



Super Mario Galaxy 2 Guide

by [Samuel Claiborn](#)

Super Mario Galaxy 2 offers the largest universe for Mario to explore yet, featuring dozens of galaxies with hundreds of stars to collect. Your dinosaur pal Yoshi lends a hand (hoof? claw? shoe?) this time around, and a whole host of new powerups from the gravity defying Cloud Flower to the unstoppable Rock Mushroom will aid in your quest to cake-block Bowser. Our guide covers every star, secret and strategy you need to get the most out of Galaxy 2 -- so what are you waiting for?

Inside this Super Mario Galaxy 2 guide...

- » [Game Basics including secret moves and more](#)
- » [Game Walkthrough for all 242 Stars with boss strategies and videos](#)
- » [Infinite lives, unlockable galaxies and much more](#)
- » [Common Questions & Answers](#)

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Super Mario Galaxy 2 Basics

Mario's Moves

You should familiarize yourself with these advanced Mario moves:

- **Side flip** -- Run one direction and press jump just as you reverse directions to perform a side flip. Use this for an extra high jump.
- **Back flip** -- Stand still, press Z to crouch and then jump to perform a back flip. Use this for an extra high jump.
- **Long jump** -- Run, press Z to crouch and skid and quickly jump to perform this incredibly useful move. Use this to cross huge gaps.
- **Wall jump** -- Jump towards a wall and jump again to rebound off of it as you slide down. Repeatedly wall-jump to scale vertical areas.
- **Triple jump** -- Run and jump, then jump again as soon as you touch down for a double jump. Jump once again with your momentum intact to perform a triple jump - Mario will flip in the air.
- **Spin** -- Shake the Wii remote to spin to stun enemies and break open stuff.
- **Star bit shot** -- You can shoot a star bit at an enemy to stun it. Simply point the Wii Remote cursor at the enemy and fire. You must collect star bits in a galaxy before you can fire them.
- **Ground pound** -- Jump and then press Z in the air to perform a ground pound. This smashes enemies with added "oomph."
- **Super ground Pound** -- Jump, shake the Wii-Remote to spin and QUICKLY press Z to perform a super ground pound. This move will allow you to hone-in on enemies below you; a heat-seeking butt-stomp, if you will.

Yoshi

Although you may be used to Mario's move set, Yoshi is a whole different animal. First off all, your spin attack will no longer boost your jump. Instead, you can just hold down JUMP to perform a "flutter jump" for added height. Yoshi can perform a side flip like Mario for an even higher jump: Run one direction, reverse course and quickly press JUMP as you turn around to perform this useful move.



If you get hit while on Yoshi, he'll run away. He won't get far though and you should be able to hop back on. If he's left alone for too long, he'll disappear and you'll need to find a Yoshi egg to get him back. You can leave Yoshi's back by crouching with Z and then

jumping off.

Yoshi's main advantage is his versatile tongue. By pointing the Wii pointer (cursor) over an enemy and clicking B (the trigger), you can eat the enemy. To quickly eat enemies and various other objects, just double-tap B. Some enemies and objects are firmly planted in the ground, so after grabbing them with Yoshi's tongue, you'll need to "pull back" a bit to tug them free. Yoshi can also regurgitate certain items. For instance, Spiny enemies gobbled up and then spit out as a projectile. After eating a Spiny, just point at a target (on the same horizontal height) and spit it out.



Power Ups

CLOUD MARIO

As Cloud Mario you can spin to create clouds right under your feet. You can create up to three clouds after collecting one flower. For more clouds, you need another flower. The clouds disappear after a while so beware.



Cloud Mario "floats" a bit when jumping and spinning. Take special care around water, since even shallow pools will strip Cloud Mario of his power. Your unused clouds trail behind you so you can keep track of how many you have at all times.



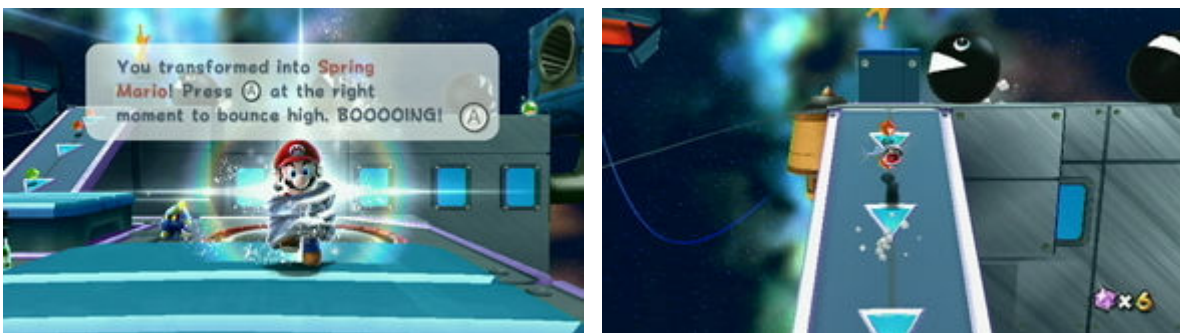
ROCK MARIO

When powered up by the Rock Mushroom, Rock Mario is able to transform into a spinning boulder for a few seconds when you shake the Wii Remote. The boulder moves swiftly and is difficult to control. In boulder form you can smash through rocks and crystals and generally cause wonton destruction. Mario cannot stop once he's rolling until he hits something or the effect wears off. Beware: you can smash retaining fences and dash right off the edge of a cliff if you aren't careful!



SPRING MARIO

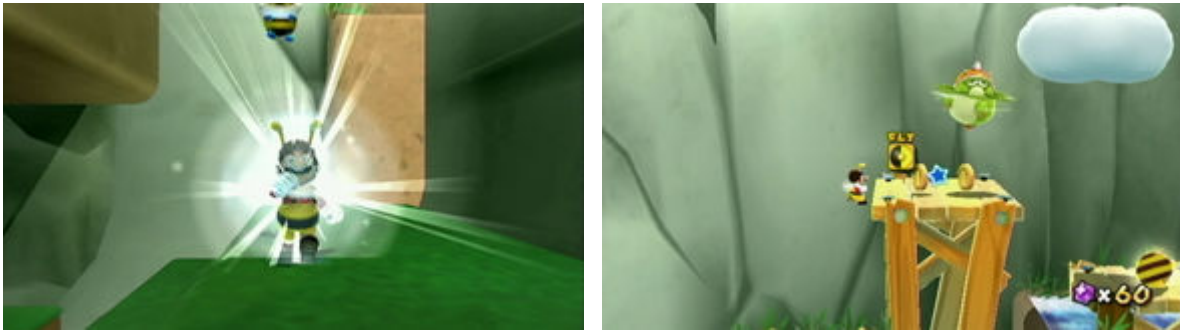
With the Spring Mushroom you can jump extremely high at the expense of precise control over Mario. Spring Mario constantly moves and you'll have to use this momentum to your advantage. To jump in a given direction, make sure you are already moving in that direction first since you won't be able to control Mario in the air. Grab the Spring Mushroom and hop up the ramp to the launch star.



BEE MARIO

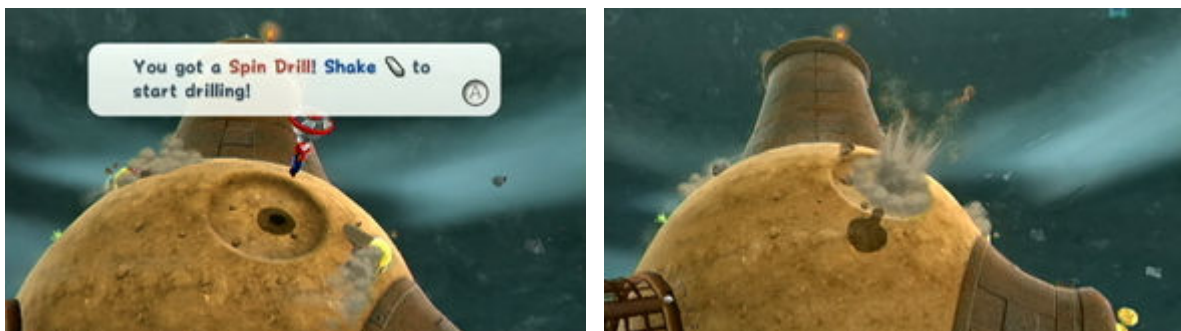
Bee Mario can fly for a short period of time. Your flight time is represented by a meter at

the top of the screen. Touch down on a surface to recharge your meter OR collect coins to fill it in mid-air. Additionally, Bee Mario can tread on surfaces Mario cannot, like the clouds, blossoms and berries found in this level. Like Cloud Mario, you can lose this ability by touching water, so beware!



SPIN DRILL

Pick up the Spin Drill and Mario will be able to tunnel through solid ground. Since you travel in a straight line, you'll need to plan your digging carefully.



BOO MARIO

Boo Mushrooms will transform you into Boo Mario. Boo Mario can float indefinitely. Tap A repeatedly to float upwards. If you shake the Wii Remote, Boo Mario will turn transparent. Use this power to pass through certain grates and walls. You can also use this to pass through enemies, but it's a risky maneuver that we don't recommend. It's best to just pas around them.



Knocking into walls will send you rebounding off them, often into enemies, so be careful. If you get hit, you'll lose the power.

FIRE FLOWER

Collect a Fire Flower and you'll be able to shake the Wii Remote to toss a fireball. These can be used to kill most enemies, break wood boxes and more. The effect wears off after a short period of time.



Co-op

A second player can turn on a Wii Remote and help Mario. The second player can point the cursor at star bits to pick them up and also grab coins and powerups like 1-Ups with A. The second player can even grab purple coins and help out on those nasty Prankster Comets! Passing the second cursor over an enemy and pressing A will freeze it in place. This works on projectiles as well.

Health

Mario's health is represented by a circle in the top right corner of the screen. At the start of a level, you have full health and each time you are hit, you lose 1/3 of your health. Lose all of your health and you'll be sent back to the beginning of the level or the last midway flag you touched.

To refill your health you must collect coins. Each coin replenishes 1/3 of your health. You can get coins in most levels by busting blocks and "stomping" enemies -- jumping on them and squashing them (or performing a ground pound). If you spin into an enemy to kill it you will NOT get a coin.

You have a separate meter at the top of the screen that measures your life under water. When submerged, collect coins or swim through bubbles to fill this meter. Once it empties, your health will start decreasing until you die.

The red and yellow Life Mushrooms that can often be found -- or purchased from Luma Shops -- near bosses increase your health to six units.

The white and green 1-Up Mushrooms give you another life you can use to continue from a midway flag or the beginning of a level. If you lose all your lives, you will be reverted to the last save point (you automatically save after each star you gather, so don't worry about your progress!). Each time you start a game you'll start with 4 lives. You cannot save your

life count.

Help

If you die many times in a row on a galaxy (the count varies from galaxy to galaxy), a sparkling female form will appear. This is the silhouette of Rosalina, who will offer to show you how to complete the level. You can watch Mario complete the level and collect a Bronze Star. This star still adds to your overall star count, but it's bronze and not gold. Not cool.

There are green signposts located throughout the galaxies that can show you a video of certain moves and techniques as well.

Collecting Stars

In Super Mario Galaxy 2, each World has 5-7 Galaxies. Each galaxy, in turn, has 2-4 gold stars to collect in it. You need to collect gold stars to progress to the right on the world map. You can break barriers by collecting the required number of stars. You only need 60 stars to beat the game, but if you collect all 120 you'll unlock 120 more Green Stars to collect!

You can collect gold stars in any order you wish, but Hidden Stars and Prankster Comet stars may only appear later in the game. There are several types of stars.

- **Gold Star** -- There are several "standard" gold stars to collect in each galaxy. Use these to purchase access to new areas on the map.
- **Hidden Star** -- Hidden Stars don't make themselves apparent on you star select screen. Check out the walkthrough for more on these.
- **Bronze Star** -- You get a Bronze Star if you let Mario automatically complete the level after talking to Rosalina. These add to your star count but are Bronze and, thus, inferior.
- **Power Star** -- You get these massive stars for beating a boss. They count as a single gold star in your star count.
- **Prankster Comet Star** -- Collect a Comet Medal in a galaxy and a Prankster Comet will appear AT RANDOM later in the game. There is one Comet Medal per galaxy (49 total), but each galaxy does not necessarily have a Prankster Comet. Beat the prankster Comet Challenge -- Daredevil Run, Purple Coin Challenge, Time Trial etc. -- and you'll get a gold star.
- **Green Star** -- After collecting the first 120 stars in the game, beat the game again and several Green Stars will appear in each of the galaxies. Collect all of these and who knows what might happen?









Super Mario Galaxy 2 Walkthrough

[Star Index](#)[Green Star Index](#)





























Click on a galaxy below to see a walkthrough for each of its Stars including the location of every Comet Medal and Hidden Star, boss strategies, videos of nearly everything and

much, much more. Note that the [Green Star index](#) is separate list. Here we gooooo!!!

Prologue »		World 5 »	
World 1 »		Space Storm	☆☆☆
Sky Station	☆☆☆	Slipsand	☆☆☆
Yoshi Star	☆☆☆	Shiverburn	☆☆☆
Spin-Dig	☆☆☆	Boo Moon	☆☆☆
Fluffy Bluff	☆☆☆	Upside Dizzy	☆☆
Flip-Swap	☆☆	Fleet Glide	☆☆
Rightside Down	☆☆	Bowser Jr.'s Boom Bunker	☆☆
Bowser Jr.'s Fiery Flotilla	☆☆	World 6 »	
World 2 »		Melty Monster	☆☆☆
Puzzle Plank	☆☆☆	Clockwork Ruins	☆☆☆
Hightail Falls	☆☆☆	Throwback	☆☆☆
Boulder Bowl	☆☆☆	Battle Belt	☆☆☆
Cosmic Cove	☆☆☆	Flash Black	☆☆
Wild Glide	☆☆	Slimy Spring	☆☆
Honeybloom	☆☆	Bowser's Galaxy Generator	☆☆
Bowser's Lava Lair	☆☆	Secret World: World S »	
World 3 »		Mario Squared	☆☆
Tall Trunk	☆☆☆	Rolling Coaster	☆☆
Cloudy Court	☆☆☆	Twisty Trials	☆☆
Haunty Halls	☆☆☆	Stone Cyclone	☆☆
Freezy Flake	☆☆☆	Boss Blitz	☆☆
Rolling Masterpiece	☆☆	Flip-Out	☆☆
Beat Block	☆☆	Grandmaster	☆☆
Bowser Jr.'s Fearsome Fleet	☆☆		

World 4 »	
Supermassive	
Flipsville	
Starshine Beach	
Chompworks	
Sweet Mystery	
Honeyhop	
Bowser's Gravity Gauntlet	
	Star Index Green Star Index

Click on a galaxy below to see a walkthrough for each of its Green Stars.

World 1 »		World 5 »	
Sky Station		Space Storm	
Yoshi Star		Slipsand	
Spin-Dig		Shiverburn	
Fluffy Bluff		Boo Moon	
Flip-Swap		Upside Dizzy	
Rightside Down		Fleet Glide	
Bowser Jr.'s Fiery Flotilla		Bowser Jr.'s Boom Bunker	
World 2 »		World 6 »	
Puzzle Plank		Melty Monster	
Hightail Falls		Clockwork Ruins	
Boulder Bowl		Throwback	
Cosmic Cove		Battle Belt	
Wild Glide		Flash Black	
Honeybloom		Slimy Spring	
Bowser's Lava Lair		Bowser's Galaxy Generator	

World 3	»	World S	»
Tall Trunk	☆☆☆	Mario Squared	☆☆
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World 4	»		
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Starshine Beach	☆☆☆		
Chompworks	☆☆☆		
Sweet Mystery	☆☆		
Honeyhop	☆☆		
Bowser's Gravity Gauntlet	☆☆		

☰
Star Index
Green Star Index
Sky Station

★ #1
★ #2
★ #3

Prologue

The opening of Super Mario Galaxy 2 finds Mario at home in the Mushroom Kingdom. Run to the right in the familiar 2D setting. You bust bricks, hit the ? Block and destroy monsters for Star bits. Collect these Bits by pointing the Wii Remote cursor at them.



Run to the next screen and a Luma will hop under Mario's hat, powering him up. You'll now be able to shake the Wii Remote (a short a quick shake is best) to make Mario spin. The spin attack can be used to smash the blue crystals that Lumas, Star bits and many other items are trapped in. Additionally, the spin attack is crucial for extending jumps. Shake the Wii-Remote in the air to spin, temporarily floating in the air.



Keep running to the right and soon your arch nemesis will appear. The massive King Bowser snatches Princess Peach in the next cutscene. Once you gain control of Mario, run to the castle's draw bridge in the distance, smashing all the crystals along the way.



The Lumas on the bridge will show you how to use the launch star. Just jump into the Launcher and shake the Wii Remote to blast off to your first real challenge.

Sky Station Galaxy

PEEWEE PIRANHA'S TEMPER TANTRUM

You'll find yourself in the Sky Station Galaxy in search of the first Power Star. The first satellite you'll find yourself on has two sides. The nearby warp pipes lead between the

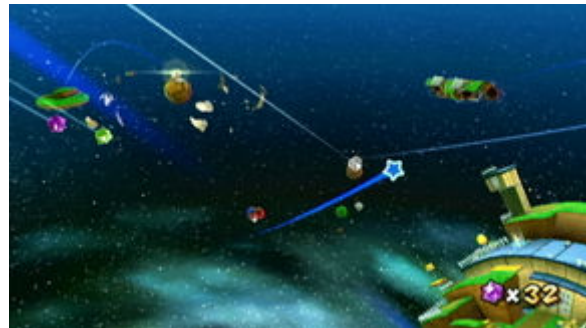
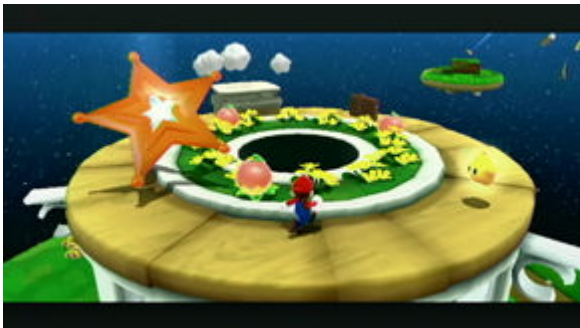
sides. You can stand on a pipe to enter it. Take the red one first to score a 1-Up in a cage on the other side. Return through the pipe.



Feel free to collect coins and star bits in this area. You can kill the Goombas, and other enemies you encounter, in several different ways: spin into them to kill them (or stun stronger enemies, approach stunned enemies to automatically kick them); jump on them to flatten them; or shoot them with a star bit by pointing the Wii Remote cursor at them and pulling the trigger (B button).



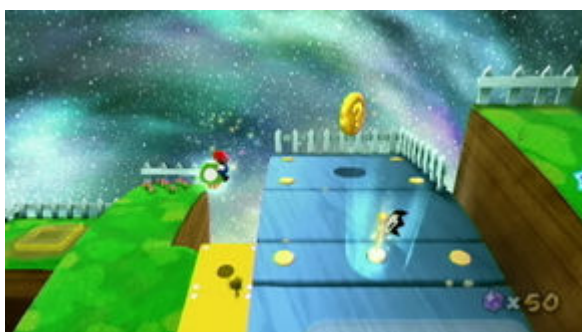
Don't forget to collect the star bits with your Wii Remote cursor as well! Now, enter the green warp pipe and you'll find yourself on the flip side of the planetoid. You can watch a video here of how to use spin attacks if you wish. Collect coins and star bits and then jump up onto the hump in the middle of the area. Use a spin attack on the massive blue crystal in the center of the area to bust it open revealing a Luma and a hole you can drop through back to the top side.



Talk to the Luma on the far side of the structure you land on and he'll transform into a launch star. Hop into the launcher and spin to zoom to a new planetoid. On the way you can point at star bits to collect them. Collect 100 star bits for a 1-Up!



Follow the Luma, killing the enemies with spin attacks. The disappearing platforms should help you scale the raised area. You can use a back flip to hit the ? Block above the upper platform. Just crouch by pressing the Z button on the nunchuck. Make sure you crouch under the ? Block -- you can use the shadow to line up the jump. While crouching, press A to jump into the block for star bits.



A 1-Up floats above the next platform. The midway flag here will give you a new place to start if you die. Run through it to turn it red and activate it. Destroy all the enemies before hitting the ? Coin in the blue area. Follow the path of musical notes carefully -- if you collect all of them a 1-Up awaits at the end. In this area you'll also find a teleporter. Hop in to the teleporter to briefly visit a secret area. Collect the Rainbow Star to turn into the invincible, quick Rainbow Mario. If you kill all the enemies before the Rainbow Star runs out you'll be granted 3 1-Ups.



Once you exit the secret area, climb the platforms to their peak. Up here the Luma you are following will transform into a launch star. Take it to a series of tiny satellites. On the first planet, run to the bottom and perform a crouch jump (hold Z and press A) under the launch star. You should just barely be able to reach it. Shake the Wii Remote to get a boost into the large ? Coin and it will rain small coins down on you. Collect 50 small coins and you'll get a 1-Up.



To get to the adjacent planet you'll need to jump fairly high -- use a crouch jump to break out of the gravitational field of the first planet easily and land on the next. From here you can reach another launch star. Use this launcher to orbit the planets -- when you pass through another launcher, time the shake of the Wii Remote to blast through it.



Collect the coins on the new planet and then take the launch star to a new area. Run through the midway flag. The black holes here provide strong gravity wells that will suck you in if you don't carefully tread over the moving platforms. To get on the large, grey platforms, jump and shake the Wii Remote to spin and get just enough of a height boost to land.



Stay on the first grey platform as it moves to score a 1-Up. The second grey platform holds an even better prize: the **Comet Medal!** This will make a comet appear around this galaxy... Make sure to grab this before leaving via the launch star on the far right. Collect the star bits as you fly to the next planetoid.



Once you touch down, collect the Life Mushroom to extend your health to 6 units, effectively doubling your lifespan! Hit the midway flag and continue around to the other side of the oblong satellite. Before jumping into the launcher, search the platform below it for a 1-Up. Jump into the Launch star to blast to your first boss fight.



BOSS: PEEWEE PIRANHA

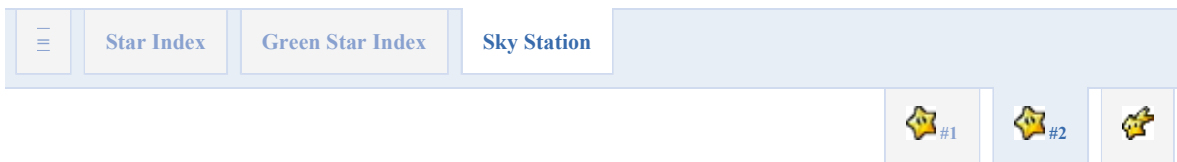
Peewee Piranha has an egg-like posterior that serves as his weak point. This battle is pretty basic: dodge Peewee as he runs past you and, when he turns around, spin into his egg butt. Do this a few times and he will get angry.



In Phase II, you'll have to wait until Peewee stops charging to spin around before going in for the kill. As long as you run relatively perpendicular to Peewee you'll avoid all of his attacks. Hit him three more times to bring him down permanently. Jump into the Power Star to collect it.



After the cutscene, explore "Starship Mario." You can approach the steering wheel to operate the ship and take it to a new galaxy -- or return to any previous galaxy to collect more Power Stars.



Sky Station Galaxy

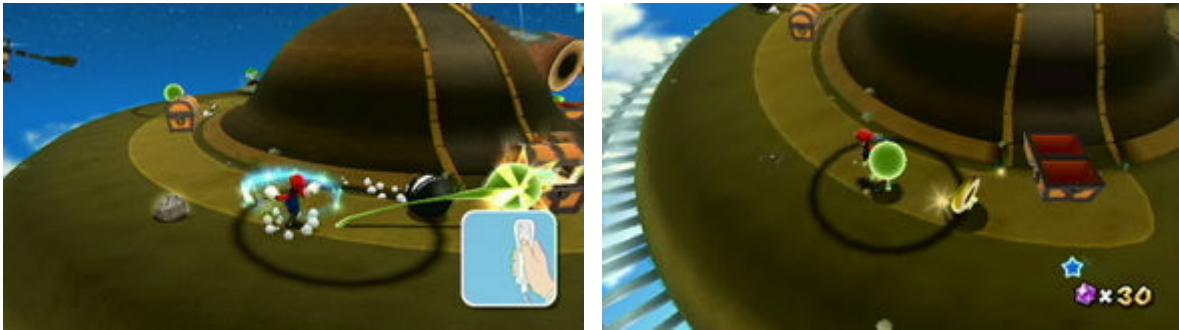
STORMING THE SKY FLEET

This level is filled with green balloon-like sprouts. Spin into these sprouts and they'll punch through the defenses of any enemy they come into contact with -- watch out, though, because the sprout can smack you on the way back!



You can use these to destroy the Chomps in the first area. Take the pipe to the far side to

find more Chomps and some chests as well. These chests can be busted using the stretchy sprouts as well. One contains a Rainbow Star which you can use to clear out the Chomps, while another contains a **Key**. The key opens the chamber containing a Luma. The Luma transforms into a launch star, which is your ticket to the next area.



The "Sky Fleet" is made up of massive Banzai Bills. Run up the glass surface avoiding the Bills (they cannot be killed with your moves alone). Near the launch tubes you'll find a door you can use to access the central area under the glass.



After activating the midway flag you can grab a 1-Up just above. An easy way to do this is to use a wall jump. Jump onto the wall to the left and Mario will begin to slide down. As you slide, jump to the right to grab the 1-Up. You may need to use a crouch jump to get some height on the wall before wall-jumping off of it. Remember to use the Wii Remote to further boost your jump by shaking it in the air.



To get to platforms above, you'll have to drop far below. Collect the star bits as you fall and you'll be able to land on the platforms allowing you to continue. Avoid the electric Amps as you progress to the right across the cycling platforms. If you arrive at the launch star, don't go in just yet.



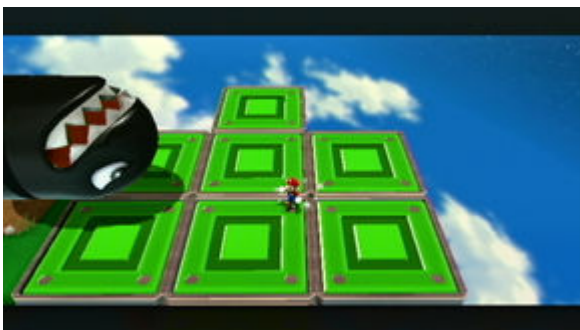
Wait on the final rotating set of platforms until you cycle around to a 1-Up behind a low overhang. To access this you must crouch, hold DOWN, and walk at the same time.



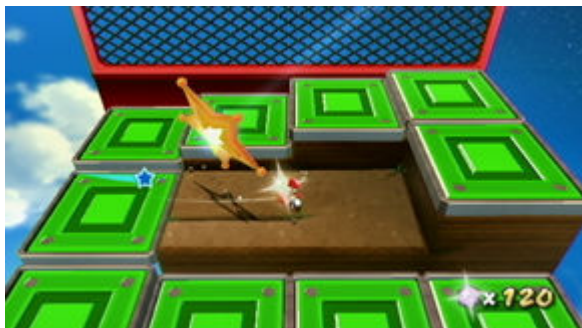
There's also a teleporter you won't want to miss here. This takes you to a secret area with a Rainbow Star and six Electrogoombas. Kill all six while the Star lasts to collect three 1-Ups.



Take the launch star to the next area when you are ready to leave the glass tube. Activate the midway flag and step out onto the ? panels between Banzai Bill volleys. The object of this area is to turn all the blue panels yellow. Once you do this you can proceed.






The same thing goes for the next set of panels, but this time you'll be pursued by Cosmic Clones! Stay one step ahead of them and be sure not to miss any panels. Hit all the panels and you'll get a launch star.



The final area features a Power Star locked up tight. Follow the path leading left. You can use the depression to avoid the Bills if your timing is off. Use a wall-jump or the pole to reach the high area to the far left. Here you'll find one of those sprouts you can punch and a rather large Piranha Plant. You know what to do.



Take out the smaller plant first using a spin attack and the nearby sprout and then let the large plant attack. It will slam its head down, allowing you to smack it with the sprout. The large Piranha Plant will drop the **Key**. Carefully make your way back to the Power Star and grab it. You can use a back flip jump followed by a spin attack in mid air to clear the entire Bill if you need to.

☰	Star Index	Green Star Index	Sky Station
 #1  #2 			

Sky Station Galaxy

PRANKSTER COMET: PEEWEE PIRANHA'S SPEED RUN

Speed Run challenges feature a series of clocks that not only boost your remaining time by 10 seconds, but also show you the path you need to take to get to your goal in the least amount of time.



Run clockwise to the first of these clocks and head down the pipe. Jump up the hill and bust the crystal to fall through to the tower on the flipside. Cross to the star launcher (use a long jump to shave off some time!).



Grab the nearest clock in view on the spinning cylinder. There are two more over the moving platform on the far right, but you will only need one to beat the level with time to spare. Take the launcher to Petey's planet and immediately collect the clocks.



Alternate hitting the boss with picking up clocks and you should be able to topple Petey within the time limit -- just make sure you catch him as he turns around after each charge.



☰	Star Index	Green Star Index	Yoshi Star	
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#1 #2

Yoshi Star Galaxy

SADDLE UP WITH YOSHI

Make your way to the area with the Yoshi egg. It's protected by a magical barrier that Kamek, the hooded enemy, is making. You'll need to destroy Kamek to access the Yoshi egg.



Shoot Kamek with a star bit to stun him and while he recovers, run up and nail him in with a spin attack. With Yoshi freed, approach your dinosaur pal and spin to instantly hop on his back.



Although you may be used to Mario's move set, Yoshi is a whole different animal. First off all, your spin attack will no longer boost your jump. Instead, you can just hold down JUMP to perform a "flutter jump" for added height. Yoshi can perform a side flip like Mario for an even higher jump: Run one direction, reverse course and quickly press JUMP as you turn around to perform this useful move.



If you get hit while on Yoshi, he'll run away. He won't get far though and you should be able to hop back on. If he's left alone for too long, he'll disappear and you'll need to find a Yoshi egg to get him back. You can leave Yoshi's back by crouching with Z and then jumping off.

Yoshi's main advantage is his versatile tongue. By painting the Wii pointer (cursor) over an enemy and clicking B (the trigger), you can eat the enemy. To quickly eat enemies and various other objects, just double-tap B. Some enemies and objects are firmly planted in the ground, so after grabbing them with Yoshi's tongue, you'll need to "pull back" a bit to tug them free. Yoshi can also regurgitate certain items. For instance, Spiny enemies gobbled up and then spit out as a projectile. After eating a Spiny, just point at a target (on the same horizontal height) and spit it out.



Take some time to feel out Yoshi and collect star bits and coins. On the tip of a tall mound in the central area you'll find this galaxy's **Comet Coin**. Use the spring board behind the mound to get up to it.



Head up the muddy path and take the teleporter to a secret area where you can score three 1-Ups if you eat all the Electrogoombas quickly. At the end of the muddy path is a Star Fruit. Attach Yoshi's tongue to it and tug it free to create a launch star. Approach the launch

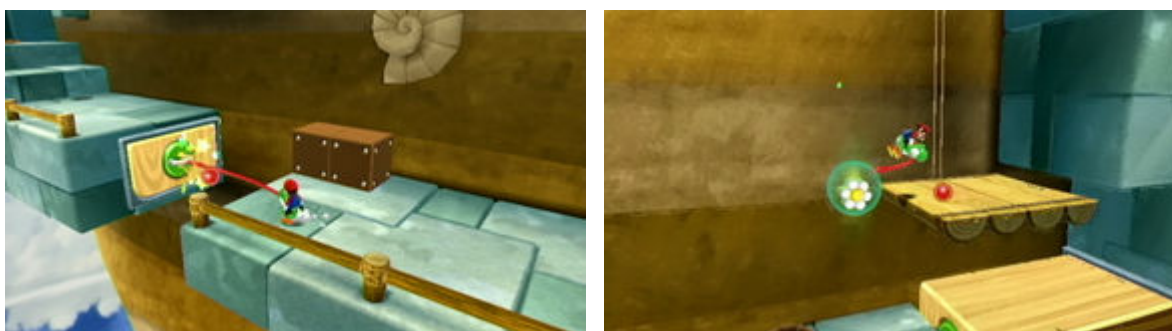
star with Yoshi and shake the Wii Remote to blast off.



