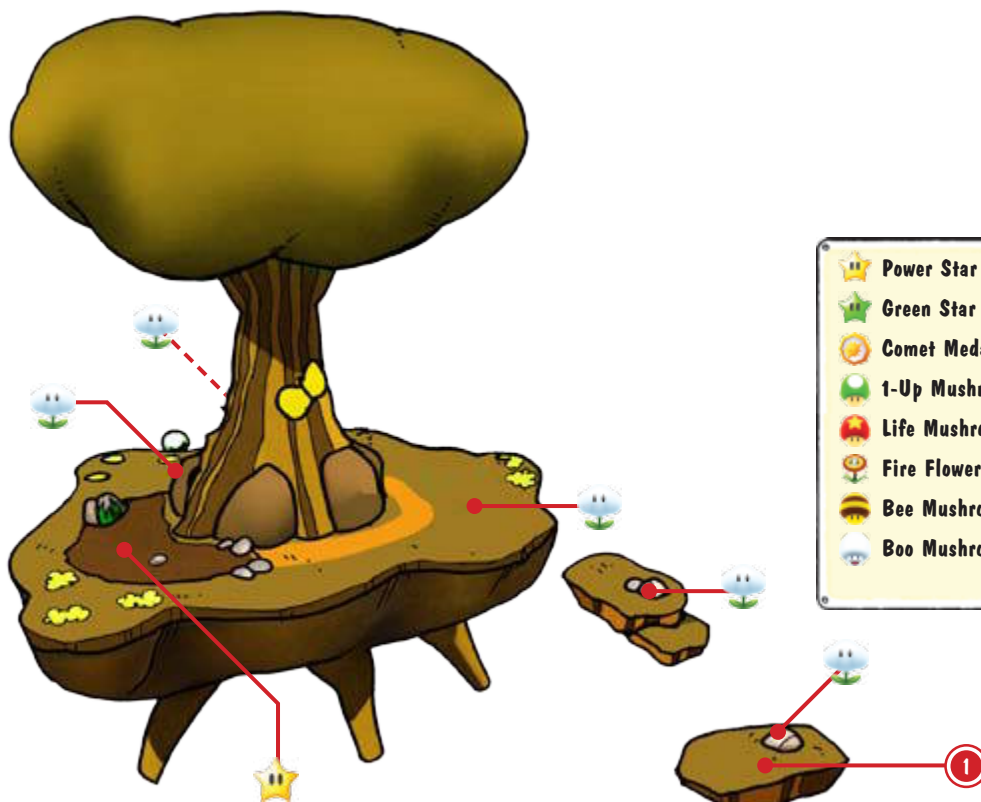
1 Once you pay the Hungry Luma 70 coins you collected from the green pipe and by smashing enemies, it flies off and transforms into a new planet. To reach this planet, you must follow the Launch Star and then cross the great expanse of space with Cloud Mario. Make long jumps to get the most out of your clouds. As soon as you touch down on the planet with the giant tree, you must battle Bugaboom for the Power Star.

Stars & Comet Medals



Galaxy Maps





LEGEND

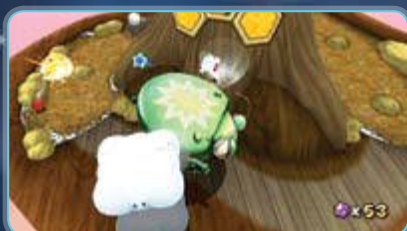
Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



Boss Battle: Bugaboom



Bugaboom is a huge Mandibug. The massive insect circles its tree, guarding its territory by striking at you with its pincers. If you walk in front of Bugaboom, it agitates and then rushes for you. This is key to defeating Bugaboom. As Bugaboom runs toward you, you must use the Cloud Flowers around the tree to get above the boss and ground-pound its back. That is the bug's only weak spot. It takes three hits to beat Bugaboom, but the boss will not let you have such an easy shot at the next two strikes.



After you hit Bugaboom once, it takes flight and drops little red bombs around the tree. These explode after a few seconds. If you are caught in a blast, you might get bounced right off the planet. So, stay airborne by maintaining Cloud Mario and bouncing above Bugaboom. Use two or three cloud platforms to get a height advantage and then ground-pound the big bug.



CAUTION

Watch out for the water around the tree. If you accidentally step in it, you lose the Cloud Flower and are easy pickin's for Bugaboom.



After two hits, Bugaboom goes berserk. Not only does it stay in the air, but it swings back and forth, limiting the amount of time you can ground-pound on its back. You must use the springboards to get an initial boost and then use at least two cloud platforms to rise above Bugaboom. As soon as you have a clean shot at its level back, ground-pound to wrest away the Power Star.



YOU GOT A STAR!

Stars & Comet Medals



★ Purple Coin Shadow Vault

When the comet soars over the galaxy, the Purple Coin Shadow Vault Power Star opens. This is a short, timed run through a room loaded with 100 purple coins. You must collect all of them to earn the Power Star, but you only have a minute to do so. And Cosmic Clones are on your trail the entire time.



As soon as the stage begins, start collecting. The coins are bunched into quartets. Run right through the middle of each quartet to pick up all of them. If you have to backtrack to grab one left behind, you'll eat up too much time and never get all 100.



Backtracking is also perilous because an army of Cosmic Clones is on your trail. These shades follow your every move, making it difficult to retrace your steps to pick up single purple coins without bumping into an unwanted fan. Wind through the room, working your way toward one of the upper corners to avoid having to cross paths with the Cosmic Clones too many times.

★ YOU GOT A STAR!

★ GREEN STARS ★

1: On the first block, ground-pound the springboard and then spin on top of the ? Block. Now backwards somersault and spin up into the Green Star.



2: You only have a few seconds to grab the second Green Star. To reach it, jump into this wall before the buzz saws carve it away. Spin away from the wall and into the Green Star.



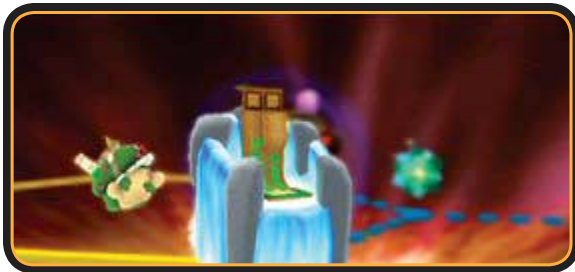
3: The third Green Star is hanging below the pink boards. Let the buzz saw cut this pink board

away from the path. Drift down with it, but jump out into the Green Star before you fall too far away from the rest of the planks.





Hightail Falls Galaxy



Hightail Falls shoots into the sky, promising incredible rewards to heroes without a fear of heights. With Yoshi's help, you can scale the falls and recover the lost Power Stars needed to unlock new worlds.

Power Stars:

Hot-Stepping Dash Pepper, Silver Stars in Hightail Falls

Comet Medal: Hot-Stepping Dash Pepper

Comet Power Star: Hightail Falls Speed Run

Green Stars: 3

Hot-Stepping Dash Pepper

Galaxy Maps

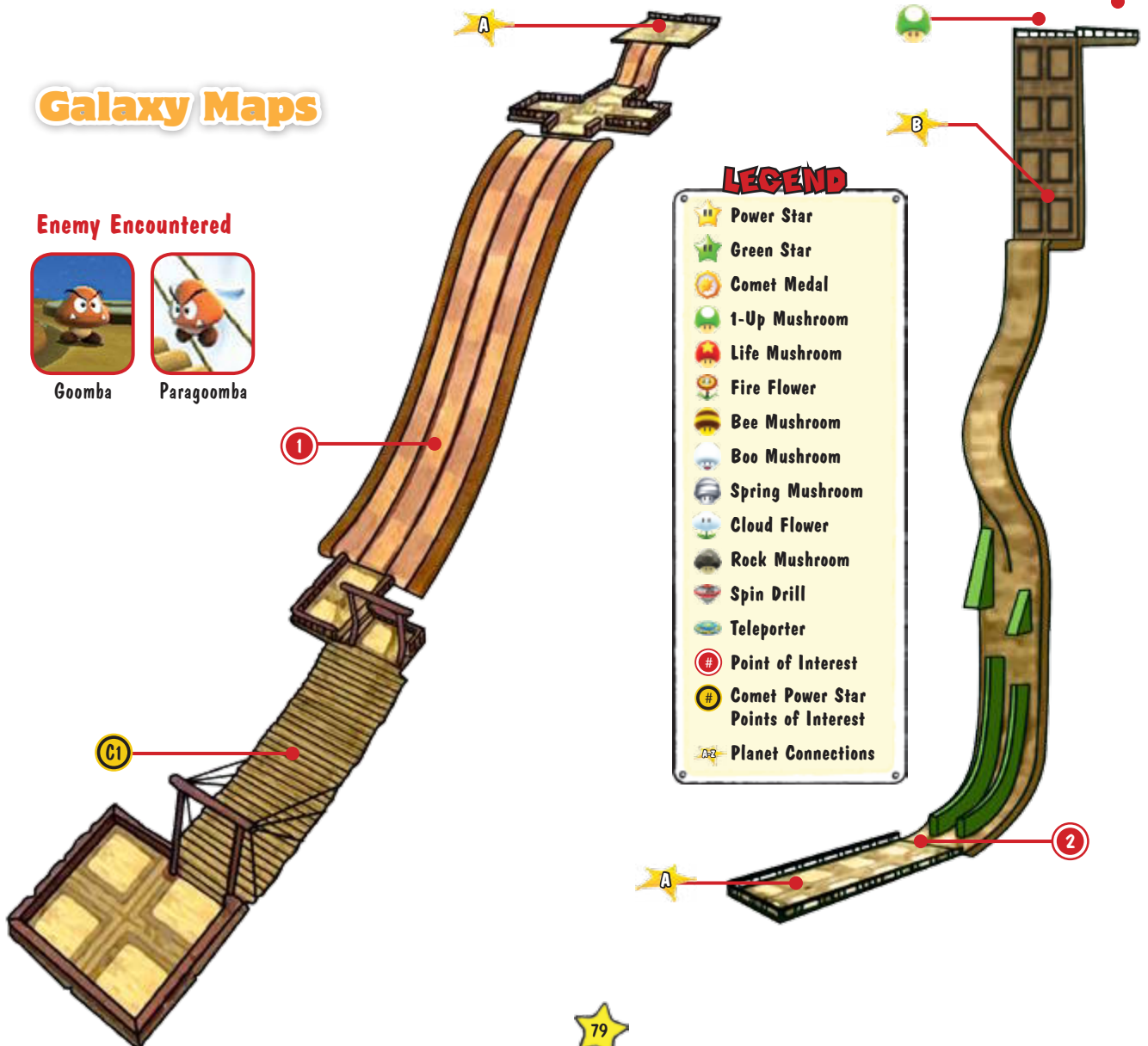
Enemy Encountered



Goomba



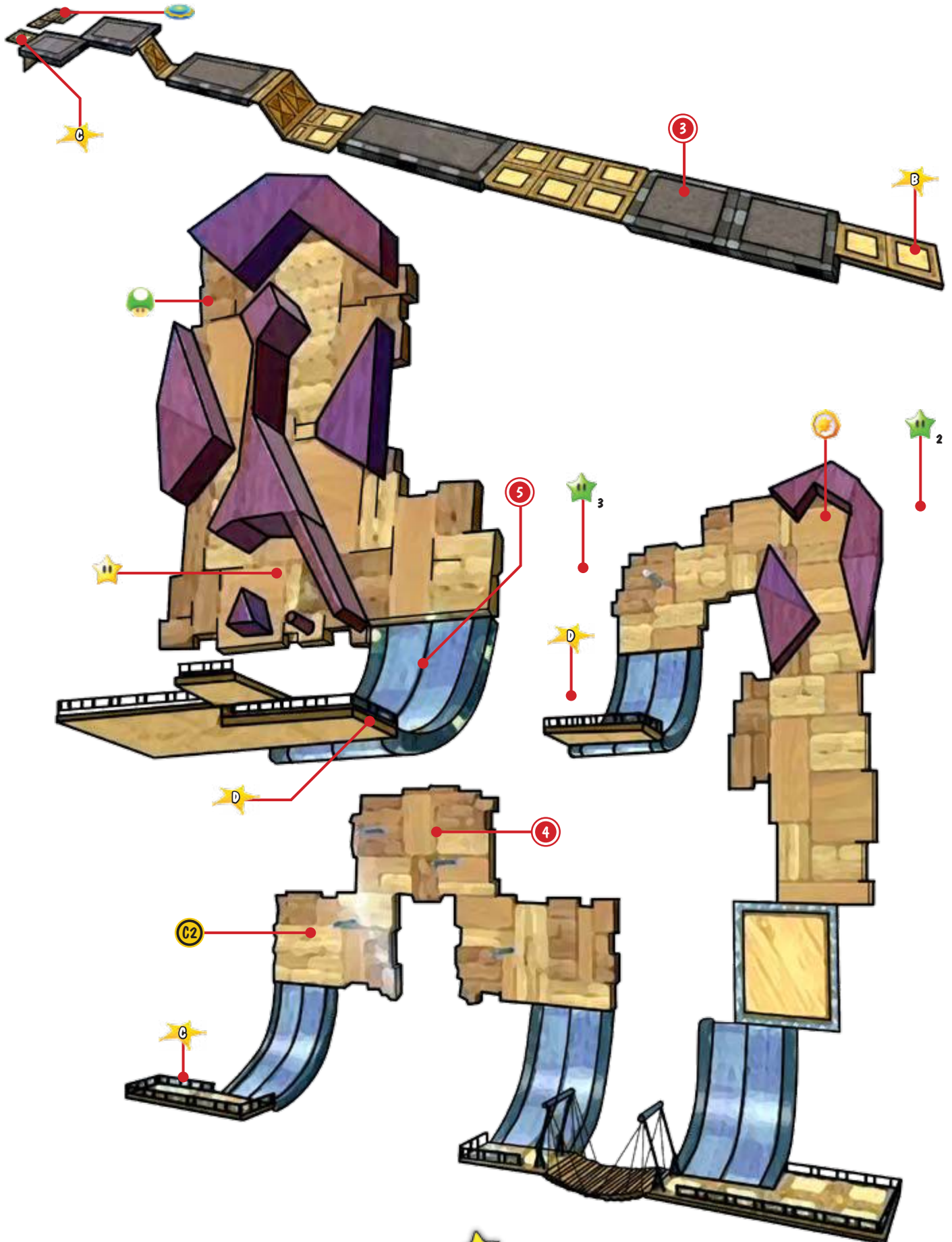
Paragoomba



Stars & Comet Medals

21

8





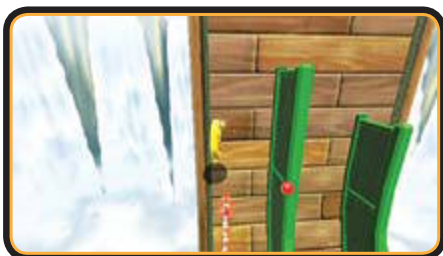
① Ride Yoshi up the steep inclines. Yoshi is fast enough to make it up some surfaces, but when they become too

vertical, not even Yoshi's fast feet can keep up. Eat up the Dash Pepper on this slope, though, to get a huge burst of speed. Yoshi lunges forward, blazing a trail right up the steep slope with the heat of the pepper.



Yoshi's speed comes at the expense of control. Be cautious around edges not blocked with fences because Yoshi may run right out into space while all fired up.

② You must use a Dash Pepper to scale this giant vertical wall. Start on the left side and grab the ? Coin to create a trail of coins leading over to the right half of the wall. Run through all the coins because you need at least 30 to feed a Hungry Luma later in the stage and unlock a hidden planet—and thus the hidden Power Star. If you miss any, fall back down the wall and try again. Yoshi does not get hurt from long falls...as long as you land on something.



Dodge the blocks on the right side of the wall to grab a second Dash Pepper and rocket to the very top. There's a 1-Up Mushroom there, and it's good practice for fetching the first Green Star later in your adventure.



③ Though Yoshi is super fast while chewing on a Dash Pepper, he's not fast enough outrun these falling platforms.

Jump at each edge so Yoshi's feet aren't accidentally caught and you fall into space. And keep collecting those coins!



If you stay on Yoshi when you jump on the Teleporter, you can use his tongue to poke the wings of the seven flying Goombas (or

shoot them with Star Bits), making them easier to stomp or gobble.

④ The vertical runs up these walls are tricky because there are no walls to stop Yoshi if you lose control. Wind around the pegs, cutting a wide berth; if you clip one, Yoshi falls off the wall. The Hungry Luma is on the far side of these walls, ready for its 30 coins. Pay the 30 coins and you'll be transported to Silver Stars in Hightail Falls.

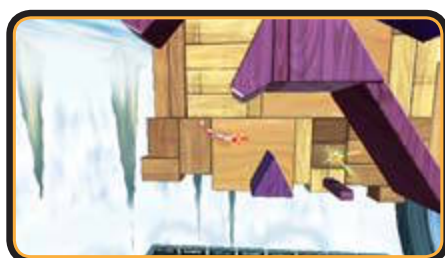


Stars & Comet Medals

23 9

COMET MEDAL

The Comet Medal is straight up the wall from the Hungry Luma. Slip between the purple blocks to avoid getting bumped off the wall.



5 After swinging to the final platform via the flowers, grab the Dash Pepper and rocket through the obstacle course

to reach the Power Star, tucked in a small alcove. If you miss the Power Star, don't worry. There is a small ledge beneath it that catches you, allowing you to try again.

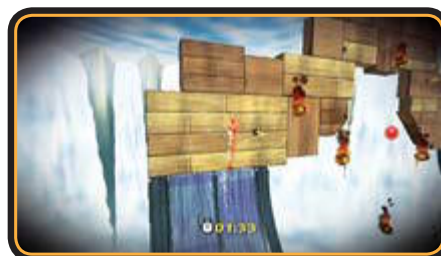
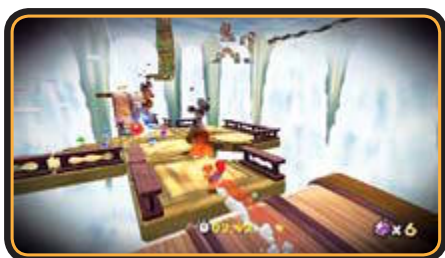
YOU GOT A STAR!

Hightail Falls Speed Run

The Hightail Falls Speed Run puts three minutes on the clock. You must reach the Power Star on the far side of the galaxy before time runs out—there are no additional clocks on the planets to add extra seconds. The Power Star is in the same place, though, so at least you know exactly where to go.

C1 As if a timer isn't troublesome enough, meteors streak down from the sky while you race toward the Power Star.

Watch for the shadows of the meteors to see where they will land and then avoid those spots. A meteor strike will bounce you right off the course.



C2 The meteors are even more dangerous while you rush along the vertical walls at the end of the galaxy. They fall from the sky, sweeping across the wall. There is no recourse if you are struck by a meteor. Unless you are over a platform, you will fall into space.

YOU GOT A STAR!

GREEN STARS 

1: The first Green Star is at the top of the tall wall near the beginning of the galaxy. Race up the left side, dodging blocks to grab the second Dash Pepper that propels you to the upper perch.



2: The Green Star is pretty tough to get. Race to the top of the wall and fly out into space, Flutter

on top of the purple blocks and then drop down on the Green Star.

3: Shoot straight off the side of the wall right here to run headlong into the third Green Star.





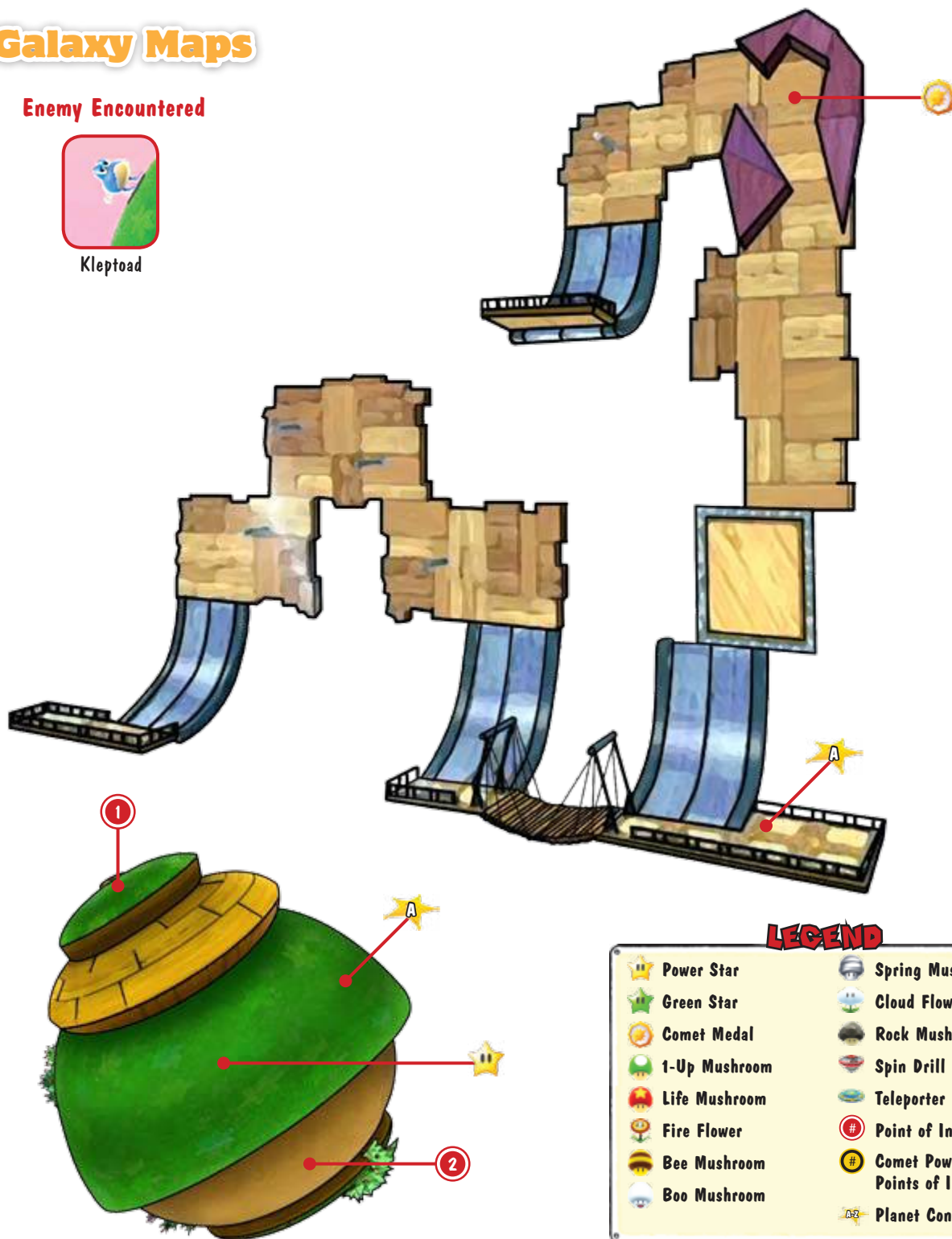
Silver Stars in Hightail Falls

Galaxy Maps

Enemy Encountered



Kleptoad



LEGEND

	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections

Stars & Comet Medals



1 After you pay the Hungry Luma 30 coins, it transforms into a sphere just beyond the Hightail Falls walls. Launch

up to the new planet. You must collect five Silver Stars to create the Power Star. The five Silver Stars are held by little Kleptoats. Lick up the five Kleptoats holding the Silver Stars (there are more than five Kleptoats, though).

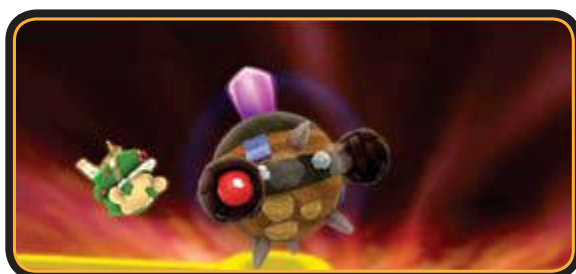


2 As soon as you collect the fifth Silver Star, the Power Star appears here. Collect it to finish off the Power Star stages of Hightail Falls Galaxy.



YOU GOT A STAR!

Boulder Bowl Galaxy



This galactic quarry is where you first discover the Rock

Mushroom, which turns you into Rock Mario. With this new power, you can roll into a boulder and

smash through objects and enemies. And there are plenty of enemies in this galaxy, too, just waiting for you to roll through.

Power Stars: Rock and Rollodillo, C'mere Goomba

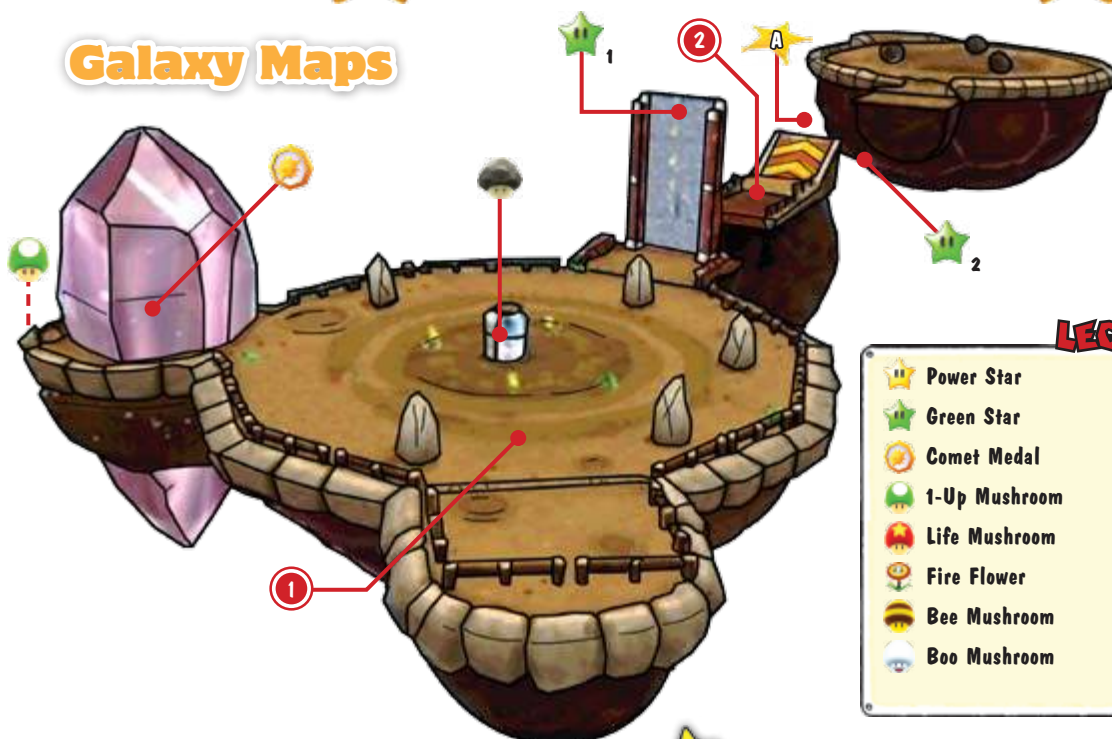
Comet Medal: Rock and Rollodillo

Comet Power Star: Rolling Crabber Romp

Green Stars: 3

Rock and Rollodillo

Galaxy Maps



LEGEND

	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



Enemies Encountered



Chomp



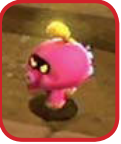
Goomba



Octoomba



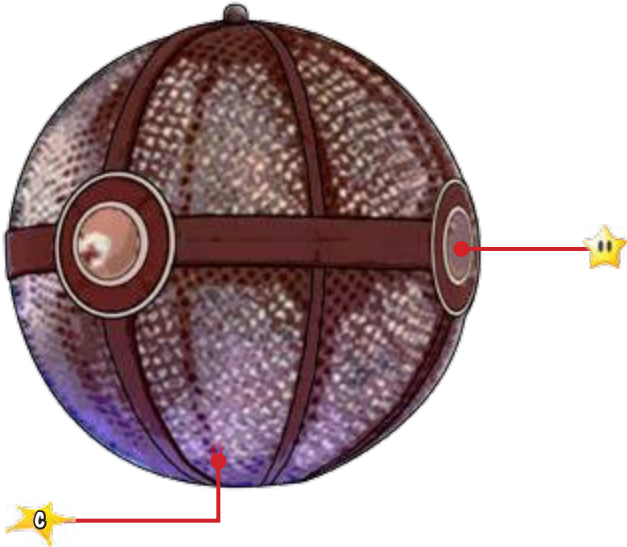
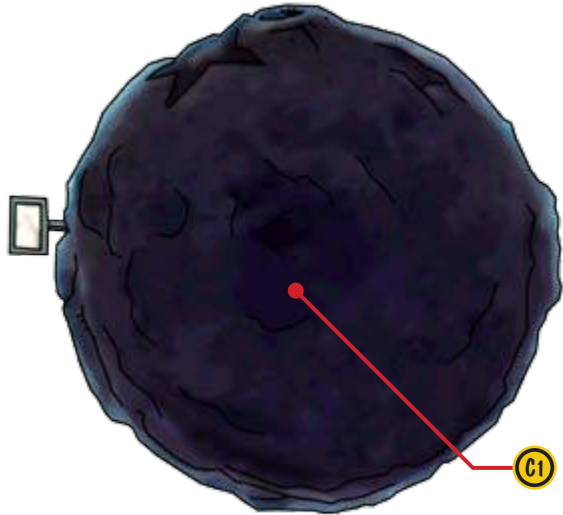
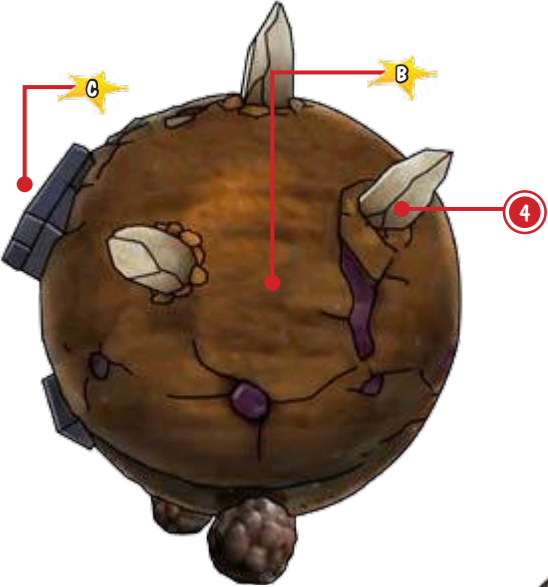
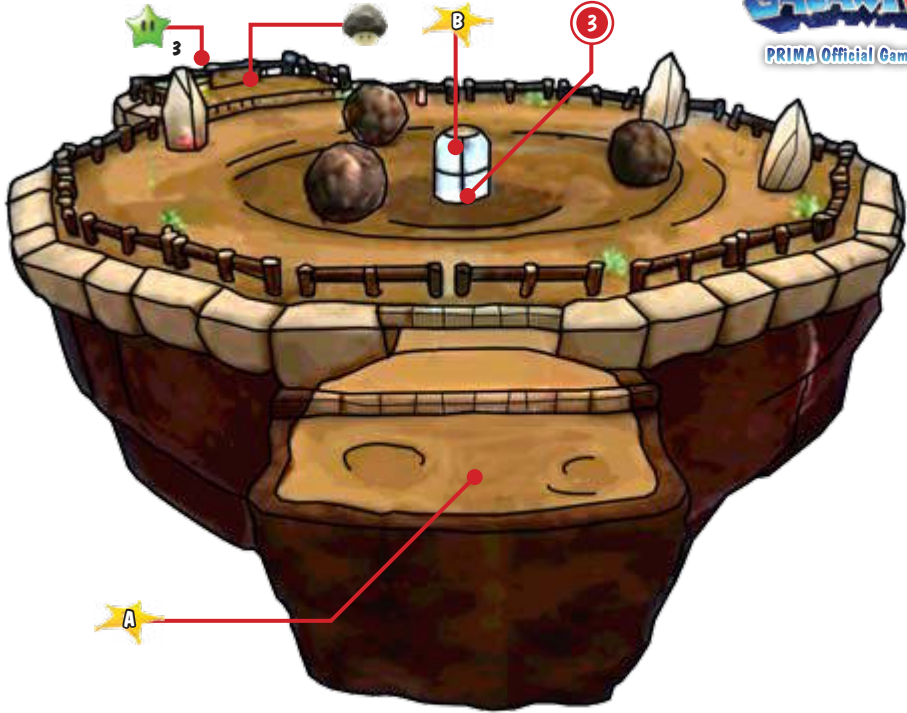
Pinhead



Octoguy



Elite Octoomba



Stars & Comet Medals



- 1 To escape, you need the Rock Mushroom locked in the case in the center of this planetoid. Smash all the Octoombas on the surface to unlock the case. Once you have the Rock Mushroom, use it to smash through boulders and pick up extra Star Bits before smashing into the raised bridge that connects to the next planet.



It's tough to stop when you are rolling, so be careful around the edges of planets. This planet has fences, but your rock form shatters them, leaving holes through which you can roll right out into space.

COMET MEDAL

Smash into this crystal twice. The second strike shatters it, revealing the Comet Medal.

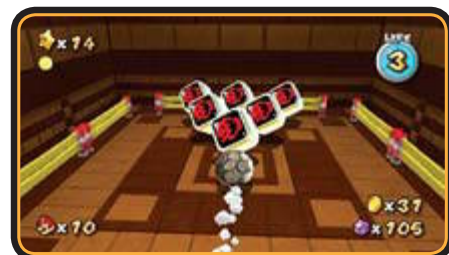


- 2 Aim for the center Pinhead and shake the Wii Remote to roll through them, just like bowling. Once you hit the ramp, though, you rocket off to the next planetoid.



- 3 The Launch Star off this planetoid is locked in the central case. Like the first planet, you must defeat every enemy on the surface to remove the case. Flattening Octoombas is simple, but smashing the rolling boulders is dangerous unless you are Rock Mario.

- 4 The green pipe hidden beneath the obelisk (break it by rolling into it) leads to a secret room.



Smash into the Lucky Cubes to try your luck. Will you get a bunch of 1-Up Mushrooms? Or will you just release a small army of Goombas? After collecting the goodies, return to the surface and shatter the crystal at the pole to reveal another Launch Star. This pushes you up to Rollodillo's lair.

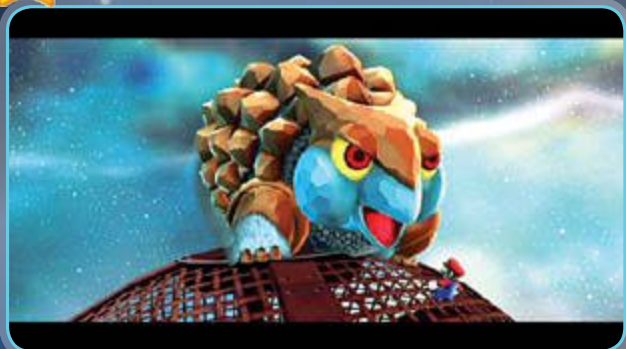




PRIMA Official Game Guide



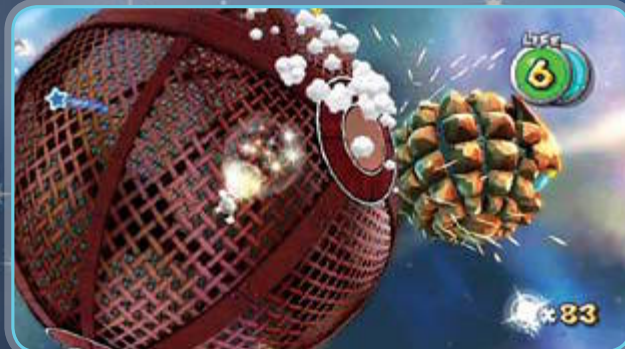
Boss Battle: Rolodillo



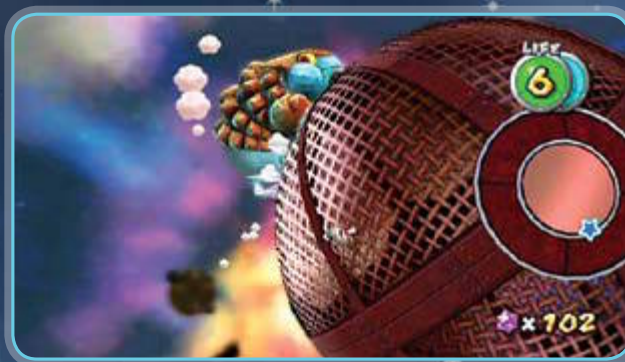
Rolodillo may look playful, but this cosmic armadillo is anything but. This boss can roll into a ball just like you, but its shell is impervious to any damage. The only weak spot on Rolodillo is its exposed backside, which is only protected by blue fur. To defeat Rolodillo, you must smash into it behind three times.



Pick up a Rock Mushroom right away and then get out of the way when Rolodillo charges you. When Rolodillo unfolds from its shell, shake the Wii Remote to roll right into its weak spot.



There is absolutely no way to damage Rolodillo while it is all balled up. Just roll away from it until you see Rolodillo finally unfold.



Because of its size, Rolodillo cannot come to immediate stops. Rolodillo must slide to a stop. Use these moments to circle around Rolodillo and line up a shot at its weak spot. If you stay out of sight, Rolodillo will not ball up again for a few seconds, giving you a clear chance to strike.



YOU GOT A STAR!



Rolling Crabber Romp

When you see a comet pass over Boulder Bowl Galaxy, return to collect another Power Star. This short stage sets you up with a Rock Mushroom and then turns you loose against a planetoid covered with Crabbers.



C1 To claim the Power Star, you must eliminate every single Crabber within 60 seconds. Because the Crabbers are invulnerable to your attacks, with the exception of their soft backsides, you must find a way to take them out without wasting time circling to attack a weak spot.



Stars & Comet Medals



With a Rock Mushroom, you can roll through the 30 Crabbers in under half the time offered. Collect the power-up, face a collection of Crabbers (they tend to bunch up), and then shake the Wii Remote. You'll blast through them as if they were made of paper rather than hard shells.

🌟 **YOU GOT A STAR!**

GREEN STARS



1: The first Green Star hangs high above the planet. To reach it, bounce back and

forth between the railings up the raised bridge, spinning to get the necessary height to make it all the way across.

2: Don't roll up the ramp behind the pins or else you'll blast right over this Green Star.



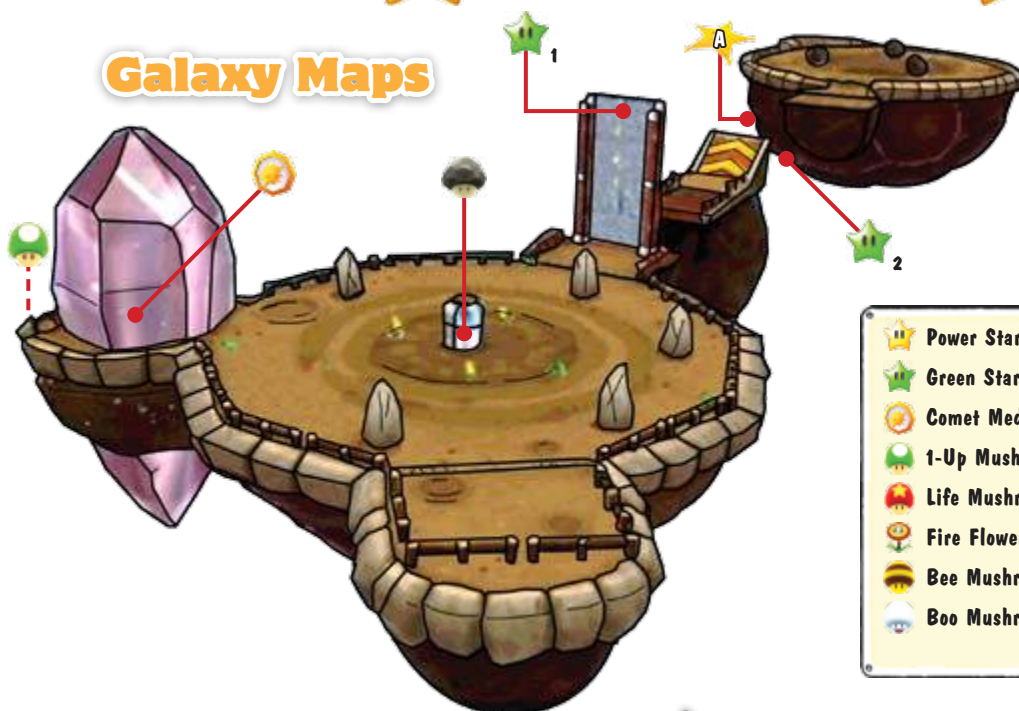
Just walk up the ramp and then drop right into the prize.

3: The third Green Star is behind this ledge, hanging in space. Step off the planet and into the Green Star to collect it.



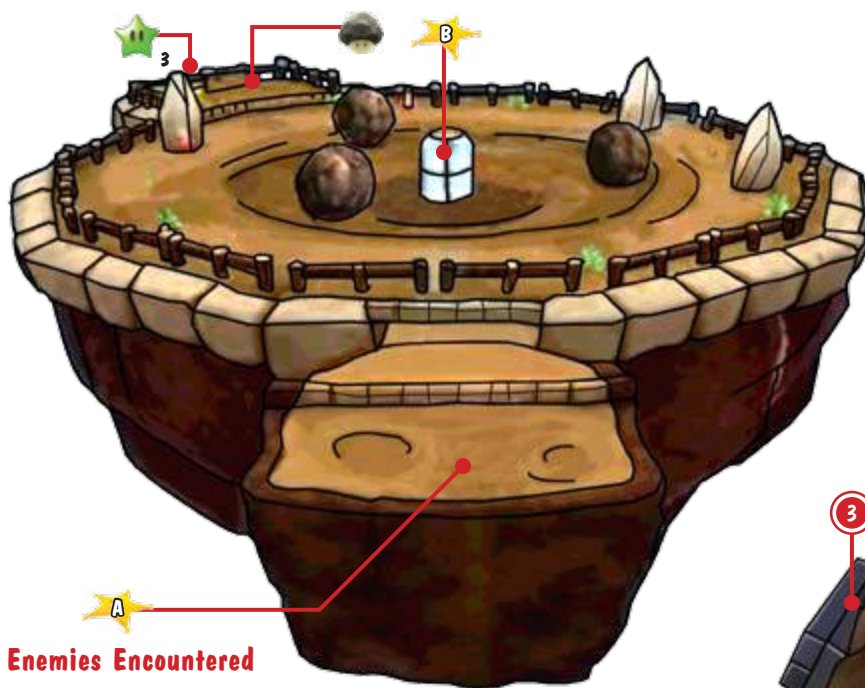
C'mere Goomba

Galaxy Maps



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



Enemies Encountered

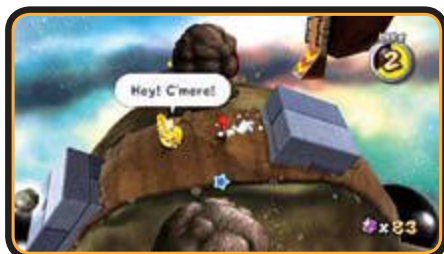


Octoomba



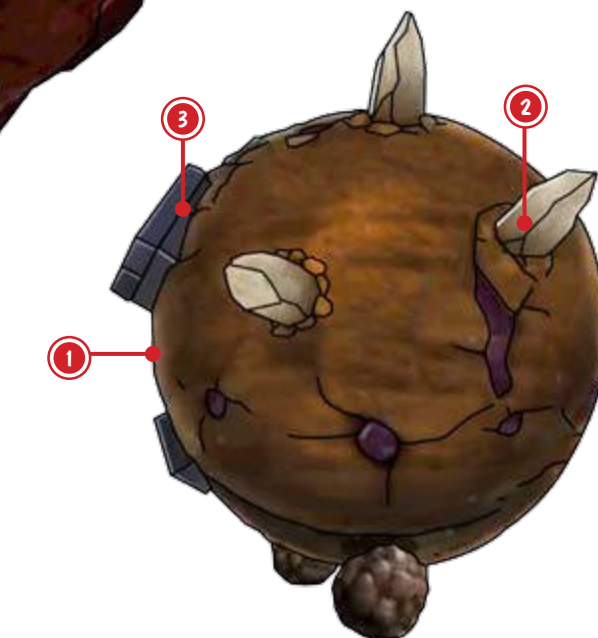
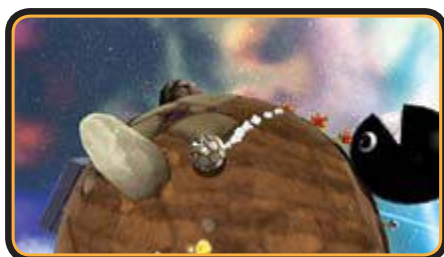
Goomba

① When you get the invite from Gearmo, return to the galaxy and travel to the planet with the rolling Chomps. Speak to Gearmo. The robot wants to collect a Goomba, but cannot leave its post to fetch one. If you lead a Goomba to Gearmo, the robot will give you a Power Star.



It is much easier to lead a Goomba to Gearmo if you use the Rock Mushroom to clear out the breakable boulders on the planetoid.

② To free a Goomba, roll into one of the rocks near the starting point on this planetoid. Then, stand just out of reach and lead the Goomba toward Gearmo. Let the Goomba see you, get upset and start chasing, and then take several steps away. Repeat this process, leading the Goomba out of the way of the Chomps.



③ Lure the Goomba to Gearmo by staying out of the mud (the Goomba is not slowed down by mud) and standing on the pedestals around Gearmo. As soon as the Goomba steps into Gearmo's little pen, the robot rewards you with a Power Star.

☆ YOU GOT A STAR!

Stars & Comet Medals



Cosmic Cove Galaxy



Splash down in the Cosmic Cove Galaxy to swim with the penguins and discover a series of Power Stars, including a hidden star (unlocked by feeding a Hungry Luma 15 coins)

that sends you chasing a Star Bunny across an icy planetoid high above the cove.

Power Stars: Twin Falls Hideaway, Catch that Star Bunny, Exploring the Cosmic Cavern

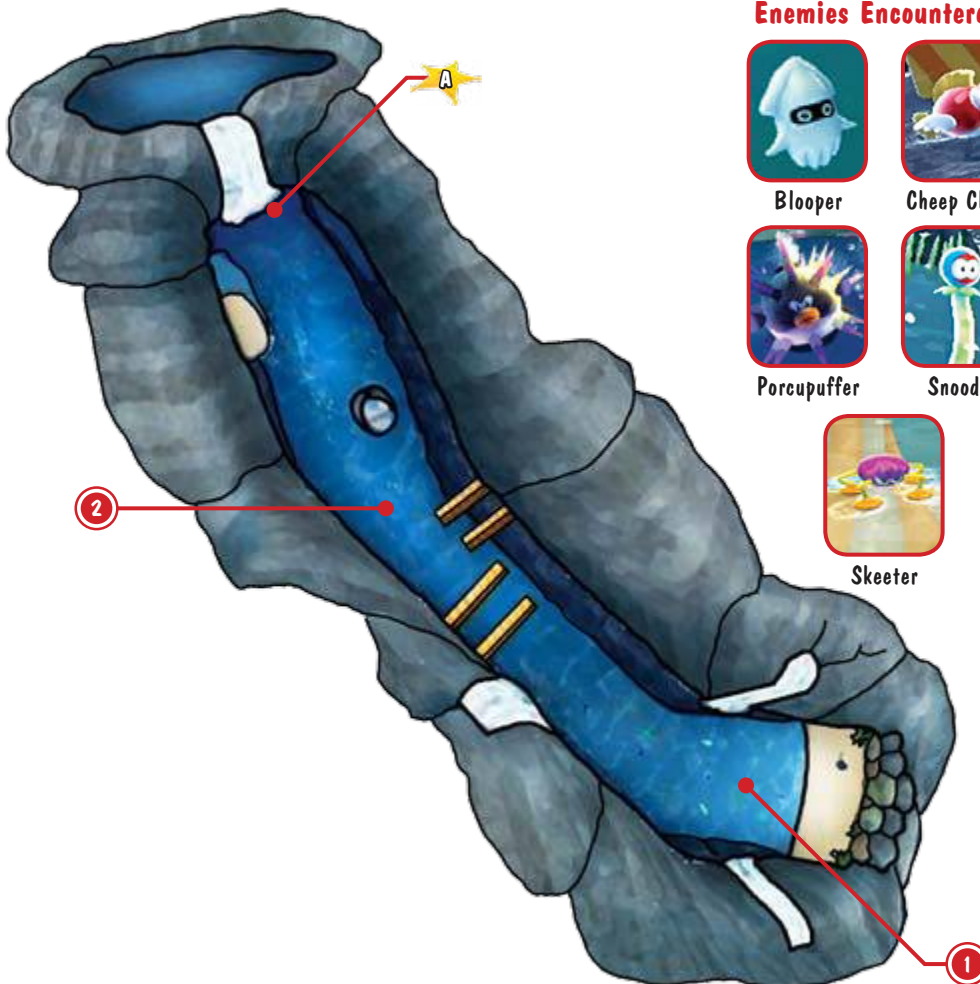
Comet Medal: Twin Falls Hideaway

Comet Power Star: --

Green Stars: 3

Twin Falls Hideaway

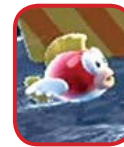
Galaxy Maps



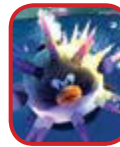
Enemies Encountered



Blooper



Cheep Cheep



Porcupuffer



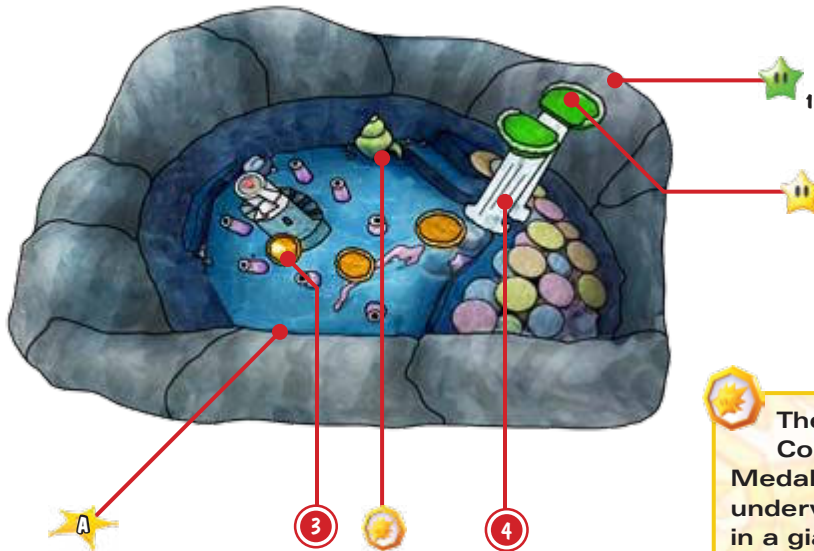
Snoodle



Skeeter

LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections



COMET MEDAL

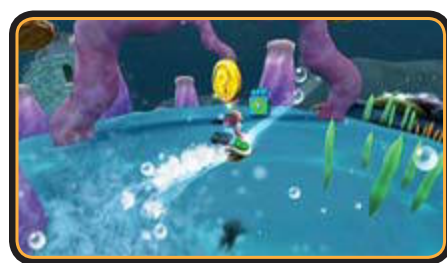
The Comet Medal is underwater in a giant, green, spiral shell. Aim toward the castle rising from the water and then veer right and dive to find the shell.



1 Cosmic Cove gives you a chance to try out swimming before placing you in any danger. Wade around with the penguins before diving down and spinning next to a shell. When you grab a shell, you race ahead at twice the speed of swimming. The shell also has a headlight that pops the Snoodles in the deep water.

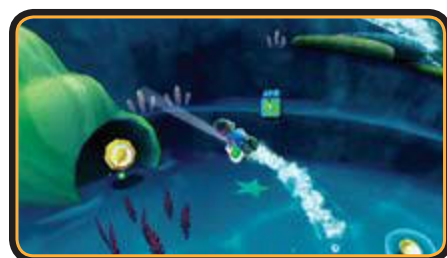


3 A Hungry Luma sits on a raft near a tower poking out of the sea. Feed the Luma 15 coins to make it transform into a new planet, which unlocks the path to the hidden Catch that Star Bunny Power Star. If you are still short of coins, check the other rafts in the sea for additional coins.



2 If you want to unlock the hidden planet in this galaxy, swim around the cove floor, collecting coins. This ?

Coin extends a line of five coins; that's one-third of the necessary toll to unlock the special planetoid.

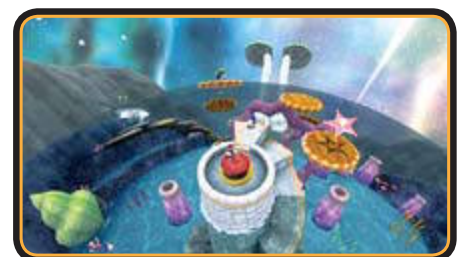


Use a shell to swim to the cove floor and quickly swipe the Comet Medal hiding in this abandoned shell.



If you pay the Luma but still go after the main Power Star, the Luma's Launch Star will be waiting for you the next time you dive into this stage.

Ascend the tower and stomp on the red button to freeze the surface of the sea, allowing you to skate along it. It's easier not only to pick up extra coins, but also to locate the Power Star.



Stars & Comet Medals



4 Wall jump up the frozen waterfalls. The Power Star is at the very top of the falls. Break it out of the crystal and then jump to the right to collect the prize.



YOU GOT A STAR!

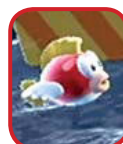
GREEN STARS

1: The first Green Star is located to the left of the Power Star. Just jump out to grab it.

Catch that Star Bunny

Galaxy Map

Enemies Encountered



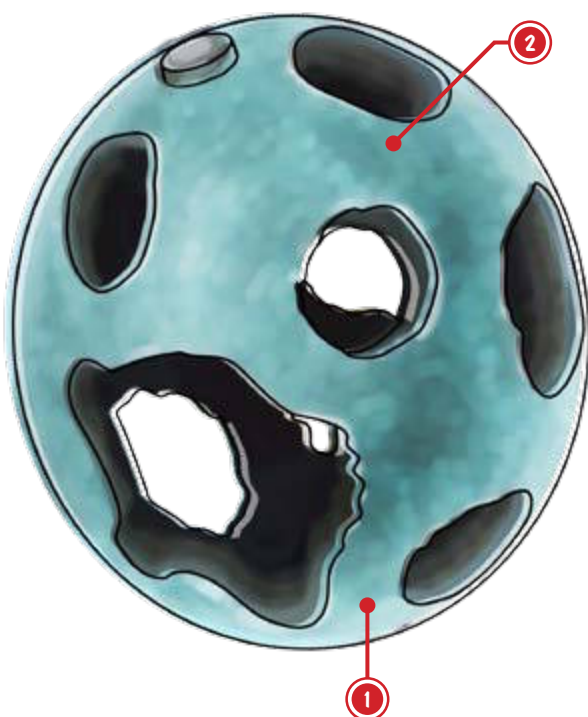
Cheep Cheep



Goomba



Snoodle



1 After paying the toll to the Hungry Luma, you rocket up to a water-logged planetoid with lots of holes in

the surface. The center of the planet is a black hole, so you cannot fall off any of the edges while chasing down the Star Bunny that greets you when you first land. If you can catch that bunny, it will give you a Power Star. Running through the water after the Star Bunny is a pointless pursuit. Instead, ground-pound the blue switch to freeze the surface. Now you can skate after the Star Bunny, easily keeping pace.

2 While skating, you can actually overtake the Star Bunny. Occasionally shake the Wii Remote to spin and get a nice boost of speed. Cut corners as tight as possible to gain precious inches on the Star Bunny.



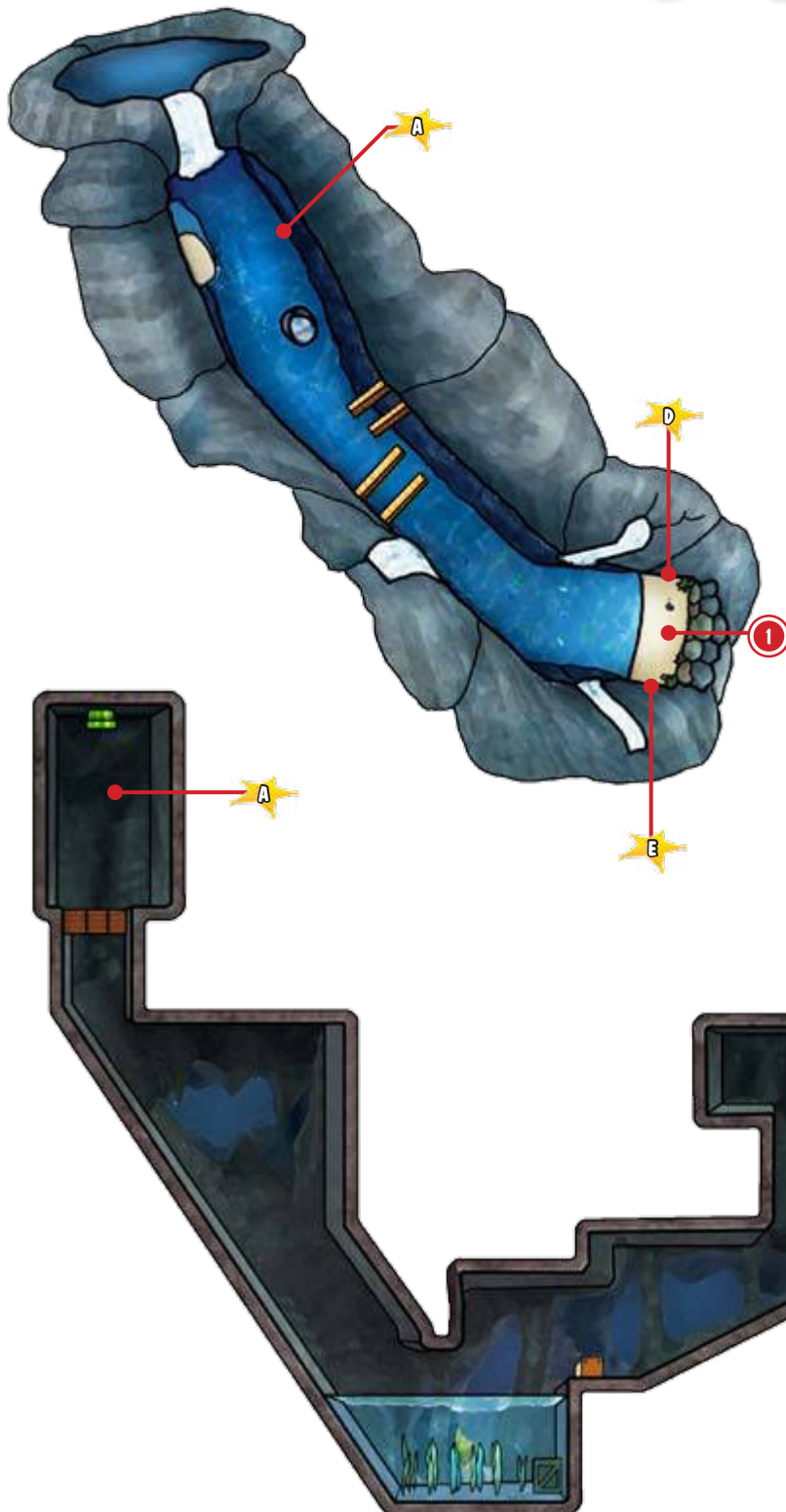
YOU GOT A STAR!

LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Exploring the Cosmic Cavern

Galaxy Maps



Enemies Encountered



Cheep Cheep



Goomba



Gringill



Jammyfish



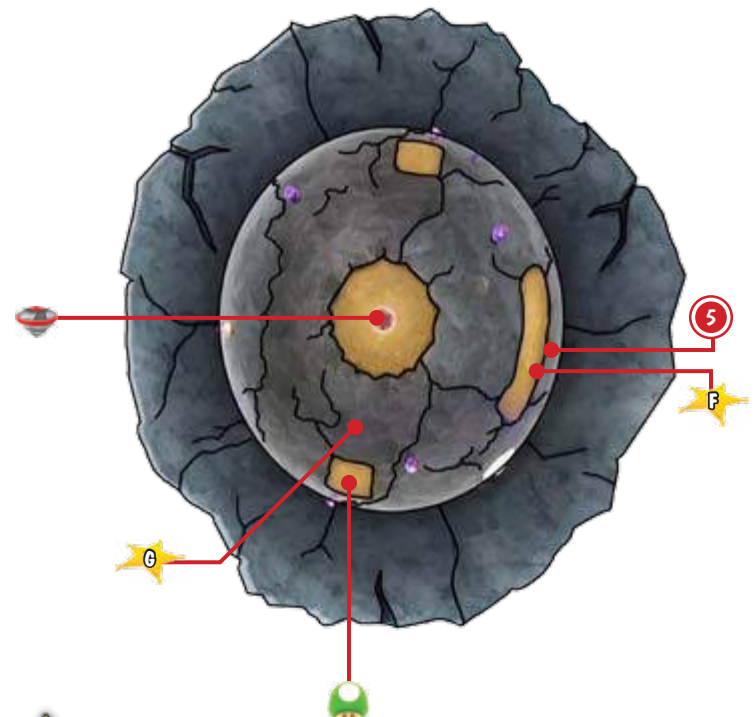
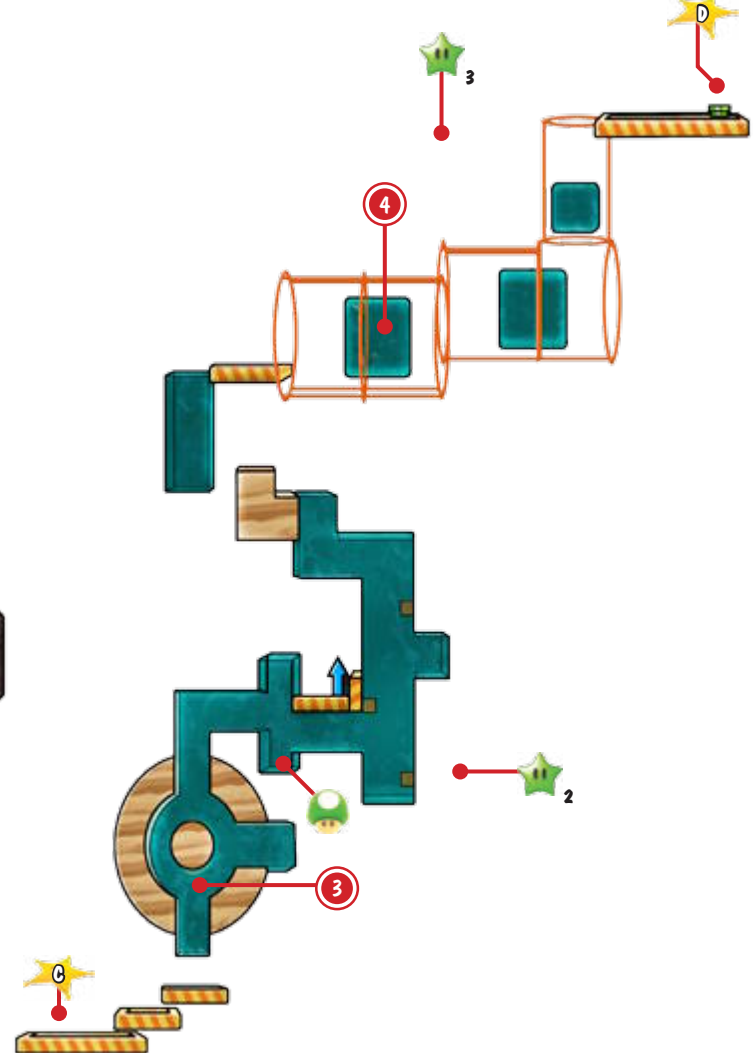
Fizzlit

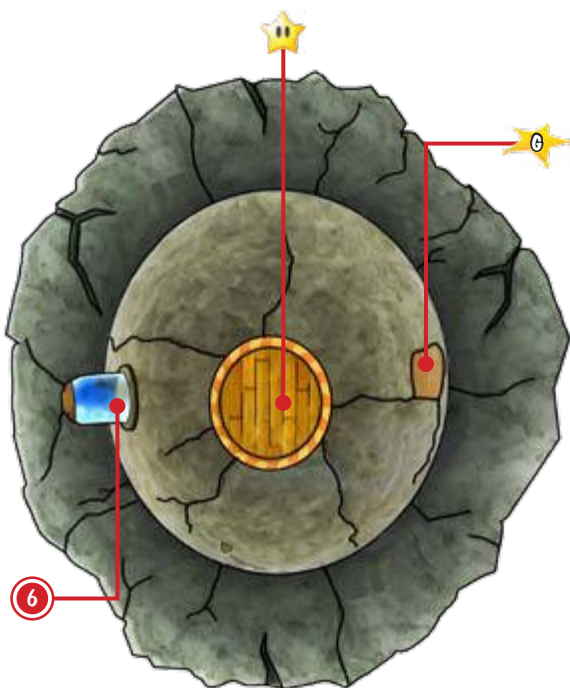
Micro Mecha
Bowser

LEGEND

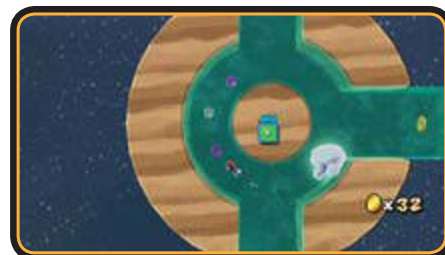
Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Stars & Comet Medals





3 Here's where things get a little strange. There are patches of water hanging out in space you can swim through. Jump up into the water and swim behind the Jammyfish, following the watery path out across the cosmos.

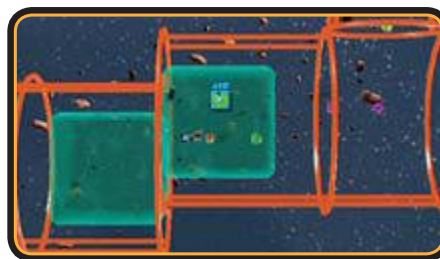


Mind the edges! If you swim too close to the edge of the water, you may accidentally fall out of the water and into deep space.



1 The beginning area of this stage starts out frozen. Skate through the opening stretch of the cove, and in the area

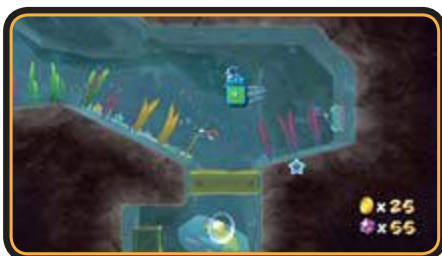
where you dove through the tunnel into the main part of the cove before, jump up on this ledge and sink into the green pipe.



4 Carefully swim to the edge of the first moving water cube so you can pass to the next when the two meet. You must swim

with the water cubes. They will not pull you along with them. If you stand still, the water moves away from you, leaving you high and dry.

2 Swim through the cavern, collecting coins inside bubbles to maintain a good air supply. Spin to throw this switch and open the door leading down to a pair of dangerous Gringills.



You cannot defeat the Gringills. Just wait for them to snap their jaws and then begin to pull back into their caves before swimming down.

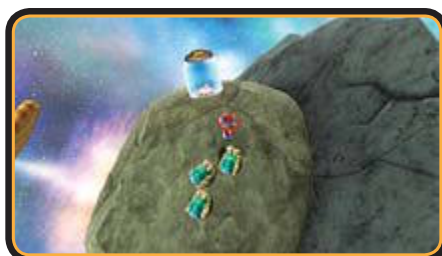


5 You must burrow through the center of this planet, but most of the surface is hard rock. Use the Spin Drill and dig in the center of this long patch of loose dirt to pass safely through the middle of the planet. If you try any of the other holes, you just bounce right back after striking rock on the other side.

Stars & Comet Medals



Drill down into this patch of dirt to recover a 1-Up Mushroom hidden inside the planetoid.



6 Once on the other side of the planet, use the Spin Drill to smash the Micro Mecha-Bowsers. One of the nasties

has the key to a small cage on this half of the planet. Just jump over the Micro Mecha-Bowsers and shake to drive the drill into their backs. (Just jumping on them without the drill or a ground pound does no damage.) Once you find the key, the case disappears, revealing a small water spout. Drill into it to release a flood.

Swim to the raft on top of the water to capture the Power Star.



YOU GOT A STAR!

GREEN STARS

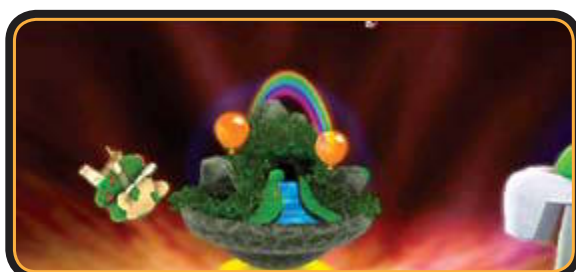
2: To collect the second Green Star, swim to the edge of the water and then drop out into space, falling right into the prize.



