

Wii™

# SUPER MARIO GALAXY



INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING – Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING – Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ CAUTION – Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **IMPORTANT LEGAL INFORMATION**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

#### **ORIGINAL MANUAL**

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.



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This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic Ix decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.

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# Controls

This game is played with both the Wii Remote™ and the Nunchuk™, so you will need to connect a Nunchuk to your Wii Remote. Please see pages 8-13 for detailed instructions on how to perform actions with these controls.

Hold the controllers like this.

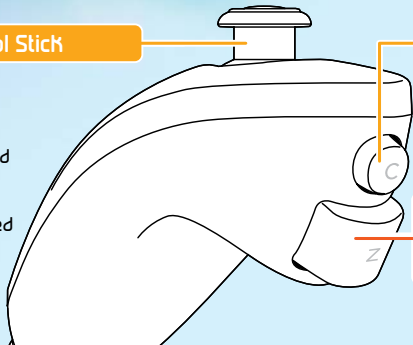


## Nunchuk

**Control Stick**

★ Move (P8)

\* Remember, moves performed by shaking the Wii Remote can also be performed by shaking the Nunchuk.



**C Button**

★ Camera Reset

**Z Button**  
Crouch (P8)

★ Dive (P9)

### SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.



## ★ Co-Star Mode ★

This game is normally played with one player, but if you have two Wii Remotes, you can play with two players. One player will control Mario while the other will collect Star Bits, stop enemies in their tracks, and help out the other player. Player 2 can even make Mario jump by pointing at him. Player 2 needs only the Wii Remote.

P1's Pointer



P2's Pointer



## Wii Remote

Pointer

Grab a Star Bit

★ Move the Star Pointer  
Point at a Pull Star

+ Control Pad

★ Change camera view

HOME Button

★ Display HOME Menu

If you turn off the sound on your Wii Remote, it will come out of your TV instead.

\* For more information, please see your Wii System Operations Manual.

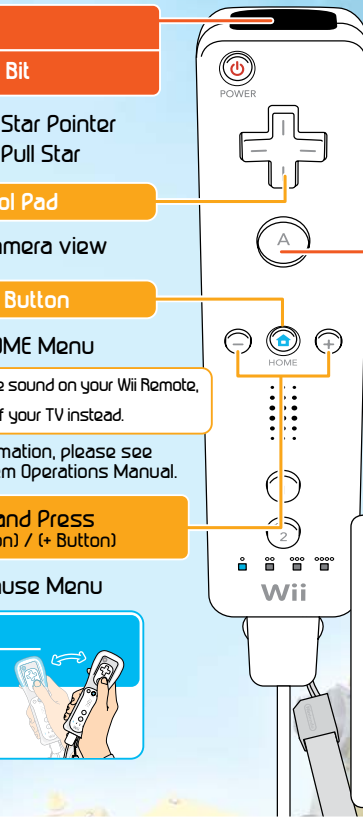
- Hold and Press  
(- Button) / (+ Button)

★ Display Pause Menu

Shake

Spin (P8)

★ Activate  
a object



Point like this.



**B Button**

Shoot a Star Bit while aiming with the pointer

★ Cancel a command

**A Button**  
Confirm

★ Jump (P9)  
★ Speak / Read (P8)  
★ Swim (P9)  
★ Grab a Pull Star

### ⚠ CAUTION: WRIST STRAPP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

#### Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

## Player 2's Controls You can check controls for ☆ on the file-selection screen (P5).

Collect Star Bits	Point at Star Bits to grab them.
Shoot Star Bits	Press <b>B</b> to shoot a Star Bit in the direction you are pointing.
Stop an Enemy	Point at an enemy and press <b>A</b> to stop their movements. * This does not work on some enemies.
Make Mario Jump	Point at Mario and press <b>A</b> to make him jump.
Make Mario Spin	Point at Mario in midair and press <b>A</b> to make Mario spin.
Powerful Jump	Point at Mario and press <b>A</b> at the same time as Player 1 to make Mario jump very high.



# Starting the Game

Correctly insert the Super Mario Galaxy Game Disc into the disc slot on your Wii console. The power on the Wii will turn on.

A message will appear that says, "Would you like to create a Super Mario Galaxy save file?" Press **(A)** to create a file.