Grab the midway flag and then hit the random item cube nearby. Whatever side lands facing up will be your reward: hope for a 1-Up! Hop into the next launch star when you are ready. The spiked plants in this area can be tugged free with your tongue, as can the Piranha Plants. Use the springs and Yoshi's moves (side flip + flutter jump=height!) to ascend the tall mountain. At the peak, look for a flower peg floating in the air. Point the cursor at the peg and grab it with Yoshi's tongue to vault over to the small planetoid. Step into the launch star to move on.



Pass the midway flag and move across the platforms to the left. Look for a conspicuous hook you can yank with your tongue to extend a temporary platform. The hanging spiders here cannot be killed with your tongue -- you'll have to attack them with Wii Remote shakes.



Pull out the wood platform on the next level to score a 1-Up and keep climbing using the star pegs and platforms. The Power Star is at the top of this area. Bust it out with Yoshi's "spin" attack and climb the pegs to grab it and exit the level.



Yoshi Star Galaxy

SPINY CONTROL

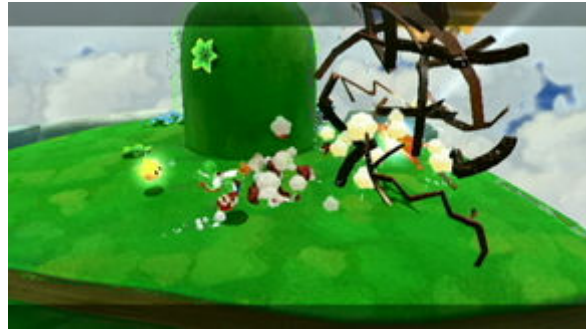
Spinies have overrun this area -- the deadly, red enemies double as the bombs Lakitu, the cloud-riding enemy, drops. Yoshi makes Spiny cleanup easy. Just gobble up a Spiny and you'll be able to spit it back out to destroy anything in its path. You can eat Lakitu's cloud right out from under him and finish him off with a stomp.



Use the regurgitated Spinies to destroy the many glass containers in the area. Under one you'll find a teleporter to a secret area. Gobble up all the Goombas in the short time you have to score three 1-Ups.



A 1-Up can be found behind the sign explaining how to adjust the camera. Another 1-Up can be found at the far end of the muddy walkway. You'll have to bust it out of its glass cell with a spiny.



A similar glass cell contains the launch star you need to use to exit the area. The next platform contains more breakable glass containers -- but they lie across a gap guarded by Lakitu. Grab a Spiny and jump, aiming a spit Spiny carefully at a glass cell in the distance to break it. Break the middle one to release a Luma that provides a launch star escape.



In mid-flight, you can catch a launch star that will divert you to a secret area. If you miss it, just die and restart from the last midway flag. The secret area features many floating platforms. On the underside of one of these is a 1-Up. You can also up your health to 6 units here with the help of the special mushroom. Use the launch star to return to the level proper.



The next area is more of the same: pull out the platforms with Yoshi's tongue and then use a Spiny to bust out the launch star at the top.



BOSS: GIGA LAKITU


This oversized Lakitu hovers just out of your range. You need to turn his own Spiny projectiles against him. You can hit him fairly easily at first, but after two hits he'll begin to move fast and spit out lots of Spinies.



Try to hit him with a spit-out spiny just as he reverses direction. The only other attack he uses is a strafing lightning attack you can sidestep. After three hits the fight will be over.



☰	Star Index	Green Star Index	Yoshi Star
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 #1
  #2
 

Yoshi's Star Galaxy

PRANKSTER COMET: SPINY RAINBOW ROMP

The galaxy has been overrun by Spinies! Luckily a few Rainbow Stars have appeared as well. You have 60 seconds to destroy several dozen Spinies while invincible. The most important thing to remember here is to use your camera controls: Press C on the nunchuck to re-center the camera so you don't miss a Spiny. The Rainbow Stars will let you run a bit faster, but you still should avoid running in mud and water which will slow you down. Destroy every Spiny and the timer will cease and your Power Star will appear.



☰	Star Index	Green Star Index	Spin-Dig
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 #1
  #2
 

Spin-Dig Galaxy

DIGGA-LEG'S PLANET

You'll get a new skill in the Spin-Dig Galaxy. Pick up the Spin Drill and Mario will be able to tunnel through solid ground. Since you travel in a straight line, you'll need to plan your digging carefully. This planetoid makes it easy. Just look for the craters and dig into each to see what's on the far side.



One of the craters leads to a 1-Up in a cage. Another leads to platform full of coins. Another platform you can dig "up" to has a Luma that will provide a launch star to the next area.



Immediately dig to the underside of this area. Look for a small, raised square lying directly under one of the columns above (the one on the right). Drill into this square to pop out on top of the column -- right next to the floating **Comet Token** for this galaxy!



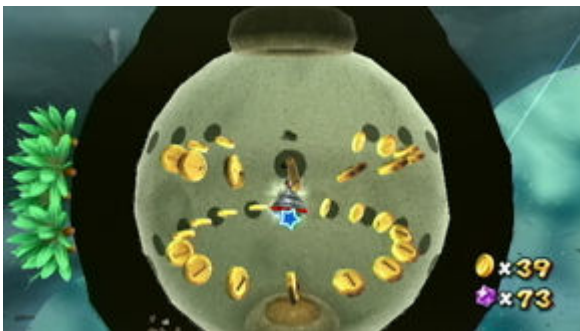
Return to the underside of the area via the slightly raised square of dirt on the far left side of the top. Dig down, then run right and dig up again to come out on the tallest column on the topside. A Luma that will show you the way forward.



The disappearing platforms are only part of the problem around the dangerous singularity. Patrolling the catwalk are spinning flower enemies. Luckily you can destroy these by stunning them mid-spin with a star bit. Pound them when they are stunned to finish them off.



On one side of the black hole is a teleporter leading to a three 1-Up challenge. On the other side you can pick up a 1-Up. Head to the apparent dead end across the disappearing platforms to find a Luma who will turn into a launch star for you.



Grab a Spin Drill on the round satellite and drill into the center of the sphere. Collect the coins here and then drill your way out via the "top" where you'll pop out on a small peak near a launch star.

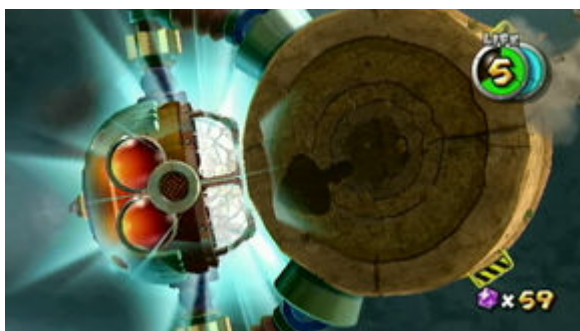


Talk to Toad and purchase a Life Mushroom from the Luma if you have enough -- this will really help with the boss!

BOSS: DIGGA-LEG



The two-legged robot boss has an obvious weakness on its "belly." To nail it you'll need to employ the Spin Drill. Grab the powerup and run to the opposite side of the bot. Drill up under it to crack the shield around the star. Get ready to dodge a few drills and be wary of the bot's movement around the planetoid.



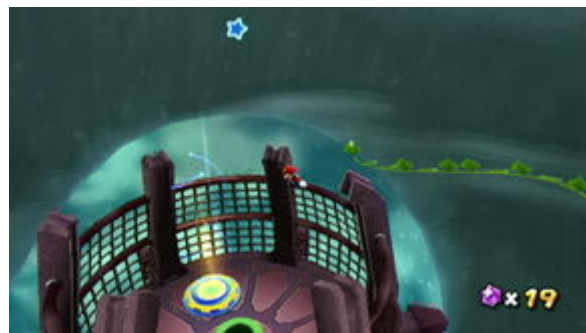
As soon as the drill on its belly recedes and the star becomes exposed, hit it a second time by drilling up from the opposite side. You should now stay inside the planet as much as possible -- just drill around and avoid the enemies. Get in one more hit to bring down the boss permanently.



Spin-Dig Galaxy

SILVER STARS DOWN DEEP

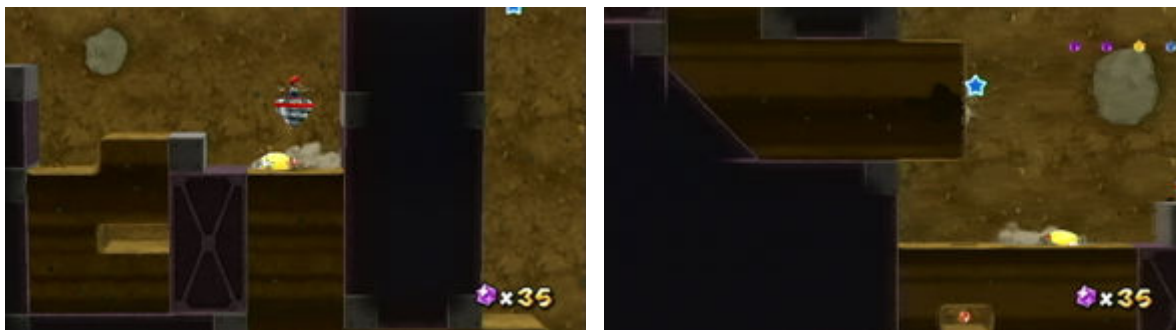
The first planet you find yourself on is infested with Cosmic Clones. The only way to deal with these highly mobile menaces is to run from them. The Piranha Plants here can be destroyed to create vines (shake the Wii Remote to climb the vines) leading to Star Bits. Your ultimate goal is to break the blue crystal with a launch star inside. This will take you to a high plateau.



Kill the Piranha Plant here to sprout a vine that will take you to your next area. You can use the teleporter here to play a tough game for three 1-Ups. Try to alternate stomping on the spinning enemies with stunning them with star bits to make things faster.



Enter the warp pipe and grab a Spin Drill. The angled walls will deflect you as you make your way through this area. Use the drill to destroy the patrolling drill enemies as well. The electric Amps cannot be destroyed with your drill so you'll need to time your drops to avoid them.



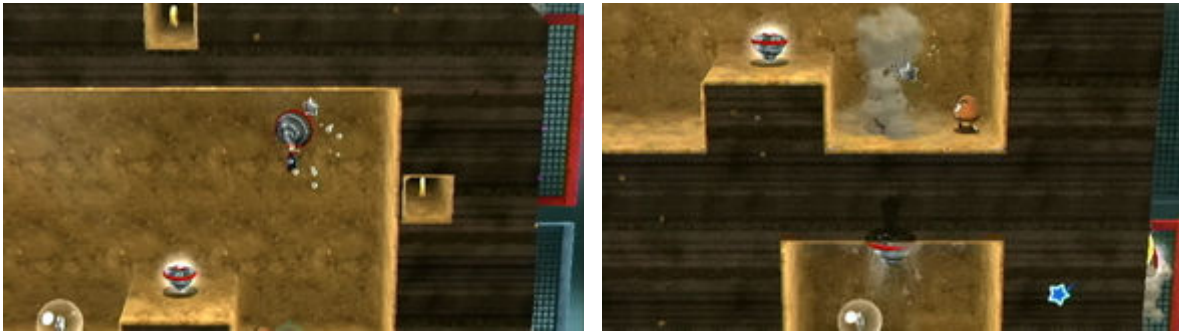
Exit the area via warp pipe and then take the launch star to the Toad spaceship. Here you'll learn about Silver Stars. Collect all five of these in one area to make the Power Star appear. Blast on over to the final area to get started.



Run to the left first and collect a Spin Drill. Grab the nearby **Silver Star (1/5)**. Immediately drill down from the first Star's location to hit another **Silver Star (2/5)**.



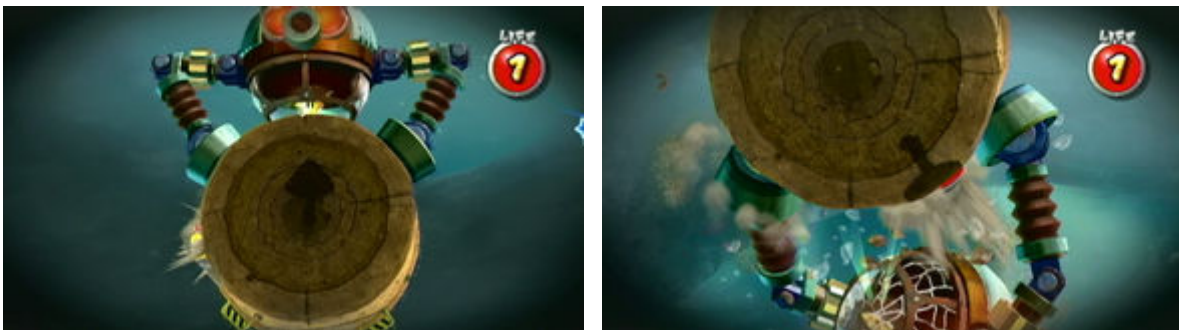
Now, look for another nearby **Silver Star (3/5)** in the "top right" corner. You can line up a drill to hit this star fairly easily. Go to the corner of the level above this star and drill down. Grab it and then get the second **Silver Star (4/5)** in the same area. Drill down from the right side of this area to get the final **Silver Star (5/5)**. the Power Star appears on the "top" of the area.



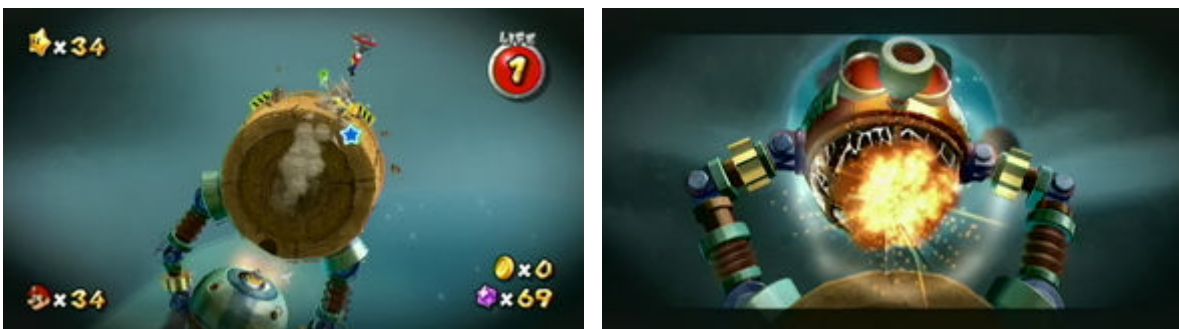
Spin-Dig Galaxy

PRANKSTER COMET: DIGGA-LEG'S DAREDEVIL RUN

For your rematch with Digga-Leg you'll will have a single Health bar -- meaning you can't get hit. Not even once! You can use the same strategy as before on Digga-Leg but it's probably best to avoid confronting the smaller drills. Just avoid them by leaping over them for the first two rounds.



For the final round you should know that it's far safer underground. As soon as Digga starts spitting out multiple drills, aim for a leg and keep digging until you have a chance at its exposed weak spot.



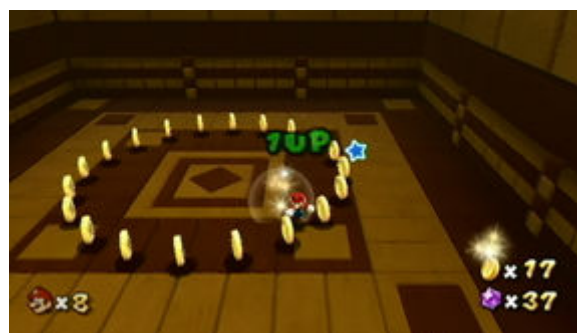
☰	Star Index	Green Star Index	Fluffy Bluff
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★ #1
★ #2
★ #3

Fluffy Bluff Galaxy

HIDDEN STAR: EVERY PLANET HAS ITS PRICE

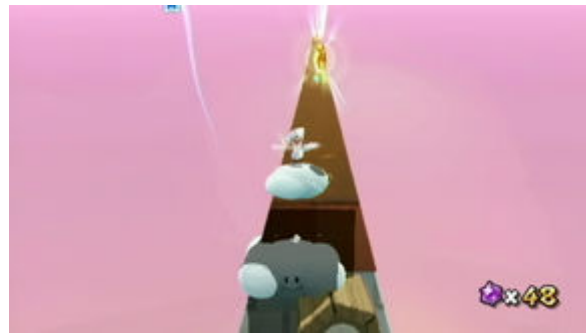
Before grabbing this Hidden Star you'll need to amass 100 coins. This may sound like a lot, but there are two secret areas which can help you meet your goal. From the very start of the level, run behind the large tree. Take the warp pipe here to a secret minigame: If you collect all the coins quickly, more will appear. The quicker you are, the richer you will become.



Once you finish up with this game, stomp on enemies in the area and grab a Cloud Flower. Use it to reach the upper plateau, gathering as many coins as you can from enemies (stomp them, don't spin!) and ? Blocks along the way. Refresh your clouds and use Cloud Mario to get to the top of the big tree. From here you can use the launch star to reach another secret area high above. Hit the ? Coin. The minigame here involves collecting even more coins. This should push you over the 100 coin limit. Talk to the nearby Luma and trade your coins for his "services."



Take the launch star that appears to a secret area. Ascend the castle-like structure using the ample Cloud Mario pickups -- you can grab a 1-Up on the way. At the top you'll find the hidden Power Star.



Fluffy Buff Galaxy

SEARCH FOR THE TOAD BRIGADE CAPTAIN

There are plenty of star bits and coins to collect in the initial area. A warp pipe leads to a coin-collecting game behind the large tree. The main attraction is the Cloud Flower sprouting up near the buildings. Collect it to become Cloud Mario. As Cloud Mario you can spin to create clouds right under your feet. You can create up to three clouds after collecting one flower. For more clouds, you need another flower. The clouds disappear after a while so beware.



Cloud Mario "floats" a bit when jumping and spinning. Take special care around water, since even shallow pools will strip Cloud Mario of his power. Your unused clouds trail behind you so you can keep track of how many you have at all times.



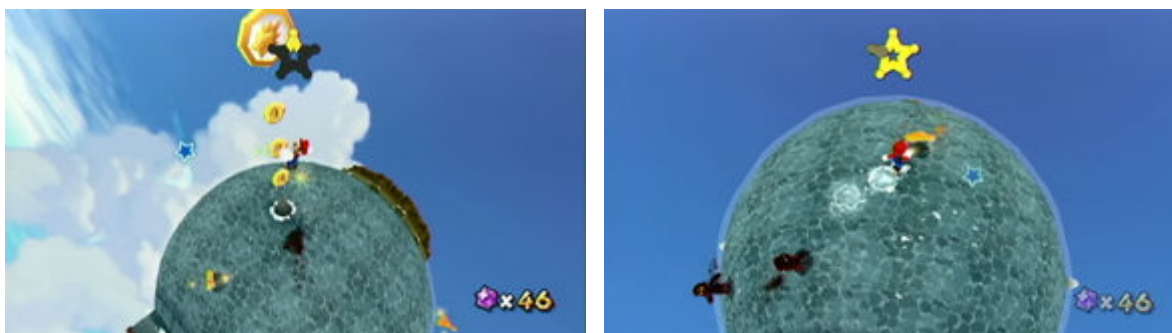
This level will give you ample opportunity to explore Cloud Mario's abilities. Use them to climb up to the grassy area above the buildings. Just grab another Cloud Flower if you run out of clouds. (Note: The path to the Hidden Star "Every Planet Has Its Price" can be found at the top of the tall tree).



At the midway flag, venture out across the cloud platforms, adding your own where needed. On the far side of the chasm, use wall jumps to get to the launch star. If you haven't been practicing wall jumps, here's what you need to do: Jump against one of the walls and, as Mario grips the wall and begins to slide, press jump. As soon as he touches the opposing wall, hit jump again. In this manner you can easily ascend the groove in the cliff face.



Try and collect star bits from the clouds as you fly to the next location. Here, Cosmic Clones will appear. Your goal is to collect the tiny pieces of the launch star, but first look for the **Comet Medal** floating above one of the small points on the planetoid. You can reach the medal by performing a back flip and spinning up to it. Just watch out for the Cosmic Clones! Run around and collect the star bits to continue.



Hit the midway flag and grab a Cloud Flower. Cross the gray blocks carefully -- you can still stand on them when they recede into the walls. At the top, grab another Cloud Flower and use it to reach the tree tops. Cloud Flowers are abundant on the tree top. From here it's a straight shot to the pesky monkey on the mountain peak.



Fluffy Buff Galaxy

THE CHIMP'S STOMP CHALLENGE

This challenge won't appear until you get a letter from The Chimp about a new game in the Fluffy Buff Galaxy -- we got it after getting our 15th Power Star. To get this star you'll need to complete the Stomp Challenge: Get 10,000 points in 120 seconds. The key to this challenge is chaining together your stomps. If you stomp a single enemy you get 100 points, but if you stay in the air and come down on a second enemy you get 200, and for every enemy you stomp after that in a continuous chain you get *300 points*.



It's tough to make these chains work, but spinning can help. Luckily, the enemies are all in tight clusters or straight lines, making this much easier to pull off. Don't miss out on the coins the enemies drop since each one nets you 100 points and they tend to disappear fast. Balance your stomping with coin collecting. Be sure not to spin attack enemies since you'll miss out on the coins.



Keep climbing the level and at the top you'll find a large ring of Electrogoombas you can get a long combo on if you are careful. The ? Block here holds some coins to help bolster your score. Get a path down and practice and you'll break 10,000 eventually!

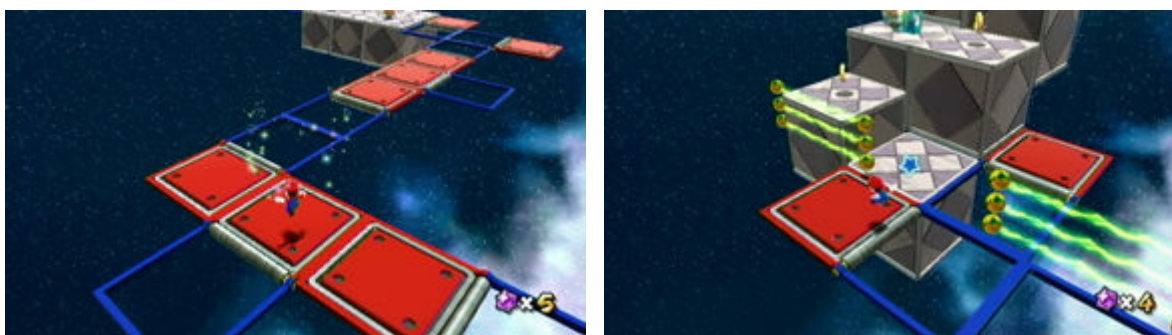




Flip-Swap Galaxy

THINK BEFORE YOU SHAKE

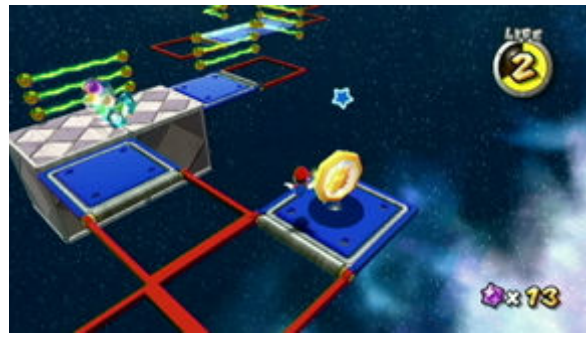
Note: To access this galaxy you'll need to grab the Hungry Luma on the world map between the Spin Dig and Yoshi Star galaxies. Talk to this Luma on your space ship and feed him 300 coins to open up a path to the Flip-Swap Galaxy on the map.



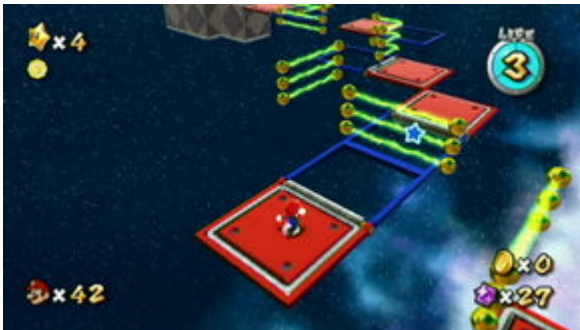
This challenging galaxy features flipping panels that move only when you spin. Making your way across these panels slowly while spinning to create a path is one way to go about doing this, but we were able to cross many of the longest gaps with the long jump (run, hold Z to duck, slide for a millisecond and then press JUMP quickly). The long jump makes it so you never have to rotate a single panel (IGN Editor Craig Harris calls this the "hard way," but we found it vastly preferable -- make your own call!).



You can grab an easy 1-Up amidst the electric fences. Don't try to hop over these, just long-jump through the gaps. After the midway flag you'll encounter Chain Chomps. They'll only roll over existent panels, so plan your path accordingly. We long-jumped across the entire section, from one blue panel to the next. You can reach the **Comet Medal** amidst the Chomps in this manner.



Try our long-jump method for the final stretch and you may find that avoiding all the switching-panel nonsense is the key to conquering this galaxy.



☰	Star Index	Green Star Index	Flip Swap
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Flip Swap Galaxy

PRANKSTER COMET: PURPLE COIN FLIP 'N' SPRINT

We aren't going to lie; this is one of the hardest stars in the game. This star requires a strong mastery of the long jump. The long jump (run, press Z on the nunchuck and quickly press JUMP) allows you to cross a two-panel distance quickly, shaving off precious seconds. Much of this level can be completed without switching the panels at all using the long jump!





Don't let the timer cause you to panic. We dawdled quite a bit around the rolling Chomps on our victorious run and still had 40 seconds or so to spare. Try to make the first 50 or so purple coins a "speed run," taking risks and long jumps more often. You can grab the easy 1-Up at the beginning to make things easier. Once you hit the Chomps, use careful jumps to proceed. It's a short distance to the end from here, so you don't want to screw it up! Since this star takes more skill -- and practice -- than anything else, check out our video walkthrough for details.



Remember, if you are having trouble collecting the purple coins a partner can help nab them with a second Wii Remote.



[Star Index](#)
[Green Star Index](#)
[Rightside Down](#)

 #1
  #2

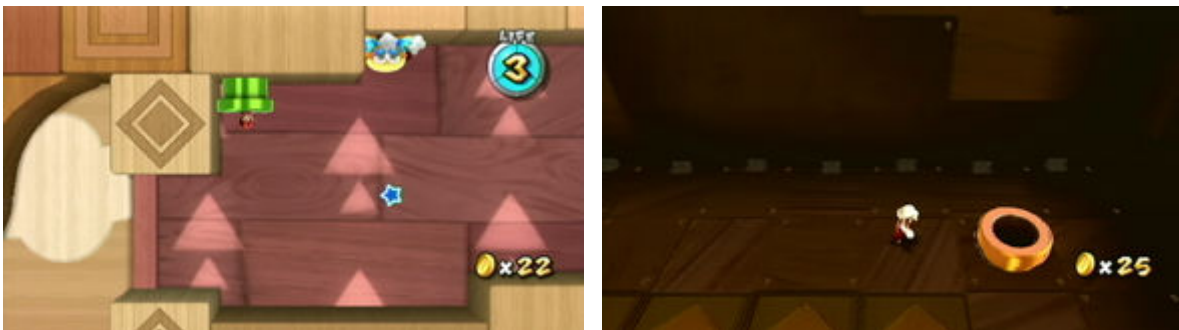
Rightside Down Galaxy

HIDDEN STAR: THE GREAT CRATE INCINERATOR

Enter the Rightside Down Galaxy (Breaking the Laws of Gravity) and drop down to the bottom of the level. Move to the right past the flower and hit the first switch to flip the gravity. Once you're on the ceiling, run to the left and enter the green pipe.



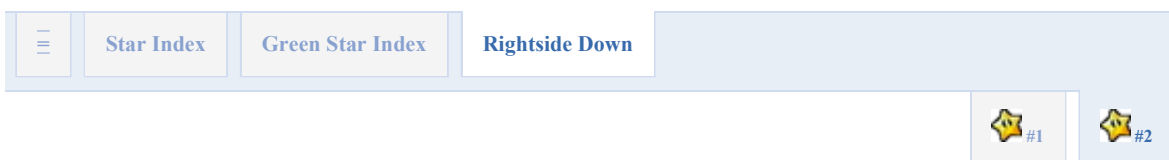
Here you'll find a temporary powerup: the Fire Flower. As Fire Mario you can send multiple fireballs flying in the direction you are facing. Empty the room of pesky boxes and you'll score a 1-Up. Head down the red pipe revealed in your box breaking to find the Crate Incinerator Challenge. Talk to the robot. You'll have 20 seconds to bust every box.



There's actually a bit of symmetry to this area that can save you some time if you study up. In the corners of the area are rows of boxes lined up diagonally. You can hit these with well-placed fireballs from the center of the area. After clearing these, go for the remaining boxes. Fire constantly -- a stray fireball could save the day!



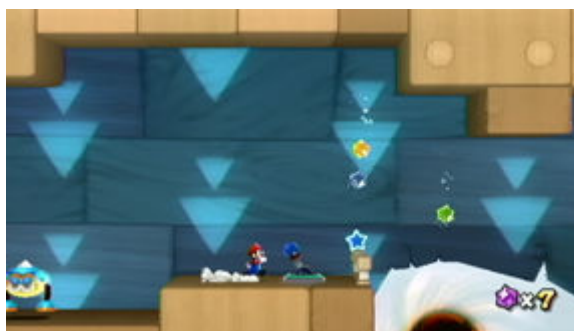
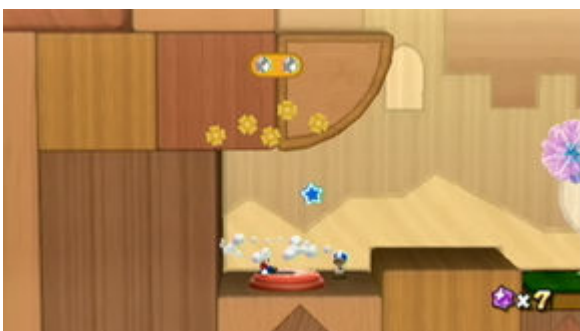
You'll learn the layout if you screw up a few times -- fear not! Clear all the boxes to win the Hidden Star.



Rightside Down Galaxy

BREAKING THE LAWS OF GRAVITY

Drop down to the ground far below. To the left is a switch you can ground pound (press JUMP and then hit Z) for coins. Grab the flower to the right and shake the Wii Remote to use it to get to the higher area.



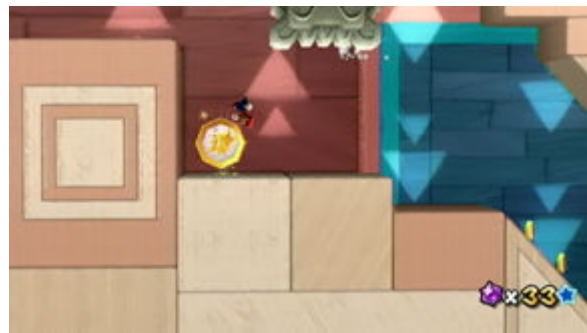
This galaxy features switches that can reverse gravity. When the background of the level is blue, gravity is "normal" and when it's pink it's "reversed." The first of the switches is just ahead (Note: The warp pipe on the ceiling leads to the Hidden Star: The Great Crate Incinerator). Flip the switch and continue right on the ceiling, using spins to modify your jumps. The elevator platform will get you up to the large, purple Piranha Plant. Stand clear of the plant and let it slam down on the ground. Spin attack it to stun it, then ground pound its head to kill it. Use the flower just beyond the Piranha Plant to reach an area with standard gravity below.



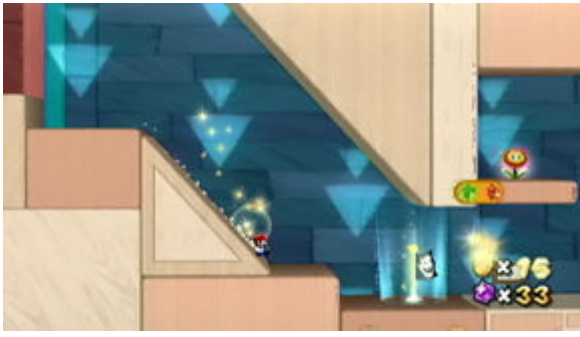
The ? Coin makes a row of coins appear leading down to the midway flag. The next series of platforms is pretty straightforward. Once you get to the Chomps, wait until one appears and then follow it to the right, hopping the gap.



Slip past the first Thwomp and pause between the two. A **Comet Medal** is just out of reach here. To get it, simply pass the Thwomp to the right, then turn around and wait for it to slam down. Hop onto the top of it and quickly jump to the Medal. Use a long jump to be safe.



