

Wii™



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

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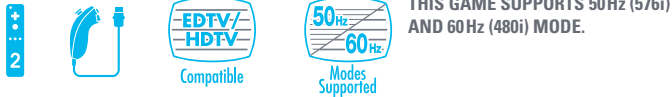
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Thank you for selecting the SUPER MARIO GALAXY™ Disc for your Wii™ system.

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

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



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

THIS SOFTWARE USES A FONT THAT IS EITHER MADE BY OR CREATED BASED ON A FONT MADE BY FONTWORKS INC. WHICH HAS BEEN MODIFIED TO ACCOMMODATE THE SOFTWARE DESIGN.

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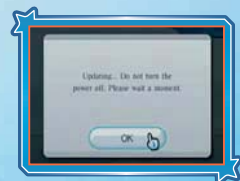
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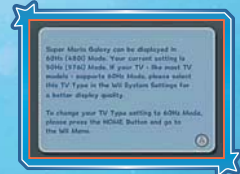
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## System Update

Please note that when first loading the Game Disc into the Wii console, the Wii system will check if you have the latest System Menu, and if necessary a **Wii System Update Screen** will appear. Select OK to proceed.



While this game runs at 50Hz, it offers a superior display at 60Hz. For this reason, Nintendo would like you to change your Wii display setting to 60Hz for this game, if applicable with your TV. The first time you try to run this game with your Wii display setting at 50Hz, and every 100 days thereafter, the **Reminder Screen** on the right will be shown. For detailed information about 60Hz Mode, please refer to **page 10**.





# Prologue

Every hundred years, a comet appears in the skies above the Mushroom Kingdom.

The comet was so large one year, it filled the skies, and countless shooting stars rained down.

The Toads brought the shooting stars to the castle, where they became a great Power Star.

It should have been a very happy time for the citizens of the Mushroom Kingdom. That was the night of the Stardust Festival, held once every hundred years to celebrate the blessings of the comet.

To Mario,

I'll be waiting for you at the castle on the night of the Stardust Festival. There's something I'd like to give you.

From Peach

The Toads brought the shooting stars to the castle, where they became a great Power Star.



The Toads gave Mario a warm welcome and danced merrily. Mario was overwhelmed with joy. However...



## Polari



The elder of the star children Lumas.

He understands Rosalina extremely well, and knows everything there is to know about the Observatory.

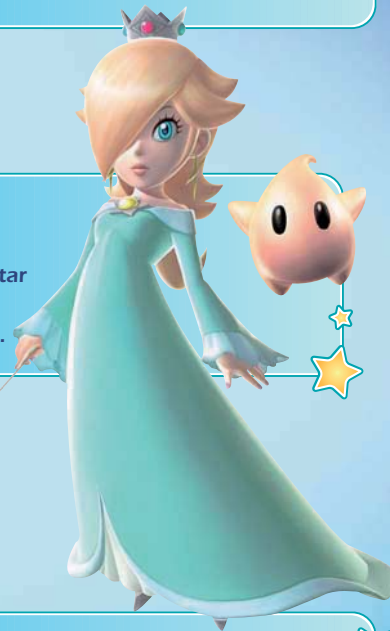
He shows you a map each time you speak to him.

## Rosalina

Head of the Comet Observatory, which travels through space.

She journeys the stars with the star children, the Lumas, at her side.

A woman with a mysterious past.



## Luma



Star child who lives in outer space.

There are a number of different species of Luma.

They love to snack on the pieces of star dust known as Star Bits.





# Getting Started

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

- 1 The **Health and Safety Screen**, as shown on the right, will be displayed. After reading the details press the A Button.

NOTE: The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



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

Wii Menu Screen



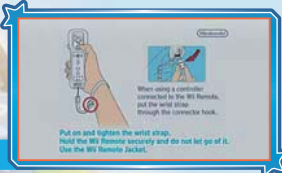
- 3 The **Channel Preview Screen** will be displayed. Point at **START** and press the A Button.

Channel Preview Screen



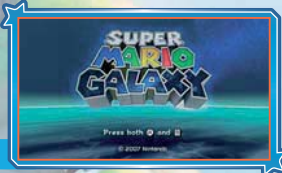
- 4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The **Title Screen** will then be displayed.

Wii Remote Wrist Strap Information Screen



- 5 Press the A Button and the B Button simultaneously to proceed to the **File Selection Screen**.