3: After following the moving water cubes, long jump into space to the left of the key and then spin to glide into the third Green Star.



Wild Glide Galaxy



The Wild Glide Galaxy is home to Fluzzard, a shy but speedy bird. You must soar with Fluzzard to the finish line of this galaxy to secure the Power Stars. At first, you can only

race against time, but after beating Step to the Beep in Beat Block Galaxy, you get an invitation to a competitive race for a second Power Star. Before attempting your first flight, definitely take Fluzzard up on the tutorial so you get a good idea of how to control the bird with the Wii Remote.

Power Stars: Fluzzard's First Flight, Jungle Fluzzard Race

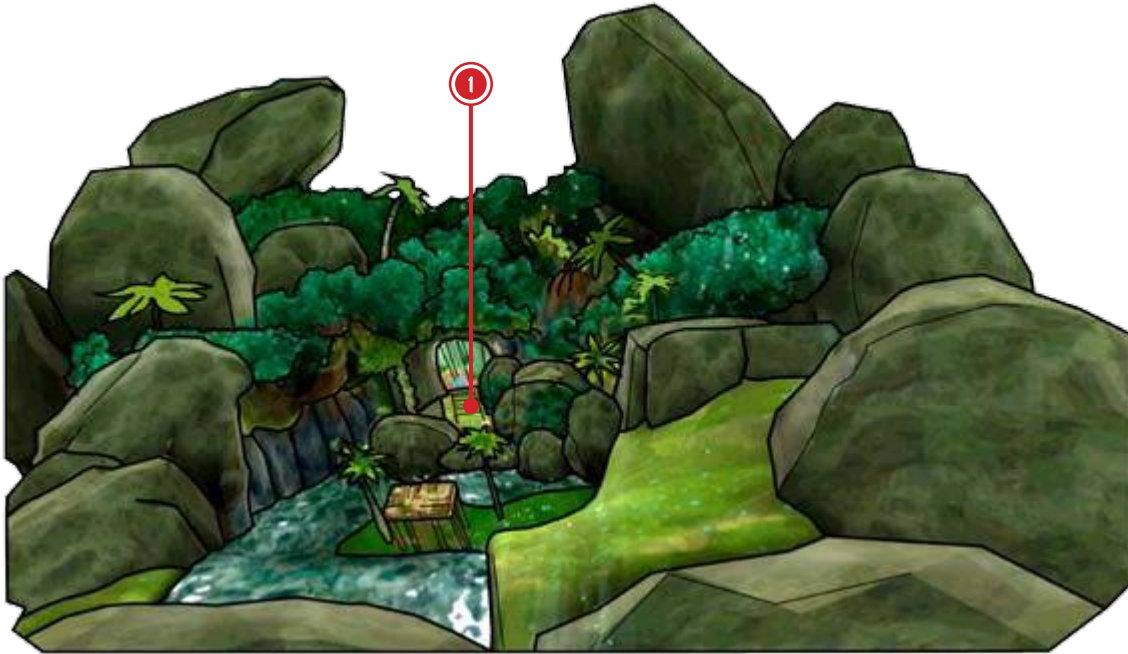
Comet Medal: Fluzzard's First Flight

Comet Power Star: --

Green Stars: 2

★ Fluzzard's First Flight ★

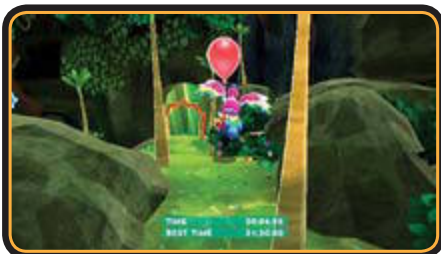
Galaxy Map



LEGEND

 Power Star	 Life Mushroom	 Spring Mushroom	 Teleporter
 Green Star	 Fire Flower	 Cloud Flower	 Point of Interest
 Comet Medal	 Bee Mushroom	 Rock Mushroom	 Comet Power Star
 1-Up Mushroom	 Boo Mushroom	 Spin Drill	 Points of Interest
			 Planet Connections

1 There are five gates in this course. Each one you pass through counts toward unlocking the Comet Medal near the finish line. If you miss a single gate, the Comet Medal remains locked away. You must replay the course and attempt to pass through the five gates again. The balloons on the course are filled with Star Bits. Fly through balloons to pop them and collect the goodies.



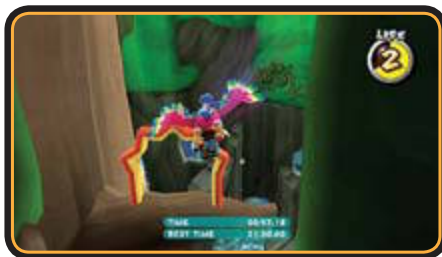
TIP
There is a 1-Up Mushroom in this small hole. Tilt the Wii Remote down to speed through the hole and collect the prize.



Stars & Comet Medals



2 When going for the gates, it's always a good idea to get some height after passing through one so you can easily dive through the next. By slowing down a touch by putting your nose up, you give yourself room to maneuver for a gate in the many twisting passages on this course.



3 Watch out for the ice spears poking through the narrow cavern. Get some height and then dive bomb beneath the ice

to avoid clipping one with Fluzzard's wings. The final gate is on the other side of the ice.



4 To win the Power Star, you must race through the giant sun at the end of the course. Even if you do not pass through all five

gates, you can still complete the race and collect the Power Star. You just need to play it again to nab the Comet Medal.



COMET MEDAL

The Comet Medal is in a case down here, right in front of the sun. After you pass through the fifth gate, the case disappears.



GREEN STARS

1: The first Green Star is in the small hole through the first big wall. Dive low and fly through the center of the hole to collect the Green Star.

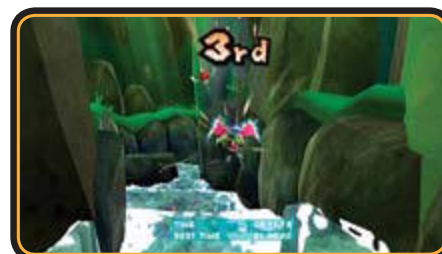


2: The second Green Star is close to the finish line. As you blast toward the sun, veer to the right and fly out over the rocks to pick up the Green Star.

Jungle Fluzzard Race

Once Jibberjay invites you to the competitive Jungle Fluzzard Race, return to Wild Glide Galaxy. Several birds challenge you to a race for the sun. You must come in first to secure the Power Star reward. Capturing second place is not too difficult, but taking the lead and holding it requires a mix of nerves and daredevil bravado.

Race Tips



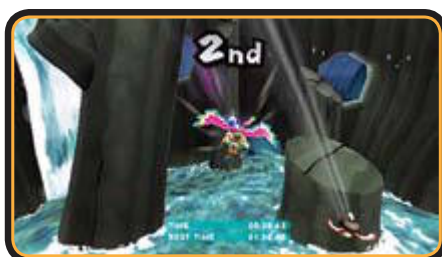
When the race begins, you will likely fall to the back of the pack. That's okay. You have lots of time and course to move up and claim the medal before the sun appears on the horizon. Use diving to gain speed on the other racers right away, but don't get so aggressive that you bang into the ground by diving too hard.



Use all lower routes in this course. You cannot win if you pull up at all. By seeking out crevices and holes along the bottom of

the course, you can increase the number of times you dive, thus moving up the pack.

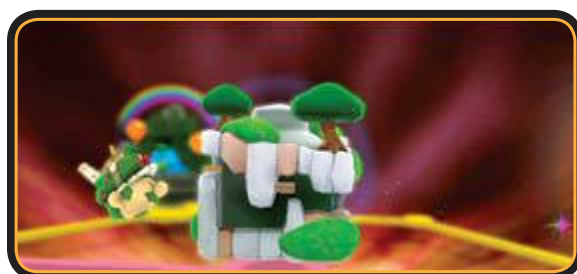
When you reach the waterfalls, you must get really aggressive about diving. Soar for the hole in the bottom of the wall by the falls and then keep diving to zoom through the lower route in the caverns.



When you break free of the ice and start your final approach for the sun, dive between the rocks to enjoy one last burst of speed. If you are in first place at this point and can pull off one last good dive here, you'll zip across the finish line and score the Power Star.



Honeybloom Galaxy



to great heights and reach the Power Star high above this lush, flowery galaxy.



The Honeybloom Galaxy is the first place you find the Bee Mushroom, which gives you the power of flight. Buzzing is limited, but with Bee Mario, you can flutter

Power Stars: Bumble Beginnings, The Secret Wall Jump

Comet Medal: Bumble Beginnings

Comet Power Star: --

Green Stars: 2

★ Bumble Beginnings ★

Enemies Encountered



Choppah



Fuzzy



Goomba

Stars & Comet Medals

32

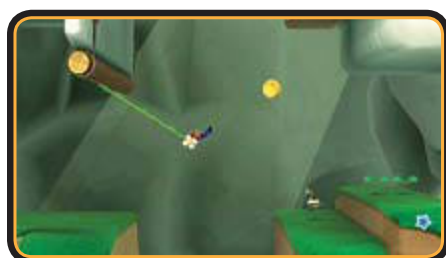
12

Galaxy Maps



LEGEND

Power Star	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star
1-Up Mushroom	Boo Mushroom	Spin Drill	Points of Interest
			Planet Connections



1 There are several trapezes in this galaxy you must use to cross wide gaps before you find the first Bee

Mushroom. Swing back and forth to build speed and then jump off the trapeze to fly through the air and keep moving through the galaxy.

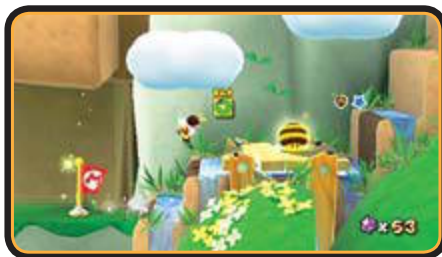
2 Here's the first Bee Mushroom. As soon as you pick it up, you become Bee Mario. You now have the gift of flight, but you cannot buzz to your heart's content. You must land periodically and recharge your flight. Fortunately, there are several Bee Mushrooms in this galaxy so, in the event you lose the ability, you can always find another and keep moving up through the vines and flowers.



Stars & Comet Medals



Just like a real bee, Bee Mario doesn't like water. If you slip into a puddle or buzz through raindrops, you lose the Bee Mushroom abilities.

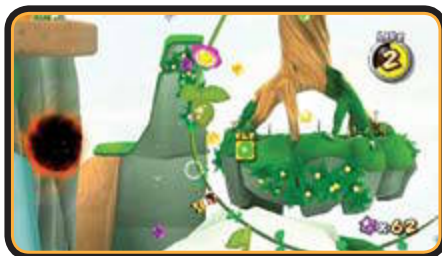


COMET MEDAL

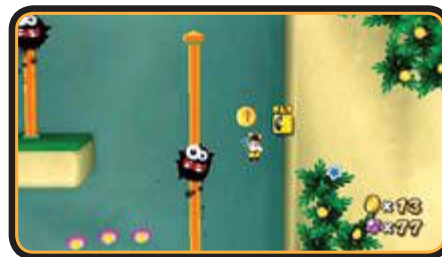
Weave between the Choppahs to capture the Comet Medal. It is located between two small streams, so be careful not to land in the drink or you'll lose the Bee Mushroom abilities.



3 As you swirl through the vines, look in the background. That's a Power Star! However, that is not the Power Star you are after in this mission. After collecting the first Power Star of Honeybloom, return to pursue this hidden Power Star.



4 These giant grapes bounce you all over the galaxy. It's easy to get caught in a bounce pattern, but every time you hit a grape you get a little flight power. Eventually, you build up enough to buzz away from the grapes and keep moving through the galaxy. There is also a ? Coin above the grapes. Hit it, then collect the floating coins to get a 1-Up.



5 You must grab these posts to replenish flight power, but watch out for the Fuzzies that slide up and down the screen. If a Fuzzy clips you, you lose the Bee abilities and fall back to the bottom of the area. Fortunately, there are several Bee Mushrooms around here to pick up.



TIP
Almost out of flight power? Collect coins while in flight to replenish your flight meter.

6 Bee Mario can stand on clouds that you'd otherwise fall through. Fly around the Choppah and stop on clouds to replenish flight power. Then, buzz straight up to grab the Power Star.



YOU GOT A STAR!

GREEN STARS

1: You need every bit of buzz possible to reach the first Green Star. Replenish your flight on a flat surface and then buzz straight for the Green Star. You'll sputter just as you reach it, but you'll have enough to snag the treasure.

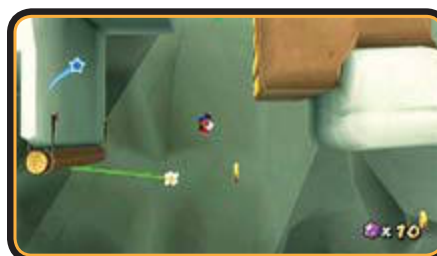
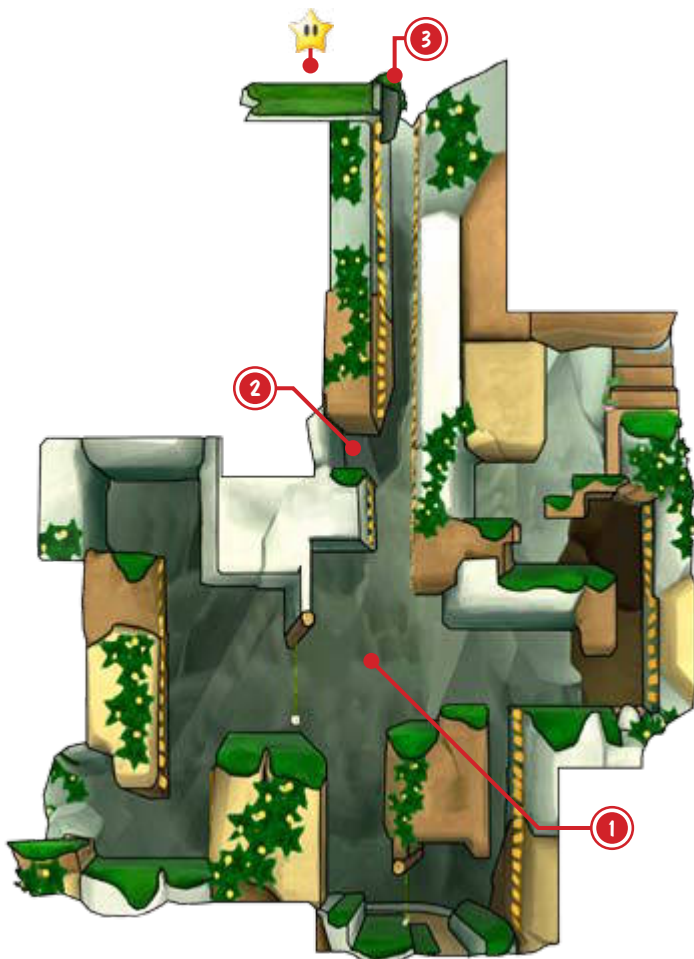


2: Buzz above the vines to locate the second Green Star. Use the flowers as launch pads to get enough

flight power to reach the Green Star.



★ The Secret Wall Jump ★



1 To reach the hidden Power Star, use the trapeze near the beginning of the galaxy. Instead of jumping over the gap to the right of the trapeze, fling yourself into the vertical passage above. Spin out to the right wall and then jump away from it to start climbing the shaft.

2 There is an alcove full of Star Bits halfway up the vertical passage. Use it as a breather and then continue wall jumping to the top of the galaxy.



3 The hidden Power Star is nestled in a small grove, just where you saw it on your first pass through the galaxy. Just jump into the Power Star to claim it and finish off the Power Star collecting in Honeybloom Galaxy.

LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star Points of Interest
Boo Mushroom	Planet Connections

★ YOU GOT A STAR!

Stars & Comet Medals



Bowser's Lava Lair



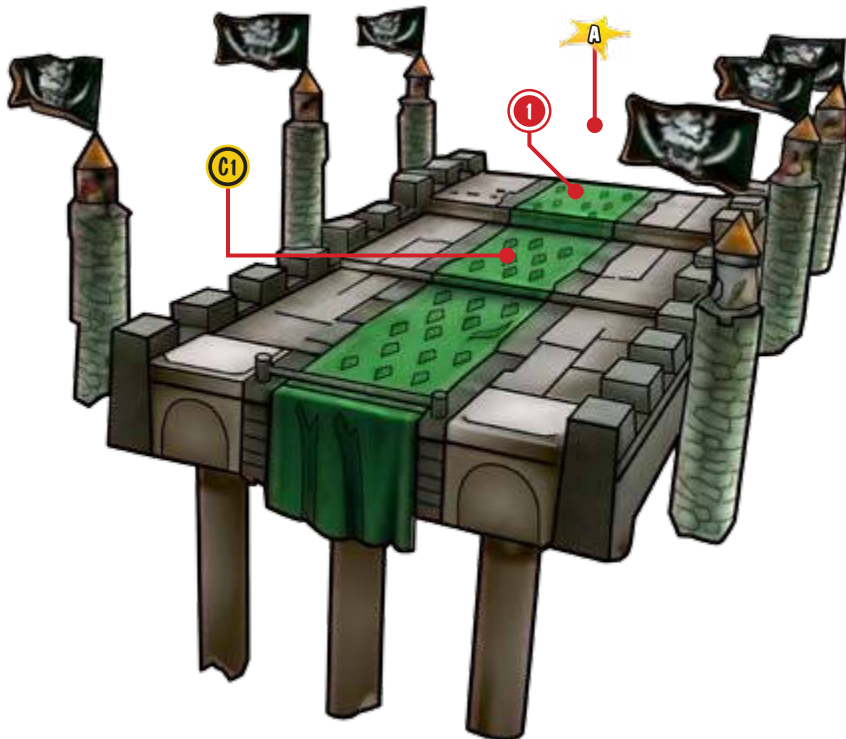
The Koopa King has set up his front line of defenses at the edge of this galaxy. Beyond lakes of lava, Bowser plots his next move. You must hurry through his trap-filled

kingdom and challenge him for the second Grand Star. Without it, you cannot explore deeper into the cosmos and discover new worlds.

Power Stars: Bowser's Big Lava Power Party
Comet Medal: Bowser's Big Lava Power Party
Comet Power Star: Lava Lair Speed Run
Green Stars: 2

Bowser's Big Lava Power Party

Galaxy Maps



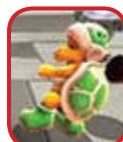
LEGEND

-  Power Star
-  Green Star
-  Comet Medal
-  1-Up Mushroom
-  Life Mushroom
-  Fire Flower
-  Bee Mushroom
-  Boo Mushroom
-  Spring Mushroom
-  Cloud Flower
-  Rock Mushroom
-  Spin Drill
-  Teleporter
-  Point of Interest
-  Comet Power Star
-  Points of Interest
-  Planet Connections

Enemies Encountered



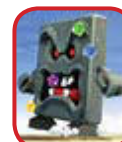
Goomba



Hammer Bros.



Magikoopa



Whomp

★ Bowser's Big Lava Power Party Lava Lair Speed Run

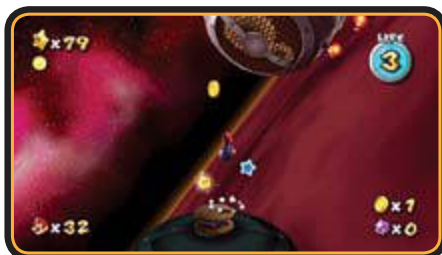


Stars & Comet Medals



1 The planets here are far apart. When you defeat the Magikoopa it releases a Pull Star that bridges the two planets. Use the Pull Star to slingshot into the cylindrical planet. Or, long jump toward the second planet to get pulled in by its gravity.

2 There is no Pull Star to get you from the tip of this planet to the next. Instead, ground-pound on the springboard, which will flip you to the next planet.



Ride the platforms over the lava to pick up a 1-Up Mushroom and a Life Mushroom.

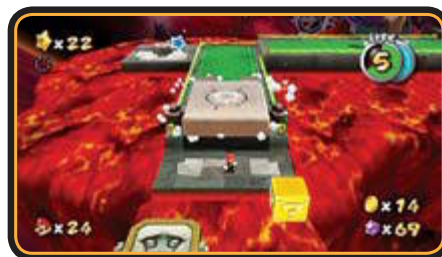
That extra health will be handy when you fight Bowser, but you better keep collecting coins too so you don't drop back to just three life wedges.



3 It's easiest to cross the lava using the floating plates. These plates flip every few seconds, so watch the patterns and then time your jumps across the lava to avoid getting flipped right into the fire. You can also try long jumps.



Defeat the Hammer Bro. on the other side of the flippy plates to create a Sling Star to the next planetoid.



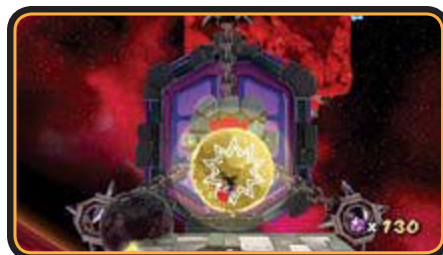
4 Uh-oh. Whomps! These falling walls will squish you with a single strike no matter how much life you have. So,

step close to lure the Whomps into falling, but then retreat just before they topple. Then hop over the fallen Whomp, ground-pounding its back to release Star Bits.

COMET MEDAL

Don't smash the second Whomp. Trick it into falling right below the Comet Medal. Stand on the Whomp's back and backwards somersault up into the Comet Medal before ground-pounding.

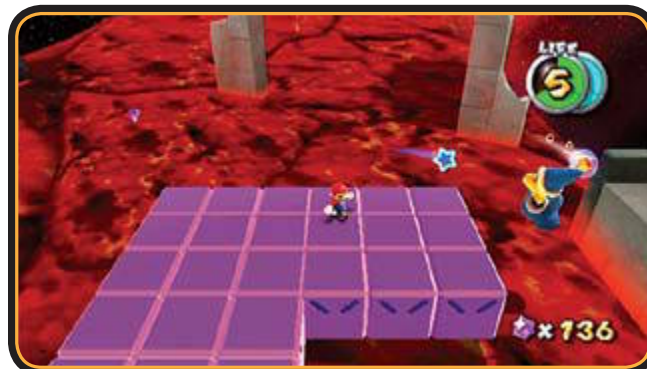
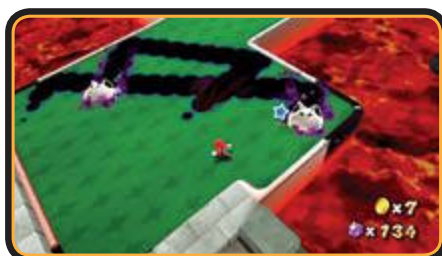




5 The door to the back half of the galaxy is locked. As you approach, a meteor rises from the floor. Jump on the

meteor, which has its own gravitational pull. Stand in the center of the symbol and ground-pound it. The meteor flies into the lock, shattering it and opening a warp that pulls you deeper into the galaxy.

6 These hungry skulls are eating the floor. The floor may re-form after a few moments, but during that time, you can fall through the holes and straight into a black hole. Long jump over these menaces.



7 As soon as you step on these pink bricks, they start moving. The pink bricks create a path over the lava, but it does not last very long. For every brick created in the front, one disappears in the rear. So keep up! And blast those Magikoopas with Star Bits so they cannot cast a fireball spell that knocks you into the lava. Follow this path to another set of locks. You must stand so your ground pound launches them into the three separate locks. Angle your shots.



To open the second locked gate you must aim asteroids at the three locks with Bowser's face on them. Smash them and the door will open!



Boss Battle: Bowser



Thanks to the Grand Star, Bowser is gigantic. Mario's eternal nemesis comes off his throne to challenge you to an epic fight in deep space. If you defeat Bowser by hammering him with meteors, he loses the Grand Star while fleeing his throne room.

(continued on next page)



Bowser circles the planet, but your immediate threats are three meteors that crash to the surface. They are large, and this planet is short of real estate. Watch the orange circles to spot where the meteors will crash and keep running to stay out of the way.

Stars & Comet Medals



Boss Battle: Bowser

(continued)



Once the three meteors have landed, Bowser decides to take action. He flies around the planet, looking for you. Like the meteors, an orange circle shows you where the Koopa King is searching. That's also where his giant fist will strike when he tries to punch you, so long jump out of the way when it stops moving.



After two meteor strikes, Bowser gets mad. After the meteors crash, he circles the planet, breathing fire on the surface. You do not get much advanced warning of where his fire will land, so keep running and stay ahead of the flames. Once Bowser runs out of fire, he swirls the planet looking for a place to punch. Lead him away from the meteors so he doesn't shatter them. After two more meteor strikes, Bowser is finished...for now.



When Bowser punches, not only does he knock the meteors into low orbit, but his fist also gets caught in the crust. Jump up to a meteor and stand opposite of Bowser. Ground-pound the meteor to push it into Bowser, just like you did to open the gates earlier in the stage. You only have a few seconds, so hurry. When you hit Bowser with a meteor, he reels back into space, but then starts his flight path again.



That last meteor strike loosed the Grand Star from Bowser's grip. The Koopa King shrinks down to normal size. Bowser doesn't stick around to chat. He flies off to grab another Grand Star and sets up fortifications deeper in the cosmos. You will see him again. But right now, it's time to grab the Grand Star and open up World 3.



TIP
Aim for the soft parts! Bowser's shell is strong enough to withstand a meteor attack.





Lava Lair Speed Run

The Lava Lair Speed Run puts 30 seconds on the clock and then challenges you to get from one end of the galaxy to the other. Collect little clocks on the way to keep adding 10 seconds to your time. At least you only have to locate the Power Star and not battle Bowser to collect it.

C1 Start off making a run for the first timer. You can ill afford to miss many of them or you will run out of time before reaching the goal. You need to take occasional risks with clocks, too. Long jumping over lava risks health, but having a full life circle doesn't matter if you run out of time.



C2 Some clocks are just out of sight. Look for their shadows on the ground, such as this clock above the spinning fireballs.

C3 It is easy for things to go haywire when you try to keep up with the pink path moving out over the lava. Stay at the front of the path, collecting clocks. Shoot the Magikoopa with Star Bits to keep it at bay. If the Magikoopa strikes you into the lava, you don't have much time to get back up on the path.



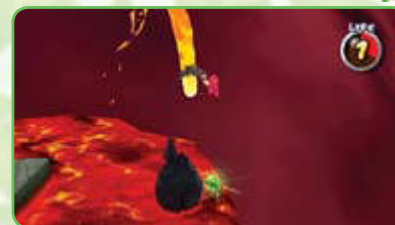
C4 The Power Star is located at the end of this pink path sequence. Jump over the electrical beams to avoid getting bounced into the lava. All you must do is pick up the Power Star to end the stage.



 YOU GOT A STAR!

GREEN STARS

1: This Green Star hangs out over the edge of a lava lake. Jump out to capture the Green Star. If you hit lava first, try to direct your landing on top of the Green Star before you lose all your health.



2: The final Green Star of this galaxy is hiding beneath the floor. Watch for the skulls to chomp open a hole in the ground and then drop through it to pick up the Green Star.

Stars & Comet Medals



World 3

Tall Trunk Galaxy



Tall Trunk Galaxy grows a fun fruit: the Blimp Fruit.

This blue bite gives Yoshi the power of flight, which is essential for reaching the lofty heights in this galaxy, where the Power Stars dangle.

Power Stars: The Floatacious Blimp Fruit, Tall Trunk's Big Slide

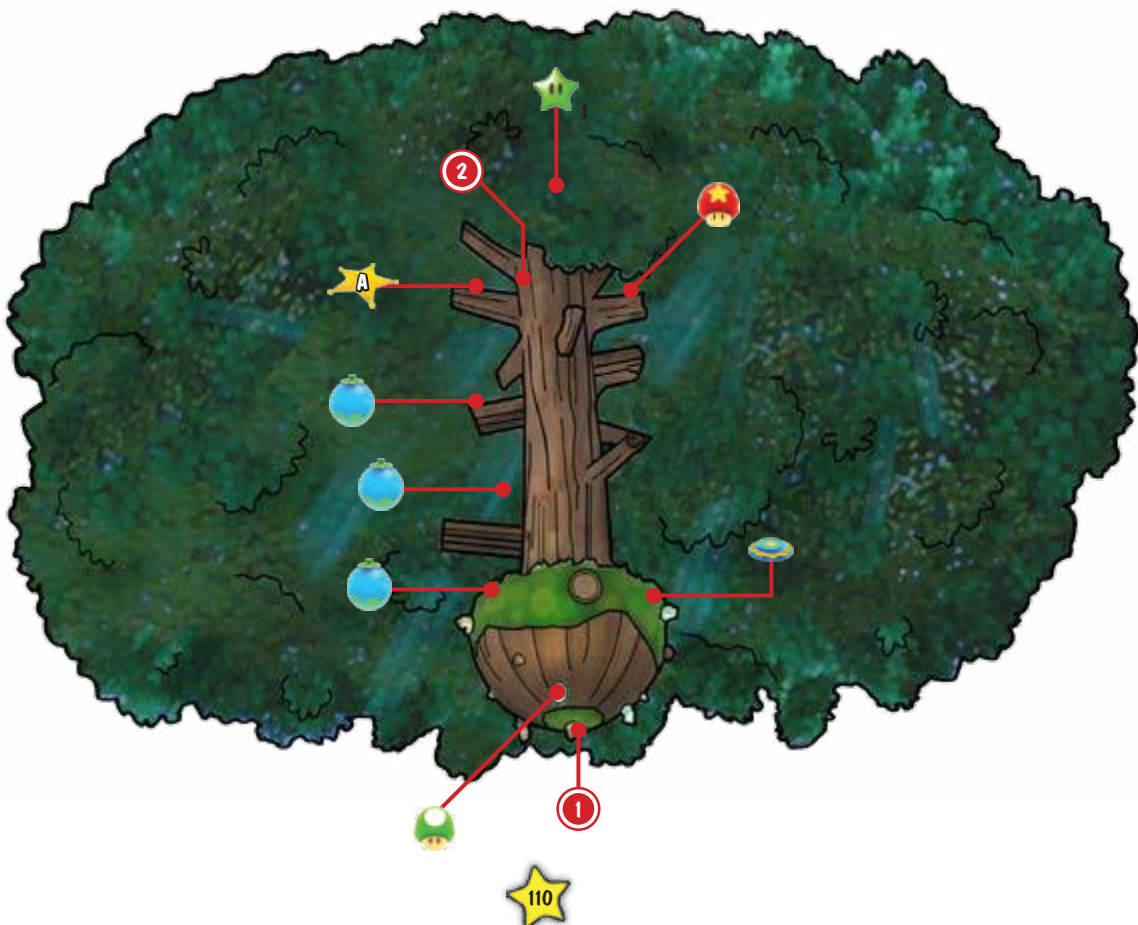
Comet Medal: The Floatacious Blimp Fruit

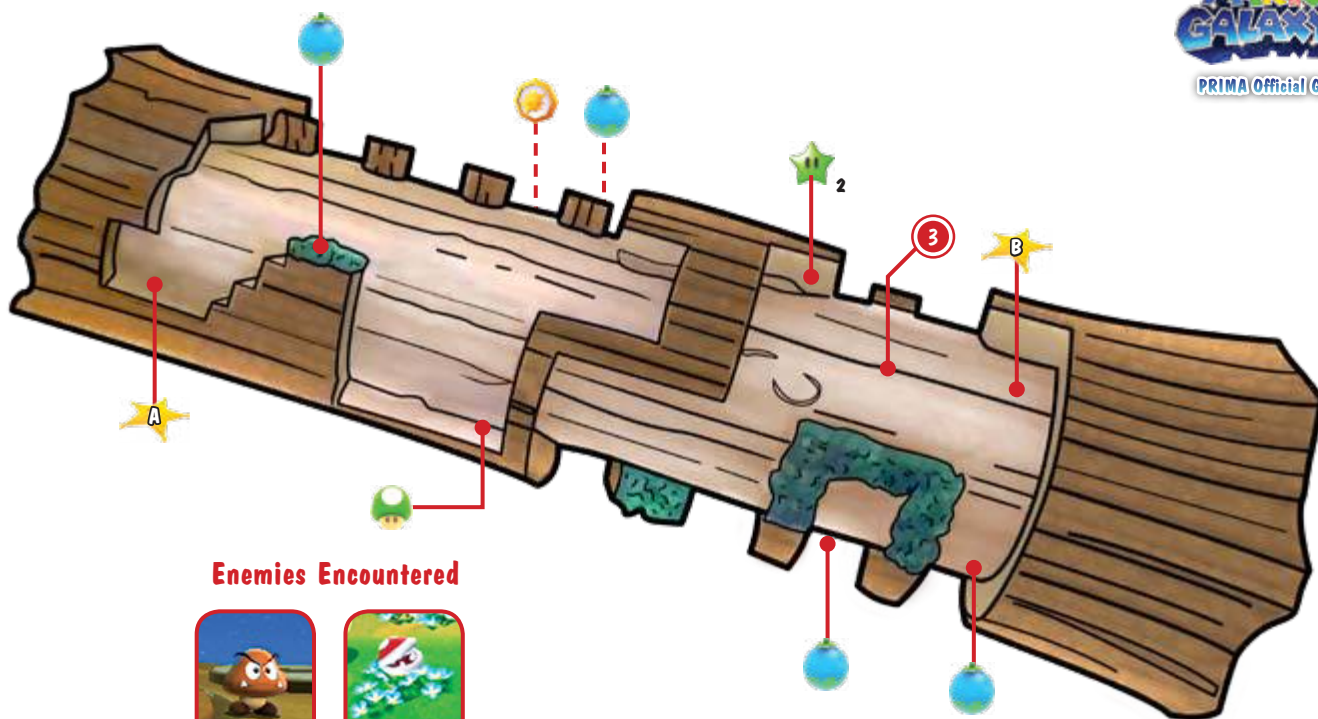
Comet Power Star: Tall Trunk's Purple Coin Slide

Green Stars: 3

The Floatacious Blimp Fruit

Galaxy Maps





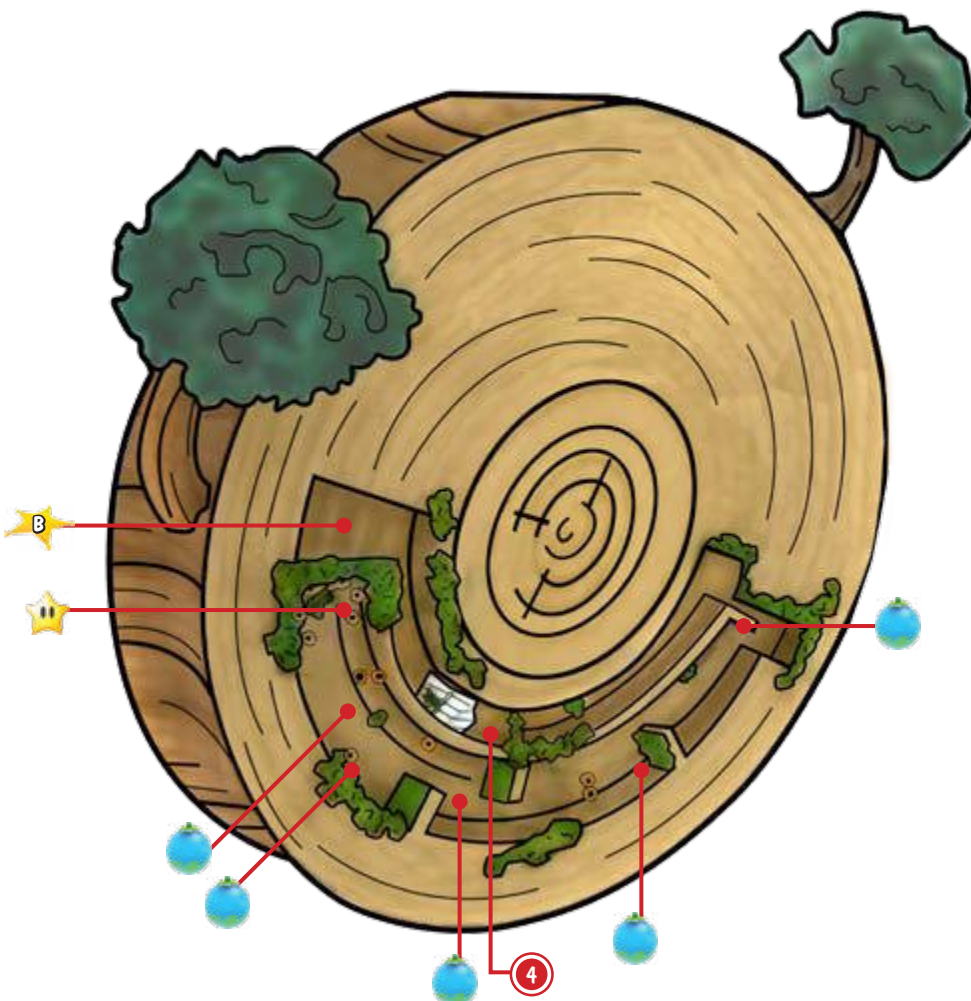
Enemies Encountered



Goomba



Piranha Plant



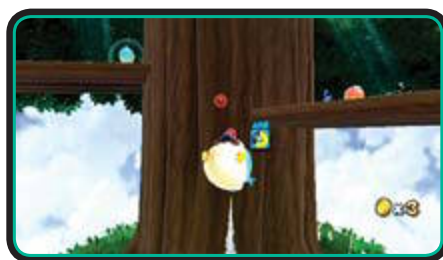
LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Blimp Fruit
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

Stars & Comet Medals



The Teleporter leads to a platform covered with Piranha Plants. It's up to you if you want to team up with Yoshi to take out this pack of pesky plants.

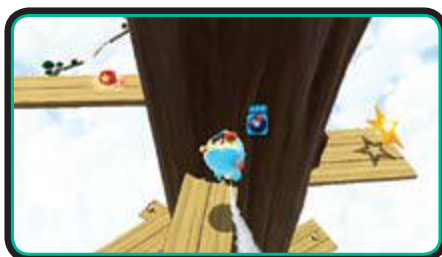


1 The only way to ascend the tree is if you race to the underside of this planet and break Yoshi out of Yoshi's Egg.

Then swallow the blue Blimp Fruit to fly. Twirl around the tree to keep from getting caught on branches and falling back to the ground.

2 The Launch Star is on this high branch, but take a slight detour and go for the Life Mushroom.

There are many spikes and prickly things between here and the Power Star, so having the extra life is quite handy.



3 To escape the planet, fall all the way around it (gravity keeps you "tethered" to the tree branch-shaped world) and

collect five small Star Chips. Once complete, the Launch Star appears on the right side of the planet. Use a Blimp Fruit to fly into it.



4 When you drop into this last planet, you can see the Power Star. Fall off the ledge to the right and slide down to the bottom of

the passage. Now you must gather a Blimp Fruit to float up the left side of the planetary path.



TIP
Hover to grab the Blimp Fruit and not float straight up into the spikes.



COMET MEDAL

The Comet Medal is located halfway through the planet. Use a Blimp Fruit to reach the platform beneath it.



NOTE
A green pipe to the left of the moving platforms brings you to a room with three Lucky Cubes.

YOU GOT A STAR!

GREEN STARS



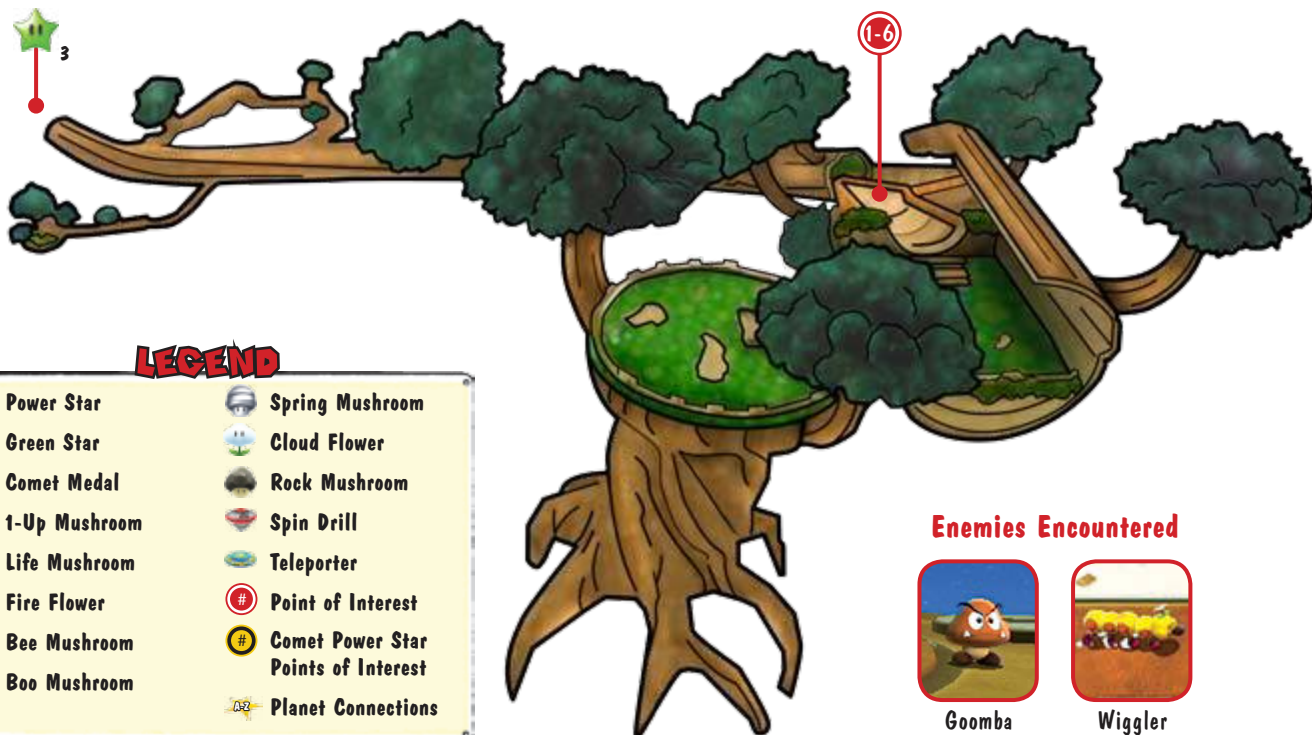
1: The first Green Star is at the top of the tree. Use a Blimp Fruit to soar into it.

2: To capture this Green Star, fall down the hole next to it and then flutter jump to arc right into the prize.



Tall Trunk's Big Slide

Galaxy Maps



LEGEND

 Power Star	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Points of Interest
	 Planet Connections

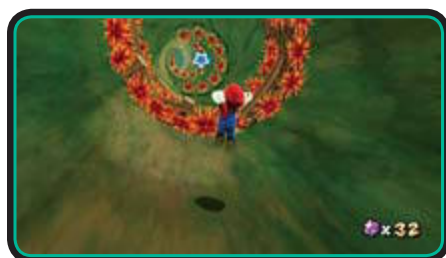
Enemies Encountered



Goomba



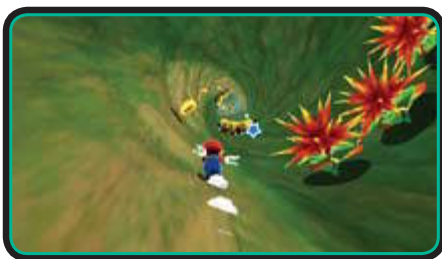
Wiggler



1 There are two main threats on the big slide: spikes and holes in the floor. You can jump while sliding. If you

need a little extra hang time, shake the Wii Remote to spin. You immediately start sliding again as soon as you touch down on the branch.

2 You can race all the way around the branch interior, which is sometimes the only way to collect coins or avoid threats, like these Wigglers.



3 Look out for wide patches of spikes or gaps in the branch. Use spin jumps to cross the danger zones and keep sliding down the course.

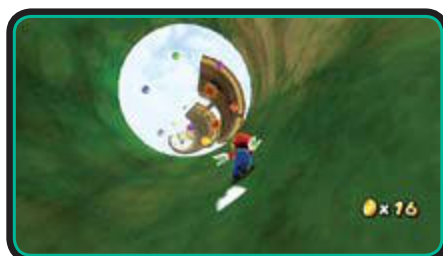


TIP
If you ever stumble and start to fall off the course, spin jump to get a bit of lift. You might be able to save yourself before tumbling off into space.

Stars & Comet Medals



4 The red Wigglers rush around the branch in a circle; steer out of their way or spin jump over them. If you crash into one of the Wigglers, it's tough to recover before you slide straight off the course.



5 Though you can slide along the ceiling, you better be ready for patches like this, where almost the entire

branch disappears. If you are on the ceiling when it disappears, spin jump to have the "gravity" of the floor sections pick you up.

6 Once at the bottom of the course, you must speak to the Whittle to collect your Power Star. It is not just waiting for you at the finish line. Also pick up the 1-Up Mushroom behind the tree.



🌟 YOU GOT A STAR!

🌟 Tall Trunk's Purple Coin Slide



This comet stage charges you with completing the slide race, but you must collect 100 purple coins while hurtling

toward the bottom. Fortunately, there are 140 coins on the track, so don't sweat it if you miss a few. Unless "a few" is 41.



C1 It may take a few tries, but you need to line up with the coin lines to come close to 100 purple coins by the time you

reach the bottom. If you miss a coin line like this and crash into a spike more than once, it will be tough to pass the 100 mark.

C2 Look for double coin lines. Steer straight down the middle to pick up each line of coins. If you can nail two of these double coin lines, you'll be in good shape for getting the needed 100 purple coins.



C3 As you near the base of the course, the number of spikes on the track increases. Use the purple coins as a

guide, but you still need to leap over the spikes to survive the ride and hand over the 100 purple coins at the bottom.

🌟 YOU GOT A STAR!



GREEN STARS



3: The third Green Star is close to the finish line. After passing the red Wigglers, spin jump to fly into the Green Star.





Cloudy Court Galaxy



Dance to the beat among the clouds, jumping across cymbal-shaped planetoids and riding wind currents across empty space. Be sure to collect coins as you

explore, because there's a Luma in this galaxy that needs a little encouragement to transform into a new planet.

Power Stars: Head in the Clouds, Silver Stars in the Purple Pond

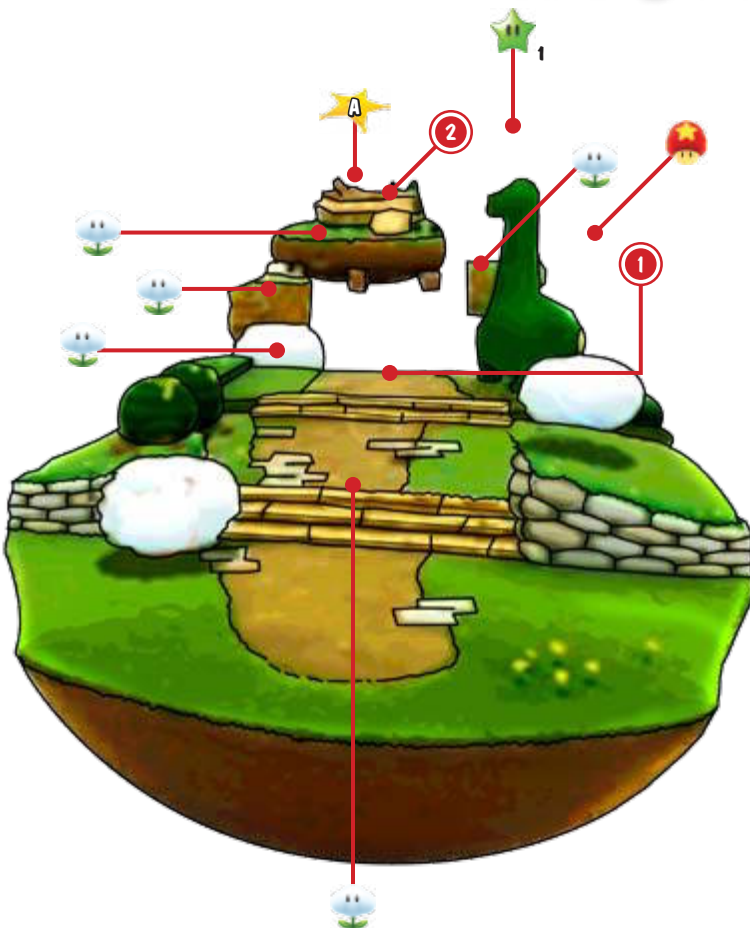
Comet Medal: Head in the Clouds

Comet Power Star: The Shadow Lining

Green Stars: 3

Head in the Clouds

Galaxy Maps



Enemy Encountered



Goomba

LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Stars & Comet Medals

🌟 39 🌟 15





1 Cloudy Court reintroduces you to the Cloud Flower, which in turn gives you special cloud-producing powers. Use Cloud Mario to stand on clouds Mario would otherwise fall through and to create new platforms to help cross wide gaps or scale incredible heights.

Use cloud platforms to cross the empty spaces here. You only get three clouds per Cloud Flower, so keep collecting them to make sure you aren't caught without a cloud under your feet.



Follow the Teleporter to a platform with seven winged Goombas. If you have used a Cloud Flower, remember that spins don't just attack, they create clouds. This makes it harder to beat all seven Goombas and pocket the three 1-Up Mushrooms, so stick to jump attacks.



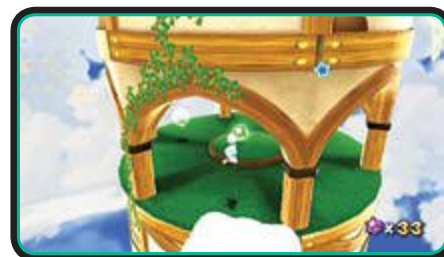
2 Use the wind currents to float across enormous gaps in this planet. Jump into the breeze created by the windmill

and spin to create a cloud. Now float to the next piece of the galaxy.

3 The hidden Power Star in this galaxy opens up when you feed the Hungry Luma on the next platform 30 coins. So, when bouncing on these drums, make sure you collect every bit of change.



4 As you fly to the next planet in this galaxy, look at the lower level. There is a 1-Up Mushroom down there. To collect it, you must drop into space. Then spin to create a cloud on the same level as the 1-Up Mushroom. Pick up the extra Cloud Flower here and then spin your way back to the upper level and continue on toward the Power Star.



Stars & Comet Medals

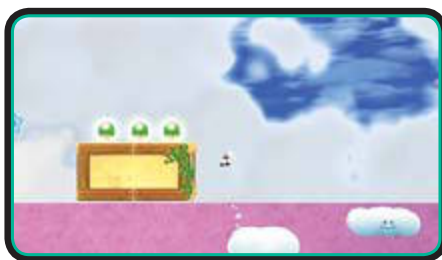
🌟 41 🌟 16



5 When you ride the currents here, watch out for spikes. Running into spikes does not destroy your cloud platform;

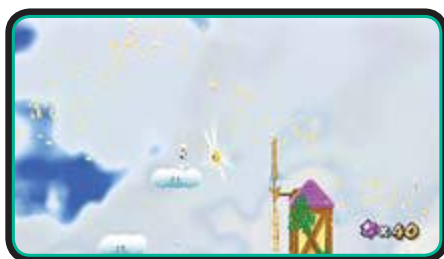
however, in later stages, other hazards do. Many of these currents last longer than a cloud platform, so you will need to spin a few times to make it all the way up or along a current.

6 Three 1-Up Mushrooms? How do you get up here? Well, at the top of the wall jumps, collect a new Cloud Flower and then backwards somersault into the sky. Spin at the top to create a cloud platform. Keep backwards somersaulting to get maximum height between each cloud. You'll reach the treasure trove in no time.



COMET MEDAL

The Comet Medal is stashed in an alcove here. Time your flight through the moving walls so you can hop off right next to the Comet Medal, collect a new Cloud Flower, and then ascend to the top of the tower.



7 Rough winds push you away from the Power Star. Long jump into the wind, create a cloud platform and then backwards

somersault up toward the Power Star. Keep moving closer to the windmill with each jump because the breeze will gradually push you farther and farther away.

🌟 YOU GOT A STAR!

GREEN STARS

1: The first Green Star is above the dinosaur-shaped plant's head. Combine backwards somersaults and clouds to reach this Green Star.



2: Launch yourself off the cymbal into empty space with a long jump. Use cloud platforms to prevent your fall as you close in on the second Green Star.



3: This Green Star is a tough grab. Ascend to the Power Star but then jump up and over the windmill to crash down into the Green Star.

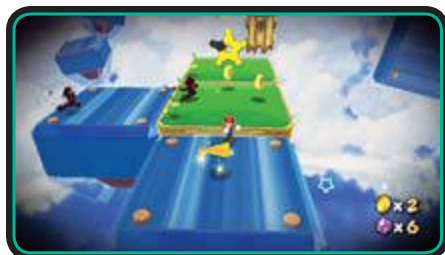


🌟 The Shadow Lining

A comet over Cloudy Court indicates the arrival of the Shadow Lining. Return to this galaxy to chase down the Power Star across a series of collapsing platforms.

C1 Begin this special run through the galaxy by rushing over the blue blocks as they slam into place, creating a walkway over empty space. You must collect five Star Chips to create the Launch Star that sends you toward the Power Star.





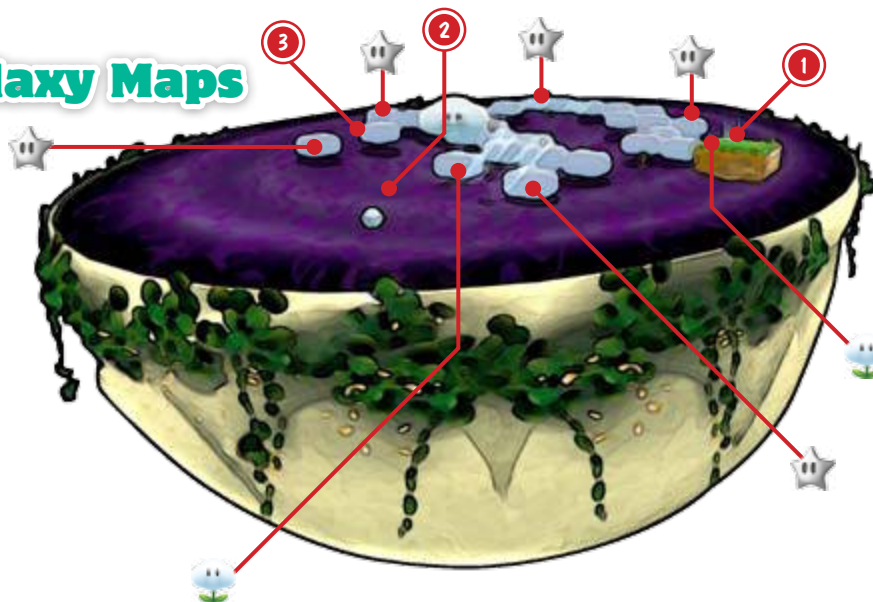
C2 Every time you pick up a Star Chip, a Cosmic Clone appears and gives chase. Just keep following the trail through the sky to collect the Star Chips, never doubling back. If you always move forward, the Cosmic Clones will never catch up to you. As soon as you form the Launch Star, the clones vanish in an explosion of Star Bits.



🌟 YOU GOT A STAR!

🌟 Silver Stars in the Purple Pond 🌟

Galaxy Maps



LEGEND

- Power Star
- Green Star
- Silver Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections



1 After you pay the Luma 30 coins, this purple planet appears in the skies outside Cloudy Court. To locate the Power Star, you must collect five Silver Stars from the collection of clouds. As soon as you pick up the first Silver Star, though, Cosmic Clones appear and give chase.

Enemies Encountered



Goomba

Stars & Comet Medals

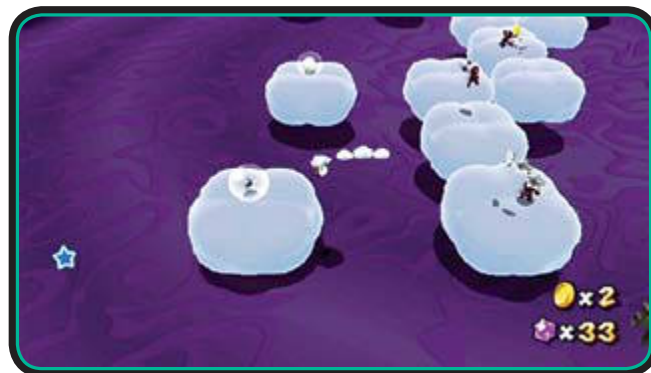


Beware of the Cosmic Clones! If you are hit and lose Cloud Mario, you'll fall through the clouds and sink in the purple muck.



- ② When you pursue the Silver Stars on the left half of the planet, stick to one side of the clouds so that when the Cosmic Clones

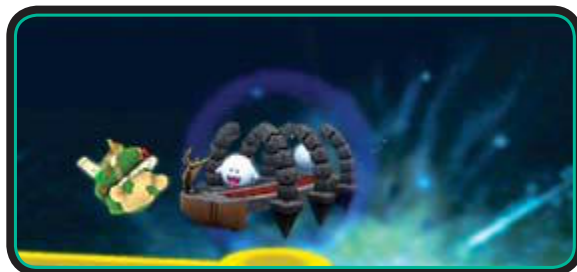
follow, you have an open side of the clouds should you need to backtrack.



- ③ Long jump out to this distant Silver Star. After collecting all five Silver Stars, the Power Star forms on the island where you landed at the beginning of the stage.



Haunty Halls Galaxy



Dare you explore Haunty

Halls, home to the Boos? This creepy galaxy is where you first harvest the Bulb Berry, which lets Yoshi see

otherwise invisible platforms. Without it, you'll never be able to find the Power Stars.

Power Stars: A Glimmer of Bulb Berry, Sneaking Down the Creepy Corridor

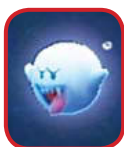
Comet Medal: A Glimmer of Bulb Berry

Comet Power Star: Spooky Cosmic Clone Chase

Green Stars: 3

A Glimmer of Bulb Berry

Enemies Encountered



Boo



Goomba



Mega Boo



Octoobo



Smeech



Jack O'Goomba

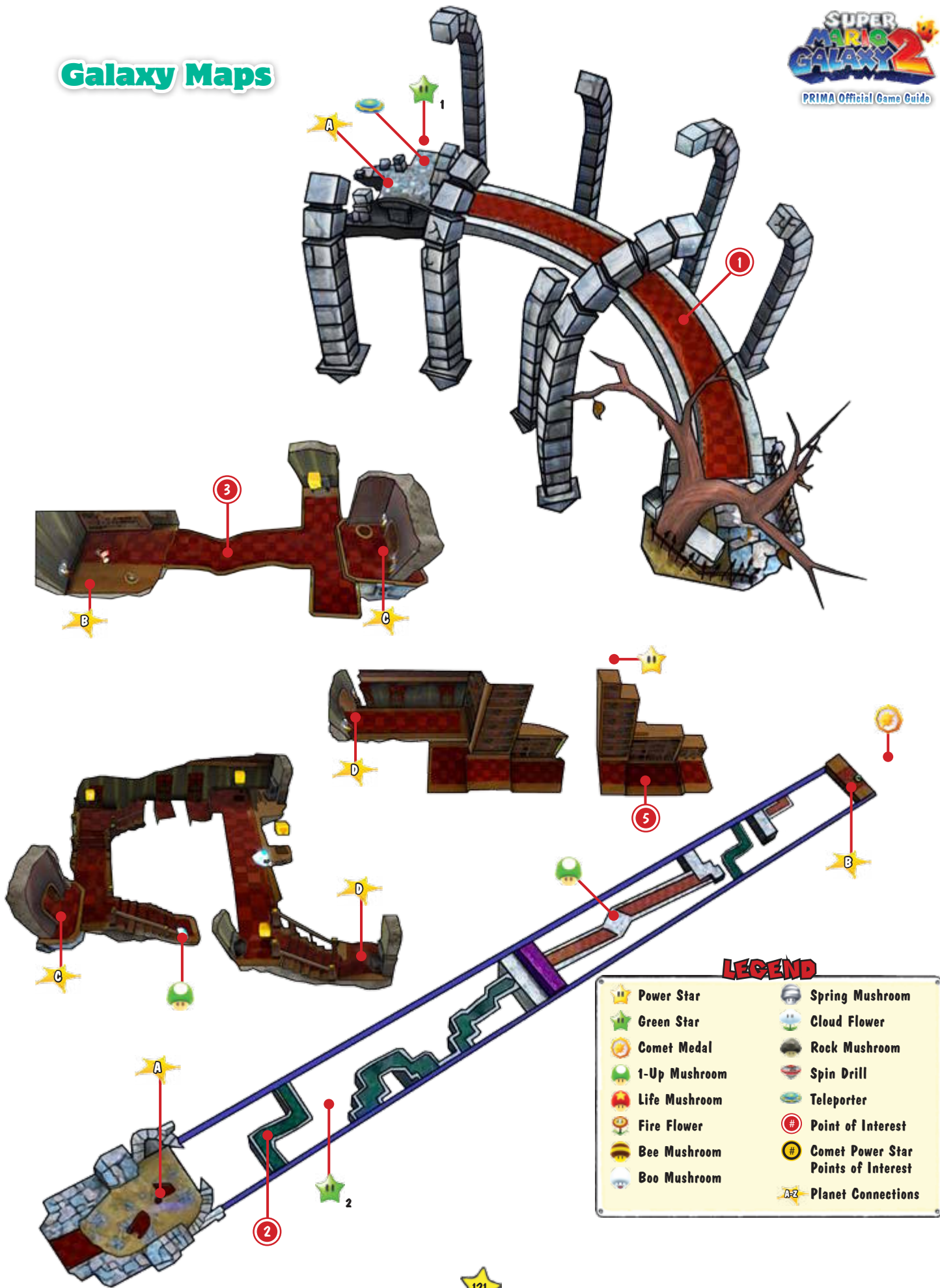


- ① These Octoboos circle around the ? Blocks. Slip into the center of the Octoboos via the gap, and then wait

until they turn so the opening is on the other side. Continue on to the Launch Star.



Galaxy Maps



LEGEND

★ Power Star	🍄 Spring Mushroom
★ Green Star	☁️ Cloud Flower
🌠 Comet Medal	🍄 Rock Mushroom
🍄 1-Up Mushroom	🔧 Spin Drill
🍄 Life Mushroom	🌀 Teleporter
🍄 Fire Flower	📍 Point of Interest
🍄 Bee Mushroom	📍 Comet Power Star
🍄 Boo Mushroom	📍 Points of Interest
	🔗 Planet Connections

Stars & Comet Medals



Seven Jack O'Goombas wait on the other side of the Teleporter. You must spin or jump on the Goombas to shatter the pumpkins before you can use Star Bits to stun them.

2 To navigate the narrow passage here, you must run along a set of moving paths that disappear into the walls and then come out the other side. Watch out for the Boos on the moving trail, as they will attempt to bonk you into space.



4 Flutter jump over gaps in the floor not illuminated by the Bulb Berry. It's tricky to land a perfect jump when you cannot always see the ground, but look for hints like the Bulb Berry floating in space to tell you where a platform is hidden.



5 The Power Star is on top of the library cases. Use the flowers to swing up to the cases. The flowers are always visible, but the bookcase is not. Hurry up there and flutter jump into the Power Star before the bookcases disappear.



YOU GOT A STAR!

GREEN STARS

COMET MEDAL

The Comet Medal is just beyond the green warp pipe. The path beneath it moves quickly, so you must hurry there and back.




3 In this section of the stage, you must ride Yoshi through a series of invisible platforms. The only

way to see them—and make them solid enough to stand on—is to eat a Bulb Berry. This illuminates the immediate area, but the effects are not permanent. The illuminated area starts shrinking as soon as you eat the berry, so you must be quick about moving to the next Bulb Berry or a visible platform.



1: The first Green Star is beneath the Teleporter. Step off the ledge and then spin to come up

underneath the Green Star before falling into the void.



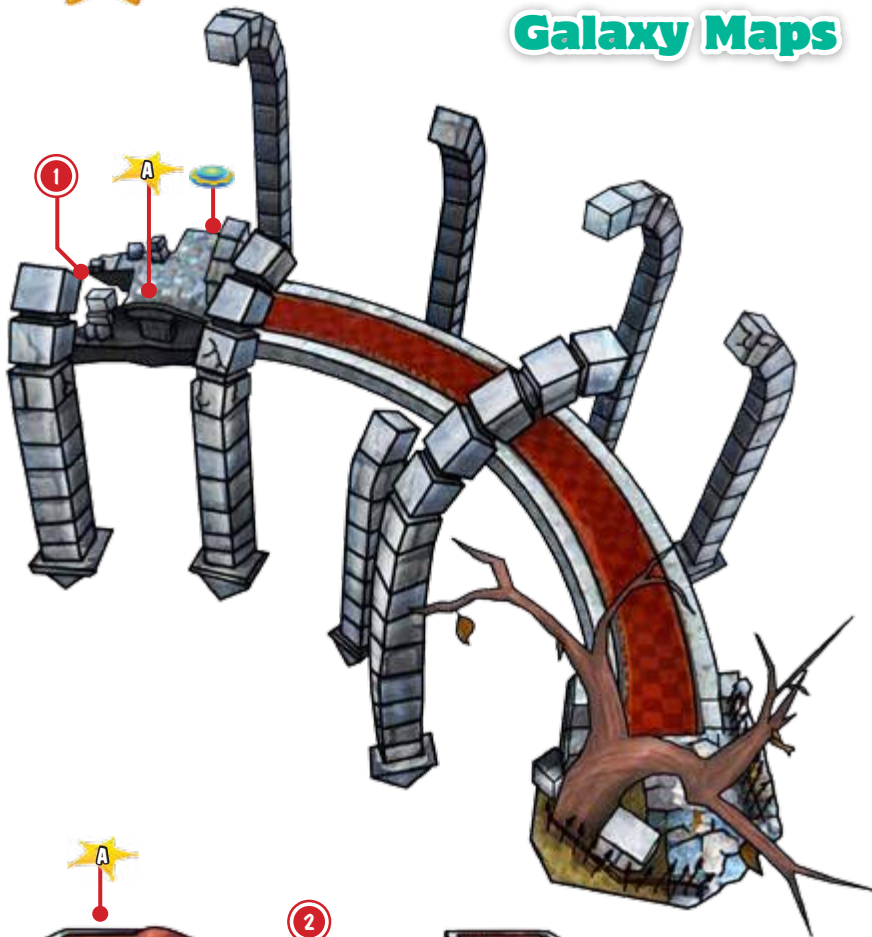
2: Near the start of the moving walkways, do a triple jump to get some extra height and grab the second Green Star!