After the midway flag, grab a Fire Flower and toss fireballs at the boxes by shaking the Wii Remote. After this you'll enter a top-down view. Make your way through this grabbing coins and stomping Goombas. On the other side is a tough Thwomp challenge.



Jump through the first three Thwomps quickly, then pause in the safety of the nook on the ceiling right where the gravity switches. From here you can better time your escape through the last of the Thwomps.



The circular gravity well around the star will lead you to a 1-Up. Spin to adjust your fall so you can grab the Power Star.



Bowser Jr's Fiery Flotilla

GOBBLEGUT'S ACHING BELLY

Follow the path over the wooden ships. The shelled Astro Goombas can be felled with a spin attack. The Dry Bones you encounter cannot be permanently killed, but hop on them and they'll collapse into a pile of bones, stunned.



The best way to hand Kamek is to run right up to him and perform a spin attack. Pummel him with star bits to freeze him in place if he's firing at you from far off.



At the Thwomp, cross to the left and then perform a back flip or side flip plus a spin in mid-air to get on top of the Thwomp. It will carry you up to the elusive **Comet Medal**.



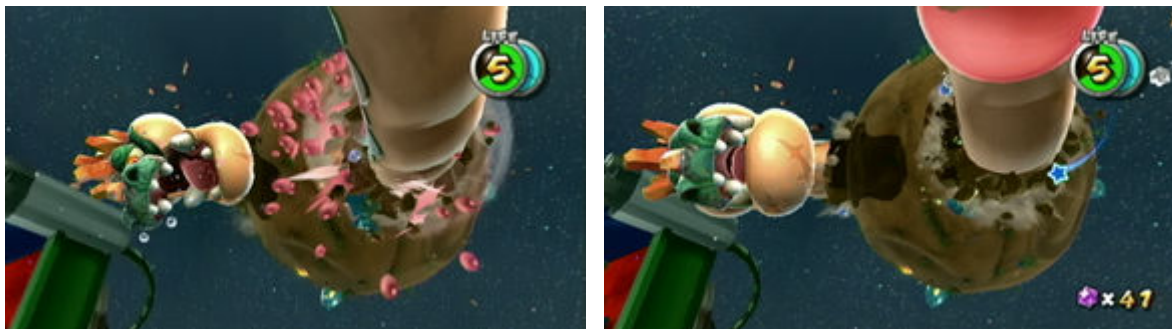
Flip the switch to open the large doorway and enter the lava area. The spinning fire wands shouldn't present much trouble so long as you use the spin in mid air to carefully land your jumps.



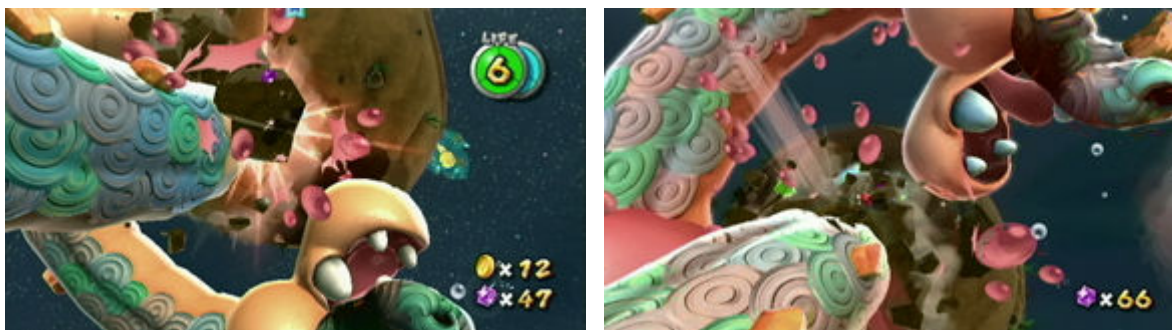
Near the top of the structure with the spinning fire wands is a Life Mushroom you should definitely grab ahead of the boss fight. Carefully make your way to the launch star to challenge this world's boss.

BOSS: GOBBLEGUT

This flying menace has five weak points marked in red on its long body. To destroy these you'll need to get in close and perform a spin attack. Unfortunately, getting close to the massive dragon is extremely risky. Run around the sphere just ahead of the dragon and listen closely. When you hear a train whistle, the creature is about to dive straight into the ground.



When the dragon dives, back for a moment, then move in to try and score some hits on the various weak points. You should be able to get two or three on the first dive. Watch for the head of the dragon to reappear. Avoid it by running around the planetoid. You can shoot the gold dots on the ground with star bits or break the crystals for coins if you need a health boost.



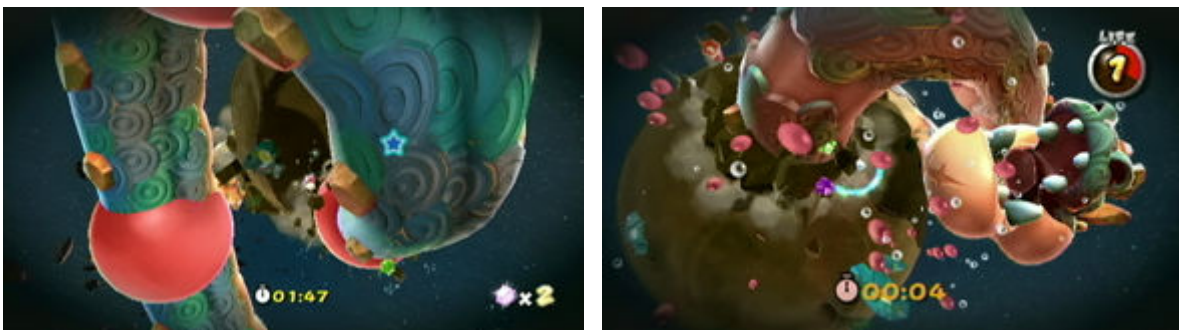
After four hits or so, Gobblegut will become enraged and move faster. Chances are the remaining weak point is near the dragon's head. This one is especially tricky to get, since you only have a small window of opportunity as the dragon dives into the ground (or rises) to get it. Nevertheless, if you listen closely for the train whistle, dodge the dragon's dive and then turn around quickly, you should be able to nail it.



Bowser Jr.'s Fiery Flotilla

FIERY FLOTILLA SPEED RUN

This speed run has you challenge Gobblegut once again -- but this time you only have two minutes to do it! The key to shortening this battle is to run right in the first time the beast dives and score your first THREE hits. After that you only have three more to go! Keep a close eye on the red weak points and never hang out in one place for long. You should be able to move in and take out the remaining red spots with some quick spins.



Puzzle Plank Galaxy

HIDDEN STAR: BUGABOOM'S BACK

Choose the star called "The Puzzling Picture Block." For this Hidden Star you'll need to pay off a Luma with 70 coins. Make sure you start collecting coins right at the start of the

level. Hit the pegs around the Wigglers for some extra coins and then take the launch star to the island with the hungry Luma. Here you can collect coins from a number of things including the grass patches, the stumps (ground pound these), Goombas (pound them) and ? Blocks.



However, you can really line your pockets by hopping into the warp pipe and collecting coins in the minigame. You can get about 60 coins here if you are fast. Return to the Luma and feed it 70 coins to create a launch star to a new planet.



BOSS: BUGABOOM

Use the Cloud Flower to cross to the Bugaboom's platform. Grab another fresh Cloud Flower and hop on one of the springs. Make a cloud high in the air and wait for Bugaboom to pass under you. Ground pound him square in the back as he does.



After this, Bugaboom will take to the skies, dropping bombs that make the ground a very dangerous place. You can use the same technique to get above him and ground pound. Make sure to refresh your Cloud Flower if you need to.



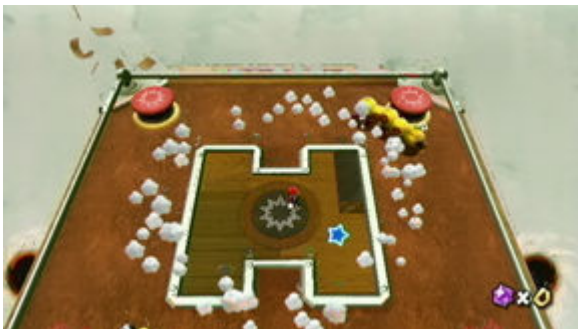
The final round is similar to the second. Just nail him one more time to score the hidden Power Star.



Puzzle Plank Galaxy

THE PUZZLING PICTURE BLOCK

This galaxy is all about the ground pound. Perform this move by jumping and then pressing Z on the nunchuk to slam down on your unfortunate target. You can ground pound the middle section of the blocks you start this level on to drop to a new area below. Ground pound near the Wigglers to turn them over and then pound them while they are stunned to eliminate them.



Ground pound the pegs in each corner. One of these activates a musical note-collecting minigame. Collect all the notes in the time limit for a 1-Up. Another peg will summon a launch star.



The next area features several blocks on the "top" side that must be ground-pounded all the way into the ground to make a path up on the flip side. (Note: you can pay off the hungry Luma here to grab the Hidden Star: Bugaboom's Back). Once all the blocks are pounded, up around to the far side and climb up to the launch star.



The saw blades make your life hard here as they sever pieces of the platform. You can bypass many hazards by just long-jumping over them. Be sure to grab the **Comet Medal** that you'll pass on your left. A saw blade chops off the platform under it so you'll need to race there from the midway flag to get it.



In the next area you need to wall-jump up a groove made by more saws. To escape this hectic area, reach the red button and ground pound it to summon a launch star.

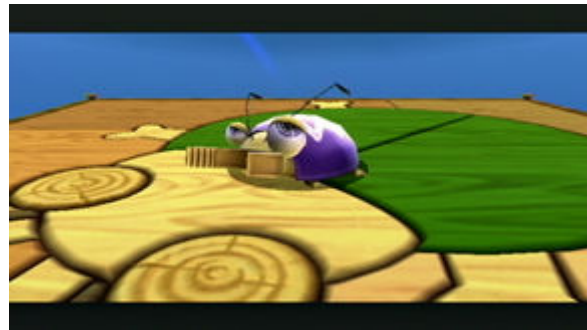
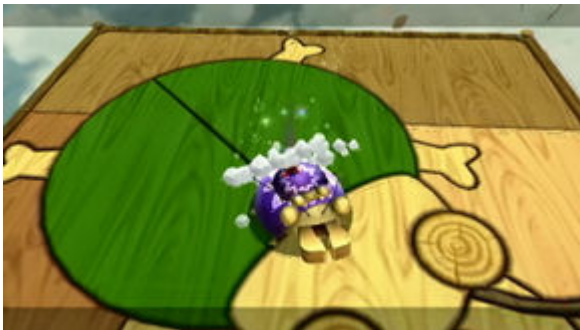


Purchase a Life Mushroom if you can and launch over to the puzzle platform. This simple puzzle must be shifted into place using ground pounds on the sides marked white paint. Once the puzzle is in place, a new enemy will appear.



BOSS: MANDIBUG

This Mandibug has a small Mandibug hitchhiking on its back. This is your primary target. Use a spin jump or a fancier move (back flip?) to get above the smaller bug and ground pound it. This isn't easy since the bug scoots around fairly quickly.



As soon as you kill the top bug -- you MUST use a ground pound -- then hop back in for another pound on the main Mandibug. Squash it to score your Power Star.



Puzzle Plank Galaxy

PRANKSTER COMET: PURPLE COIN SHADOW VAULT

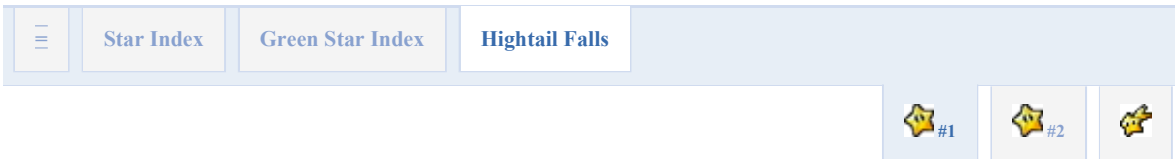
You immediately begin this timed challenge upon touching down in the level. All 100 Purple Coins must be collected in the time limit -- which is rather lenient as far as Mario Galaxy 2 goes! Clones will be hot on your tail, so make sure your path doesn't double back on itself. The best way to collect the purple coins is to go about it systematically, level-by-level.



You can pick up all four coins by carefully passing through the center of the clump. You'd do well to perfect this technique! Otherwise you'll waste precious time grabbing a leftover coin or two. Gather all the coins from one side to another, then hop up a level and start back the other way. You should have plenty of time to grab the coins -- we had nearly 20 seconds left over. Don't panic!



Remember, if you are having trouble collecting the purple coins a partner can help nab them with a second Wii Remote.



Hightail Falls Galaxy

HOT-STEPPING DASH PEPPER

Make your way to Yoshi. Once you have your dino buddy you can take advantage of a new power-up: the Dash Pepper. Run up the ramp and grab the Dash Pepper with Yoshi's tongue and he'll take off at breakneck speed. You can control Yoshi normally while he runs but you can't stop him! If he hits a wall or enemy, he'll instantly lose his wall-clinging ability -- did we mention you can run straight up walls? You can! You can also jump high into the air while juiced up on Dash Pepper.



First, dash to the launch star. The next area is totally vertical. Hit the ? Coin to reveal a row of extra coins on your way up. One Pepper will get you to the next launch star, but if you take the leftmost path, carefully weaving around the green blocks, you can score another Dash Pepper and make it to the very top of the tower. Up here is a 1-Up and an informative bird. It's odd.



Take the launch star to a new area where you can test Yoshi's ability to jump while dashing. At the far end is a teleporter you can easily miss just to the right of the launch star. Beat the minigame for three 1-ups. Use the launch star to get to a midway flag and the final area.



Here you'll have to carefully thread through obstacles and thin stretches while dashing. (Note: A hungry Luma can take you to the "Silver Stars in Hightail Falls" Hidden Star for 30 coins here).



On the far side you'll find a vertical stretch with the **Comet Medal** right in your path. If you screw up, try to flutter-jump to safety on a platform below.



The walls lead straight to the Power Star which is tough to reach. Be patient and learn the curves of the path and you'll get there. If you mess up near the star, try to flutter-jump to it!



☰	Star Index	Green Star Index	Hightail Falls
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#1
 #2

Hightail Falls Galaxy

HIDDEN STAR: SILVER STARS IN HIGHTAIL FALLS

This Hidden Star requires you to collect 30 coins -- but you have nearly the entire level to do so. Make sure to stomp every Goomba you come to for a coin on your way to the first Dash Pepper. On the vertical wall, hit the ? Coin to make some bonus coins appear. The rest of the coins can be found after the first midway point.

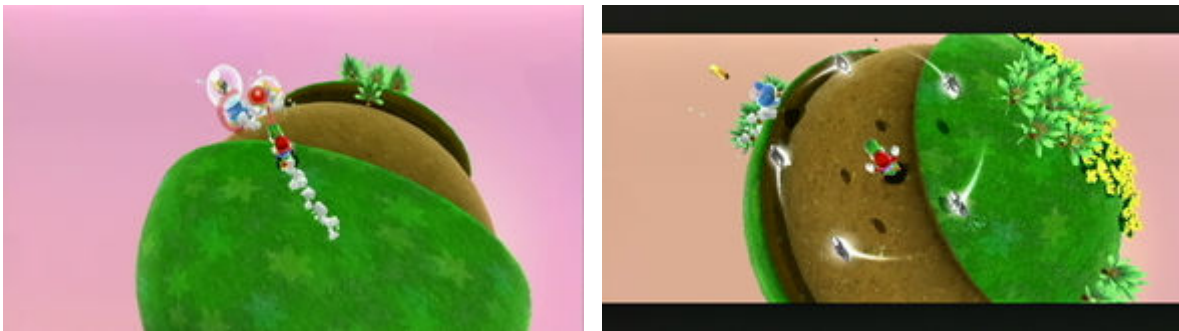


Grab these as you make your way across the falling platforms. You can get even more coins

(though you'll certainly have enough by this point) on the series of vertical walls after the second midway point. The hungry Luma in need of 30 coins is at the base of the second-to-last Dash Pepper run.



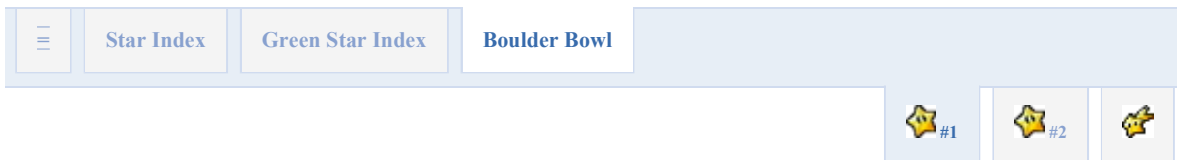
Feed the Luma and you'll be able to take a launch star to a new planet. This planet is infested with strange creatures. Eat the creatures to nab the silver stars above their heads. Gather all five for the Hidden Star.



Hightail Falls Galaxy

PRANKSTER COMET: HIGHTAIL FALLS SPEED RUN

You don't have to be completely flawless for this speed run -- we got to the Power Star with a full minute to spare -- but you'll have to execute some deft control over a chili-powered Yoshi to get to the goal in time. Check out the video for details.



Boulder Bowl Galaxy

ROCK AND ROLODILLO

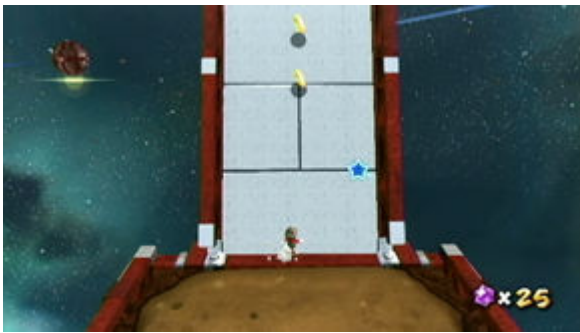
You'll have to master a new power-up to get through this galaxy: the Rock Mushroom. When powered up by the Rock Mushroom, Rock Mario is able to transform into a spinning boulder for a few seconds when you shake the Wii Remote. The boulder moves swiftly and is difficult to control. In boulder form you can smash through rocks and crystals and generally cause wonton destruction. Mario cannot stop once he's rolling until he hits something or the effect wears off. Beware: you can smash retaining fences and dash right off the edge of a cliff if you aren't careful!



Pound all the Electro Goombas in the center of the area to unlock the Rock Mushroom. Grab it and give it a whirl. On one side of the area is a massive crystal that you can shatter with a few slams in rock form. Inside is the **Comet Medal**.



A vertical slab of stone can be slammed into to make a path forward. Cross it and then roll into the enemies arranged like bowling pins to collect star bits. You can use the rolling Boulder Bowl to hop to catch some air on the ramp ahead.



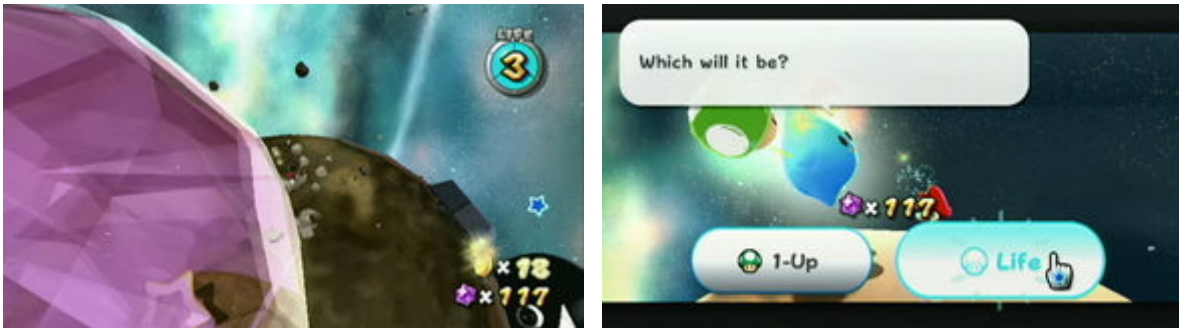
In the next area, destroy everything by dashing back and forth; just make sure there's a fence to stop you in your mad dashing. Even the Boulders can be destroyed. Once all the Electrogoombas are eliminated, a launch star will be revealed.



The next area contains one of the few enemies you can't mow down as Rock Mario: Chomps. Avoid these as you roll around. You can use the warp pipe under one of the breakable rocks to access a secret area with a random block minigame (there's not much strategy involved, just bowl into the blocks and hope for the best!).



Destroy the large crystal to access the launch star leading to the midway flag and a Luma shop. Purchase a Life Mushroom if you wish and blast over to the boss.

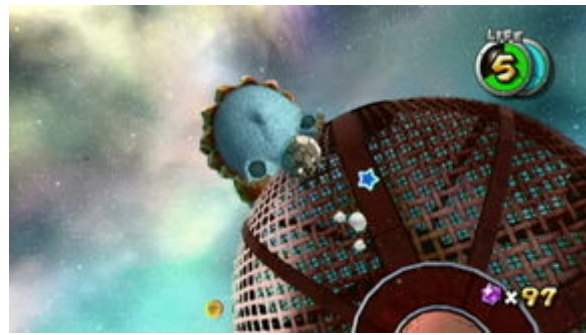
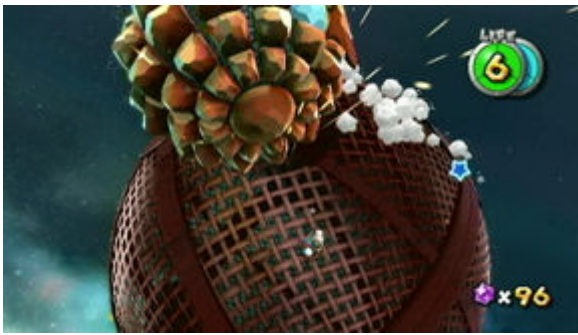


BOSS: ROLODILLO

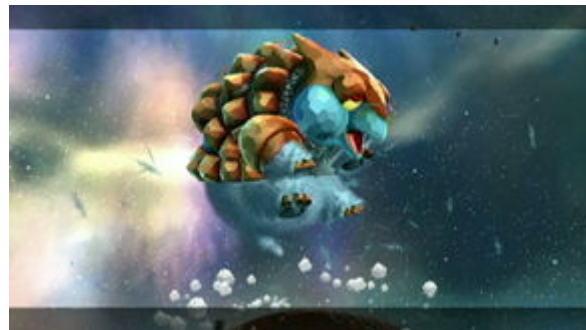
Rollodillo is a perfect match for your Rock ability. Immediately roll into the beast to get your first hit -- you can hit it from any angle to hurt it. From here on out you'll have to carefully dodge the Rolodillo until it comes to a halt since it's invincible in ball-form.



Just run perpendicularly to the enemy as it approaches and it will eventually cease moving, stunned. After hitting it a few times the Rolodillo will begin to switch directions as it rolls, so make sure it really has stopped before you nail it.



bits to open a path to the Honeybloom Galaxy.



☰	Star Index	Green Star Index	Boulder Bowl
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#1 #2

Boulder Bowl Galaxy

HIDDEN STAR: C'MERE GOOMBA

Note: You should get a letter from Gearmo some time after collecting your 60th Power Star -- we got it after beating the Chompworks Galaxy star "Where the Chomps are Made of Gold." Return to the Boulder Bowl Galaxy and play the Rock and Rolodillo star.



Play the level until you reach the final planet with Chomps rolling around it. You can find the gold robot Gearmo here. He claims to be in search of a regular ol' Goomba (the brown mushroom-like enemies). You need to find one and lure it back to him.



You may want to destroy all the enemies -- and boulders -- on the planet before attempting to corral a Goomba. Grab a Stone Mushroom and roll into the rocky spikes on the planet. Under one you'll find a Goomba. You can lead this Goomba by getting its attention and running from it. Don't let it get smashed by a Chomp! If you lead to back to Gearmo's trap, you'll get the star.



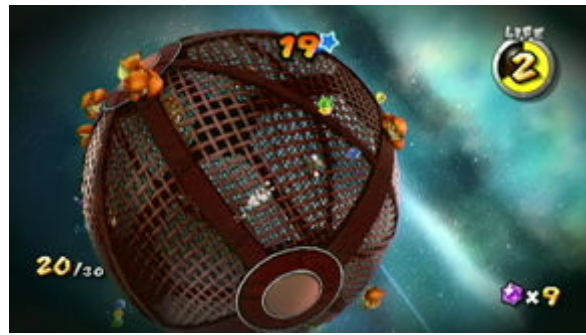
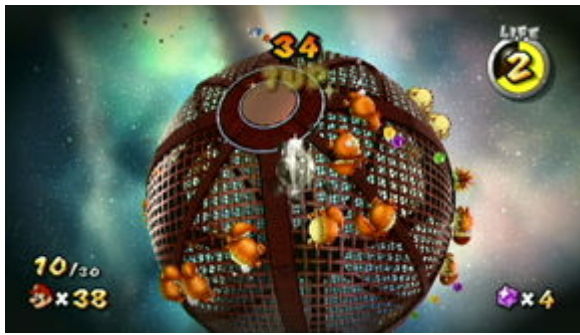
☰	Star Index	Green Star Index	Boulder Bowl
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★ #1
★ #2
★

Boulder Bowl Galaxy

ROLLING CRABBER ROMP

You have 60 seconds to roll through all the crabs -- immediately launch over to the far planet and grab the nearest Stone Mushroom. Roll around generally aiming as best you can for crabs. Make sure you don't get hit or you'll have to grab another 'shroom and waste precious seconds. This one isn't too bad. Death to crabs!



Cosmic Cove Galaxy

HIDDEN STAR: CATCH THAT STAR BUNNY

Head to Tin Falls Hideaway and swim through the tunnel to the larger area. You need 15 coins for this one but they are very easy to collect. Feed the coins to the hungry Luma at the base of the tower to create a new planet.



The Star Bunny challenges you to catch him. The key to this level is a blue ! Switch near the midway flag. This will convert the water in the area to ice.



If you spin on the ice, you'll begin to "skate" or slide across the ice at a high speed. Use the speed boost to catch the bunny.



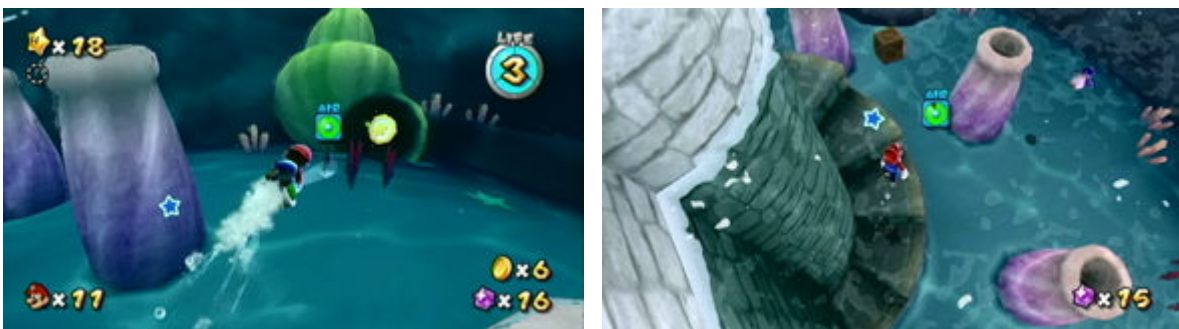
Cosmic Cove Galaxy

TWIN FALLS HIDEAWAY

You can practice your submarine skills in the Cosmic Cove. The hint sign can show you the basics, but if you really want to cruise through the water in style, stomp on the Koopa troopa on the beach and snag his green shell.



With a turtle shell you can zip through the water with ease. Aim the beam of light at the stalks to make them recede, leaving behind star bits. Swim through the submerged tunnel into the larger pool with a stone tower at its center. Remember to pick up coins or air bubbles if you don't plan on returning to the surface.



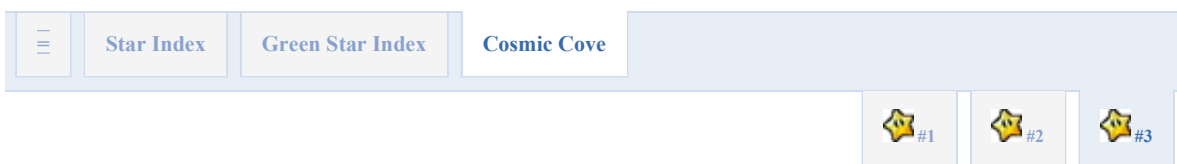
You can use the various launch stars to gather star bits from near-orbital heights. There's a lot to explore in this area, but the one thing you should be sure to pick up is the **Comet Medal**, which is tucked into a large shell near the base of the tower. (Note: A hungry Luma at the base of the tower will grant you passage to the Hidden Star "Catch That Star Bunny" for 15 coins).



Climb the tower and ground pound the red switch once you are done exploring. This will coat the entire area in ice! Hop down to the ice and shake the Wii Remote to "skate" on your shoes.



Examine the area. Two waterfalls have frozen making a perfect place to practice your wall-jumping skills. Scale the waterfalls using your wall jump to find the Power Star encased in brittle ice at the top. Spin attack it to free it.



Cosmic Cove Galaxy

EXPLORING THE COSMIC CAVERN

Run across the icy water avoiding the various enemies. The Brrr Bits can be shot with a star bit and then kicked if you want to get rid of them. At the far end of the frozen canyon is a warp pipe.



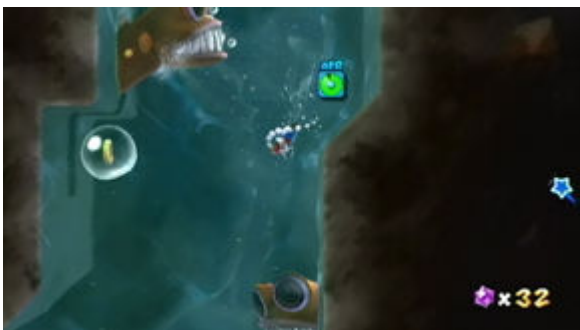
Ground-pound the bricks to enter the lower caves. Move to the right and you'll eventually come to a midway flag. Swim down through the depths, collecting coins and air bubbles to refill your health and air meter.



Spin to flip the switch (shake the Wii Remote) and then carefully dive past the Eels, waiting for them to recede into the wall before moving. You can spin to slip by them quickly.



Enter the pipe at the bottom. Things get a little bit loony on the other side. Jump up into the glob of water and you'll be able to swim normally. Make your way through the suspended liquid until you come to a moving glob.



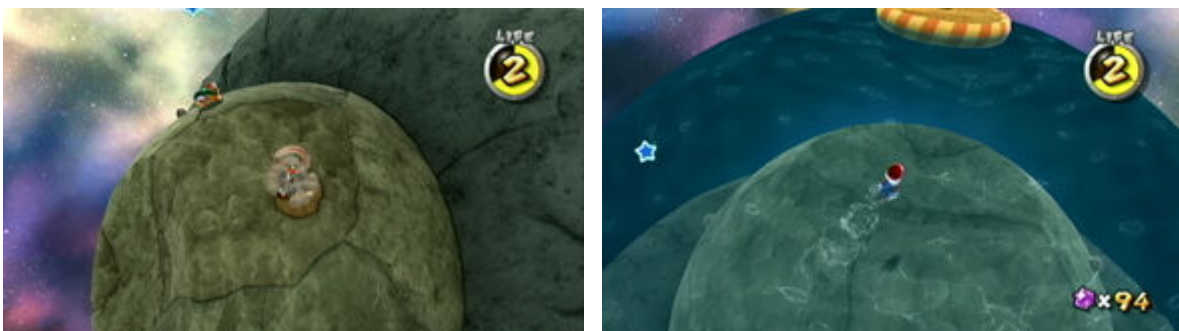
Here you'll have to match the water's momentum or risk being left behind in open space. Keep moving and you'll eventually come out on top where the **Key** resides.



Enter the pipe and talk to the Luma to create a launch star. The next planet features a change of pace. Grab the Spin Drill and look for the "long" strip of dirt -- this is the only patch that leads to the far side of the planet. Dive in and you'll appear right under the star.



The robotic enemies here can be killed with your trusty Spin Drill. Jump over them and shake the Wii Remote to drill them to pieces. Once eliminated, the shield over a suspicious patch of dirt will be removed. Drill into the dirt to release a deluge of water. Swim to the surface to collect the Power Star.