Title Screen



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

## Playing from the Beginning (Create a Game File)

When playing from the beginning, select a planet and create a Game File to preserve save data. In order to create a file, you will go to the **Icon Selection Screen**, and after choosing the icon, you will be able to use the file or to go back to the **File Selection Screen**. In order to create a file you will need to have one free block on the Wii console's save memory.

You can also attach a Mii registered on the Wii console to use as an icon.

NOTE: For details on how to create a Mii in the Mii Channel, see the Wii Operations Manual: Channels & Settings.

## File Selection Screen

Choose the Game File (planet) you will play, and select **PLAY THIS FILE** to continue from a previously saved game.

### File Selection Menu

|              |  |
|--------------|--|
| <b>COPY</b>  | Copy save data to another file.                                    |
| <b>ICON</b>  | Change the file icon.  |
| <b>ERASE</b> | Erase save data. Please note that erased data cannot be recovered. |



### Back Icon

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

Number of Power Stars (page 12) and Star Bits (page 24) collected

Player 2 guidance for Co-Star Mode

## Saving Data

Whenever you clear a scenario (page 12), you will be asked whether you wish to save. Select **YES** to overwrite and save your progress. Each time you start from save data, the number of lives will be reset.

**Please note that once data is overwritten it is not possible to return to the previous save data.**

NOTE: For details on how to delete files saved on the Wii console's internal memory, see the Wii Operations Manual: Channels & Settings.





# Controls

This game is played Nunchuk-style with the Nunchuk connected to the External Extension Connector of the Wii Remote.

For detailed explanations of how to perform each action, see pages 14–23.

**NOTE:** For details on connection and proper use, see page 10.

## Wii Remote and Nunchuk



## Nunchuk

### Control Stick

- ★ Move (page 14)

### C Button

- ★ Reset camera (page 21)  
(return to normal viewpoint)

### Z Button

Crouch (page 16)

- ★ Dive (page 17)

## Co-Star Mode

Although this game is fundamentally intended for single-player use, if you have two Wii Remotes you can play together with a friend. While Player 1 takes control of Mario, Player 2 assists Mario by collecting Star Bits (page 24) and halting enemies' movement. Player 2 can make Mario jump by pointing at him and pressing the A Button. Player 2 plays using only the Wii Remote.

**NOTE:** For further instructions about how to connect the Wii Remote, see page 10 or consult the Wii Operations Manual: System Setup.

### Player 1's Pointer



### Player 2's Pointer



## Wii Remote

### Pointer

Move over Star Bits to collect them

- ★ Move Pointer
- ★ Point at Pull Stars (page 20)

### + Control Pad

- ★ Switch cameras (page 21)

### HOME Button

- ★ Display **HOME Menu**  
**NOTE:** See Wii Operations Manual: Channels & Settings for details.

### Minus (-) Button / Plus (+) Button

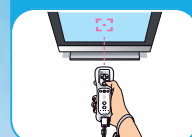
- ★ Display **Pause Screen**

### Shake Wii Remote

Shake the Wii Remote to Spin or use a contraption.



### How to Point



### B Button

Fire Star Bits at on-screen pointer

- ★ Cancel command

### A Button

Jump (page 15)

- ★ Confirm
- ★ Speak / Read (page 16)
- ★ Swim (page 17)
- ★ Grab Pull Star (page 20)

**NOTE:** Actions performed by shaking the Wii Remote can also be performed by shaking the Nunchuk.

## Player 2 Controls

|                              |  |
|------------------------------|--|
| Collect Star Bits            | Point at Star Bits to collect them.  |
| Fire Star Bits               | Press the B Button to fire Star Bits at the on-screen pointer.   |
| Stop enemies in their tracks | Point at an enemy and press the A Button to halt its movement.<br><b>NOTE:</b> Not effective on all enemies. |
| Make Mario Jump              | Point at Mario and press the A Button to make him jump.  |
| Make Mario Spin              | Point at Mario in mid-air and press the A Button to make him Spin.   |
| Co-Star Super Jump           | Point at Mario and press the A Button simultaneously with Player 1 to make him jump higher than usual.       |

**NOTE:** Select the P2 icon at the **File Selection Screen** (page 7) to view an explanation of Player 2's controls for **Co-Star Mode**.