Sneaking Down the Creepy Corridor

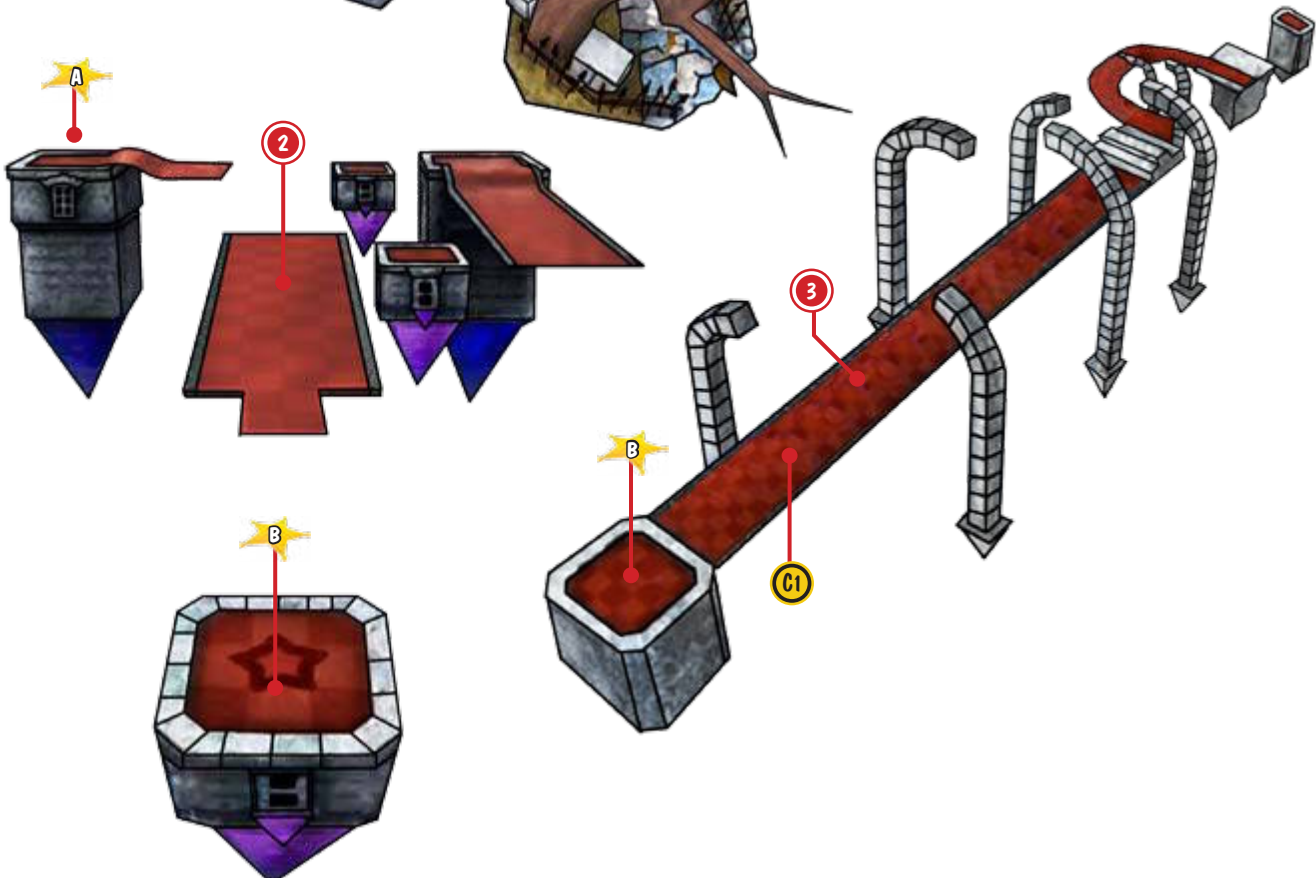


Galaxy Maps

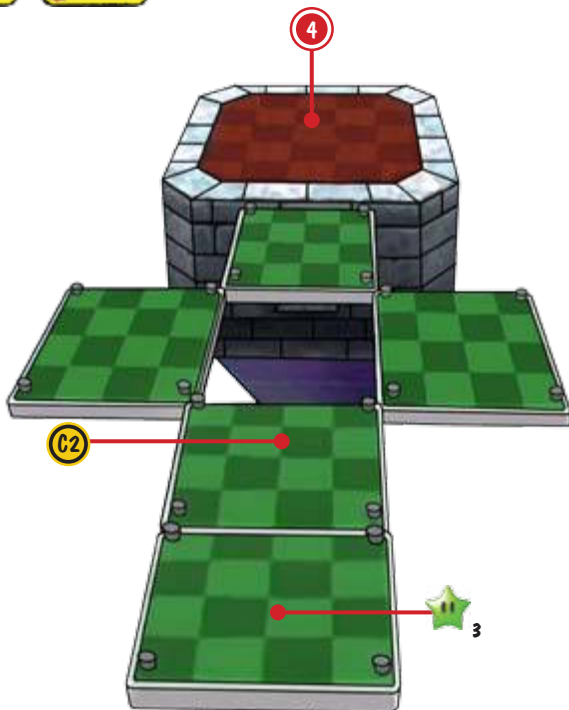


LEGEND

-  Power Star
-  Green Star
-  Comet Medal
-  1-Up Mushroom
-  Life Mushroom
-  Fire Flower
-  Bee Mushroom
-  Boo Mushroom
-  Spring Mushroom
-  Cloud Flower
-  Rock Mushroom
-  Spin Drill
-  Teleporter
-  Point of Interest
-  Comet Power Star
-  Points of Interest
-  Planet Connections



Stars & Comet Medals



Enemies Encountered



Boo



Mattermouth



Mega Boo



1 As you start down this corridor, Mega Boo appears with four of his hench-ghosts. These Boos chase you when your back is turned. So, to keep the distance between you, regularly turn around. The shy Boos look away, giving you a few seconds of respite before you take off again.

2 Make sure you stare down a Boo before jumping across a gap. Boos love to touch you while you are in midair, sending you spiraling into the ether.



If a Boo ever gets in front of you, spin next to it. This flips the Boo's position by 180 degrees. Now it's directly behind you!

3 Watch out for Mattermouths chewing up the path ahead. The path reforms after a few seconds, but with Boos on your trail, you can hardly just stand around. Stick to the left side of the path and long jump over the skulls.



4 The Power Star is at the end of a series of moving platforms. Jump across them quickly. You do not have time to look back at the Boos until you reach the stationary red ledge right before the shrinking green platforms. Jump over the gap and spin into the Power Star to escape the Boos.



YOU GOT A STAR!

Spooky Cosmic Clone Chase

This comet-streaked stage plays out quite similar to Sneaking Down the Creepy Corridor, but without King Boo. In its place, though are Cosmic Clones that keep you from ever coming to a stop.



PRIMA Official Game Guide

C1 Rush down the corridor of dinosaur skulls, blasting over the gaps in the floor with long jumps. This will put a lot of distance between you and the clones.



C2 The Power Star is on the far side of the moving platforms and shrinking pads. Jump across the gaps without

stopping or else the clones will catch up and bump you into space.

YOU GOT A STAR!



GREEN STARS



3: The last Green Star of Haunty Halls Galaxy is above the moving platforms near the Power Star. Backwards somersault beneath the Green Star (start to the side so you flip directly under it) and then spin up to grab it.



Whenever a Boo sneaks in front of you, spin to slide it behind you.

Freezy Flake Galaxy



Shivers and chills abound in the Freezy Flake Galaxy. You must use

Fire Flowers and Rock Mushrooms to locate the Power Stars in this frozen corner of space.

The Chimp from Fluffy Bluff is here, too, just waiting to challenge you to another game. Can you prove to The Chimp that you're best skater in the galaxy?

Power Stars: Bowser on Ice, Sorbetti's Chilly Reception, The Chimp's Skating Challenge

Comet Medal: Bowser on Ice

Comet Power Star: --

Green Stars: 3



Stars & Comet Medals



★ Bowser on Ice ★

Galaxy Maps

Enemies Encountered



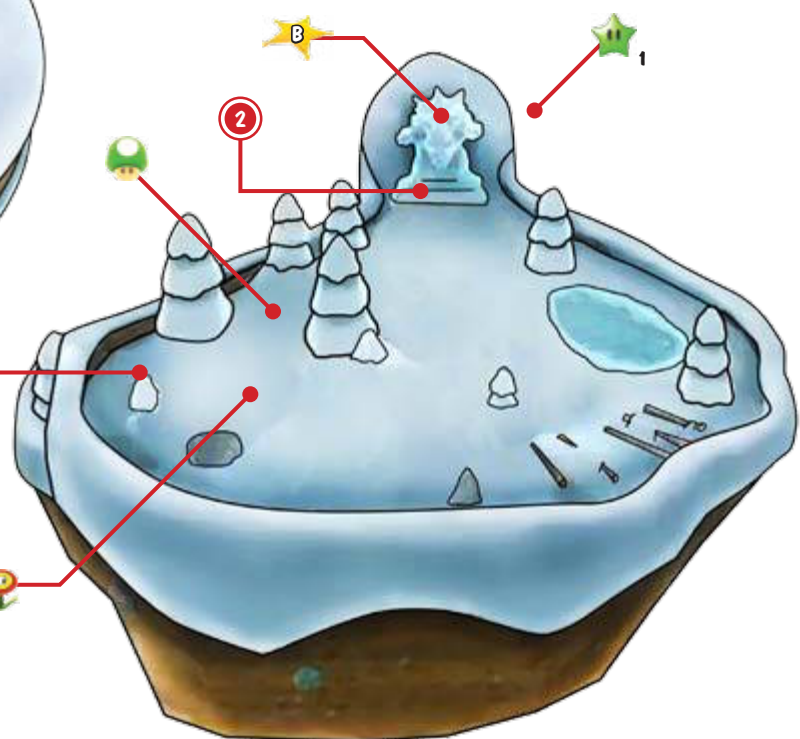
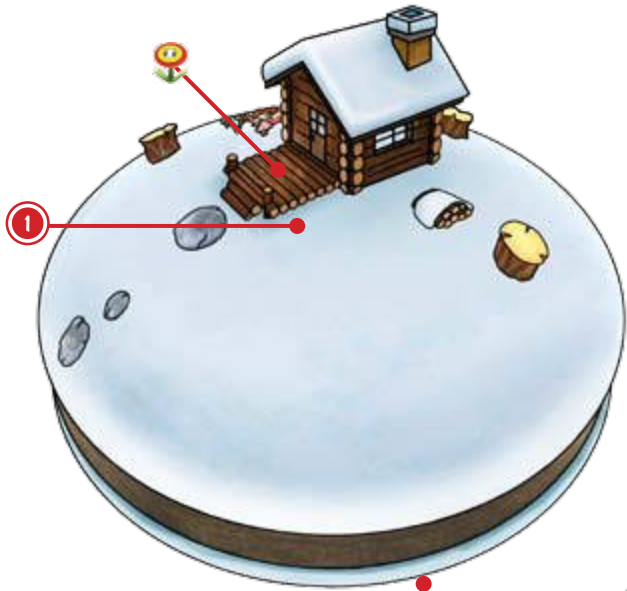
Li'l Cinder



Goomba

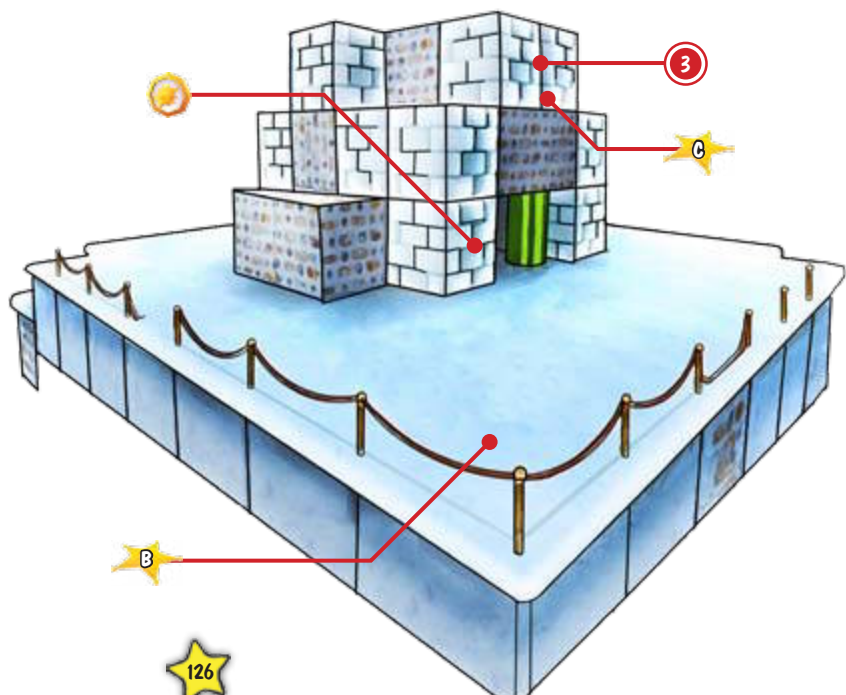


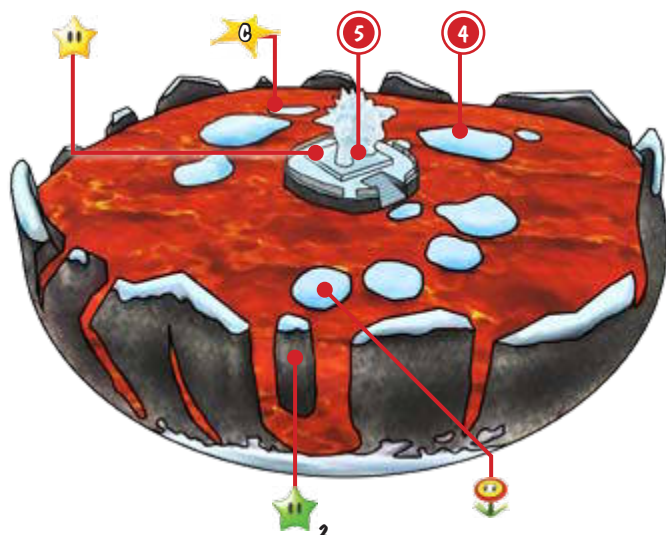
Li'l Brr



LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections





Hurry so that you land on the next planet with a little Fire Flower power remaining.

2 The crystal and frozen trees on the ice field are filled with Star Bits. However, to progress, you need to melt the giant Bowser ice sculpture blocking the cavern at the edge of the planet. There is a Fire Flower at the top of the ice field just in case you run out of fireballs before the statue is gone.



3 Use the Fire Flower to melt the ice blocks on this brick structure. There is a green warp pipe hidden inside an ice block on the top level of the building, so jump up there and melt everything in sight.



COMET MEDAL

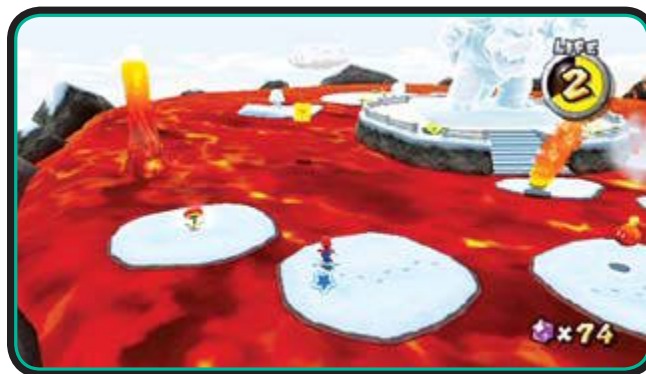
The Comet Medal is tucked in a small space between the blocks on the ground level.



4 The Power Star is located inside that giant Bowser ice sculpture. To get there, though, you must cross the lava lake. You can jump across the islands, but it's much safer to use the snowballs. Roll them around the snow to make them larger and then push them across the lava to create a temporary bridge. The farther you push a snowball across the lava, though, the smaller it gets.



TIP
The Li'l Cinders are instantly defeated if you roll a snowball into them.



You need to jump out to this island to grab a new Fire Flower. The only thing that melts the sculpture is a fireball blast.

Stars & Comet Medals



5 After grabbing the Fire Flower, long jump to the central island and hammer on the sculpture with fireballs. Li'l Cinders may try to attack, but just circle the sculpture to keep your distance and melt Bowser's chilly likeness. After three fireballs, the Power Star is released.

YOU GOT A STAR!

GREEN STARS

1: After melting the giant Bowser statue, hop into the ice cave. As you near the bottom, jump up and spin into the first Green Star.

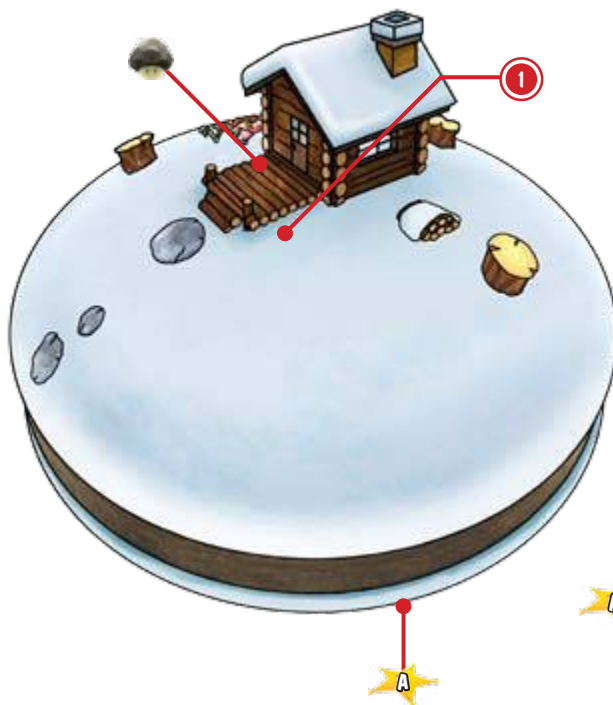


2: The second Green Star is at the end of this stage, hanging out over the lava. You can either risk

jumping across the lava and bounce into the star or roll up a large snowball and use it to reach the edge of the lava lake.

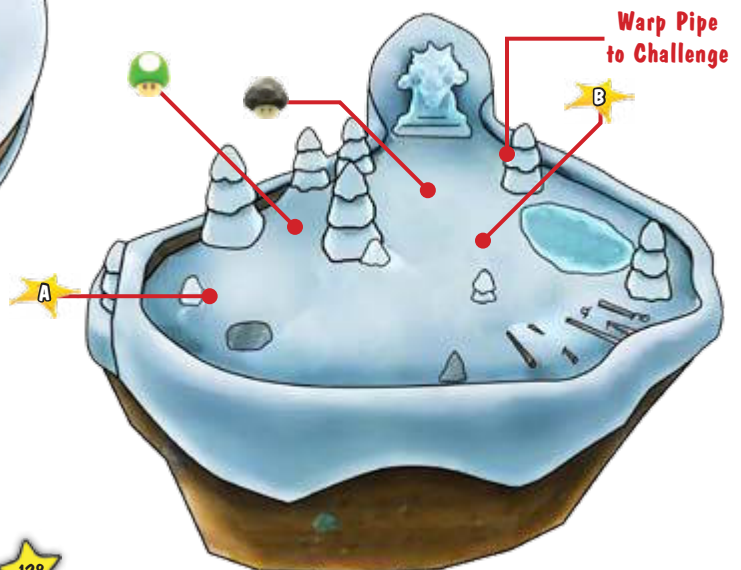
Sorbetti's Chilly Reception

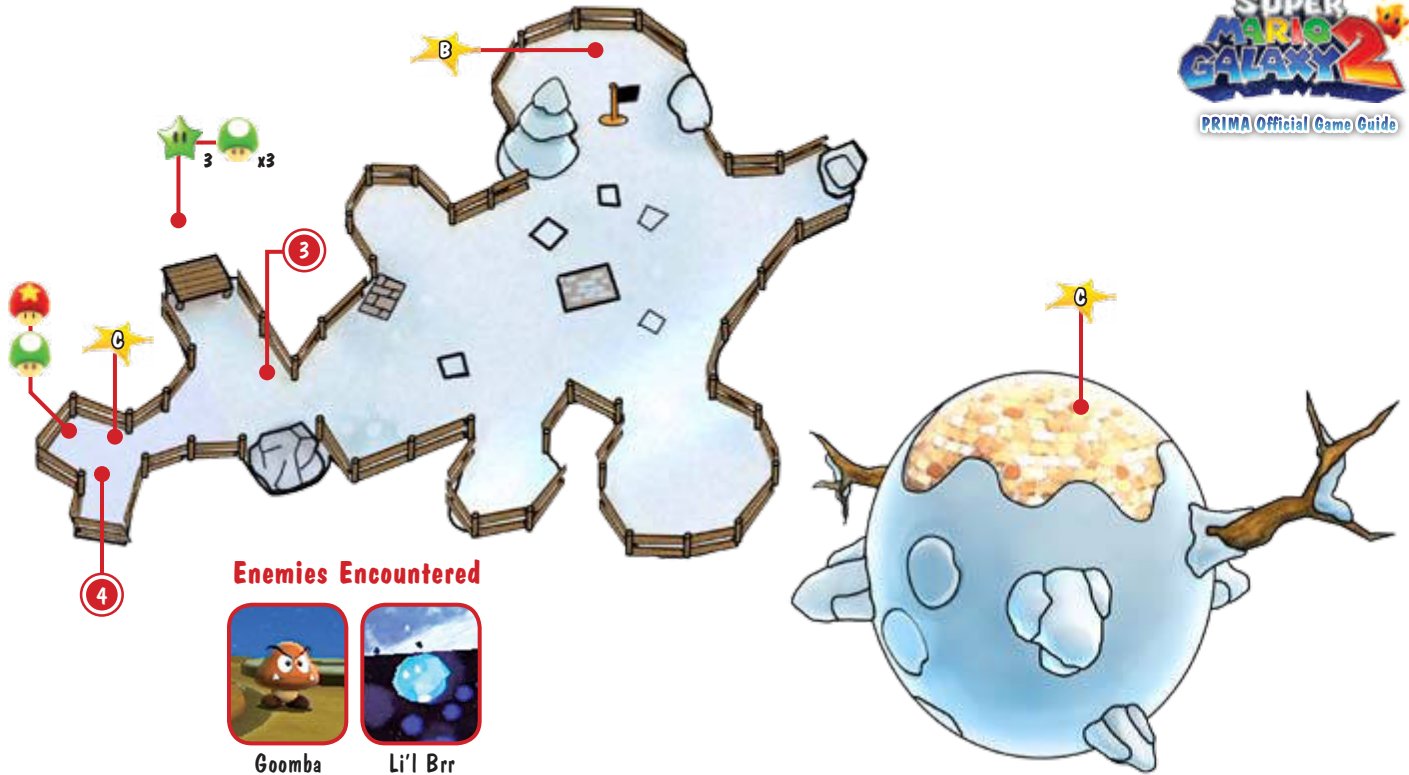
Galaxy Maps



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections





Enemies Encountered



Goomba



Li'l Brr



1 Instead of a Fire Flower, you get a Rock Mushroom on the starting planet. Use it to break the Goomba statue on the bottom half of the planet and reveal the Launch Star.

2 Once down on the large ice field, grab another Rock Mushroom and roll through snowmen, ice crystals, and frozen trees to locate five Star Chips. Once you have all five, a Launch Star appears that sends you off in a different direction than your first run through this galaxy.



TIP

Break open the trees on the ice field to reveal a green pipe. It leads down to the hidden Power Star of this galaxy: The Chimp's Skating Challenge.

3 When you wade into the mist, look for a Star Bunny. It tells you to take a leap of faith off the nearby ledge. Follow its directions. It leads straight down to a trio of 1-Up Mushrooms.



4 You're about to blast off for a boss battle. Pay the Salesman Luma 30 Star Bits and purchase a Life Mushroom. The extra health is useful when challenging the great Sorbetti.



Stars & Comet Medals



Boss Battle: Sorbetti



Sorbetti is a giant pointy snowball. It's almost as big as the planetoid it calls home. To defeat the boss, you must smack its red nose three times. This is harder than it sounds because Sorbetti rolls around to hide its schnozz. You need to judge where Sorbetti's face will touch down as it rolls around, and then zoom in to deliver a spin attack smack.



At first, steer clear of Sorbetti and just observe. Get a feel for how fast it rolls before making your first run on its nose.



When you see Sorbetti start to roll face down, cut in front of it and spin attack just as its nose touches the ice. You can jump up and spin into its nose, but that's a tough thing to time. It is much easier just to wait for the nose to roll down to the surface.



After two swats to the beak, Sorbetti gets pretty steamed. The sinister snowball's speed increases, making it more difficult to cut in front of it and pop its nose before getting smooched. Watch and wait. When you spot your chance, zip in from the side and spin. The snowball releases the Power Star.



YOU GOT A STAR!



GREEN STARS



3: The third Green Star is below the Star Bunny that hangs out in the mist. Drop down to collect three 1-Up Mushrooms and jump up into the Green Star.





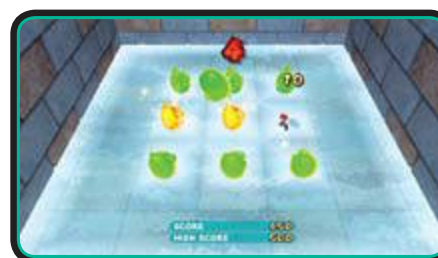
The Chimp's Skating Challenge

How To Win



Use the green pipe revealed in Sorbetti's Chilly Reception to drop down and find The Chimp from Fluffy Bluff Galaxy. The Chimp has a new game it wants to play: If you can score 500 points in his ice skating contest, he will give you a Power Star. You only have 40 seconds to score 500 points. To earn points, you must skate into the balloons that appear from the floor. The green balloons are worth 10 points. The yellow ones are worth 50.

The challenge starts slow with easy lines of green balloons. Soon, though, spiky purple balloons pop up. If you hit them, you are knocked off your skates and lose precious time trying to get back up to speed. This is particularly tough to recover from if you're knocked down just as yellow balloons appear. You have to nail every yellow balloon you see to cross the 500-point threshold.

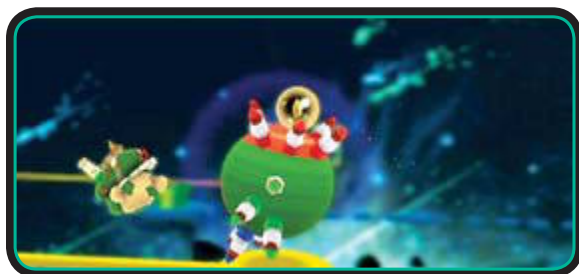


As the timer ticks down to zero, a batch of green and yellow balloons appear. Make the most of these by skating straight

through the yellow balloons first before pirouetting into the greens. As soon as the timer runs out, The Chimp hands over the prize.

YOU GOT A STAR!

Rolling Masterpiece Galaxy



When you land in this artful galaxy, you are immediately given the Power Star. But it's locked inside a sphere. You must race to the finish line to unlock the Power Star.

Power Stars: Silver
Chomp Grudge Match

Comet Medal: Silver
Chomp Grudge Match

Comet Power Star:
Masterpiece Speed Run

Green Stars: 2

Stars & Comet Medals



Silver Chomp Grudge Match



Galaxy Maps

A



1

LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

C

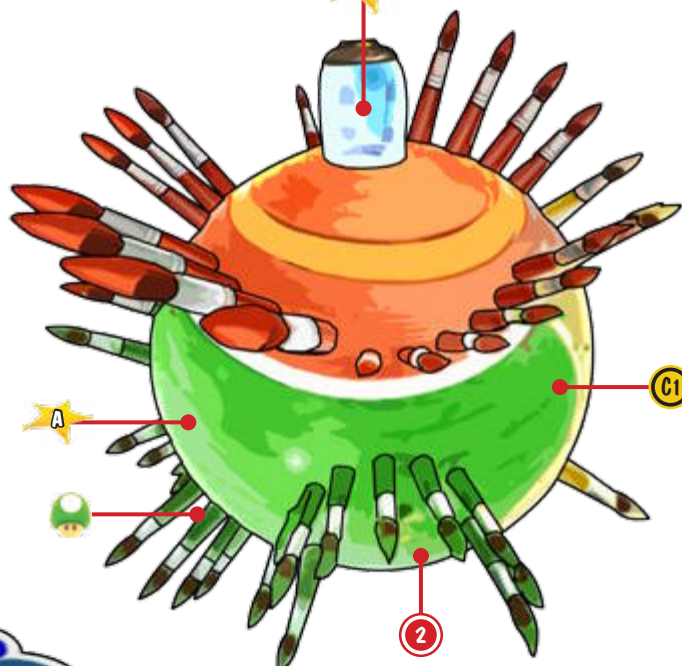


1

3

B

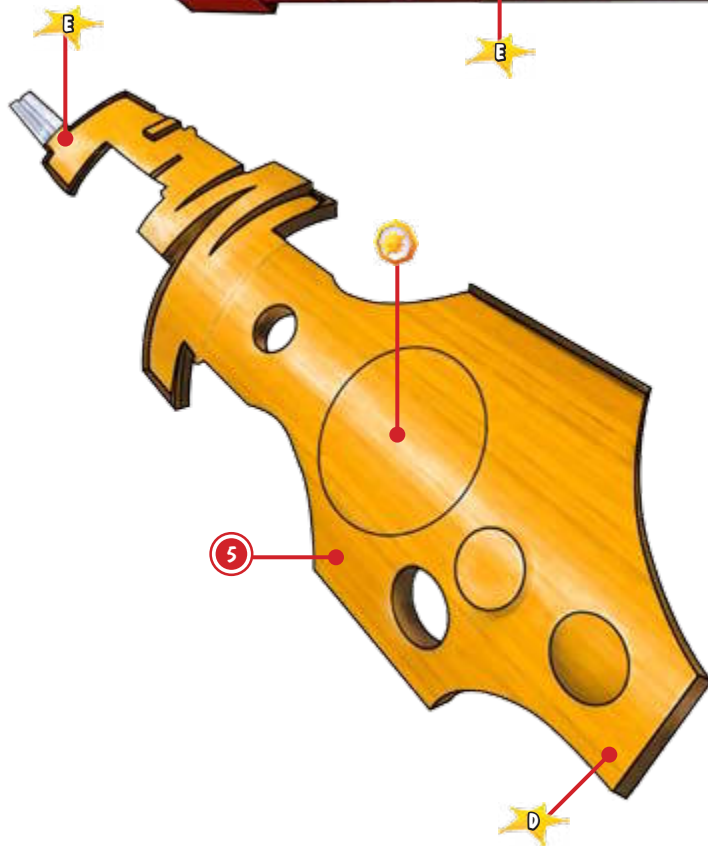
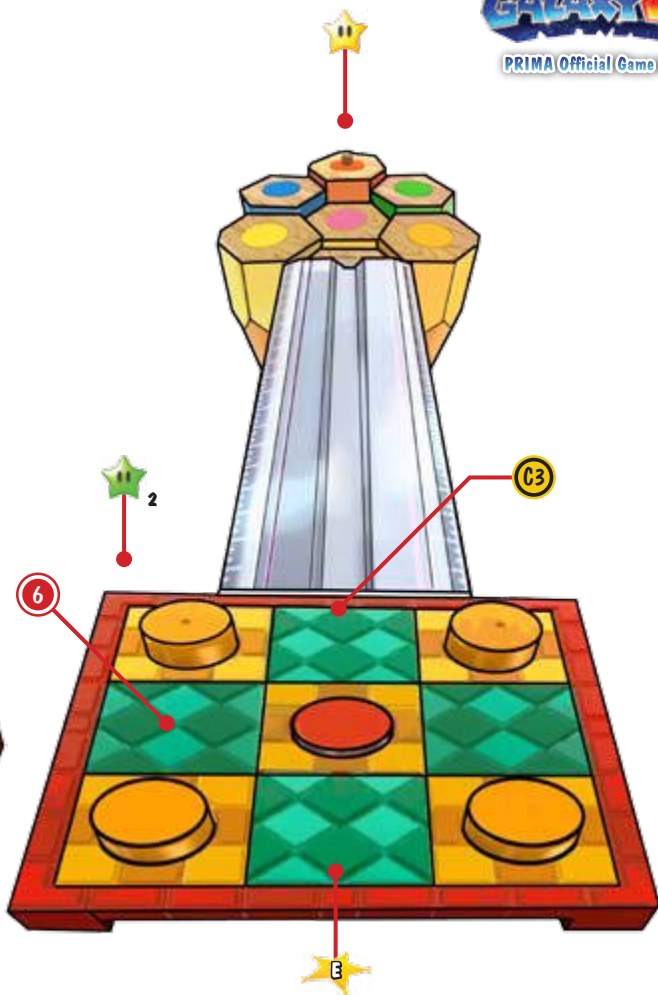
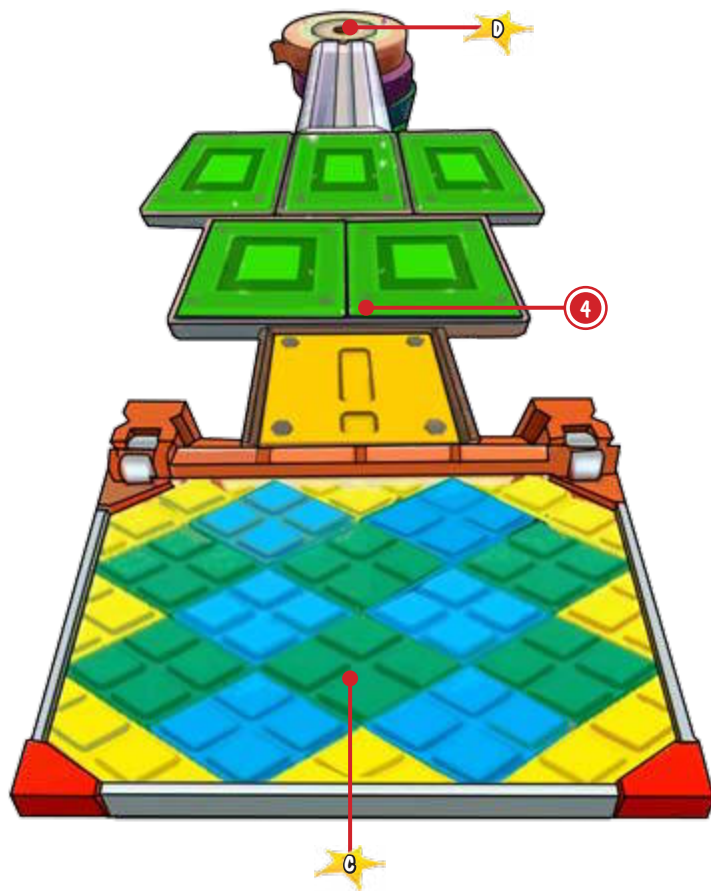
B



A

C1

2



Enemies Encountered



Bob-omb



Silver Chomp



Goomba

Stars & Comet Medals



1 The Power Star in this galaxy is actually right under your feet. It's encased in a sphere you must roll to the finish line, where it's opened. Getting it from point A to point B, though, is a touch tricky. You need to hold the Wii Remote vertically and use it as a virtual joystick to direct the sphere through the obstacle course. The divots like this act like Launch Stars, blasting you off to the next planet in the system.



2 The launch pad on this planet is locked. Roll to this green section of the planet to pick up the key. As soon

as you have it, the launch pad is open for business. However, before using it, definitely roll over the 1-Up Mushroom on the other splash of green.

3 As you roll toward the elevator, blocks slam into place. Take this route slowly so the blocks have a chance to snap together before you roll out into space.



4 The only way to reach the next launch pad is to roll across the blue panels and turn them yellow. Zigzag across the

triangle of panels so you don't backtrack. Touching a yellow panel again reverts it to blue. Once all panels are yellow, a ruler appears that leads right to the launch pad.

COMET MEDAL

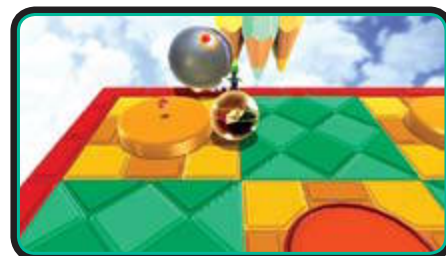
Buzz saws are about to cut away the board beneath the Comet Medal. Quickly roll out to it before the wood starts to drift away.



5 When you roll over the ? Coin here, a trail of notes snakes across the board. Follow the trail, picking up every note before the timer ends to earn three 1-Up Mushrooms.



6 To reach the pad that frees the Power Star, you must defeat the Silver Chomp. Bump into the Silver Chomp, nudging it to the edge of the platform. It will attempt to roll around you and get back to the center; if you trap it next to a peg and then keep bouncing into it, the Silver Chomp never gains traction and rolls off into space. Now follow the ruler to the end of the course and grab the Power Star.



★ YOU GOT A STAR!

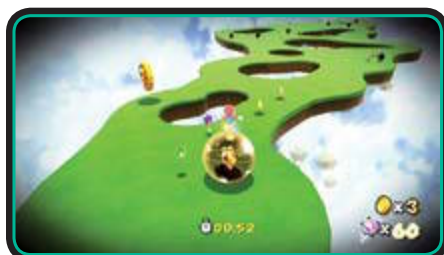
★ Masterpiece Speed Run

The Comet Power Star in Rolling Masterpiece opens up a speed run. You have just two minutes to complete the course, including the showdown with the Silver Chomp. There are no clocks on the course that add extra time, so start rolling the moment you jump on the sphere.



C1 The key to the launch pad has moved! Now it is in the blue section of the sphere. Roll right between the blue pencils

to pick up the key and stay straight to pass through a gap in the red pencils. The launch pad is in the middle of the red zone.



C2 The wooden board has been replaced with a grassy course. The buzz saws may be gone, but there are plenty of

Bob-ombs to avoid as you roll to the launch pad on the far side of the holes.



TIP
Grab the ? Coin on the left side of the grass to create a trail of notes leading to the launch pad.

C3 The Silver Chomp is a bit more aggressive now that you're pressed for time. Repeat the same move, nudging the Silver Chomp against a peg and then backing it up to the edge of the platform. If you are running low on time, you may need to take a risky rolling start at the Silver Chomp. Just be warned: If the Silver Chomp has enough warning, it will roll out of the way and watch you fly off into the void.



★ YOU GOT A STAR!

GREEN STARS



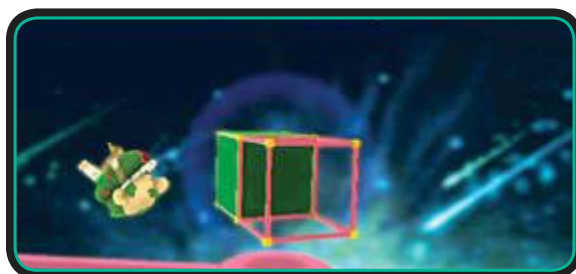
1: Immediately roll over the three Goombas on this elevator so you can concentrate on sliding off

the platform at just the right moment to touch the Green Star.

2: After defeating the Silver Chomp, roll out to this corner and jump into the air to grab the second Green Star.



Beat Block Galaxy



No wallflowers allowed! Jump to the beat in this musical galaxy. Platforms blink with the rhythm; you cannot stand still or else this galaxy will dance out from under your feet, leaving you hanging over empty space.

Power Stars: Step to the Beep

Comet Medal: Step to the Beep

Comet Power Star: Silver Stars in Double Time

Green Stars: 2

Stars & Comet Medals



Step to the Beep

Galaxy Maps

Enemies Encountered



Octoomba



Octobeetle



LEGEND

	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star Points of Interest
	Boo Mushroom		Planet Connections



- ① Listen to the beeps coming from your Wii Remote. Count to four along with it to tell when the green and yellow platforms are about to switch. You must jump opposite the rhythm to land on solid cubes and then keep moving before they vanish again as the beat goes on.



- ② Enemies on the cubes disappear when the beat switches over to the opposite color. So, as you move across the blocks, bad guys will blink in and out of existence. You can either use these opportunities to avoid them or wait until they show up and knock them into space for Star Bits.



If you cannot hear the beat coming out of the Wii Remote, look at the edges of the disappearing cubes. They flash in time with the beat.

COMET MEDAL



The Comet Medal hangs over these blocks. You must jump along with the changing blocks to make it out to the medal and back without falling through the floor.



PRIMA Official Game Guide



3 Reveal the Power Star by collecting the five Silver Stars on this pyramid of cubes. Use the anchor cubes that do not disappear to stage your next move and collect the Silver Stars. Once you have the fifth Silver Star, the Power Star appears near the middle of the pyramid.

★ YOU GOT A STAR!

★ Silver Stars in Double Time

Jumping along with the beat every other measure isn't easy. But this prankster comet speeds up the music. Now you have half the time to move across the blinking blocks. You must complete the same course, including gathering the Silver Stars on a larger pyramid, to obtain the Power Star.



C1 Use long jumps to vault over the blinking blocks instead of dancing from cube to cube with the beat. Make the most

of the purple blocks that aren't going anywhere to watch the patterns in the floor and then make your move.

C2 These blocks are especially tricky because of the double-time music. Don't try anything clever. Just hop across them to the



beat as you close in on the pyramid.



C3 The Silver Stars are spread across the pyramid again. Though time has been sped up, you are not on a timer. Take your

time and get the rhythm down before jumping out across the disappearing-reappearing blocks. Once you have the fifth star, the Power Star appears in the same place as before.

★ YOU GOT A STAR!

★ GREEN STARS



1: The first Green Star hangs out over the edge of solid ground. Back up to the corner, backwards somersault, and spin in the air to grab it.



2: The second Green Star is in the corner of the Silver Star pyramid. Start on the orange block right above the purple block under the Green Star. Backwards somersault toward the Green Star and spin up into it.

Stars & Comet Medals



Bowser Jr.'s Fearsome Fleet



Bowser Jr. holds the next Grand Star. The Koopa King's offspring has a mighty pirate fleet he unleashes to slow you down, but with Yoshi at your side, you'll survive

the ships. The massive robot Bowser Jr. is powering with the Grand Star is the toughest challenge yet, so be sure to seek out a Life Mushroom so you meet Megahammer prepared for battle.

Power Stars: Bowser Jr.'s Mighty Megahammer

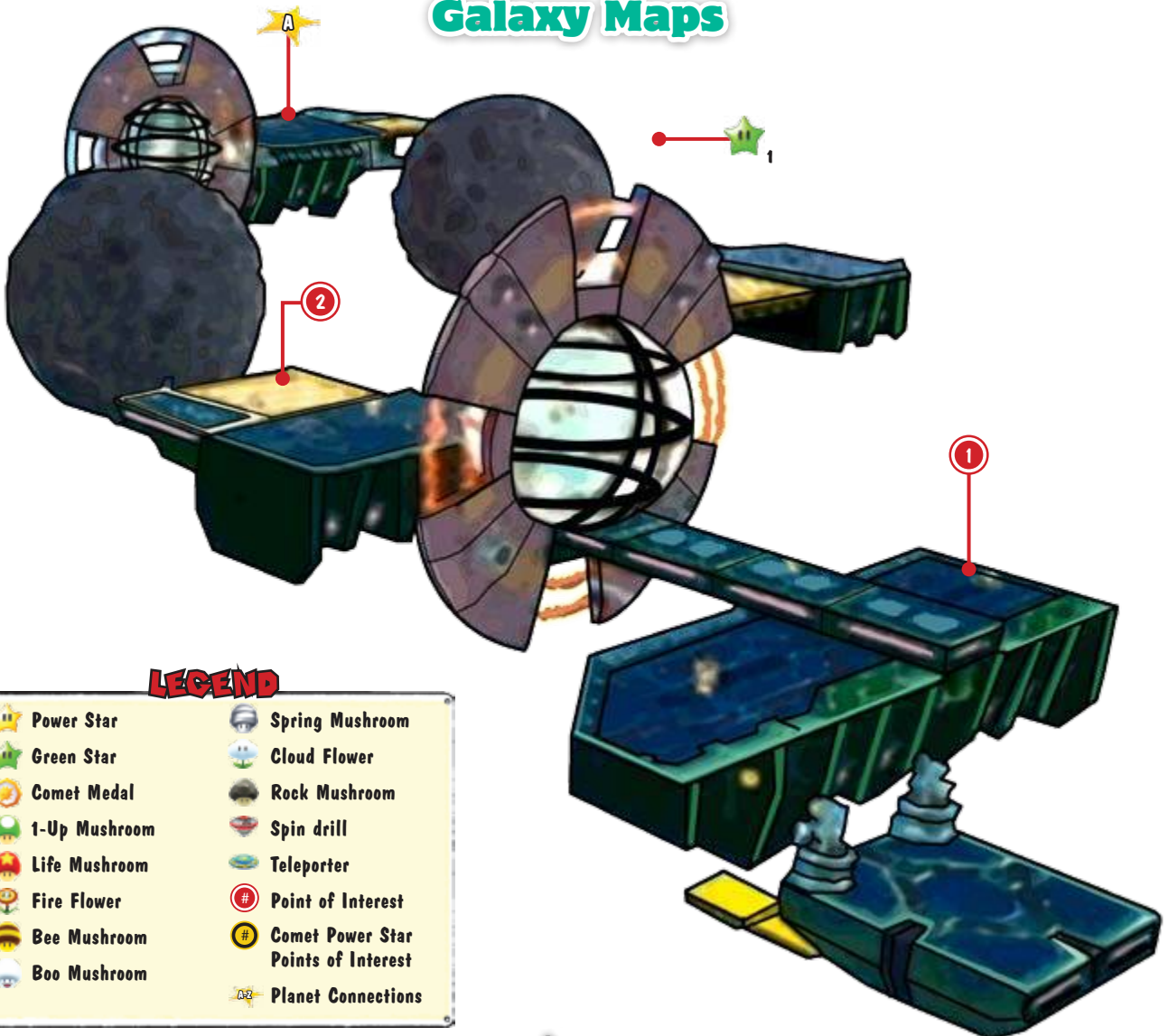
Comet Medal: Bowser Jr.'s Mighty Megahammer

Comet Power Star: Megahammer's Daredevil Bash

Green Stars: 2

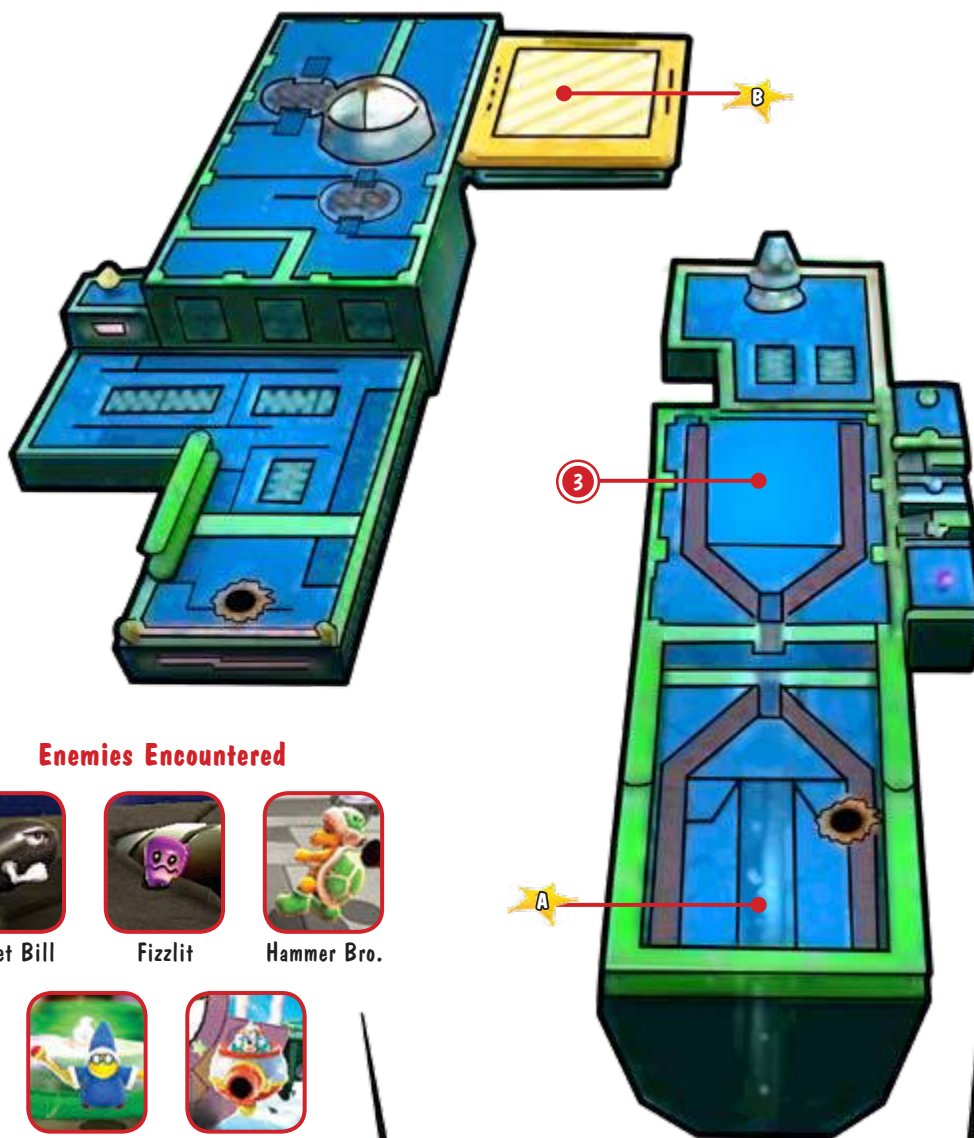
Bowser Jr.'s Mighty Megahammer

Galaxy Maps



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



Enemies Encountered



Bullet Bill



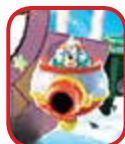
Fizzlit



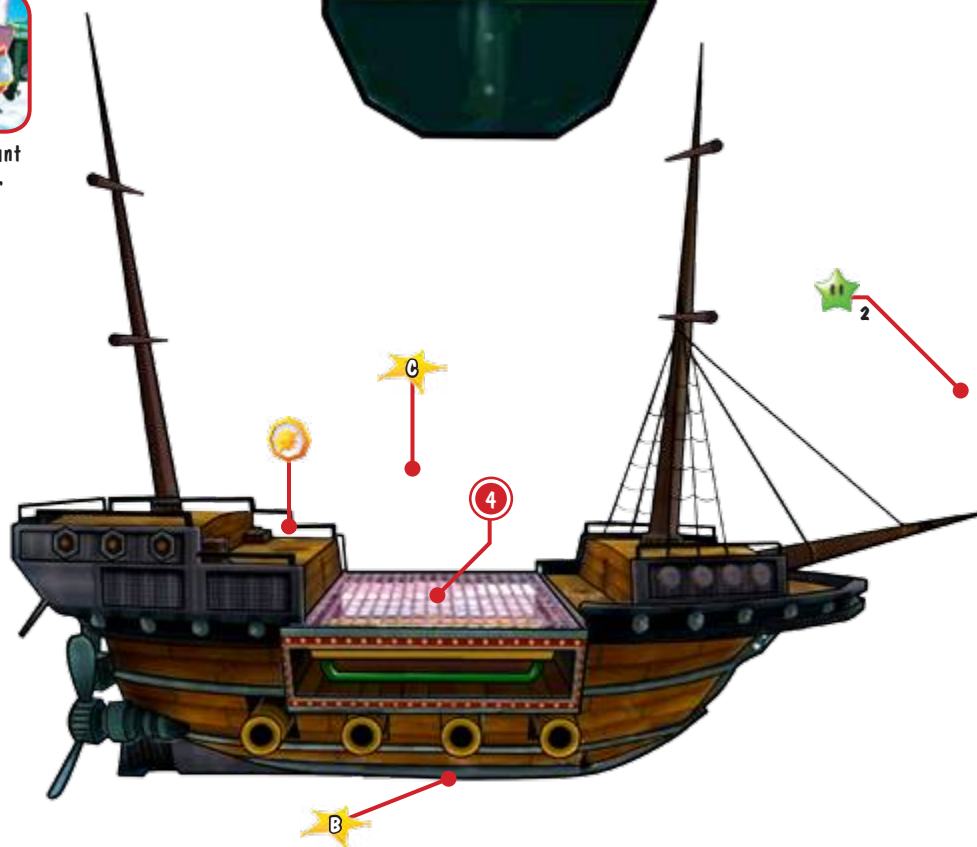
Hammer Bro.



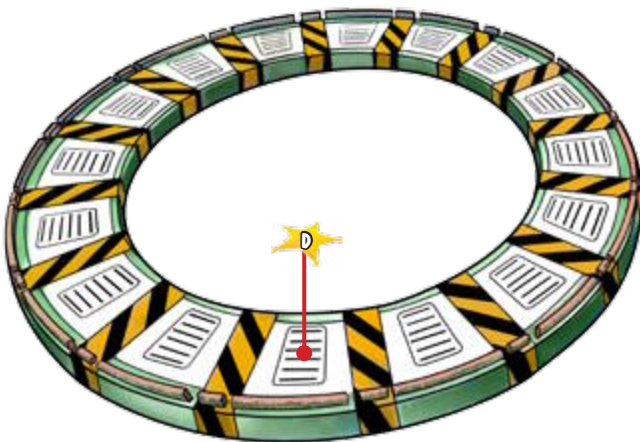
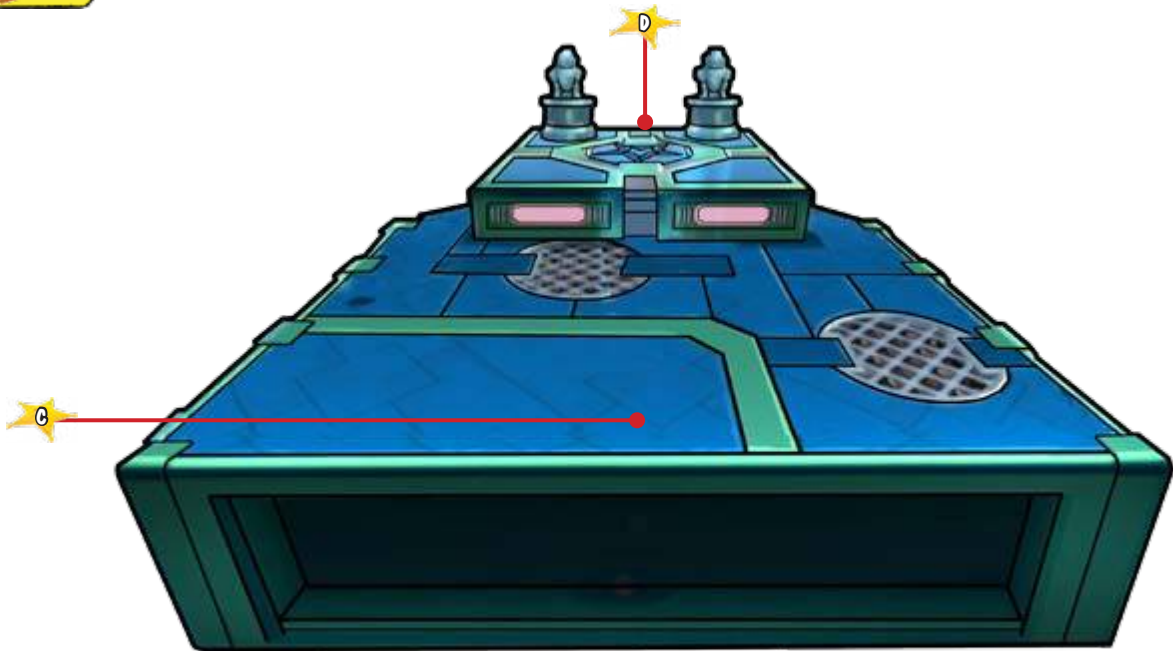
Magikoopa



Undergrunt Gunner



Stars & Comet Medals

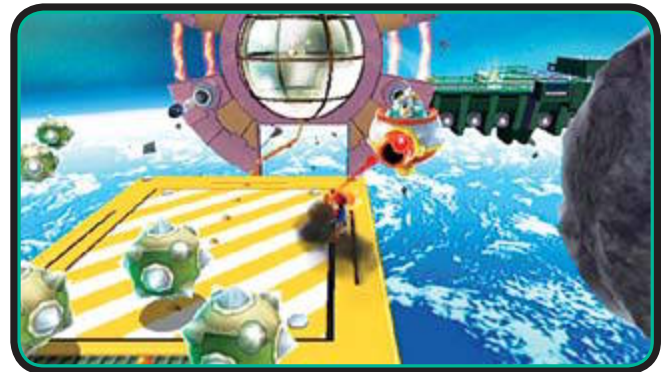


2 As you ride this yellow platform, Undergrunt Gunners fire Bullet Bills at you from cannons. The Bullet Bills lock on the Yoshi, so you need to gobble them up and spit them away. The best place to spit the Bullet Bills is at the glass sphere in the back holding Star Bits.



1 As soon as the stage begins, free Yoshi from Yoshi's Egg to the right of the Bullet Bill cannons. Then, slurp up

a Bullet Bill and point Yoshi at the giant glass sphere in the distance. Hurry up because Yoshi cannot hold a Bullet Bill in its mouth for very long before it pops. Spit the Bullet Bill to shatter the sphere and clear the path ahead.



The Undergrunt Gunners are not invulnerable to their own fire. Swallow a Bullet Bill and spit it at the Undergrunt Gunners to send them flying out into space.



3 The Bullet Bills here do not track Yoshi. So, grab one as it streaks by and then spit it at the Hammer Bro. at the end of the corridor. (Shoot the Bowser statue while you're at it to earn a 1-Up Mushroom.)



4 Pirate ships cross the path of the yellow platform. Avoid the spiked balls as you crawl through space. Grab the Life Mushroom so you have extra health when confronting the boss at the end of this galaxy. There are treasures on the ships you can collect. Don't worry about the yellow platform moving too far away. Another one will be along in a moment.



Now flutter jump across the gap and swallow another Bullet Bill. Spit it at the small glass dome to reveal a switch. The switch puts the nearby yellow platform in motion. Jump on and start a perilous ride through Bowser Jr.'s airship fleet.

COMET MEDAL

The Comet Medal is on the bridge of the second pirate ship.



Boss Battle: Megahammer



Bowser Jr. is not interested in a one-to-one fight. He activates Megahammer, a hulking behemoth with giant hammers for hands. And if that isn't threatening enough, there are Bullet Bill cannons on the front and back of Megahammer. However, those Bullet Bills will be Megahammer's undoing. Swallow up a Bullet Bill as it zooms toward you.



Now, spit the Bullet Bill at one of the blue plates on Megahammer. It cracks the glass. You must shatter both plates, which requires two direct hits each.

Stars & Comet Medals



Boss Battle: Megahammer

(continued)

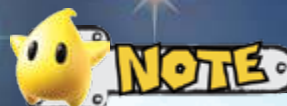
Watch out for the Banzai Bill that explodes out of Megahammer's chest cannon. You cannot swallow or deflect the Banzai Bill. You must avoid it. However, try to lead it away from the yellow sections of the planetoid because a direct hit from a Banzai Bill destroys them, leaving big gaps you must jump over while trying to deal with the Bullet Bills.



After you smash both plates on Megahammer's chest, the big 'bot raises its hammer arms and smashes them down on the planet. Jump over the resulting shockwaves so as not to lose Yoshi. If you do bounce off Yoshi, there are Yoshi's Eggs on the planet where you can recover your trusty friend.



Breaking the two blue plates on Megahammer doesn't end the fight. Use one of the small Launch Stars to vault over Megahammer's head. There is a third plate on its back. You must blast this plate, too, but now you not only have six Bullet Bill cannons to juggle, but you also must jump over a shockwave blast as soon as you land.



You can tackle the three plates on Megahammer in any order.



After you shatter all three plates, Megahammer smashes its hammers into the planet again. Bowser Jr.'s capsule drops toward the planet surface. Inhale a Bullet Bill and then fire it into the capsule while avoiding shockwaves. It takes two hits to break open Bowser Jr.'s capsule and reveal the Power Star.

★ YOU GOT A STAR!





★ Megahammer's Daredevil Bash

The prankster comet that burns brightly over Bowser Jr.'s Fearsome Fleet reduces your life down to one wedge and then sets you right in front of Megahammer. Can you defeat this brute without getting struck by a Bullet Bill or tripped up on a shockwave?



The start of the battle isn't too bad. Shattering the frontal plates unfolds exactly as it did in your first Megahammer battle. You can either go for the front plates or the rear plate first. However, considering how tough it is to deal with the twin hammers and their shockwaves, you may want to target Megahammer's front so you can avoid the hammers while dealing with the rear plate.



Stick close to the Launch Star just in case you get overwhelmed. Because you have just one life wedge, having a quick escape is critical to surviving to this battle.



Behind Megahammer, you must still jump over a shockwave while dealing with the six Bullet Bills. Keep moving to outrun the homing Bullet Bills. Once you finish off the plates, you must target Bowser Jr.'s capsule to collect the second Power Star.

★ YOU GOT A STAR!

★ GREEN STARS ★

1: The first Green Star hangs in space to the right of the moving yellow plates, behind the



Undergrunt Gunner. Just as you step away from the three spiked balls, get ready to flutter jump out over the void and pick it up.



2: The second Green Star spins over the bow of this pirate ship. Carefully walk along

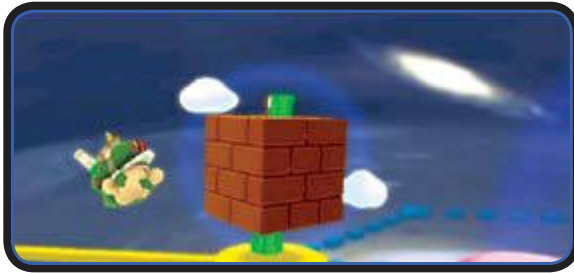
the plank and then flutter jump up into it.

Stars & Comet Medals



World 4

Supermassive Galaxy



Supermassive is composed of planets and enemies from previous adventures, but everything has been gigantic-sized. Though larger than you, these enemies are

still vulnerable to your attacks so do not let their size scare you off from questing for the Power Stars.

Power Stars: Huge Trouble with Big Wigglers, In Full Bloom

Comet Medal: Huge Trouble with Big Wigglers

Comet Power Star: Big Wigglers Speed Run

Green Stars: 3

Huge Trouble with Big Wigglers

Galaxy Maps

Enemies Encountered



Goomba



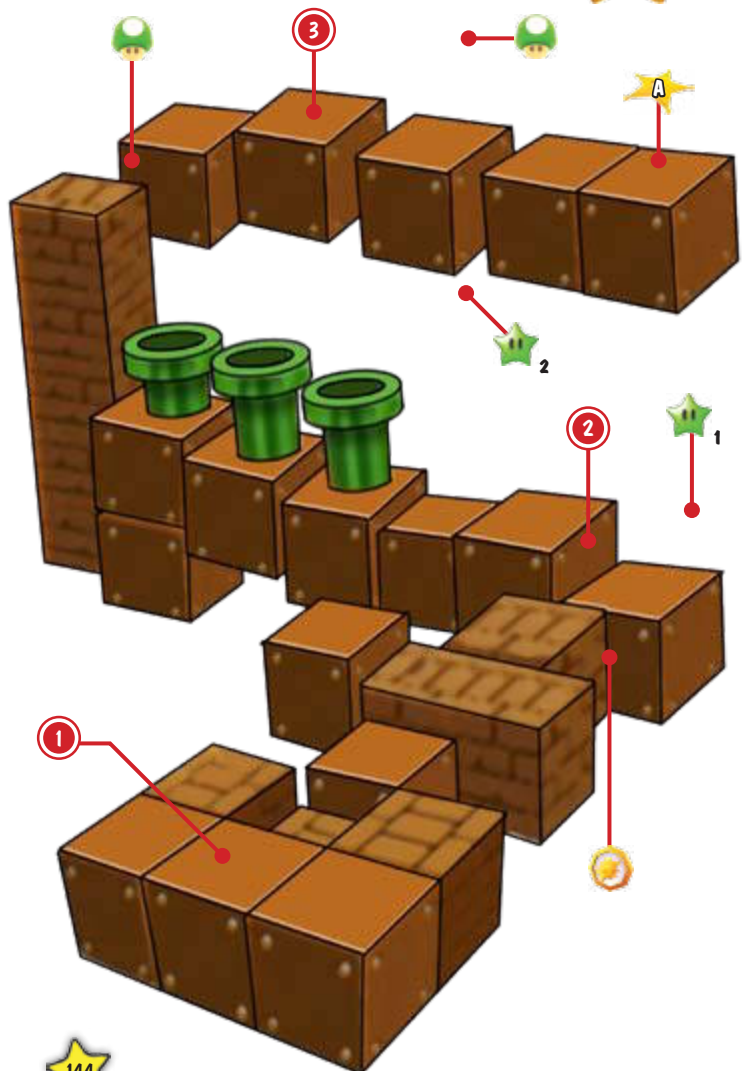
Koopa Troopa



Piranha Plant

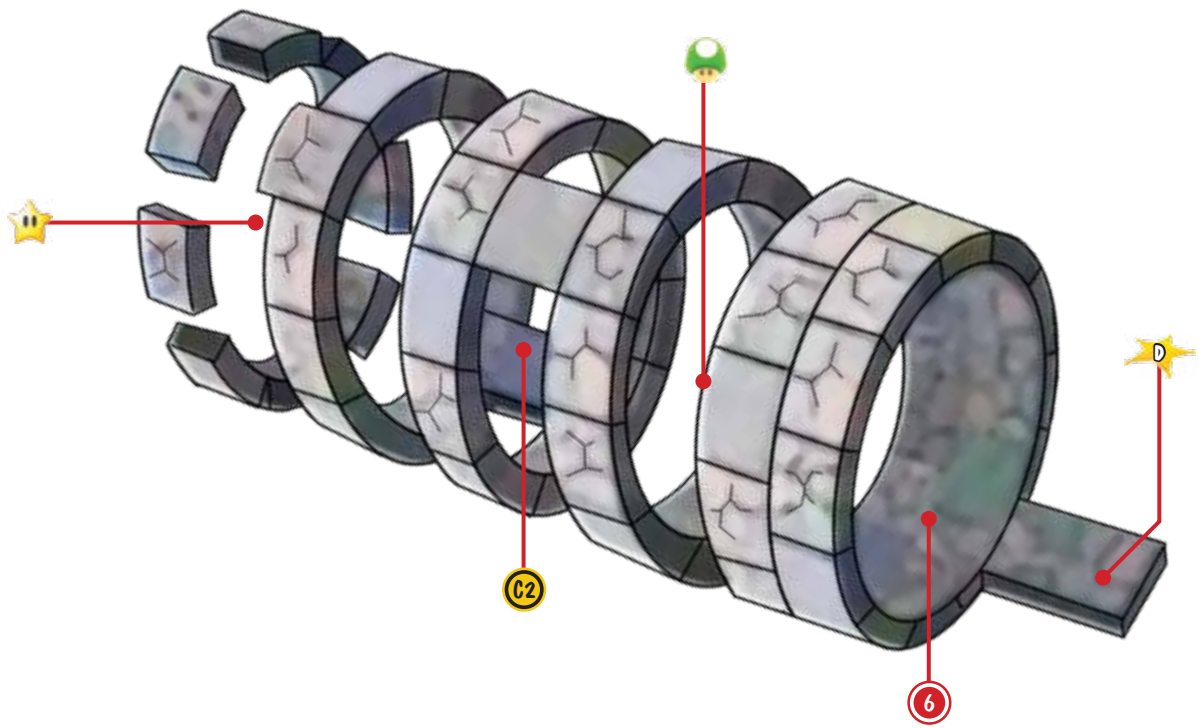
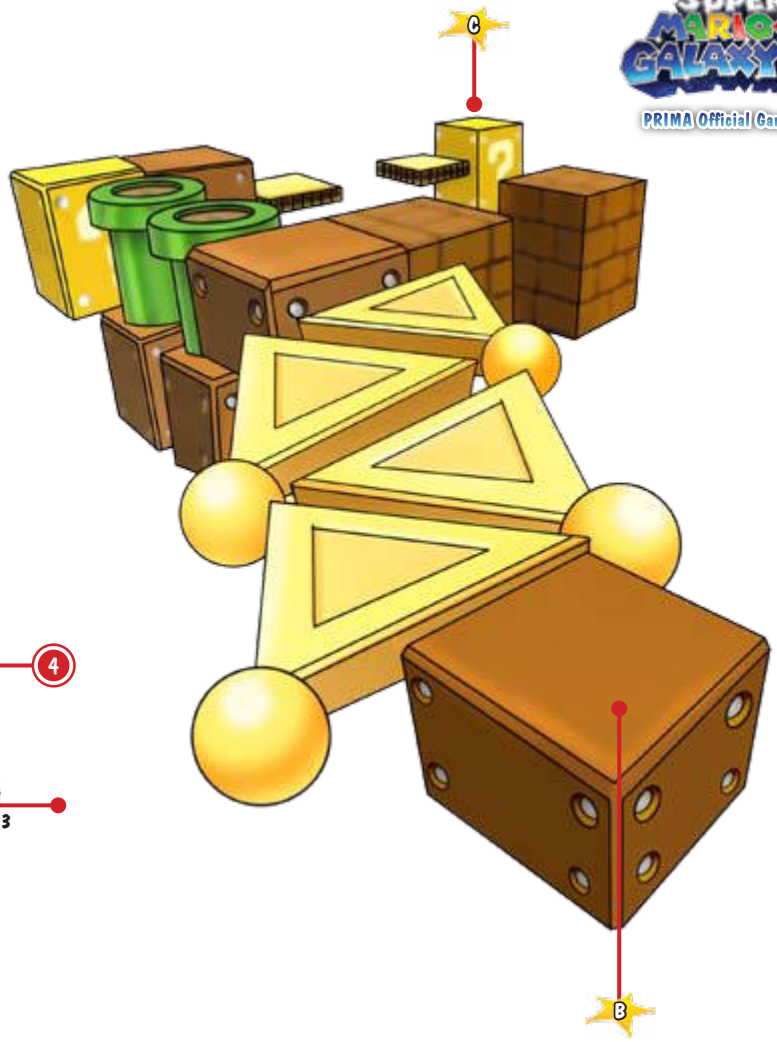
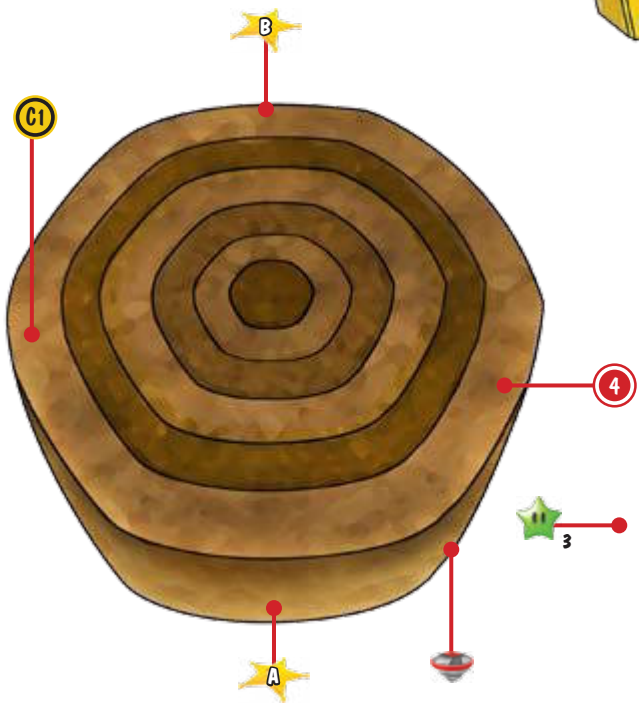


Thwomp



LEGEND

Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



Stars & Comet Medals



- ① When you arrive in Supermassive Galaxy, you're greet by Luigi. You can now switch places with Luigi and try him out in

this galaxy, and many others, too. Luigi's jumping is a bit more advanced than Mario's, but he does not come to a stop as quickly as his brother. This can be extremely useful in some situations, like leaping over long spaces in a short amount of time, but if you're not careful, Luigi can slide right off a ledge.