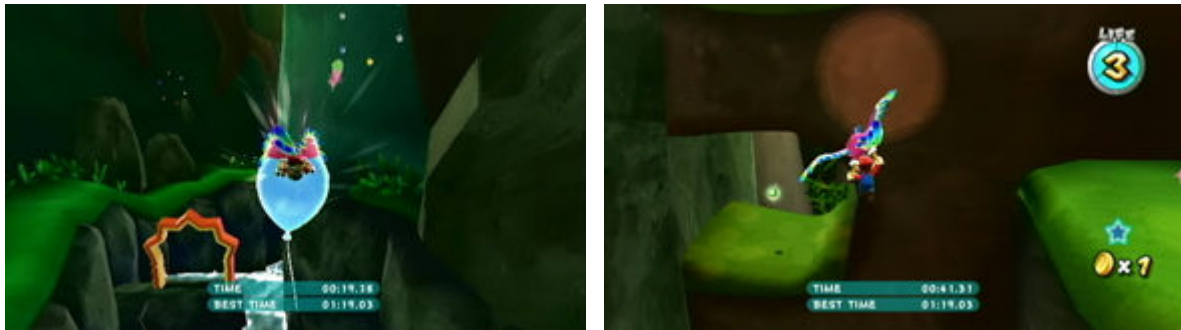




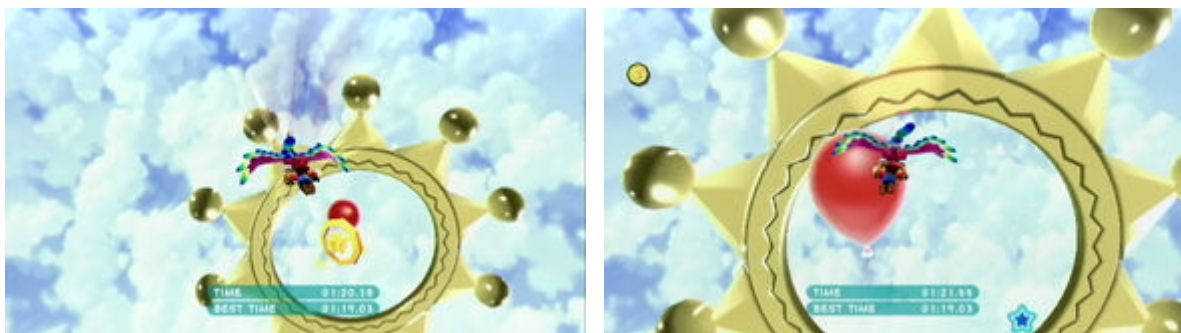
Wild Glide Galaxy

FLUZZARD'S FIRST FLIGHT

Talk to the yellow bird nearby to learn how to pilot Fluzzard. Basically, the bird glides so you won't be able to gain height. You can control the bird by tilting the Wii Remote right and left, and you can tilt the Remote forward to dive or back to slow down. The path features several rings to fly through near the ground which are your main targets. The balloons contain star bits and the bubbles contain coins which you can use to recover life.



Dove for the gates when they appear but otherwise stay aloft, pulling back to cruise gradually. Just before the large ring at the end is the **Comet Medal** which you can fly right through to pick up. Note: The Medal will be locked in a globe if you fail to fly through all five gates! Make it to the end and you'll be awarded a Power Star.





Wild Glide Galaxy

JUNGLE FLUZZARD RACE

Note: You should get a letter inviting you back to the Wild Glide Galaxy for a race. We received the letter after getting our 43rd star in the Beat Block Galaxy. This race takes place on the same course you peacefully cruised through before -- this time you won't need to bother with rings.





Instead, concentrate on speed. The best way to get going really fast is to dive by tipping the Wii Remote downward. You can't dive all the time though, so while you should always bolt downhill when you can, pull back and glide to avoid the ground and other obstacles.



A secret passage towards the end of the course can help you gain the edge on the competition. When you come to the waterfall with several holes in a cliff face, examine the very bottom of the cliff, near the water's surface. There's a cave here leading down to the final stretch. Check out the video for details.

☰	Star Index	Green Star Index	Honeybloom
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 #1
  #2

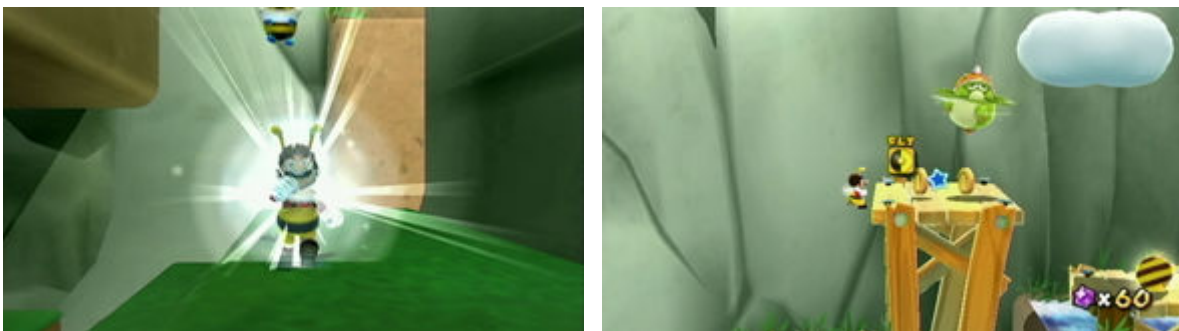
Honeybloom Galaxy

BUMBLE BEGINNINGS

This straightforward level features a new ability: The Bee Suit! Make your way to the right -- you'll need to wall-jump up a shaft if you fall below. To wall jump, jump towards a wall and, as you grab it, press JUMP to rebound off the other side. You can climb shafts using wall-jumps.



Grab the Bee Mushroom and you'll be transformed into Bee Mario. Bee Mario can fly for a short period of time. Your flight time is represented by a meter at the top of the screen. Touch down on a surface to recharge your meter OR collect coins to fill it in mid-air. Additionally, Bee Mario can tread on surfaces Mario cannot, like the clouds, blossoms and berries found in this level. Like Cloud Mario, you can lose this ability by touching water, so beware!



Fly up and to the right and you'll find a midway flag. The floating, green enemies beyond here can be stunned with star bits but not killed. You can tread on the purple flowers as a bee, but Mario will fall right through them. To the right of the first few purple blossoms is the **Comet Medal** floating in plain sight.



Slide down a series of vines and you'll find yourself amidst a patch of massive berries. These bounce you as a bee, but will not support Mario if you lose your flying power. Just past the second midway flag you'll have to carefully fly through a gauntlet of enemies.



The Power Star is just beyond a few patches of enemies, including Piranha Sprouts that attempt to bash you as you pass. This galaxy is littered with Bee Mushrooms, so you should be able to snag another one if you get hit. This final stretch includes plants that attempt to engulf Mario when you land on them. Be sure to take off after you get a quick recharge to avoid getting gobbled. Grab the star to the upper right to finish up the galaxy.



☰	Star Index	Green Star Index	Honeybloom		★ #1	★ #2
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Honeybloom Galaxy

HIDDEN STAR: THE SECRET WALL JUMP

Note: Pick up the Luma between the Cosmic Cove and Wild Glide galaxies and feed it 700 star bits to open the Honeybloom Galaxy.



You can grab this Hidden Star near the very start of the level. The first trapeze you come to can be used to access a tall wall-jumping shaft. Swing on the trapeze until you reach full height and jump off on the right side. Spin to get to the wall and then wall-jump up the shaft. At the top you'll find the Hidden Star!

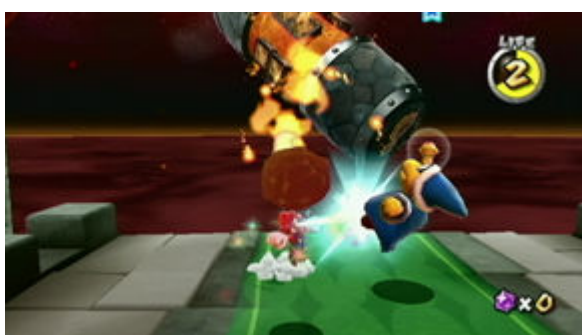



[Star Index](#)
[Green Star Index](#)
[Bowser's Lava Lair](#)


Bowser's Lava Lair

BOWSER'S BIG LAVA POWER PARTY

Head up the steps and spin-attack Kamek to take him out before he fires. The blue star that appears in the ring of fireballs can be grabbed with the Wii Remote pointer. Point at it and pull the trigger (B Button) to slip through the ring.



Hop across the platforms carefully to get to the tip of the planetoid. Hit the spring with a ground pound to boost to the next one. You can grab a 1-Up when crossing these platforms so be sure not to miss it. Bust the crystal to access the launch star.



The next area requires some careful timing. The flipping platforms may seem brutally difficult at first, but really you can jump into the air and spin as they flip to avoid getting thrown into the lava. It's really the fireballs - Podobos -- that you need to be scared of.



The Hammer Bros. in this level can be stunned with star bits. They take two stomps to kill. Kill this Bro to make a launch star appear. In the next area, hit the ? Block and collect all the coins for a 1-Up bonus. Ground-pound the red button to drop below. You can ignore the ? Blocks since they merely contain star bits.



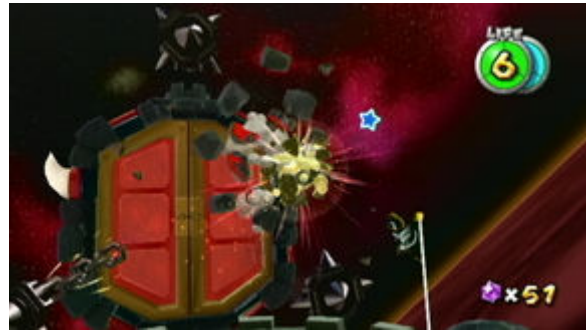
You can destroy the Whomps that try to smash you by hopping on their backs and performing a ground pound. However, do NOT pound the second Whomp. Notice that conspicuous shadow hanging above it? That's the **Comet Medal** for this galaxy! Let the Whomp slam down and quickly hop on its back. Perform a side flip or a back flip and then spin for added height to reach the Medal. Alternately, you can run up Whomp's back and stand on him -- a risky maneuver.



The meteorite ahead can be used to bust out the Bowser lock. Simply hop onto it and ground-pound the backside to send it flying towards the door. Step into the gravity field to move to the next area.



After the midway flag, bypass the munching skulls with a long jump or two. The final stretch features a moving platform and a wide lava field. As you ride the platform, make sure to grab the Life Mushroom over the first rotating fire trap.



If you get a chance to kill Kamek, do so. Otherwise, stun him with a star bit and move on. You can hop the laser beams in the next pool with an added spin boost for height. Fight your way past the two Hammer Bros. and hit the midway flag. Another Life Mushroom can be scored on the tip of a flagpole near the meteor. This time you'll need to "aim" the meteor using your ground pound. Move around the orb and pound at the correct angle to send the meteor into the three locks. On the other side your nemesis awaits.

BOSS: BOWSER

During the first portion of the battle with Bowser he'll use two attacks. One involves a shower of meteors which you can simply run to avoid. The highlighted areas on the sphere show where the meteors will land. If you see a large area highlighted, it means Bowser is about to use his alternate attack: A fist pound. You can just run from this as well.

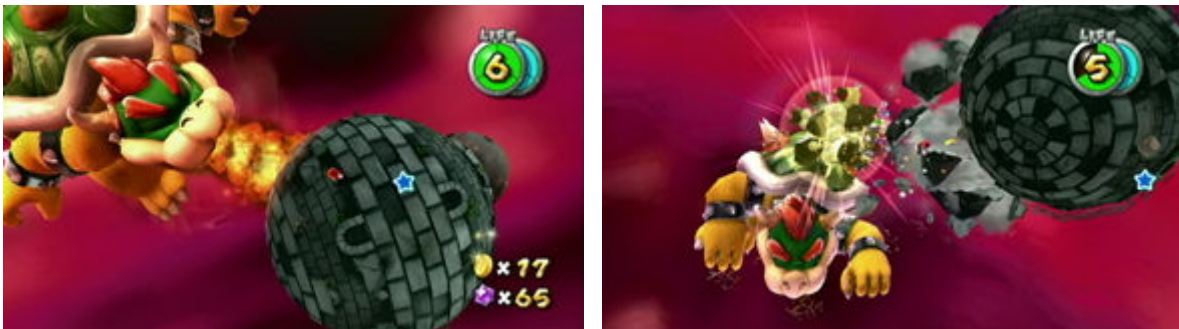


The fist-pound has a secondary effect, however. The meteors scattered around will be raised aloft, primed for a ground-pound from Mario. Jump to a meteor, position the sphere

between you and your rival and pound it into his over-sized mug.



After two hits, King of the Koopas will change tactics. His fire breath may seem impossible to outrun, but since he moves in a straight line, you can just run perpendicular to the blast to avoid it. Use the meteors to hit him like before. Two more hits and he'll be toast!



☰	Star Index	Green Star Index	Bowser's Lava Lair	
				★ #1

Bowser's Lava Lair

LAVA LAIR SPEED RUN

This speed run doesn't include the boss battle so don't fret! You simply need to get to the end of the level proper. Grab the clock and quickly spin into Kamek. Grab the star and long-jump over the lava pit.



Ground-pound the spring to make it to the next planetoid. Here you may want to pick up the Life Mushroom even if it costs you a lava burn -- just keep running towards the star launcher!



Long-jump across the spinning platforms and take a detour to the clock pickup. Shoot the Hammer Bro. with star bits as you approach it to take it out.

There's a clock on top of the spinning fire wheel. Ground-pound the red button to go to the lower level. Instead of grabbing the clock near the Whomps, consider just long-jumping through the area quickly.



Open the lock by ground-pounding the meteor. The final stretch takes some careful jumping but it's all pretty straightforward. Check out the video for more.

☰	Star Index	Green Star Index	Tall Trunk
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★ #1
★
★

Tall Trunk Galaxy

THE FLOTACIOUS BLIMP FRUIT

Before doing anything, explore the underside of the tree platform for a 1-Up, some star bits and a Yoshi egg. Once you are saddled up, you can use Yoshi to climb the tall tree. By gobbling up the blue Blimp Fruit, Yoshi can float upwards for a short period of time. You can hold A to make Yoshi hover, but the timer will still tick.



Start climbing the platforms and you'll see your goal. Instead of going to the launch star, though, get to the highest platform you can with Blimp Fruit and search the topmost tree platforms for a Life Mushroom. You can reach this by performing a side flip (run forward, turn around and jump while you are turning) and then using Yoshi's flutter jump to make it to the platform. Return to the launch star to move to the next area.



You cannot fall to your death in this area, so explore the rolling log at will. Use the first Blimp Fruit to blast up and to the left to get to a warp pipe. In here you can score 1-Ups just by flipping the blocks.



Float to the right and you'll soon come to the **Comet Medal**. It's hard to miss! From the Medal you can drop far below to a 1-Up and score some coins using the ? Coin as well. Your ultimate goal is the next section of log. Here you can collect five launch star shards.



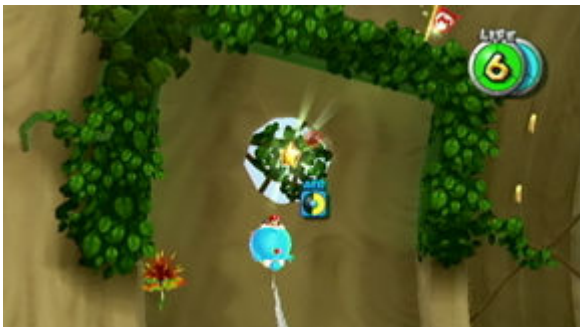
Three shards are immediately visible, while the final two are "below." You'll have to drop down to these. The launch star can be reached with the help of Blimp Fruits beneath it. Travel sideways through the spiked obstacles by holding A to hover.



In the final area, drop to the lowest reaches of the log cross-section and then begin to make your way up. You can always snag a Blimp Fruit with your tongue after jumping to get a bit of a boost. The Power Star is at the top of this fruit-filled climb.



With this Power Star gathered you'll unlock Luigi for certain levels!





Tall Trunk Galaxy

TALL TRUNK'S BIG SLIDE

At the base of the tree, search behind the trunk for a teleporter to a minigame. Climb to the top of the tree using the trapezes. Use the launch star to reach the titular slide.



The slide is probably the greatest challenge you've faced yet. It is crucial to employ some spin to extend your jumps as you slide. You can cross huge gaps using spin-augmented jumps. Hop the enemies in the beginning of the slide and ignore the balloons -- they can be shot for star bits, but it's probably too distracting to make them worthwhile.



The rows of spikey plants can be hopped, but you can also slide around them. Line up straight with the 1-Up Mushroom and hop the spike plant to grab it, quickly hopping over the next. After a few more obstacles you'll enter a tunnel with a worn, brown path. Follow this carefully or you'll miss the next section of the slide!



You can spin-jump at the last millisecond to grab another 1-Up Mushroom -- it's quite difficult. Things get rough in the final stretch. When you see the angry, red Wigglers you know you're almost finished!



The worst gauntlet of the slide involves rows of angry Wigglers and spiked plants. Here you should jump over the second row of spiked plants, land and then jump before the final rampaging caterpillars. You will be lined up directly with the gap in the tunnel, but you should be able to spin to safety! Check out our video for details.



Search behind the massive tree for a 1-Up before grabbing the Power Star.





Tall Trunk Galaxy

TALL TRUNK'S PURPLE COIN SLIDE

In terms of purple coin levels, this one's a doozy! Make sure to grab the freebie coins at the start of the slide. While this will take practice more than anything, here are a few tips that will help you collect coins. Be sure to check out the video walkthrough, too!



1. Make sure to go for the double rows of coins -- these really add up!
2. It takes the slightest taps of the analog stick to adjust your path through long strips of coins.
3. Avoid spin-jumping unless you are going to die. Short jumps allow you to land on coins on the far side of gaps.
4. Follow the path of the purple coins precisely through the final gauntlet of spikes and Wigglers and you should make it through unscathed.



Remember, if you are having trouble collecting the purple coins a partner can help nab them with a second Wii Remote.



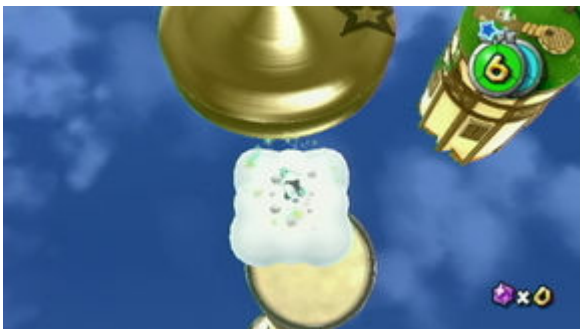
Cloudy Court Galaxy

HEAD IN THE CLOUDS

You'll need the aid of the Cloud Flower to navigate this lofty level. Search the leftmost region of the first major gap for a Life Mushroom. You'll probably use up your clouds getting there, but another Cloud Flower can be found adjacent to it.



On the far side of the gap, create a cloud in the gust of the windmill and it will push you across to a set of pink drums. The ? Coin here can land you a 1-Up if you collect all the coins (use the coins' shadow to line up your jump). At the top, ground-pound the cymbal to score some star bits.



Take the launch star over to the grassy platform below (Note: Feed the hungry Luma 30 coins here to get to the Hidden Star "Silver Stars in the Purple Pond"). Create a cloud in the updraft to reach the top of the tower. Here you can use the teleporter to reach a Goomba stomping minigame.



Use the spring board to get the necessary height to reach another windmill gust. Ride over to the next tower with a cloud. Drop into the lower area for a 1-Up -- you can use the Cloud Flower you find there to get back to the launch star on top.



The next area has you riding more gusts. Travel up the first and then drop to the right, creating a cloud as you fall to surf across the spikey plants. Create another cloud to ride up the far side. Grab another Cloud Flower here by jumping into it and saving yourself with a cloud. From here you can long-jump to the left and create two cloud platforms to ascend to a secret area with three 1-Up Mushrooms!



Use three platforms to cross another spikey plant gap. On the other side you can ride a gust up to the **Comet Medal**. It's floating in a safe zone in the opening and closing structure. The Power Star is at the top of this structure -- make sure you have some fresh clouds to use to reach it.



Cloudy Court Galaxy

HIDDEN STAR: SILVER STARS IN THE PURPLE POND

You'll need 30 coins to feed a hungry Luma later in the level so get collecting right from the start to make things easier on yourself. Look out for two ? Coins that make bunches of coins appear. Just after you get the Cloud Flower, explore the first gap for one of these.



The second ? Coin is floating over the pink drums. Line up your bouncing with the shadows of the coins to get them. Just past the drums you'll come to the hungry Luma. If you don't have enough coins, there are a few to be gathered in the immediate area as well.

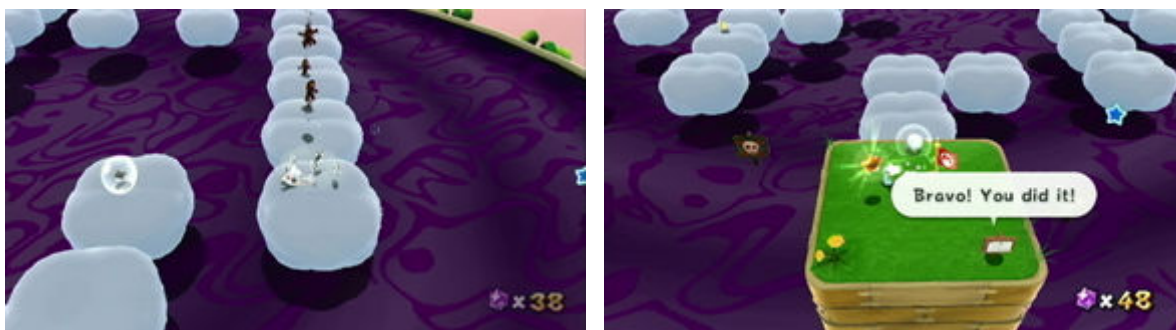


Ascend the tower using the gusts of wind and, at the top, enter the teleporter for more coins.

Be sure to stomp the Goombas to get coins. Return to the Luma and feed it 30 coins to make a new planet, and launch star, appear. Fly to the new area and grab a new Cloud Flower.



The Cosmic Clones make this area especially dangerous, and since you need to move quickly to avoid them, you may want to use long jumps (run, press Z to crouch and quickly jump) to reach distant clouds instead of the Cloud Flower.



You can quickly jump around the area in this manner, methodically collecting the Silver Stars. We actually has better luck once we ran out of clouds since we were able to use spin to correct our jumps -- creating clouds is just too slow! Once you gather the five Silver Stars, the Power Star will appear near the midway flag.



Cosmic Court Galaxy

PRANKSTER COMET: THE SHADOW LINING

This Prankster Comet has filled Cloudy Court with special platforms that only appear when you near them -- which means you have to feel out your path carefully. Instead of just running around the appearing platforms, it's far easier to perform long-jumps to the various launch star bits since you know a platform will appear beneath them.



The Cosmic Clones are out in force here. They will keep appearing, following your exact path. This makes backtracking inadvisable. You should be able to piece together the launch star with some daring long jumps, but the level isn't over yet.



The 2D area is a bit more predictable since you know you need to run to the right. The platforms will appear under you and help you wall jump. Don't slow down or the clones will catch up to you. Quickly bust the Power Star out of the crystal at the end to avoid taking Clone damage.



☰	Star Index	Green Star Index	Haunty Halls
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★ #1 ★ ★

Haunty Halls Galaxy

A GLIMMER OF BULB BERRY

The ghost Electrogoombas are easy to hop over -- and if you spin you can temporarily pass right through them (not recommended). Before entering the launch star at the end of the moving floor, head into the teleporter to try your squashing skills.



Take the launch star to the next area. The path between the two walls scrolls from left to right here, meaning you'll have to move quickly over it before it disappears, leaving you to drop to your death. After the midway flag you can collect a 1-Up by sprinting across the next scrolling segment of floor as soon as it appears.



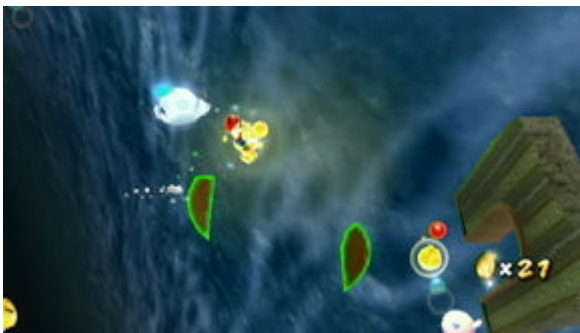
Before heading into the warp pipe at the end of this stretch, patiently wait for the strip of floor to appear that leads out to the **Comet Medal**. You should have just enough time to grab it and run back to safety.



The next area contains this level's namesake: The Bulb Berry. Bulb Berries can be gobbled up by Yoshi to reveal the otherwise non-existent floor immediately around him. Their circumference of the ring shrinks over time, giving you less space to safely move about. This makes gathering the Bulb Berries littered throughout the area important to grab even if you aren't in dire need.



You'll need to grab the **Key** to get through the doorway. Don't miss the 1-Up just past the first door. At the end of the level are few flower pegs you can "lick" to reach the star.



☰	Star Index	Green Star Index	Haunty Halls
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Haunty Halls Galaxy

SNEAKING DOWN THE CREEPY CORRIDOR

The initial corridor should be familiar after completing the last level. Jump over the ghostly Electrogombas and enter the teleporter when you come to it to try for three 1-Ups.



Just after this, a massive Boo and some companions will chase you to the star launcher. After grabbing the midway flag you can use long jumps to easily span the moving platforms. The gobbling skeletons you encounter in the next stretch can be leaped, along with their deadly paths.



The Boos here are famously shy and will not pursue you if you face them. Try not to dawdle, but if you need a break, just face the Boos.



The next launch star will land you near another midway point. The final stretch of moving turf is infested with the same munching ghosts you encountered earlier. The long jump is very useful here since you can easily launch right over the gaps created by the creatures without having to worry about the effects of the shifting floor.



Outrun the final giant Boo encounter with some quick legwork and you'll find yourself right at the star.



Haunty Halls Galaxy

PRANKSTER COMET: SPOOKY COSMIC CLONE CHASE

The Cosmic Clones in this course will keep you moving at breakneck speed. A good deal of luck is involved in navigating the opening stretch. Sometimes the enemies just eat away too much of the floor to make it across. You should use the long jump to leap straight across these gaps, spinning to make adjustments.



The curved portion of the floor takes the same deft long-jumping. The final stretch is actually a bit easier. Jump across the disappearing platforms as the Clones close in. Make it to the star and you'll have to bust it out with TWO hits. Beware of the Clones! Check out the video for more.



	Star Index	Green Star Index	Freezy Flake
			#1 #2 #3

Freezy Flake Galaxy

BOWSER ON ICE

You get to put your Fire Flower skills to use in this bipolar level. A Fire Flower in front of the small cabin will let you toss fireballs around the first planetoid. You may notice that the white snow statues here can be destroyed to reveal various things. One Goomba statue on the rear side reveals a launch star.



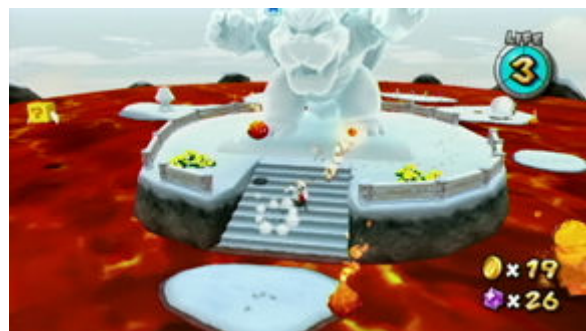
The next area features another Fire Flower and plenty of things to destroy. You can destroy the statues, trees and enemies in the area below (Note: Destroy the tree nearest to the pond to reveal the Warp Pipe leading to "The Chimp's Skating Challenge" Hidden Star). Your ultimate goal is behind the massive Bowser snow sculpture. Here you can grab a midway flag before sliding down to a new area.



Grab a Fire Flower and destroy all the snow cubes around the central block to reveal a warp pipe. Don't head into the pipe until you've revealed the **Comet Medal** hidden in a nook near the bottom of the cube stack.



The large lava pool can be traversed with the help of the snow balls. Push these out onto the lava and they will create a slowly melting path behind them as they roll. Neat! Of course, you can move a lot faster by simply jumping to the distant platforms.



Proceed clockwise around the massive Bowser sculpture and you'll find a Fire Flower on the far side. Use this to destroy the central sculpture and you'll find the Power Star within.



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[Freezy Flake](#)

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Freezy Flake Galaxy

HIDDEN STAR: THE CHIMP'S SKATING CHALLENGE

Choose the Bowser on Ice star in this galaxy to begin your quest for this Hidden Star. Use a Fire Flower to access the launch star on the flip side of the first planet. Blast off to the large area below and grab another Fire Flower. Jump down to the lower area and take out the snow-covered pine trees with your fire balls. Destroy the tree closest to the frozen pond to reveal a warp pipe.



At the bottom of the warp pipe you'll find your appropriately named simian friend, Chimp. Beat his skating challenge and you'll get the Hidden Star. You need to get 500 points by skating through the enemies. Yellow enemies give you a whopping 50 points, while green enemies give you 10. The spiked enemies will slow you down so avoid them at all costs.



A good strategy for this game is to make sure you are outside the square of enemies between waves. This makes it easier to both avoid the spikes and plan your route through the enemies. Additionally, the final wave of enemies contains two yellow ones which can easily push you over the threshold. Check out the video for more.



[Star Index](#)
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[Freezy Flake](#)

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 #3

Freezy Flake Galaxy

SORBETTI'S CHILLY RECEPTION

When you return to Freezy Flake Galaxy the Fire Flowers will be replaced by Stone Mushrooms. You can bust through snow sculptures all the same, though. Roll into the sculpture on the bottom of the initial planetoid to find the launch star.



Grab another Stone Mushroom in the next area and drop below. Talk to the blue rabbits and they'll tell you of five Hidden Star chips. These can all be found in the destructible items in the area (Note: Destroy the tree nearest to the pond to reveal the Warp Pipe leading to "The Chimp's Skating Challenge" Hidden Star).

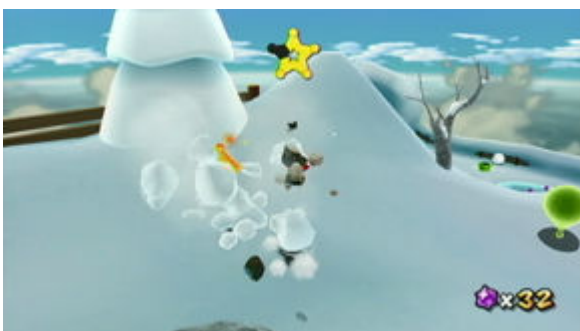


A Goomba sculpture near where the Bowser statue stood on the previous star holds a star chip.



A tree near the other rabbit holds a star chip.

A Goomba sculpture between the two rabbits holds a star chip.



At the bottom of the hill, near the pond, is a Goomba statue with another chip.

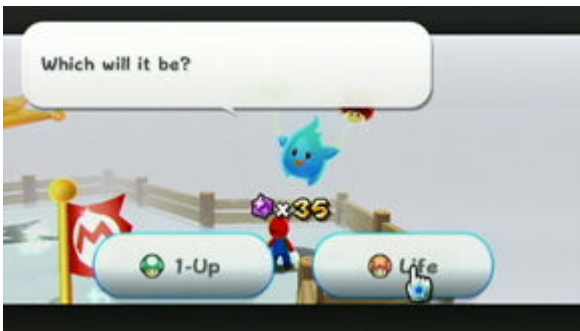
A Goomba sculpture at the top of the hill (where you landed) holds a star chip.



The launch star will take you into the heart of a blizzard. Head to the right to find a warp pipe leading to a room with chance cubes. Before sliding down the slope, walk past the rabbit to the wood platform. Look down and you'll see a lone coin in the air.

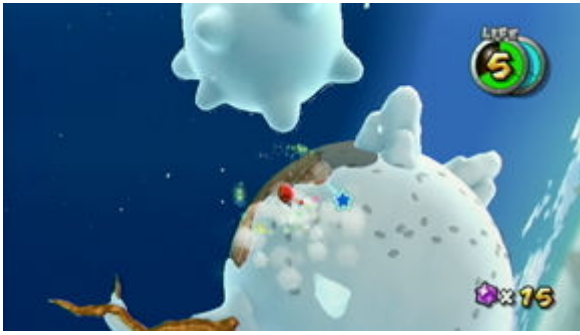


Jump down to collect the coin and you'll fall into a secret area with 3 1-Ups! Take the launch star back to the platform and slide down the nearby ramp. Purchase a Life Mushroom if you can and hop into the launch star to confront the boss.