Title Screen



## Playing from the Beginning and Creating a Save File

When playing for the first time, choose a planet where you want to create your save file. When you create a file, you will return to the file-selection screen. Creating a file requires 1 free block of space in your Wii system memory. You can also mark your save file with a Mii stored in your Wii system memory.

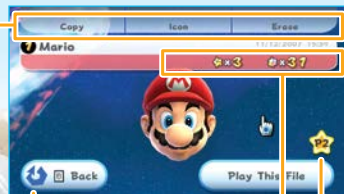
\* For more information about creating Mii's, please see your Wii Operations Manual.

## File Selection Screen

Choose a save file (planet) to play and select "Play with this File" to continue from a previous save. Also, you can point at the and press **(A)** to display two-player controls (P3-4).

### File Selection Menu

<b>Copy</b>	Copy a save file to another planet.
<b>Icon</b>	Change the icon associated with a save file.
<b>Erase</b>	Erase a saved file. Once you've erased a save file, it can't be recovered. Please be careful!



These numbers represent the number of Power Stars and Star Bits you've collected.

### Back Button

Point at this and press **(A)** or **(B)** to return to the previous screen.

Check the controls for P2 here (P3-4).

## About Saving

After completing a stage, you have the option to save your game progress. Once data is erased, it cannot be restored, so please be careful. When you restart the game, your lives will be reset.

\* Please see your Wii System Operations Manual for more information about how to erase files from Wii system memory.



# Traveling the Galaxies

You'll control Mario as he ventures from the Comet Observatory out into wild and alien galaxies to collect all of the scattered Power Stars.



## Look for Power Stars

Mario will explore many galaxies. In most galaxies, you will need to do many things to find a Power Star. When you obtain the star at the end of a mission, you will open up the next mission in that galaxy, if there are any.

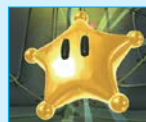


Power Star



## Comet Observatory

This is the starting point for many of your adventures throughout the cosmos. You will move from domes (galaxy observatories) to the galaxies themselves, collecting information from Lumas as you go. When you collect the Grand Star in the last galaxy of one dome, the next dome will open.



Grand Star



Dome

Number of Star Bits

This is the total number of Star Bits you have collected on your journey through the galaxies.

## Galaxy Selection Screen

Grab the Pull Star at the top of a dome to enter the galaxy-selection screen. Choose the galaxy you want to try, then select "Fly to this Galaxy." You will then advance to the mission-selection screen.



Collect the number of Power Stars shown to discover this galaxy.

Discovered Galaxy

Point at this galaxy and press **(A)** to fly there.

View the System

Point at something other than a galaxy and press **(A)** to grab a point you can use to rotate the system for a better view.

## Mission Selection Screen

Point at a mission and press **A** to fly to the galaxy. If you point at a mission you have already cleared, you can see your previous high score.

Mission You Have Already Completed



Mission You Have Not Yet Completed

## Galaxy Screen

When your life meter reaches zero from getting hit by enemies, thorns, or other dangerous things, or if you fall into a black hole, the number of your remaining lives will go down by one. If you lose your life while you have zero remaining lives, the game will end and you will return to the title screen. Information other than your life meter will appear on-screen when you stand still.

Number of Power Stars Collected



Life Meter

This will go down by one each time you touch an enemy or hazard.

Remaining lives

Number of Coins Collected in the Current Galaxy

Number of Star Bits

This is the number of Star Bits you have collected in the current galaxy.

## Pause Screen

Press and hold **-** or **+** to pause. On the pause screen, you can check how many coins you have collected or which galaxy you are currently in. To resume your game, select **Back** to go back to the action or **Return to the Observatory** to go back to the observatory.



## ★ Defeat Enemies ★

You can defeat most enemies by stomping on them with a jump, stunning them with a spin, or shooting them with a Star Bit and then running into them. However, there are some enemies that you can't defeat in these ways. You may need to spin to return an enemy's attacks or use an item or mechanism to defeat some enemies.



## Mario's Moves

Basic

These are Mario's basic moves. Each one has its uses, depending on the situation, so try experimenting!

**Move**

Move using



Tilt **Ⓒ** a little to walk and a lot to run.