Once you play a stage as Luigi, you establish a ghost run through the galaxy. You can now replay the stage with Mario and try to beat your bro's completion time for fun.

COMET MEDAL

Long jump across the gap here to collect the Comet Medal and some extra coins.



- ② Wait for the coin to spin parallel to the block and then wall jump back and forth to ascend the gigantic ? Block. Rush across the pipes to the left, watching out for the big Piranha Plant as it pops out of the central pipe.



- ③ The huge Thwomps crash to the ground at their normal pace, but you have less time to get clear because of their size.



Long jump over the gaps beneath the Thwomps to reach the empty space between them and then blast off via the Launch Star. You must wall jump off the Thwomps to reach it, though.



- ④ Three giant Koopas march around this disc-shaped planetoid. Use the Spin Drill to burrow through the center of

the planet and smash into the Koopas' soft underbellies on the opposite side. When you defeat the third Koopa, the Launch Star appears.



Follow one of the Koopas closely and then jump on its shell. After the seventh bounce you get a 1-Up. If you keep jumping on the shell, you can rack up a lot of 1-Ups here.



- ⑤ The Launch Star leads to a small, grassy planet. This planet is where you find the hidden Power Star in this

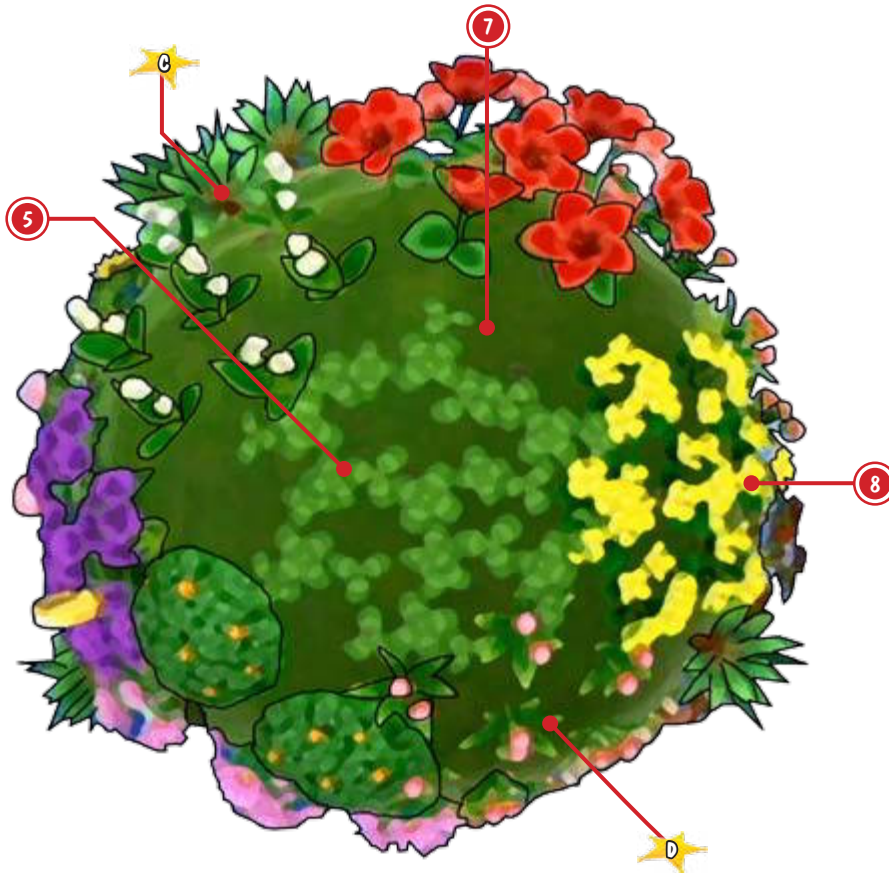
stage: In Full Bloom. Check the next Power Star listing to learn how to collect the hidden Power Star either now or the next time you come back to Huge Trouble with Big Wigglers.



- ⑥ The Power Star is on top of the flagpole on the far side of these stone circles. You can either run along the bridges or long jump over the gaps to reach the Power Star. Just make sure you don't leap right into a speeding Wiggler or you'll be knocked out into space.




In Full Bloom

**LEGEND**

-  Power Stars
-  Green Star
-  Comet Medal
-  1-Up Mushroom
-  Life Mushroom
-  Fire Flower
-  Bee Mushroom
-  Boo Mushroom
-  Spring Mushroom
-  Cloud Flower
-  Rock Mushroom
-  Spin Drill
-  Teleporter
-  Point of Interest
-  Comet Power Star
-  Points of Interest
-  Planet Connections

In Full Bloom is the hidden Power Star in this galaxy. If you want to grab the hidden Power Star and veer away from the main quest in Huge Trouble with Big Wigglers, follow these directions.



When the entire planet is covered with flowers, a vine erupts from the crust and snakes off into space.

7 Ready to get the hidden Power Star? Return to this planet. Now, walk every inch of its surface. Your footsteps cause



8 Jump on the tendril and spin your Wii Remote to follow it to the Power Star. You just need to swirl into it to collect it and end the stage.

 **YOU GOT A STAR!**

Stars & Comet Medals

57
 22

Big Wigglers Speed Run

The speed run through this galaxy puts just 2:30 on the clock. You must complete the same challenges and collect the Power Star from the exact same spot. But with no clocks on the course to add to your dwindling time, you need to hoof it hard to meet your goal.



C1 You can lose a lot of time at this planetoid, chasing down the Koopas with your Spin Drill. Stay ahead of the

Koopas and spin just as they walk directly beneath you (although "beneath" is relative on this planet).

C2 Just fly over the gaps in the circles with long jumps. Don't waste time walking to the bridges. You cannot afford to play it safe when you close in on just 30 seconds on the clock. Just watch out for those Wigglers!



YOU GOT A STAR!

GREEN STARS

1: To collect the first Green Star, jump on the giant spinning coin. When it turns perpendicular to the large ? Block, side somersault toward the star and spin up into it.



2: The second Green Star dangles in the void just below the Thwomps. Drop into the gap between the Thwomps and then spin over into the Green Star.

3: To nab the final Green Star, bounce on the back of a Koopa until you are directly under the prize. Then spin to get a little extra altitude.



Flipsville Galaxy



between the sides of the planets as you pursue the Power Stars.



Flipsville Galaxy has fun with the pull of gravity. You are usually pulled toward the floor, no matter which side of a planet you stand on. Use grates to flip back and forth

Power Stars: Flip-Flopping in Flipsville, Flipsville's New Digs

Comet Medal: Flip-Flopping in Flipsville

Comet Power Star: Purple Coin Spin Speed Run

Green Stars: 3



Flip-Flopping in Flipsville Galaxy Maps

Enemies Encountered



Chomp



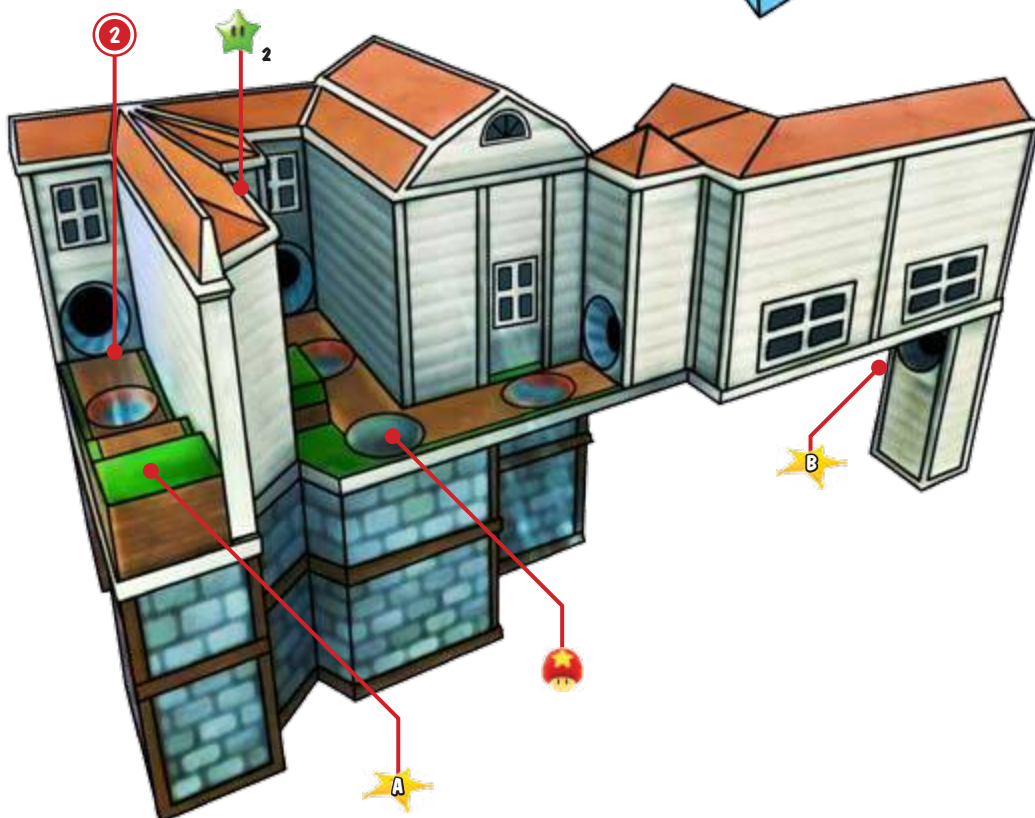
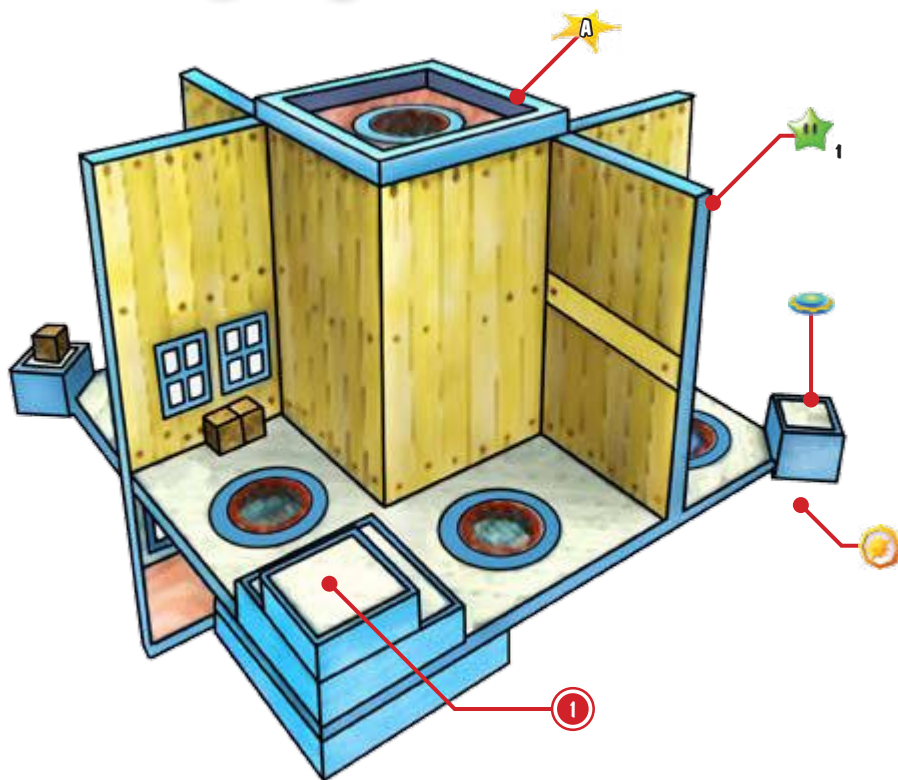
Goomba



Pupdozer



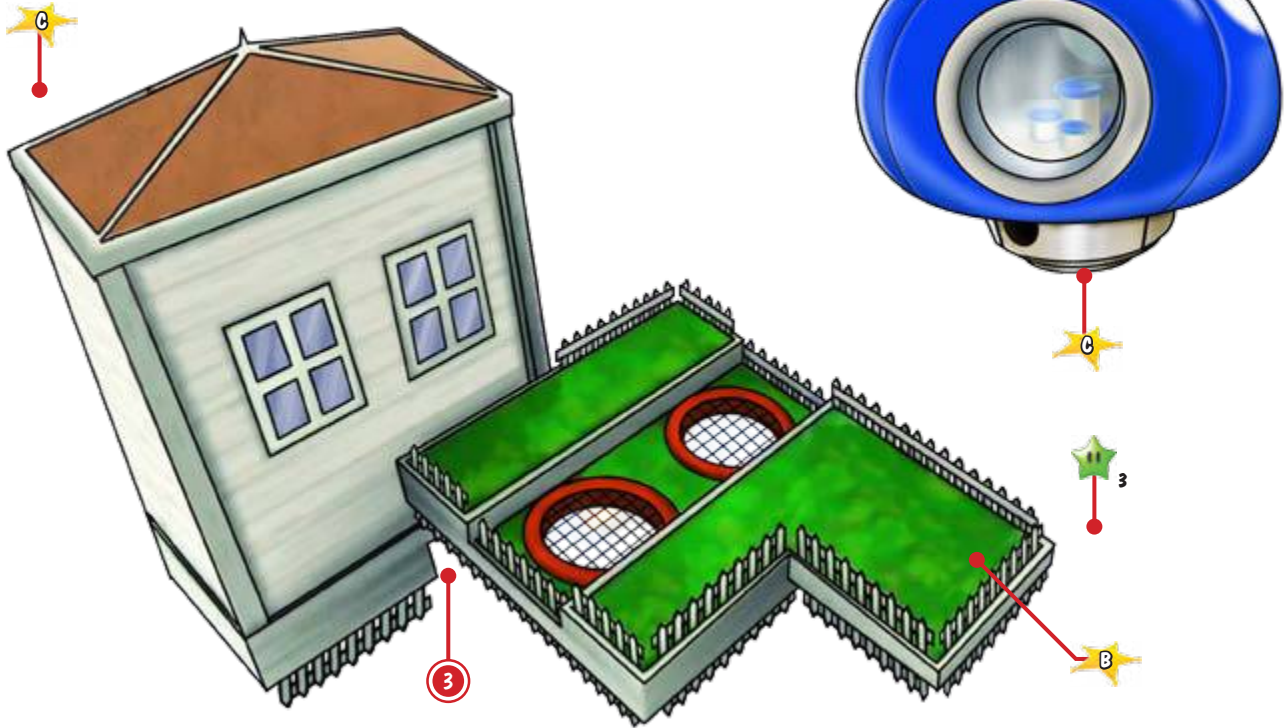
Twirlip



LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star Points of Interest
- Planet Connections

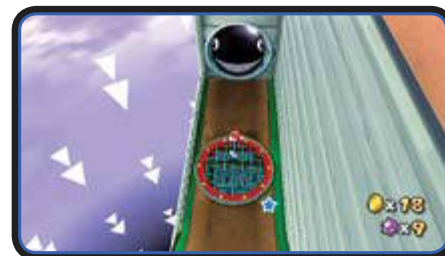
Stars & Comet Medals



1 Flipsville is covered in grates that rotate when you ground-pound on them. You cannot defeat the large,

lumbering Pupdozer without using these grates. Flip to the opposite side of the floor from the Pupdozer, luring it on top of the grate. Then ground-pound to flip the grate and defeat the Pupdozer.

There are seven Twirlips on the platform on the far side of the Teleporter. Bounce on them before time runs out to collect three 1-Up Mushrooms.



2 The Chomps on this planet cannot be defeated, not even by flipping the grates. Just use the grates

to avoid the Chomps, allowing them to roll by before moving through the planet.

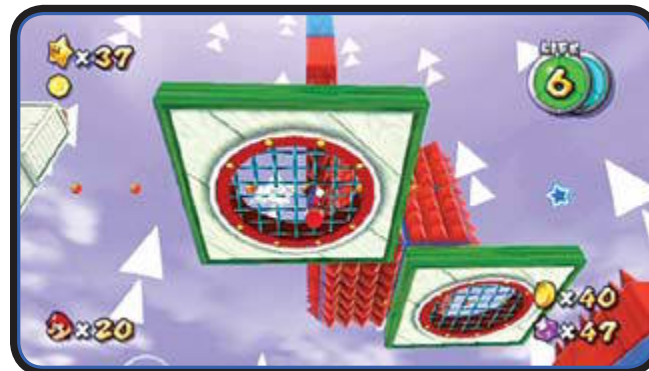
COMET MEDAL

Use this grate to flip to the bottom of Flipsville and locate the galaxy's Comet Medal.





Collect the Life Mushroom in this small pit, but get out of there before Chomps from each direction crash into you.



Stick around, though, because when Chomps pop (either by falling into a pit or crashing into each other) they pay out in Star Bits.

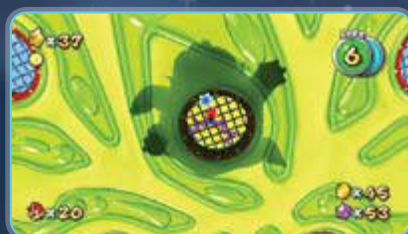
3 Use the grates to flip back and forth on these moving platforms and avoid the spiky walls. If you accidentally flip into the spikes, you're knocked loose from the platform and fall into the void.



Boss Battle: Glamdozer



Glamdozer is a huge menace that rules Flipsville. Like her Pupdozers, her only weak spot is her belly. This large planetoid is covered in grates, so you have plenty of spots to ground-pound underneath the beautified behemoth. The catch, though, is luring Glamdozer over a grate. Glamdozer may be huge, but she's fast and will change course faster than the Pupdozers.



Watch Glamdozer's shadow when you are on the opposite side of the planet and then scurry to the grates she crosses. You may need to use long jumps to close the gaps because of Glamdozer's speed. She also changes course without warning, so the grate you were gunning for may not be the one she ends up briefly standing over.

Watch Glamdozer's shadow when you are on the opposite side of the planet and then scurry to the grates she crosses.



After you strike Glamdozer, she starts spitting balls of lava on the grates. You cannot touch, let alone flip, these grates until the lava dissipates after several seconds.

It takes three strikes to stop Glamdozer. When you have just one hit left, she flies into a red-faced rage and scurries



after you as fast as she can. Her path turns erratic in an attempt to keep you from predicting which grate she's going for. She can also spit multiple lava globs into many different grates now, limiting your options. Lead her toward a grate near the edge of the planet and then long jump around the lip to the other side to catch her just as she's about to move off the grate. That third hit reveals the Power Star.

YOU GOT A STAR!

Stars & Comet Medals

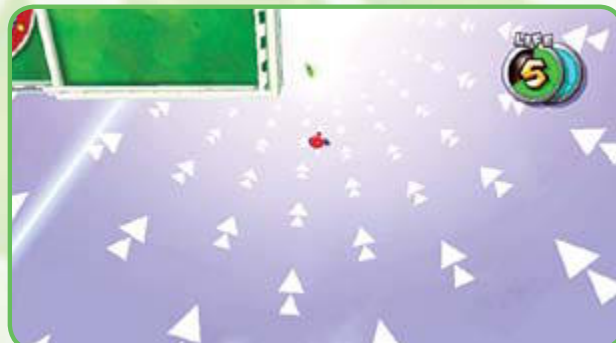


GREEN STARS



1: Just before leaving the first planet, step across the top of the wall here to find the first Green Star.

2: Wall jump above this Chomp generator to clamber up to the second Green Star, which is near the edge of a steep rooftop.



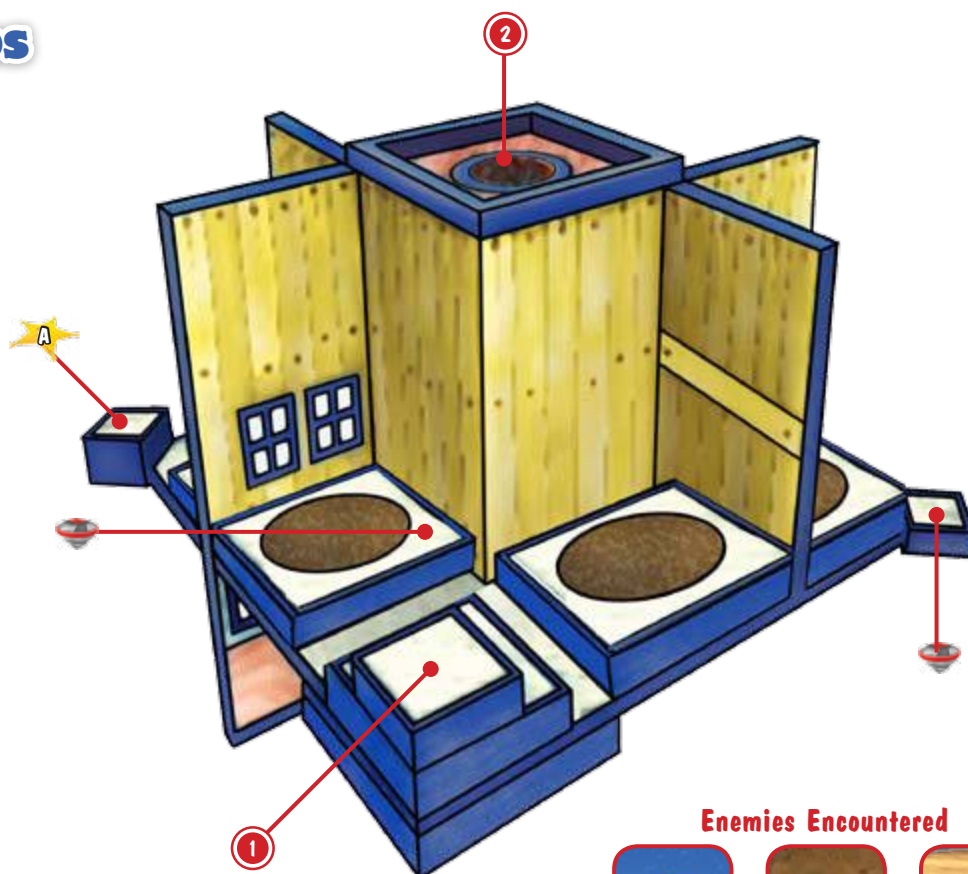
3: You take a big risk going after this Green Star. Stand out on the edge of this planet and then fall "up" into the prize. If you miss, there is no way to recover before dropping out into space.

🌟 Flipsville's New Digs 🌟

Galaxy Maps

LEGEND

- 🌟 Power Stars
- 🌟 Green Star
- 🌟 Comet Medal
- 🍄 1-Up Mushroom
- 🍄 Life Mushroom
- 🍄 Fire Flower
- 🍄 Bee Mushroom
- 🍄 Boo Mushroom
- 🍄 Spring Mushroom
- 🍄 Cloud Flower
- 🍄 Rock Mushroom
- 🍄 Spin Drill
- 🍄 Teleporter
- 📍 Point of Interest
- 🌟 Comet Power Star
- 📍 Points of Interest
- 🌟 Planet Connections



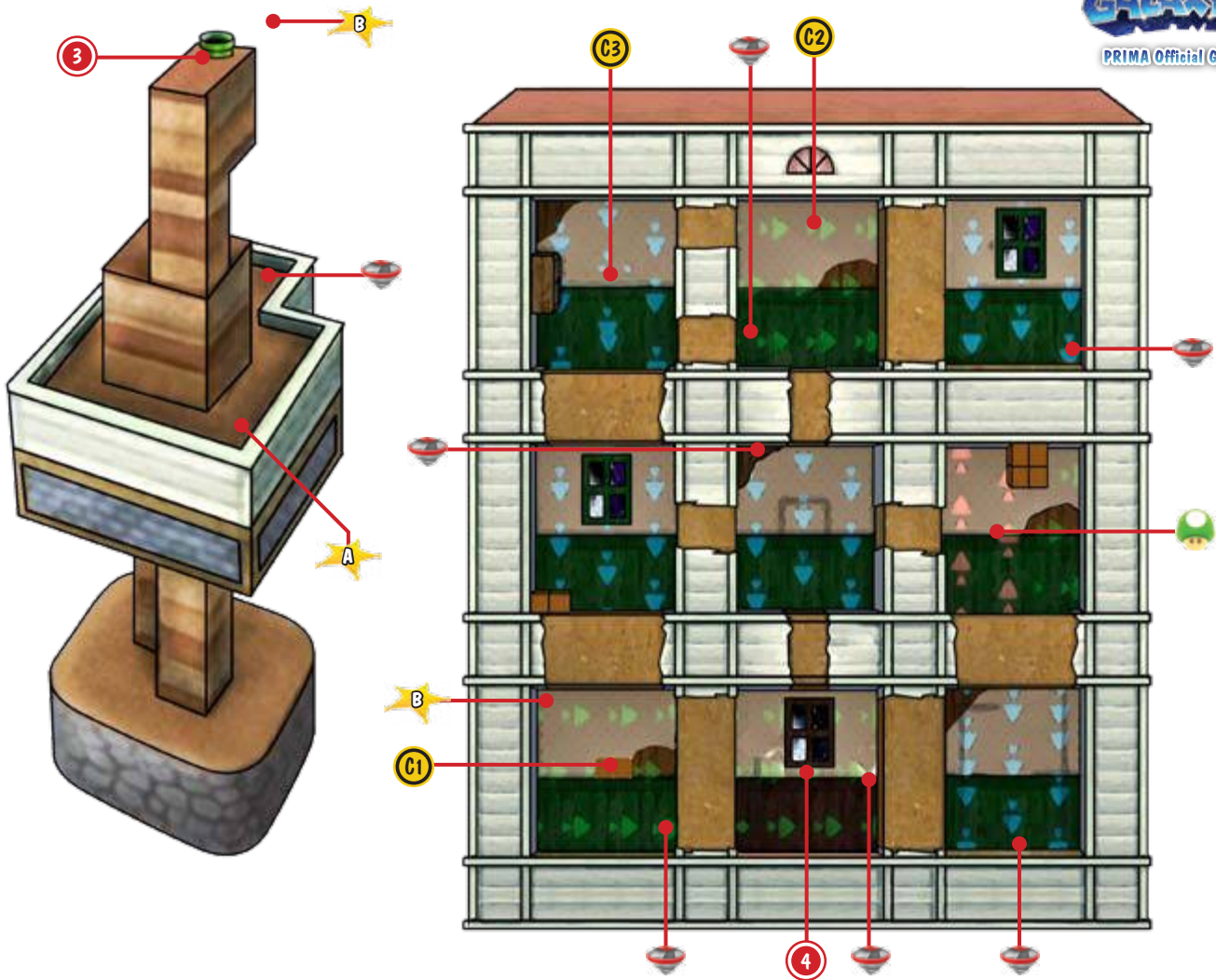
Enemies Encountered



Goomba

Micro Mecha
Bowser

Twirlip



1 The first planet in this stage is very similar to the original planet in the previous Power Star run. However, instead of flipping grates, you drill through loose dirt. Watch out for the Micro Mecha-Bowsers that can only be defeated with ground pounds and drill attacks.



2 The Launch Star is hidden in this small alcove, accessible only by drilling to the roof of the planet and then stepping off the side.



The Teleporter leads out to another seven Twirlips, but these feisty flowers are a touch faster than the previous batch.

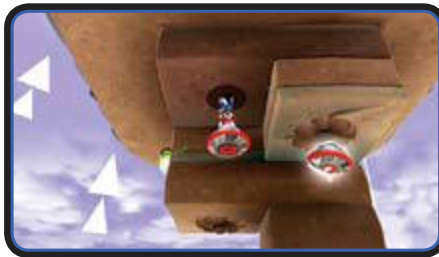


3 The only way off this planet is through the green warp pipe at the very top of the dirt tower. Grab the Spin Drill and stand in this alcove. Drill to spin to the bottom of the opposite tower on the bottom of the planet.

Stars & Comet Medals



Next, stand on this patch of dirt and drill. If you drill on the other ledges, you will not make it all the way up the warp pipe.



④ To generate the Power Star, you must collect five Silver Stars. There are nine rooms in this planet, and gravity is governed by the changing arrows on the walls. Use the Spin Drill to burrow into the Silver Stars by watching the arrow patterns.



The arrows will direct you into the Silver Stars, if you let them. Burrow through the dirt just as the arrows change so you fall into a Silver Star when you pop out the other side.

When you find all five Silver Stars, the Power Star appears in the central chamber. Wait for the arrows to point toward the center room and then drill through the dirt to grab the Power Star.



🌟 YOU GOT A STAR!

🌟 Purple Coin Spin Speed Run

The Purple Coin Spin Speed Run only takes place on the planet with nine rooms. The same arrows dictate gravity, but instead of seeking out five Silver Stars, you must collect 100 purple coins and you must do so within 2:30.



Ⓒ1 It may look like you have plenty of time, but you really don't. If you miss the coins in a room as you fly through the air

with the changing gravity, you must expend seconds waiting for the arrows to come back around and point you in the correct direction.

Ⓒ2 Use gravity to force you through lines of coins. While holding the Spin Drill, it is difficult to get extra height and grab the topmost coins because shaking the Wii Remote activates your drill.

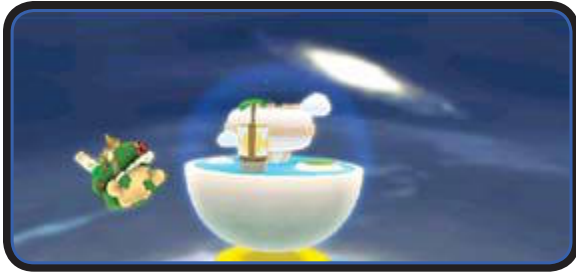


Ⓒ3 Methodically clear out the rooms one by one. If you have to make a second or third lap through the planet, you will struggle to get all 100 coins in time.



🌟 YOU GOT A STAR!

Starshine Beach Galaxy



Starshine Beach looks like a wonderful place to vacation, but with Peach in peril and Bowser plotting, you have no time to catch a few rays. With Yoshi

at your side, you must find the Power Stars of Starshine Beach to keep pushing deeper into the cosmos.

Power Stars: Surf, Sand, and Silver Stars, Climbing the Cloudy Tower

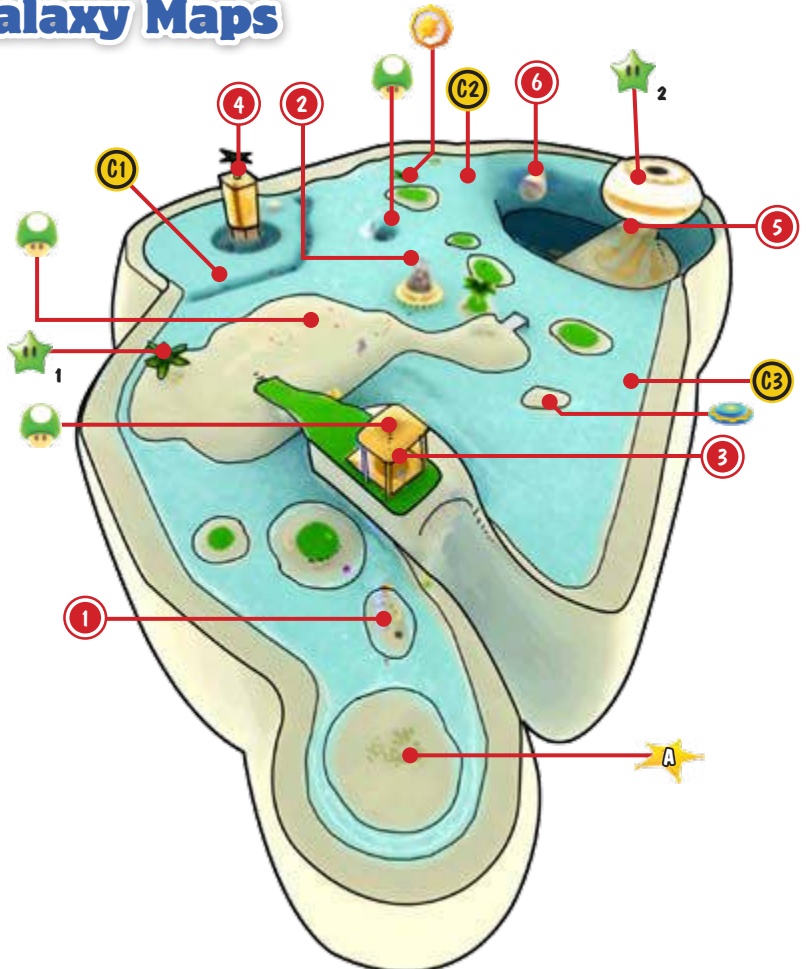
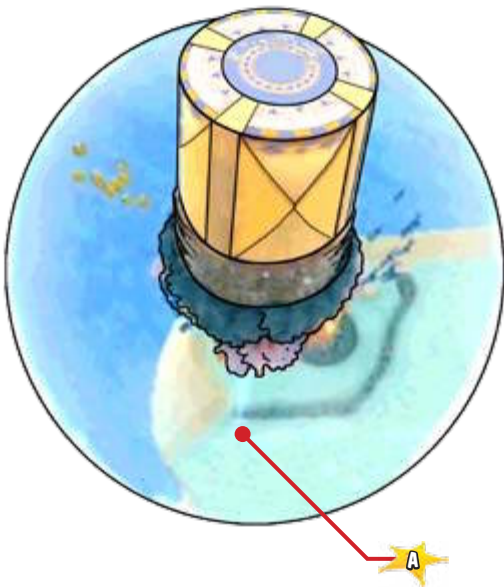
Comet Medal: Surf, Sand, and Silver Stars

Comet Power Star: Purple Coin Beach Dash

Green Stars: 3

★ Surf, Sand, and Silver Stars ★

Galaxy Maps



LEGEND

 Power Stars	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Points of Interest
	 Planet Connections

Stars & Comet Medals



Enemies Encountered



Bloofer



Cheep Cheep



Crabber



Gringill



Lakitu



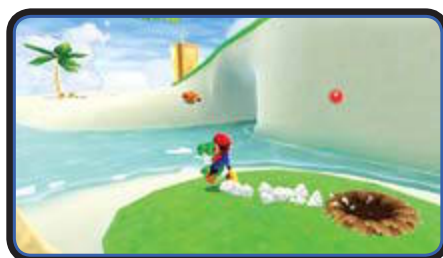
Skeeter



Spiny



Urchin



1 You cannot hope to gather all five Silver Stars needed to locate the Power Star without Yoshi's help. Free Yoshi

from the Egg near the starting point and stick close to your buddy for most of the stage.

With Yoshi, you may have an easier time defeating the Crabbers on the Teleporter.



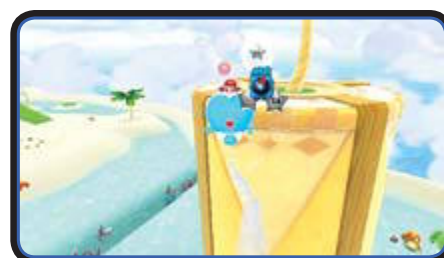
2 The first Silver Star is above this statue. Use the flowers to lick your way into the sky and grab the silver prize.

COMET MEDAL

The Comet Medal can be found underwater in a submerged tunnel. Dive down and time your swimming to pass by the two Gringills. The Comet Medal is just beyond them.



3 The next Silver Star is located in this case. Gobble up a Spiny and then race to the case. Spit the Spiny into the case to shatter it, releasing the Silver Star.

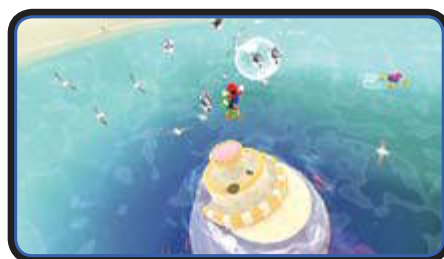


4 Use the Blimp Fruit to ascend to the top of this tower and pick up the third Silver Star.

You need to dismount from Yoshi to slip below the waves and locate the Comet Medal. It's spinning between two Gringills, so swim fast!



5 Swim out to the fourth Silver Star next to the bulb-shaped platform near the edge of the planet. You can swim out with or without Yoshi or use a Dash Pepper to race across the surface.



6 The final Silver Star is located above this oddly-shaped island. Stand on the edge of the sphere to spin it in the water. You need the trampoline on top of the "fuse" to face straight up. Now bounce off the trampoline with Yoshi and flutter up into the Silver Star. Now go collect your Power Star!

YOU GOT A STAR!



PRIMA Official Game Guide

GREEN STARS



1: The first Green Star is above this ? Block. Backwards somersault on top of the palm tree and

then flip on top of the block. Now spin jump up into the Green Star.

2: With Yoshi's flutter jump, you can retrieve this Green Star next to the bulb-shaped platform.



C2 When the purple coin line splits into three, it can be difficult to get all of them. If you line up with the center coins

and then veer back and forth, you can pick up about 90 percent of them.



As you race out over the sea, be sure you keep on a clear line for the next Dash Pepper. If

you miss a Dash Pepper or run out of heat before reaching the next Dash Peppers, Yoshi dips into the water. Because Yoshi does not swim very fast, you are pretty much cooked at that point.



Purple Coin Beach Dash

Thirty-five seconds to collect 100 purple coins? No problem! With Dash Peppers sprinkled along a line of purple coins floating on the water, Yoshi can race through the prizes without ever slowing down. There are 140 purple coins total on the planet, so don't sweat it if you miss a few while running over the waves.



C1 Thirty-five seconds goes by fast, almost fast as Yoshi after slurping a Dash Pepper. Right out of the gate, run down the middle of the two coin lines to nab both.

C3 The last section of purple coins is three wide. Veer into the line and wiggle back and forth to grab as many as possible before

time runs out. The Power Star appears on the island at the end of this line of coins.



YOU GOT A STAR!

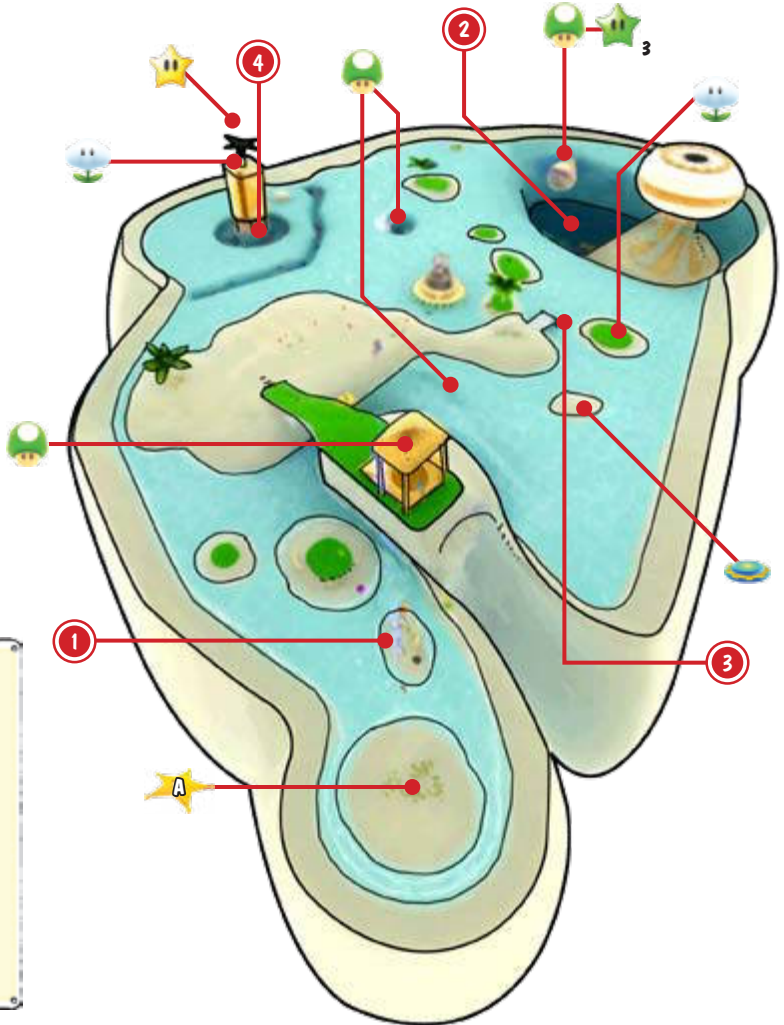
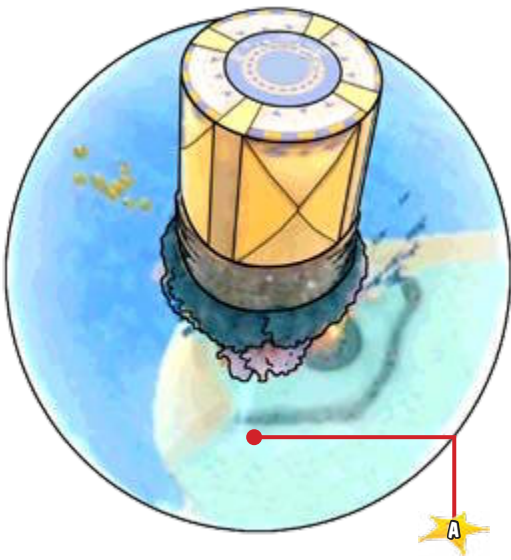


Stars & Comet Medals
















Climbing the Cloudy Tower

Galaxy Maps



LEGEND

 Power Stars	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Planet Connections

Enemies Encountered



Crabber



Skeeter

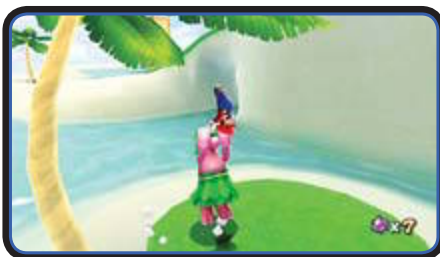


Twirlip



Urchin

1 The Pianta People fling you into the air if you touch them. That's a good way to get up into the trees or fly halfway across the island in a hurry.



Paddle the backsides of seven Crabbers after using the Teleporter to bank three 1-Up Mushrooms.



2 To reach the top of the cloud tower, you must first dive deep. Swim into the water, avoiding the Urchins and collecting coins (this replenishes air). Swim into the pipe at the bottom. A small Launch Star pushes you to the top of the tower.



4 There are a few clouds circling the tower. Backwards somersault off the raft and spin to create your own platforms. Jump to the existing clouds whenever possible to preserve your personal clouds.

At the top of the tower, backwards somersault and use a cloud platform to grab the Power Star above the tall palm tree.



Ground-pound the button on top of the tower to produce a Cloud Flower on an island. You need the power of the Cloud Flower to reach the top of the tower.

 **YOU GOT A STAR!**



3 Because the Cloud Flower disappears when you touch water, you must pilot a leaf raft across the sea to the base of the tower. See the Pianta on the small islands below the shack to grab a leaf raft.



GREEN STARS



3: The third Green Star is above the oddly-shaped island in the sea. Grab a Cloud Flower and

steer a leaf raft to the spherical island. Bounce on the trampoline and then use your three cloud platforms to reach the Green Star. Use backwards somersaults to get an extra bit of height with each jump.



Stars & Comet Medals



Chompworks Galaxy



Ever wonder where all those giant Chomps come from? It turns out there's a planet out in deep space where Chomps just roll off an assembly

line. Can you survive this fearsome factory and bring home some Power Stars?

Power Stars: Where the Chomps are Made of Gold, Spring into the Chompworks

Comet Medal: Where the Chomps are Made of Gold

Comet Power Star: Cosmic Clones in the Chompworks

Green Stars: 3

Where the Chomps Are Made of Gold

Galaxy Maps

LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Enemies Encountered



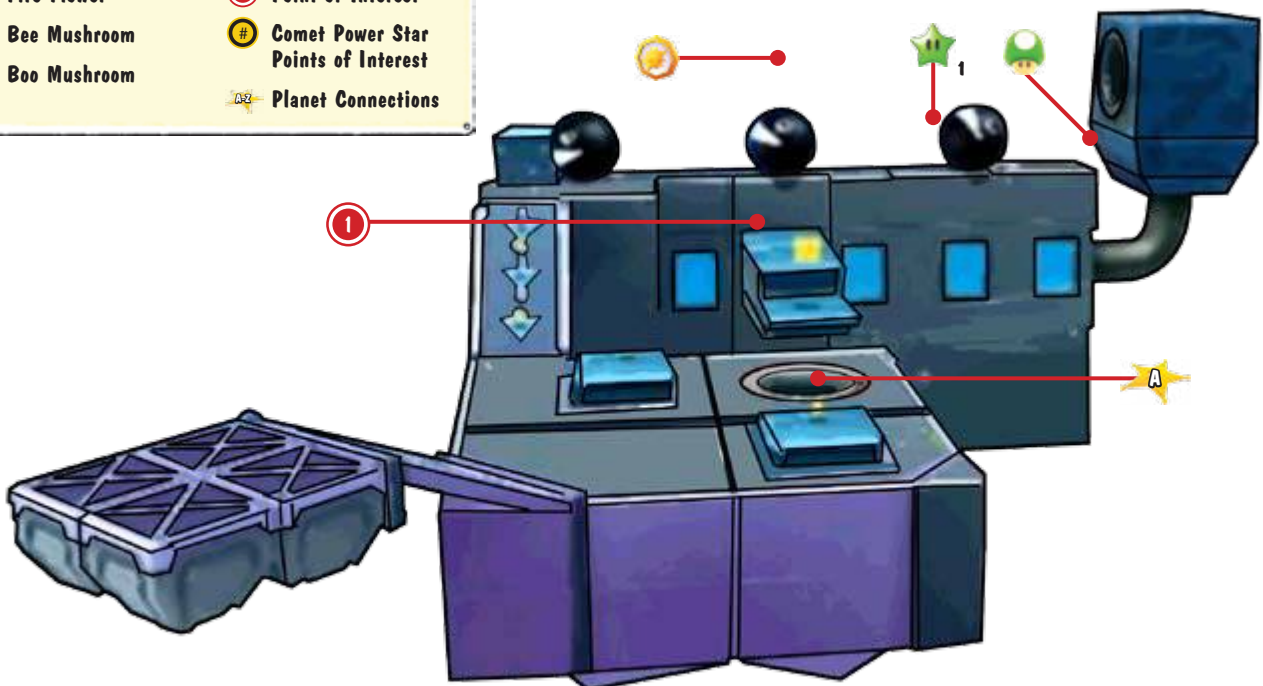
Chomp

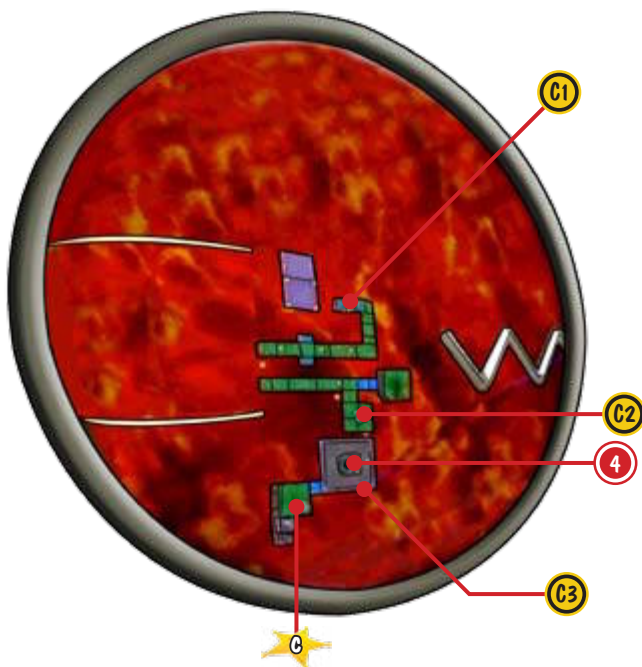
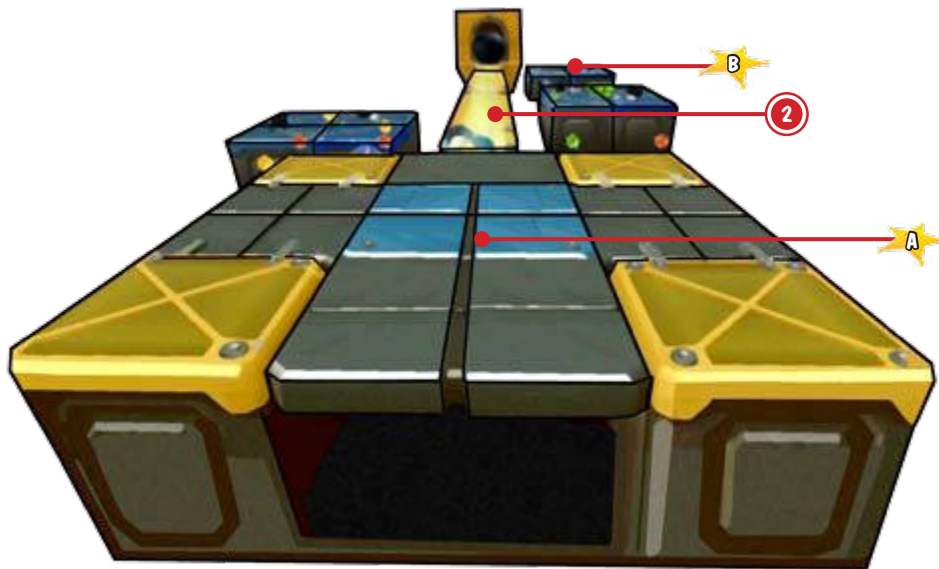


Goomba



Goombeetle





Stars & Comet Medals



1 To escape the first planet in this galaxy, you must clear a path for one of the big Chomps into the small pit near the Gearmo robots. Start by jumping up to the line of rolling Chomps and then run to the left to avoid getting squashed or knocked off the ledge. Then hit the switch to remove the cube that blocks the Chomps' path down to the lower level.



Slide down the ramp and then stand on the blue pad. The pad sinks under your weight. Let a Chomp roll on to the pad and then back off, allowing it to crash into the pit. This releases a Launch Star.



The secret room below the green warp pipe contains three Lucky Cubes. Spin into them and hope for the best: 1-Up Mushrooms!



3 To find the Launch Star on this planet, tip the seesaw to the left with your weight and then flip the switch to

release some Chomps. Spin to flip the blue and red platforms so a Chomp rolls across the planet and pops in the hopper on the right side, releasing the Launch Star.

COMET MEDAL

The Comet Medal is above the line of Chomps. Grab the edge of the platform and wait for a break in the parade. Backwards somersault over a Chomp and spin up into the Comet Medal. Then quickly get back down or run to the left to avoid being bounced into space.



2 To reach the Launch Star, you must jump across the platforms with the small Chomps and slip over the main line of big Chomps. Time your jumps to avoid contact with the invincible Chomps.



4 The Power Star is locked inside a Gold Chomp. To free it, you must prepare a path through the factory for the Chomp so it shatters in the pit near the starting point of this planet. Jump to the far side of the factory and hold down the pad that prevents the gilded Chomp from rolling on to the rails.



Race back to the starting point and wait for the Gold Chomp. Just as it touches the blue platform here, ground-pound the blue button to raise it. The Chomp then rolls down the next ramp and into the pit, releasing the Power Star.



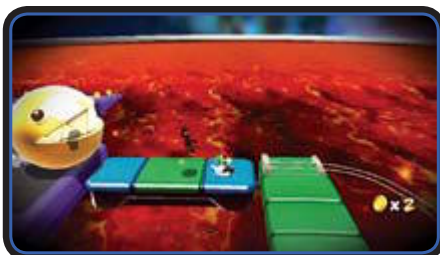
YOU GOT A STAR!



Cosmic Clones in the Chompworks

The comet over Chompworks releases an army of Cosmic Clones. You must perform the final section of the stage—breaking open a Gold Chomp—while dealing with the Cosmic Clones following your every step.

C1 Jump across the middle of the planet so the Cosmic Clones are not near you when it comes time to lower the first pad. You want them only following you. You cannot safely deal with them running toward you if you need to backtrack while lowering the pad.



When you free the Power Star, all the Cosmic Clones pop with Star Bits. Wave the Wii Remote over them to pick them up before collecting the Power Star and returning to Starship Mario.

 **YOU GOT A STAR!**



C2 Keep the Cosmic Clones busy by running in a few circles on your way to the middle pad. You must get there just in time to

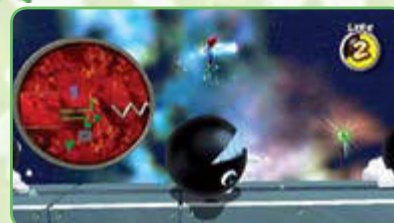
lower the pad. You cannot stand there for too long or the Cosmic Clones will bump into you, pushing you into the lava.

C3 Run out to the pit to stall the Cosmic Clones while the Gold Chomp approaches the pad you must raise with the blue button.

Make sure you run around the blue button so you have a clean path to it when it comes time to bounce the Gold Chomp to the top of the block.



GREEN STARS



1: The first Green Star is behind the line of rolling Chomps. Jump over the Chomps and then long

jump out to the Green Star. If you miss, though, you will fall into the void.

2: Jump on top of the Chomp box and then vault up to the roof of this section of the factory to locate the second Green Star.



Stars & Comet Medals



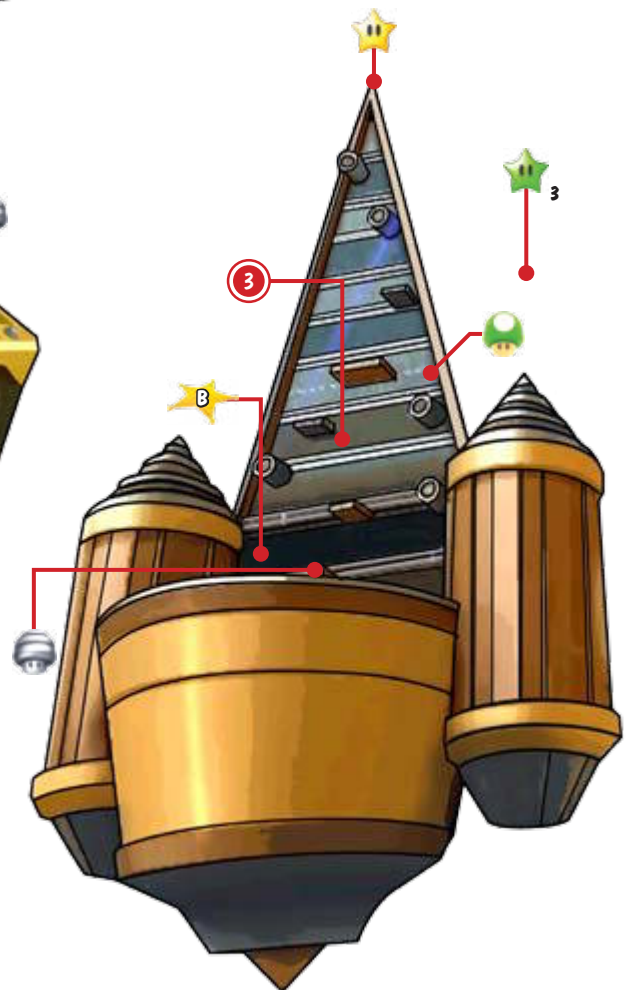
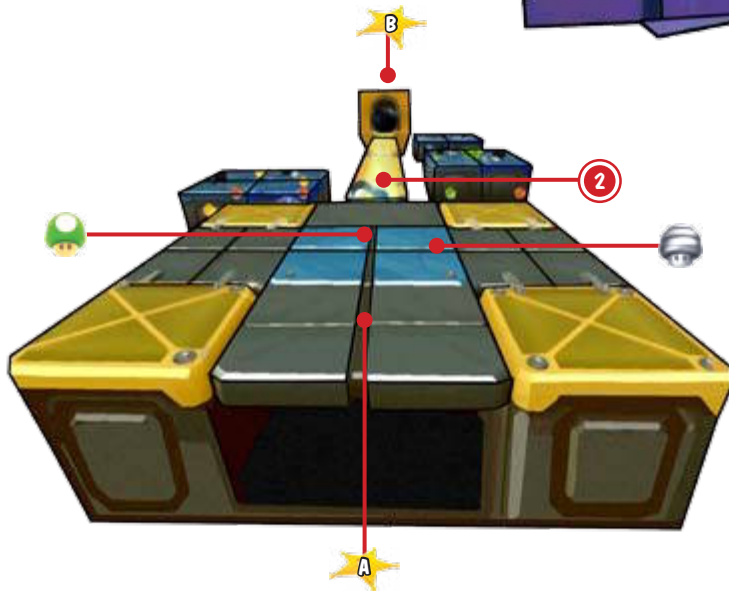
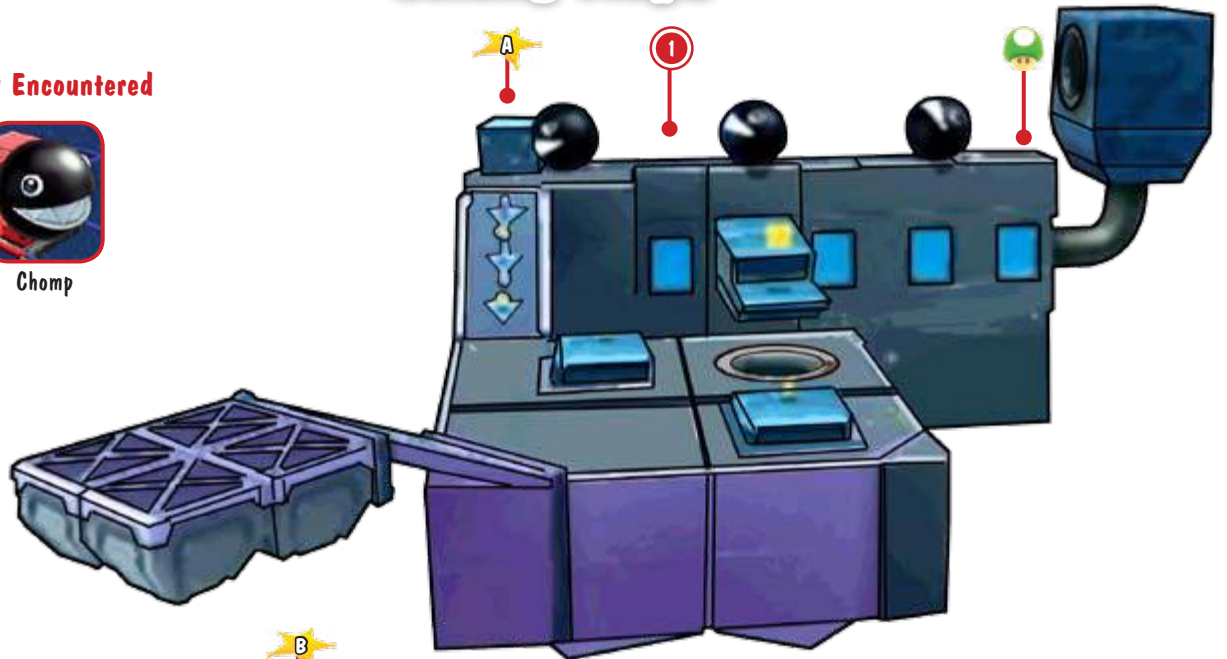
Spring into the Chompworks

Galaxy Maps

Enemy Encountered



Chomp



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



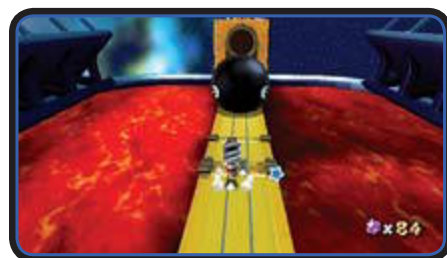
PRIMA Official Game Guide

1 When the stage begins, jump up to the Launch Star near the line of Chomps. It's much easier to get off the first planet this time!



3 Use the Spring Mushroom to bounce up the side of this planet. The ? Coin here creates a line of coins you can

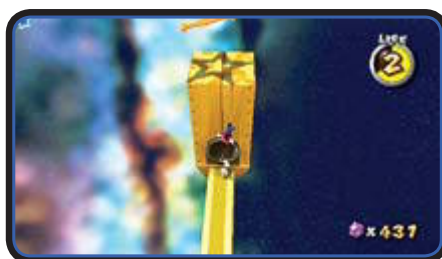
spring into, but beware of the rolling nuts that may nudge your bounce out over the lava.



2 Grab the Spring Mushroom and blast straight into the sky to pick up a 1-Up Mushroom. Now, spring over the rolling

Chomps, keeping each bounce as straight as possible. It's easy to fall into the lava, losing the Spring Mushroom and taking a lot of damage.

After negotiating the wide line of Chomps, you must bounce along a much thinner plank. If you lose the Spring Mushroom, you can still reach the Launch Star by doing backwards somersaults over the Chomps.



The Power Star is at the top of the planet. Bounce off the rolling nut, leaning toward the Power Star to complete the stage.



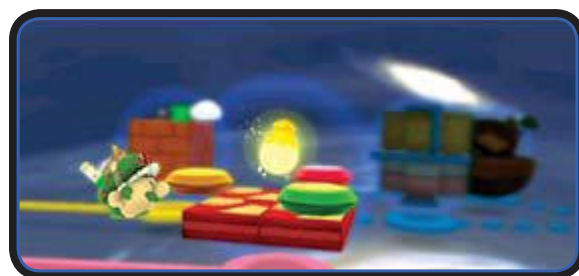
YOU GOT A STAR!

GREEN STARS

3: Use the Spring Mushroom to bounce out to the cone. Power up a bounce and launch straight up into the Green Star.



Sweet Mystery Galaxy



platform visible. Without revealing a safe route through this galaxy, you'll never enjoy a dessert of Power Stars.



Indulge your sweet tooth in this galaxy made of cookies and cakes. But not every delicious delight is out in the open. Yoshi must snack on Bulb Berries to make every

Power Stars: Bulb Berry's Mysterious Glow

Comet Medal: Bulb Berry's Mysterious Glow

Comet Power Star: Bulb Berry's Purple Coin Glow

Green Stars: 2

Stars & Comet Medals



Bulb Berry's Mysterious Glow

Galaxy Maps



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bulb Berry	Comet Power Star
Bee Mushroom	Points of Interest
Boo Mushroom	Planet Connections

Enemies Encountered



Choppah



Smeech



Berries to reveal the sweet treats so you and Yoshi do not tumble into space.

1 While candy bar platforms are always visible, many cookie and cracker paths in this galaxy are not. Use Bulb



yellow. Circle the ring of platforms to convert all of them, revealing the Launch Star leading to the end of the galaxy.

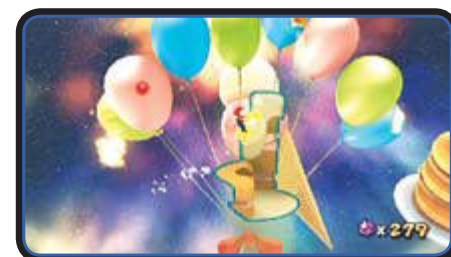
2 Use the Bulb Berry to see the cookies and crackers connecting the blue panels. Jump on each to turn them

COMET MEDAL

The Comet Medal looks like it hangs out over empty space, but it's really above a cake. Use the Bulb Berry to spot the safe landing and then flutter out to the Comet Medal. Hurry back to the closest Bulb Berry, though, before you lose sight of the cookie trails.



3 The Power Star is at the top of this birthday cake. Grab a Bulb Berry and then hurry up the side of the cake. The Choppahs will try to ding you, but Yoshi can easily gobble them up.



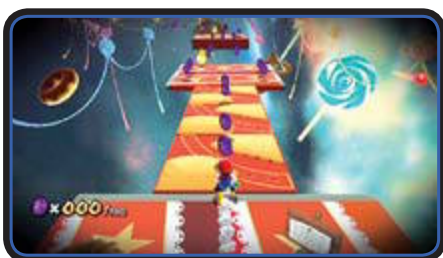
YOU GOT A STAR!



Bulb Berry's Purple Coin Glow

There are 100 purple coins spread across the Sweet Mystery Galaxy. You must collect every single coin to complete the stage. Most are located on invisible platforms that are only visible when you're using the power of a Bulb Berry.

C1 You have as much time as necessary to gather the 100 purple coins. The only time constraint is the limited power of a Bulb Berry.



C2 Don't get greedy out here. It eats up time to circle through the purple coins. Backtrack to Bulb Berries regularly to refill the illumination power so you aren't caught out over empty space.



C3 The last set of purple coins is tough to gather. The moving platforms move next to the coins. You must risk falling to get the final coins and finish the galaxy.



 **YOU GOT A STAR!**

GREEN STARS

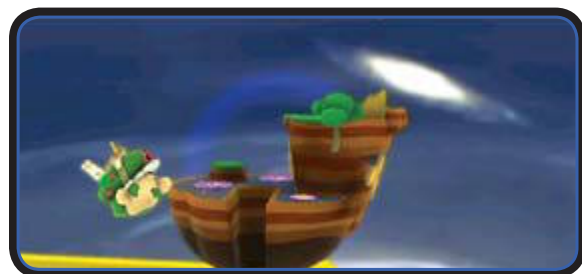
1: The first Green Star is just beyond the first checkpoint flag, under an invisible cookie platform.



2: The second Green Star is just beyond where you grabbed the Comet Medal. Flutter out into space to grab the Green Star so you don't tumble into sweet oblivion.



Honeyhop Galaxy



what's this about The Chimp hanging about, challenging galactic travelers to Octoomba-stomping contests?



The Queen Bee holds court high above Honeyhop Galaxy. If you can please her majesty, perhaps she will reward you handsomely with some Power Stars. And

Power Stars: The Sweetest Silver Stars, The Chimp's Score Challenge

Comet Medal: The Sweetest Silver Stars

Comet Power Star: --

Green Stars: 2

Stars & Comet Medals



The Sweetest Silver Stars

Galaxy Maps



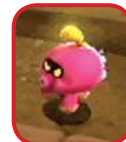
Enemies Encountered



Choppah



Flipbug



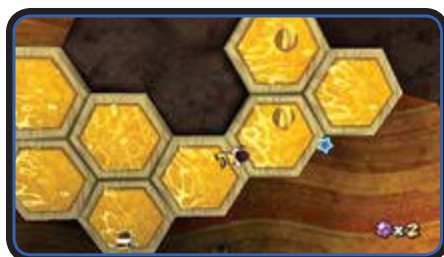
Octoguy



Piranha Plant

LEGEND

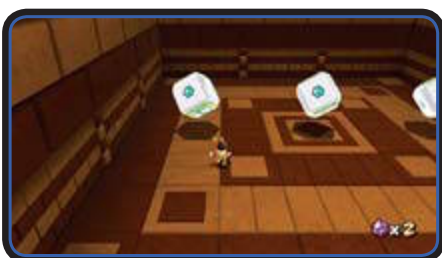
Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



1 After collecting the Bee Mushroom, climb the honeycombs up the side of the galaxy. At the first

waypoint, you find a green warp pipe. Take it to locate a secret room.

There are three Lucky Cubes in the secret room. Spin into them to roll up prizes if you're lucky. If not...well, it's Goombas for you.



2 Fly over the dew drops that roll down the ledges. If you are hit by a dew drop, there are plenty of Bee Mushrooms along the ledges. To escape a dew drop, shake the Wii Remote before you're rolled all the way to the bottom of the ledges.

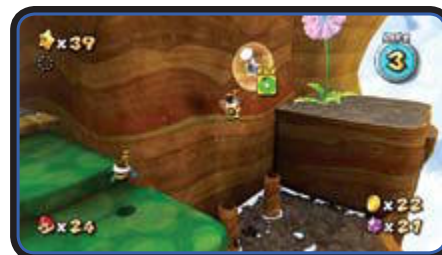


3 Grab the Floaty Fluff and float across the void between the two planets. Steer into the balloons to pop them and claim Star Bits. If you need to pick up some altitude, shake the Wii Remote.

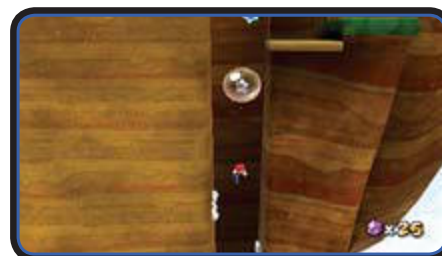


If you shake the Wii Remote three times while riding the Floaty Fluff, you rattle loose all its leaves, which drops you into space.