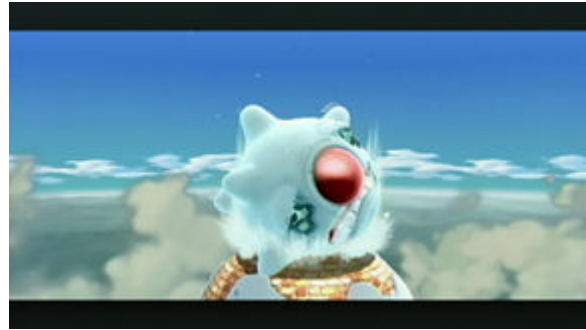
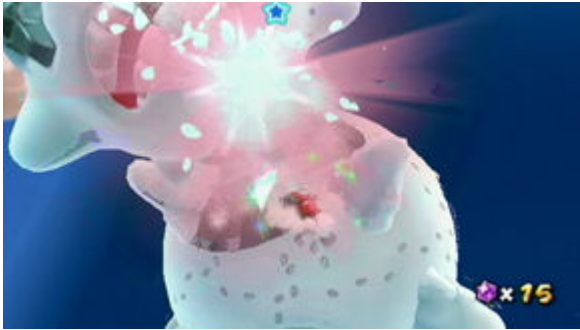


SORBETTI

Sorbetti is a colossal, rolling snowball. The red spot, its "nose," is its only weak point. You need to spin into this weak point to damage the beast. Let it roll towards you as you run away, waiting for the red spot to line up just right for your spin attack.



After two hits, Sorbetti will roll fast enough to preclude you from outrunning it. Try to run in from the side to score the final hit.



☰	Star Index	Green Star Index	Rolling Masterpiece	☆ #1	☆
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Rolling Masterpiece Galaxy

SILVER CHOMP GRUDGE MATCH

The Star Ball can only be controlled with your Wii Remote. We prefer to put the Wii Remote in the palm of our hand and then tilt it like an old Atari joystick. Regardless of how you choose to handle the ball, you tilt forward to roll and once you get going it's hard to stop. This will take some getting used to. You can jump while on the Star Ball but you cannot control the jump in mid air.



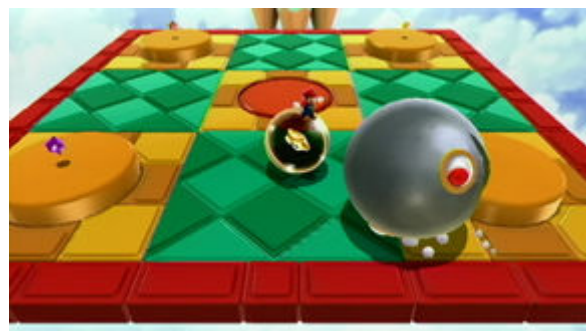
Roll to the end of grassy area and jump into the depression. You'll need to roll all the way to the far (blue) side of the next planet to get the **Key** to the launch star. On your way, pick up the 1-Up mushroom in the green portion of the sphere. Roll back to the red area to find the depression that will spring you to your next destination.



Roll down the appearing blocks and hang a left. Pass the elevator platform to score another 1-Up. Jump onto the elevator platform and ride to the top. Here you must carefully roll over the panels to turn them all yellow. Do this methodically, from left to right and then back the other way.



The **Comet Medal** is lying in plain sight on the wooden area filled with saws. Grab this before attempting the musical note collecting game! Between you and your goal is a silver Chomp. To knock it off the edge of the platform you'll need some slight momentum. Keep backing away and then bashing the Chomp towards the edge.



Once you defeat the silver Chomp the path will be cleared to the Power Star. Hop on the pole and climb it to the top. Once at the top, tap JUMP to grab the star.



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Rolling Masterpiece Galaxy

PRANKSTER COMET: MASTERPIECE SPEED RUN

This speed run follows nearly the same path as the Silver Chomp Grudge Match, but there is a single section replaced: The wooden section is now a green field of Bob-Ombs. You can simply hop these making this stretch easier. Getting here is the tough part.



Make sure you mind the colors of the section on the ball of paint brushes. The key is in the blue, while the launcher is in the red. Finally, make sure you slam into the Silver Chomp as soon as you land, making your bout with him shorter. Check out the video of this level for more.





Beat Block Galaxy

STEP TO THE BEEP

Note: To Unlock the Beat Block Galaxy, you need to pick up the hungry Luma just past the Haunty Halls Galaxy and feed it 1,000 star bits. This galaxy is built of two types of cubes that alternately disappear about every five seconds. This mechanic is easier to deal with if you listen for the beeping countdown that leads to the switch -- so crank up the volume!



Getting through this level take a bit of patience and some good timing. You can always spin to make your jumps last a tad longer, which is great for last-second corrections. The **Comet Medal** is just before the midway flag (it's hard to miss).



At the end of the course is a Q*Bert-esque pyramid of blocks with five Silver Stars. This area is fairly self-explanatory. Grab the stars and the beat will finally cease, allowing you to access the Power Star in peace.



Beat Block Galaxy

PRANKSTER COMET: SILVER STARS IN DOUBLE TIME

This galaxy will break you. In double time, the blocks give you sliver of a second to touch down before moving on. It's always best to use long jumps to just bypass rows of disappearing blocks. Yoshi can help with this as well, but you may not be used to his flutter jump and this can throw your timing off.



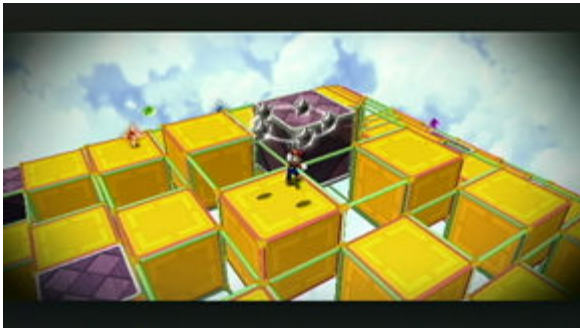
Once you get to the first midway flag, once technique you can use to cross the alternating blocks is to time your jumps with the beat. Short taps will give you little jumps that will carry you from one block to the next in time with the beats. Of course, if you screw up, spinning can save you but also throw off your rhythm.



The final pyramid contains five Silver Stars. You should try to employ the "timing method" on these as well, jumping right with the beat from block to block. We made the top block -- a safe, solid block -- our "home base" and traveled to the stars from here. You can get the first star on the way up to the pinnacle.



A nice trick from here is to long-jump to the far solid corner with another Silver Star above it. From here you can work your way back up to the central block, grabbing a much-needed 1-Up along the way.



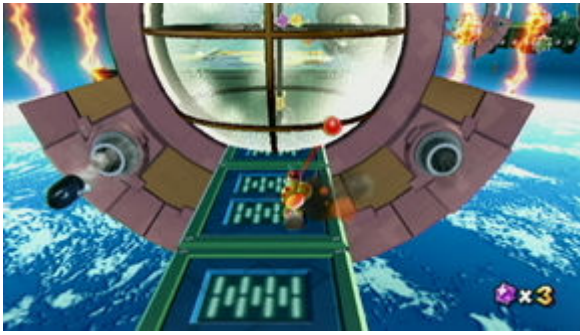
Now it's just a matter of hopping down to the remaining stars and resting on the safe spots near them. After collecting five pieces, the blocks stop in their last position, allowing you to reach this difficult Power Star.

	Star Index	Green Star Index	Bowser Jr.'s Fearsome Fleet
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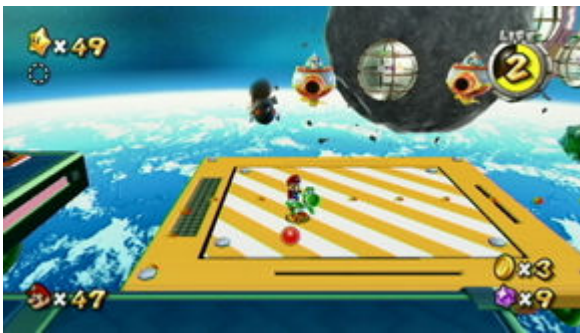
Bowser Jr.'s Fearsome Fleet

BOWSER JR.'S MIGHTY MEGAHAMMER

This level would be a lot more difficult without your dinosaur pal. Yoshi is able to grab the Bullet Bills with his tongue and then spit them out as deadly missiles. You can only aim at enemies and objects on the same level as Yoshi, but you can always jump and fire your Bill from the air. Break the first barrier -- the large glass globe -- with a regurgitated Bullet Bill to proceed.



Hit the switch with Yoshi's tongue (ignore the electric enemies unless you need health -- they can be stomped for a coin) and hop onto the moving platform. Redirect Bullet Bills as you travel to the left on the platform. You can take out the gunners and the spheres filled with star bits.



Flip the switch on the far right and hop on another platform. Stay to the right and use a Bill to take out the cannon on the right, followed by the barrier. A launch star is on the far side. Hop over the Bullet Bills and then use the flower pegs to reach the adjacent platform. Backtrack and grab a Bullet Bill to bust out the switch.



These platforms spawn infinitely, so don't worry about leaving one behind as you explore the ships that show up for star bits. You can collect a free Life Mushroom between the ships. Take out the Hammer Bro. on the second ship and grab the **Comet Medal** to the left.



Break the final barrier and you'll find a launch star, Luma shop and midway flag. Prepare yourself for an epic boss fight!



BOWSER JR. / MEGAHAMMER

Bowser Jr.'s mech suit has two conspicuous blue orbs on its chest and one on its back. These are the mech's weak points and they must be destroyed with TWO Bullet Bills a piece. The front side is easier to damage than the rear.



Simply swallow a Bullet Bill and aim for the blue globes. After a direct hit, the mech will recoil, preventing you from damaging it temporarily. It should fire another volley of Bullet Bills soon after.



Once you destroy the front orbs, stand near one of the launch stars in the area. If you need health, have Yoshi gobble up a rock to make a coin appear. Grab a Bullet and immediately use the launch star to land at the mech's rear. As soon as you land, jump and float using Yoshi's flutter ability to avoid the laser ring. Spit out the Bullet before it overloads and you should score a hit.



Do this one more time -- you'll need to return to a launch star -- to send the mech into a frenzy. You need to hit it two more times, but the weak spot is now at the top of the massive mech. To hit the "head," you need to wait for it to bend down. At this point, you still need to jump to get a shot into it. You may even need to shoot a bit early and anticipate its "duck" maneuver.



You'll be dodging double laser rings now, but luckily you can stay right in the center and flutter-jump over both with ease. Hit it two times in the "head" to bring it down for good. You can use the launch star to reach the Grand Star.



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[Bowser Jr.'s Fearsome Fleet](#)

Bowser Jr.'s Fearsome Fleet

MEGAHAMMER'S DAREDEVIL BASH

This one doesn't take any special tactics -- just make sure you watch for those laser rings! Check out the video of this star below.



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[Supermassive](#)

Supermassive Galaxy

HUGE TROUBLE WITH BIG WIGGLERS

This super-sized level will test both your long-jumping and wall-jumping skills. The massive Goombas can be killed with spin attacks but many of the other blown-up enemies are invincible.



Near the first of these Goombas is the galaxy's **Comet Medal** hanging precariously in the air between two blocks. To reach it you'll need to simply long-jump across the span (Run forward, press Z to duck and then quickly press JUMP).



Use the wall-jump on the massive coin to climb to the next area. Cross the pipes carefully, waiting for the piranha plant to recede. The final pipe will lift you to the next area.



Here you can learn about the long jump by accessing the green sign. Interestingly, you can also use this sign to get infinite 1-Ups. Grab the 1-Up Mushroom with a long jump and return to the sign to watch the video. After watching it, the 1-Up will reappear!



After you stock up on 1-Ups, jump over to the massive Thwomps. Run under the first Thwomp and stop between the two. Once the Thwomps slam down, use them to wall-jump to the top of the colossal enemies to grab another 1-Up Mushroom. Drop down the right side of the second Thwomp and use the launch star to continue.



Follow the Koopas counterclockwise and grab the Spin Drill. You can use this to kill the Koopas. Follow closely behind one Koopa to drill through the planet and catch another one from beneath. Defeat the remaining Koopas in this manner and then use the launch star to blast to the next area -- grab some star bits along the way in the green pipe.



Spin into the Goombas to defeat them. Soon you'll come across a ? Coin that makes four rows of coins appear. Long-jump to collect them. A series of yellow platforms lie ahead -- don't get caught on the middle one as it plummets downward!



This small planet just before the Wigglers is filled with coins and star bits. Run around it to make them appear (Note: The Hidden Star "Huge Trouble with Big Wigglers" can be found by making all the flowers appear on this planetoid).



The final stretch is the perfect place to exercise your long-jumps. Time them carefully and you'll be able to weave through the Wigglers and even grab a 1-Up along the way. The Power Star is at the end of the cylinder.



☰	Star Index	Green Star Index	Supermassive	
				★ #1 ★ #2 ★

Supermassive Galaxy

HIDDEN STAR: IN FULL BLOOM

Begin the "Huge Trouble with Big Wigglers" star/level and make your way to the end of the level. Just before the stone cylinder with the Wigglers you'll find yourself on a tiny, green planetoid. Run around this sphere and you'll see flowers spring up under your feet. Cover the entire planet in flowers and a vine will sprout up to this hidden Power Star.



☰	Star Index	Green Star Index	Supermassive
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 #1
  #2
 

Supermassive Galaxy

PRANKSTER COMET: BIG WIGGLERS SPEED RUN

This speed run will test your long jump skills. Avoid the Wigglers by running around the cylinder and line up your jumps carefully -- skip the 1-Up. This is an easy one!



☰	Star Index	Green Star Index	Flipsville
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 #1
  #2
 

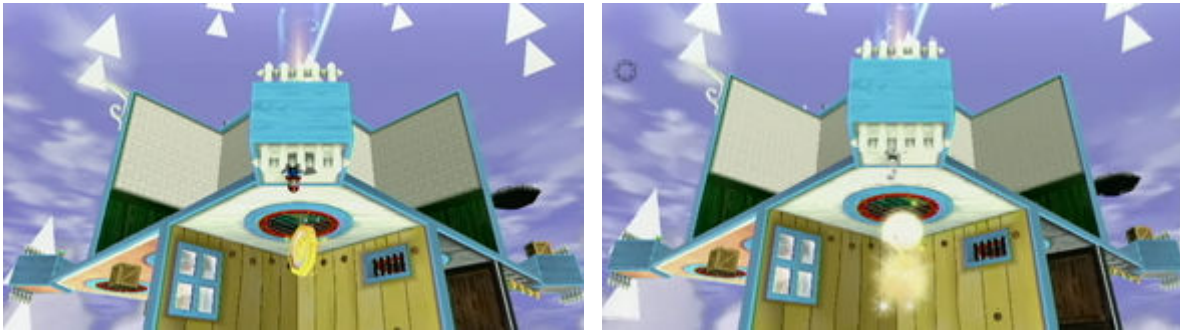
Flipsville Galaxy

FLIP FLOPPING IN FLIPSVILLE

This "gates" with a red ring around them on the ground in this level serve as portals that put you on the underside of the platform. To use them, simply ground-pound them (jump and then press Z on the nunchuck). Gravity will switch with you so don't run off the edge of the level!



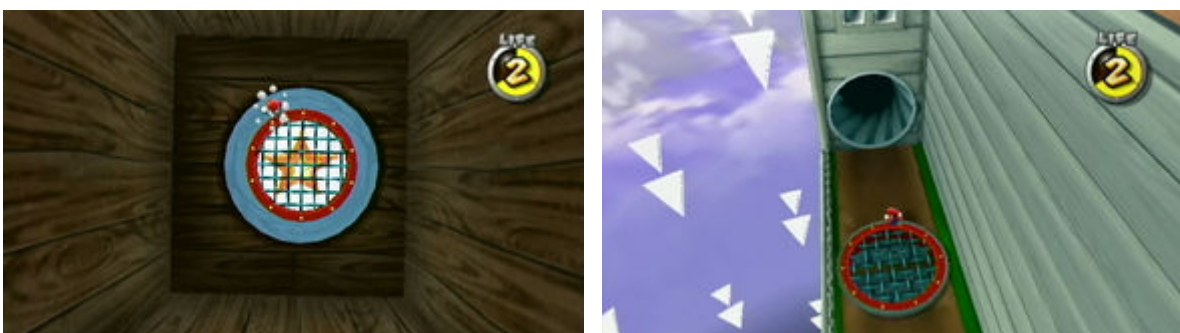
The strange enemies in this area can only be killed by flipping the gates as they pass over them -- of course you'll need to perform this maneuver from the bottom-side. Use the gates to make your way around the area in a counterclockwise manner. You'll need to traverse the underside and the topside.



In one corner you'll find a teleporter that leads to a three 1-Up minigame. Directly below the teleporter, on the "bottom" side, is a **Comet Medal**. Walk under it and perform a careful back flip to get it.



The gates will eventually lead to a place on the underside where you can "drop upwards" to the launch star. Before doing this, drop off the corner opposite the Toad captain to find a secret area with coins and a 1-Up Mushroom in a box. Flip the switch to get back to the launch star.



Stay off the muddy area where the Chomps roll. Use the gate to flip to the bottom side and cross to the next portal. Wait for the shadow of the Chomp to pass by and then hop to safety in the grass. You can grab the Life Mushroom here, but don't hang out in the hole! Continue to the launch star using the grass patches for safety.

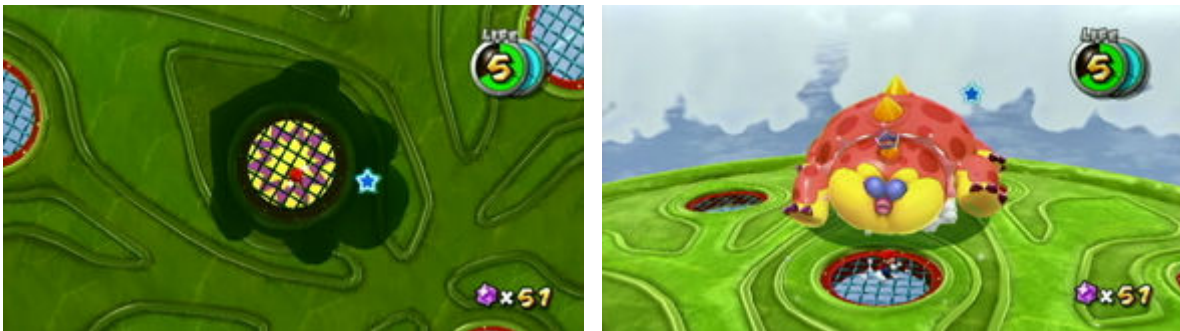


Flip through the gates to get to the underside of the first moving platform. On each platform you'll have to flip a gate to either avoid spikes or an obstacle. It's a bit mind-bending, but the jumps aren't too difficult. Access the launch star on the far platform to zoom over to the midway flag and a Luma shop where you can prepare for the boss.



BOSS: GLAMDOZER

Flip to the underside of the boss area and nail the sleeping beast with a ground pound through the central gate. This should get its attention. Return to the underside of the platform and try to hit it again.



If the boss isn't standing over a gate, stand on the nearest gate its facing and it should move onto it after it fires. You are safe on the underside, so don't risk going topside until you are ready to nail Glamdozer in the belly. Three hits will end the fight. Grab the Power Star on the top side when you are ready to leave the galaxy.



Flipville Galaxy

FLIPSVILLE'S NEW DIGS

The opening of this level should be familiar, but the flip-gates have been replaced by patches of brown dirt. Using the Spin Drill allows you to access the flipside of the level in a similar manner to the gates. Dig your way around the platform in a counterclockwise direction. The teleporter to the 1-Up minigame is still in the same spot -- in a corner of the level. Before leaving at the launch star, drill down right in front of it to score a 1-Up Mushroom.



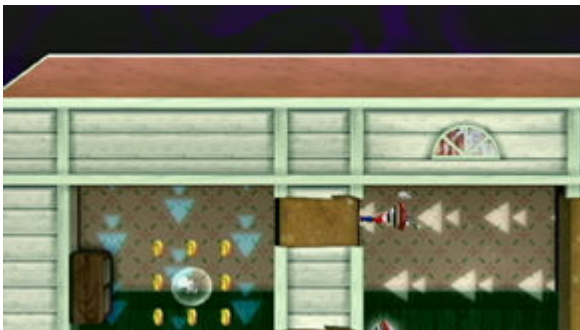
On the next planet there are towers of dirt. Grab the Spin Drill and immediately drill to the bottom side. Drill down again in one of the grooves between the two towers. This will put you halfway up the tower on the topside. Drill down in the corner here to return to the bottom side. On the lowest (or "highest") peak on the bottom side, jump diagonally down to the lowest quadrant of the tower and drill down to get to the warp pipe.



The final "2D" area features a timed gravity switching mechanism. You can listen for the switches and examine the arrows to see which way gravity is pulling. Each of the nine boxes contains a completely different gravitational system. The ? Coin in the lower left corner triggers a line of coins that can be collected for a 1-Up. Remember that you can still use wall-jumps and spins to get to coins!



The ultimate goal of this level is to collect the five silver stars. These are located mainly near the corners. You shouldn't have any trouble collecting them. The Power Star appears in the central box.



☰	Star Index	Green Star Index	Flipsville
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 #1
  #2
 

Flipsville Galaxy

PRANKSTER COMET: PURPLE COIN SPIN SPEED RUN

Don't let the 2:30 you have to gather the 100 purple coins frighten you. The gravity in this topsy-turvy area will carry you right into most of the coins. With some creative wall-jumps and spins you can gather the rest. The Power Star appears in the center box. For details, be sure to check out the video.



☰	Star Index	Green Star Index	Starshine Beach
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 #1
  #2
 

Starshine Beach Galaxy

SURF, SAND AND SILVER STARS

Swim down to the bottom of the globe of water and use the launch star. In the main area there are five Silver Stars hidden in various places. Grab Yoshi and head towards the center of the level. There are several minigames, 1-Ups and coin-filled boxes to collect in the area that you should look out for as you collect the Silver Stars.



A ramp leads up to the first Silver Star, but you'll need to grab a Spiny with Yoshi's tongue before heading up. Spit the spiny out at the glass globe around the **Silver Star (1/5)** to free it.



Now, head over to the giant stone Pianta statue. You can use the flower pegs to get up to the next **Silver Star (2/5)** -- flutter-jump up to it by holding JUMP under the star.



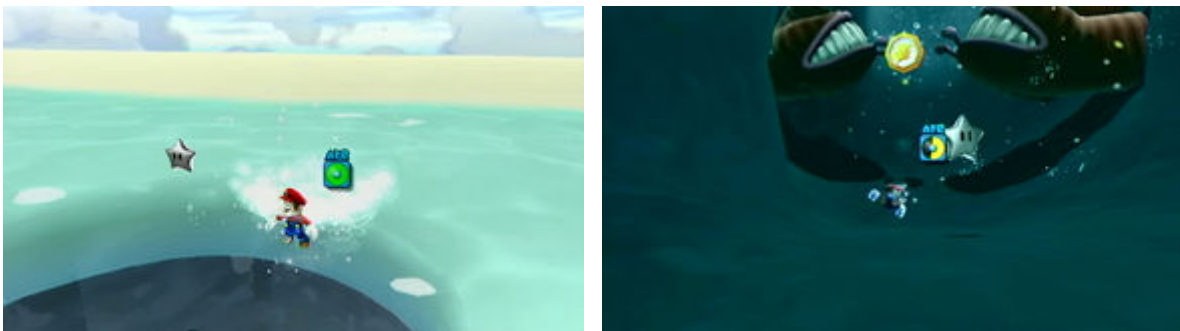
Grab a Dash Pepper and run out across the deep pool with the large structure in the middle. You should be able to nab another **Silver Star (3/5)** floating near the surface.



Nearby is a large, floating object under a Silver Star. You can stand and walk on this to rotate it. Rotate it so it stands upright (like a wedding cake) and bounce off the top to reach another **Silver Star (4/5)**. You'll need to flutter-jump into this one as well.



Swim down from here and look for a dark tunnel. The **Comet Medal** can be found in this eel-filled tube leading from the deep pool to the tower area.



Now, head back to the area with the cloud-riding Lakitu and the Spiny enemies. Grab a Spiny and walk towards the nearby tower. A glass sphere at the base of the tower contains a Blimp Fruit. You can use this to reach the top of the tower -- try to jump and grab the fruit from mid-air to gain some height before floating up. The final **Silver Star (5/5)** is up here. The Power Star appears beneath the Pianta Statue.

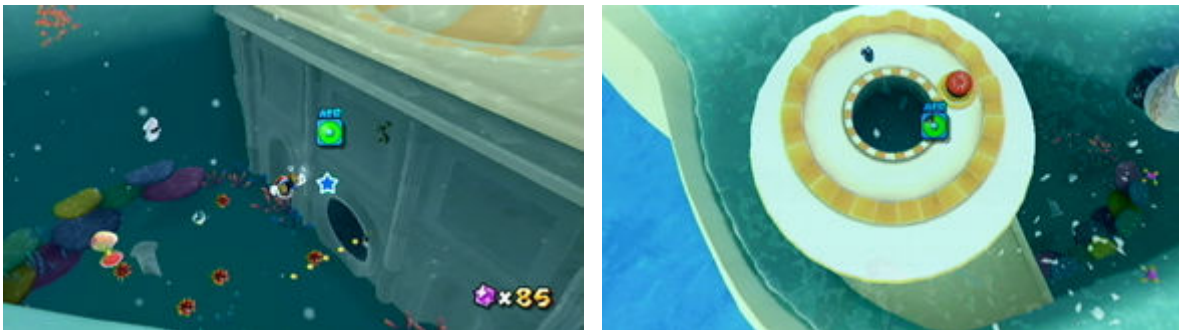




Starshine Beach Galaxy

CLIMBING THE CLOUDY TOWER

Only Cloud Mario can scale the small tower that this star rests upon. To make the Cloud Flower appear, you'll need to get to the top of the tall mushroom-shaped structure in the large pool of water. To get to the top of this, jump into the pool and look for a tube you can swim through that leads straight up through the center of the structure.



Hit the button up here to make the Cloud Flower appear. You can hop into a bubble fired by the now-activated bubble cannon to quickly ride over to the Cloud Flower.



Since the Cloud Flower's power is sapped by contact with water, you'll need to run all the way around the back of the tower to reach it using your three precious cloud platforms. From here you can combine two long jumps and two cloud platforms to reach the clouds circling the lower portion of the tower.

Alternate Strategy (Easier): The floating green leaves around the Cloud Flower can be used to safely get you to the tower. Run in a direction you want the leaf to move and it will keep you high and dry on your trip to the tower.



Perform a side flip or back flip and then wall-jump off the tower wall -- create a cloud platform at the height of your jump to reach the cloud circling the top of the tower. From here you should be able to reach this tricky star.



Starshine Beach Galaxy

PRANKSTER COMET: PURPLE COIN BEACH DASH

You'll have a brief 35 seconds to collect 100 purple coins. There are far more than 100 purple coins, but you still need to grab as many as possible. Since the clock is ticking as soon as you begin the level, you'll want to grab Yoshi and the Dash Pepper right away -- spin into Yoshi's egg and hop on his back to save time.



Try to move in long, straight lines through the path of purple coins instead of over-correcting and slaloming back and forth. If you aim well you can grab two or three at a time.



Grab Dash Peppers with Yoshi's tongue to make sure you get there's no gap between them. You should have 100 before you reach the end of the purple coin path on a good run. Check out the video for more on this star.



	Star Index	Green Star Index	Chompworks
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#1
 #2
 #3

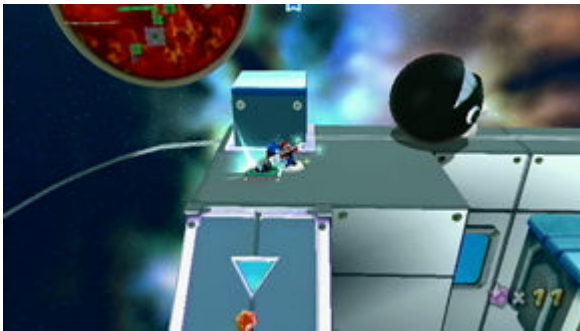
Chompworks Galaxy

WHERE THE CHOMPS ARE MADE OF GOLD

The object of this level is to direct the Chain Chomps to rings on the ground. These rings are marked with the image of a Chain Chomp. Chomps endlessly roll on platform above. Before doing anything, collect the **Comet Medal** hanging in the air above the Chomps. You can jump in between them and perform a back flip to reach it. You can risk a few more flips for the nearby 1-Up if you want.



To get the Chomps to the ring, spin to flip the switch on the left side of the area. They will roll down the ramp and hit an obstacle below. Stand on this obstacle to allow one of the Chomps to roll on it, then quickly move out of the way. A launch star will appear allowing you to move to a new area.



Run down the yellow Chomp track after one is destroyed and then long-jump to the platform with the warp pipe. You can score some 1-Ups down the pipe in a bonus game.



Back on the surface, wait for a Chomp to roll by and then jump back onto the yellow track. From here you can reach the launch star with another long jump.



You need to get the Chomps in the next area to a ring on the far right. To do this, head all the way to the left and flip the switch. After this, go to the middle platform in front of the green tilting platform. You need to spin to make the red panels appear, stand on the green panel to let the Chomp roll across it and then spin again to make the blue platforms appear so the Chomp can cross to the ring. Use the launch star to proceed.



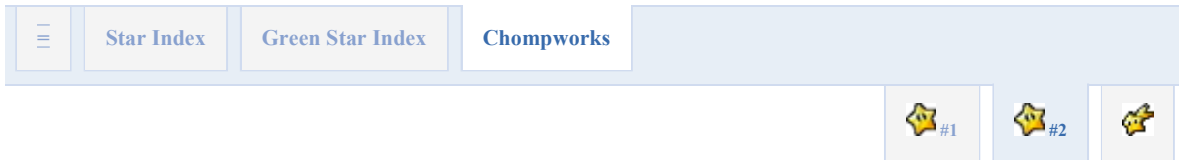
The final Chomp path is filled with enemies so make sure to eliminate them all before doing anything else. Head towards the Gold chomp in the distance. Here's how you get the gold Chomp to its ring: Stand on the green and blue platform to allow the gold Chomp to pass, quickly moving out of the way.



Do the same for the next platform, then wall jump towards the screen to stay well ahead of the rolling Chomp. Run to the blue ! Button and wait for the Chomp to roll onto the blue platform in front of it. You may want to ground-pound this a split second early.



This should allow the Chomp to reach its destination. Collect the Power Star from its remains.



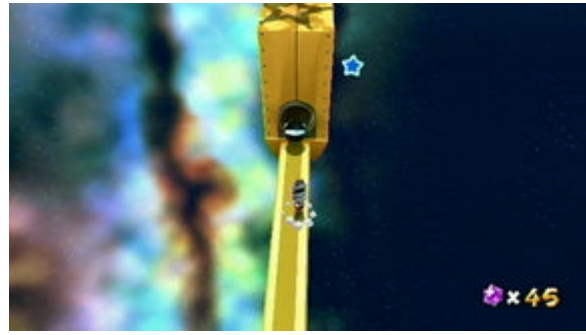
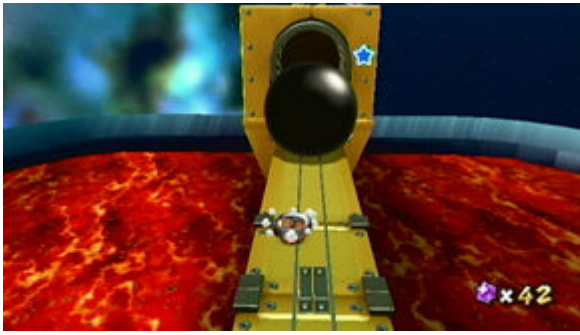
Chompworks Galaxy

SPRING INTO THE CHOMPWORKS

Your first taste of the Spring Mushroom can be found in this galaxy. With this mushroom you can jump extremely high at the expense of precise control over Mario. Spring Mario constantly moves and you'll have to use this momentum to your advantage. To jump in a given direction, make sure you are already moving in that direction first since you won't be able to control Mario in the air. Grab the Spring Mushroom and hop up the ramp to the launch star.



You'll have to jump over the oncoming Chomps in the next area. You can jump fairly early and still clear them. After the big Chomps you'll come to a row of smaller Chomps that are much easier to clear. Take the launch star to the next area.



Spring-jump up the platforms -- remember to push towards your goal well in advance of jumping. You can pick up some coins and even a 1-Up on the way up to the Power Star. Make sure you immediately jump as soon as you touch down on the turning bolts or you will almost certainly plummet far below.