**Spin**

Shake



As you progress in the game, you will learn how to spin. Shake the Wii Remote to spin and destroy obstacles or stun enemies. You may also need to spin to activate certain kinds of objects, so try spinning in different places to see what happens.

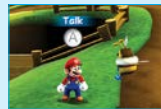
### ★ Spin Jump Shake the Wii Remote in midair.

Spin in midair to perform a spin jump. Jumping and then spinning at the peak of your jump allows you to go higher than in a normal jump.



**Speak/Read**

Press



While standing in front of certain characters or signs, you can press **A** to speak or read.

**Grab a Pole**

Press



and jump near a pole to grab on. You can move around the pole by tilting up, down, left, or right on **Ⓒ**. Press **A** to jump off.



**Crouch**

Press



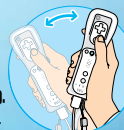
Press and hold **Z** to crouch. You can also move around while crouched by tilting **Ⓒ**.

**Skate**

Shake



Shake the Wii Remote while standing on ice to skate. You can change your direction while skating with **Ⓒ**. You will travel faster than running while skating, and you can pull off consecutive jumps while skating just like you can on land.



**Hold or Catch / Throw**

Shake

You can pick up shells and other objects by shaking the Wii Remote when standing near them. Shake the Wii Remote again to throw the object in the direction you are facing. You can also use this technique to catch some objects thrown by enemies.

Pick up a shell.



Throw it at your target!







## Jump

Press to jump

You can jump in many different ways, depending on how you combine the jump with other actions. Try and find the best jump for every situation.

### Multiple Jumps / Triple Jump

Press right when you land.

After jumping while you run, press right as you land for three consecutive jumps. On your third jump, you may be able to pull off an especially high jump.

### Backward Somersault Hold down and press .

If you jump while crouching, you will leap high into the sky and slightly backward.

### Wall Jump Face a wall and press .

Face a wall and jump toward it, then continue to jump off the wall with good timing by pressing to kick off the wall. In areas where two walls face each other with a small gap, you can use this method to climb to the top.

### Side Somersault Tilt in the opposite direction while running and press .

While running, tilt in the opposite direction and press to perform a high jump with a turn.

### Long Jump Press and then while running.

Press and then while running to jump a long distance.

### Ground Pound Press while in midair.

Press while in midair to perform a ground pound. You can use a ground pound to break flooring with cracks in it or to activate a ground-pound switch.

Get on top of the switch, then ground-pound over it to Pound Switch



## Swim

Press

Use to change your direction underwater and press to swim. If you press and hold , you can swim by kicking your feet. Shake the Wii Remote while swimming to swim faster. If you are holding a shell, you will swim even faster. Press and hold at the surface of the water or shake the Wii Remote to jump out of the water.

### Dive Press

Press at the surface of the water to dive. While underwater, an air meter will appear. If this meter goes empty, you will quickly lose life, so please be careful. You can refill your air meter by surfacing or running into an air bubble.

Bubble Air Meter

# Mario's Special Moves

Power-Ups

Grabbing certain power-ups will transform you and give you new abilities. Here's how to use all of your new abilities!



## Bee Mario

Flying Meter



Grab a Bee Mushroom

Press to hover, and control your movement by tilting . Your Flying Meter will continue to go down while you press . If your Flying Meter reaches zero, you will begin to fall, so be careful. You can also stick to honeycomb walls and walk on clouds and flowers as Bee Mario.

**How to return to regular Mario** Touch an enemy, take damage, or touch water.



## Rainbow Mario



Grab a Rainbow Star

You're invincible! You can also instantly defeat any enemy you touch. After you run for a little while, your run speed will increase.

**How to return to regular Mario** Just wait until the Rainbow Star wears off.



## Boo Mario



Grab a Boo Mushroom

Shake the Wii Remote to turn transparent. That way, you can pass through bars and certain types of walls. You can also press repeatedly to float.

**How to return to regular Mario** Touch an enemy, take damage, or touch light.



## Ice Mario



Grab an Ice Flower

Freeze water as you walk on its surface by creating tiles of ice.

**How to return to regular Mario** Just wait until the Ice Flower wears off.



## Spring Mario



Grab a Spring Mushroom

Bounce around with your springy body. Press with good timing when you hit the ground to bounce especially high. You will also wall-jump automatically when you hit a wall.