4 You must now collect five Silver Stars to release the Power Star. Start by waiting for these water spouts to stop before buzzing out to this Silver Star.



5 Move to the side of the planet and wall jump up the alcove to locate the second Silver Star.



COMET MEDAL

Keep wall jumping up the next vertical shaft to claim this galaxy's Comet Medal.



6 After collecting the Comet Medal, long jump below these water cannons to pick up the third Silver Star.

Stars & Comet Medals



- 7 Drop off this ledge and snare the Silver Star on the snapping pink flower below.

- 8 The final Silver Star is at the top of the planet. Use the trapeze to reach the Queen Bee's throne room. Fly to the queen (as Bee Mario, you adhere to her coat) and crawl to her back. The fifth Silver Star is here. This generates the Power Star right in front of the queen.


The Chimp's Score Challenge

Galaxy Map



LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



- 1 After The Chimp invites you back to the Honeyhop Galaxy, he challenges you to score 10,000 points within two minutes by collecting coins and bouncing on enemies. Like his Fluffy Bluff challenge, you earn 100 points per coin and up to 300 per bad guy if you link bounces without touching the ground. Start by bopping across the Octoombas over the water.

Enemy Encountered



Octoomba



Elite Octoomba



- 2 Collect the coins up here and slam the Octoomba. Beware of its rock attack. If you are hit, you lose precious seconds.



- 3 Circle around to the side of the galaxy and bounce across the Octoombas. Use the alcoves that contained a Silver Star and Comet Medal to keep moving up the planet.

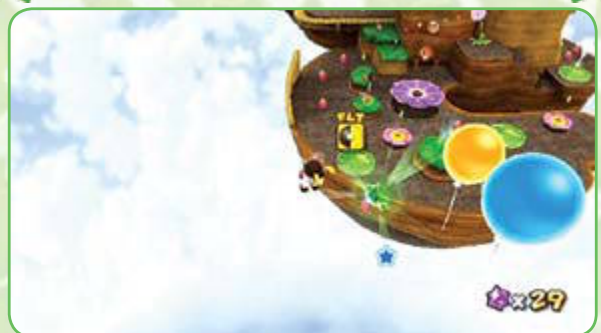
- 4 There are more than a dozen Octoombas on the top ledge of Honeyhop. Bounce across their noggins to multiply



your point bonus up to 300 per Octoomba. And don't ignore the ? Coin, which spits out a bunch of normal coins worth 100 points apiece. You cannot hope to achieve 10,000 points without making the most of the treasure and bad guys on this platform.

 **YOU GOT A STAR!**

GREEN STARS



- 1: Grab the Floaty Fluff and glide into the first, red balloon. The first Green Star is right behind it. Fly into the Green Star to grab it.



- 2: The next Green Star is over the Queen Bee's crown. Crawl up the queen and then fly up to grab the Green Star.



Stars & Comet Medals



Bowser's Gravity Gauntlet



You've finally made it to the edge of World 4. Bowser lurks here, perfecting his schemes in the heart of his flying castle. Survive his gauntlet of tricks and traps, outsmarting ever-changing gravity fields. If you can make it through Bowser's defenses, the Koopa King has no choice but battle you for possession of a Grand Star.

Power Stars: Breaking into Bowser's Castle

Comet Medal: Breaking into Bowser's Castle

Comet Power Star: Gravity Star Speed Run

Green Stars: 2

Breaking into Bowser's Castle

Galaxy Maps

Enemies Encountered



Cheep Cheep



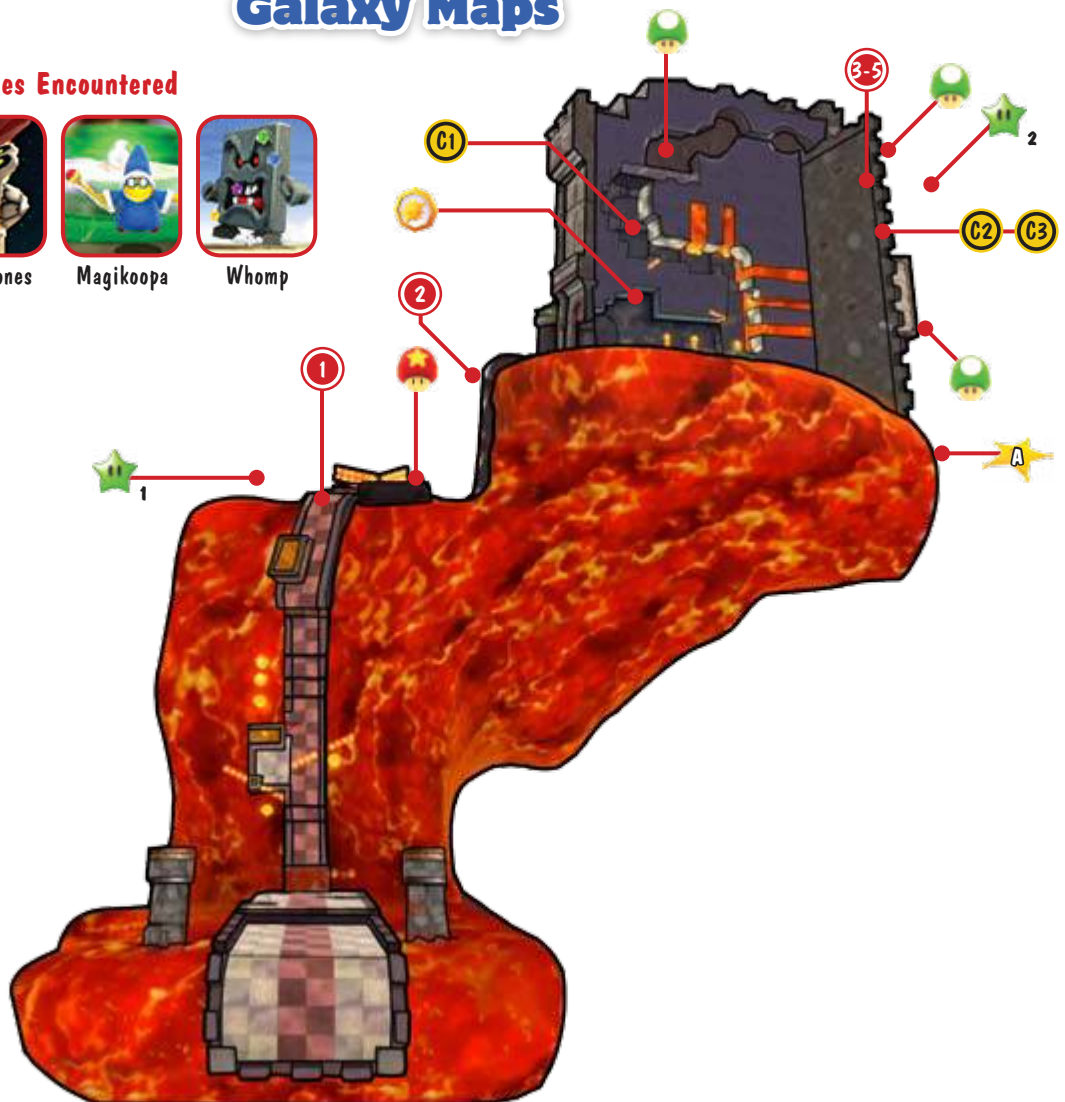
Dry Bones



Magikoopa



Whomp





LEGEND

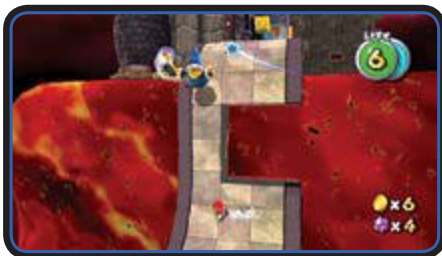
Power Star	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



1 Do not skip over the Life Mushroom near the start of the course. You need the extra health for the entire

stage, especially when you confront Bowser deep in his castle.

2 As you approach this Magikoopa, pepper it with Star Bits so it does not cast a fireball spell and knock you into the lava.



When gravity shifts as it does here, it can be tough to get back on the path.



COMET MEDAL

The Comet Medal is above this Checkpoint Flag. Backwards somersault

on top of the ? Blocks to grab the prize. If you empty the ? Blocks, you can still backwards somersault up into the Comet Medal.

3 Watch out for the lava balls bouncing between the pits as you run across the twisty-turny path. Gravity

is not constant in here, making it easy to accidentally barrel into the lava if you are not careful.

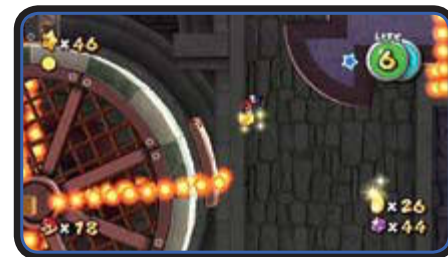


Stars & Comet Medals



4 Jump over the fireballs on this path and then backwards somersault up so you are "caught" by the giant circle's

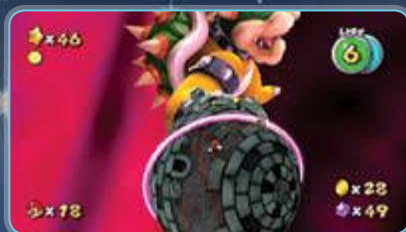
5 gravity. The Launch Star to Bowser's lair is on the far side of the circle. Ride the floating platforms to stay above the fireballs, but long jump to get all the way around the circle. After launching toward the lair, you must shatter three locks with meteors before confronting Bowser again.



Boss Battle: Bowser

Bowser again waits for you on his giant throne at the end of this galaxy. The Koopa King roars into action at the threat of Mario. He's picked up some new tricks since your last battle, but his weakness remains the same: ground-pounding meteors into his unprotected body or face.

When Bowser punches the surface of the planet this time, it's so powerful it releases a shockwave that ripples across the planet surface. You must jump over it.



Bowser's fire breath is more powerful in this battle. It lasts longer on the planet surface, so you need to steer quite clear before the flames dissipate and you can concentrate on jumping up to the asteroids.



Each meteor that crashes to the planet also releases a shockwave. If all three touch down together, you better use

a spin jump to keep aloft long enough for them to safely pass beneath you.



To defeat Bowser, you must avoid Bowser's punch long enough so he smashes his fist into the surface. While he

tries to free his hand, jump on to one of the meteors and ground-pound it into Bowser. You must do this four times. However, after the second successful strike, Bowser starts breathing fire on the planet before punching it.



To finish off Bowser (for now), you must slam two more meteors into him. After the fourth strike, your nemesis loses his Grand Star and shrinks back to normal size. Bowser rushes deeper into the cosmos to set up his next base, leaving you to take the Grand Star back to Starship Mario and open the way to World 5.





Gravity Star Speed Run

The Gravity Star Speed Run removes the boss battle with Bowser. But that doesn't necessarily make things any easier. You must locate the Power Star deep in his flying castle before time runs out. You begin this stage with just 30 seconds. Each additional clock you find while exploring adds another 10 seconds to the timer.



C1 You cannot afford to miss many extra clocks in this speed run. Whenever you spot one, grab it! Otherwise, you risk running out of time before you find the Power Star.

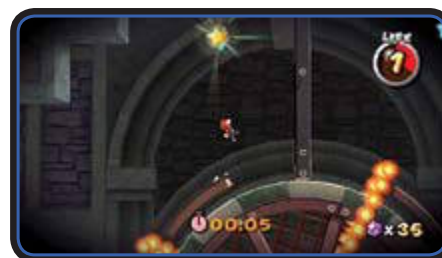


C2 This is the only clock you might be okay missing. Thanks to the sideways-oriented gravity, it's tough to line up a perfect backwards somersault to land on top of the block. If you nail your jumps over the small lava pits in this chamber, you will still have enough time to make it to the next clock.



C3 Do not avoid this clock. You may burn a few seconds setting up the ground pound on the trampoline, but you'll net six or seven by grabbing it.

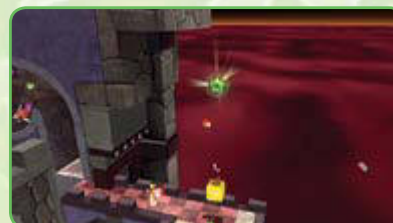
C4 The Power Star is on the opposite side of the giant circle. Long jump around the circle, using its gravity to hold you in orbit while sailing over the fireballs. Use a wall jump to blast off the circle and then spin up into the Power Star before time runs out.



 **YOU GOT A STAR!**

GREEN STARS

1: The first Green Star is atop this tower. You must spin jump over the lava to reach it, or use Mario's huge jump after touching the molten earth to fly right into it.



2: The second Green Star is high above this ? Block. Backwards somersault and spin up to claim it.

Stars & Comet Medals



World 5

Space Storm Galaxy



The Space Storm Galaxy is a collection of derelict battle stations and Pull Stars. You spend a lot of time hanging out over nothing but the great void, so keep a steady hand on those Pull Stars!

Power Stars: Follow Me, Bob-omb; C'mere Topman; To the Top of Topman's Tower

Comet Medal: Follow Me, Bob-omb

Comet Power Star: --

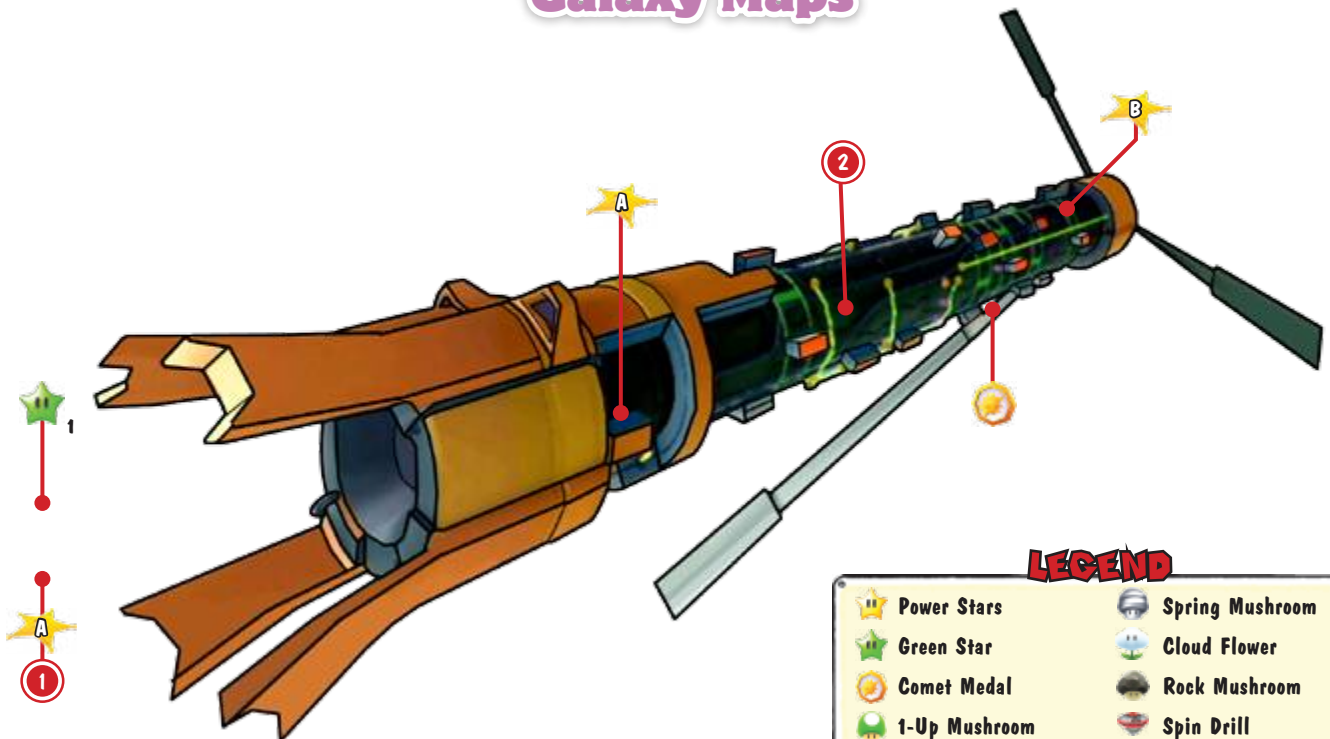
Green Stars: 3



Follow Me, Bob-omb



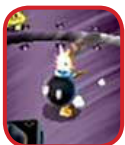
Galaxy Maps



LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections

Enemies Encountered



Bob-omb



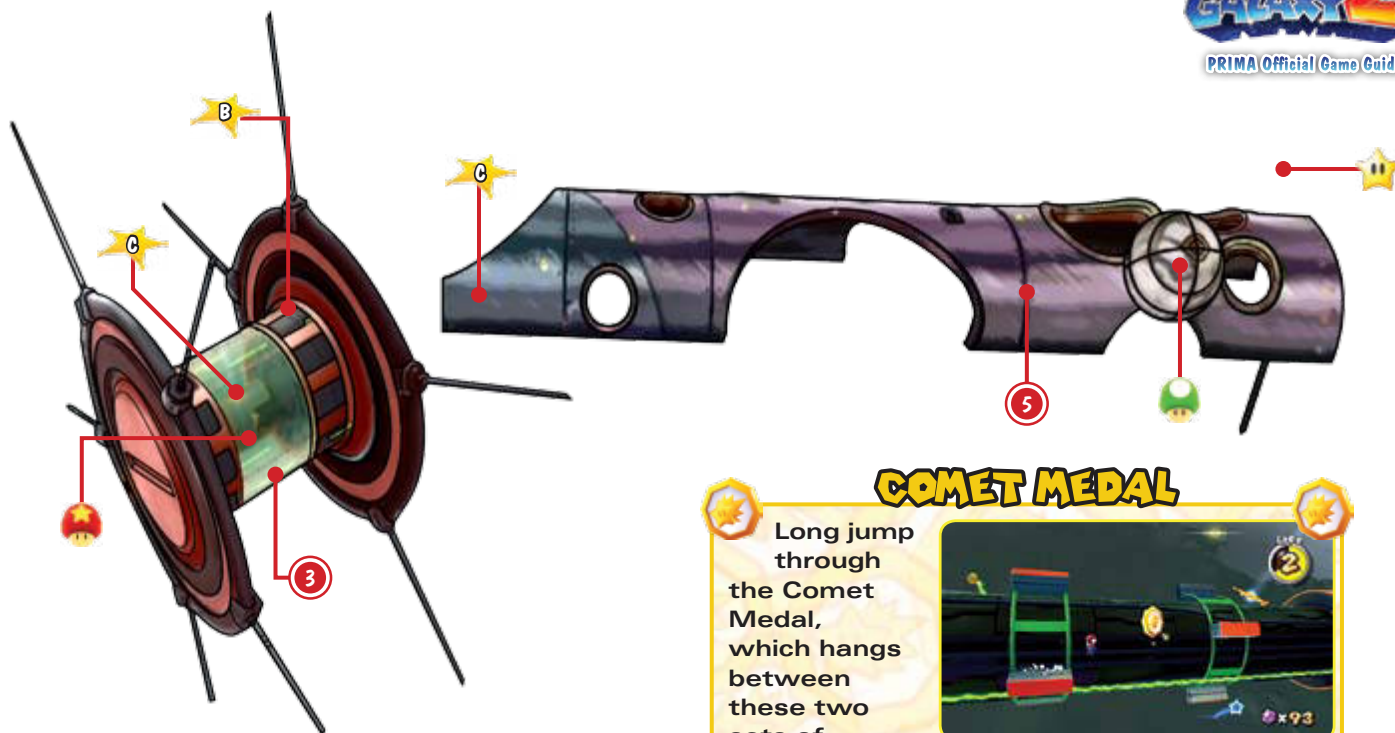
Goomba



Topman

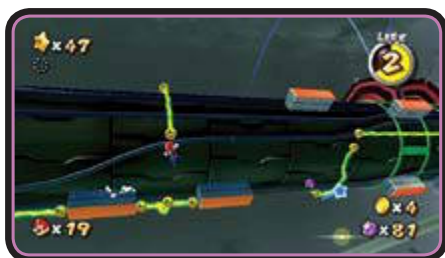


Topmini



the small planetoid with the Pull Star inside it. Use the Launch Star on that planetoid to blast off for the next planet.

2 Jump across the platforms rotating around this cylindrical planet's exterior. You must time your jumps to get through the moving gates in the electric barriers.



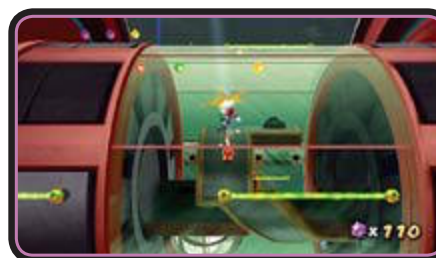
Because of the electric barriers that run the length of the planet, you must be careful about "falling" all the way around it.

1 Use the Pull Stars near the starting point to pull yourself into space. Watch out for the shocking spheres circling

the small planetoid with the Pull Star inside it. Use the Launch Star on that planetoid to blast off for the next planet.

COMET MEDAL

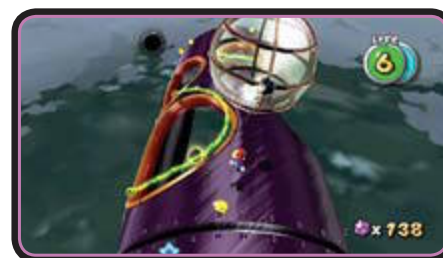
Long jump through the Comet Medal, which hangs between these two sets of circling ledges.



3 Walk across the glass above the Bob-omb dispenser in the lower level of the planet. The Bob-omb follows your

every step as it counts down to exploding, so lead it along the path below. Direct the bobbling Bob-omb into the glass case. When it explodes, you can fall to the lower level, pick up a Life Mushroom, and escape using the Launch Star near the Bob-omb dispenser.

4 Spin next to a Bob-omb to pick it up. Now, aim for the glass case holding this 1-Up Mushroom and

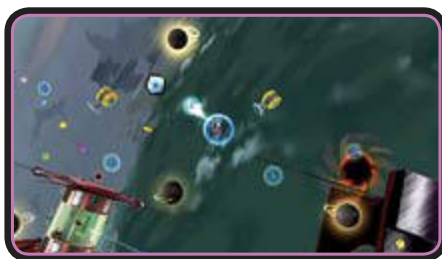


spin again to release the Bob-omb. When it explodes, it blows open the case. Not only can you get the 1-Up, but you also can cross to the other side of the planet.

Stars & Comet Medals



5 Pull along the Pull Stars leading away from the planet. The cannons fire electric balls, so you must keep moving. The balls arc toward you. If you stay in one place, they will eventually bump into you and knock you into space.



Quickly pull yourself along the Pull Stars. When you reach the Power Star, wait for one of the circling Pull Stars to be directly between you and the prize. Pull yourself to it and then release to slingshot into the Power Star.

YOU GOT A STAR!

C'mere Topman

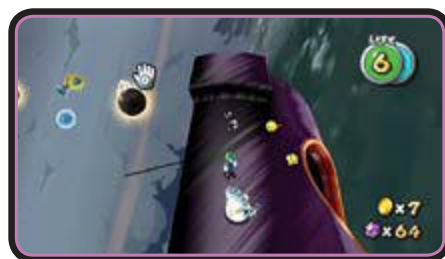
Galaxy Map



LEGEND

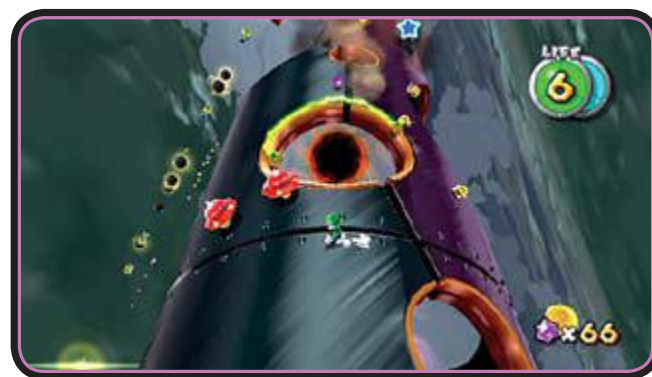
Power Stars	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star Points of Interest
1-Up Mushroom	Boo Mushroom	Spin Drill	Planet Connections

When Gearmo sends you a letter asking you to return to Space Storm Galaxy, come back to the Follow Me, Bob-omb mission and travel to the platform with the Bob-ombs.



this planet. If you lure a Topman into the field around Gearmo, it awards you a Power Star.

1 Speak to Gearmo to trigger this mission. Gearmo would like you to bring it a Topman. There are several on



2 Walk back to the main part of the planet and allow a Topman to spot you. The Topman will then give chase. You need to keep several steps ahead so it never gives up—but also never touches you.



The Topminis attempt to bounce you into the Topman. Spin to push them off the planet or into the electrical barriers. Just be mindful not to accidentally spin attack the Topman following you.

- 3 Lure the Topman along the narrow paths between the holes on the planet. Stand next to Gearmo and the Topman will be captured. Hello, hidden Power Star.



YOU GOT A STAR!

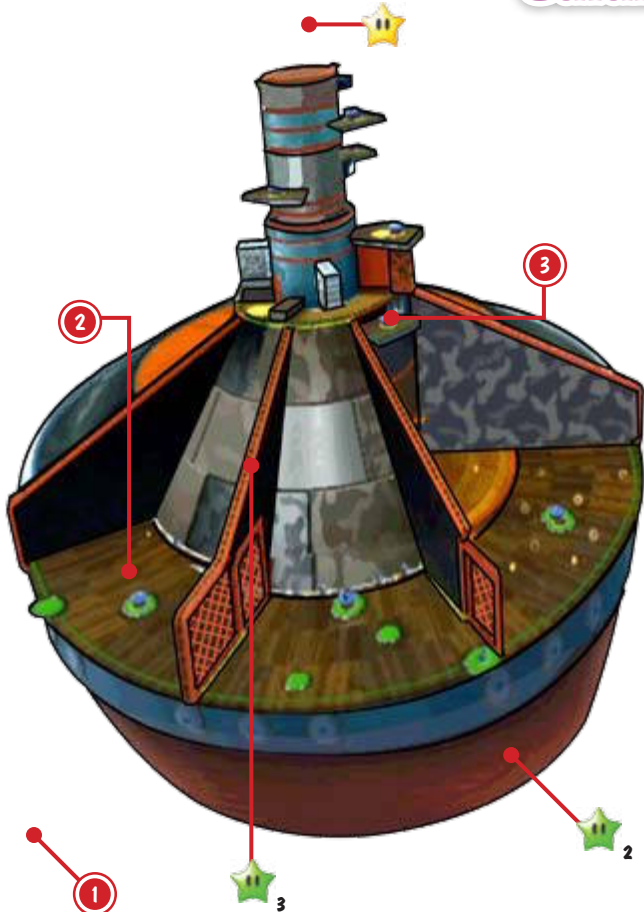
GREEN STARS



- 1: The first Green Star is right at the beginning of the level. Use the Pull Stars to slingshot into the Green Star above the first Launch Star.

To the Top of Topman's Tower

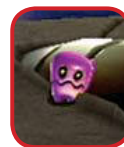
Galaxy Map



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Enemies Encountered



Fizliz



Thwomp



Topman

Stars & Comet Medals



1 Before heading across the Pull Stars, ground-pound the blue switch to slow time. Get used to the amount of time you have before speed returns to normal, because you need a feel for how long slo-mo lasts later in this stage.



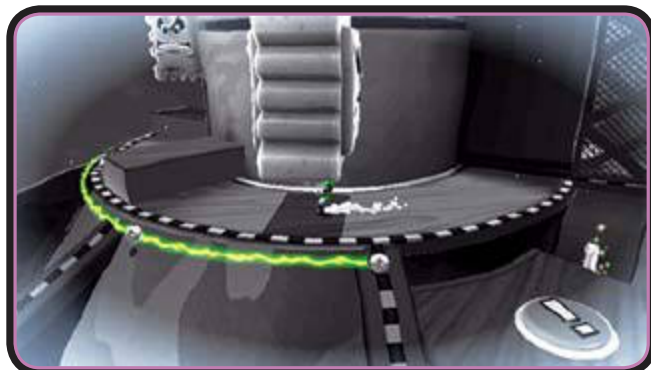
2 Water cannons lob dew drops across this galaxy. If caught in one, you fly off the side of the planet unless

you shake the Wii Remote in time to break free while you're over solid ground.



Use the blue switches to slow time. While the screen is black and white, rush around the molasses-speed dew

drops and spin attack the switches to open the gates. When you spy a purple Topman under a Launch Star, jump on it to vault into the star and speed up the side of the tower.

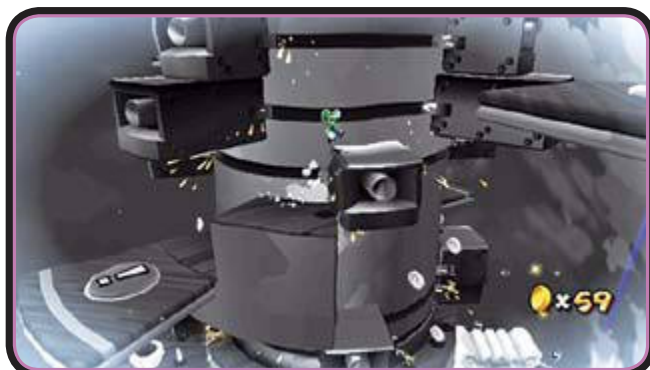


3 Use the blue switches on the tower to slow time and slip under the Thwomps without getting crushed.



Use the Topman to bounce up to this ledge. Watch out for the Fizzlit, spin attacking it when it is purple. Drop into the green

pipe, which leads to a secret room full of coins. Inside this room, you have three waves of coins. Collect all of them before time runs out to earn 1-Up Mushrooms!



Use the blue switches to slow the platforms circling the tower. This makes them easier to ascend.



Defeat the two red Topmans on the top of the tower by bashing them into the electric barrier. After the second is fried, a Topman appears. Bounce off its head to jump into the Power Star.

YOU GOT A STAR!



GREEN STARS

2: Allow this water cannon to blast you right off the planet...and out into the Green Star.



3: Gingerly walk across this wall on Topman's Tower to locate the third Green Star.

Slipsand Galaxy



The parched Slipsand Galaxy is a dangerous desert loaded with challenges like a giant sand slide and rolling Rhomps. Things get even trickier when you travel to a great expanse of desert and must ride on the back of a bird that can disappear when it hits hazards...too bad you don't have the same skill.

Power Stars: Squizzard's Sandy Sinkhole, Sailing the Sandy Seas

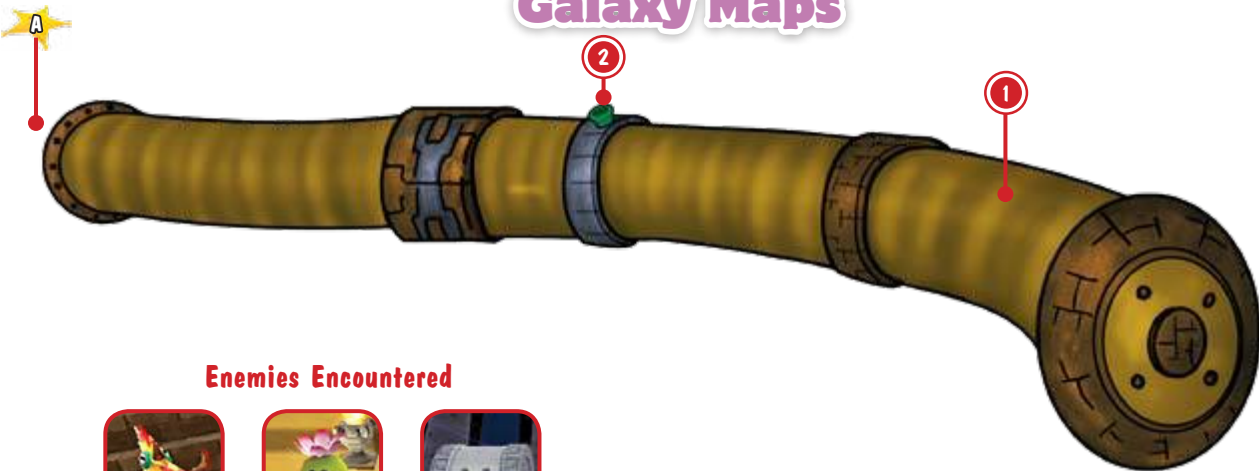
Comet Medal: Squizzard's Sandy Sinkhole

Comet Power Star: Squizzard's Daredevil Run

Green Stars: 3

Squizzard's Sandy Sinkhole

Galaxy Maps



Enemies Encountered



Cluckboom

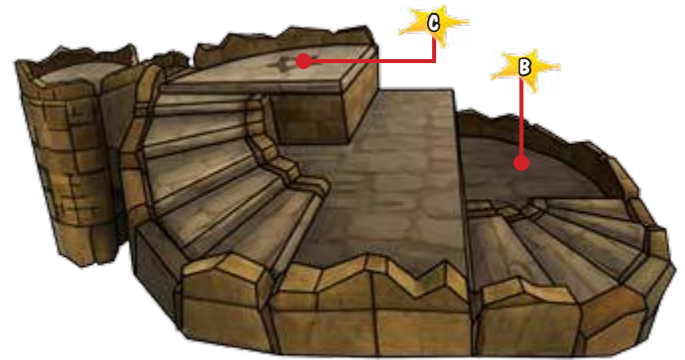
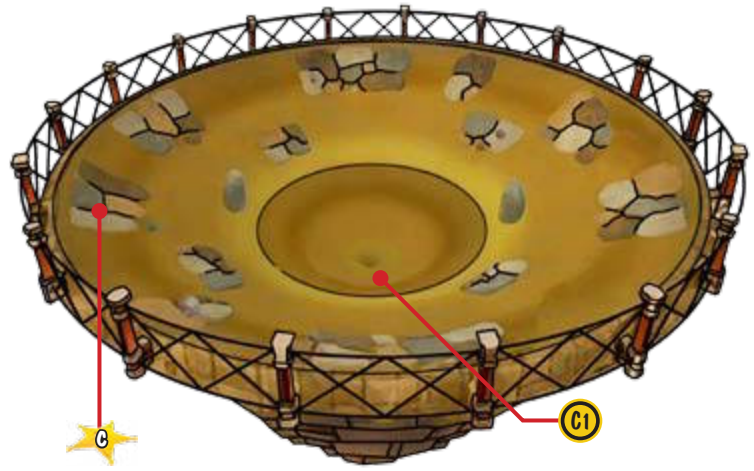
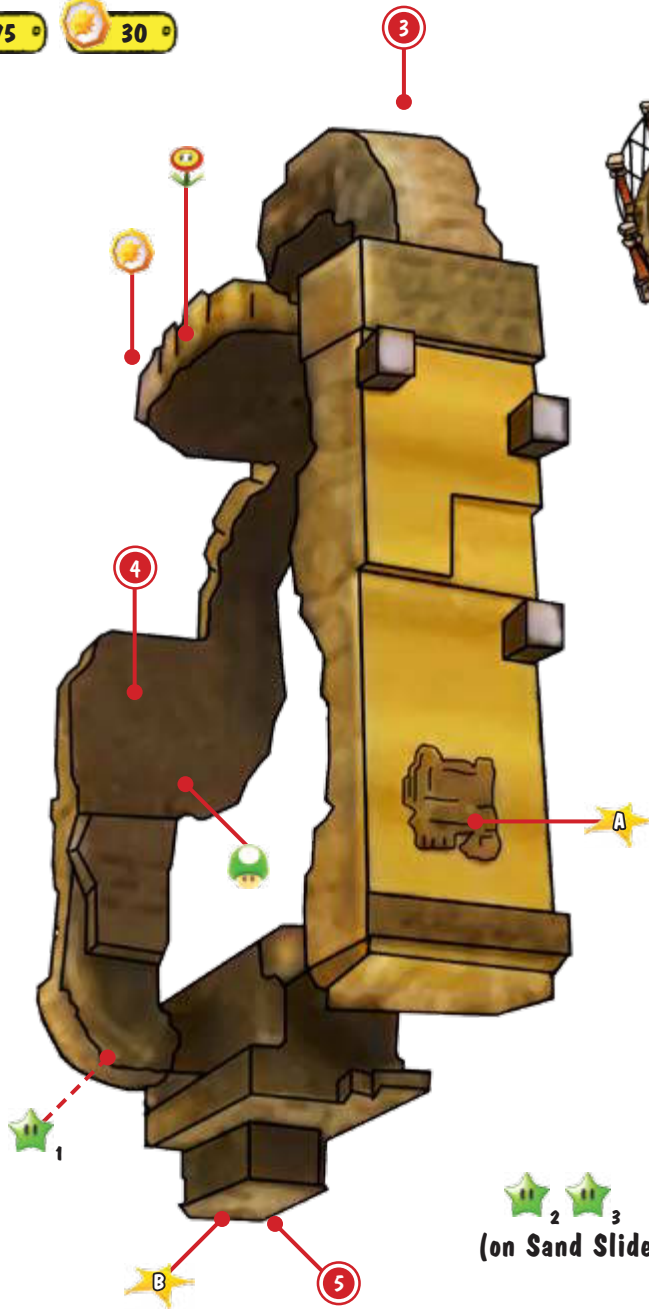


Pokey Head



Rhomp

Stars & Comet Medals



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



1 The sands along this snaking planet constantly flow away from the starting point. You can run against the tide, but that's

a slow slog. Jump across the sands to hurry things along. On the stone circles, watch out for spinning fireballs.



2 The green pipe leads into a hidden room that's loaded with coins. Drop down there to grab the treasure and make your way closer to a 1-Up.

3 Cluck-booms rain bombs down on you as you walk along the path winding around this sandy planet. Shoot the Cluckbooms with Star Bits to make them fall out of the sky. Then jump on their heads to defeat them.



COMET MEDAL

The Comet Medal is guarded by a handful of Cluckbooms. Jump across the moving sands to grab the Comet Medal, but watch out for Cluckboom bombs.



As you near the bottom of the slide, it narrows. Follow the coins and stick to the middle.

Boss Battle: Squizzard



Squizzard clucks as it rises from the middle of its sinkhole home. The sands surrounding the sinkhole pull you toward Squizzard, so as you battle this boss you must be mindful of being dragged into its waiting clutches. When this battle begins, immediately seek out a Fire Flower.



4 There's a hidden 1-Up Mushroom here. Grab the Fire Flower and burn through the Pokey Heads. But

before time runs out on the Fire Flower, ignite the two torches next to the cubes. This releases a 1-Up.

5 The big sand slide looks like a lot of fun. However, after a few seconds, an avalanche of Rhomps drops on to the slide and tries to run you down. Steer around and between the Rhomps, taking care not to overdo it and fly off the edge of the slide.



Next, turn to Squizzard and just start shaking the Wii Remote to throw fireballs into its open mouth. After several successful hits, Squizzard is injured. You must fill Squizzard's mouth with fireballs three times to win this battle.

(continued on next page)

Stars & Comet Medals



Boss Battle: Squizzard

(continued)



After Squizzard's had enough fireballs, it closes its beak and starts throwing spiky eggs at you.

The yellow eggs contain coins, but you must wait for them to break against the ground before rushing in to grab the treasure.

After two full attacks on its open mouth, Squizzard gets angry. He throws bombs at you and the tentacle cannons shoot spiky eggs. Turn your fireballs on the tentacles to blast them back into the sand and then finish off Squizzard with another unwanted meal of fireballs. Once Squizzard has been defeated, the Power Star appears.



YOU GOT A STAR!

Squizzard's Daredevil Run

When the comet flies over the galaxy, return for a rematch with Squizzard. However, can you defeat the sand monster with just one wedge of life?

C1 The battle unfolds exactly the same as your first encounter, but with less life, you must be particularly cautious about Squizzard's eggs. Stay back on the stones so you are not pulled toward Squizzard. Launch fireballs so that when it does open its mouth, you're ready with a first taste of flame.



Do not hesitate to get rid of those tentacles when Squizzard grows them at the end of the fight. Once you are rid of them, you have a much safer time finishing off Squizzard.



YOU GOT A STAR!

GREEN STARS

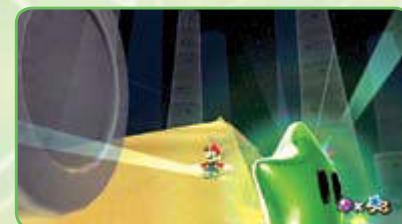


1: Drop down these sandy falls to catch the first Green Star.



2: As soon as you start riding the big sand slide, move to the left so you slide into the second Green Star.

3: The third Green Star is also on the sand slide. Ride close to the right side after the Rhomps pass by and you'll pick it up.



Sailing the Sandy Seas

Galaxy Maps



Enemies Encountered



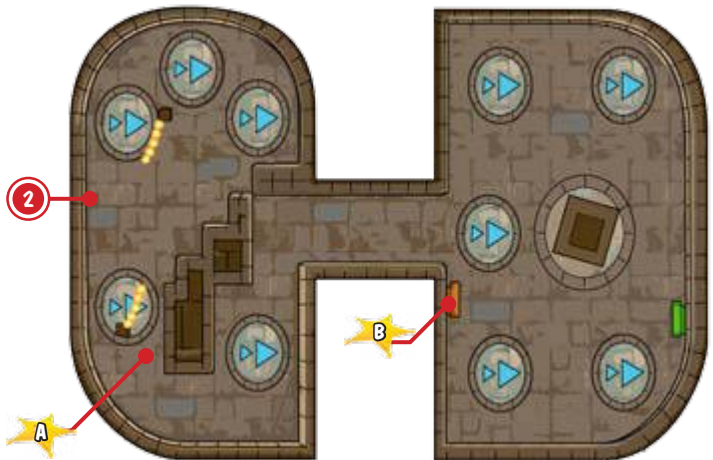
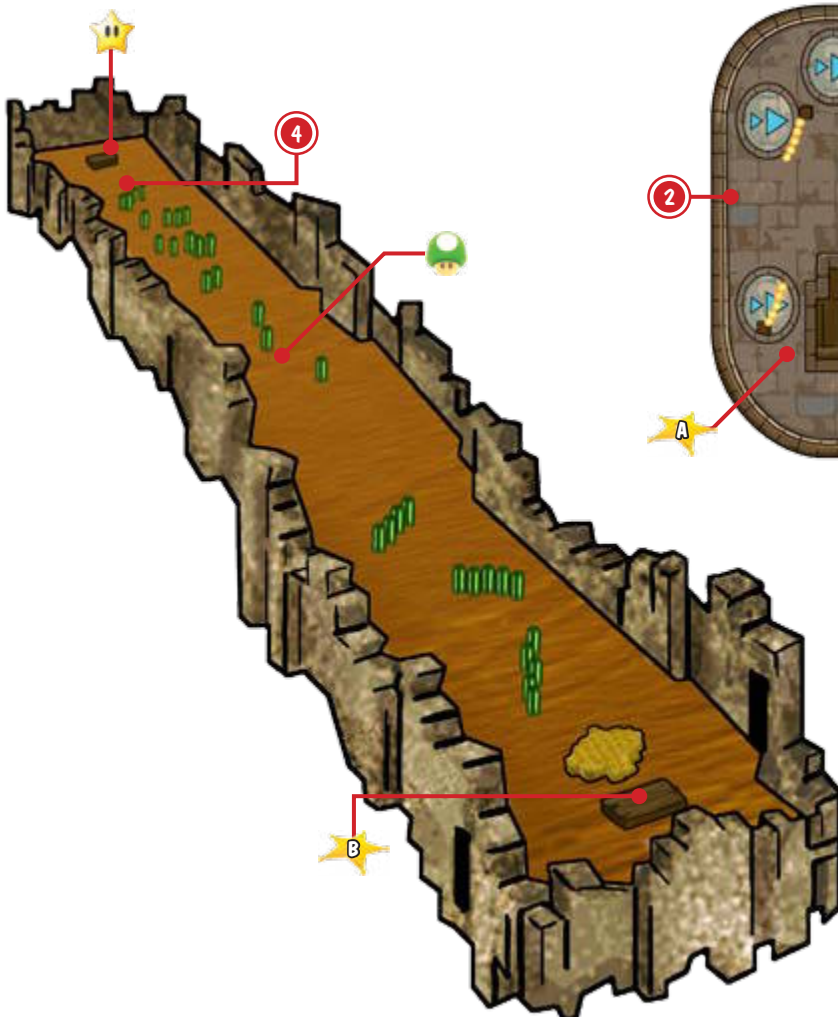
Chomp



Dry Bones



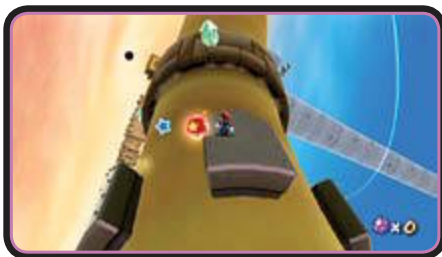
Magikoopa



LEGEND

 Power Stars	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Points of Interest
	 Planet Connections

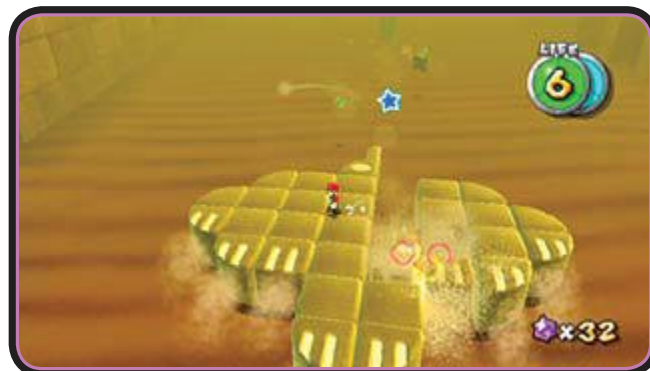
Stars & Comet Medals



1 When the stage begins, move up the sand-covered path and use the stone ledges to cross the quicksand. Pick

up the Life Mushroom so you have plenty of life for a tough ride later in this stage.

2 To escape this room, you must manipulate gravity. Gravity is dictated by the blue arrows on the wall. Those arrows actually move along with you, though. So jump to the cube and ride it until the blue arrows point to the orange pipe. Then drop off the cube before the arrows move any more and escape the chamber.



Blast the Magikoopas with Star Bits to prevent them from casting fireballs at your bird.



When the bird speeds up, get ready for an obstacle course of cacti. Move around the bird, standing on the bricks that will not be removed when the platform slides through each line of cacti.



4 As you near the Power Star at the end of the course, a Silver Chomp rolls across the sand. The Chomp chases you down on the platform, knocking away bricks. Just stay back from the Chomp, leading it around the edges of the bird so it doesn't take out the heart of the platform.

YOU GOT A STAR!



3 When you step on the back of this bird-shaped platform, it takes off down the desert path. The bird is made up of

a series of bricks that disappear when touched by a cactus or fireball, but they reform after a few seconds. To survive the ride, you need to move around the bird as bricks are knocked away and regenerated.

Shiverburn Galaxy



one thing remains constant here: Every enemy wants to deny you those Power Stars.



Shiverburn Galaxy is a system of polar opposites. One second you are trying to keep your feet out of a lava lake, the next you are figure skating over a glassy sheet of ice. But

Power Stars: Prince Pikante's Peppery Mood, The Chimp's Ultimate Skating Challenge

Comet Medal: Prince Pikante's Peppery Mood

Comet Power Star: Octo-Army Icy Rainbow Romp

Green Stars: 3



Prince Pikante's Peppery Mood



Galaxy Maps



Enemies Encountered



Octoomba



Li'l Brr



Li'l Cinder

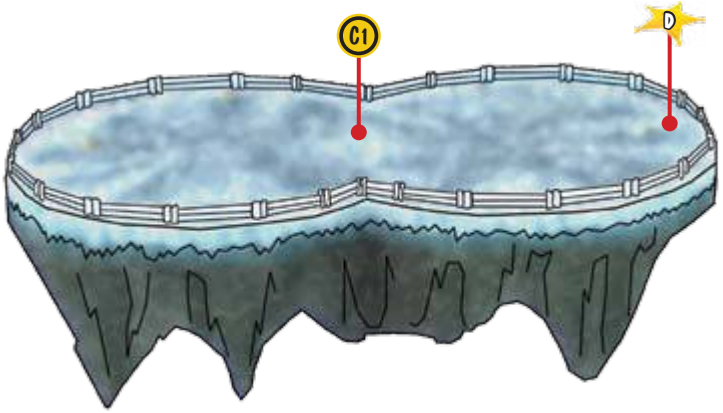
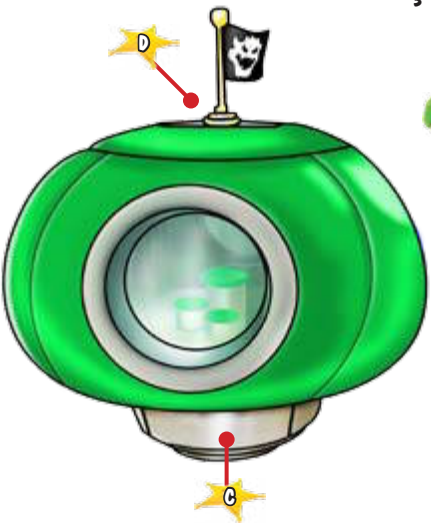
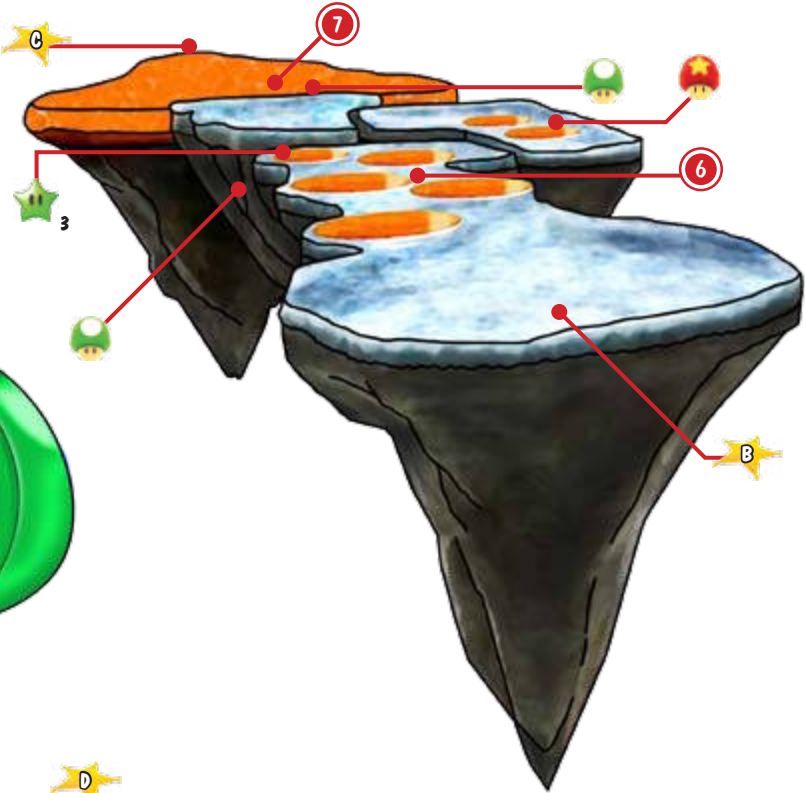
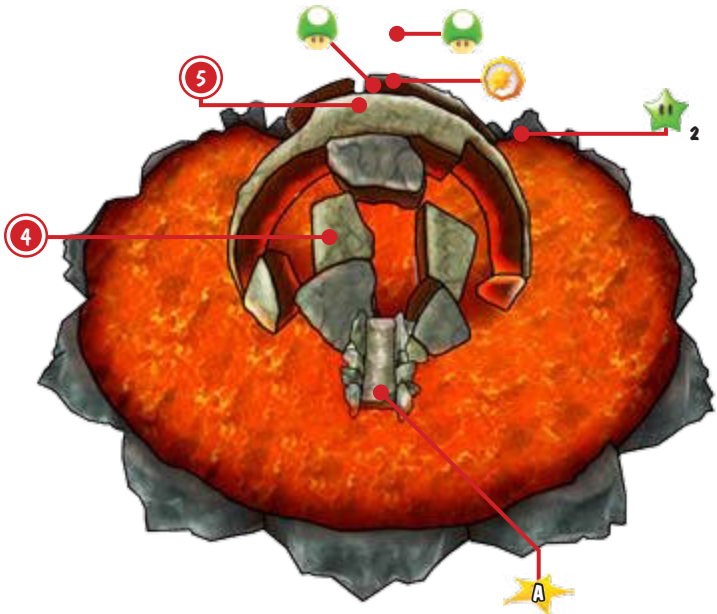
Stars & Comet Medals

78

31

LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections



1 The first planet is covered in lava. The platforms sink into the molten earth if you stand on them too long, so you must

keep jumping to avoid singeing your bottom. Grab the Cloud Flower from the green platform next to the Octoomba.



2 Ride the yellow platform as far as it will go and then long jump over the lava to reach this red switch. Ground-pound the switch to turn the lava into ice.



Skate back to the starting point of this planet to collect a Life Mushroom and a 1-Up Mushroom that were previously hanging over lava.

3 If you want to find the hidden Power Star on this planet (The Chimp's Ultimate Skating Challenge), drop into the green pipe. To continue to the first Power Star, use the Launch Star.



4 Jump across the moving platform over this sphere of lava. Watch out for Octoombas on the rocks. They spit stones at you in hopes of knocking you into the lava. The platforms move at different speeds, so time your jumps well.



5 Halfway around the planet, you locate a treasure chest. To unlock the chest and claim the 1-Up Mushroom

inside, push one of the coconuts in front of the chest and then spin attack. This knocks the coconut into the chest, opening it.

COMET MEDAL

The Comet Medal twirls over the lava sphere. Ride the stone platform until you are beneath it and then jump up to claim it.



6 This ice planet is being bombarded by lava spheres. When the spheres hit the ground, they leave behind

a dangerous puddle of lava that dries up after a few seconds. Avoid the shadows, which indicate incoming lava spheres, and jump over the puddles.

7 Skate back and forth here, spinning into the coconuts to blast them back to the cannons. After you've destroyed all five cannons, a trail of ice appears in the lava.



Skate along the ice trail, hurrying because it melts after several seconds. You must reach the Launch Star at the far end of the lava field before all the ice melts.

Stars & Comet Medals



Boss Battle: Prince Pikante



Prince Pikante is a giant octopus-like creature behind the wheel of a chariot adorned with coconut cannons. Most of the coconuts Pikante fires at you are covered with lava and leave behind lava puddles when they strike the ice field. Skate around the lava puddles, waiting until one of the cannons fires a normal, green coconut.



After two successful coconut volleys, Pikante calls down a storm of fiery coconuts that cover the ice field with lava puddles. Carefully skate around the lava puddles while waiting for another green coconut to appear, which you must then bop back at Pikante.



Skate to the green coconut and spin attack to launch it back at Pikante.

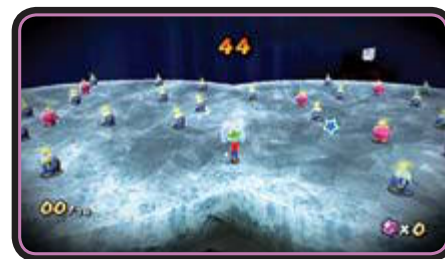


After your third attack, Pikante goes berserk. Turning red, Pikante speeds up his chariot and attempts to run you down. Skate in circles around Pikante, avoiding him and his fiery coconuts. Soon, Pikante lobbs a green coconut at you, Spin attack it to finish off the boss and recover the Power Star.

★ YOU GOT A STAR!

★ Octo-Army Icy Rainbow Romp

When the comet unlocks the Octo-Army Icy Rainbow Romp, you must return to Shiverburn. This challenge takes place on Prince Pikante's plane, but the boss is nowhere to be seen. Instead, you have just 45 seconds to knock 30 Octoombas off the ice field.

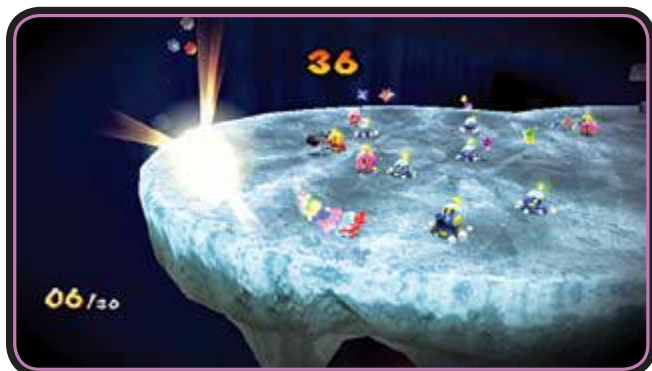


C1 Grab the closest Rainbow Star and start skating to one side of the planet. It is much easier to complete this

challenge in time if you clear off one half of the planet before moving on to the other.



PRIMA Official Game Guide



There are multiple Rainbow Stars on the ice field, so you should be fine with invincibility during this challenge.



Make wide circles on the ice, skating through lines of Octoombas. Try to take them out two or three at a time with graceful arcs. Only at the end should you be running down individual Octoombas before time expires.

★ YOU GOT A STAR!

★ The Chimp's Ultimate Skating Challenge ★

The green pipe on the first planet in Prince Pikante's stage leads to The Chimp. The Chimp has set up a skating contest for you. If you can run down enough Gummits to bank more than 600 points, you get The Chimp's Power Star. The green Gummits are worth 10 points. The Golden Gummits are worth 50 points.

The contest starts off easy enough. Skate around the field, barreling into the green Gummits to pop them and claim the points.

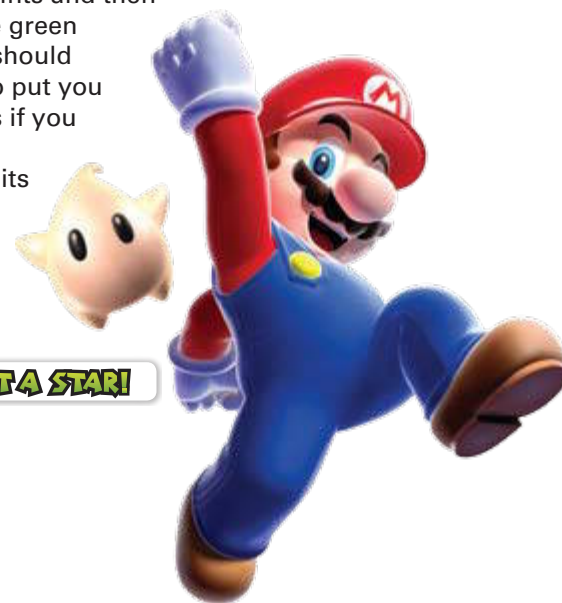


Watch out for the Spiny Gummits mingled with the Gummits. If you run into one of these, you're bounced back, which eats up precious time. Because Gummits do not stay above the ground for more than a few seconds, it is extremely difficult to score 600 points if a Spiny Gummit knocks you down when a Golden Gummit appears on the ice.



Near the end of the challenge, the ice is covered with Gummits. Skate through the two Golden Gummits to score 100 points and then arc through the green Gummits. You should have enough to put you over 600 points if you make it to this wave of Gummits without being pushed down by a Spiny Gummit.

★ YOU GOT A STAR!



Stars & Comet Medals



GREEN STARS



1: After freezing the first planet, grab a Cloud Flower and jump over to the volcano. Now that the lava is frozen, you can

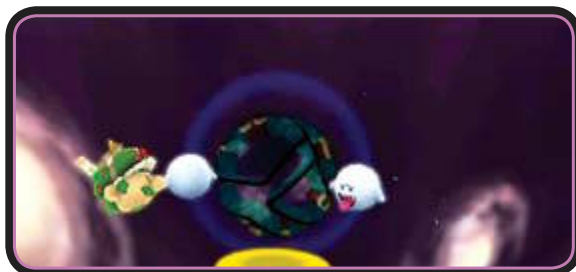
hop into the crater and grab the Green Star.

2: Pass the Launch Star on this planet and ride the rotating ledges down to the lava to collect the second Green Star.



3: This Green Star is tough to get. You need to grab a Cloud Flower from the first planet and then maintain it all the way to here. Do not spin at all or you will use up the cloud platforms. Now skate to here and backwards somersault into the air, using the clouds to gain enough height to jump into the Green Star.

Boo Moon Galaxy



Once in a Boo Moon...this haunted

galaxy is home to a whole host of Boos, so get ready to play a little hide-and-seek with these spectral foes. You also

discover the Boo Mushroom here, through, so at least you can turn the tables while wearing the Boo Mushroom.

Power Stars: Silver Stars Pop-up, The Star in the Sinking Swamp, Haunting the Howling Tower

Comet Medal: Silver Stars Pop-up

Comet Power Star: --

Green Stars: 3



Silver Stars Pop-up



① The stage begins in a spherical haunted house. Boos roam the halls. If cornered in a room, spin to toss the Boo

behind you. There is a Teleporter in the house. To escape, push open the split bookcase and run for the Launch Star.



The Teleporter blasts you to a planet with seven Jack O'Goombas. Spin or stomp to get rid of the pumpkin helmets. Then,

either spin again to eliminate enemies or use Star Bits to stun them. While they're stunned, kick them off the planet.



Galaxy Maps



Enemies Encountered



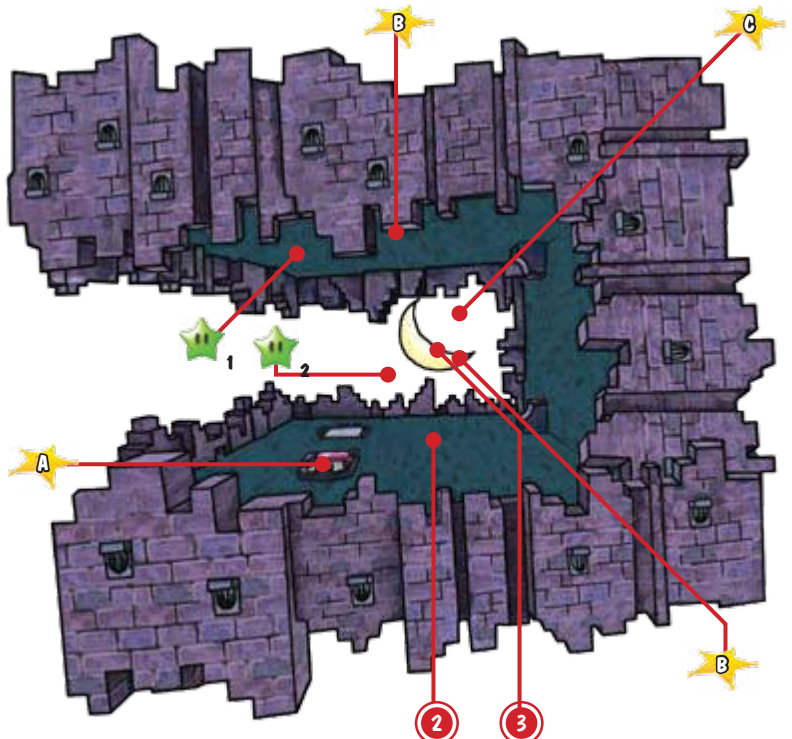
Boo



Jack O'Goomba

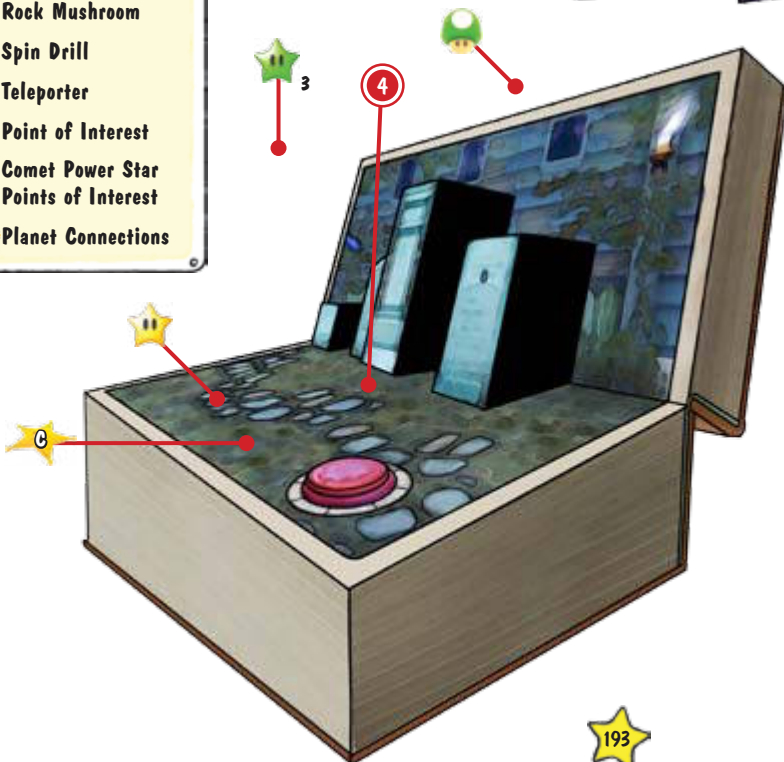


Octoboo



LEGEND

- ★ Power Stars
- ★ Green Star
- ☾ Comet Medal
- 🍄 1-Up Mushroom
- 🍄 Life Mushroom
- 🍄 Fire Flower
- 🍄 Bee Mushroom
- 🍄 Boo Mushroom
- 🍄 Spring Mushroom
- 🍄 Cloud Flower
- 🍄 Rock Mushroom
- 🍄 Spin Drill
- 🍄 Teleporter
- Ⓝ Point of Interest
- ☾ Comet Power Star
- Ⓝ Points of Interest
- ★ Planet Connections



Stars & Comet Medals



2 When you land in the swamp, step on the path platform. It immediately starts moving, snaking over the muck. Avoid

the Octoboos as you run with the moving path and drop onto the Checkpoint Flag.



Step on the next set of pink bricks and then follow the path over the murky mire. The path rises, so jump with it to keep up and not be dumped off the back. Pass through the ? Coin and then collect the short string of notes to collect three 1-Up Mushrooms.

COMET MEDAL

Follow the pink path as it moves up the wall. Quickly run out to the Comet Medal when the pink path juts to the left.



Though there is a Launch Star just beyond the Comet Coin, if you jump around it to another set of pink blocks, you can follow the trail to the hidden Power Star in this galaxy: The Star in the Sinking Swamp.

3 Walk back and forth on the teeter-totter moon to collect five Star Chips. When you collect all five, the Launch Star appears in the middle of the moon.



4 There are five Silver Stars on this Boo-infested planet. Pick up the Silver Stars on the main floor of the planet before ground-pounding the red switch in the corner.



The switch folds the planet in half, revealing pop-up-book platforms. The back half of the planet folds back down after a few moments, but you do not need to hit the switch again. It cycles between both positions until you jump up on the blocks created by the fold and collect the remaining Silver Stars.

Wall jump between the blocks to reach the floating Silver Stars. After you collect all the Silver Stars, the Power Star appears on the ground near the Boos.



The Star in the Sinking Swamp

Galaxy Map



LEGEND

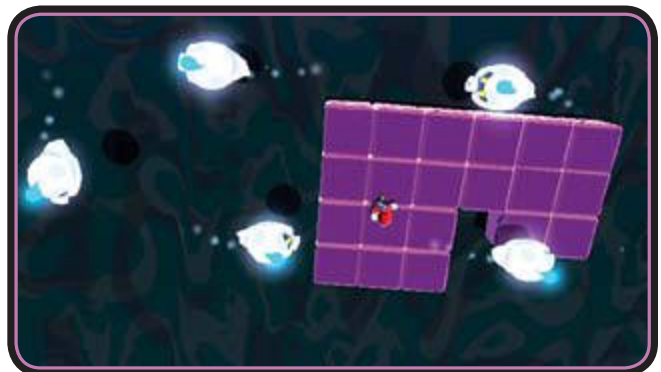
- Power Stars
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

This hidden Power Star is accessible from the previous stage. Start it up again. Instead of using the Launch Star to blast off for the teeter-totter moon, jump to the next set of pink bricks.



5 The pink bricks take off along the swamp, much faster than the previous set. You must jump over several gaps in the

path to keep up. Boos give chase as you cross the swamp, so sneak a peek whenever possible to make them freeze up.



When the path snakes along the "ceiling" of the swamp, you must dodge several Octoboos that travel in a wide circle. Slip through the gaps in the circle to keep up with the pink path.

Stars & Comet Medals



Hurry it up! The pink path is really racing now. Try to stick toward the middle of it to reach the Power Star just beyond the Octoboos.

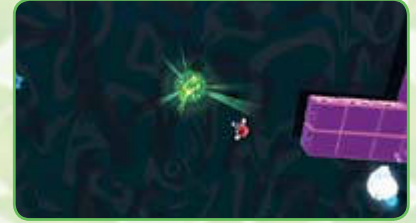
 **YOU GOT A STAR!**



GREEN STARS



1: Instead of pursuing the hidden Power Star, long jump out across the swamp to pick up the first Green Star.