### CAUTION – USE THE Wii REMOTE WRIST STRAP

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

**CAUTION:** Always keep a firm grip on the Wii Remote and Nunchuk (if being used). Use the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

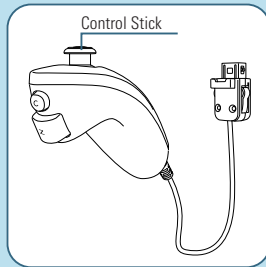
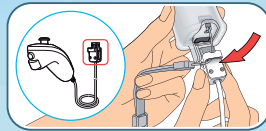
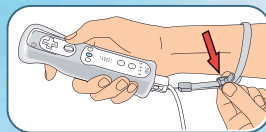
**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

### Nunchuk Neutral Position Reset

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

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

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



### 60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an even smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

When you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture.

However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.

The default setting of the Wii is 50Hz (576i) Mode. To activate 60Hz (480i) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



### EDTV/HDTV (480p) Mode – Progressive Scan

EDTV/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV/HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV/HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



### Synchronising your Wii Remote with the Wii console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. There are two different modes of synchronising (synching):

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

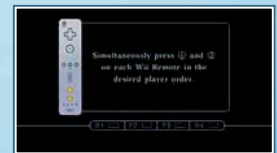
**One Time Mode** – This mode allows you to temporarily use your Wii Remote on a console other than your own, to use a friend's Wii Remote on your console or to change the player order for multiplayer games. It does not delete the **Standard Mode** setting stored in the Wii Remote. In this mode, the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

Please see **One Time Mode** instructions below. For more information please refer to the Wii Operations Manual – System Setup.

### One Time Mode Synchronisation

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

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



# Exploring Galaxies

Take control of Mario and depart from the Comet Observatory to the galaxies beyond to collect the scattered Power Stars.

## Collecting Power Stars

Mario explores a multitude of galaxies. Within any one galaxy there are a number of scenarios. Get your hands on a scenario's Power Star to clear that scenario and unlock new scenarios where more challenges await.

Power Star

## Comet Observatory

The base for your adventures. You can head out into galaxies from domes (places where you observe galaxies) and gather information from Lumas and others. Once you have obtained a dome's Grand Star, you will be able to enter a new dome.



Grand Star



Dome

Star Bits

The total number of Star Bits you have collected from galaxies so far.

## Galaxy Selection Screen

Grab hold of the Pull Star (page 20) situated inside a dome to get to the **Galaxy Selection Screen**. Select the galaxy you wish to explore, then select FLY TO THIS GALAXY to proceed to the **Scenario Selection Screen**.

Undiscovered Galaxy

Only the number is displayed. Unlock by collecting Power Stars.



Discovered Galaxy

Point at it and press the A Button to travel there.

See Entire Map

Point outside the galaxies and grab with the A Button to rotate the entire map.

## Scenario Selection Screen

Point at a scenario and press the A Button to begin. Point at a scenario you have already cleared to display your best score so far for that scenario.

Cleared Scenario

Scenario you have not yet cleared.



## Galaxy Screen

When Mario collides with an enemy or a thorny plant and his Life Meter drops to zero, or falls into a black hole, he will lose a life. When he has no lives remaining it is Game Over, and you will return to the **Title Screen**.

Number of Power Stars Collected

Lives Remaining

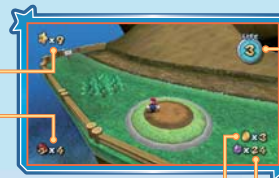
Number of Coins Collected

Life Meter

When Mario collides with an enemy, succumbs to an enemy's attack or collides with an obstacle his Life Meter will drop by 1.

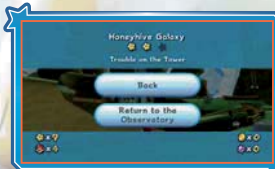
Number of Star Bits

The number of Star Bits you have collected so far in the current scenario.



## Pause Screen

Press either the Minus (–) Button or the Plus (+) Button to pause the game. At the **Pause Screen** you can check the number of coins you have, the name of the galaxy you are currently in, and so on. Select BACK to resume play or select RETURN TO THE OBSERVATORY to go back to the Comet Observatory.





# Actions – Basic

Here we shall learn Mario's basic actions. Master each action according to the situation.

## Movement

Move with the Control Stick. Gently tilt the Control Stick to walk, or tilt it further to run.

## Spin

Shake Wii Remote

As you progress through the scenarios you will gain the ability to Spin by shaking the Wii Remote to break obstacles and stun enemies. There are also contraptions that are activated by Spinning inside of them, so have a go at Spinning into different things.