[Star Index](#)
[Green Star Index](#)
[Chompworks](#)

☆ #1
☆ #2
☆ #3

Chompworks Galaxy

PRANKSTER COMET: COSMIC CLONES IN THE CHOMPWORKS

This level can be tough to navigate once it's filled with Cosmic Clones. To make sure you don't run into your doppelgangers you need to make sure to take a single path through the course.



Long-jump across the far left or right side of the level to get to the gold Chomp spawn area and then take the middle path back. Hold down the first platform blocking the Chomp by moving slowly across it to stay slightly ahead of the clones.




Run around the path hopping the Goombas and collecting coins. You should be just ahead of the Chomp once you get to the next platform you need to hold down. From here, inch towards the screen while holding it down and then use a long-jump to cross to the next pathway.



Slowly circle the final button to avoid the clones and wait until the Chomp approaches. Ground pound the button when the Chomp rolls over the platform. Head for the Power Star and don't look back!

	Star Index	Green Star Index	Sweet Mystery
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 #1
 

Sweet Mystery Galaxy

BULB BERRY'S MYSTERIOUS GLOW

This sweet-filled galaxy can only be navigated with the help of Bulb Berries. Saddle up on Yoshi and grab a Bulb Berry. Use it to cross the invisible platforms to the right. Just past the midway flag (that was fast...) you can grab a 1-Up on a detached set of platforms to the far right.



After grabbing this your Bulb Berry will be losing power rapidly, so jump straight for the Bulb Berry in the distance to recover. From here you can see a large dual-candy bar platform nearby, but before heading over to it follow the curved path to the right and then cross a few platforms to the **Comet Medal**. You'll have to get over to the candy bar platform quickly from the Medal as your Bulb Berry will be quite dim.



The coins and star bits reveal the way forward in the next area. If the pink enemies attach to Yoshi, shake the Wii Remote to shake them off. An easy 1-Up can be obtained on one of the green, shrinking platforms.



You should be able to spot some flower pegs above a large platform. Use Yoshi to ascend these to a high Bulb Berry. Use this to reach the next challenge. A large rectangle of platforms has four blue ? panels that must be turned yellow. Activate all four and a launch star will appear.



The final challenge is a tall stack of cakes that can only be revealed by a Bulb Berry. Climb the cakes to reach the Power Star.



☰	Star Index	Green Star Index	Sweet Mystery
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★ #1 🍌

Sweet Mystery Galaxy

BULB BERRY'S PURPLE COIN GLOW

The Purple Coins follow roughly the same path that you took through this level before. You'll need to take multiple paths to grab each purple coin. Stay near the Bulb Berry locations and gather all the coins around them before moving on. The path of the purple coins should help you navigate this tricky level.



Remember, if you are having trouble collecting the purple coins a partner can help nab

them with a second Wii Remote.



☰	Star Index	Green Star Index	Honeyhop
			★ #1
			★ #2

Honeyhop Galaxy

THE SWEETEST SILVER STARS

The Bee Suit returns in this vertical level. Some things to remember: The Bee Suit disappears when it touches water; you can collect coins to recharge your flight meter. Fly up to the wall of honeycombs and climb it, gathering coins along the way. Use the trapeze to swing to the right.



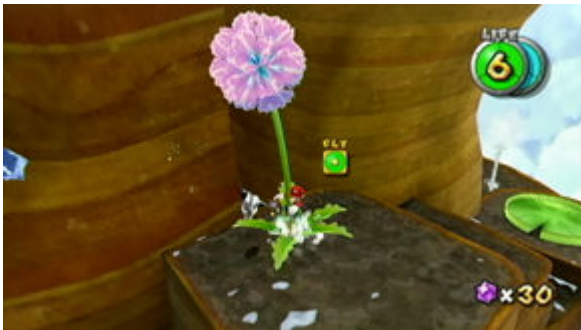
Take the warp pipe in the water-filled area to a 1-Up game. Follow the path upwards using the flower to launch to the trapeze. The rolling bubbles will not only take away your Bee powers, but you'll also get trapped inside it. Simply spin to free yourself.



Grab the flower and you can float down to the next area -- spin to get some height as you hang from it (but not more than three times or you'll fall to your death!). The final area has five silver stars hidden throughout its vertical climes. Before setting out to gather them, grab the Life Mushroom above the large, purple blossom.



One silver star is between two jets of water at the base of the mountain.



Another silver star is around the left side of the mountain (when facing it from the midway flag). It's above the pink blossom floating in the air.



You won't need a Bee Suit for all the silver stars. Travel around the right side of the mountain (when facing it from the midway flag) and wall-jump up the gap in the wall. You can keep wall-jumping even higher for a **Star Medal**.



Another silver star can be grabbed by wall jumping up a gap in the front cliff face.

The final silver star is at the top of the mountain. Fly over to the Queen Bee and you'll be able to grab her body and climb around on her. The star is nestled in the fur of her backside.



With all the silver star pieces collected, the Power Star will appear in front of the Queen Bee.

	Star Index	Green Star Index	Honeyhop
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#1 #2

Honeyhop Galaxy

HIDDEN STAR: THE CHIMP'S SCORE CHALLENGE

Note: To play this level you'll need to get a letter from Chimp inviting you to a challenge. We received this letter after getting our 95th star in the Clockwork Ruins Galaxy. Like the previous Score Challenge, this one is all about chaining together your stomps. This means you need to carefully watch your shadow as you move between Electrogoombas!



We followed a specific path to get to the top as soon as possible, where there are two rings of Electrogoombas that can boost your score immensely. Instead of going for the ring of coins on the left side of the central tower, we went to the right and wall-jumped up. From here you can get to the trapeze -- obviously you'll want to try and score on the way up.



Kill the Electrogoombas around the launch star and use it to get to the trapeze. Swing wide to reach the top. Chaining stomps on the enemies in rings at the top are where you'll vastly increase your score. Check out the video for more.



[Star Index](#)[Green Star Index](#)[Bowser's Gravity Gauntlet](#)

Bowser's Gravity Gauntlet

BREAKING INTO BOWSER'S CASTLE

This castle has some strange gravitational forces at work. You'll find yourself on the ceiling and walls just as much as the floors. If you can wrap your head around the quick gravity changes, the actual acrobatics required are simple. Immediately attack Kamek before he fires. Just past Kamek is a wheel of spinning fire. In the lower right corner you can score a Life Mushroom which is easy to miss.



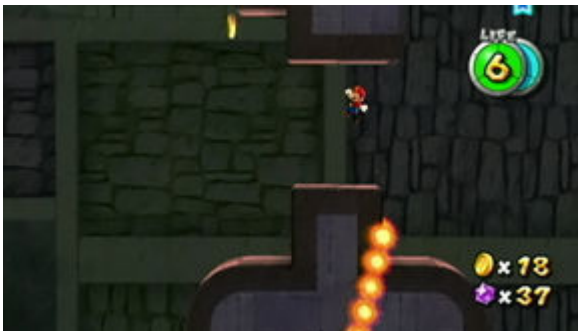
As you enter the castle, look up once you pass the midway flag. A **Comet Medal** is hanging out above a lone block. As you run up the wall, watch for the Podobo that jumps over the corner. You can long-jump over the lava pits easily.



Jump up into the water on the ceiling and grab the easy 1-Up. Remember to press A or spin to swim faster as you make your way through the spinning fire. You can score another 1-Up by collecting the coins that appear from the ? Coin. Wall-jump to another 1-Up above the midway flag -- you can get another one in the corner of the Whomp area just ahead.



Run clockwise around the first fire wheel, jumping over the wands as they pass under you. The next one features yet another 1-Up if you navigate to the far side past the launch star -- what's with all the freebies?



Take the launch star to the midway flag and break the crystal on the right for another Life Mushroom. Use the asteroids to break the locks (ground pound!). Your arch nemesis awaits on the other side...



BOSS: BOWSER II

This Bowser fight is almost identical to the first -- but this time his punches and the falling meteors create deadly pink rings as they hit. You can simply jump these as they pass, but you really need to be vigilant and learn to expect them with each impact.



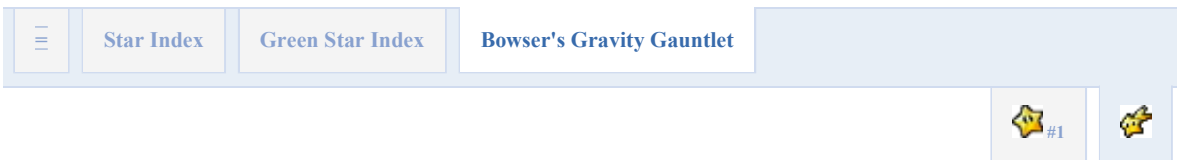
Once the meteors fall, jump the rings they create and then lead Bowser's punch away from them. Not too far though -- you need to be able to sprint back to them once they pop out of the planet and turn gold!



You can ground-pound the gold meteors to send them flying at Bowser like before. After two hits, he'll change his tactics. You can't outrun his fire so take a perpendicular turn as it approaches to sidestep it.



For the final round, lead Bowser's punch away from the meteors and then try to use a long-jump to immediately return to the nearest one, avoiding the pink rings entirely. Getting to the meteors with time to ground-pound them is tough. Two more hits and he'll be beat!



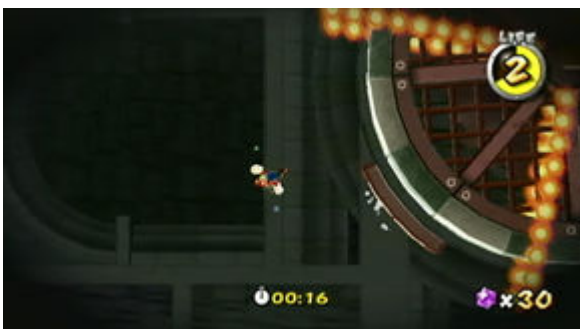
Bowser's Gravity Gauntlet

PRANKSTER COMET: GRAVITY STAR SPEED RUN

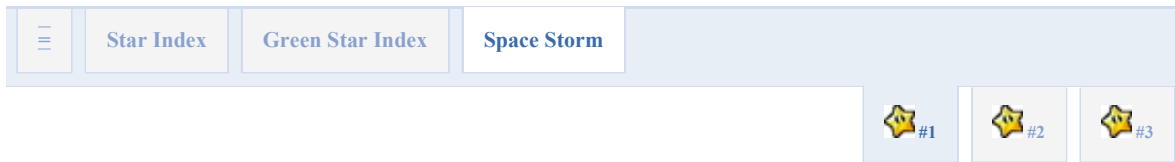
You really need to go for each and every clock in this area. Here are some tips to improve your time, but this one takes skill and practice more than anything else. Check out our video for a closer look.



Long jump through the entire first area and avoid spinning or killing enemies. Several of them must be nabbed with a quick side- or back flip. In the water area, spin and press A to swim faster. Let the first Whomp attack before proceeding, but round around the second one.



Jump counterclockwise around the first spinning wheel of fire at the end of the stage to get the clock and then move clockwise around the second one. Wall-jump to the Power Star.



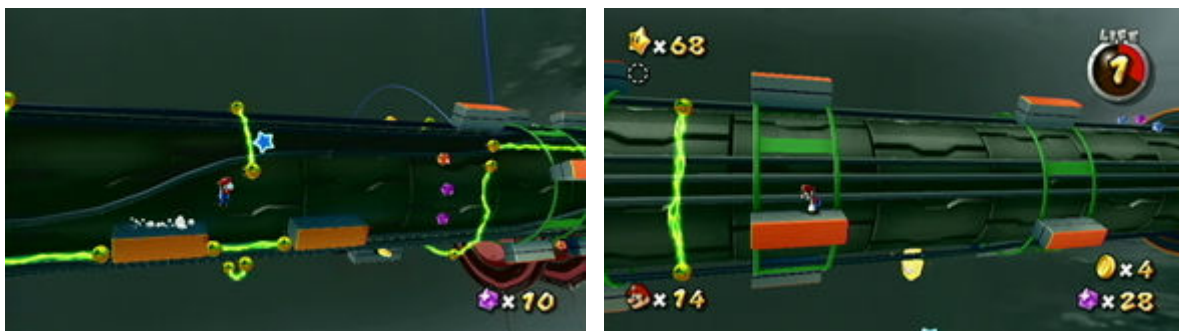
Space Storm Galaxy

FOLLOW ME, BOB-OMB

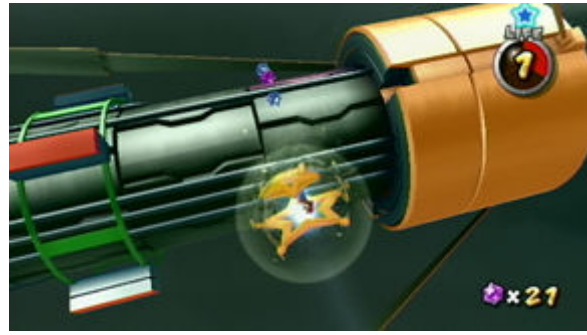
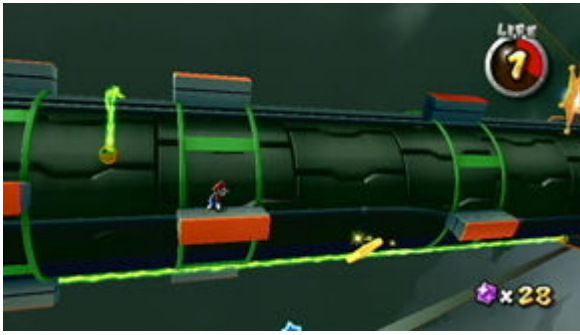
The blue stars in this galaxy can be grabbed by pointing your cursor at them and hitting A - - don't hit B or you'll waste precious star bits (even though you'll still grab the blue star). Grab the star in the adjacent planet to zoom over and then use the floating blue stars to get to the launch star.



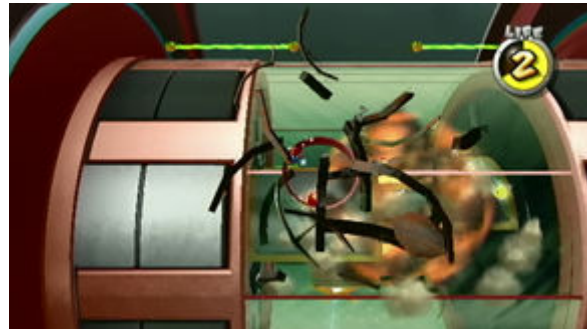
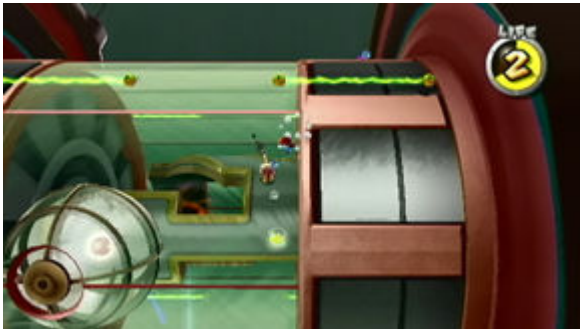
In the cylindrical maze you cannot fall to your death -- but you can be zapped by the green barriers! You'll actually need to fall to lower platforms to progress through the area -- it's kinda counterintuitive.



Just past the rows of rotating platforms is a **Comet Medal**. Ride the final rotating platform "down" until it touches the electricity and then long-jump to the right to grab the Medal. Take the launch star on the far right to the next area.



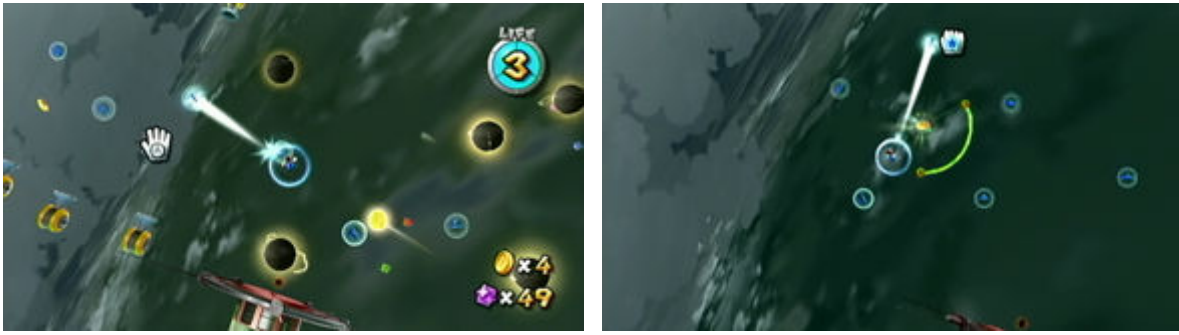
The Bob-Omb that appears below the glass will follow you -- you can watch the video at the green sign if you need help with this. Walk over the Bob-Omb and then walk towards the glass globe and it will faithfully follow along on the path below. Get it near the globe and it will blast it to bits, leaving a hole for you to drop into. Grab the Life Mushroom and use the launch star to leave the area.



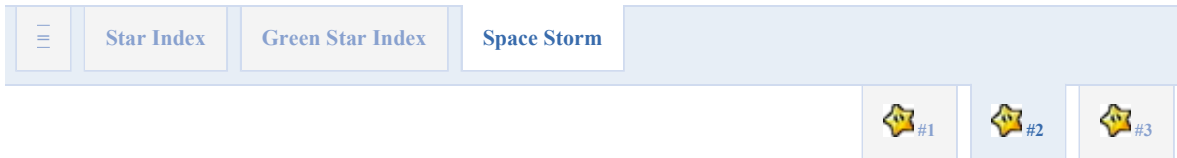
In the next area you'll encounter Topmen enemies -- these spinning menaces will knock you right off the edge of the level. Spin to destroy the Mini-Topmen. You have to push the large ones off the level with spins, though. You can just run past them for now, however.



If you want to grab the 1-Up in the globe, don't bother leading the Bob-Omb into it. Just spin to stun one and pick it up. Spin again to throw it at the globe to destroy it.



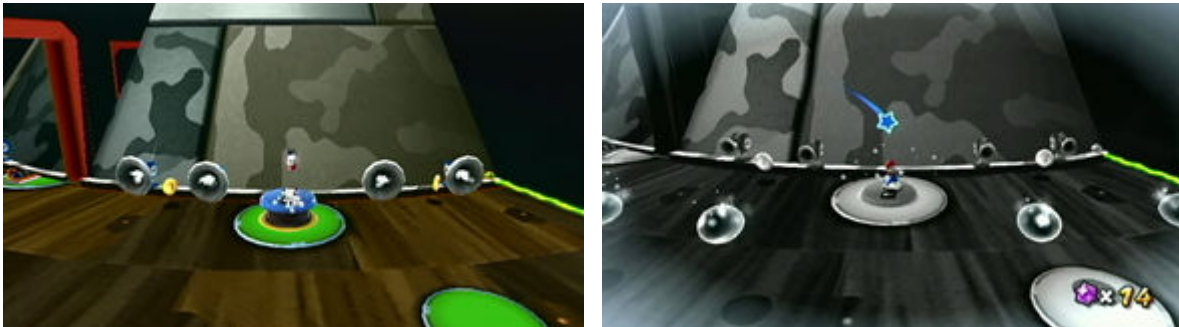
The final stretch is a long string of blue stars that you can cruise through fairly quickly. If you stop then you'll most likely get nailed by the many electrical projectiles. The Power Star at the end of the line is actually kind of tough to get to. While hanging onto one of the blue stars, try to cross the area by grabbing a distant star and then correct your course at the last second to grab the Power Star. It may take a few tries!



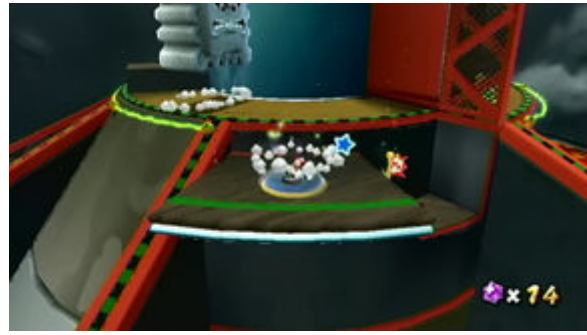
Space Storm Galaxy

TO THE TOP OF TOPMAN'S TOWER

This vertical level features some very useful blue buttons. Ground-pounding this buttons will allow you to dramatically slow down everything around you for a short period of time. Once again, use the blue stars to get to the first launch star.



Smash the blue buttons and quickly dash through the gates as you make your way counterclockwise around the crazy platform. Spin quickly if you get caught in a bubble or you'll be pushed over the edge.



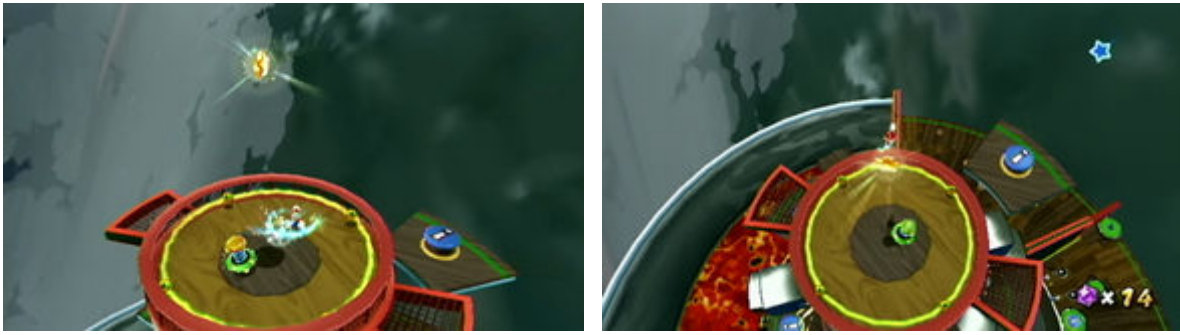
A strange spring enemy at the end of the line can be used to reach the upper area. Slow down time with the nearby button and then hop on top of the enemy to get launched skyward into a launch star.



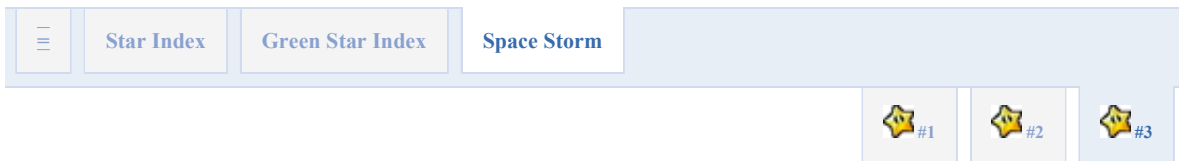
Navigating the Thwomps is easier in slow motion, but you'll want to use a side flip and a wall jump to get on top of the first Thwomp to skip a particularly nasty portion of the climb. On the way up you can use the warp pipe to access a minigame for 1-Ups.



You need to use the ample slow-down switches to climb the speedy platforms at the top. It's not over yet! The Topmen here must be bounced into the electrically-charge ring. Aggressively spin into the enemies to destroy them.



The final Topman that appears is spring loaded. Leap onto it to get a boost up to the star.



Space Storm Galaxy

HIDDEN STAR: C'MERE TOPMAN

Note: You should get a letter from Gearmo at some point requesting your assistance in the Space Storm Galaxy. We received it after getting out 71st star in the Boo Moon Galaxy.



Choose "Follow Me, Bob-omb and make your way through the galaxy until you get to the large cylindrical area covered in Topmen. At the far end of the cylinder, next to the launch star, Gearmo awaits. Talk to him and he'll tell you to bring him a red Topman.



The only red Topman is located back at the other end of the platform. Make your way back there and near the Topman to get its attention. You need to lead it all the way back to the area marked off by Gearmo. It should follow you pretty closely, so stay in front of it and spin top whack the yellow Mini-Topmen out of the way. Unite the Topman with Gearmo to score the Power Star.



Slipsand Galaxy

SQUIZZARD'S SANDY SINKHOLE

The tube of quicksand will propel you forward. Coast down it, hopping the rings of fire or sliding through them. When you get to stone segment area with two fire rings, run around the area and search for a warp pipe. This leads to a 1-Up minigame.



Take the launch star at the tip of the sandy tube to the next area. The sand here pushes you back as you advance, but you can find temporary solace on the moving cubes. The floating chicken enemies can be stunned with star bits. Use long jumps to make it through the sand quickly.



The **Comet Medal** is right in the middle of your path. Grab a Fire Flower and use it to not only take out all the enemies, but to light the two stone torches for a 1-Up. Avoid getting crushed by the stone blocks as you use them to climb the sand tower.



In the next area you'll slide down a long ramp. Your traction is minimal, so quickly move the ANALOG STICK back and forth to keep a straight path, otherwise you'll tend slide off the edges. Move to avoid the rolling cylinders, keeping a straight path through the gaps by twiddling the stick.



At the bottom, grab a Life Mushroom before taking the launch star to the boss.

BOSS: SQUIZZARD

Squizzard sits in the middle of a sinkhole that makes it a bit difficult to get around the area. The islands of rock should be where you take your offensive stand. First, grab a Fire Flower. You can use this to destroy the projectiles Squizzard fires, or you can constantly move around the beast. We recommend using long jumps to move between rock platforms.



One the Squizzard opens its mouth, fire a barrage of fireballs into it. The first should stun it, but you'll need to hit it square in the mouth with four more to score a "hit." It will then dizzily retreat into the ground.



You simply repeat this strategy for the duration of the battle -- three "hits" will take Squizzard out. After stunning it twice, Squizzard will begin to fire large cannon balls at you as well. Note: You can destroy the yellow projectiles for coins if you need to refill your health.



For the final round, Squizzard will open its mouth just after firing the large cannon balls. Use this attack to time your counterstrike.



☰	Star Index	Green Star Index	Slipsand
★ #1 ★ #2 ★			
Slipsand Galaxy			

SAILING THE SANDY SEAS

The "bottom" side of the first sandy tube has a Life Mushroom that you can grab right at the

beginning of this level. Hop down the shaft using the stone platforms and enter the warp pipe.



This strange area changes its gravitational pull as you walk on the ground. First, walk left and travel up the wall and over the ceiling in a clockwise manner.



Keep moving on the roof until you can "fall" to the right. Your goal is to stand on the rotating cube in the middle of the area. If you miss it, enter the green warp pipe to try again.



Walk on the cube and the gravity should rotate. When the arrows point left, drop into the orange warp pipe. It's just a short run to the next launch star from the pipe.



The final area features a yellow platform that cruises down a river of sand. When it makes contact with cacti, all the blocks involved in the collision will disappear for a few seconds. You can move around to avoid the cacti.



The Kameks will zap blocks out from under you if you let them. To keep them at bay, shoot them with star bits to paralyze them and then spin to destroy them once you get close.



The final threat you'll encounter is a Chomp that will aim right for you. Try to lead it to one side of the platform, leaping to the far side just as it nears you. Keep jumping from side to side to avoid it -- the Power Star is just ahead!



☰	Star Index	Green Star Index	Slipsand	☆ #1	☆ #2	👉
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Slipsand Galaxy

FRANKSTER COMET: SQUIZZARD'S DAREDEVIL RUN

The Daredevil Run for Squizzard doesn't require any special tactics -- Squizzard's a bit of a pushover. While we found it easier to just run around to avoid the projectiles, Craig Harris found a sure-fire safe spot behind the boulders nearest to Squizzard. You can also just stand in place and throw fireballs like a madman to block the projectiles.



For the final hit, make sure you watch for the massive cannon balls. These indicate Squizzard's mouth is about to open.



☰	Star Index	Green Star Index	Shiverburn	☆ #1	☆ #2	☆ #3
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Shiverburn Galaxy

PRINCE PIKANTE'S PEPPERY MOOD

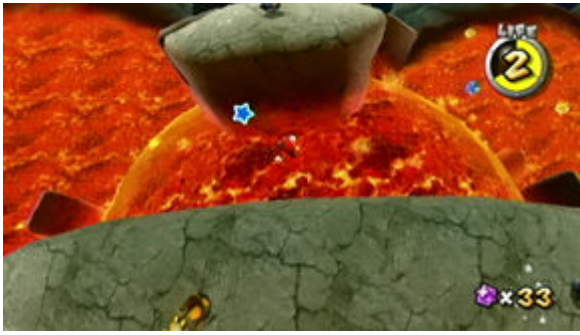
The lava pool features some tempting goodies that you should wait to grab until after you freeze the area. To do this, hop on the yellow platform and cross the lava, jumping over the electric rings.



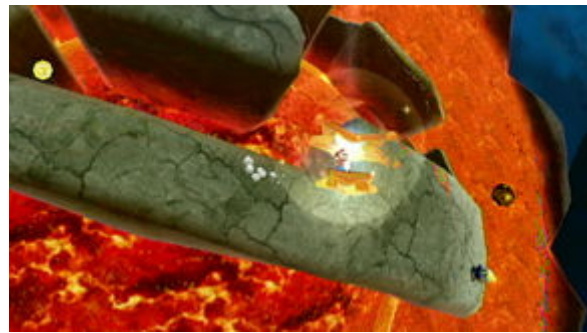
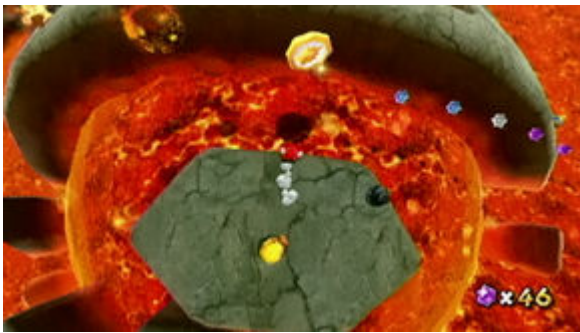
Grab a Cloud Flower and long-jump towards the large button creating cloud platforms to span the gap. Once you hit the button, backtrack to the 1-Up and Life Mushrooms near the beginning of the level. Use the launch star to move to the next area (Note: The warp pipe by the launch star leads to the Hidden Star, "Chimp's Ultimate Skating Challenge").



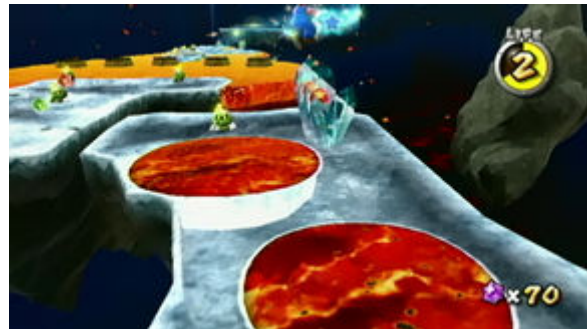
The rotating stone platforms of the next area are a bit bewildering. Use long jumps to cross them, spinning to correct your jumps. On the bottom of the planet, spin into a green coconut to send it flying into the treasure chest to get a 1-Up Mushroom.



As you cross the final platforms, look for the **Comet Medal** floating out in the open above the lava. Stand on one of the platforms passing under it to collect it. Make it to the launch star and you'll be in a new, icy area.



Avoid the plummeting meteors and the lava pits they leave. You should be able to spot their shadows as they fall. You can reach the 1-Up Mushroom on the cloud if you still have your Cloud Mario powers.



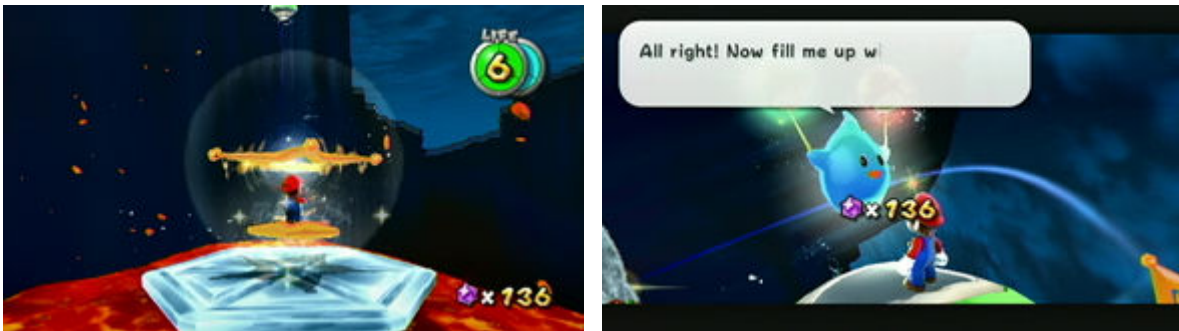
A Life Mushroom is trapped in an ice block on the right. Be sure to jump and spin in the air to cancel out any unwanted skating or you may skate right off the edge of the ice.