2: Step off the left side of the moon and then spin up into the second Green Star.

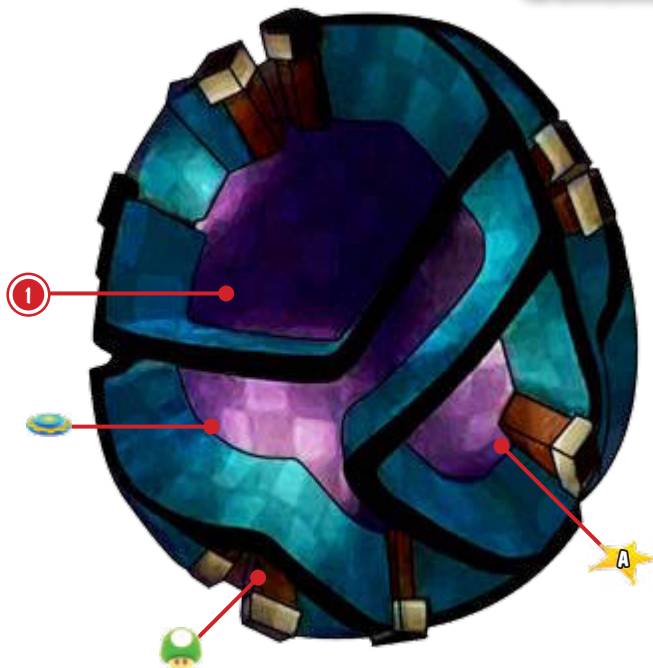
3: When the pop-up book is folded upright, climb to the top of the scene and then long jump toward the third Green Star.



Haunting the Howling Tower



Galaxy Maps



Enemies Encountered



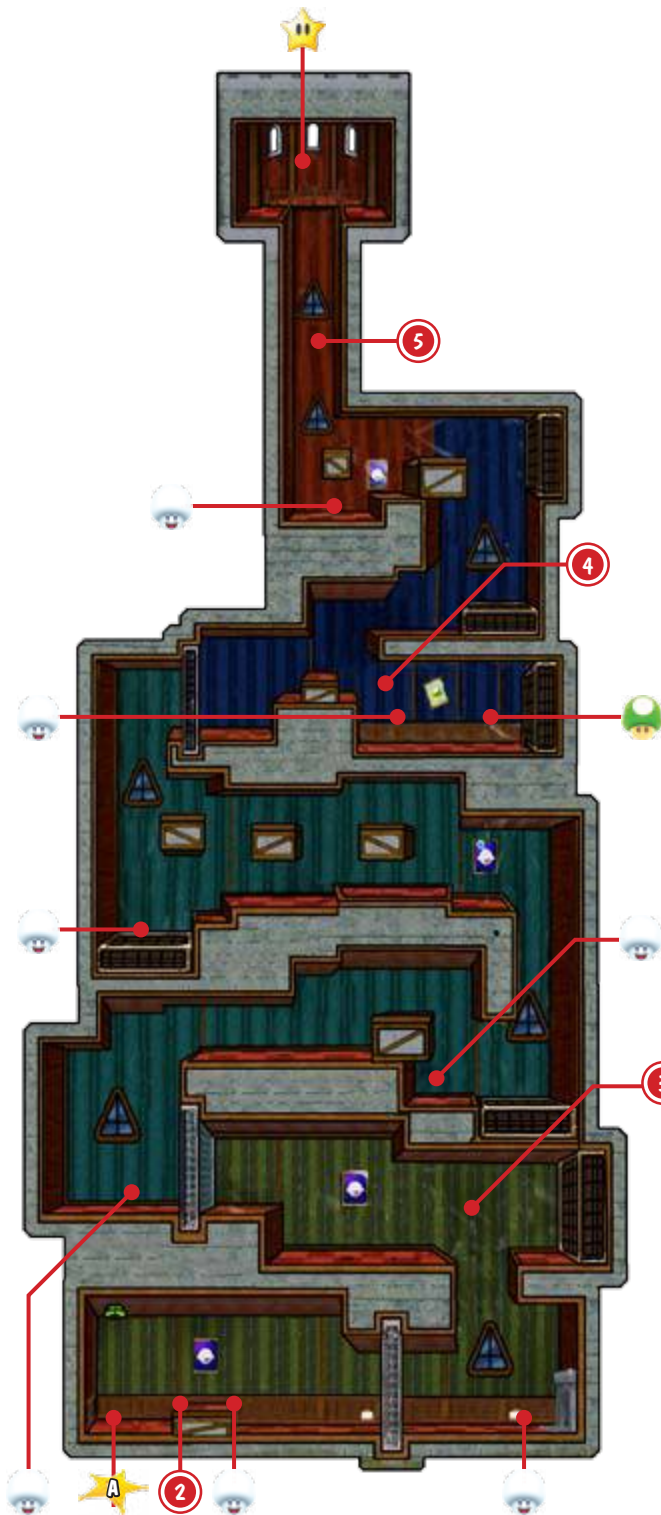
Boo



Octoboo

LEGEND

 Power Stars	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Points of Interest
	 Planet Connections



1 This stage begins in the spherical haunted house, but you veer away from the original Launch Star and to a new one that

rockets you to a haunted house. Be sure to collect the 1-Up Mushroom on the planet before using the Launch Star.



2 The Boo Mushroom gives you the power of a Boo! You can now float and disappear, just like those spectral foes

that follow you around when you aren't looking. Shake the Wii Remote to temporarily disappear, which lets you pass through walls.



There are several Boo Mushrooms in the tower, so if you are ever tagged by an enemy and lose the Boo Mushroom, don't worry.



3 Tap the A Button to float over the gaps in the floor as you climb the tower. Use the breezes to float through the hazards.



Stars & Comet Medals

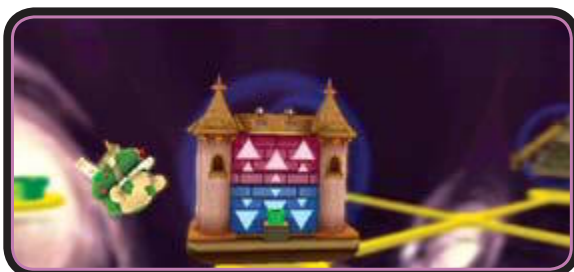


④ Fight the wind to collect the coins and 1-Up Mushroom in this danger-filled alcove.

⑤ Float around the gauntlet of Octoboos to locate the Power Star at the very top of the tower.



Upside Dizzy Galaxy



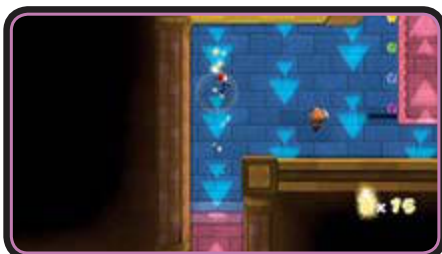
Upside Dizzy Galaxy is a funhouse of gravity, where down is up and up is down. Unless gravity reverses itself. And then everything is normal again. But that

usually only lasts for a few seconds in this topsy-turvy galaxy.

Power Stars: A Walk on the Weird Side, Burning Upside Dizzy
Comet Medal: A Walk on the Weird Side
Comet Power Star: --
Green Stars: 2



A Walk on the Weird Side



① The gravity fields inside Upside Dizzy are tricky to master. When you're running in front of blue walls, gravity

points down. Pink fields indicate gravity pointing to the ceiling. Use these fields to fling yourself through the first section of the galaxy.

② The hidden Power Star of this galaxy (Burning Upside Dizzy) is accessible from the green pipe in this room.

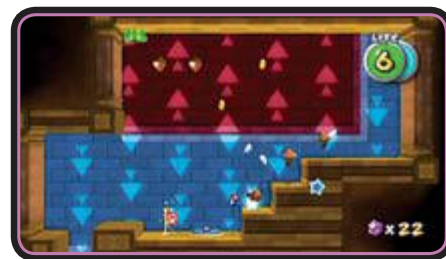
To reach the pipe and the 1-Up Mushroom, you must fly up the pink field and then press left as blue pushes you back down. You'll catch the ledge below. Pull yourself up and then ride it to the left, using the blue field's gravity to hold you down.



③ Jump into the moving pink squares to pass through the narrow opening in the ceiling of this chamber. If you stick to the left-most pink field, you can ride it over to a 1-Up Mushroom. Slam into the blue field to overpower the reversed gravity and collect the prize.



④ The maroon field at the top of this room flips to dark blue after a few moments, and then changes right back. Stun the Goombas with Star Bits and then kick them out of the room before making a run on the pipe, using the maroon field's gravity to pull you to the ceiling.



Stars & Comet Medals



Lighter fields are constant, while darker fields (maroon and dark blue) switch back and forth.



5 Run through this hallway, carefully avoiding the electrical barriers when gravity reverses. Make sure you aren't caught over an electrical field when gravity flips, throwing you into the shock field. Swaphoppers bounce through this hallway, too, so use the reversing gravity catch their underbellies and defeat them.

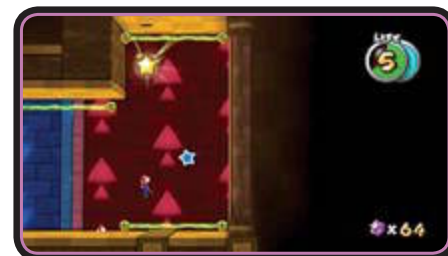
COMET MEDAL



Use the second pink field to slip on top of the first ledge when the wall turns dark blue. Now you can snag the Comet Medal without getting zapped.



6 To collect the Power Star, jump out into the field just as it turns maroon so you're slammed right into it. If you miss, you'll be bounced into an electrical barrier. Depending on how much life you have left, you can survive a few bounces as you close in on the Power Star.



YOU GOT A STAR!

Burning Upside Dizzy

The hidden Power Star in Upside Dizzy is just beyond the green warp pipe. To earn the Power Star, you must scorch all the junk crates on a platform using a Fire Flower before time runs out.



Ride the ledge through the blue field to get under the pipe. Jump up and the pipe pulls you in.



Inside the pipe, you are given a Fire Flower. Be careful with it. You must burn away the topmost wooden crate against the back wall to reveal the orange pipe leading to the Power Star. If you burn up too many crates on either side, you won't be able to reach the orange pipe.

Once you're through the orange pipe, Garmoth tasks you with helping it clean up all the crates. In return for burning through the crates in just 20 seconds, Garmoth gives you a Power Star. As soon as the contest begins, spin to throw a fireball through the crates directly behind you.





Because your fireballs are powerful enough to burn through several crates, run to the bottom of the platform and throw

fireballs up through the columns of crates. Start on one side of the platform and work your way to the other.

Your fireball destroys any crate it touches. Line up your throws so the fireball bounces between two columns of crates, thus taking out both of them at the same time.



 **YOU GOT A STAR!**



GREEN STARS



1: Flip from the pink field on top of the sliding ledge as it moves through the blue.

Backwards somersault into the Green Star in the corner.



2: Long jump across the electrical beam beneath the Power Star just as gravity flips to pick up this Green Star.

Fleet Glide Galaxy



The Fleet Glide Galaxy is a giant battle station.

While clutching Fluzzard's talons, you must soar above the station and dive through some tight tunnels to win the Power Stars and escape with your hide.

Power Stars: Fluzzard's Wild Battlefield Glide, Fastest Feathers in the Galaxy

Comet Medal: Fluzzard's Wild Battlefield Glide

Comet Power Star: --

Green Stars: 2





Stars & Comet Medals



Fluzzard's Wild Battlefield Glide



Galaxy Maps



Enemies Encountered



Banzai Bill



Bullet Bill

Magmaargh
and Magmaw

Thwomp

LEGEND

- Power Star
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

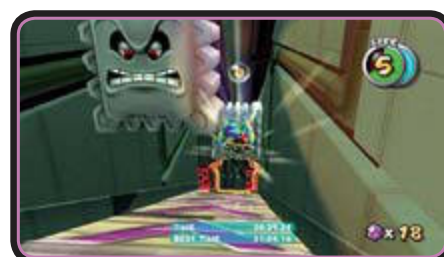


When you first take off with Fluzzard, steer away from the Magmaarghs.

After avoiding the Magmaarghs, dip low and bounce off the yellow pad to blast through the first gate and collect a Life Mushroom. You must pass through all five gates to unlock the Comet Medal.



When you fly outside, steer to the left and spin around the battle station's exterior. The next gate is on the opposite side of the station, next to a 1-Up Mushroom.



third gate is right behind the second Thwomp.

Soar down the corridor lined with Thwomps. If one shakes, it is about to fall. Pull up to slow down and avoid getting smashed. The



When you pass through the third gate, look out for a trio of Banzai Bills blasting through the corridor.



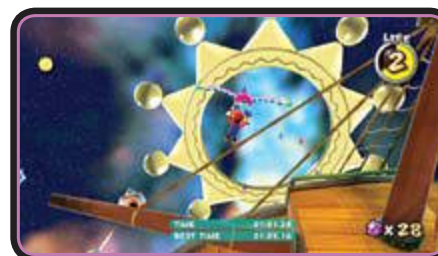
After escaping from the Banzai Bills, steer down to the floor of the course to fly through the fourth gate.

Hurry through the collapsing machinery to pass through the fifth gate before the giant purple door slams shut and blocks your escape.



COMET MEDAL

Once you pass through all five gates, the Comet Medal is freed from a floating glass case near the airships.



Fly around the airships and dive through the giant sun to complete the race and earn a Power Star.

YOU GOT A STAR!

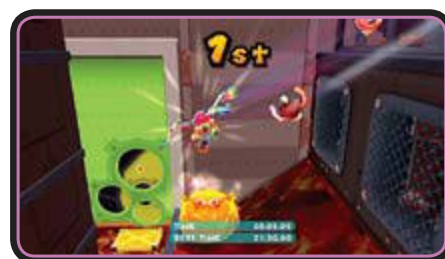
Fastest Feathers in the Galaxy

When Jibberjay drops you a postcard, return to Fleet Glide to participate in a race across (and through) the battle station. The course doesn't change at all, but you must go as fast as you can to pull ahead of three other birds. You will not earn the second Power Star unless you win the race.



Racing Tips

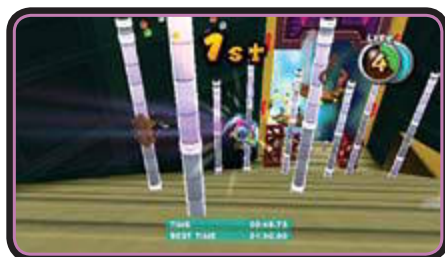
As soon as the race begins, tilt down and roar past the Magmaarghs, catching an early lead. Aim for that low door above the yellow pad to get some extra speed before flying outside.



Stars & Comet Medals



Because you don't have to worry about the gates, stay the course when you fly outside. Aim for the pink door leading to the Thwomps. Wait for the Thwomps to rise to the top of the corridor and then tilt down to dive, gaining speed.



When the machinery around you starts falling apart, dive! The steep decline gives you plenty of room to get a great head of steam going. Just make sure you steer clear of the tumbling columns and cranes.

When the machinery around you starts falling apart, dive! The steep decline gives you plenty of room to get a great



GREEN STARS



1: The first Green Star is near the starting line. As soon as the race begins, dive down to fly right into the Green Star before smashing into a Magmaargh.



2: When you fly into the large chamber with the collapsing machinery, steer to the left. The

Green Star is obscured by steam and dust, but you will soon see its glow.



Bowser Jr.'s Boom Bunker



Jr.'s last stand and defeat his latest invention, the Boomsday Machine, to earn the Grand Star that opens up the next world.



While Bowser licks his wounds from your last battle, Bowser Jr. resumes the quest to

keep you from scoring Grand Stars. You must fight your way to Bowser Jr.

Power Stars: Bowser Jr.'s Boomsday Machine

Comet Medal: Bowser Jr.'s Boomsday Machine

Comet Power Star: Boomsday Machine Daredevil Run

Green Stars: 2



Bowser Jr.'s Boomsday Machine



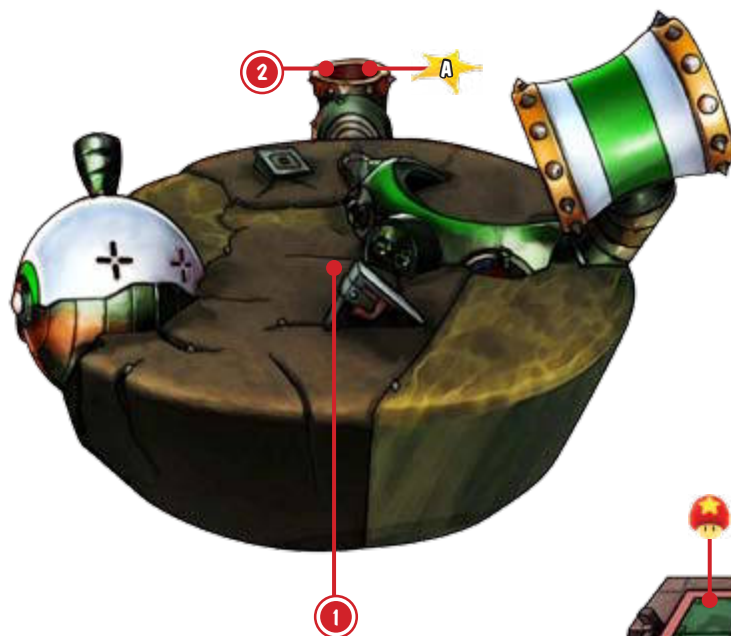
1 To escape the first planet, you must lure one of the Bullet Bills out to the glass case at the edge of the planet.

Jump in front of the Bullet Bill, then leap over the mud because it will slow you down too much to keep ahead of the pesky projectile. Jump out to the case and then side-step it so the Bullet Bill crashes and shatters it.


Look behind the wreckage of Megahammer to find a Lucky Cube. Hope for the best: A 1-Up Mushroom!

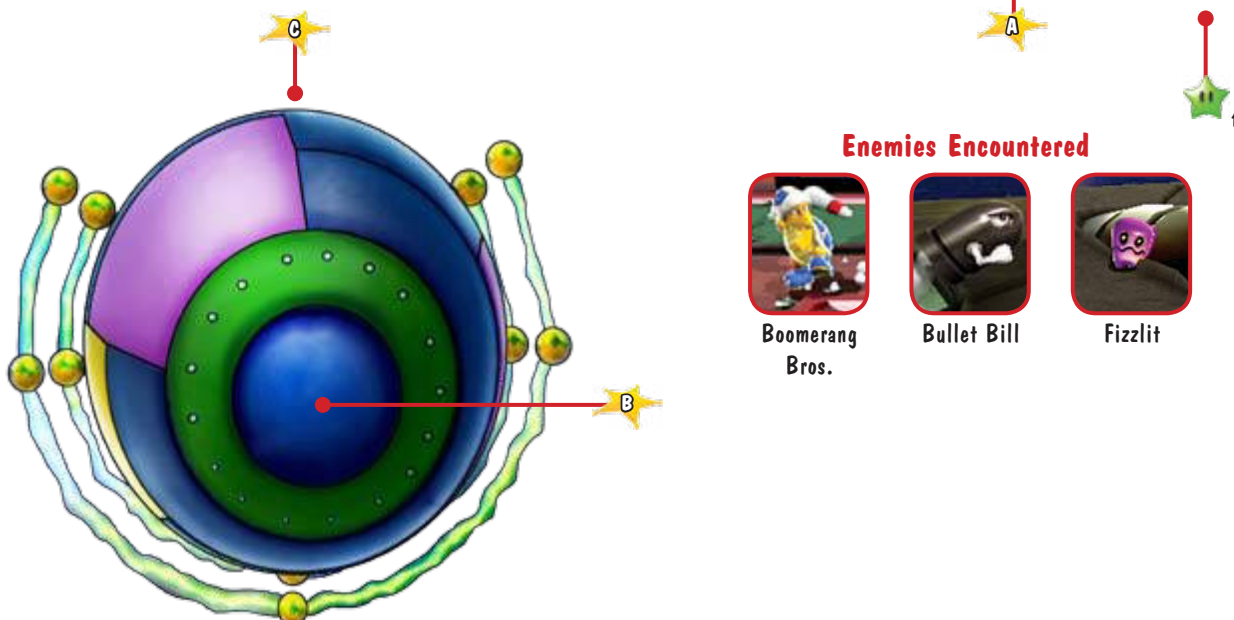
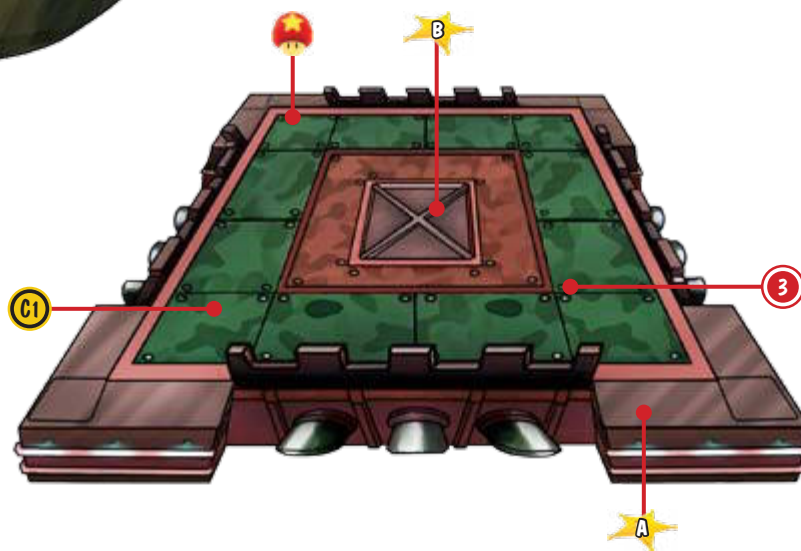


Galaxy Maps



LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star Points of Interest
	Boo Mushroom		Planet Connections



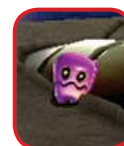
Enemies Encountered



Boomerang Bros.

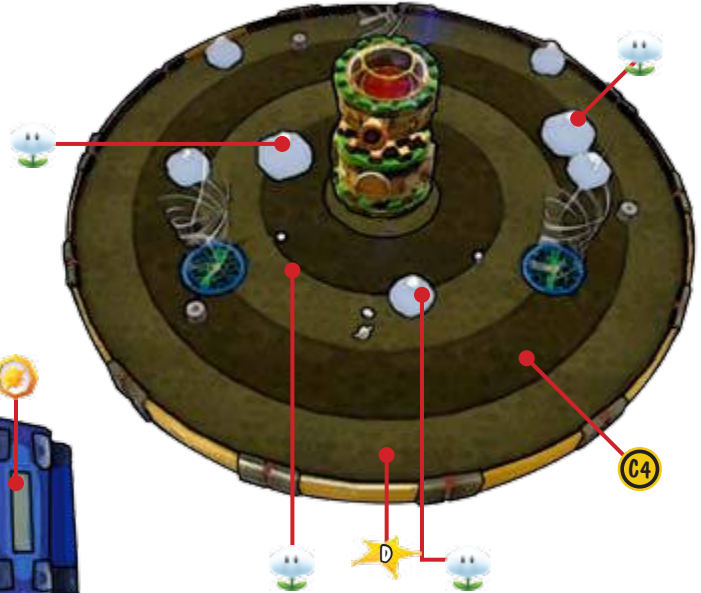
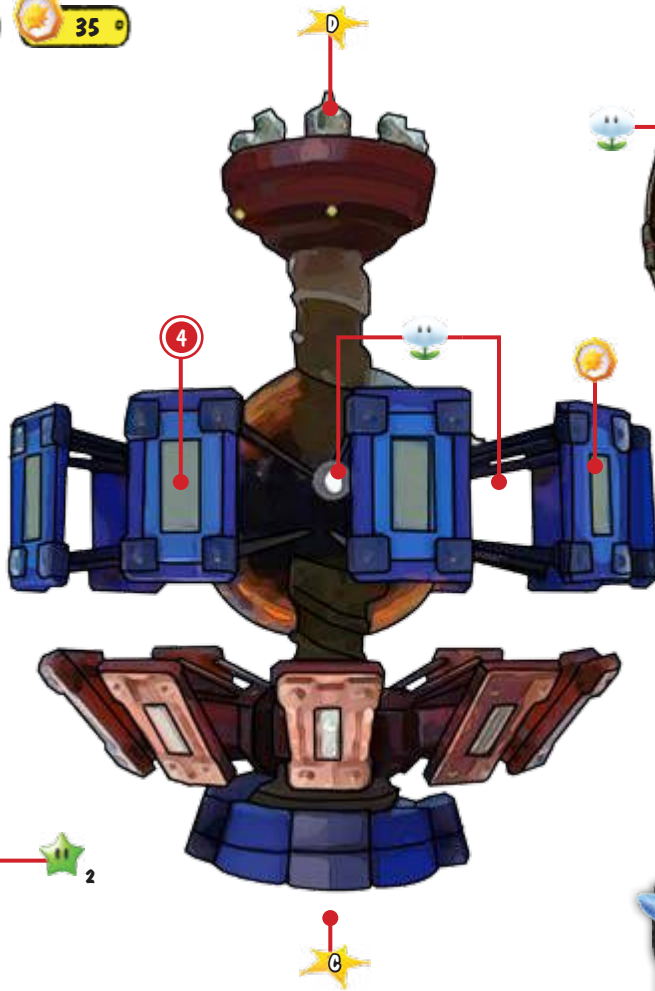


Bullet Bill



Fizzlit

Stars & Comet Medals



2 There is a cannon inside the broken glass case. Step into it and then aim for the bull's-eye above the next

planet. If you hit the center of the bull's-eye, you score a 1-Up.

3 After you drop off the bull's-eye, a Boomerang Bro. attacks. Use Star Bits to keep the Boomerang Bro. off balance

and then stomp him to finish him off. You can hold the Z Button to crouch under the boomerangs and shake the Wii Remote to do a spin attack. This is very effective against the Boomerang Bros.



Climb up the pole in the rear left corner of the planet to find a Life Mushroom. You need this to survive the boss battle at the end of this galaxy.



Use the cannon revealed by eliminating the Boomerang Bro. to blast off for the next planet, a swirling mass of spindly platforms. Aim for the center of the bull's-eye on the south pole, but wait for the spike balls to pass by before launching.

COMET MEDAL



find a Cloud Flower and the Comet Medal.

- 4 The blue row of platforms is lined with spike balls, but you must jump out there to

After picking up the Cloud Flower, long jump to the north pole of this planet. Use cloud platforms to keep from falling into the black hole. At the pole, ground-pound through the stones to open up the Launch Star that leads to the boss battle and a Power Star!



Boss Battle: Boomsday Machine



Bowser Jr. has another mechanical monster: the Boomsday Machine. This terrifying tower is a mass of spinning fireballs and cannons that release balls of electricity. The weak spot on the tower is Bowser Jr.'s glass capsule at the very top, so you must grab a Cloud Flower from the field and use it to ascend the tower.



Create a cloud platform over one of the air vents to rise up the side of the tower. Wait for the cannons to pause, though, because those electric balls snuff out your clouds. You need to have at least one cloud platform in reserve by the time you reach the clouds already in position above the tower.



Once you reach the clouds above the tower, long jump out toward Bowser Jr. You need to get above his capsule and

ground-pound it to crack the glass. It takes three full hits to shatter the glass, but Bowser Jr. isn't about to make the next two hits that easy.

When you go for the second ground-pound, you have to wait for Bowser Jr. to stop charging the glass dome over his pilot seat. If you ground-pound while the capsule crackles, you not only don't score a hit, but you also take damage.



After the second strike, the full power of the Boomsday Machine is revealed.

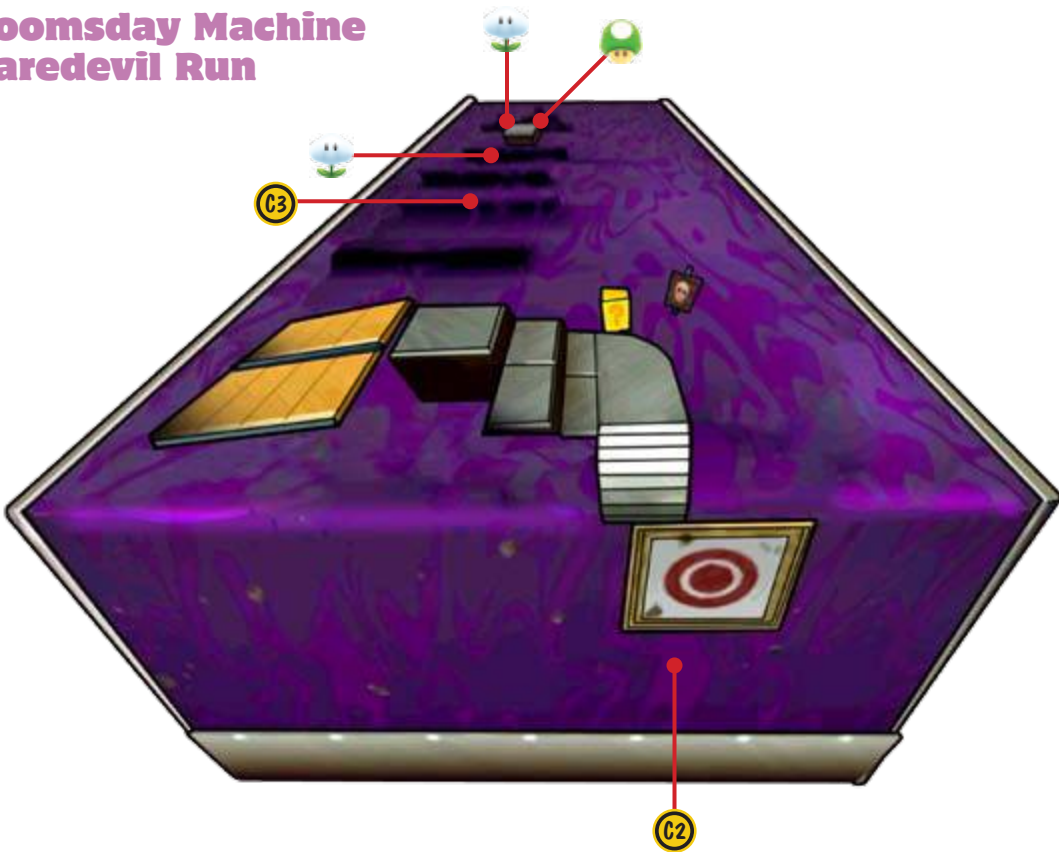
Massive tank treads rise from the floor. This thing is now mobile! And taller! You must replenish your cloud supply and get even higher to long jump out to the capsule. Ground pound it one last time, avoiding the fireballs and electric orbs, to finish Bowser Jr. off for good and collect the Grand Star. On to World 6!

YOU GOT A STAR!

Stars & Comet Medals



Boomsday Machine Daredevil Run



LEGEND

Power Star	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star Points of Interest
1-Up Mushroom	Boo Mushroom	Spin Drill	Planet Connections

Can you destroy the Boomsday Machine again? How about with just one wedge of life? That's the challenge at hand when the prankster comet flies over the galaxy.

C1 One of the easiest places to lose life is fighting the Boomerang Bro. Avoid the boomerangs and shoot the Bro. with Star Bits to keep him on his heels. Crouching under the boomerangs is an excellent way to stay safe. Spin attack to knock him on his shell and then kick him off the planet.



C2 Thankfully, the spindly planet has been replaced by something a little more manageable: a purple swamp. Blast off for the bull's-eye on the side of the swamp planet to score a 1-Up.



- C3** You must ride a teetering platform through the swamp, avoiding the purple muck. Run from side to side to stay above the swamp. The Launch Star is on the far side of the swamp.



- C4** The battle with the Boomsday Machine unfolds exactly the same as before. Getting those first two hits in isn't too bad, but when the tank treads come out, you must put some distance between you and the tower so it does not run into you. The extra space also gives you a chance to rise into the sky without worrying about the fireballs or getting clipped by a surprise electric orb.

 **YOU GOT A STAR!**

GREEN STARS



- 1: Both Green Stars are only accessible via the cannons. To pick up the first one, be sure to aim right above the bull's-eye so you fly right to the Green Star.



- 2: The second Green Star is to the left of the spindly planet. Aim past the spike balls and blast off for the prize.

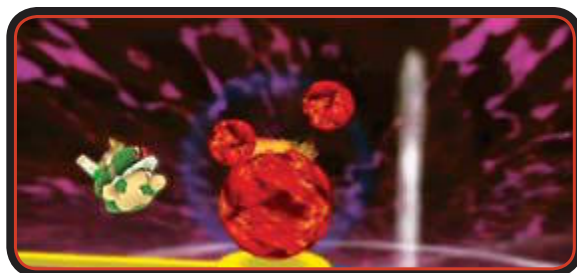


Stars & Comet Medals



World 6

Melly Monster Galaxy



Magmaws and Magmaarghs erupt from the lava-soaked worlds of this galaxy, splashing the skies with molten earth in hopes of keeping you from collecting the Power Stars.

Power Stars: The Magnificent Magma Sea, A Stroll Down Rolling Lane, The Chimp's Bowling Challenge

Comet Medal: The Magnificent Magma Sea

Comet Power Star: --

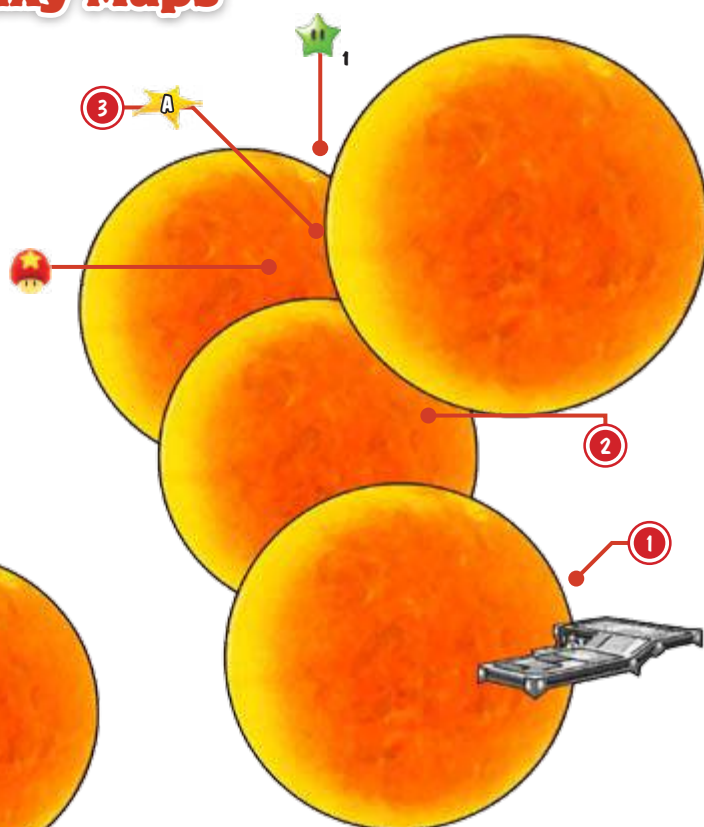
Green Stars: 3

The Magnificent Magma Sea

Galaxy Maps

LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



Enemies Encountered

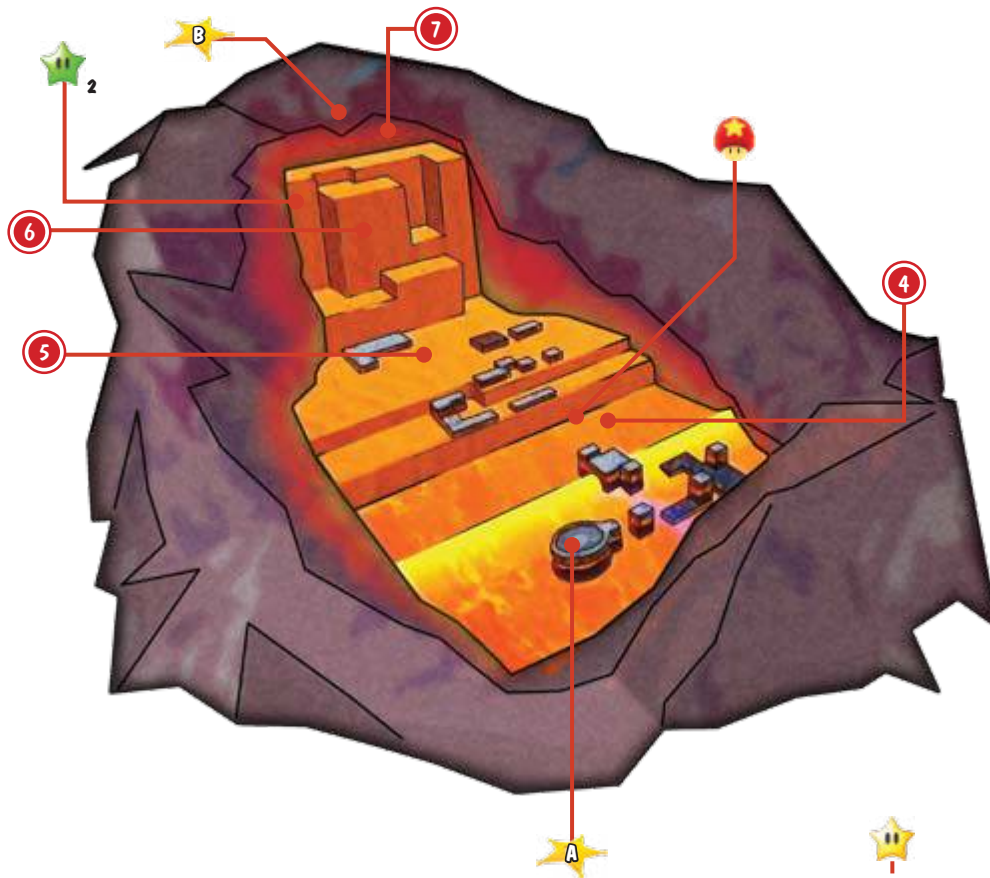


Magmaargh

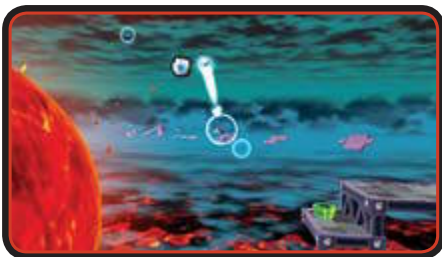


Magmaw

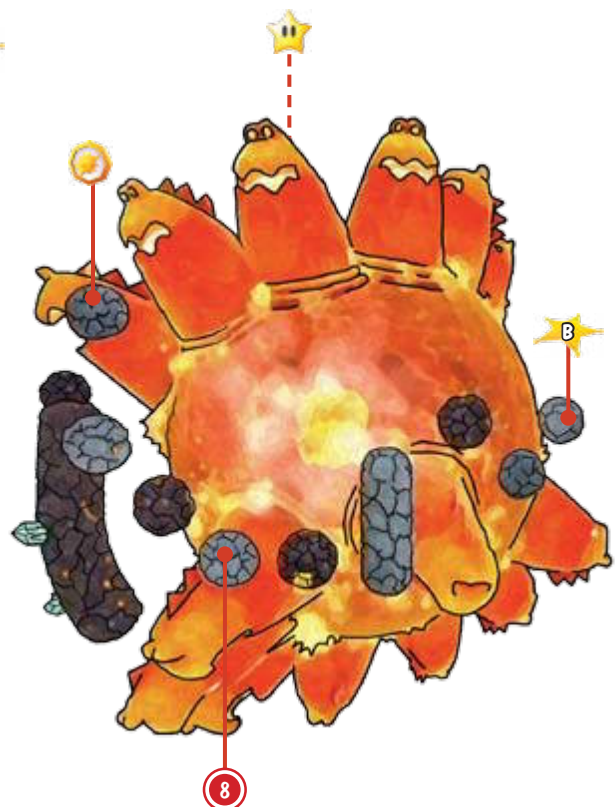
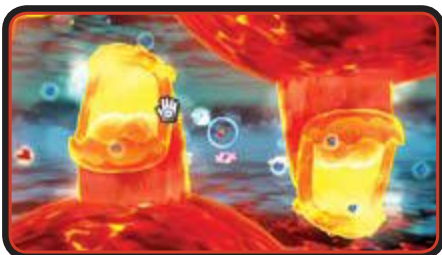




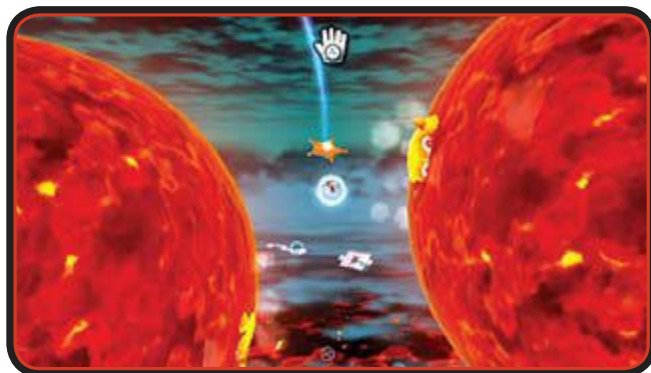
1 When you touch-down in this galaxy, notice the green pipe behind the ledge. This leads to The Chimp. But for now pull yourself up to the Pull Stars.



2 Magmaarths rush across the Pull Star network between the giant lava spheres. Time your moves along the Pull Stars. Feel free to hold on to a single Pull Star for as long as necessary to wait for a Magmaarth to pass. If you are nicked by a Magmaarth, quickly grab a Pull Star to pull yourself out of the lava.



Stars & Comet Medals



The Launch Star to the next planet is at the end of the chain of Pull Stars. Grab the Pull Star beneath it and let go to drift into the Launch Star.

**CAUTION**

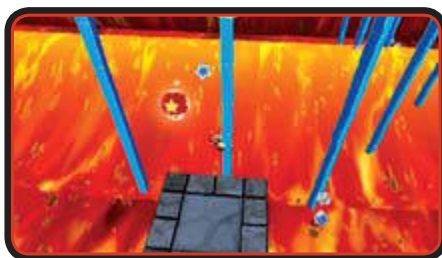
Do not start shaking the Wii Remote until the Launch Star moves. If you do it too early, you fall into the lava.



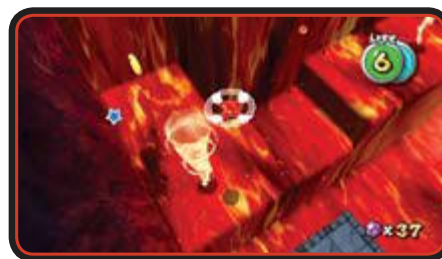
3 There is another Launch Star just above the surface of this planet. As soon as you touch the Launch Star, blast off

again before the Magmaargh tackles you with its lava-filled mouth.

4 Use the blue poles to cross the sea of lava. Make sure you stay high enough for the waves to not touch you when they pass over the surface. And be sure to grab that Life Mushroom!



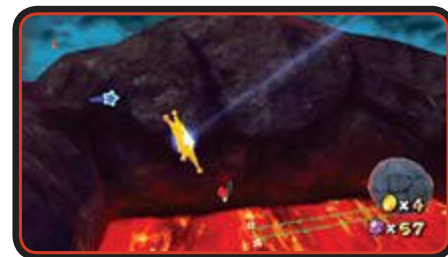
5 The cylinders in the lava spin when you try to walk across them, so don't spend too much time on them or you may slide back into the lava.



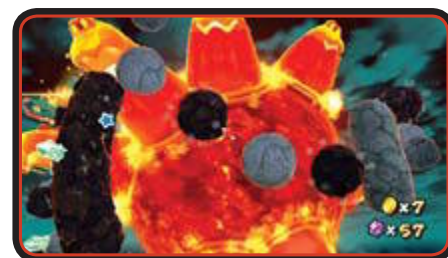
6 Spin when you jump into the tornados. You flap your arms and spin high into the sky. With your slow descent, aim

for the next tornado (to the right) and keep moving across the dangerous lava.

7 Fly up to the trapeze at the top of the lava falls. Grab the trapeze and swing to the left, flinging yourself into the Launch Star.

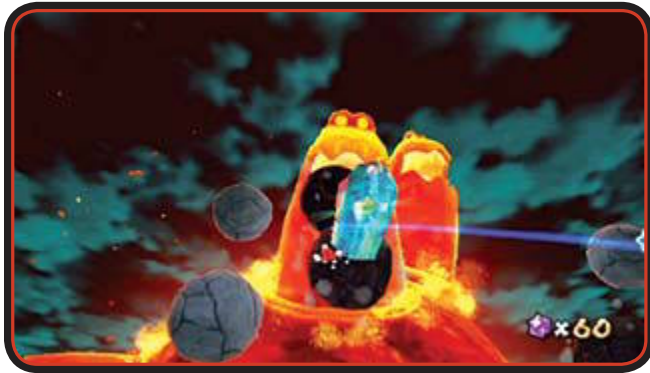


8 The final planet in this stage is a large mass of lava, covered by Magmaws. The Magmaws circle the planet in waves, crashing over the small boulders floating just above the surface. Each boulder has enough gravity to hold you, so jump from boulder to boulder.

**COMET MEDAL**

Long jump up to the boulder with the Comet Medal. Jump back to the safe gray boulder to the left before a Magmaw washes over the Comet Medal's boulder.





The Power Star is encased in a tall crystal. You must spin attack the crystal twice to free the Power Star. Watch out for Magmaws, and jump out of the way if one comes down on your position before the Power Star is free.

YOU GOT A STAR!



GREEN STARS



1: Drift farther than the Launch Star to pick up the first Green Star. You need a running start to have enough momentum to reach the Green Star before falling into the lava.



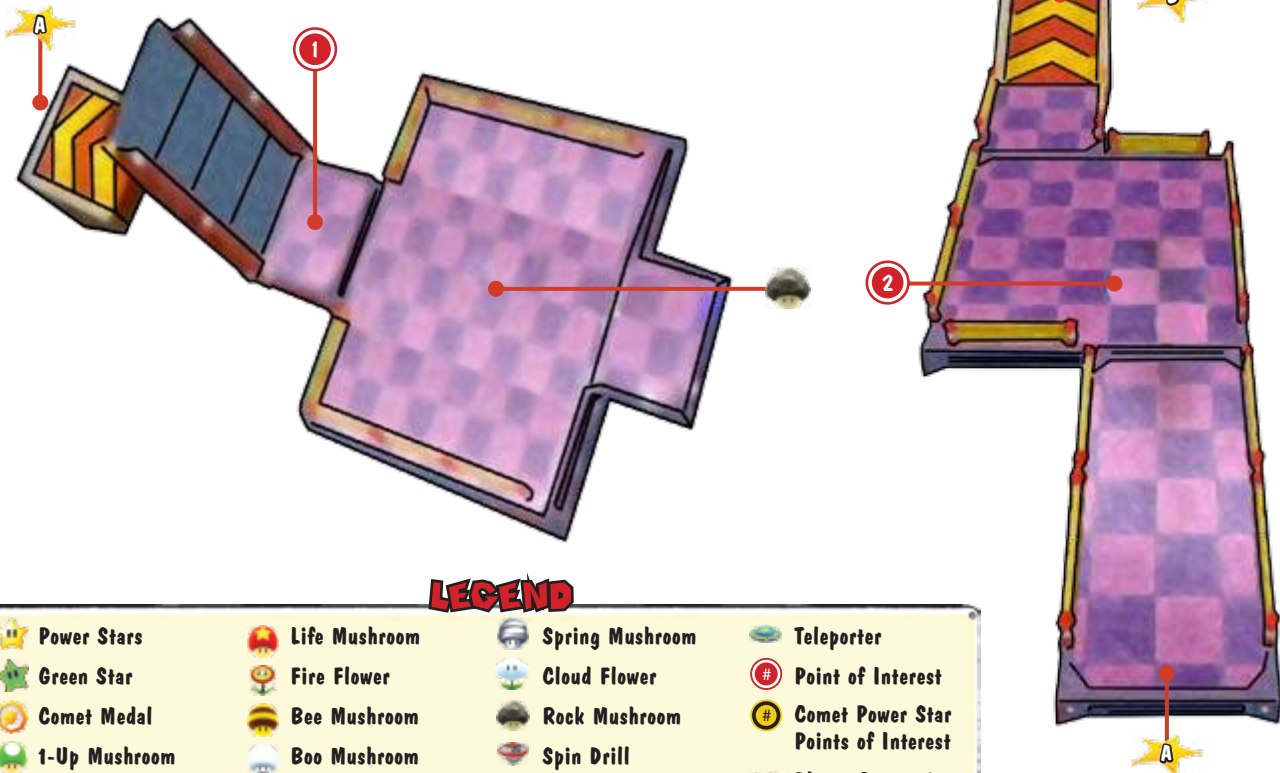
2: After grabbing the trapeze, swing up to the Launch Star, but fall back down to grab the Green Star.



A Stroll Down Rolling Lane



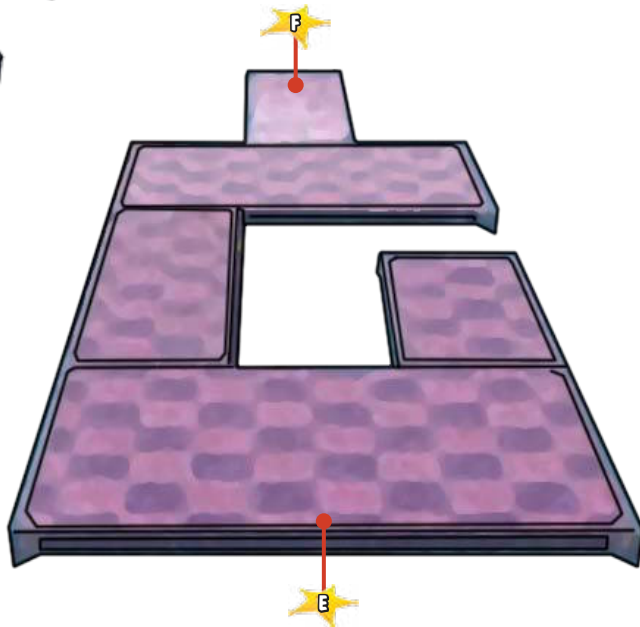
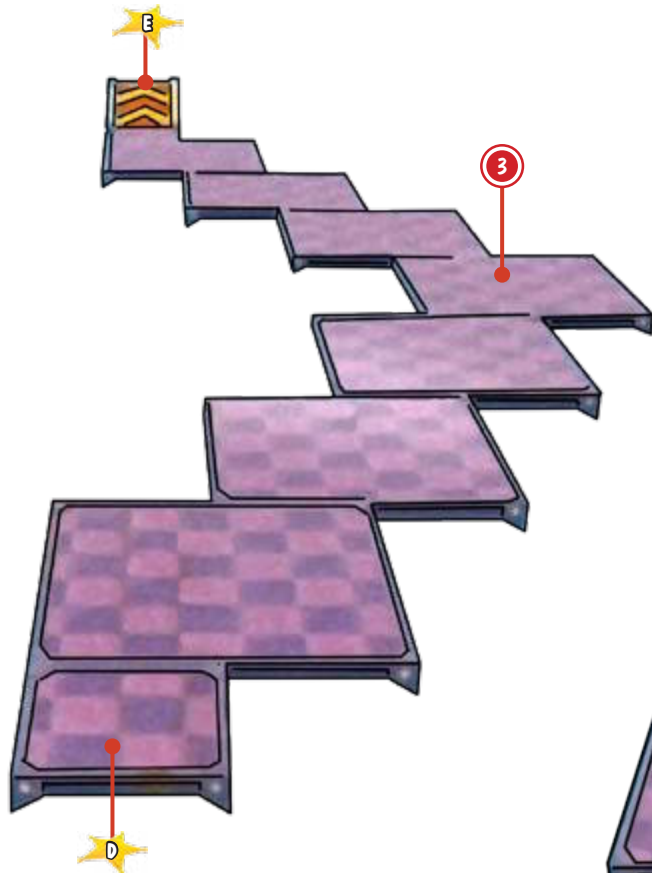
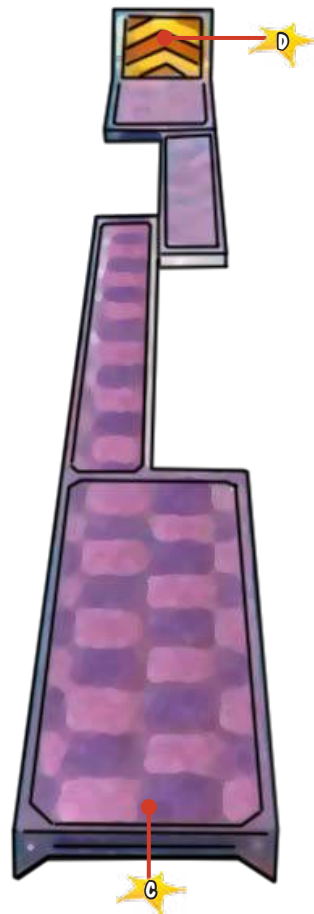
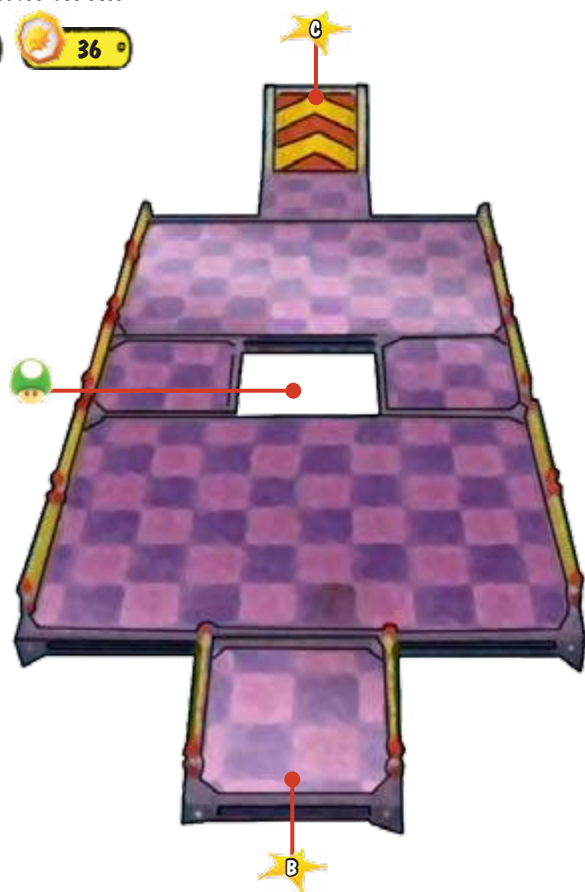
Galaxy Maps

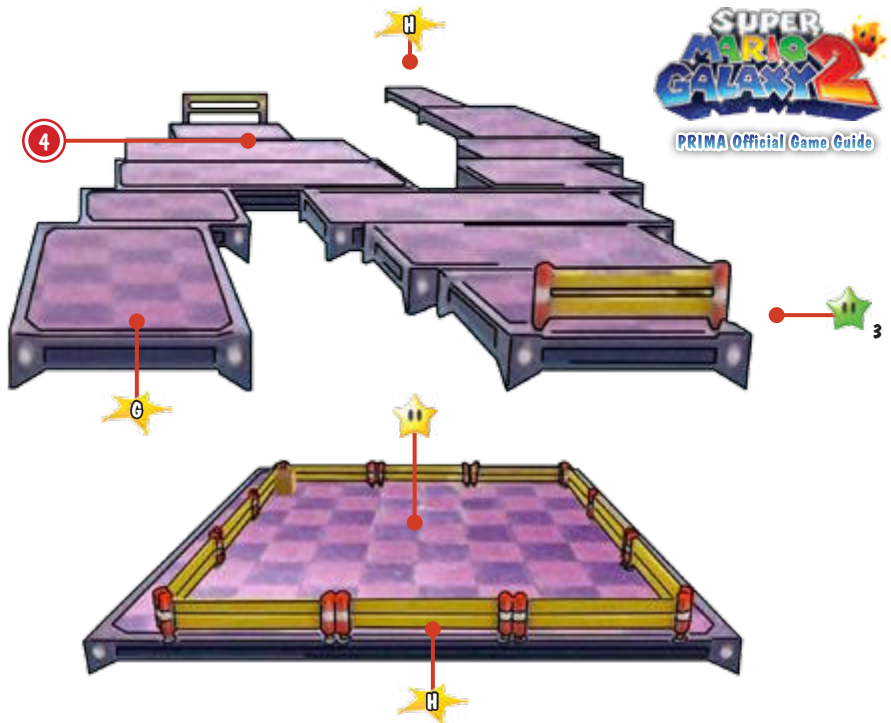
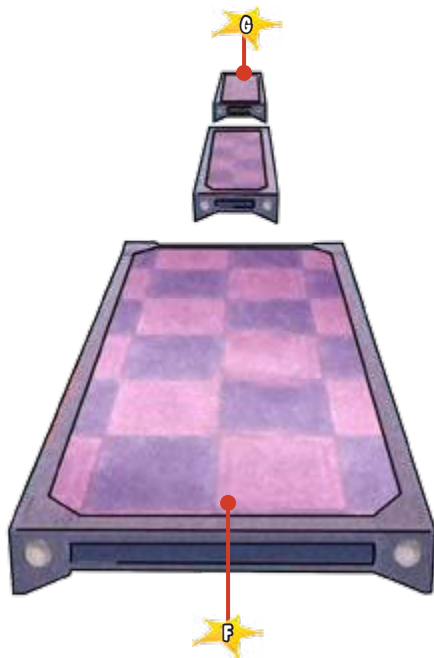


LEGEND

Power Stars	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star
1-Up Mushroom	Boo Mushroom	Spin Drill	Points of Interest
			Planet Connections

Stars & Comet Medals





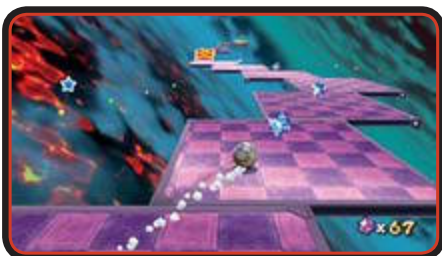
1 This stage is a series of platforms floating in space above a giant lava planet. Grab the Rock Mushroom and

curl up into a boulder. Blast through the spikes and knock down the big metal wall.

2 Roll to the first ramp, which blasts you to the next planet. When you land, you're rolling much faster than normal. Steering is a touch sensitive because small movements translate into big curves at such high speed. Jump over the first gap in the next platform to grab a 1-Up Mushroom.



3 Roll along with the platforms, blasting through the Star Bits to add to your collection. Be careful not to oversteer, especially as the platforms become narrow.



4 Bounce off the rubber rails to reverse course on this platform. Aim for the next set of rubber walls to you bounce toward the

Power Star. It is on a small platform surrounded by rubber rails. Jump over the rubber rails to land next to the Power Star.

 YOU GOT A STAR!

GREEN STARS



3: When rolling in reverse, steer to the right of the rubber railing to pick up the Green Star. If you miss, you fly right out into space.



This level is great for collecting Star Bits. You can get over 100 Star Bits between the Checkpoint Flag and the end of the level. If you also grab the 1-Up Mushroom you can simply run off the platform before grabbing the Power Star and restart at the Checkpoint Flag to rack up extra lives.

Stars & Comet Medals



The Chimp's Bowling Challenge

Galaxy Map



The hidden Power Star in this galaxy is located near the beginning of A Stroll Down Rolling Lane. It leads to a series of bowling alleys. You must score more than 5,000 points to earn The Chimp's Power Star. Each Pinhead you strike down is worth 100 points. There are more than enough Pinheads to blaze past 5,000 points, but you cannot get sloppy.

The green pipe to The Chimp's challenge is to the left of the first platform. Drop down it before grabbing the Rock Mushroom.



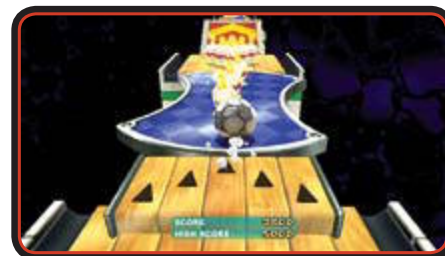
Aim for the center Pinhead and shake the Wii Remote to roll into a boulder. Do not step across the line into the blue area—

that's cheating. Barrel through the Pinheads to score points and take the ramp to the next challenge.

Watch out for the green bulbs. If you steer into them, you might get bounced right off the lane. Arc around the bulbs.



Wait for the sliding platforms in this alley to close together and then shake to blast through them.



A line of Pinheads rests on this rotating platform. Wait for it to almost be lined up with your position and then shake to roll through the Pinheads just as they form a straight line with the collection of pins near the ramp.



The last two alleys have spinning blue platforms. The first is just a little topsy-turvy. Bowl on to it just as it starts to level out. The final alley spins 360 degrees; you must correct course as you roll across it so you don't fly out into space. If you score more than 5,000 points by this alley, you win!

YOU GOT A STAR!

Clockwork Ruins Galaxy



Can you survive the cogs and wheels built into these ancient ruins? Dive into empty holes to avoid getting smashed by rolling wheels. And be sure to collect coins as you explore because there's a little Luma in this galaxy that would gladly accept your spare change in exchange for revealing the hidden Power Star.



Can you survive the cogs and wheels built into these ancient ruins?

Dive into empty holes to avoid getting smashed by rolling wheels. And be sure to collect coins as

Power Stars: Time for Adventure, The Ledge Hammer Trap

Comet Medal: Time for Adventure

Comet Power Star: The Adventure of the Purple Coins

Green Stars: 3

Time for Adventure

Galaxy Maps

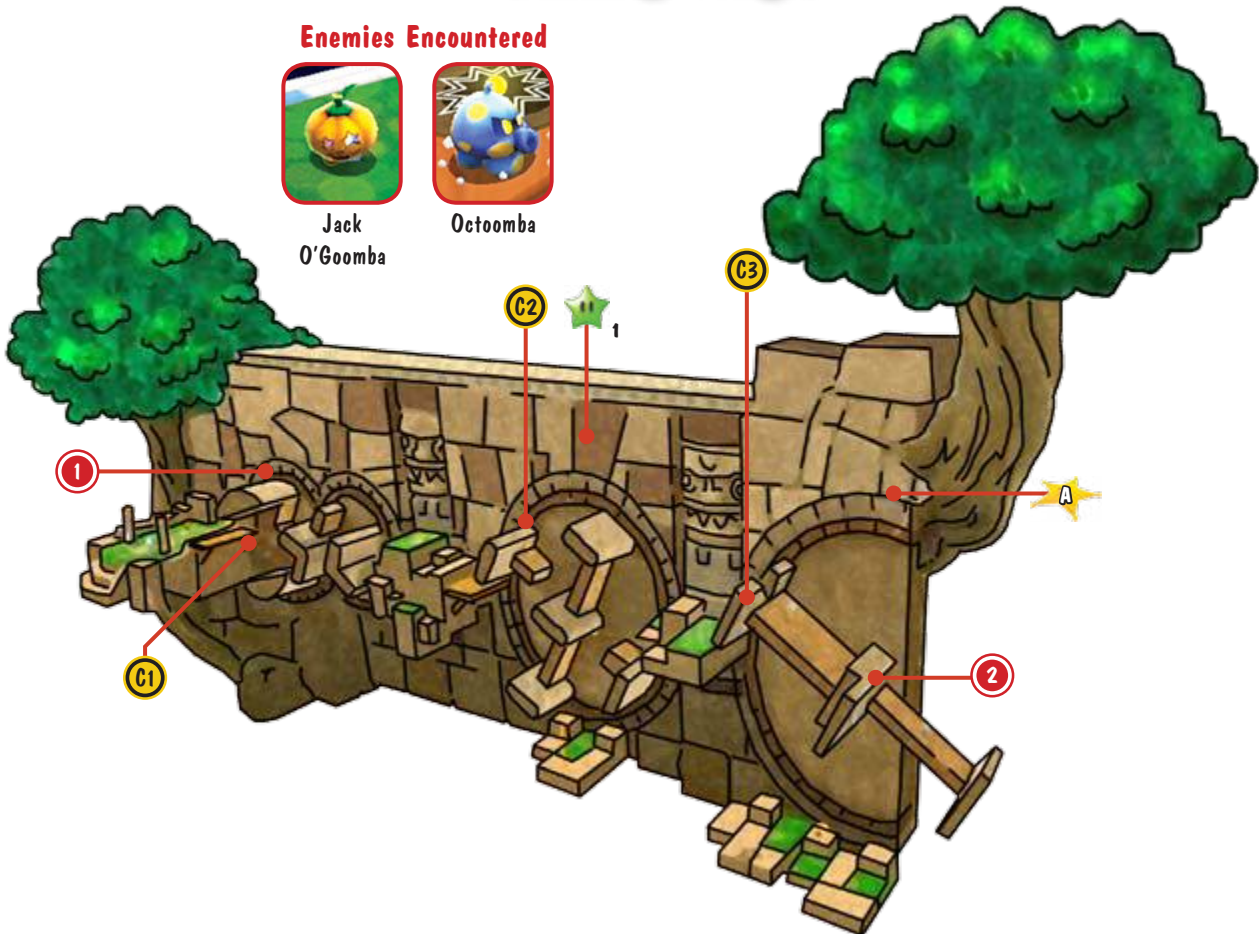
Enemies Encountered



Jack
O'Goomba

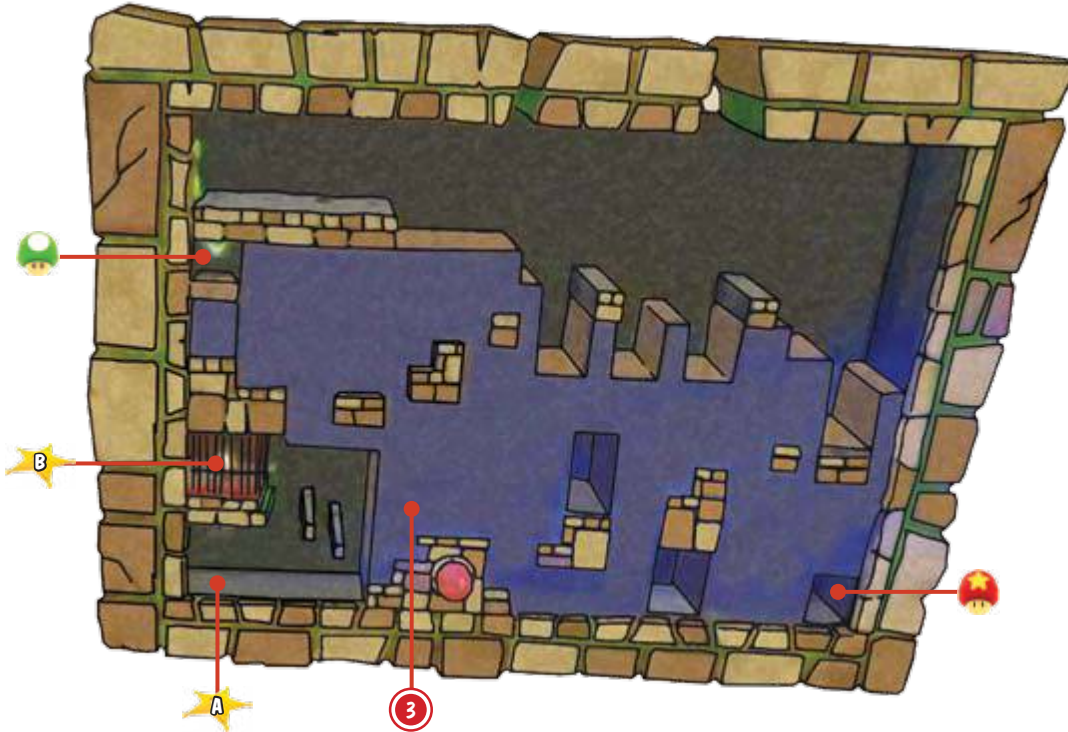


Octoomba



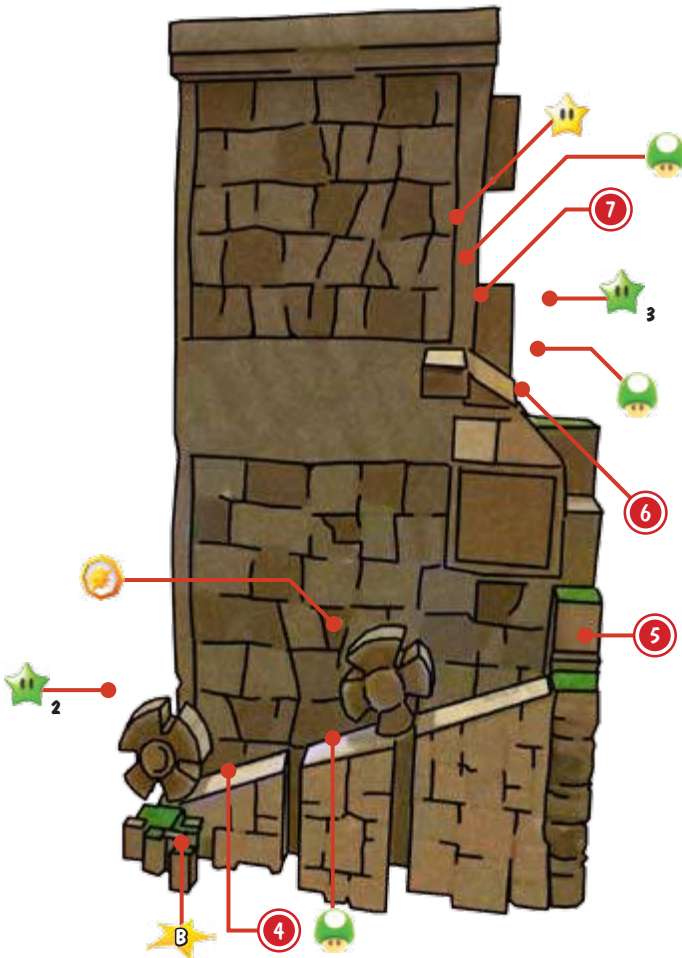
Stars & Comet Medals

🌟 93 🌟 37



LEGEND

- 🌟 Power Stars
- 🌟 Green Star
- 🌟 Comet Medal
- 🌟 1-Up Mushroom
- 🌟 Life Mushroom
- 🌟 Fire Flower
- 🌟 Bee Mushroom
- 🌟 Boo Mushroom
- 🌟 Spring Mushroom
- 🌟 Cloud Flower
- 🌟 Rock Mushroom
- 🌟 Spin Drill
- 🌟 Teleporter
- 🌟 Point of Interest
- 🌟 Comet Power Star
- 🌟 Points of Interest
- 🌟 Planet Connections



1 The first planet of Clockwork Ruins is lined with giant rotating cogs. Gravity pulls straight down, but the cogs

have soft edges that allow you to walk around them just as they are about to go too vertical to stand on. Use these edges to walk across the cogs.