**Return to regular Mario** Touch an enemy, take damage, touch water, or touch a Launch Star.



## Fire Mario



Grab a Fire Flower

Shake the Wii Remote to throw fireballs.

**How to return to regular Mario** Just wait until the Fire Flower wears off.

# Objects

To make your way through the galaxies, you'll need to know how to use all kinds of object. Here's how to use them all.

## Launch Star

Shake

Launch Star


Shake the Wii Remote near a Launch Star to catapult yourself on a path through the sky to another planet. Sometimes you may need to gather Yellow Star Chips to reassemble a broken Launch Star before you can use it.

Pieces of Broken Launch Star

Yellow Star Chip

Collect all of these to reassemble a broken Launch Star.

## Pull Stars

Point at a Pull Star until you see  appear, then press and hold **A** to draw yourself to that Pull Star. Press **A** to gently release yourself from a Pull Star's grasp, or press **Z** or spin to release yourself quickly. Sometimes you may need to gather Blue Star Chips to reassemble a broken Pull Star before you can use it.

Point and Press

**A**



Blue Star Chip



Pull Star

Press **A** to grab a Pull Star!

## Pipe

Enter the Pipe

When you enter a pipe, it will warp you to another location.



### Cannons

Point and Press

**A**

Jump inside the cannon and point at your desired target. Press **A** to shoot out of the cannon at your target.

Press **A** to fire the cannon.



### Bubbles

Point

Enter a bubble to float around in it. Just point at the bubble from the other side of the direction you want to go, then press **A** to blow air on the bubble and move it in the desired direction. Press **Z** when you want to leave the bubble. If you run into a hazard, your bubble will burst.




Place your pointer opposite the direction you want to go, then press **A** to blow air on your bubble and move it!



### Sling Pods

Point and Press

**A**

Touch the Sling Pod to get inside, then point at it. Press and hold **A** to grab the Sling Pod with  and pull it back. Release **A** to release the Sling Pod, which will throw you opposite the direction you pulled it in.



Release

Press and hold **A** to grab and pull the Sling Pod, then release **A** to fly off in the opposite direction!



## Sproutle Vine

Shake

Shake the Wii Remote near a vine growing from a Sproutle to swing up the vine. When you reach the end, you can jump far off of the end. Just keep shaking the Wii Remote until you've jumped off the vine.



## Rolling Ball

Tilt

Jump to get on top of the ball, then hold your Wii Remote with the top pointing up to move, tilt the Wii Remote in the direction you want to go, and press **A** to jump.



Tilt forward to move forward.



Tilt left to move left.



Tilt right to move right.

Tilt back to go backward.

## Ray Surfing

Press **A** and tilt

Get on Ray and press **A** to move forward. Tilt the Wii Remote left to move left, and tilt it right to move right. Shake the Wii Remote to make Ray jump.



Twist to change directions.



## Hints

Be sure to follow these helpful galactic travel tips!

## Maps

When you have progressed far enough to open up the second dome in the observatory, speak to Polari (P4) to learn about maps. There is a Comet Observatory Map and a Universe Map. Select a galaxy on the Universe Map to see how many Power Stars you've found there. Toggle between the two maps by pressing **A**.

### Comet Observatory Map



Dome

Current Position

### Universe Map



Galaxy Status

Press **A** to toggle between the two.

This is a currently open dome.

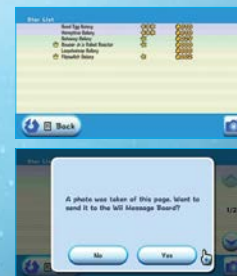
- A galaxy that still has Power Stars to collect.
- A galaxy where you have collected all the Power Stars.
- A newly discovered galaxy.

## Send Your Star List to a Friend

Select on your Map screen to access the Star List. From here you can see which Power Stars you've collected. Using Nintendo Wi-Fi Connection, you can send your list of stars to your message board or to friends to show them how well you're doing! A page at the bottom also shows all of your race times.

1 Select on the Star List screen to take a picture of the page.

2 When you see the screen to the right, you can send the image to your Wii Message Board. When you send the image, mail will arrive and you can send the attached image to friends.



\* Please see your Wii Operations Manual for more information on how to send messages.





### NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

### NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



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