Break Obstacles



Stun Enemies



Use Contraptions

## Spin Jump

Shake Wii Remote mid-jump

Spin mid-jump to perform a Spin Jump and Mario will jump higher than usual.



## Defeating Enemies

In general, you can defeat enemies by jumping on them, or by colliding with them once you have stunned them with either a Spin or by attacking them with Star Bits. However, there are also enemies who cannot be defeated in this way. Try using an item or contraption, or repelling an enemy's attack with a Spin.

## Jump

Jump with the A Button. A number of different jumps can be performed by combining this with other actions. Be sure to use the best jump for each situation.

## Consecutive Jumps / Triple Jump

A upon landing

Jump while running. Press the A Button at the precise moment Mario lands to perform up to 3 consecutive jumps. On the 3rd consecutive jump Mario will jump higher (Triple Jump).



## Backward Somersault

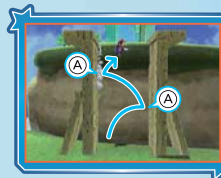
A while pressing and holding Z

Jump while crouching and Mario will jump high into the air and land a few paces behind.

## Wall Kick

A when jumping towards wall

Jump towards a wall and press the A Button at the right time to rebound upwards from the wall. When there is a narrow space between two walls you can use this to manoeuvre Mario to the top.



## Side Somersault

While moving, tilt opposite direction to movement and press A

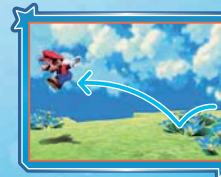
While moving, tilt the Control Stick in the direction opposite to where Mario is facing and press the A Button to perform a Side Somersault.



## Long Jump

While running, Z, then A

While running, hold down the Z Button, then press the A Button to perform a Long Jump and cover great distances.



## Ground Pound

Z mid-jump

Perform a Ground Pound by pressing the Z Button mid-jump. Use the Ground Pound to break cracked floors and push Ground Pound switches (page 21).



## Speak / Read

Stop in front of a nearby character or sign and press the A Button to start a conversation, or to read.



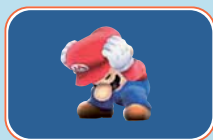
## Grab Pole near to pole

Press the A Button when near to a pole to jump and grab onto it. Use the Control Stick to move up, down, left and right, and press the A Button to jump down.



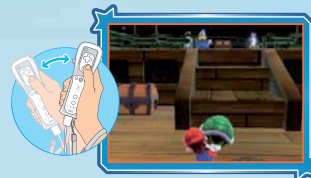
## Crouch

Press and hold the Z Button to crouch. Use the Control Stick to move about while crouching.

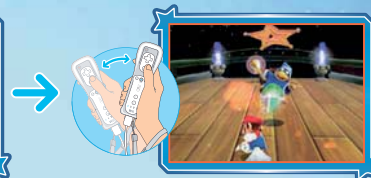


## Pick Up (Catch) / Throw

Shake the Wii Remote when near to a shell to pick it up. You can also pick it up simply by touching it. Shake the Wii Remote once more to throw it forwards. You can also catch shells thrown at you by enemies.



Pick up shell



Throw at target

## Swim

When in water, choose the direction with the Control Stick and press the A Button repeatedly to perform breaststroke. Flutter Kick by holding down the A Button. Shake the Wii Remote while swimming for a short burst of speed. Hold a shell while swimming to boost your speed. Hold the A Button or shake the Wii Remote at the water's surface to jump.



## Dive

Press the Z Button at the water's surface to dive into the water. When underwater the Air Meter will be displayed. Be careful, as once the Air Meter runs out the Life Meter will begin to drop. The Air Meter can be restored by leaving the water, by colliding with a bubble or by collecting coins.



Bubble

Air Meter

## Skate

Shake the Wii Remote when on top of ice to skate. Control the direction Mario skates with the Control Stick. Skating allows Mario to move faster than usual. Mario can still perform Consecutive Jumps while skating.





# Actions – Transformations

Certain items allow Mario to transform and gain special abilities. Learn how to make the most of these transformations.



## Bee Mario

Take to transform



Stick to Honey Walls!

Hold down the A Button to hover. Use the Control Stick to control the direction Mario hovers. Be careful – the Fly Meter will steadily decrease as Mario hovers upwards and once it is empty Mario will fall. Mario can also climb Honey Walls by sticking to them.

Mario will return to his normal form:

After colliding with an enemy, an enemy attack or by coming into contact with water.