In the next area, a row of fireball-spewing foes will block your path. Occasionally, these baddies will burp out a green coconut. Your task is to spin into these coconuts to send them flying back. You should try to jump and spin into these since it's a bad idea to skate in this area. A path will appear once all the enemies are destroyed.



The ice balls that drop will create a path to the launch star. Pick up the easy 1-Up on the way. At the midway flag, purchase supplies and prepare for a boss fight.



BOSS: PRINCE PIKANTE

Pikante's tank fires multiple shots from its base. You can skate away and stay at a distance to easily dodge these shots. You need to watch his mouth, however, because he occasionally spits coconuts.



Jump and spin to catch higher coconuts. If Pikante uses his meteor shower attack, it's bet to just dodge using the shadows and avoid going for the coconuts.



You can spin into these coconuts to send them back at Pikante. Hit him three times and he'll be toast. After hitting him once, he'll wait to fire a coconut after two barrages of fireballs from his mouth. After hitting him twice, he'll fire three times before lobbing a coconut. This makes it easier to anticipate your counter attack.



[Star Index](#)
[Green Star Index](#)
[Shiverburn](#)

☆ #1
☆ #2
☆

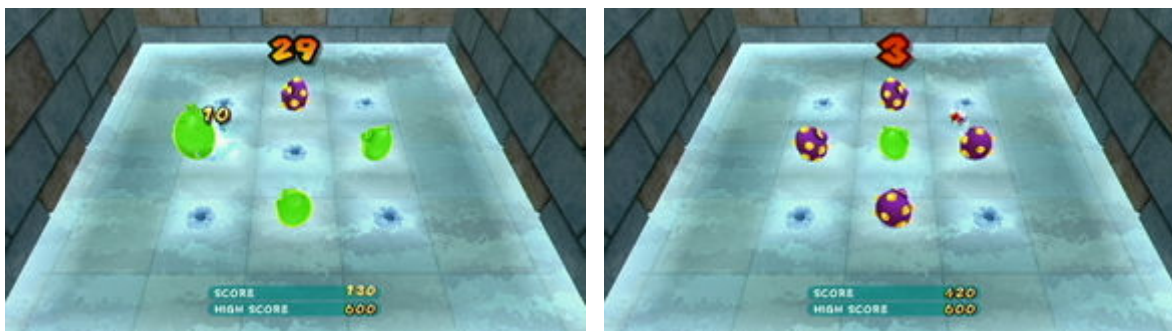
Shiverburn Galaxy

HIDDEN STAR: CHIMP'S ULTIMATE SKATING CHALLENGE

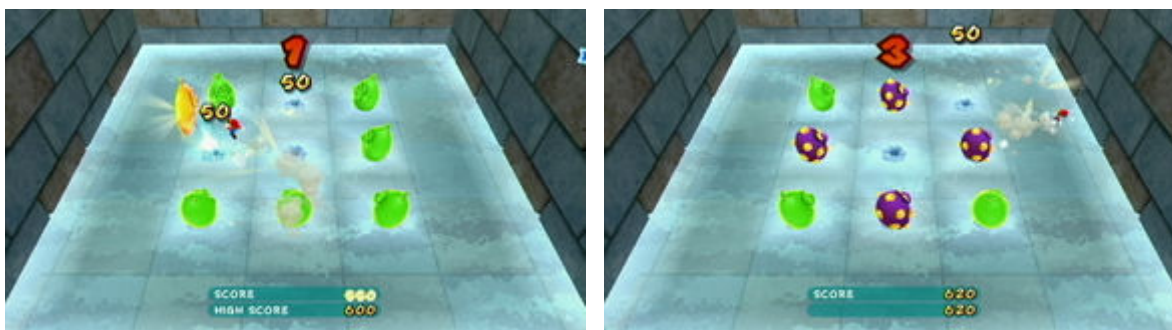
Make your way across the lava using the platforms and the Cloud Flower. Once you hit the button to freeze the lava pool, don't enter the launch star. Instead, enter the warp pipe next to it to find your simian chum, Chimp.



Chimp's latest challenge is a tough one. Scoring 600 points in the time limit is extremely difficult if you don't know about a few time saving tips.



Kicking all the yellow and green enemies in a round will make the next round appear immediately, saving you precious seconds. You should spin immediately to begin skating and then spin again each time you need to cross large or diagonal distances. Spinning give you a slight speed boost. Avoid jumping over spiked enemies, it will only end in disaster.



The round after the third yellow enemy appears (towards the end) features a ring of four spike balls. Be ready to cruise through to the middle and score the central green enemy here to make the next two rounds appear quickly. Your final score can be increased significantly in the final rounds.

Collect 600 points and Chimp will give you your Power Star. Check out our video for more on this tough task!

☰
Star Index
Green Star Index
Shiverburn

★ #1
★ #2
★

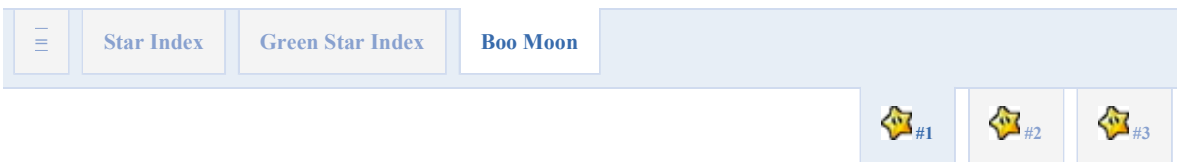
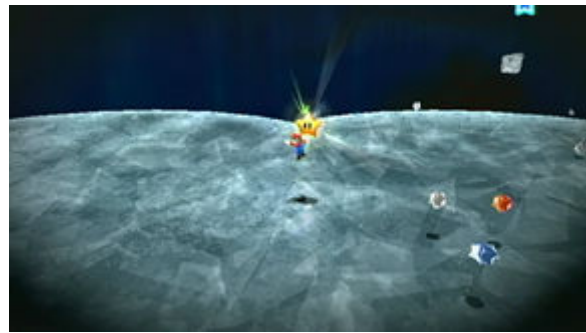
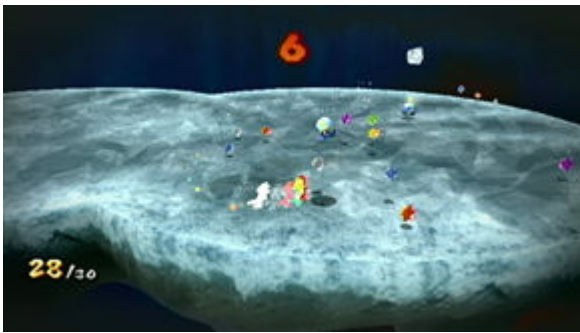
Shiverburn Galaxy

PRANKSTER COMET: OCTO-ARMY ICY RAINBOW ROMP

This easy challenge requires you to simply kill all the Octos in the 50 seconds given. The clock is ticking as soon as you touch down, so launch over to the icy planet immediately.



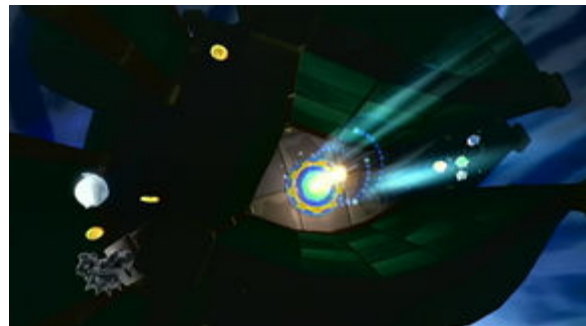
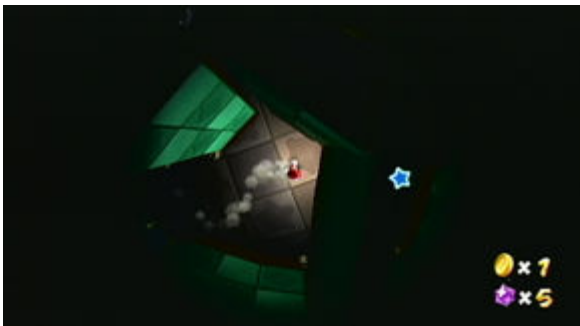
Grab a Rainbow Star and shake the Wii Remote to begin destroying Octos. Clear out one side first before moving on to the other. You'll have ample time to get it down, it's just a matter of steering Mario carefully! Remember to pick up another when you are nearby.



Boo Moon Galaxy

SILVER STARS POP-UP

The dark planet at the start of this level features a maze of twisted hallways. You cannot access many of the areas now so just search for the launch star. To find it you'll need to open a secret passage through a book case. A lone coin marks the passage's location at a dead end. On the way to the launch star you can hop in the teleporter to play a minigame for 1-Ups (use ground pounds on the jack o' lantern-wearing Goombas).



The launch star will bring you to a large pool of deadly muck. To cross the pool you'll need to use moving pink platforms. As you encounter enemies, hop over them or spin to briefly make them transparent and you may pass through them unharmed.



After the midway flag the pink platform will begin to climb vertically. Try to stay at the highest point at all times. If you collect all the musical notes leading out from the ? Coin you'll get three 1-Ups.



When the pink platform runs into the ramp, wait on the ramp and step onto it when it re-emerges. The launch star is just ahead. Make sure to collect the **Comet Medal** as the pink platform passes under it (Note: Avoid the launch star and jump onto pink platform just past it to reach the Hidden Star "The Star in the Sinking Swamp").



Collect the star pieces on the half-moon by tilting it to reach them. The launch star will carry you to your final destination.



Hit the switch in the corner to turn the flat image on the ground into a massive "pop-up book." You can wall-jump up to the Silver Stars easily. If you are fast you can even reach the 1-Up on the roof. Collect all five Silver Stars to score the Power Star.

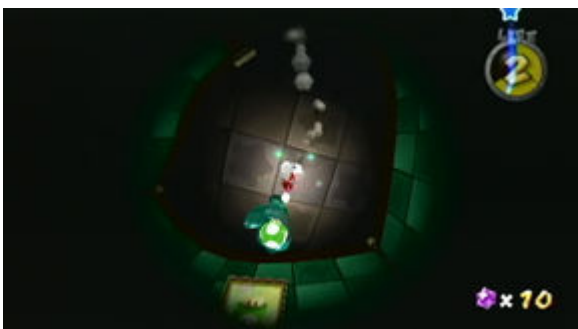


	Star Index	Green Star Index	Boo Moon
			#1 #2 #3

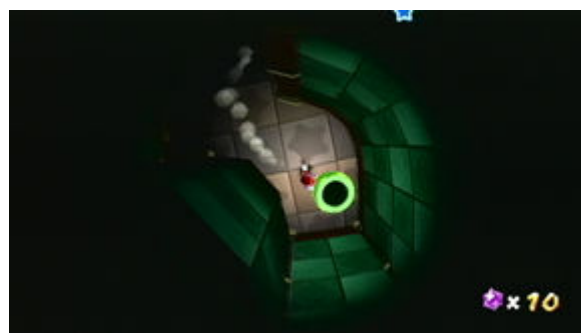
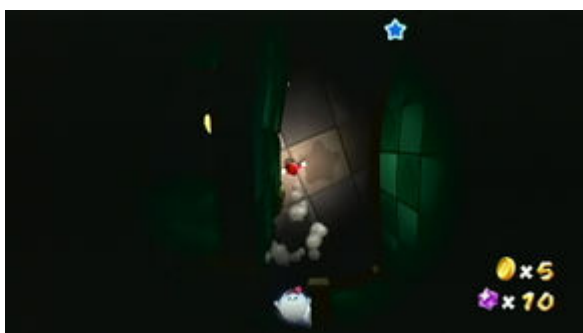
Boo Moon Galaxy

HAUNTING THE HOWLING TOWER

The opening maze has some new areas. You can now explore the entire area for two 1-Ups at dead-ends. You can also access the teleporter to play a three 1-Up minigame. While you cannot kill the Boos, you can face them to freeze them in place. You can also spin to move them out of the way -- preferably through a wall.



As you explore, look for the Bowser statues. Near one of these is a secret bookcase door. The bookcase is on the far side but you should be able to spot it. Stand near the back side of the bookcase and the secret door will open. Follow this new passage to the warp pipe leading out of the area.



The next area features Boo Mushrooms which will transform you into Boo Mario. Boo Mario can float indefinitely. Tap A repeatedly to float upwards. If you shake the Wii Remote, Boo Mario will turn transparent. Use this power to pass through certain grates and walls. You can also use this to pass through enemies, but it's a risky maneuver that we don't recommend. It's best to just pas around them.



Knocking into walls will send you rebounding off them, often into enemies, so be careful. If you get hit, you'll lose the power. Luckily, there are ample Boo Mushrooms in this area to assist you in your climb.



Pass through the gate on your right with a shake of the Wii Remote. Press A to slowly climb up to the next level. The air currents will blow you around but you can resist them by pressing A to "swim" against the current.



In the tight areas with multiple enemies, use the updrafts to quickly slip by. Your transparency ability is too short-lived to be useful so its best just to avoid the enemies at all costs.



You can pick up a 1-Up Mushroom on your way up by swimming against one of the currents on the right side of the area. Carefully dodge the rotating ghosts around the Power Star and grab it to complete the level.



Boo Moon Galaxy

HIDDEN STAR: THE STAR IN THE SINKING SWAMP

This Hidden Star can be found in the swamp area with the pink moving platforms. Instead of using the launch star to leave the area, stay on the pink platform and look for another one to the left of the launch star.



An intermediary platform will let you reach another platform on the far left. Ride this one to the Hidden Star.



Upside Dizzy Galaxy

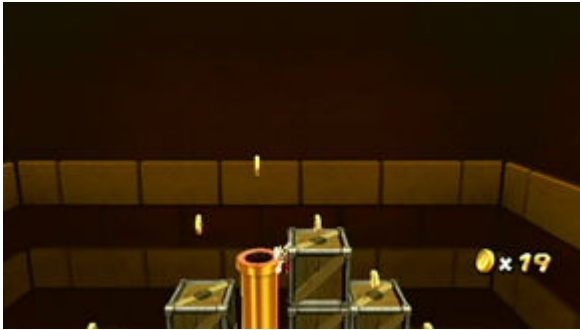
HIDDEN STAR: BURNING UPSIDE DIZZY

In the first area with moving platforms, a green warp pipe can be seen on the ceiling. Run off the bottom of the rightmost platform and land on the top of the left platform while they come together. You can reach the 1-Up and the warp pipe in this manner.



Once inside the warp pipe, toss fireballs at the boxes. You want to break out enough boxes to make a staircase leading up one side that you can use to reach the orange warp pipe in

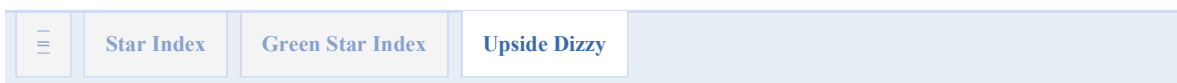
the middle of the stack.



On the other side of this warp pipe you'll encounter your old pal Gearmo who has a new box-breaking challenge for you. Breaking all the boxes in 20 seconds may seem just about impossible -- from your starting position, that is.



What you need to do is run to the "top" of the area and fire shots straight down through all of the boxes. Run to the left corner (nearest the screen and Gearmo) and start firing single shots down the columns of boxes. Move and fire constantly as you work your way to the right. With some practice you should be able to nail all of the boxes as you cross the area methodically taking out a column at a time. Check out our video for a more detail.



Upside Dizzy Galaxy

A WALK ON THE WEIRD SIDE

The color and arrows show the direction of gravity in this level. Hop into a reversed gravity well and you'll "fall" upwards to a new area. Use this technique to climb ever higher. You can get onto the platforms under the 1-Up by walking off of the bottom of the right one onto the top of the left one (Note: Enter the Warp Pipe to make your way to the Hidden Star "Burning Upside Dizzy").



Use one of the pink strips to reach the Life Mushroom. Just hop up into it as it nears the mushroom. Jump into the pink platforms as they connect in the middle of the level to flip up to the next area.



Hit the button with a ground pound to switch the gravity on the ceiling. Jump up and quickly run to the warp pipe. You can shoot the Goombas with star bits in this area to clear them out first if you are having trouble.



Spin to remove the tiny leech enemies in the area before the sap life from you. The gravity here switches periodically. Listen for the audio cues to plan your route to the right. You can destroy the large yellow enemies only while they are flipped a certain direction; otherwise they feature a dangerous spike.



The **Comet Medal** can be snagged by running off the top of the right platform just as the gravity switches to "blue," allowing you to fall onto the top of the adjacent platform.



To grab the Power Star at the end, wait for the gravity under the star to flip to pink. Jump and spin to the right to clear the electricity as you "fall upwards" towards the star.

☰	Star Index	Green Star Index	Fleet Glide
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★ #1 ★ #2

Fleet Glide Galaxy

FLUZZARD'S WILD BATTLEFIELD GLIDE

Note: Grab the hungry Luma between the Slipsand Galaxy and the warp pipe on the map. Feed it 1500 Star Bits to make the Fleet Glide Galaxy appear.



This new Fluzzard track is much more difficult than the last. Surviving the course isn't so bad, but getting all the gates takes skill. You need to fly through all five to get the Comet Medal at the end of the course.



The first gate is just past the giant hippos at the bottom of the lava slope. You can actually get both the gate AND the Life Mushroom if you slam into the ground at the bottom of the gate -- this will bounce you skyward into the Life Mushroom!



The second gate is by far the hardest to reach. Cut left after the second wall you fly through and follow the star bits around the central cylinder. You need to be moving slow or you'll pass it. This is a tough maneuver and it takes some practice.



The third gate is past the Thwomps. Dive past them as they rise.



The fourth gate is easy. Just fly through it on the way down the slope past the Thwomps.



As you leave the crumbling fortress, the final gate is in the doorway. Immediately head for the **Comet Medal** from here.



	Star Index	Green Star Index	Fleet Glide
			#1 #2

Fleet Glide Galaxy

FASTEST FEATHERS IN THE GALAXY

Note: This star will only be available once you receive a letter from Jibberjay with an invite to a race in the Fleet Glide Galaxy. We received this after getting our 102nd star in the Battle Belt Galaxy.

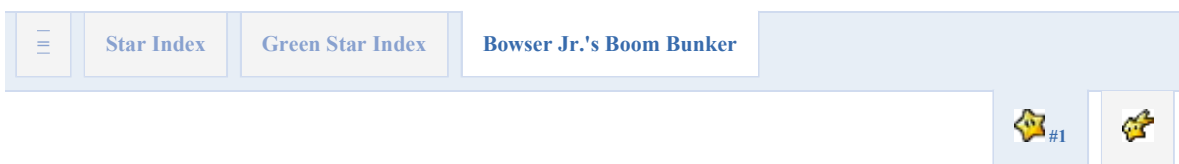


The trick to easily winning this race is to take the same path you followed to get the gates before. Make absolutely sure you grab the Life Mushroom just past the first hippo so you have an extended health meter.



Head through the three circular portals and cut left quickly while diving. Go all the way around and look for the opening just beyond the clump of thin columns. Take the slope down and ignore the Thwomps as you dive continually.

Don't fret if you hit the ground -- the added height will allow you to dive more and thus gain speed. Your extended health meter from the start of the level will really make all the difference towards the obstacle-filled final stretch. Keep diving under the falling columns, closing door and through the air ships. Come in 1st (with a time of about 1:00:00 or less) to win your Star.



Bowser Jr.'s Boom Bunker

BOWSER JR.'S BOOMSDAY MACHINE

Explore the crash site at the start of this level. A Chance Block can be found on one side of the junk piles -- don't knock it off the edge! Also note the Bullet Bills firing out of the cannon. You need to lead one of these to the glass dome ahead. Once you get the Bill to the dome, jump to the far side and it will blow it up.



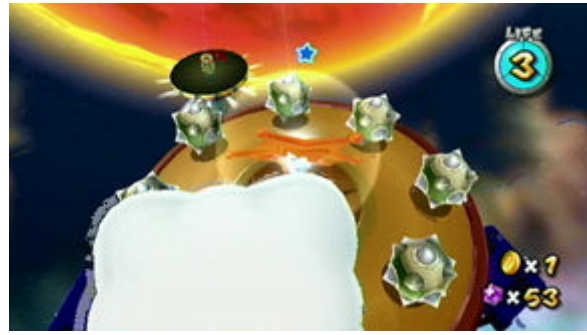
Use the cannon to aim for the target on the left. If you hit the center you'll get a 1-Up! Stun the Boomerang Bros. with a star bit and then stomp them. The launch star will take you to another cannon.



Aim for the target on the bottom and you can score another 1-Up. The series of blue and red platforms are a bit difficult to navigate due to the explosive mines. Take a path that will lead you past the **Comet Medal**. It's floating over the blue platforms. You can safely stand on the edge of the blue platforms to avoid the mines and time your dash for the Medal.



A Cloud Flower can also be nabbed while you stand on the edge of the blue platforms. Use this to reach the launch star at the top of the sphere. You must ground-pound the stack of stone discs to break the Power Star free.

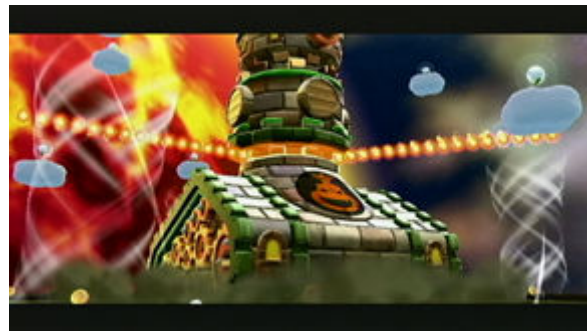


BOSS: BOWSER JR.'S BOOMSDAY MACHINE

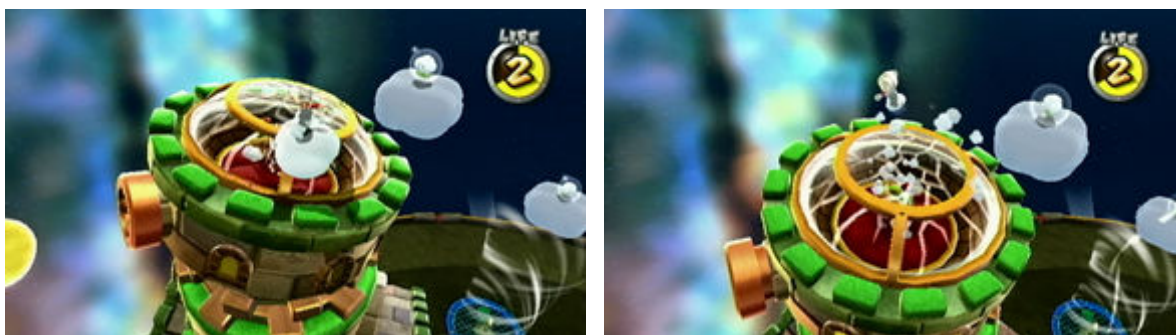
Jr.'s new ride is a fireball-spewing tower of death. There are ample Cloud Flowers around the area to grab. Note the three updrafts that lead to clouds high above. Ascending these and using them to get to the top of the tower is what this battle is all about.



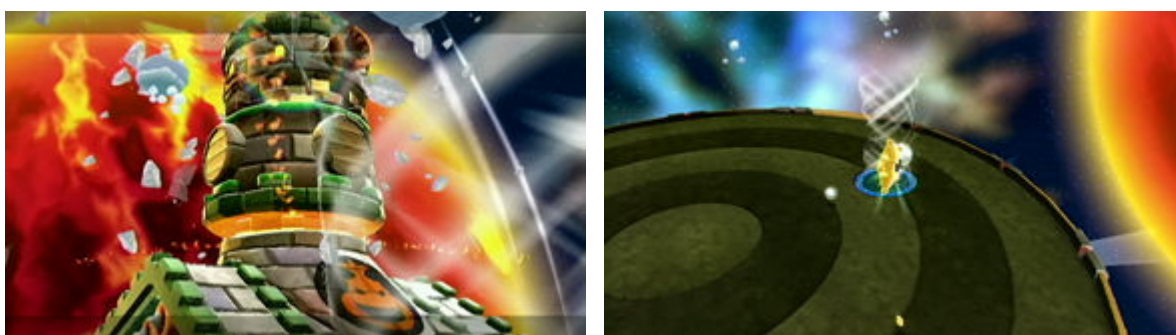
For the first round, run for one of the updrafts, spin to create cloud and ride it to the Cloud Flower refill. From here you can long-jump to the top of the Boomsday Machine with the help of a few cloud platforms. Try to jump slightly diagonally so you avoid the cloud-zapping yellow projectiles.



Once you reach the top of the tower, ground-pound the glass. You need to do this two more times!



The second round is much like the first, but now the tower will attempt to vacuum the area, pulling the clouds out from under your feet. You should still be able to just long-jump to the top of the tower in the same manner, just be ready to make a backup platform if yours gets sucked up. You also need to watch out for an electric shield that covers Jr.'s dome periodically. You may have to use a cloud platform to wait this out before making your second attack.



In the final round, the tower goes mobile. This makes your climb to the top more difficult, since Jr.'s dome is much higher up, but the moving tank doesn't present that much more of a threat. You still need to watch out for yellow projectiles, the spinning fire wheel and the vacuum attack, but you should really focus on climbing.

Once you reach the top of an updraft, you need to use the Cloud Flower refill to get to an even higher cloud tier. Use long jumps to get to the distant cloud and you can score another refill. From here you can reach the brittle dome with your cloud platform recharge. Ground-pound the glass dome a third time to take Jr. out.

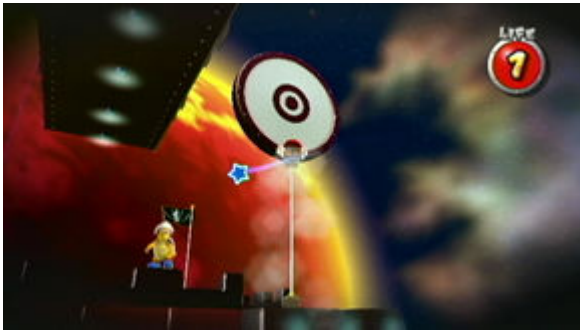
	Star Index	Green Star Index	Bowser Jr.'s Boom Bunker
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Bowser Jr.'s Boom Bunker

PRANKSTER COMET: BOOMSDAY MACHINE DAREDEVIL RUN

This Daredevil Run is split into two parts -- with a midway flag, thankfully! You must first

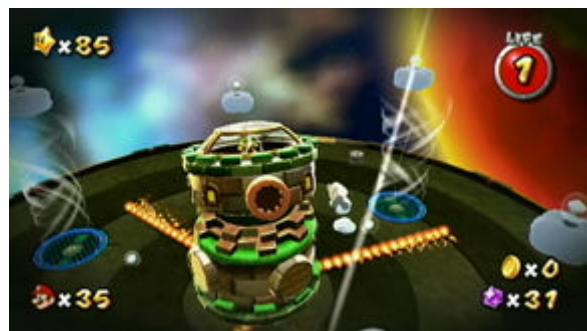
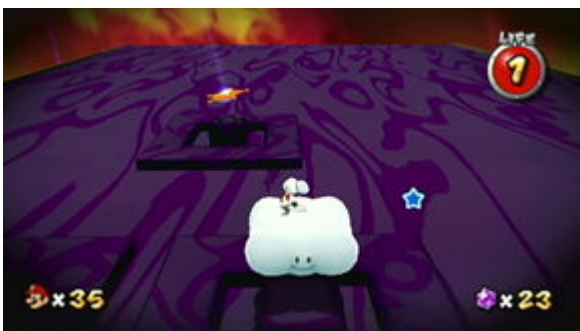
guide the Bullet Bill into the dome as you did before. Use the cannon to reach the next area. The Boomerang Bros. can be eliminated by carefully avoiding their boomerangs. If you jump, spin and perform a ground-pound right away you can hit them with the "super ground pound" which directs Mario into the nearest target.





The next launch star takes you to another cannon. The moving target can be hit by aiming a bit ahead of it as it moves to one side. The platform that takes you over the purple goo will lift you above danger if you run back and forth between the ends as it bobs around. Stay towards the rear of the platform to have a bit more time.



Use the Cloud Flower to reach the 1-Up and then use the launch star to get to the boss. The Boomsday Machine isn't any different this time around. Avoiding getting it is a more of a matter of constantly moving than anything else. Keep your clouds replenished and watch out for the electric shield! For more, check out the video.



☰	Star Index	Green Star Index	Melty Monster
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 #1
  #2
  #3

Melty Monster Galaxy

THE MAGNIFICENT MAGMA SEA

Grab the blue stars and keep away from those near the lava planets (Note: walk off the edge of the starting platform towards the blue star to reach a warp pipe that will take you to the Hidden Star, "The Chimp's Bowling Challenge"). Ignore the Life Mushroom -- you'll get another one shortly that's in a less risky area.



To get to the launch star, examine the blue stars in the formation under it. There are two stars on the right that are line up with the launch star. Hang on the bottom star on the right and then use the star above it to pull yourself towards the launch star, letting go and using the momentum to carry you to it.



Shake the Wii remote when you touch down on the lava planet to avoid the hippo (Magmaargh) as it munches the next launch star.

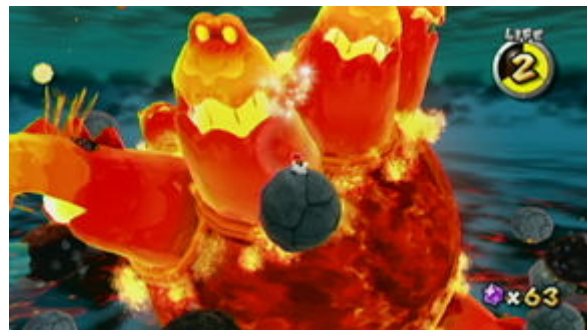
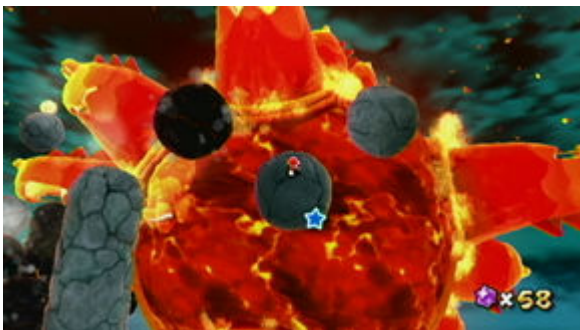


Jump down to the lower platform between lava waves as you move right. Back-flip onto the high platform and run around to the first blue pole. You can grab this and climb it.

Jump to the Life Mushroom and then spin to catch one of the blue poles. Jump from one pole to the next to cross the lava. Watch out for the rotating platforms on the way to the midway flag.



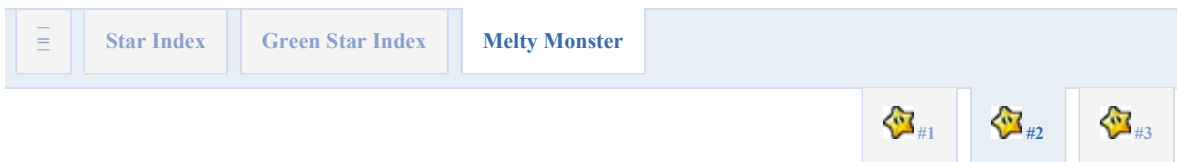
Spin in the tiny tornado to get a boost upward. You can chain your tornado spins together to reach the trapeze high above. Swing over to the launch star to move to the final area.



The small planetoids here are color-coded. The black spheres get frequently munched by Magmaarths, so beware! You can use the long jump and a spin to make your way from one object to the next. When you get to the long, black piece of rock, search the planetoids nearby for the **Comet Medal**. You can long jump to it easily.



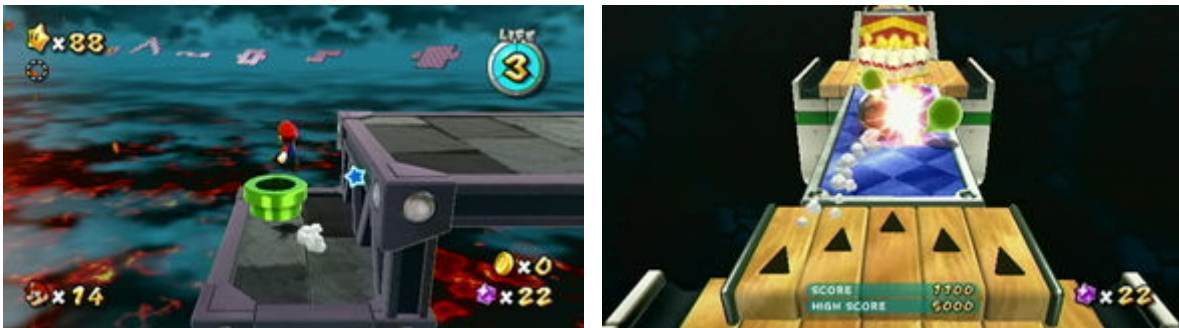
Use your planet-hopping skills to reach the Power Star and free it from the crystal with a spin.