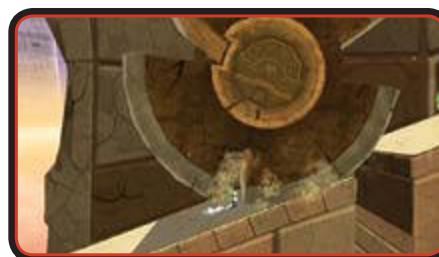
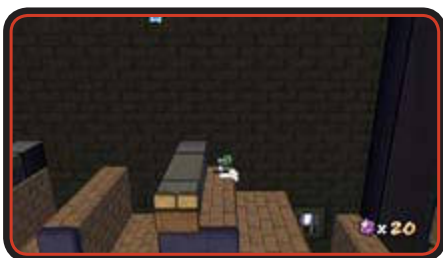
2 Ride the third cog to the top, stepping on the outside the wheel just as it reaches the top. The Launch Star is up here, ready to blast you to the next planet.



There is a Hungry Luma below this cog. Collect all the coins on the cogs and stomp the Octoombas to raise at least 30 coins. That's the toll for the Luma to create a new planet and reveal the location of the hidden Power Star.



3 The back wall of this planet slides in and out. It creates a series of walls that allow you to reach a switch at the top of the planet, but watch out so you aren't caught too far out on a ledge and pushed off into space. Once you reach the switch, spin against it to redirect gravity. Now you fall toward the wall, which partially falls away.

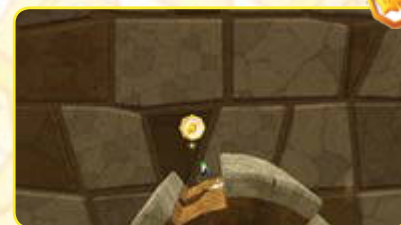


4 You must slip under these giant cogs as they roll down the hill. Use the holes in the cogs for safety as you ascend

the hill. There is a 1-Up Mushroom in an alcove. Use that alcove to take a rest and wait for the next cogs to roll by.

COMET MEDAL

The Comet Medal is above the cogs. At the top of the hill, jump on one of the cog's teeth and then run on top of it until you're directly beneath the Comet Medal. Jump up to claim it.



Ride the floor up to the pillars where the Jack O'Goombas roam. Collect the Life Mushroom in the corner and then kick the Jack O'Goombas off the planet.



Ground pound the red switch to free a Luma from a cage. When you speak to the Luma, it turns into a Launch Star.

5 Mind the spikes in the floor and wall here as you wall jump to the next level of the planet.



6 You must wall jump up the gaps inside the two rotating cogs. Wait until the gap is vertical and then jump inside the cog.

As it turns, wall jump so you land on a ledge instead of falling straight back down. When both cogs are aligned, wall jump to the upper cog. Keep going until you reach the top ledge.

Stars & Comet Medals

🌟 96 🌟 37 🌟



Drop into the green pipe atop the two cogs to collect coins—and some 1-Ups if you manage to claim them all before time runs out.



7 The Power Star is above a set of nails. Run across the tops of the cogs as they roll down the next decline. As you near the Power Star, backwards somersault to reach the bottommost nail. Now flip up the nails to claim the prize.

🌟 YOU GOT A STAR!

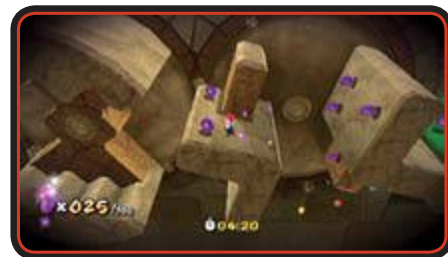
🌟 The Adventure of the Purple Coins

The comet drops 100 purple coins across the three giant cogs on the first planet. It also places five minutes on the clock. You must grab all 100 coins before time runs out to make the Power Star appear.



C1 Fortunately, there are no enemies on the cogs this time. You can concentrate on collecting purple coins. Grab the eight purple coins on the first ledge and then hop out to the first cog.

C2 Use the soft edges of the cogs to walk around them as the wheel turns. You cannot afford to lose time sliding off the cogs. Look for the coins hidden on the undersides of cog spokes and pieces.



C3 Try to visualize each cog as a flat surface. You must walk around it as the cog turns each new side flat. Keep it up and you'll grab all 100 purple coins before five minutes are up.

🌟 YOU GOT A STAR!



GREEN STARS



1: The first Green Star is on top of this cog. Ride it up and then backwards somersault under the Green Star. Spin into the treasure.



2: Take a running long jump off the cogs where you claimed the Comet Medal. If you look a bit short of the Green Star, spin to get a little extra distance.



3: Drop to the left of the two cogs you must wall jump between. There isn't much ledge under here, so you need to carefully aim for the Green Star.





The Ledge Hammer Trap

Galaxy Map



LEGEND

	Power Star		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections

Enemies Encountered



Jack
O'Goomba



Octoomba



1 The Hungry Luma beneath the third cog needs 20 coins to turn into a new planet. You can collect that many by

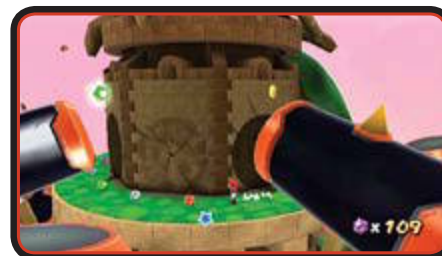
grabbing all the coins on the cogs and stomping a few Octoombas.

2 The new planet is an odd hammer contraption. Ground-pound the blue switch to slow time, making it much easier to duck under the massive mallets before they squash you.



To reach the upper level, you need to drop into this pipe.

3 The mallets on the upper level are dangerous. You must run against the direction of the rotating track, and it is easy to be caught as a hammer swings into the wall. (This is a one-hit fall. You cannot survive a mallet crash.) Jump across the mallet marks in the wall. The Power Star is on the left side of the planet.



 **YOU GOT A STAR!**



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections



1 When you arrive on the planet, walk around to the right to spot a Lucky Cube and a Teleporter. Spin into the Lucky Cube—

hopefully, you'll win a 1-Up Mushroom instead of a Goomba.

The Teleporter leads to seven Piranha Plants. Defeat them all before time's up to win three 1-Up Mushrooms.



2 Smash the wooden crates on the corner of the planet to reveal a small Launch Star. It blasts you high into the sky, where

you can collect a lot of Star Bits and survey the entire scene.

3 The wooden crates down here contain a bunch of musical notes. Follow the trail of notes. If you collect them all, you win three 1-Up Mushrooms.



COMET MEDAL

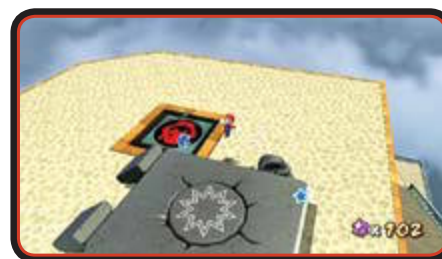
The Comet Medal is on the bottom platform here. Hang off the edge of the platform at the top of this spot, and then use the pole to slide down to the Comet Medal.



4 There is a giant Whomp at the top of the pyramid. You must defeat it to clear the way to the Whomp King

on the bottom half of the planet. Lure the Whomp by standing in front of it. When it hustles over to you and shakes, get out of the way.

Whomp! The brute is down for just a few seconds. Jump on its back and ground-pound the panel in the middle of its back. This opens a hole in the center of the planet. Fall through it to confront Whomp King.



Stars & Comet Medals



Boss Battle: Whomp King



The Whomp King is the biggest Whomp you've ever seen. You must trick the colossus into slamming into the ground at least three times. When the Whomp King is down, clamber on to its back and ground-pound the switch to injure it. You have to ground-pound that switch three times to defeat the Whomp King.



Keep your distance from the Whomp King, inching toward it until you see it shake. That means it has spotted you and is about to attack. The spot where the Whomp King will land glows red so you know how far away to run. You cannot survive getting squashed by the Whomp King, even if you have three life wedges.



Use the Whomp King's feet as ramps to crawl up on its back. Hurry and ground-pound that switch!



After you ground-pound the Whomp King twice, it speeds up. Not only does it run faster, but it doesn't lie on the ground as

long either. Use a backwards somersault to reach the Whomp King's weak spot if you don't have enough time to run to its feet. After three strikes, you earn the Power Star.



GREEN STARS



1: Slide down this alcove to locate the first Green Star. Jump out to the middle of the alcove so you fall directly into it.



2: The second Green Star is on top of the pyramid. It's too high to jump to without a helping hand. Wall jump off

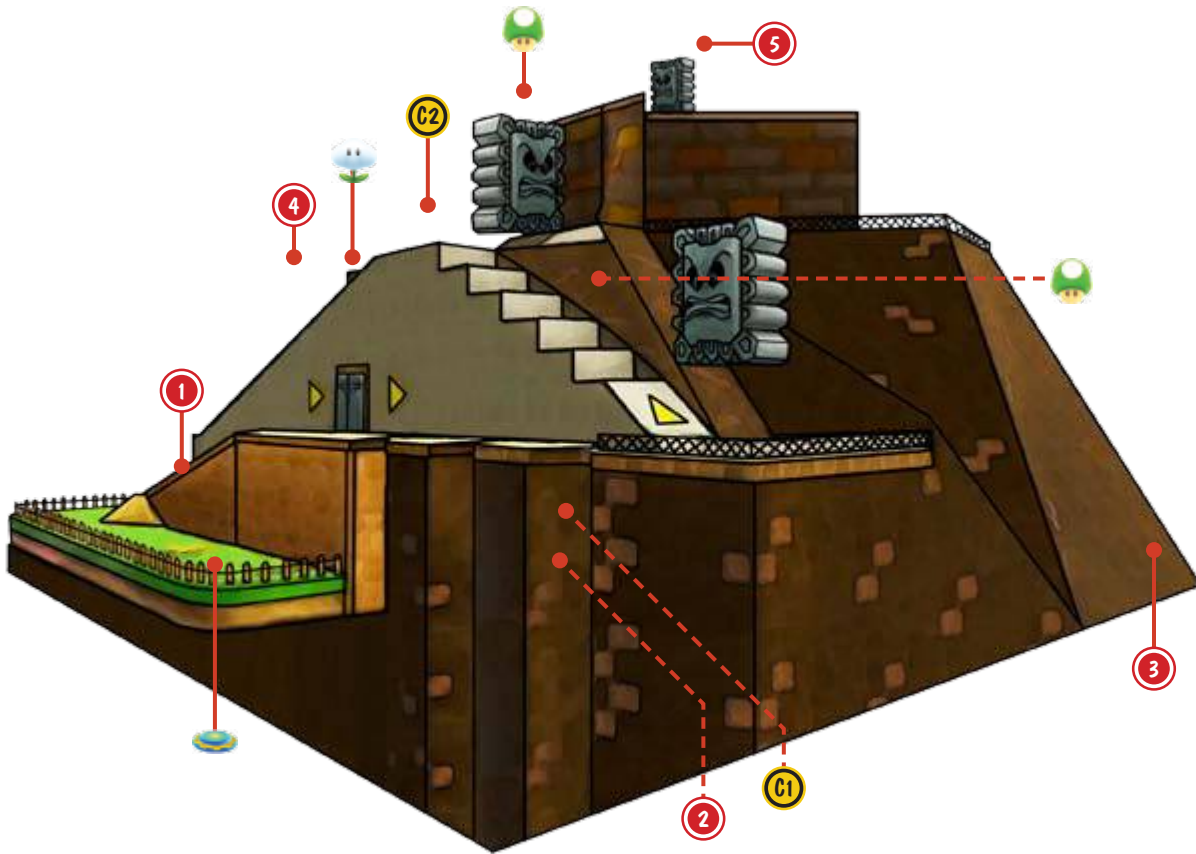
the back of the Whomp and then spin up into the Green Star.



3: Use the Cloud Flower to launch away from the pyramid. The third Green Star is hanging out in space. Long jump out to it, spinning to release cloud platforms before you fall.

Silver Stars in the Whomp Fortress

Galaxy Map



Enemies Encountered



Bob-omb



Goomba



Piranha Plant

Spiky Piranha
Plant

Whomp

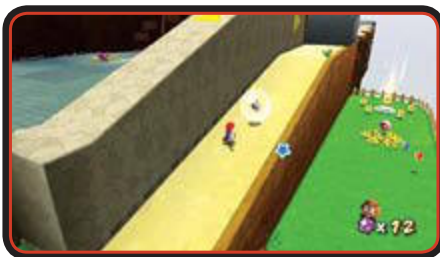
LEGEND

Power Stars	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star Points of Interest
1-Up Mushroom	Boo Mushroom	Spin Drill	Planet Connections

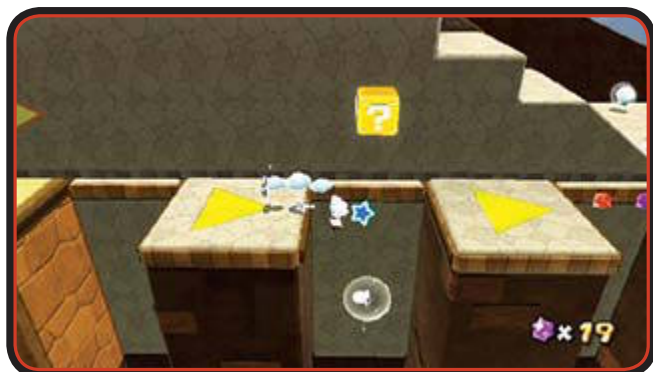
Stars & Comet Medals



1 You must collect five Silver Stars placed around the pyramid to earn the Power Star. The first Silver Star is on the ledge above the Teleporter.

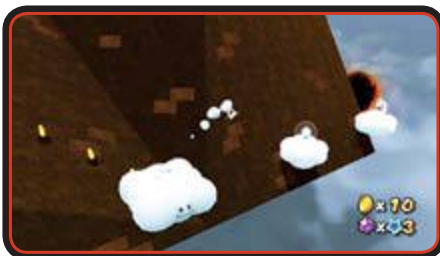


If you defeat the seven Piranha Plants on the platform before time's up, you earn three 1-Up Mushrooms.



2 To capture the second Silver Star, grab a Cloud Flower. Fall into the alcove and collect the Silver Star. Spin to create a cloud before you fall into space.

3 Climb past the two Whomps and then slide down the brown slope. Near the bottom, spin to create a cloud.



Long jump over to the Silver Star. Follow the clouds as they circle around to the next side of the pyramid.



4 You need the Cloud Flower to walk across the clouds up here and jump out to the fourth Silver Star.

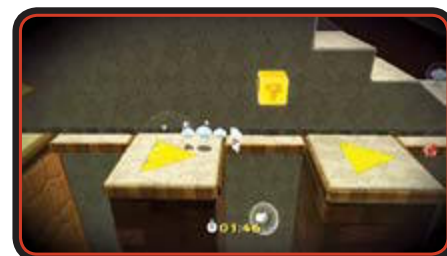
5 The fifth Silver Star is high above the pyramid. Backwards somersault beneath it and spin to create a platform. You must create a tower of cloud platforms to reach the Silver Star. Now that you have all five, the Power Star appears below.



Whomp Silver Star Speed Run

The speed run through this stage puts only two minutes on the timer. There are no additional clocks to gain more time, so you better hurry if you want to collect all five Silver Stars before two minutes are up.

C1 Try to maintain the Cloud Flower as long as possible. It's useful for getting out of jams or creating platforms



to cross gaps, such as when you must fall into this alcove to claim a Silver Star.



C2 You cannot spend much time lining up your jumps in this speed run. Trust your gut when bounding out to this

Silver Star on the cloud next to the rotating ledge halfway up the pyramid.



Battle Belt Galaxy



The Battle Belt Galaxy is a series of planets, all infested with enemies from previous galaxies. As you bounce from planetoid to planetoid, you must defeat Crabbers, Jack O'Goombas, Li'l Cinders, and more to unlock the Launch Stars that propel you toward the Power Star.

Power Stars: Mini-Planet, Mega-Run, Snacktime for Gobblegut

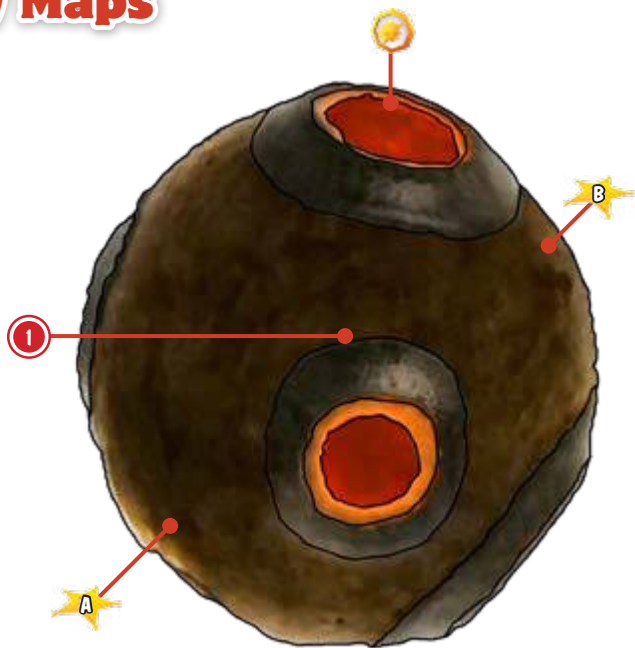
Comet Medal: Mini-Planet Mega-Run

Comet Power Star: Mini-Planet Daredevil Run

Green Stars: 3

★ Mini-Planet Mega-Run ★

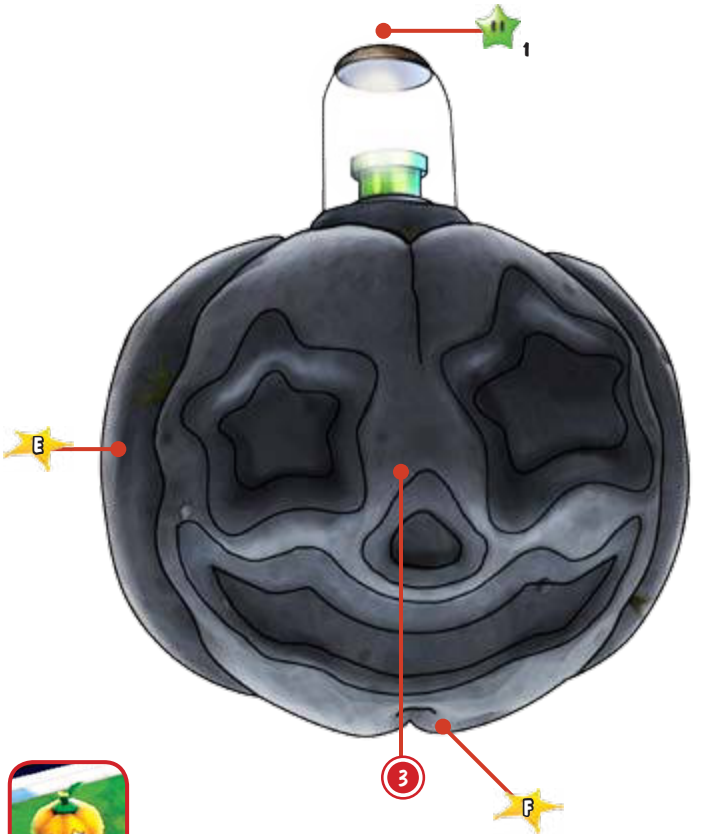
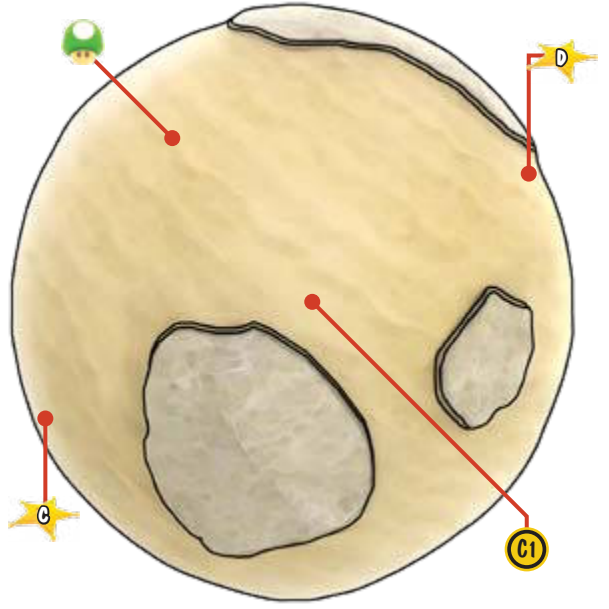
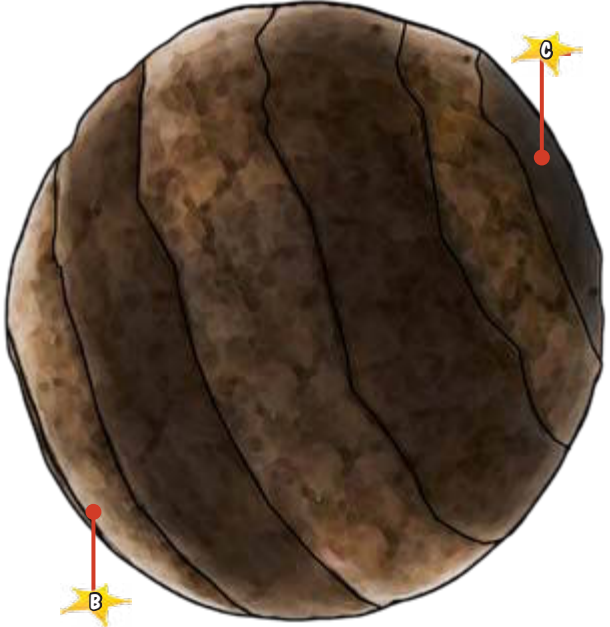
Galaxy Maps



LEGEND

 Power Stars	 Life Mushroom	 Spring Mushroom	 Teleporter
 Green Star	 Fire Flower	 Cloud Flower	 Point of Interest
 Comet Medal	 Bee Mushroom	 Rock Mushroom	 Comet Power Star
 1-Up Mushroom	 Boo Mushroom	 Spin Drill	 Points of Interest
			 Planet Connections

Stars & Comet Medals



Enemies Encountered



Boo



Chomp



Crabber



Goomba



Jack O'Goomba



Li'l Brr



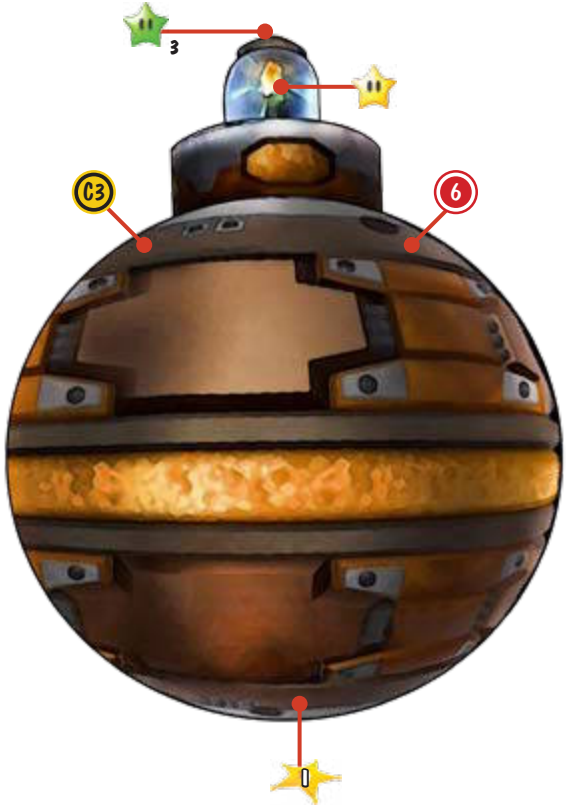
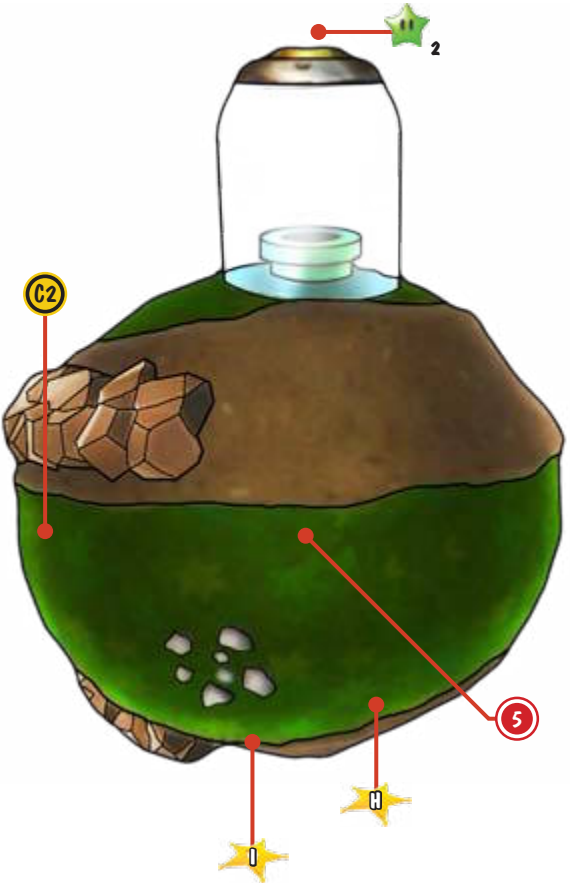
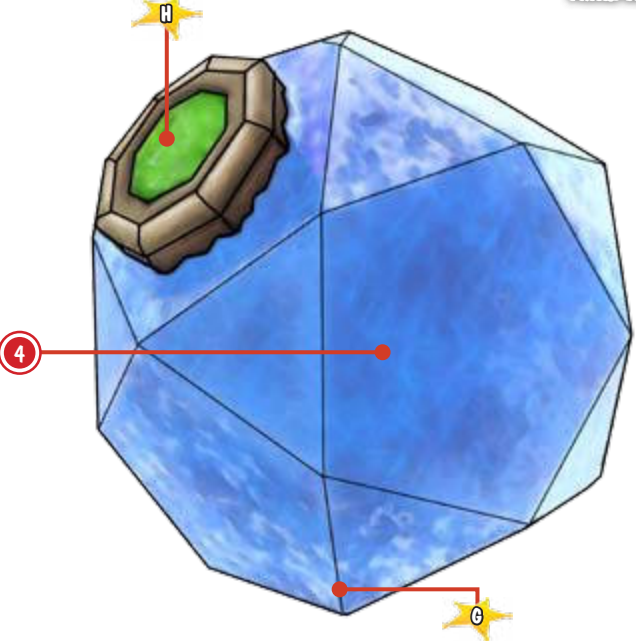
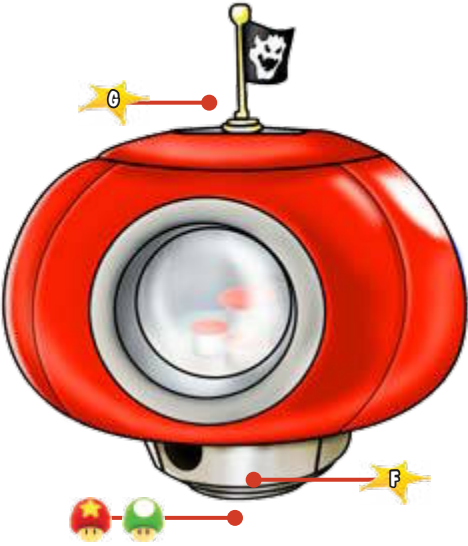
Li'l Cinder



Swaphopper



Undergrunt Gunner



Stars & Comet Medals



1 You must eliminate the Li'l Cinders to make the Launch Star appear, but it's a bit tricky on a planet with several lava pools. When you spin to snuff out a Li'l Cinder, either jump on it or kick it away from the lava to prevent it from just reigniting.

COMET MEDAL

Long jump over this lava pool to collect the Comet Medal.



2 Use the Fire Flower to blast the fire monsters fast. That way, you still have a little firepower left when you blast off for the next planet, which is covered in Crabbers.



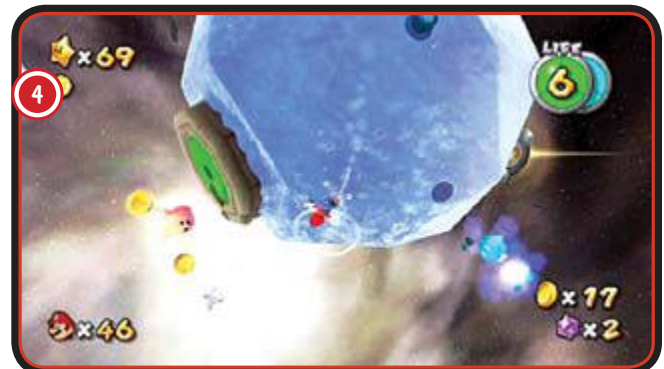
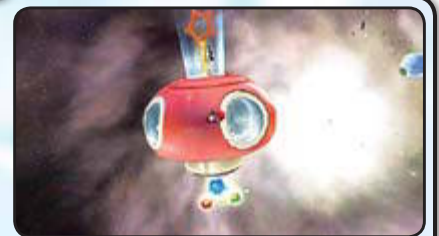
3 The green pipe leading to the interior of this planet is encased in glass. You must defeat the Jack O'Goombas to unlock the green pipe.



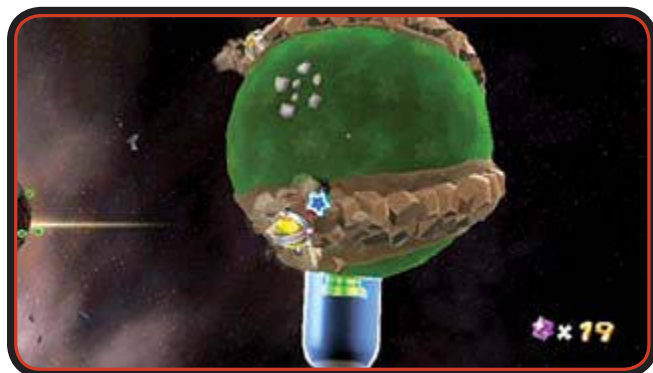
Inside the planet, swim down to grab the shell. Then direct the shell's headlight through all the Boos. This creates a Launch Star near the pipe, which sends you rocketing to the Starshroom.



Don't be too stingy with those Star Bits. Spend 30 of them to either buy a 1-Up Mushroom or a Life Mushroom. You may want the extra life wedges because the last planet in this system is loaded up with brutish bad guys.



Ice skate around this frozen planet, spinning to thaw the Li'l Brrs. Kick them to knock them off the planet and reveal the Launch Star. There is a Hungry Luma on this planet, too. If you pay it 20 coins, it will create a new planet with a familiar boss. Come back later and follow the Luma's Launch Star to collect the hidden Power Star of this galaxy.



5 Much like the planet with the Jack O'Goombas, you must defeat the two Undergrunts on this world to break the case. Ground pound next to the Undergrunts to push them to the surface and then spin attack to kick them off the planet. Then drop into the unlocked green pipe.

There are three Swaphoppers inside this planet. Wait for the gravity field to change, exposing the Swaphoppers' underbellies.

Now you can bounce on them. After you stomp the third Swaphopper, the Launch Star to the final planet appears.

6 To unlock the Power Star on this planet, you must destroy the four Silver Chomps. Use the green bulbs. Lure a Silver Chomp near a bulb and then spin to knock it into your quarry. It just takes a single hit to pop the Silver Chomp. Once all four have been defeated, you can pick up the Power Star.



★ YOU GOT A STAR!

★ Mini-Planet Daredevil Run

Return to this galaxy when the comet streaks overhead. Now you must complete the course again, but with just one wedge of life. It's a tricky mission. But if you are careful near the tougher baddies like the Undergrunts and the Silver Chomps, you'll make it.

C1 Hurry to the Crabber planet with the Fire Flower so you can use fireballs. Being able to keep back from those pincers increases your odds of success.



C2 Don't get too close to the Undergrunts when blasting them off their planet. Because the planet is small, you can even time your ground pound when they pass close together, knocking them both up to the surface where you can spin attack them.



C3 The Silver Chomps are not easy. Keep moving so the Silver Chomps cannot surround you. Just take them out one by one;

don't try to get too clever and knock a bulb between pairs.

★ YOU GOT A STAR!

Stars & Comet Medals

🌟 102 🌟 39

GREEN STARS

1: All three Green Stars in this galaxy are hidden on top of the glass cases. The first is on the Jack O'Goomba planet.



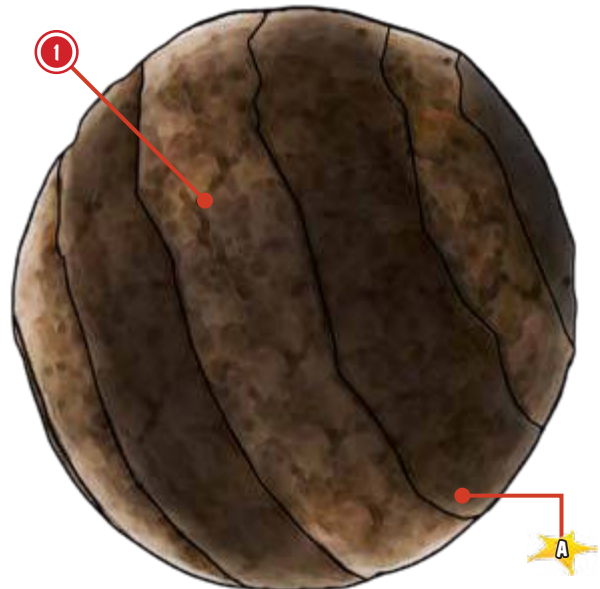
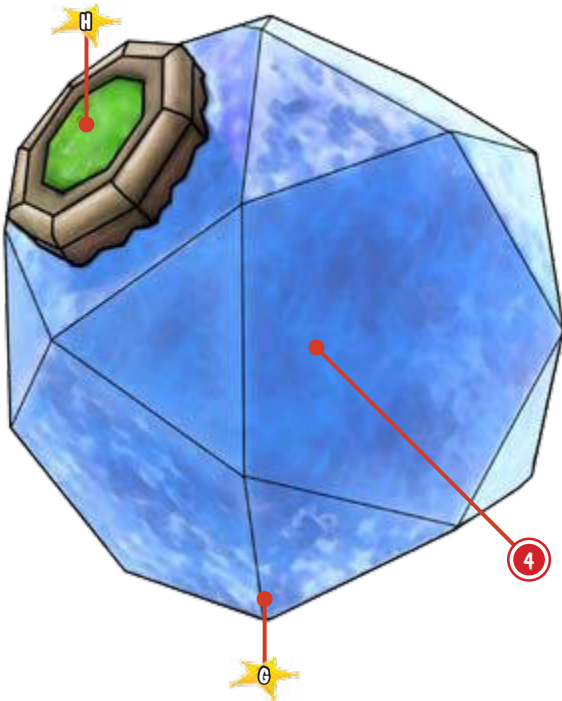
2: Backwards somersault on top of the glass case on the Undergrunt planet to grab the second Green Star.



3: The final Green Star of this galaxy is on the Silver Chomp planet. Backwards somersault next to the case and then spin to get the extra height needed to pull yourself up. Now flip up into the Green Star as the Silver Chomps look on.

Snacktime for Gobblegut

Galaxy Maps



LEGEND

🌟 Power Stars	🍄 Life Mushroom	🍄 Spring Mushroom	🌀 Teleporter
🌟 Green Star	🌸 Fire Flower	☁️ Cloud Flower	🔴 # Point of Interest
🌟 Comet Medal	🐝 Bee Mushroom	🍄 Rock Mushroom	🟡 # Comet Power Star
🍄 1-Up Mushroom	👁️ Boo Mushroom	🔧 Spin Drill	🟡 # Points of Interest
			🌟 Planet Connections



After paying the Hungry Luma 20 coins, you can travel to a new planet and challenge a fired-up version of Gobblegut. The battle unfolds just like the first encounter, but this time Gobblegut leaves pools of lava on the planet when it crashes down.



① Run around the planet, steering clear of Gobblegut's enormous choppers. You need to put some distance between the two of you so Gobblegut will fly up and then dive-bomb the planet.

Just as before, spin attack Gobblegut's bellyache bulges as it pulls its body through the planet. The maximum number you can ruin in one pass is three. After the third attack, Gobblegut pulls itself all the way through the planet core and then circles overhead again.

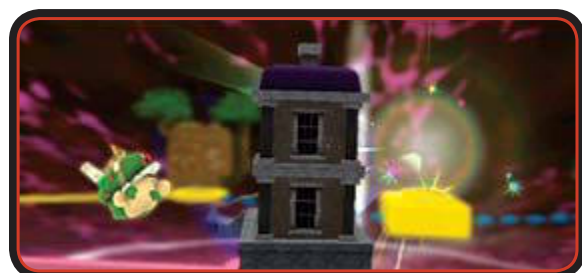


Beware of the lava pools Gobblegut creates on the planet surface.



★ YOU GOT A STAR!

Flash Black Galaxy



hanging out over empty space. Use those flashes so you aren't just stumbling around in the dark.



Darkness reigns in this spooky galaxy. Every few seconds, lightning crackles across the sky and reveals the architecture of a haunted mansion and a maze of platforms

Power Stars: Jumping Around in the Dark

Comet Medal: Jumping Around in the Dark

Comet Power Star: Dark Octo-Army Romp

Green Stars: 2



Stars & Comet Medals



Jumping Around in the Dark

Galaxy Maps

Enemies Encountered



Flaptack



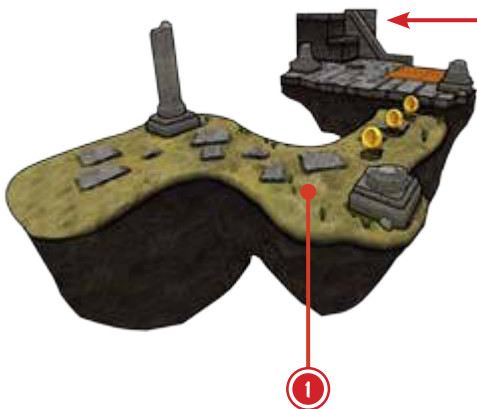
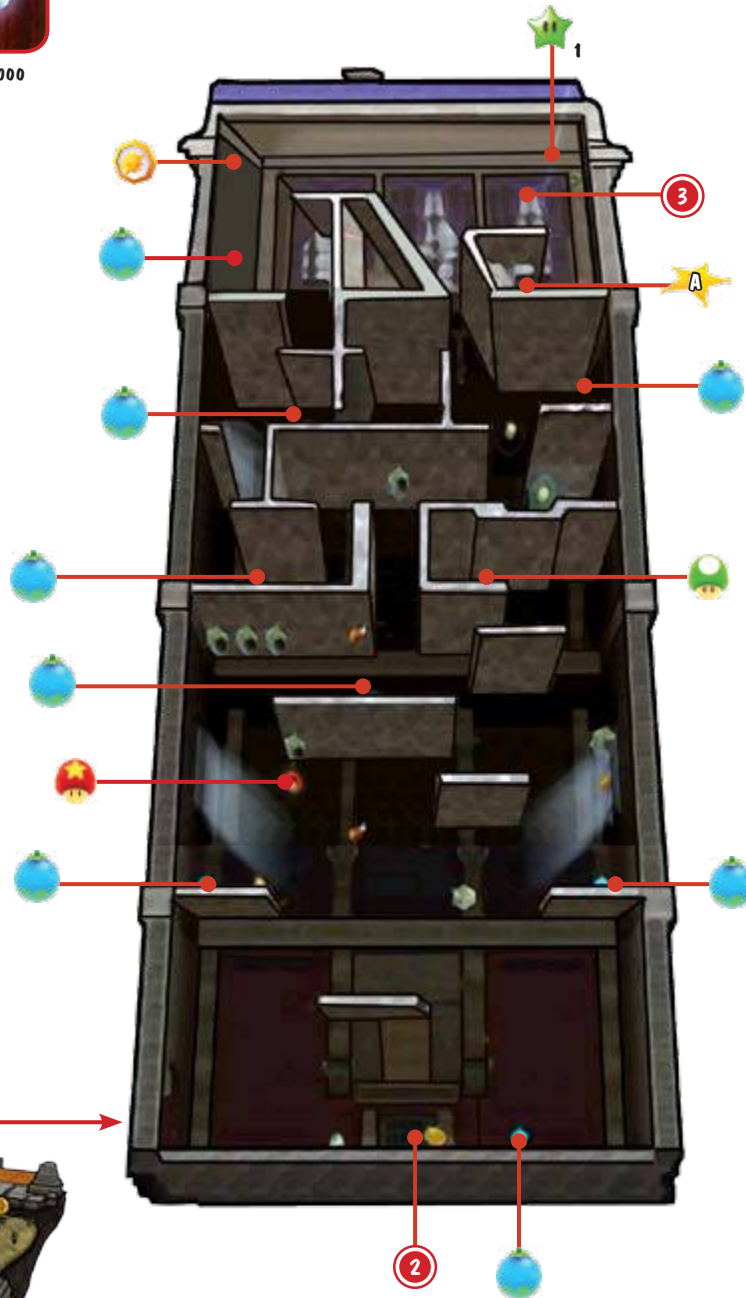
Jack O'Goomba



Octoboo

LEGEND

- Power Stars
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Blimp Fruit
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections





① The creepy Flash Black Galaxy is cast in darkness, dispelled only for a few seconds when lightning strikes. Use these scant moments to check out your surroundings so you don't walk off the side of a planet or stumble into some spikes.



② Inside the mansion, free Yoshi and then use the Blimp Fruit to fly up the center of the room. Watch out for the spiked balls, which will knock you off Yoshi and send you back to the first floor.



③ The Launch Star is in the upper-right corner of the mansion. Fly up the diagonal path with a Blimp Fruit and then drop into the small room with the Launch Star.



Stars & Comet Medals

104 40

COMET MEDAL

The Comet Medal is in the opposite corner of the mansion from the Launch Star.



Drop below the Comet Medal and pick up a Blimp Fruit. Now fly up into the medal without touching the spiked ball.



4 You must collect five Silver Stars from this network of ledges. Watch out for the Octoobos as you stumble through the darkness. Don't rush! Wait for lightning to reveal the platforms before moving on to the next Silver Star.



Use Octoobos, crystals, and stones as indicators of where the platforms are in the dark.



Be careful of the Flaptacks when pressing through the darkness. If you jump out to the yellow platform to get this Silver Star, you might trick a Flaptack into slamming itself right down into the void. After you collect all five Silver Stars, the Power Star appears at the end of the platforms.

YOU GOT A STAR!



Dark Octo-Army Romp

The comet over Flash Black Galaxy reveals the Dark Octo-Army Romp challenge. You must defeat all 30 Octoombas within 80 seconds, which is difficult because the platforms still disappear in the darkness and you don't have time to stand around and wait for lightning to strike.



G1 Use the Octoombas and crystals to tell where the platforms are located. Because Star Bits are so useful in this stage, break open the crystals to free them whenever possible.



G2 Stun the Octoombas with Star Bit strikes so you can easily rush in and kick them into the void. This will save you several seconds.



YOU GOT A STAR!

GREEN STARS

1: The first Green Star is above the Launch Star in the dark mansion. Flutter under it and then backwards somersault off Yoshi. Spin to fly up into the Green Star.



2: The second Green Star hangs behind this platform near the edge of the Octoboo course. Rotate the camera to spot it. Now just drop into it.



Slimy Spring Galaxy



Gringills. Don't worry. A beautiful sunrise awaits on the far side of this watery world.



Grab a shell and dive into the Slimy Spring Galaxy.

This underwater course leads you through a garden of Snoodles, chambers full of Boos, and a pair of writhing

Power Stars: The Deep Shell Well, The Chimp's Coin Challenge

Comet Medal: The Deep Shell Well

Comet Power Star: --

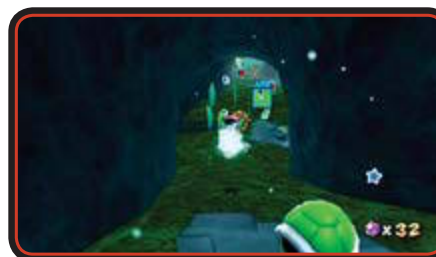
Green Stars: 2

The Deep Shell Well



① When you enter the cave with the bats, jump up to the green pipe on the left ledge. It leads down to a secret room.

There are three shells in here. Pick them up one at a time and spin to throw them at the locked treasure chests. Chests contain 1-Up Mushrooms, coins, or Goombas. The placement is random.



② Dive into the water and swim through the line of coins until you reach a shell. Spin to grab the shell. Now you

swim twice as fast, which will get you through the underwater passage without running out of air.



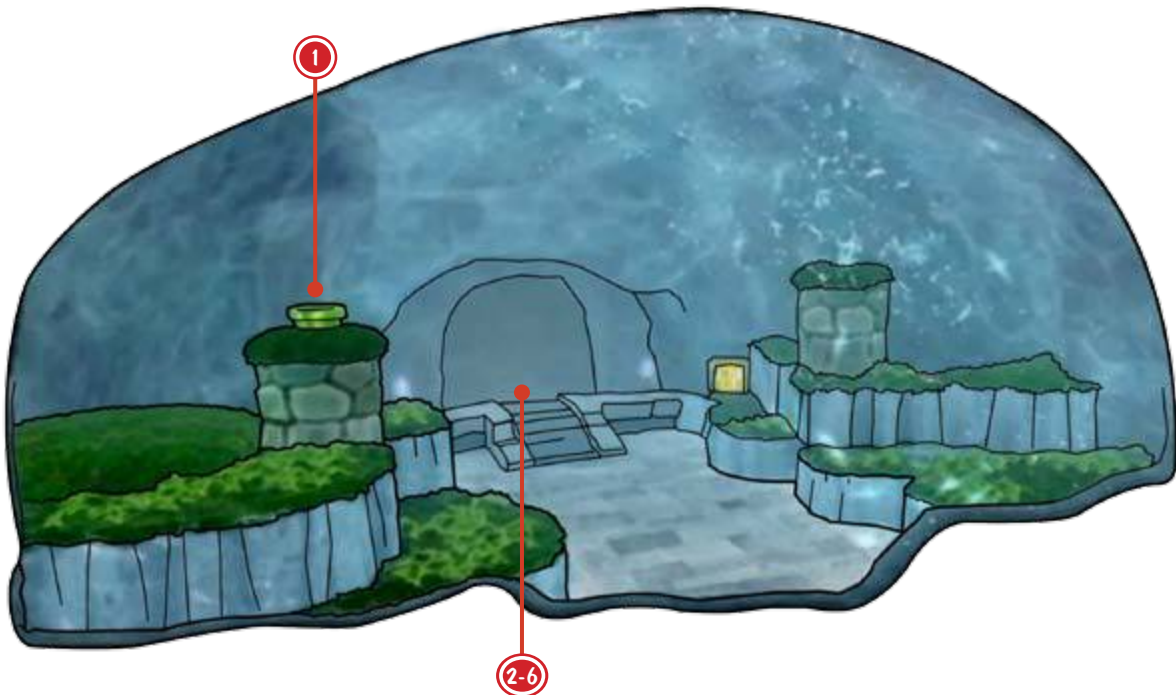
The Deep Shell Well

The Chimp's Coin Challenge

Stars & Comet Medals



Galaxy Map



LEGEND

Power Stars	Life Mushroom	Spring Mushroom	Teleporter
Green Star	Fire Flower	Cloud Flower	Point of Interest
Comet Medal	Bee Mushroom	Rock Mushroom	Comet Power Star
1-Up Mushroom	Boo Mushroom	Spin Drill	Points of Interest
			Planet Connections

Enemies Encountered



Boo



Gringill



Snoodle

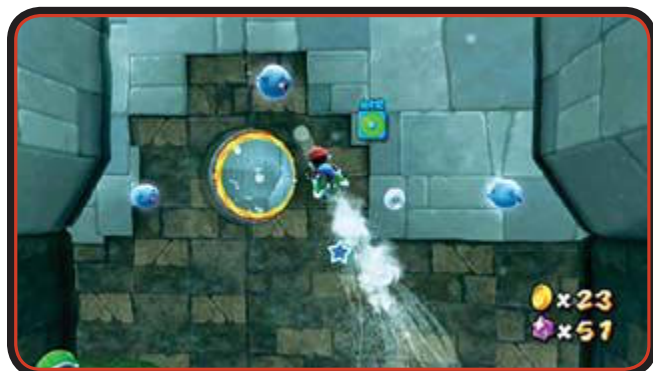


3 The shell's headlight is powerful enough to pop the Snoodles in the underwater tunnel. Just swipe the headlight over a Snoodle's face and it recoils in horror before popping.

COMET MEDAL

Look for a small cave along the left wall. The Comet Medal is tucked in this cave, almost entirely out of sight.





- 4 The shell headlight also gets rid of Boos, but you don't need to worry too much about these ghosts if you speed through this section by blasting through the zipper gates.

- 5 When you reach the meadow on the far side of the Slimy Spring, throw your shell at the treasure chest. A Toad pops out. He's so relieved to be free of that chest he gives you a Power Star.



★ YOU GOT A STAR!

★ The Chimp's Coin Challenge ★

When The Chimp challenges you to come back to Slimy Spring, accept the invitation. You must score more than 10,000 points in this challenge to win The Chimp's Power Star. Every coin you collect, every enemy you defeat is worth points. You have three minutes to collect those points, so dive deep and get going!



- 4 Each Snoodle you pop with the headlight is worth 50 points. That may not seem like a lot but it really adds up. Be sure to duck into the cave where you found the Comet Medal. There's a 1-Up Mushroom in there now and it's worth 1,000 points.



- 5 The Gringills are worth 300 points each, but you have to throw your shell to defeat them. This slows you down, though, so if you have 7,000 points by the time you reach the Gringills, save your shell and press on.

- 6 Each Boo is worth 100 points, plus they drop a coin. Coins are worth another 100 points, so you can effectively earn 200 points per Boo and put yourself over the top.



★ YOU GOT A STAR!



Stars & Comet Medals



GREEN STARS

1: Instead of using the Launch Star at the end of the water tunnel, fall onto a small ledge just outside. Now side over to the Green Star.



2: You'll find the second Green Star behind a pillar in the large cave full of Snoodles.

Bowser's Galaxy Generator



This is it—Bowser's last stand in the cosmos. If you can survive his trap-loaded defenses and Magmaargh minions, Bowser will challenge you to a final showdown

for the sixth Grand Star. Bowser will not go quietly, though. You must muster all your strength to bring down the Koopa King and free the universe from his evil plans.

Power Stars: Bowser's Fortified Fortress

Comet Medal: Bowser's Fortified Fortress

Comet Power Star: Bowser's Big Bad Speed Run

Green Stars: 2

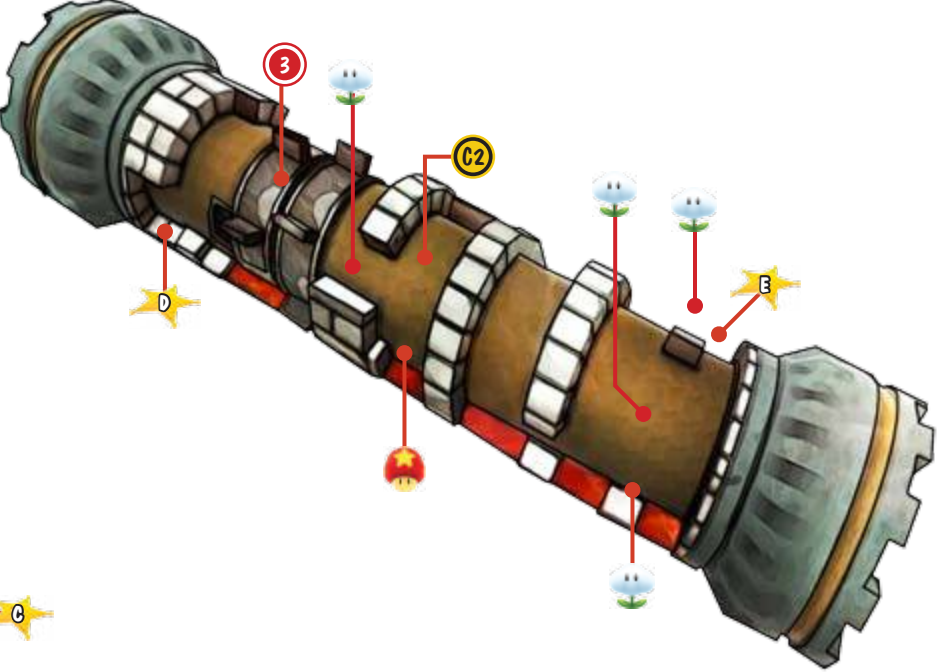
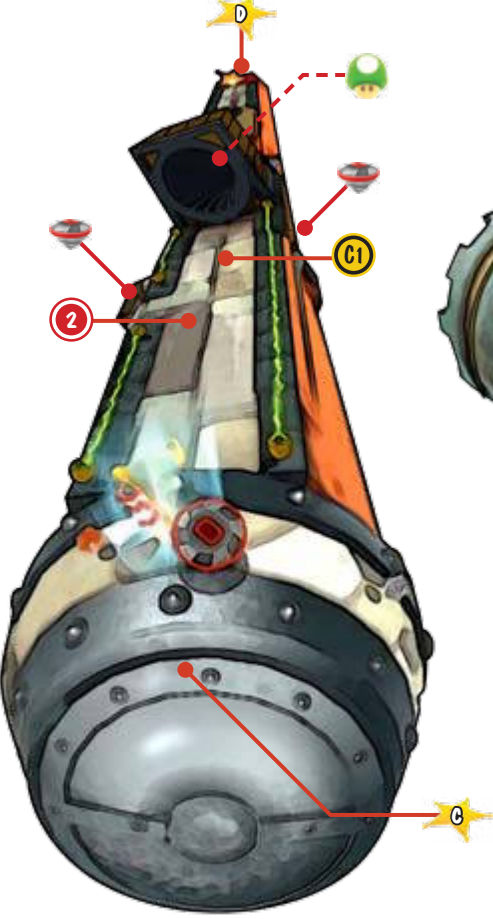
Bowser's Fortified Fortress

Galaxy Maps



LEGEND

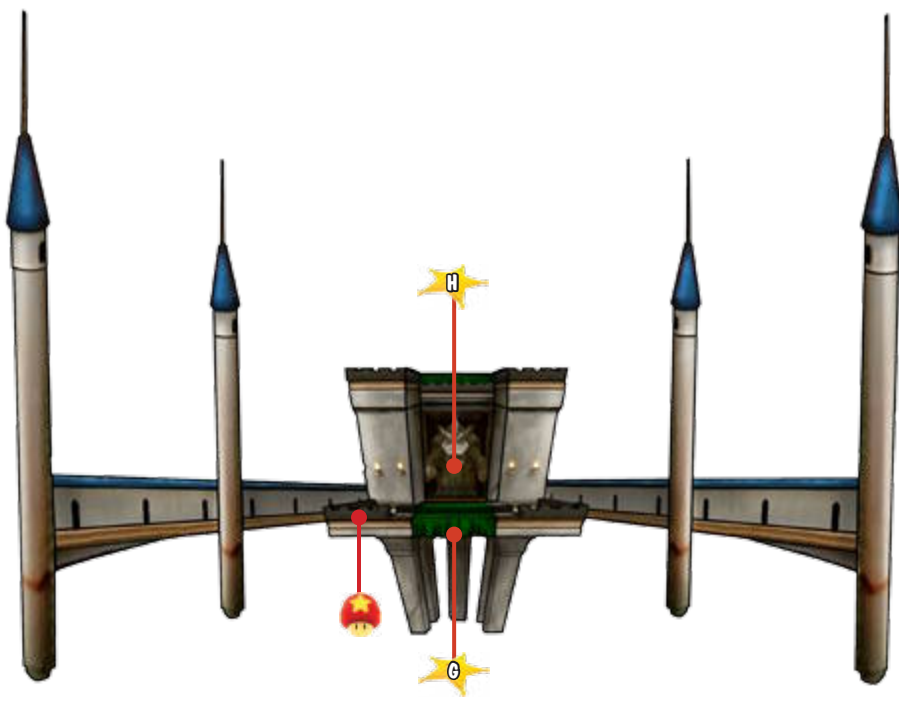
- Power Stars
- Green Star
- Comet Medal
- 1-Up Mushroom
- Life Mushroom
- Fire Flower
- Blimp Fruit
- Bee Mushroom
- Boo Mushroom
- Spring Mushroom
- Cloud Flower
- Rock Mushroom
- Spin Drill
- Teleporter
- Point of Interest
- Comet Power Star
- Points of Interest
- Planet Connections

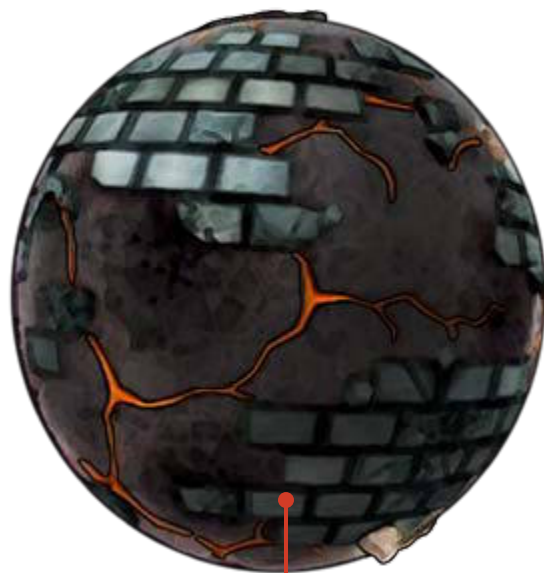


Stars & Comet Medals

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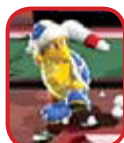




Enemies Encountered



Banzai Bill



Boomerang Bros.



Bullet Bill



Dry Bones



Goomba



Hammer Bros.



Magikoopa



Magmaargh

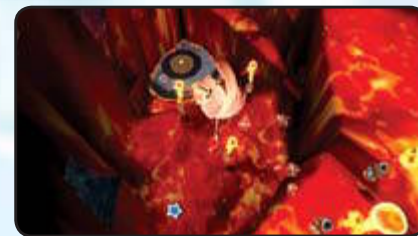


small platform. Use Star Bits to keep them rocked back and not throwing their weapons while you spin attack them one by one.

1 To grow the Floaty Fluff that carries you down the lava falls, you must take out all three Hammer Bros. on this



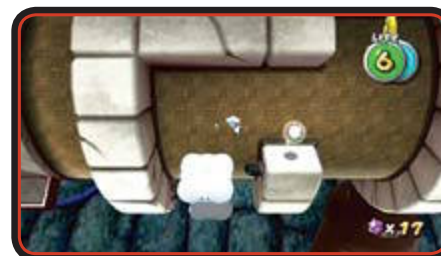
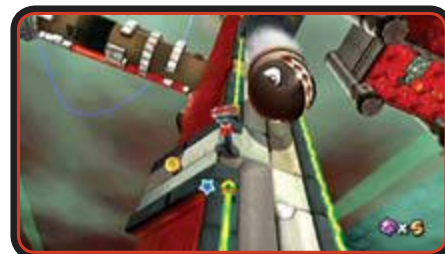
Be careful as you sail down the lava falls. If one of those fireballs hits your Floaty Fluff, you fall into the molten rock.



When you reach the bottom of the falls, grab the Spin Drill and burrow to the other side of the planet, which leads to a Banzai Bill-infested cylinder.



2 Run down this planet as fast as you can, ducking into side paths to avoid the Banzai Bills. Dig through dirt patches to cross to the other side of the cylinder and continue wrapping around it.



before you hit the lava. As soon as you find the Cloud Flowers, this chamber is much easier to navigate. However, be wary of the Bullet Bills that crisscross the room as you approach the Launch Star. If you build a cloud platform in their path, they will effortlessly pop it.

3 Fire rages on the floor and ceiling of this large room. Ride the rising and falling platforms, jumping off

Stars & Comet Medals



- 4 As you cross the bridge here to free Yoshi from Yoshi's Egg, shoot the Magikoopa with Star Bits. You need to stunt its spellcasting so it cannot lob a fireball at you while you walk across the narrow bridge.



- 5 After using the flowers to cross the lava, attack these two Boomerang Bros. You must defeat both of them to split the door behind the Boomerang Bros., exposing a trail through the lava.

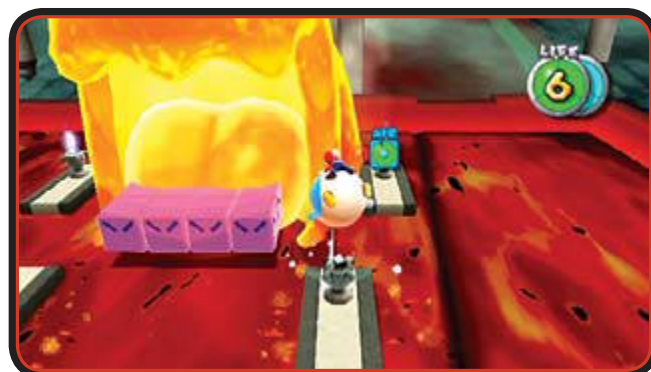


Grab the Dash Pepper as soon as the door opens because the lava will collapse back on itself after a few moments. While rushing along the narrow path, make minor adjustments to steer around the towers. If you fall into the lava, you lose Yoshi. There is no way to escape this hazard without Yoshi's aid.



- 6 As soon as you step out on the pink blocks, the trail comes to life. The trail splits as it crosses the lava lake. You must flutter from side to side to avoid the Magmaarths that rise from the lava and wash over the path.

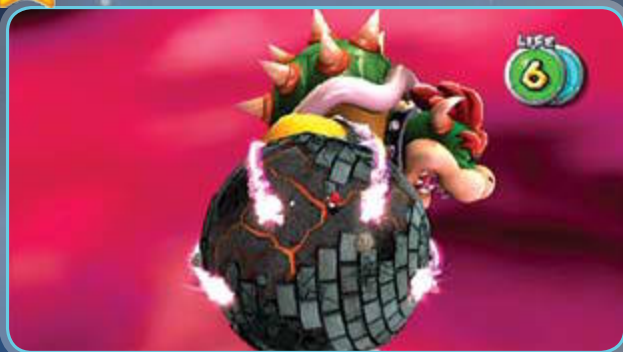
COMET MEDAL



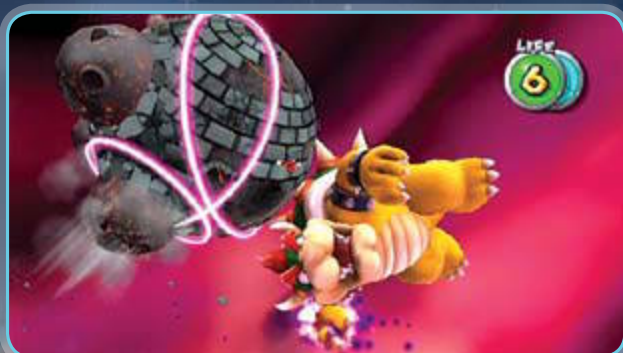
At the top of the lava wall, swallow the blue Blimp Fruit to rise into the sky and avoid the last Magmaarth.



Boss Battle: Bowser



Bowser waits for you at the edge of this galaxy. As soon as you approach, the Koopa King springs into action and flies high above the planet surface. This battle is very similar to previous Bowser fights. However, when Bowser punches the planet, instead of shockwaves, six purple lasers circle the globe, converging on a single point on the opposite side of the planet from Bowser's fist.



As the three meteors crash down, jump to avoid their shockwaves. Try to lure Bowser away from the meteors so he doesn't crush them with his punch.



As soon as Bowser punches the planet and frees the meteors, jump up and ground-pound one of them into his head or limbs. Remember, the shell is strong enough to repel meteors.



You must hit Bowser with four meteors. After your first two successful attacks, Bowser adds fire breath to his attacks. He circles the planet, spreading flames you must run from. Bowser speeds up here, too, so use long jumps to blast away from the flames if the Koopa King gets too close.



After the fourth hit, Bowser knocks you free of the planet and challenges you to a showdown in deep space! Your nemesis backs away as meteors drift between you. You must slam three meteors into Bowser to finish him off, but when he's far away, it is difficult to line up a precise shot.



Use backwards somersaults to bounce between the meteors when Bowser closes in and gets ready to punch.

You want him close. That's when he's easiest to hit.

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Stars & Comet Medals

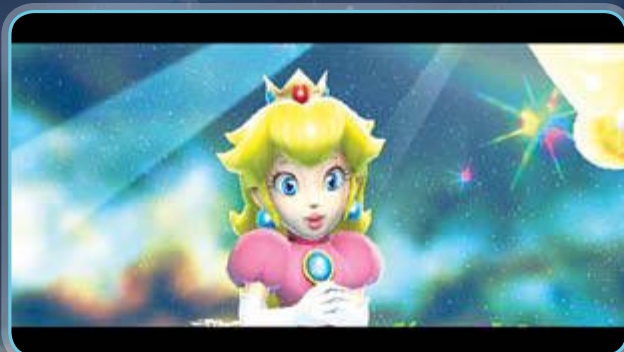


Boss Battle: Bowser

(continued)



Stand on the exact opposite side of the meteor from Bowser and ground-pound to drive it right into the Koopa King. Because Bowser faces you the entire time, you don't have to worry about hitting his shell. You just need to aim right to crush a meteor into him three times. After that third hit, Bowser releases the Grand Star as he drifts out into space.



After you defeat Bowser, Princess Peach rides the Grand Star down to see you.



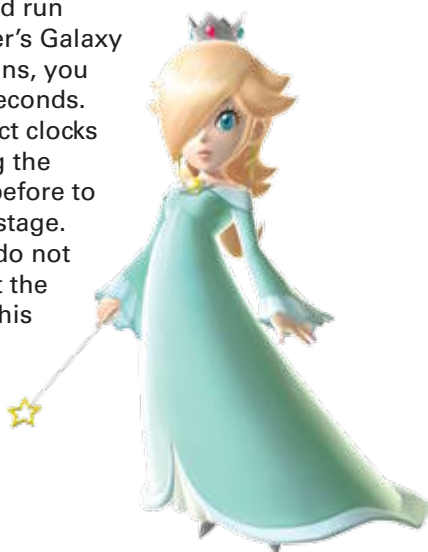
Princess Rosalina, your hostess from your first space adventure, returns in her comet ship to thank you for all your help with saving the Luma. Together with Peach and Lubba, you celebrate Bowser's banishment.

If this is your first time through this galaxy, you do not have 120 stars. However, by this point, invitations to challenges and all Comet Power Stars should be available, provided you collected the Comet Medal in every single galaxy. And the Special World is now open. Come back to this galaxy after collecting 120 stars and defeat the Koopa King again to see a brand-new ending and unlock the Green Star challenge. Now you can crisscross the cosmos again, seeking out the 120 hidden Green Stars. Only by collecting all 240 stars can you unlock the super-secret final galaxy.