## Rainbow Mario

Take to transform

Mario will be able to defeat any enemies he collides with. His Life Meter will not decrease if he is attacked, and, for a limited time, his running speed will increase.

Mario will return to his normal form: After a time limit has elapsed.



## Boo Mario

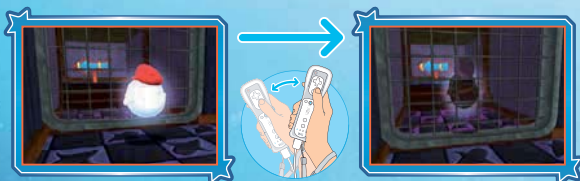
Take to transform



Shake the Wii Remote in front of special walls, such as bars, to become transparent and pass through. Rapidly tap the A Button to float upwards.

Mario will return to his normal form:

After colliding with an enemy, an enemy attack or by coming into contact with light or water.



## Ice Mario

Take to transform



Mario can create an icy footpath by freezing the area around him as he walks.

Mario will return to his normal form: After a time limit has elapsed.



## Fire Mario

Take to transform

Shake the Wii Remote to attack enemies by shooting fireballs.



Mario will return to his normal form: After a time limit has elapsed.



## Spring Mario

Take to transform

Mario will continue to move while bouncing. Press the A Button precisely as Mario lands to bounce high. If Mario collides with a wall he will automatically perform a Wall Kick.

Mario will return to his normal form:

After colliding with an enemy, an enemy attack or by coming into contact with water or a Launch Star.







## Actions – A Variety of Contraptions

In order for Mario to progress in his adventure he will need to make use of a variety of contraptions. Take a look at how each of these contraptions is used.

### Launch Star



Launch Star

Shake the Wii Remote when near to a Launch Star to move to a particular planet. When a Launch Star is broken, collect all the yellow Star Chips to repair it.

#### Broken Launch Star Indicator


Collect all the yellow Star Chips to repair.

#### Yellow Star Chips

Assemble to create a Launch Star.



### Pull Star

When Mario is near to a Pull Star, point at it and  will be displayed. Press and hold the A Button to move to where you are pointing. Release the A Button, then press the Z Button or Spin to quickly separate from a Pull Star.

When a Pull Star is broken, collect blue Star Chips to repair it.



Blue Star Chips



Pull Star



Grab hold of a Pull Star with the A Button!



### Pipe







Enter a pipe

Enter a pipe to transport somewhere else.



### Blocks / Switches / Panels




Jump, Spin, etc.

|   |                     |   |
|---|---------------------|---|
|  | ? Block             | Jump from below to hit the Block and get Star Bits, coins, etc. |
|  | Brick Block         | Jump to hit, Spin or Ground Pound to break.                     |
|  | Block               | An unbreakable block.   |
|  | Flipswitch          | Changes colour each time you pass over it.                      |
|  | Spin Lever          | Spin when close by to spin the lever.                           |
|  | Ground Pound Switch | Ground Pound on top of the switch to activate it.               |

NOTE: Mario will come across a number of switches besides these.



### Switching Camera Angles

Depending on the location it may be possible to alter the camera angle (viewpoint). Use the  Control Pad to display the Camera Icon, then press the  Control Pad in the directions marked in blue to change the viewpoint. Press the C Button to return to the normal viewpoint. At particular screens you can switch between Mario's viewpoint and the normal viewpoint by pressing up and down on the  Control Pad.

NOTE: There are places where you cannot operate the camera.



Camera Icon

## Sproutle

Shake Wii Remote

Shake the Wii Remote when close by to grab hold of the vine and begin climbing. Continue to shake the Wii Remote until Mario takes off from the end.



## Cannon

Point Wii Remote and press A

Climb inside the cannon, aim with the Wii Remote and press the A Button to fly towards your target like a cannonball.



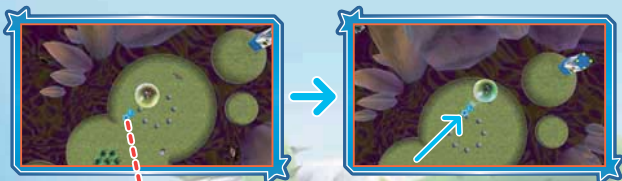
Fire with the A Button!



## Bubble

Point Wii Remote

Climb inside a Bubble and point at the screen. Use the A Button to blast the Bubble with air and blow it around. Press the Z Button to exit the Bubble. The Bubble will burst once it collides with an enemy or is trapped by a moving obstacle.



## Star Ball

Tilt Wii Remote

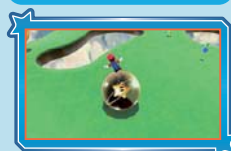
Jump and ride on top of the Star Ball. Start with the Wii Remote in an upright position and tilt in the direction you wish to move. Press the A Button while riding to jump.



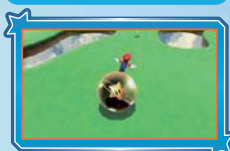
Tilt forwards to move forwards

Tilt left to move left

Tilt right to move right



Tilt backwards to move backwards



## Ray Surfing

Hold A and twist Wii Remote

Surfing on top of the ray, press the A Button to move forwards. Turn left by twisting the Wii Remote left and turn right by twisting it right. Make the ray jump by shaking the Wii Remote.



Switch directions by twisting

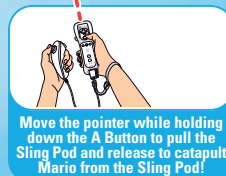
## Sling Pod

Point Wii Remote and hold A

Enter a Sling Pod and point at it. Move the pointer while holding down the A Button to pull the Sling Pod, and release the A Button to catapult Mario from the Sling Pod in the opposite direction.



Release the A Button to fire!







## Items

Mario will come across a number of different items in the course of his adventure, some proving useful to Mario or producing an effect once collected.



### Coin

Restores Life Meter by 1.  
Collect 50 to earn an extra life.



### ? Coin

Collect one and a number of different things could happen.



### Green Shell

Throw to break open treasure chests or attack enemies.  
Boosts speed if held while swimming.



### Red Shell

Throw it and it will home in on enemies. Boosts speed if held while swimming.



### 1-Up Mushroom

Earn an extra life.



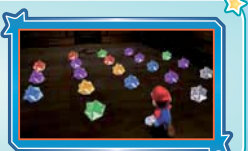
### Life Mushroom

Fully replenishes your Life Meter and temporarily raises its maximum to 6. If the Life Meter falls to 3 or below, its maximum will return to being 3.



## Collecting Star Bits

For every 50 Star Bits you collect you will receive one extra life. Fire Star Bits at the screen with the B Button to attack enemies or feed hungry Lumas (page 25).



## Hints

Here a few hints that will help you progress smoothly through your adventure.



### Use a variety of actions

While exploring, Mario will encounter places where he cannot proceed without undergoing a particular transformation. Other locations may require operating a contraption with an unexpected action or the discovery of a hidden contraption. Use Mario's various actions to make progress.



Spin on top of the bolt to...?



Spin inside the tornado to perform a Tornado Jump!



### Having trouble defeating enemies?

Depending on the enemy Mario might not be able to defeat it without using a particular action to attack its weak point. Observe the enemy's movement closely and go for its weak point.



Time your attack precisely!



Attack enemies using items!



Search for the enemy's weak point!



### Feed Star Bits to Lumas!

After speaking to a hungry Luma in a galaxy or the Observatory, point at it and a Target Mark will be displayed. Use the B Button to feed the Luma Star Bits you have collected. What happens when you feed hungry Lumas lots of Star Bits...?

Hungry Luma







## Check the Map at the Observatory

After you have progressed far enough in your adventure to unlock the second Dome at the Comet Observatory, speak to Polari (page 5) to get him to show you the maps. There are two sorts of map: the **Comet Observatory Map** and the **Universe Map**. Select a galaxy on the **Universe Map** to check the number of Power Stars, etc., you have acquired in that galaxy. Press the A Button to switch maps.



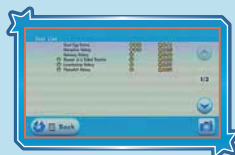
## Sending the Star List to Friends

Select at the **Map Screen** to display the **STAR LIST** to check the number of Power Stars you have collected, etc. If the Wii console is connected to the Internet, you can post a photograph of the List to the Wii Message Board, or send it to friends to exchange information.



At the **Star List Screen** you can turn the page by using and .

Select at the **Star List Screen** to take a photograph of the page.



When the screen shown to the right is displayed, select YES to send the picture to the Wii Message Board. Once you have sent the photograph, a message will arrive. You can send the attached photograph to friends.

NOTE: For details on how to send messages, see the Wii Operations Manual: Channels & Settings.



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