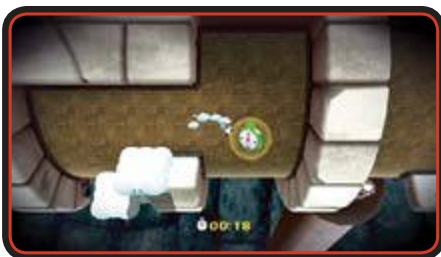
Bowser's Big Bad Speed Run

When the speed run through Bowser's Galaxy Generator begins, you only have 30 seconds. You must collect clocks while following the same path as before to the end of the stage. However, you do not fight Bowser at the conclusion of this speed run.



C1 Many clocks are not too difficult to grab in this speed run until the back half of the stage. So, keep following the previous section's directions, but step through any clock you see.

C2 Use cloud platforms to grab the clocks in the cylinder. There are enough clocks in here that if you're fast, you can blast off to the next world with 30 seconds still on the clock.

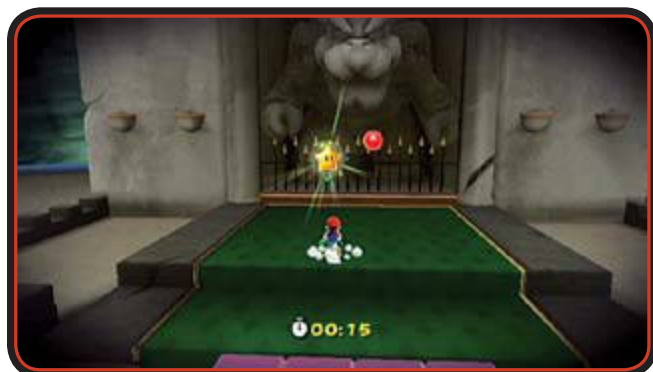


C3 After you eliminate the Boomerang Bros., the magma splits, revealing a Dash Pepper. Feed Yoshi the pepper to blast down the trail, rushing through three clocks.



C4 When the pink path splits here, go to the right. Have Yoshi swallow the Magikoopas if they get close to Yoshi. He

turns them into Star Bits. Follow the path, avoiding the Magmaargh with the Blimp Fruit.



The Power Star is on the platform just before you would have broken open the locks to fight Bowser. This is the final Power Star of this world!

YOU GOT A STAR!

GREEN STARS



1: While floating down on the dandelion, release the seed and fall down to the Green Star above the lava. If you miss, you bounce back into the air, still high enough to nab the Green Star.

2: This Green Star is one of the hardest to obtain in the entire galaxy. You need a Cloud Flower with two cloud platforms left. You must start back here. Grab a Cloud Flower and then ride the ledges



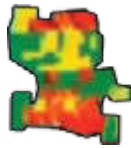
up. Do not use a cloud until you are just below the fire wall. Jump over to the right and spin, releasing a single cloud below the coin-lined ledge, just far enough that you can jump up to the ledge without touching the ceiling. Then run through the coins and drop into the Launch Star on the other side of the wall. When you reach the bridge with the Magikoopa, just fire Star Bits at it so it cannot throw a fireball at you. Do not spin attack it or else you will release a cloud platform. Take a running long jump off the ledge behind the Magikoopa. At the end of the jump, spin to create a cloud. Repeat the process again, using your last cloud as you come down from the long jump. You are now close enough to long jump into the Green Star.

Stars & Comet Medals



Special World

Mario Squared Galaxy



Mario Squared Galaxy is shaped like classic Mario from his 8-bit adventures. The red in Mario's overalls is actually colored in

by lava, so be careful that you don't singe your behind on your own duds.

Power Stars: Make Mario a Star

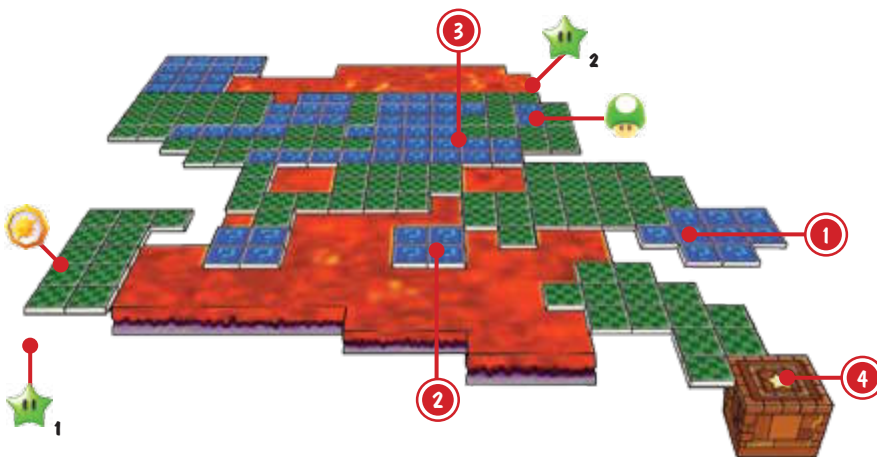
Comet Medal: Make Mario a Star

Comet Power Star: Luigi's Purple Coin Chaos

Green Stars: 2

Make Mario a Star

Galaxy Maps



Enemies Encountered



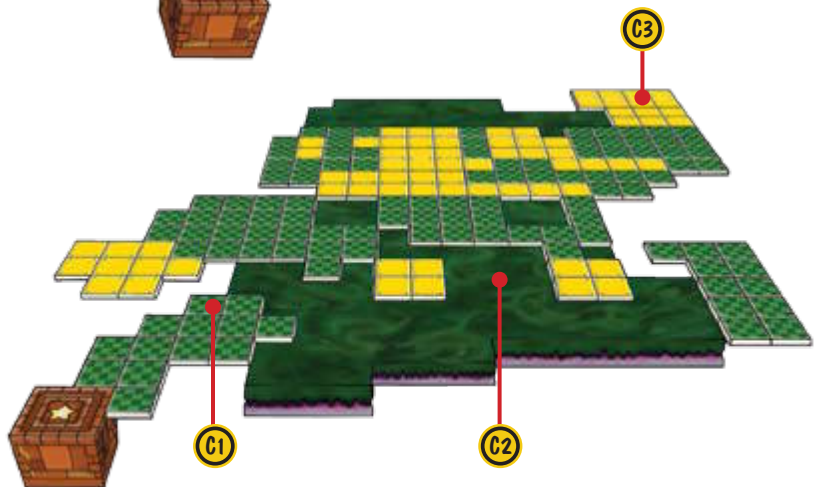
Li'l Cinder



Sentry Beam

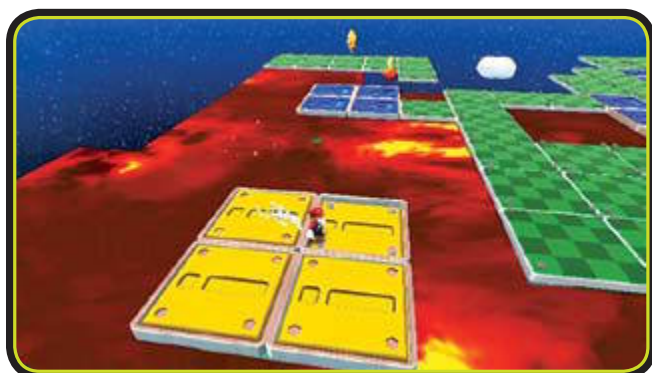
LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star Points of Interest
Boo Mushroom	Planet Connections





1 To earn the Power Star, you must step on every single blue panel, turning it yellow. Like other stages with these panels, every time you walk on one, it flips to the opposite color, so be cautious about backtracking too much. Because the Power Star appears at the starting point of this galaxy when you turn all the panels yellow, be sure you do not paint yourself in a corner by using all the shrinking platforms right around the beginning.



2 Long jump out to these islands of panels instead of using the shrinking platforms. Leave those alone if possible so you have a route back to the beginning.

COMET MEDAL

The Comet Medal is easy to snag over here, but be careful not to maroon yourself out on these shrinking platforms. There's lava right under your feet!



3 Shrinking platforms and lava lakes are your biggest threats in this stage, but Li'l Cinders and Sentry Beams are close seconds. When you spin to snuff out a Li'l Cinder, try not to kick it back into the lava. That just reignites the fiery nasty and it renews the chase.



4 As soon as you convert the last panel, the Power Star appears. Now circle back to the beginning on the safe trail of shrinking platforms you left for yourself.



YOU GOT A STAR!

Luigi's Purple Coin Chaos

The prankster comet drops 100 purple coins on this planet of panels. You must collect all 100 to make the Power Star appear back at your starting position. To complicate matters, as soon as you grab your first purple coin, an army of Cosmic Clones starts its pursuit.

C1 Circle around the planet starting out here so you leave a relatively safe trail back across the lava to collect the Power Star.



The lava has been replaced by murky muck. Unlike lava, you do not bounce out of this stuff if you're knocked into it. You sink right away with no chance of escape.

Stars & Comet Medals

110 44



C2 Long jump through these lines of coins over the muck. You cannot collect them with normal jumps. Be sure to leap in a straight line so you know exactly what path the clones take when you backtrack across the muck to pick up the second line of coins.



C3 It is helpful sometimes to take diagonal routes and make small circles to delay the Cosmic Clones. But only make those circles on safe panels. Unlike you, the Cosmic Clones are not affected by falling into the muck.

YOU GOT A STAR!

Rolling Coaster Galaxy



must roll through this colorful cosmic challenge on a sphere. The Power Star you seek is actually right under your toes!



The Rolling Coaster Galaxy is modeled after one of Mario's favorite karting tracks. However, there are no wheels to be found here. Instead, you

Power Stars: The Rainbow Road Roll

Comet Medal: The Rainbow Road Roll

Comet Power Star: Purple Coins on the Rainbow Road

Green Stars: 2



GREEN STARS



1: Take a run at this Green Star and long jump out into space. Spin to grab the star before tumbling into the cosmic abyss.



2: The second Green Star is hiding beneath this shrinking platform. Just stand on it and fall into the Green Star.

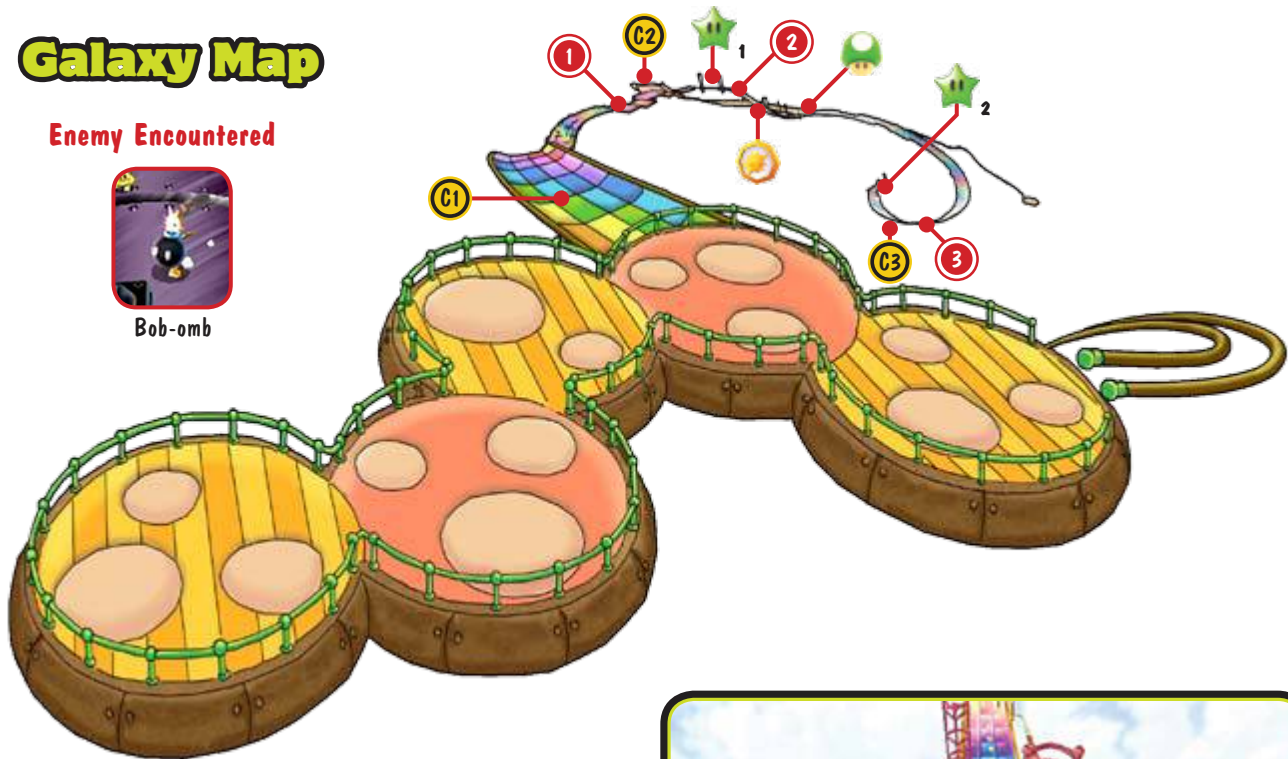
★ The Rainbow Road Roll ★

Galaxy Map

















Enemy Encountered



Bob-omb



LEGEND

 Power Stars	 Spring Mushroom
 Green Star	 Cloud Flower
 Comet Medal	 Rock Mushroom
 1-Up Mushroom	 Spin Drill
 Life Mushroom	 Teleporter
 Fire Flower	 Point of Interest
 Bee Mushroom	 Comet Power Star
 Boo Mushroom	 Planet Connections



2 After the Bob-ombs, the track splits. The left route is considered easier than the right. But if you want more coins and the Comet Medal, you need to veer to the right. Just be mindful of the towers that jut into the track. Hit one while going too fast and you'll ricochet out into space.



1 Rolling through the first part of the Rainbow Road is pretty straightforward. However, when you reach the Bob-ombs, you need to be careful. If a Bob-omb explodes next to you and you are near a ledge, you may get bounced right off.

COMET MEDAL

The Comet Medal is in the center of this section of the Rainbow Road. Avoid the towers so you roll right through it.



Stars & Comet Medals



3 If you take the left route, roll down the hump in the center of the track to collect a 1-Up Mushroom. This also helps you avoid the Bob-ombs milling about the course.



4 When the track drips and narrows, steer against the turns to keep from rolling off the side of the road.

YOU GOT A STAR!

Purple Coins on the Rainbow Road

To collect this Power Star, you must roll through 100 purple coins on the track. There are 110 total, including the purple coin inside your sphere. If you reach the finish line just shy of 100 coins, you must restart the stage.



C1 While racing down the Rainbow Road, try to stick toward the center to pick up the first line of purple coins. If you miss too many here, you may wish to restart.



C2 The left route is closed off in this stage. Carefully roll through the purple coins on the flat platforms before dropping down the steep decline. Be careful around those towers. If you bounce off one while going super fast, you'll fly right off the track.

C3 Be careful whenever the track narrows. Use the purple coins as guides. They are never placed in locations that lead you off the track.



YOU GOT A STAR!

GREEN STARS

1: The first Green Star is on the left route when the track splits. Roll the sphere directly



across the bump in the middle of the course and then jump up into the Green Star.



2: Roll right out into the void to collect this Green Star.

Twisty Trials Galaxy



constantly stay on flat surfaces and are not dumped out into the void.



The planets in this galaxy are spinning blocks that never slow down. You must jump from block to block, carefully stepping over the edges so you

Power Stars: Spinning and Spinning and Spinning

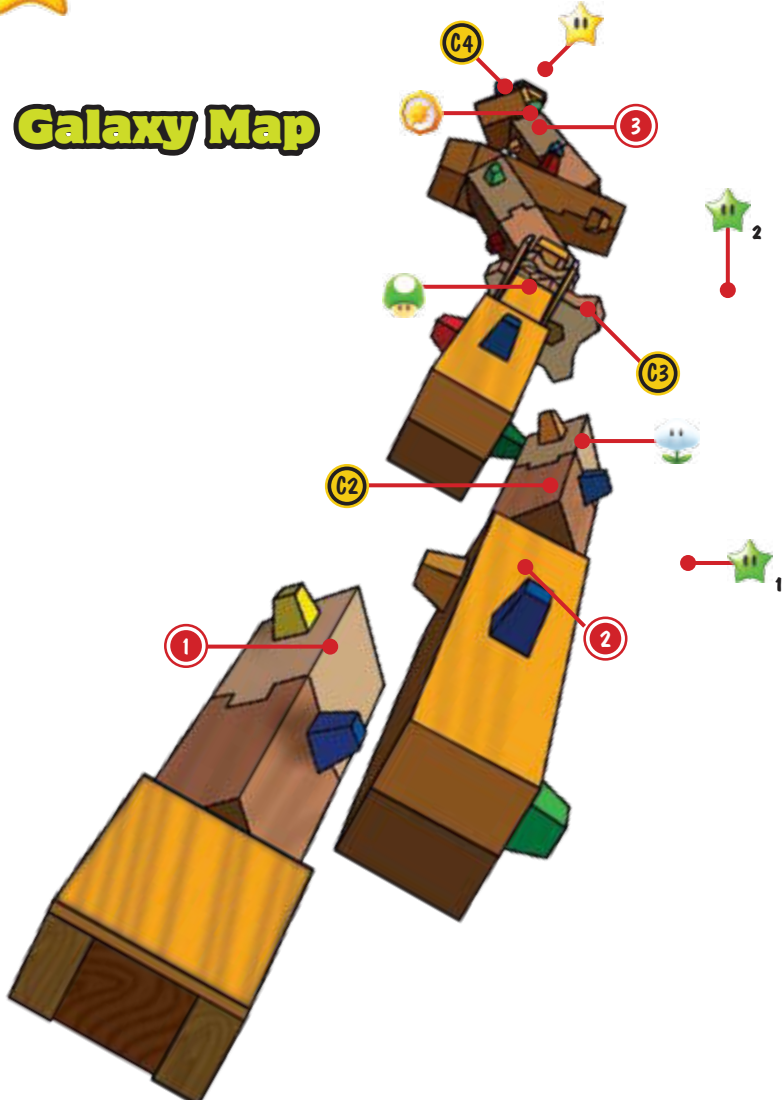
Comet Medal: Spinning and Spinning and Spinning

Comet Power Star: Turning Turning Double Time

Green Stars: 2

★ Spinning and Spinning and Spinning ★

Galaxy Map



LEGEND

	Power Stars
	Green Star
	Comet Medal
	1-Up Mushroom
	Life Mushroom
	Fire Flower
	Bee Mushroom
	Boo Mushroom
	Spring Mushroom
	Cloud Flower
	Rock Mushroom
	Spin Drill
	Teleporter
	Point of Interest
	Comet Power Star
	Points of Interest
	Planet Connections

Stars & Comet Medals



1 Gravity does not adjust with the rotating blocks in this galaxy; it is always pulling you straight down. So, as you run along the blocks, be careful of the side you're on getting too vertical. Once the side crosses the 45-degree mark, you better start looking for a new place to land. You can either jump out to another block or hop over the edge of your current block and land on the next side just as it "flattens" out.



TIP
If a block you jumped to doesn't look horizontal enough, spin in the air to give it another two seconds to rotate into a flatter position.



2 The Cloud Flower is a real lifesaver. Use it to generate cloud platforms to keep you from sliding into the void if you're caught on the edge of the block just as it goes too vertical to hold you.



COMET MEDAL

The Comet Medal is on this block. Jump to it just as the block rotates past the 45-degree mark so you land on a safe surface.



3 The Power Star is on a stationary block at the end of the galaxy. Watch out for the pegs in the blocks as you close in on it because you can get caught on one and pushed right off into space.



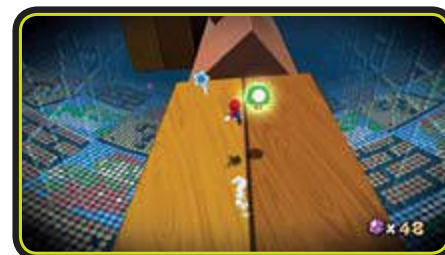
Turning Turning Double Time

The comet speeds up the rotation of the blocks in this galaxy. You must now keep moving against the rotation of the blocks to keep from falling because flat ground is rarely flat for very long.



C1 Long jump across gaps in the blocks to quickly make jumps. Spins to maintain height are tougher in this course now because the blocks rotate so fast that by the time you drop down, the block may already be too vertical to stand on.

C2 There is no Cloud Flower in this stage. It has been replaced by a 1-Up Mushroom.





C3 Although you don't get a Cloud Flower, you do enjoy an assist from Yoshi. Free Yoshi from his Egg and use Yoshi's flutter jump to cross these fast, dangerous wooden cogs. Do not linger on them for very long because it is easy to get a foot caught on one of the cogs' teeth as they rotate.



C4 The Power Star is no longer on a stationary block. You must run against the rotation of this very fast-spinning

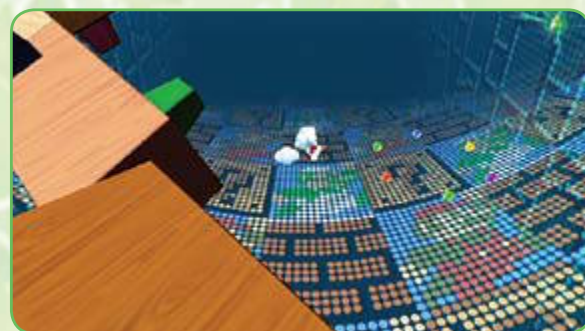
block and flutter up into the Power Star to successfully claim it.

 **YOU GOT A STAR!**

GREEN STARS



1: You must use the Cloud Flower to reach the first Green Star. Leap away from the rolling blocks and long jump out the Green Star, using clouds so you don't fall.



2: The second Green Star is also dangling far from the course. Long jump out to the Green Star, using the Cloud Flower to generate cloud platforms.

Stone Cyclone Galaxy



dominating almost every square inch of solid ground. Seek refuge in the gaping maws of the Tox Boxes as they roll by so you aren't squashed.



Remember this planet from *Super Mario*

Galaxy? It's back and tougher than ever. The Tox Box menace on this planet has gone critical, with these rolling giants

Power Stars: Silver Stars on the Cyclone
Comet Medal: Silver Stars on the Cyclone
Comet Power Star: Tox Box Speed Run
Green Stars: 2

Stars & Comet Medals



Silver Stars on the Cyclone

Galaxy Map

Enemies Encountered



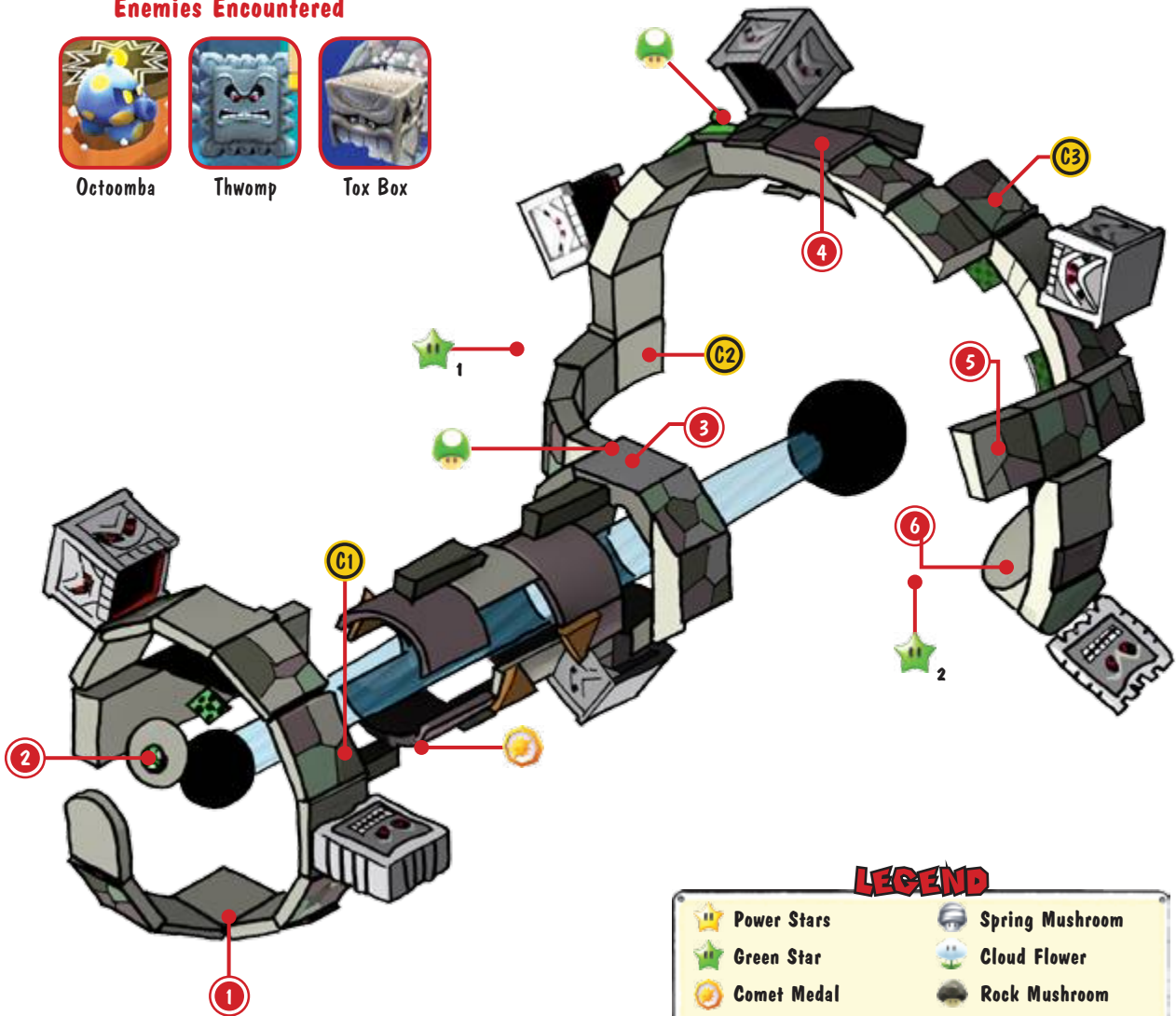
Octoomba



Thwomp



Tox Box



1 To earn the Power Star in this stage, you must assemble five Silver Stars. These are hidden across the Stone

Cyclone, guarded by rompin'-stompin' Tox Boxes. The first Silver Star is on this small pedestal. Dispatch the Octoomba and collect it, then slide beneath the Thwomp to the left.

LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



- 2** Ground pound the blue switch to slow time. Stand at this spot so the Tox Box's open mouth slams down around you, sparing your life. As the Tox Box rolls by, pick up the second Silver Star just beyond.



- 3** There's another Tox Box rolling around this circle, so quickly grab the third Silver Star and rush up the path to escape. If you are afraid you won't make it, duck down on the steps to the left to let the Tox Box slam by.



If a Tox Box rolls over you, you're cooked—it doesn't matter how many life wedges you have.

- 4** Use this space (with the ? Block) as respite from the rolling Tox Boxes. You are nearing the fourth Silver Star here. Slow down and watch the Tox Box patterns to see where you need to stand to let the mouth pass over you.



If you continue down the normal path to the rotating platforms, slow motion wears off and you must be nimble to avoid getting

pushed into the black holes. Instead, hit the blue switch to slow time and then long jump under the Thwomp to land right on top of another time-slowng switch.

- 5** Wait for the Tox Box to roll away before slipping out to this dead-end ledge to grab the fourth Silver Star.



COMET MEDAL

While time is slowed down, jump on top of the sliding bars here. As the bar slides under the Comet Medal, hop into it.



- 6** The final Silver Star is on the other side of these sliding bars. Long jump between the bars as they slide apart. As soon as you collect the fifth Silver Star, the Power Star appears on the circular platform directly ahead of you.



 YOU GOT A STAR!

Stars & Comet Medals

116 46

★ Tox Box Speed Run

The Tox Box Speed Run gives you thirty seconds' grace time to make your way to the far side of this tricky planet. That's not nearly enough to get there, so you must collect clocks on the path to add to your time.



C1 Many of the clocks are in the same spots as the Silver Stars and Comet Medal, but others are also available along the same route you took in the previous stage.



C2 You can really lose time up here, so be on top of collecting the clocks and slipping under the Tox Box mouths to safely move through the obstacle course.

C3 Save a bunch of time by making a long jump (and a spin) across this wide gap over a black hole. Bounce off the shrinking platform and keep moving toward the end of the course. If you time this just right, you can save nearly ten seconds here.



★ YOU GOT A STAR!

★ GREEN STARS ★



1: The Tox Box on this circle moves fast, so don't waste any time getting beneath this Green Star and triple jumping up into it. Spin to get the necessary extra altitude.

2: The second Green Star is precariously perched over a black hole. From the circular platform, long jump straight out to grab the Green Star.



Boss Blitz Galaxy



tickets to the cosmos for this challenge. But none of them is as tough as Fiery Dino Piranha. That fired-up Piranha Plant is back and madder than ever!



This galaxy is a rogue's gallery of bosses from the first *Super Mario Galaxy*. Dino Piranha, King Kaliente, Major Burrows, and Bouldergeist have all booked return

Power Stars: Throwback
Throwdown

Comet Medal: Throwback
Throwdown

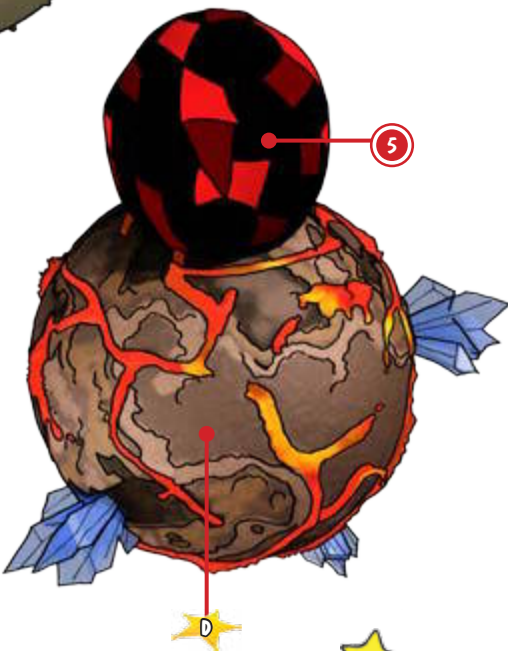
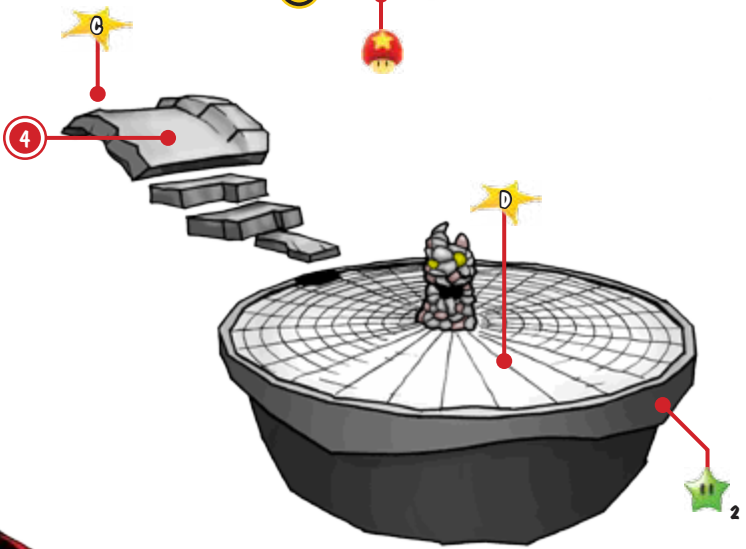
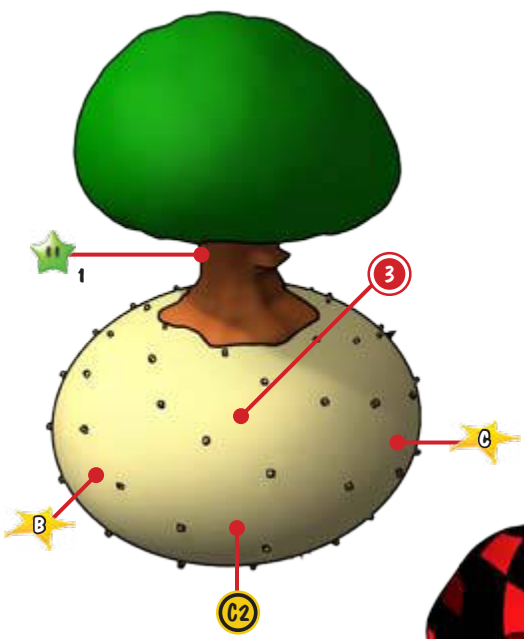
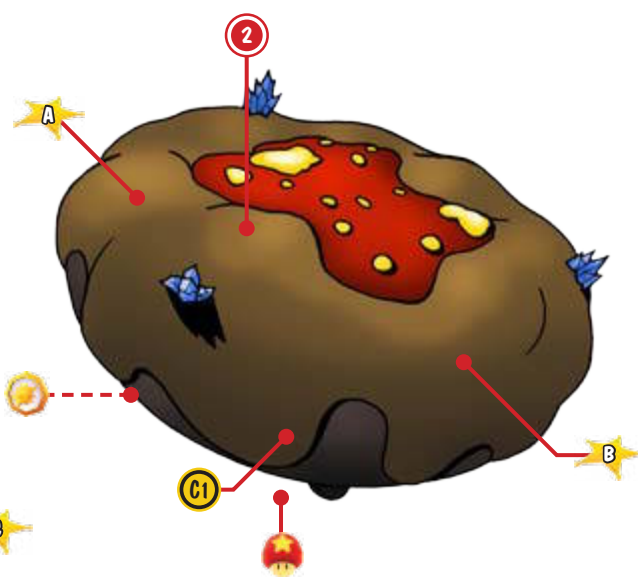
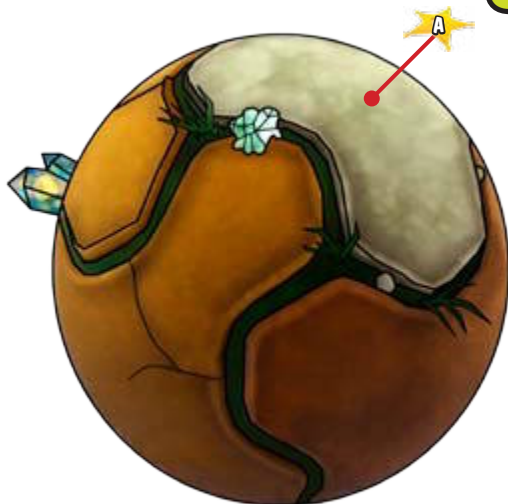
Comet Power Star:
Throwback Throwdown
Speed Run

Green Stars: 2



Throwback Throwdown

Galaxy Maps



LEGEND

Power Stars	Spring Mushroom
Green Star	Cloud Flower
Comet Medal	Rock Mushroom
1-Up Mushroom	Spin Drill
Life Mushroom	Teleporter
Fire Flower	Point of Interest
Bee Mushroom	Comet Power Star
Boo Mushroom	Points of Interest
	Planet Connections

Stars & Comet Medals



1 Dino Piranha bobbles around the first planetoid until you spin attack its tail. This knocks the bulb at the end of the tail into the egg, shattering it. Now Dino Piranha is on the loose!



To defeat Dino Piranha, you must circle behind the brute repeatedly, spin attacking that same bulb. Each hit sends

the bulb flying before it snaps back and bonks Dino Piranha on the head. After four hits, Dino Piranha falls and the Launch Star to the next planet appears. Before moving on, be sure to mine this planetoid for any Star Bits and coins Dino Piranha didn't already kick loose.



2 King Kaliente returns for a rematch on this donut-shaped lava lake. To defeat King Kaliente, you must avoid the fiery coconuts it spits until you spot a fresh, green coconut. Spin attack the coconut to send it flying back to King Kaliente, blasting it right upside the head. With each subsequent attack, King Kaliente bounces the coconut back once more. You must then hit the coconut back at Kaliente, playing a little game of tennis.

You must strike King Kaliente with three coconuts before the molten monarch gives up. After the second successful strike, Kaliente spits five blue flames at you. Shoot them with Star Bits to turn them into coins.



COMET MEDAL

The Comet Medal is on the bottom half of King Kaliente's planet. Collect the Life Mushroom and then backwards somersault up into the Comet Medal.



3 The third boss is Major Burrows. This massive mole digs around the planet. He's easily trackable by his spiked helmet, which you cannot touch. To force Major Burrows out of the dirt, ground-pound next to him. Burrows pops up and then flees. Chase him down and spin attack his exposed backside.



This, of course, only makes Major Burrows mad. The mole digs back into the ground, but now he's the one in pursuit. Keep a few

paces ahead of Major Burrows. When you see his helmet pop up, immediately ground-pound. Burrows rises out of the dirt and runs away. Spin attack him again.



When Major Burrows digs, he leaves behind a trail of cracked dirt. You cannot run through this dirt; it stops you cold. You can jump over it or spin attack through it.



After your second successful attack on Major Burrows, he gets truly upset. You must now ground-pound the dirt

twice before you force him out of hiding. He runs away much faster, too, so you have to be quick with that spin attack before he sinks back into the ground.



When you launch to the next planet, buy a Life Mushroom from the Salesman Luma to replenish your spent health.



4 Bouldergeist is a rock monster that rises from this arena-shaped planet. The ghost throws sharp rocks at you. Run away from them, but keep an eye on any black rocks. When these hit the ground, they release dark Boos. Those are key to defeating Bouldergeist.



Get close to a dark Boo and spin to grab its tongue. Now keep spinning to slam the Boo into Bouldergeist, weakening its defenses.



After three hits, Bouldergeist's shell fails, revealing the spirit within. Two dark Boos rise from the ground. Spin to grab them and then slam them into Bouldergeist's weakened form. You only have to hit Bouldergeist once here.



Gold rocks are rare, but when you see them keep track because they release coins when they smash into the ground.



Bouldergeist manages to reform and, this time, the gigantic ghost has two giant fists. Watch out for big punches and slap attacks as you avoid the rocks and keep grabbing the dark Boos. You must swat Bouldergeist three more times with dark Boos to shatter the rock exterior and reveal the spirit again. One final Boo attack eliminates Bouldergeist, unlocking the Launch Star to the final planet in this galaxy.

Stars & Comet Medals



5 Fiery Dino Piranha is the last boss in this galaxy, and it is by far the hardest. The battle is very similar to the first Dino Piranha fight, starting with the need to strike the bulb on its tail to break open its egg.



However, the big difference here is that Fiery Dino Piranha is covered with deadly flames. You must not touch this beast when it's covered in fire. When engulfed in flames, Fiery Dino Piranha also leaves a short trail of fire behind it. So follow closely, but not too closely!

You must wait for the flames on the bulb to go out before spin attacking it and smashing it into Fiery Dino Piranha's head.



After two attacks, Fiery Dino Piranha really steps it up. The boss starts spitting fireballs that bounce around the small planetoid. You must avoid them while snaking alongside Fiery Dino Piranha, waiting for that tail to be extinguished.

After two attacks, Fiery Dino Piranha really steps it up. The boss starts spitting fireballs that bounce around the



It's tough to get that final attack in because the window of opportunity to strike the tail is so small. The fire only goes out for a few seconds. If you start your spin attack and the flames kick in, your attack only ends up wounding you. So stay close to the side of the boss and dart in as soon as you see your chance.

★ YOU GOT A STAR!

★ Throwback Throwdown Speed Run

Think you can race through all those bosses again in under five minutes? Well, you better hop to it because that's the amount of time put on the clock when you start this stage. Follow the tips and strategies from the previous mission, but just do not dilly-dally. Or lollygag.



as you can before launching off the next planet. You need this because the Salesman Luma is gone from this speed run.

C2 The speedy burrowing of Major Burrows is a prime place to lose a lot of time. Major Burrows is more adept at slipping away from you after you ground pound him out of the soil. Stay alongside the boss, not in front of him. As soon as you pop him loose, zip in for the attack.



★ YOU GOT A STAR!

GREEN STARS



1: The first Green Star is under the branches of the tree on Major Burrows' planet. Stand under it and do a backwards somersault to grab it.



2: Fight your way to Bouldergeist to collect the second Green Star. Look for the glow of the star on the other side of the railing and then drop into the prize.

Flip-Out Galaxy



planets in this galaxy have limited or no floors, so you better be at the top of your game if you want to nab the Power Stars here.



This is one of the toughest galaxies in the cosmos.

You must spin to swap colorful blocks in the galaxy, creating a series of walls to jump up. The catch? Most of the

Power Stars: Wicked Wall Jumps

Comet Medal: Wicked Wall Jumps

Comet Power Star: Cosmic Clone Wall Jumpers

Green Stars: 2



Wicked Wall Jumps



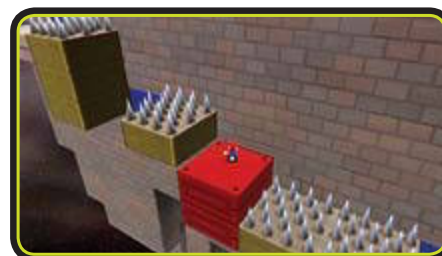
See Map on Next Page



the blocks that are not exposed move out and the other recede into the wall. So, by spinning here, you create a pair of walls to move up the planet and locate the Launch Star.

① The red and blue blocks in this galaxy are very similar to the flipping panels in Flip-Swap Galaxy. Any time you spin,

② Watch out for spike pads while moving along the paths of blocks. Wait until the spikes retract and then quickly move across the pads before you see the little points stick out again.



Stars & Comet Medals



Galaxy Map

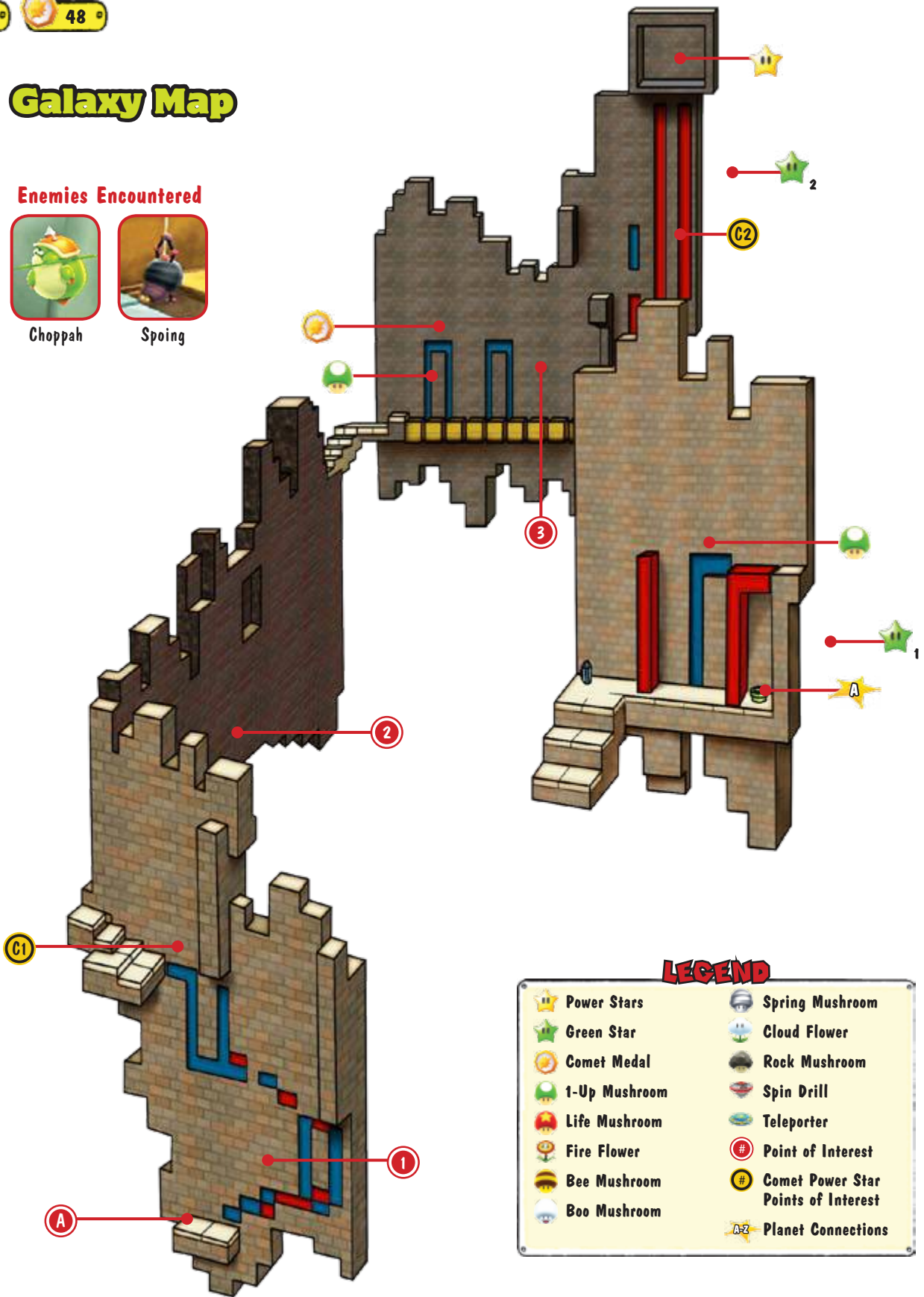
Enemies Encountered



Choppah



Spoing



LEGEND

	Power Stars		Spring Mushroom
	Green Star		Cloud Flower
	Comet Medal		Rock Mushroom
	1-Up Mushroom		Spin Drill
	Life Mushroom		Teleporter
	Fire Flower		Point of Interest
	Bee Mushroom		Comet Power Star
	Boo Mushroom		Points of Interest
			Planet Connections



COMET MEDAL



The Comet Medal is above these blue blocks. You cannot reach it right here, though. You must get to the top of the wall to the right and then long jump back to it.

C Wall jump as fast as you can. The Cosmic Clones are on your tail the entire time and will not slow down for a second. Every successful move you make, they mirror—and they are relentless.



C You must make a clean series of jumps up these blocks. If you slide back even a little, the Cosmic Clones catch up and bounce you right off the planet.



3 The last push up the planet is the hardest. You must wall jump back and forth, but spin to push out the necessary

blocks. Do not spin in the middle of the shafts, though. You need to do so close to the wall so you still fly into it. Spinning in the middle of an arc slows your momentum too much. The Power Star is at the top of the wall.

★ YOU GOT A STAR!

Cosmic Clone Wall Jumpers

As if balancing wall jumps and spinning blocks in and out of sight wasn't hard enough, the prankster comet over this galaxy adds Cosmic Clones to the mix. You need to keep far enough ahead so you never backslide into the path of the following clones or else you'll get knocked off a wall and fall into space.

★ YOU GOT A STAR!

GREEN STARS



1: To collect the first Green Star of Flip-Out Galaxy, wall jump to the ledge above the

green pipe and then just drop into the emerald treasure.

2: To the second Green Star is just below the Power Star. Instead of spinning to flip out the blue wall, jump out into space and then fall into the Green Star.



NOTE

The Grandmaster Galaxy does not open up until you have collected all the previous Power Stars and Green Stars. As soon as you have 240 stars, you may enter this tough-as-nails galaxy and go for the final batch of two stars!

Comet Medals



Grandmaster Galaxy



Welcome to the final challenge of the cosmos, where your skills will be put to incredible test. Precise jumping, perfect landings, and smart use of power-ups are

required to locate the Power Star in this galaxy. And if you think this contest is tough on your first visit, wait until you attempt it when the prankster comet is overhead...

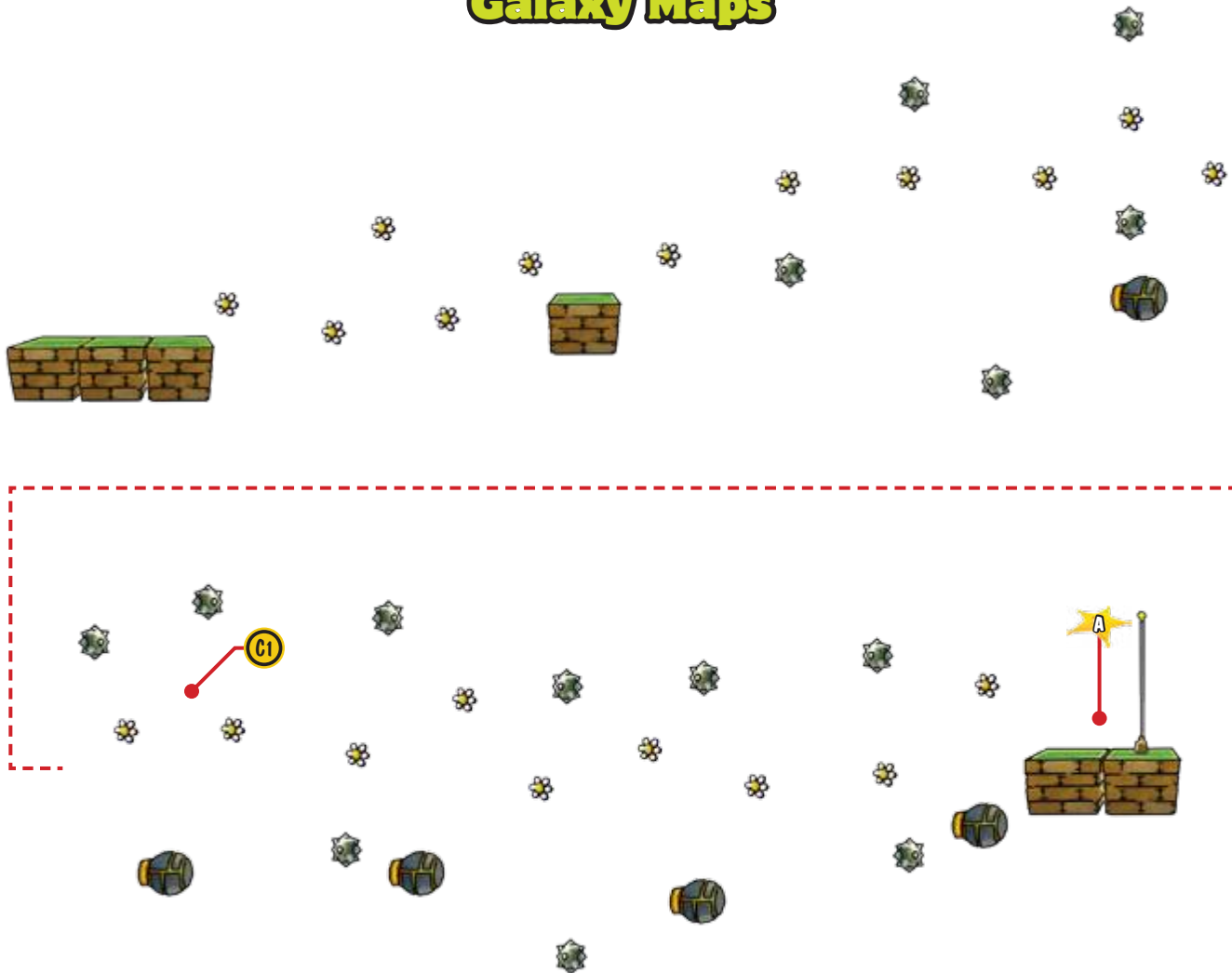
Power Stars: The Ultimate Test

Comet Medal: The Ultimate Test

Comet Power Star: The Perfect Run

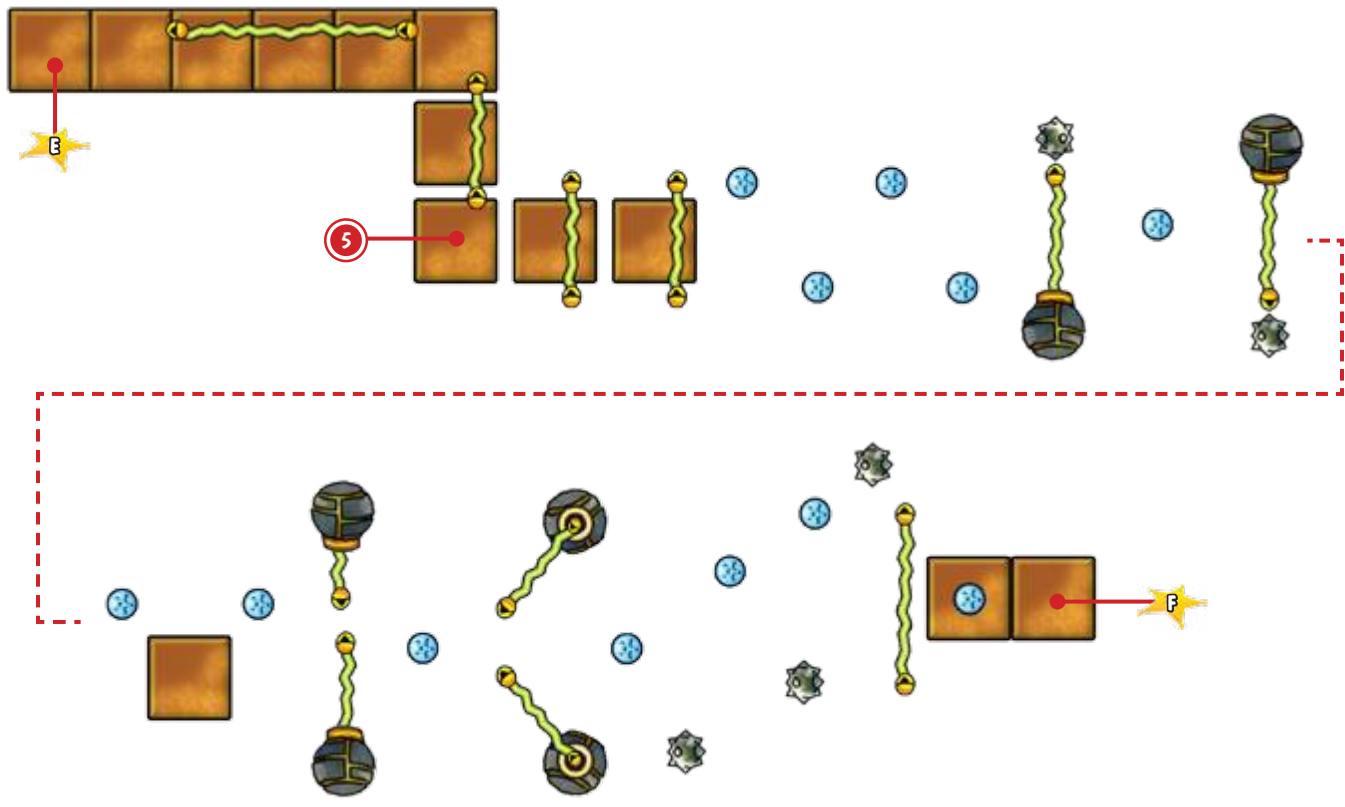
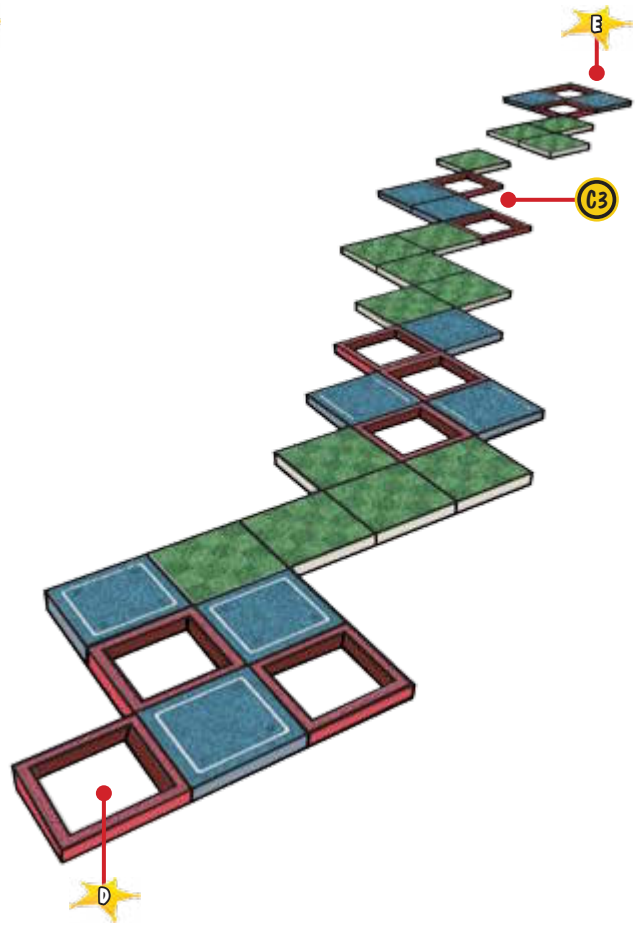
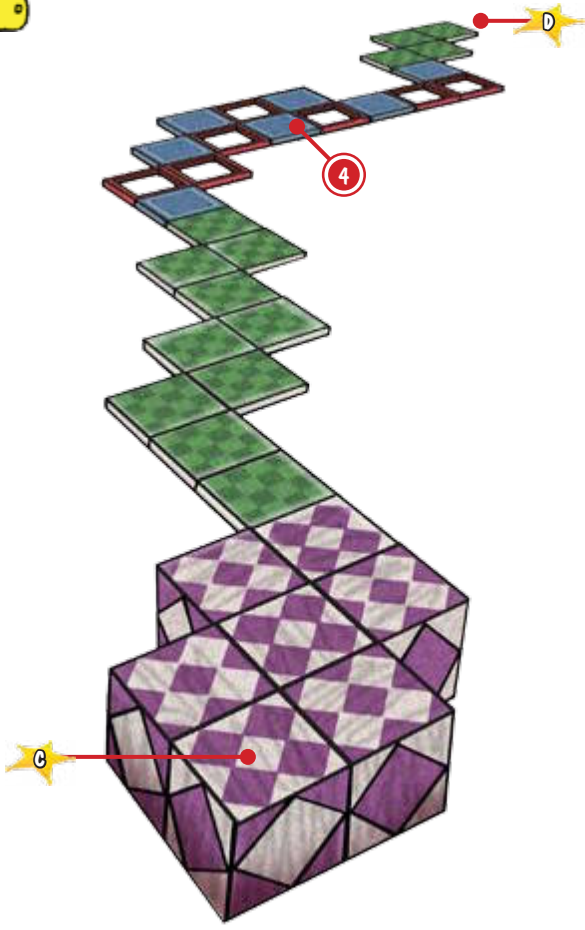
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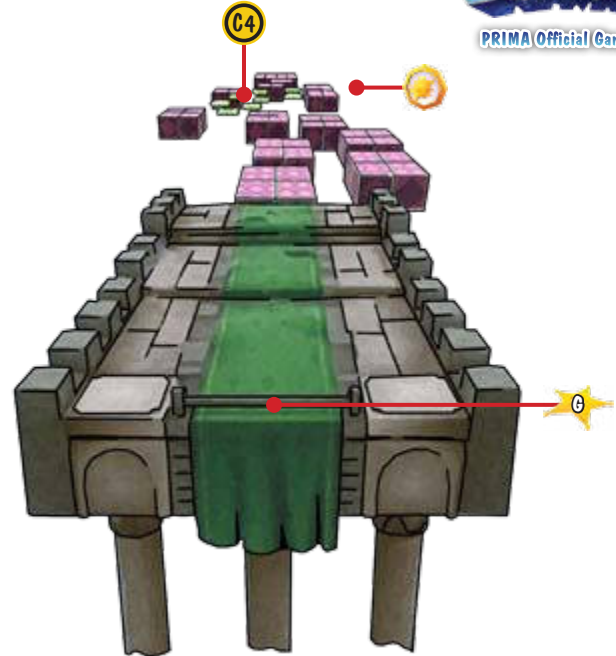
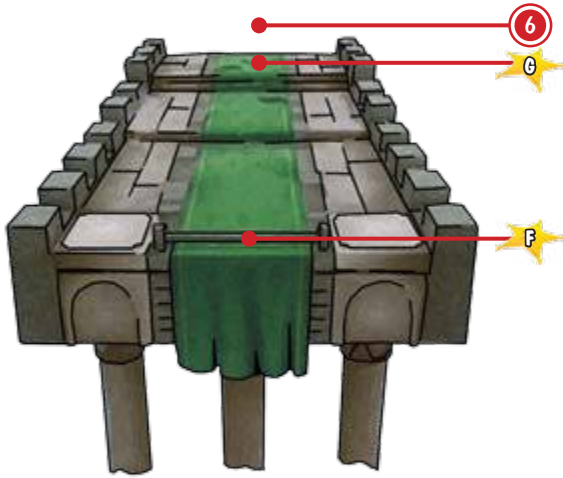
The Ultimate Test Galaxy Maps



Comet Medals

48





Enemies Encountered



Boomerang Bros.



Bullet Bill



Choppah



Hammer Bros.



Paragoomba



Sentry Beam



It's okay to backtrack. Yoshi can turn around and go back a flower if a Paragoomba flits in your way and you just cannot make the leap.

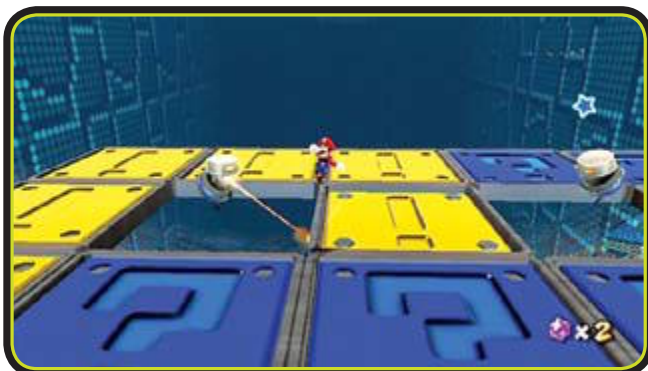


① The first challenge is to swing through a minefield of spiked spheres and Paragoomba while riding Yoshi. Solid ground is infrequent in this section of the galaxy. You must time jumps between the flowers using Yoshi's tongue just right. If you bump into a spiked sphere or a Paragoomba, you're ejected from Yoshi. If you're over the void, there is no recovery.



At the very end of this section, you must move without hesitation because Bullet Bills are on your trail!

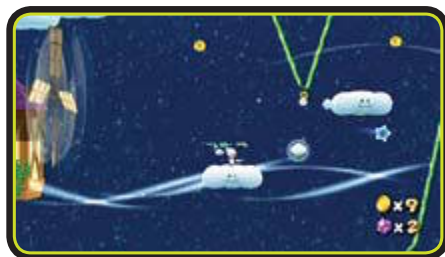
Comet Medals



- ② To escape this sector, you must flip all the panels from blue to yellow. Every time you step on a panel, it flips to the opposite color, so try to go through with a single run. Your long jump is just enough to clear a panel, so you can get out of a corner without having to backtrack over previously touched platforms.

**CAUTION**

Beware of Sentry Beams floating over the gaps in this area. Though a direct hit will not knock you into space, it will sap your strength. There are no Life Mushrooms, so your max life is just three wedges. Save them for as long as you can.



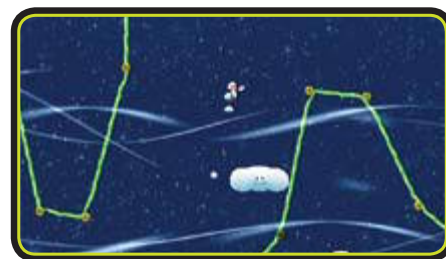
- ③ When you pass through the Checkpoint Flag, you pick up a Cloud Flower. You must use clouds to sail

through the cosmos out here, avoiding the electric fields that line this floating labyrinth. Watch the breezes and create a cloud platform in the center of them. Use the existing clouds as way points.

**TIP**

There are several coins in this area, so if you need to replenish lost life, steer your clouds into them.

When attempting to scale the vertical passages of this section, use backwards somersaults to get the most height possible.



- ④ The Launch Star is on the other end of these flipping panels. Every spin flips panels into play, just like those found in Flip-Swap Galaxy. These wouldn't be so bad if you didn't have the circular lasers to jump over. They come in threes, so jump over them and then use the break in fire to jump past the turrets.

**TIP**

Use the white circles as guides to see how far out the shockwaves extend.



As you close in on the Launch Star, you must avoid fiery coconuts. Every once in a while, you see a green one, which can be blasted back at a turret with a spin attack...but that flips the panels! You may just want to jump out of the way rather than return fire.

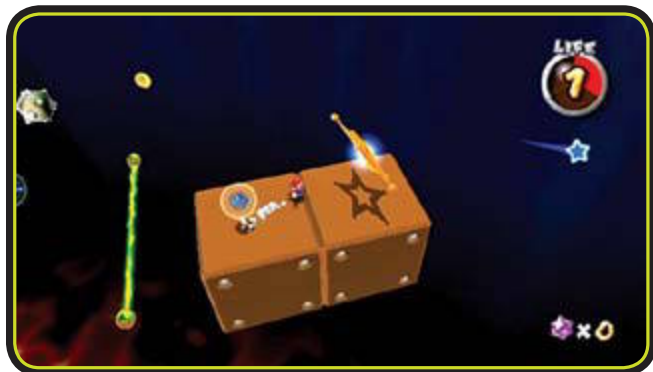


5 Instead of jumping over the electrical beams here, just grab the Pull Star and pull yourself out into the obstacle course. Hurry—if a beam catches you, the shock is powerful enough to knock you off the blocks and into space.



Pull yourself through space via the Pull Stars. Watch out for the electrical beams and spiked balls. You must

time your pulls so you slip through the breaks in the beams.



When you close in on the Launch Star, just pull yourself to this Pull Star and release the A Button. After a few seconds, you drop to the blocks. It's much easier than trying to fling yourself into the Launch Star with momentum.



6 The last sector of this galaxy is really difficult. You must defeat a handful of Hammer Bros. as you approach a field of flipping platforms. Stun the Hammer Bros. and then stomp them to earn coins instead of Star Bits. You need full life to survive this gauntlet.

Watch the faces on these platforms when crossing open space. When the platforms grimace, they are about to spin. Jump toward the Hammer Bro. on the right and get him out of the way as soon as you can.



COMET MEDAL



The Comet Medal is just beyond the edge of the platform. Jump out to it and then immediately spin to get enough height to fall back on to solid ground.

Comet Medals



Three Boomerang Bros. guard the last platform. The Power Star will not appear until you defeat all three. Use spin attacks

to repel the boomerangs and shoot the Boomerang Bros. to knock them off balance. Spin into each to push them on their backs and then kick them into oblivion to finish the course.

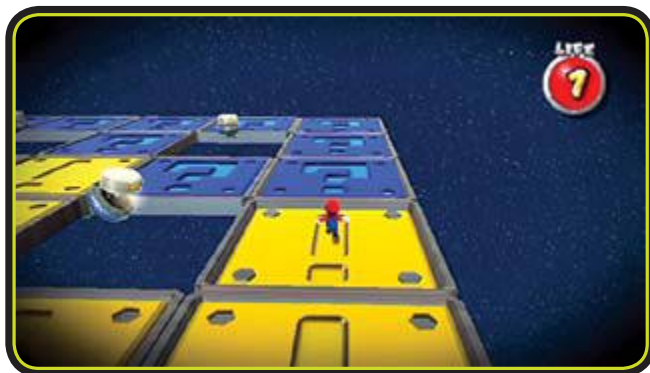
YOU GOT A STAR!

The Perfect Run

Making it to the Power Star was tough enough with full strength. Can you survive this course with just one wedge of life and no way to replenish it?



C_a The first and last sections of this galaxy are the hardest. Swing through the flowers as fast as you can, flipping over and under the Choppahs. As before, do not be afraid to backtrack. It is the only way to stay alive while waiting for a Choppah to move out of the way.



C₂ Run through this section. Never stop moving. Those Sentry Beams are merciless, and if they even zap the toe of your boot, you fail. You are better off sticking to the outer edge of the panels when on the outside square of panels. Run through the center five panels as fast as you can.



C₃ Getting across this series of panels with one wedge of life is not as tough as it looks. Be patient and time your jumps over the shockwaves, moving ahead during the breaks. Only get aggressive about leaping across panels when you close in on the Launch Star because you need to stay ahead of the coconuts.

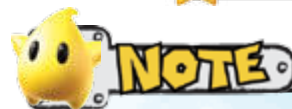
C₄ Last challenge!

Defeating the Hammer Bros. in the beginning of this area isn't too bad.

Moving across the flipping panels, though, is tough. Use Star Bits to stun the Bros. as you jump across the panels. Once you reach the three Boomerang Bros., unload your Star Bits to keep them from throwing boomerangs at you. Spin into them to deflect their attacks and push them over. Go after one Boomerang Bro. while shooting another. You cannot afford to concentrate on just one at a time or else the others will get you in the back.



YOU GOT A STAR!



There are no Green Stars in the Grandmaster Galaxy.



SUPER MARIO GALAXY 2

PRIMA Official Game Guide

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About the Author

Catherine grew up in a small town, loving the proverbial “great outdoors.” While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in Halo as well as arranging a perfect little village in Animal Crossing. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

We want to hear from you! E-mail comments and feedback to cbrowne@primagames.com