Melty Monster Galaxy

HIDDEN STAR: THE CHIMP'S BOWLING CHALLENGE

For this Hidden Star, head to The Magnificent Magma Sea Star. Instead of latching on to the first blue star, walk off the edge of the level towards the blue star and you'll drop to a secret area with a warp pipe. Head down the pipe to find Chimp and a new challenge.



The challenge involves using Rock Mario as a bowling ball. Each pin is worth 100 points, and you'll need 5000 at the end of the nine rounds. Remember that you can actually control Mario in Rock Mario form slightly. Use this and your starting position to adjust the path you take into the pins.



You'll need to shake the Wii Remote a bit early to hit pins on the rotating platforms -- try shaking a few seconds before lining up the shot. For a closer look, check out the video.



☰	Star Index	Green Star Index	Melty Monster
			#1 #2 #3

Melty Monster Galaxy

A STROLL DOWN ROLLING LANE

Grab a Rock Mushroom and shake the Wii Remote to launch over to the main area. (Note: walk off the edge of the starting platform to reach a warp pipe that will take you to the Hidden Star, "The Chimp's Bowling Challenge").



This challenging strip of purple platforms can only be navigated by a rolling Rock Mario. You won't be able to stop yourself, so you'll have to use your modest steering ability to

make it from one ramp to the next.






You can jump to grab the 1-Up on the second platform and use the same small jumps to navigate the platforms down the way a bit.



At the end of the track you'll need to bounce backwards and rebound towards the star -- a tough maneuver that can distract you from the final jump to the star platform. DO NOT jump once you are under the star -- just rebound around until you hit it. Check out our video for more on this tough challenge.



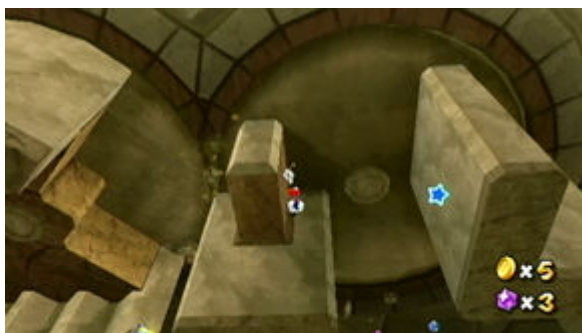
☰	Star Index	Green Star Index	Clockwork Ruins
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 #1
  #2
  #3

Clockwork Ruins Galaxy

TIME FOR ADVENTURE

The clockwork in this galaxy requires Mario to dust off all of his old moves, from wall-jumps to back-flips. The first gears you encounter can be crossed with careful jumping. There's nothing of interest around the gears so don't risk your neck exploring the undersides (Note: If you collect 30 coins, you can feed them to the hungry Luma at the bottom of the final gear on the right to create a new planet. The Hidden Star "The Ledge Hammer Trap" can be found here.). Ride the final gear up to the launch star to head to the next area.



Beware of the wall in the next area. You'll have to stand in the darker-hued "safe spots" when the wall pushes outwards. Make your way to the right in this manner and then hop onto the top of the moving wall when it pushes outward. Use this to cross back to the left. In the top left corner is a green switch on the wall that you can activate with a spin to turn the entire level on its side.



You now need to make it all the way back to what was the "bottom" of the level where there's a button you must ground pound. You can take the "high road" by using a back-flip and a wall jump to get on top of the tall columns. Search the left side for a 1-Up Mushroom on your way to the button.



Find your way to the button and pound it to free the trapped Luma. It will then create a launch star to take you to the final area. Run up the slope using the small wedges to avoid getting crushed. You may notice the **Comet Medal** hanging high above the ramp with the rolling cylinders.



To reach the Medal, head to the top of the hill and turn around. You need to find a way to get on top of the rolling cylinders. To do this you may want to climb to the platform above. You can also just jump into one of the slivers in the cylinder and let it carry you to the top. Carefully "surf" the top of the cylinder all the way to the Medal.



Wall-jump up the spike-filled walls. You can climb the pegs by just hopping from one to the next. Ground-pound the red circle to travel to the area below.

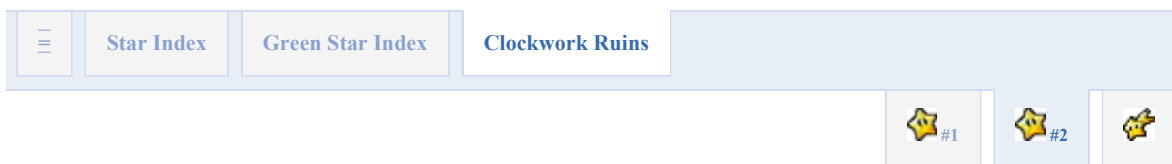


Use your wall-jump skills to ascend up through the rotating cylinders. A warp pipe on the left leads to a coin-collecting minigame, while a 1-Up Mushroom can be grabbed on the right if you jump off the edge.



Take the elevator up to the final stretch. You can run to the bottom of the hill to grab another 1-Up Mushroom, but the slow climb back up is somewhat annoying. To get to the Power Star you'll need to ride the top of the rolling cylinders. Just stand near one of the gaps in the stone block and jump into it as it moves upwards.





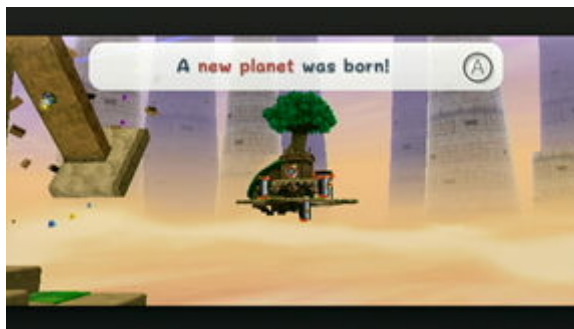
Clockwork Ruins Galaxy

HIDDEN STAR: THE LEDGE HAMMER TRAP

A hungry Luma at the end of the first stretch of rotating gears requires 30 coins to transform. You can collect these coins by carefully riding the wheels. You can stand to one side and hop in and out for coins. Be sure to stomp the enemies in the area for additional coins.



Just before the final spinning wheel is a ? Block that you can hit repeatedly for coins. There are many more than 30 coins to collect in the area so you shouldn't have a problem paying the Luma. The Luma is at the bottom of the final rotating gear. Just drop down to the platform below.



Feed the Luma and use the star launcher to get to the new planet. The hammers make for tough obstacles at full speed. Luckily there are several buttons in the area that will slow down time. You'll want to long-jump under -- or around -- the hammers to get past them quickly. Ignore the difficult 1-Up Mushroom.



Take the warp pipe on the far side to the top. Unfortunately you won't be able to slow down time any more at the top. Use long-jumps to skip right over the rotating floor and reach the star.



☰	Star Index	Green Star Index	Clockwork Ruins
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★ #1
★ #2
★ #3

Clockwork Ruins Galaxy

PRANKSTER COMET: THE ADVENTURE OF THE PURPLE COINS

This tough challenge requires you to collect 100 coins in five minutes. You'll have plenty of time -- concentrate on staying alive! There are four wheels to traverse with multiple purple coins on each. Remember, if you are having trouble with this you can always invite a friend to help you out. A second player can use a Wii Remote to collect purple coins and bring them to you.



The first two wheels hang over a perilous open space, while the second two have platforms beneath them. For the first two wheels you can use the ground on either side to wait for coins to rotate near you. If you get stuck near the bottom, you can usually make a long-jump to safety. Before venturing onto the third wheel you should have 37 coins.



For the third wheel, try staying at the bottom and long-jumping to the right to collect the coins on each of the four spokes. This will save you some time and make this wheel easier. You should have 65 coins once you clear this wheel. You can collect a few more bringing your total to 73 just before hopping onto the final wheel.



The remaining coins are all on this final wheel. You should have about a minute to two minutes left to collect them. We had about a minute to spare by the time we nabbed out 100th coin. Good luck!

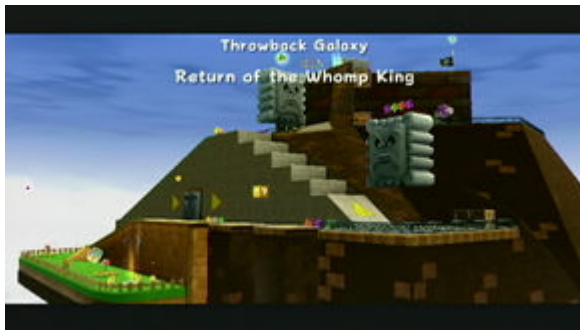
☰	Star Index	Green Star Index	Throwback
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★ #1
★ #2
★ #3

Throwback Galaxy

THE RETURN OF THE WHOMP KING

The Throwback Galaxy is a remake of the classic Super Mario 64 level "Whomp's Fortress." The object of this level is simply to climb to the top, but there are a few notable things to look for on the way up. At the bottom, hit the chance block and hope for a 1-Up. Just past this is a teleporter you can take to a minigame.



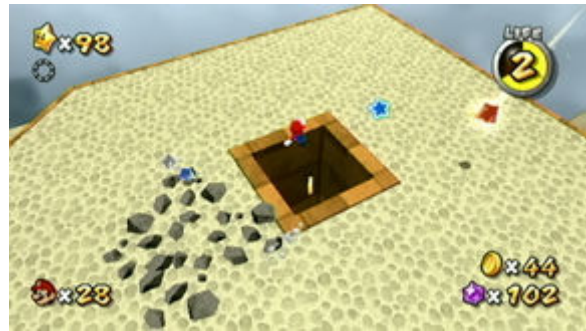
Climb the ramp and jump across the platforms when the wall traps retract. The next ramp is guarded by Thwomps which you should be able to slip past without a problem.



Drop down to the shallow water below and run to the far side to find some boxes. Break these to find a launch star that will let you get a few star bits and a new perspective on the level. Follow the passage downhill just past the launch star to find a ? Coin. Collect all the music notes for a 1-Up.



Return to your climb up the mountain. Cross the planks and continue clockwise around the level. You can climb the flag pole to its apex to collect a 1-Up Mushroom. Near here is an area you can drop to with the galaxy's **Comet Medal**. Wait for the purple Piranha Plant to crash down before stomping on it. Take the elevator to the top of the level.



Taunt the Whomp and, when it slams down, hop on its back and ground-pound its weak spot. This will open a hole in the ground. Hop in to face the Whomp King!

BOSS: WHOMP KING

The Whomp King slams down just like any other Whomp, exposing its back to a ground-pound. This Whomp will freeze you in your tracks if your feet are on the ground when it slams down. Just jump and spin to avoid this.



When the Whomp King prepares his slam, look for the red silhouette on the ground. Stand just outside this and jump to avoid the shockwave. You only have a short time to jump (back flip) onto his back and butt-slam his weak spot, so being close helps.



Ignore the small Whomps he summons -- they'll be destroyed when he slams down again. Hit him three times to take him out for good.



	Star Index	Green Star Index	Throwback
#1 #2			

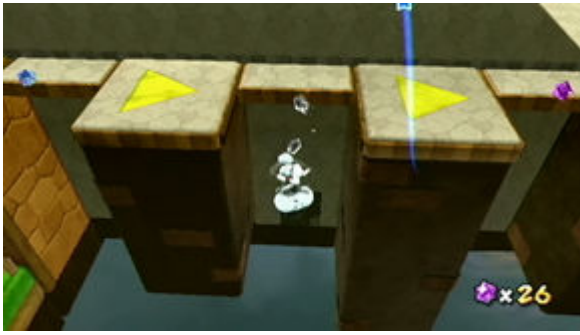
Throwback Galaxy

SILVER STARS IN THE WHOMP FORTRESS

With the help of the Cloud Flowers that litter the Whomp Fortress you should have no trouble reaching the five Silver Stars you need.



The first **Silver Star** (1/5) is on the ramp just above the start of the level.



Grab a Cloud Flower and cross the platforms with the wall traps. Between two of these is a **Silver Star** (2/5) that you must drop to. Quickly spin to form a cloud to save yourself.



At the base of the stairs with first Thwomp slamming down, look for a trail of coins leading down a slope towards some distant clouds. Back-flip onto the slope and spin to create a cloud and save yourself at the bottom. Use cloud platforms and a long jump or two to reach the **Silver Star** (3/5) from here.



Climb past the Thwomps to the area with the boards. A row of clouds leads to another **Silver Star** (4/5) here. You can navigate these easily with your cloud power.



The final **Silver Star** (5/5) is high above the top of the mountain. Try using the tip of the flagpole to get there. With a few cloud platforms and some huge jumps you can make it easily! The Power Star appears beneath it.


[Star Index](#)
[Green Star Index](#)
[Throwback](#)


#1



#2



Throwback Galaxy

WHOMP SILVER STAR SPEED RUN

Take this path to get all the silver stars within the 2:00 time limit:



Quickly run to the first **Silver Star** (1/5) is on the ramp just above the start of the level.

Grab a Cloud Flower and cross the platforms with the wall traps. Between two of these is a **Silver Star** (2/5) that you must drop to. Quickly spin to form a cloud to save yourself.



At the base of the stairs with first Thwomp slamming down, look for a trail of coins leading down a slope towards some distant clouds. Back-flip onto the slope and spin to create a cloud and save yourself at the bottom. Use cloud platforms and a long jump or two to reach the **Silver Star** (3/5) from here.

Grab the Cloud Flower around the corner from the third star. You can use this to get to the ledge above and save some time. Back-flip and create clouds to scale the wall. Run around the corner to the area with the swinging board and grab a Cloud Flower. A row of clouds leads to another **Silver Star** (4/5) here. You can navigate these easily with your cloud power.



The final **Silver Star** (5/5) is high above the top of the mountain. Jump to grab another Cloud Flower and then create a few platforms to get to the top area. Refill your clouds and jump up to the final star high above the top of the mountain.

☰	Star Index	Green Star Index	Battle Belt
#1 #2 #3			

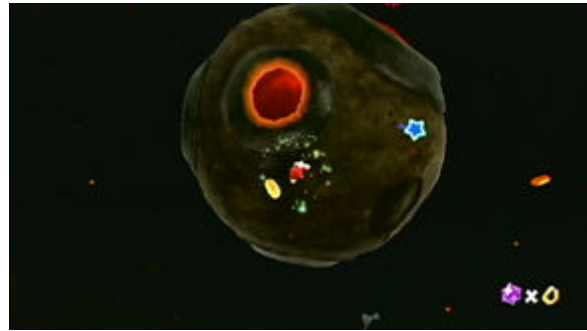
Battle Belt Galaxy

MINI PLANET MEGA-RUN

Each planet in this galaxy has a population of enemies that must be exterminated before you can move to the next. For instance, stomp the Goomba on the first planet and a launch star will appear to take you to the next.



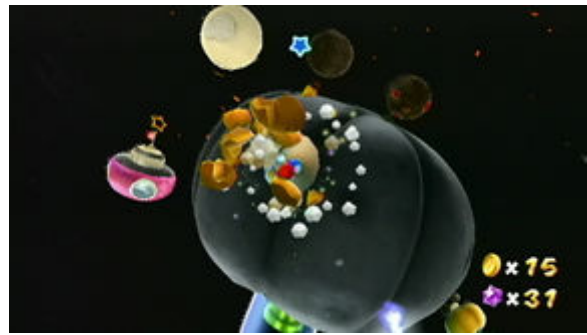
To kill the lava enemies (Burn Bits), spin near them and then run into them to punt them. Make sure you don't spin them into the lava or they will simply reignite. A **Comet Medal** is hanging above a lava pit on this planet. Long-jump to grab it.



On the next planet, bust open the boxes until you find the Fire Flower. Use fireballs to destroy all the enemies on this planet. Quickly hop in the launcher and try to use your remaining fireballs on the crabs. To kill the crabs without a Fire Flower you must stun them by jumping on them, then spin into their backs.



At the midway flag you can purchase a Life Mushroom if you wish. Use super ground pounds on the Jack o' Lantern-wearing Goombas on the next planet and a **Key** will appear.



Hop into the warp pipe and carefully avoid the Boos as you make your way to the turtle shell. The beam of light from the shell will kill the Boos. Kill all of them to clear the path to the next planet.



On the ice planet, dispose of the Brrr Bits the same was as you did the Burn Bits (Note: feed the hungry Luma 20 coins here to get to the Hidden Star, "Snacktime for Gobblegut").



On the next planet two Monty Moles can be removed from their subterranean digs with a ground pound. Pound the ground near them but avoid touching them directly. Spin to finish them off. Enter the warp pipe and attack the enemies only when the gravity flips their spiked side downward.



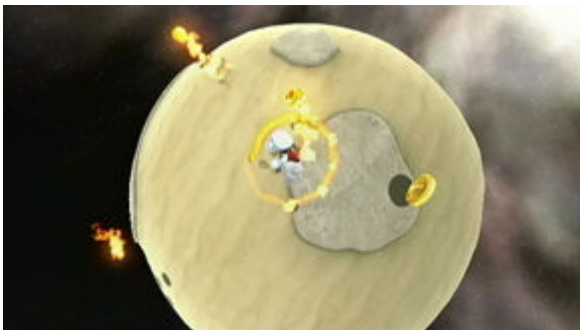
The final planet features many rolling Chomps. You need to spin into the green buds to send them flying at the Chomps. Only this will destroy the powerful beasts. The final Chomp will drop the **Key** needed to access the Power Star.



Battle Belt Galaxy

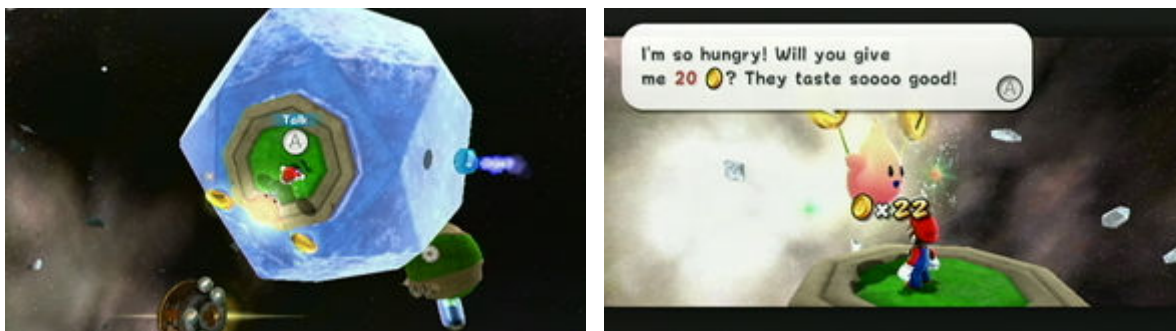
HIDDEN STAR: SNACKTIME FOR GOBBLEGUT

You need to feed a hungry Luma 20 coins later in this level, so make sure you collect them on the way! Stomp the enemies when you can for coins. Spin and then kick the lava enemies to score a coin a piece from them.



You can collect many coins from the water-filled planet interior with the Boos. Be sure to

purchase a Life Mushroom from the Luma on the Toad space ship. You'll find the hungry Luma on the ice planet. Feed it and take the launch star to a new planet.



BOSS: GOBBLEGUT

Gobblegut's new fiery exterior makes this encounter significantly more difficult than before. While the strategy remains the same, you don't want to stand too close to Gobblegut as drives through the ground, exposing his weakpoints. The falling lava meteors don't help. Watch where you run! You can pick up coins for health refills by shooting the yellow spots on the planet with star bits. There are more coins to be had in the crystals. Check out our video for more.



☰	Star Index	Green Star Index	Battle Belt	
				★ #1
				★ #2
				★ #3

Battle Belt Galaxy

MINI-PLANET DAREDEVIL RUN

While the galaxy remains fairly unchanged for this star, you'll have to be especially careful destroying the various enemies on the Daredevil Run. Be sure to long-jump to the 1-Up Mushroom over the pit of lava on the planet with the Burn Bits -- you'll probably need it!





Try to keep the fire flower long enough to use it on the crabs -- they can be tricky enemies. Try to employ the super ground pound as much as possible (jump, shake the Wii Remote and immediately press Z to do a super ground pound) since it will help you hone-in on targets. Remember to use star bits as much as possible to stun your foes, too.



After the Boos you'll get a midway flag. You should have too much trouble after the flag until the final Chomp planet. There's nothing you can do to make this easier, but we recommend stay as far away as possible from the Chomps. Hit a green sprout into one and then retreat and plan your next attack. Destroy them all and the star is yours!



☰	Star Index	Green Star Index	Flash Black
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 #1
 

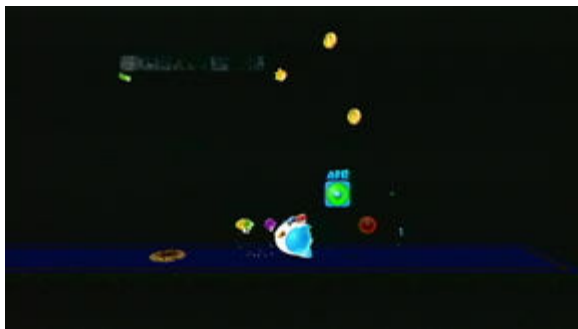
Flash Black Galaxy

JUMPING AROUND IN THE DARK

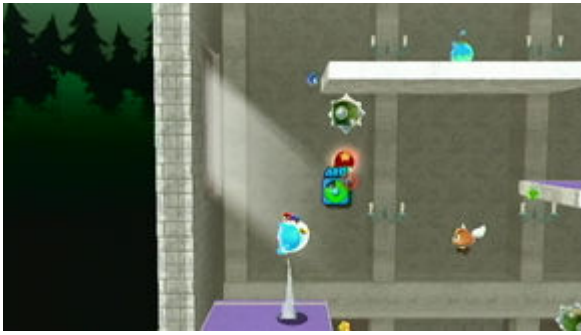
Note: Pick up the hungry Luma at the fork in the road just past the Melty Monster Galaxy and feed it 1800 star bits to unlock the path leading to this galaxy.



This inky black galaxy is only illuminated every few seconds. It's best to plan your route only after getting a glimpse of upcoming obstacles. The Blimp Fruit will allow you to get through the vertical maze with ease. You can grab the Life Mushroom by floating up to it and holding A to stop before hitting the mine.





A 1-Up Mushroom can be found along the right side of the area. At the top left you can grab the **Comet Medal** with or without the help of a Blimp Fruit. Take the launch star to the next area.



The five Silver Stars are visible even without the flashes of light, as are things like coins and moving platforms. You can use these things to guide you in the dark if you get impatient -- just long-jump right to a Silver Star and you can be assured you'll land on solid ground. Collect all the Silver Stars to make the Power Star appear at the end of the level.



[Star Index](#)
[Green Star Index](#)
[Flash Black](#)

 #1
 

Flash Black Galaxy

PRANKSTER COMET: DARK OCTO-ARMY ROMP

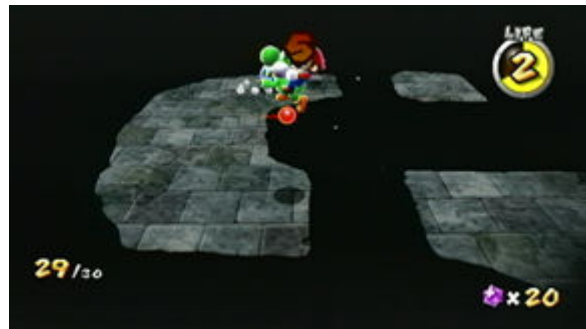
You have 80 seconds to kill all 30 Octos. The darkness is less of a hindrance due to the ample enemies since you can always aim for them and know you'll land on solid ground. To kill these enemies quickly its fastest to shoot them with star bits and then punt them off the level.



Alternate this attack with, stomps (fast), spins (slower) and super ground pounds (shake before you ground pound). The latter attack is a great way to stay on target, but also the slowest attack. Try to chain your stomps as much as possible.



At the end of the level is a Yoshi egg trapped in a crystal on the left. Yoshi's tongue can kill enemies from a distance, making the final stretch easier. Be sure to alternately stomp and eat enemies to double up your kill rate. For more, check out the video below.


[Star Index](#)
[Green Star Index](#)
[Slimy Spring](#)


#1



#2

Slimy Spring Galaxy

THE DEEP SHELL WELL

Before diving into the titular spring, search the green mounds on the left side of the area for a warp pipe. You can open only three of these chests. Spin to grab a shell and then spin again to toss it into a chest and hope for 1-Ups!



Slide down the waterfall and collect coins. Press Z to dive under water and then spin to grab a turtle shell. The shell will propel you through the water. You won't have access to air for a long stretch ahead, so the extra speed boost the shell gives you is essential. You can also use the light beam it casts to kill the tentacles -- just shine it in their eyes.



Take a left just past the spiny purple urchins in the first tunnel to take a secret passage to the **Comet Medal**. Cross the large tentacle-field area and swim up the stone passageway.



When you come to a brick wall, run into it head-on with your turtle shell to bust through. Avoid the tentacles and grab the coin in the lone bubble at the bottom. Shake to blast out of the water using the launch star at the end of the long passage.



At the midway flag, climb the steps to the left or right and long-jump to the 1-Up. Drop into the pool below. With shell in hand, cruise through the yellow rings to get speed boosts and air. Make sure you keep your shell!



Swim up the final incline avoiding the urchins and, at the top, you'll finally find yourself on dry land. Use your shell to bust open the treasure chest and collect the Power Star.



	Star Index	Green Star Index	Slimy Spring
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#1
 #2

Slimy Spring Galaxy

HIDDEN STAR: THE CHIMP'S COIN CHALLENGE

Note: You must receive a letter from Chimp announcing this challenge before you can return to Slimy Spring and attempt it. This is one of the easiest of Chimp's Challenge.

You'll get most of your 10,000 point requirement from shining the spotlight into the enemy tentacles and, later, Boos. For the first stretch, try to nab as many coins as possible. You can get a bunch on the slide for 100 points a pop and a few more in bubbles. Grab a turtle shell as soon as possible by spinning into it.



Proceed through the level piloting the shell through coins and shining the light on as many tentacles as possible. After the launch star, carefully fall through the coins as you plummet to the water below.



The Boos will be your final source of points. Shine your light on them ignoring their coin drops and constantly moving forward. If you don't have 10K by the end of the stretch, reverse directions and shine your light on a few stragglers and grab their coins to pad your score. Make it to 10,000 points when time expires and Chimp will award you with a Star.



[Star Index](#)[Green Star Index](#)[Bowser's Galaxy Generator](#)

Bowser's Galaxy Generator

BOWSER'S FORTIFIED FORTRESS

Your final face off with Bowser will take place in this galaxy, but many challenges are still ahead. The road to King Koopa's throne is filled with peril -- and lots of lava. All the more reason to ignore the initial Luma's directions and run to the left to score a Life Mushroom at the top of the flag pole.



Carefully jump through the fire trap and the Luma will create a launch star at the edge of the platform. The three Hammer Bros. are surprisingly tough to topple. Run from their attacks and wait until right before they hop to a new location before attacking. Since you are short on star bits, you'll have to rely on a quick spin between their hammer volleys. Destroy them to reveal a ... flower.



Grab the flower and float down to the bottom of the lava falls. Grab a Spin Drill and dig through the dirt to the next area. Grab the midway flag and wait for a break in the Banzai Bills to dash to the next patch of dirt near the cannon. You can use the safe spot with the coin to wait for an opportune time to drill.



Keep drilling your way forward, avoiding the Bills. One of the dirt patches off to the side of the Bills' path leads to a 1-Up. A launch star is at the end of the planetoid.



The rotating platforms on this massive cylindrical object can be crossed with ease -- just be mindful of the fireballs and use long-jumps to speed things up. Pick up the Cloud Flower and jump for the Life Mushroom just above the lava. Spin to save yourself on a fluffy cloud.



Climb using the cloud platforms. You can use back flips to gain more vertical distance as you make your way up. There's always a Cloud Flower refill for when you run out. The Luma at the dead-end at the top will create a launch star allowing you to continue.



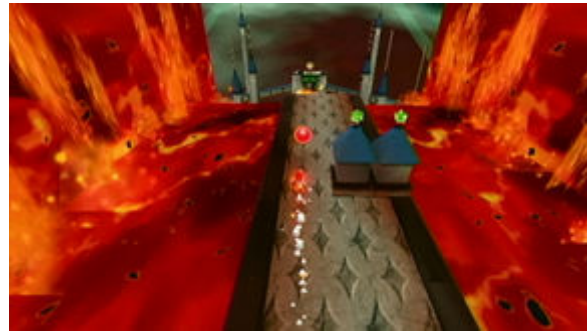
Cross the bridge and pick up your dinosaur pal, Yoshi on the right. Yoshi can make short work of the Hammer Bros. His tongue stuns them and you can also gulp up their projectiles if you are fast. The flower pegs near the wall lead to a 1-Up. Grapple over with Yoshi's tongue and drop to the 1-Up, quickly grabbing the nearest flower peg before you hit the lava.



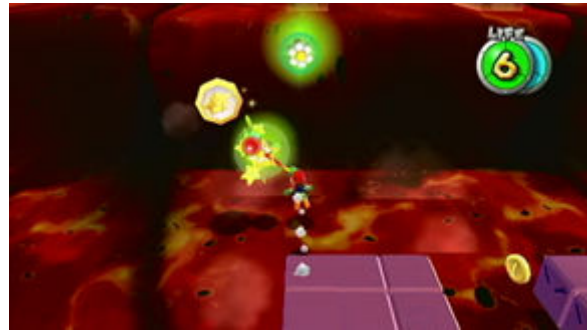
Take the row of flower pegs across the lava and attack the Hammer Bros. with your tongue.



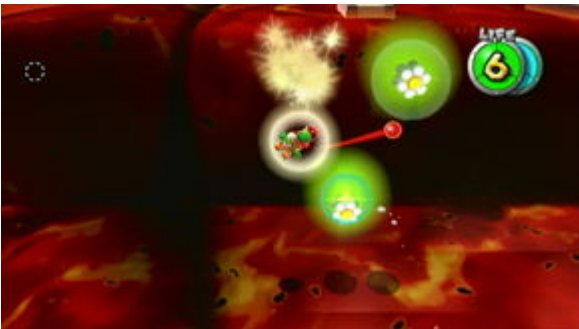
When the walls of lava part, grab the Dash Pepper with your tongue and carefully dodge the obstacles on your path forward. Use the launch star at the end of the line to get to the next area.



Wait on the pink platform until you get a Life Mushroom, then take the left section as it splits. When a Magmaarh rears its fiery head, jump to the right side. Jump back to the left as another Magmaarh appears and you should be right in front of the **Comet Medal**.



Use the flower pegs to get the Medal and then flutter-jump back onto the pink platform. Immediately grab the Blimp Fruit on the right and float upwards while following the pink platform below. You should pass right over the final Magmaarh as it lunges.



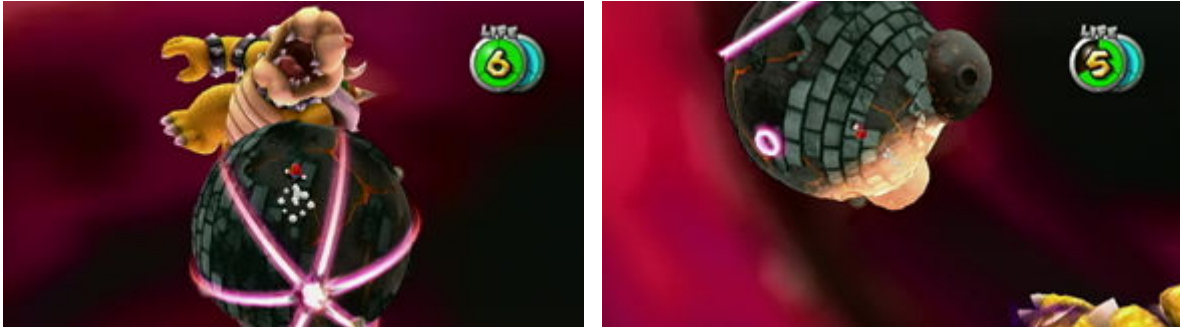
Toggle the midway flag and dismount Yoshi with a back flip. Ascend the pole and head towards the meteor lock system. A Life Mushroom can be found to the left if you need it.



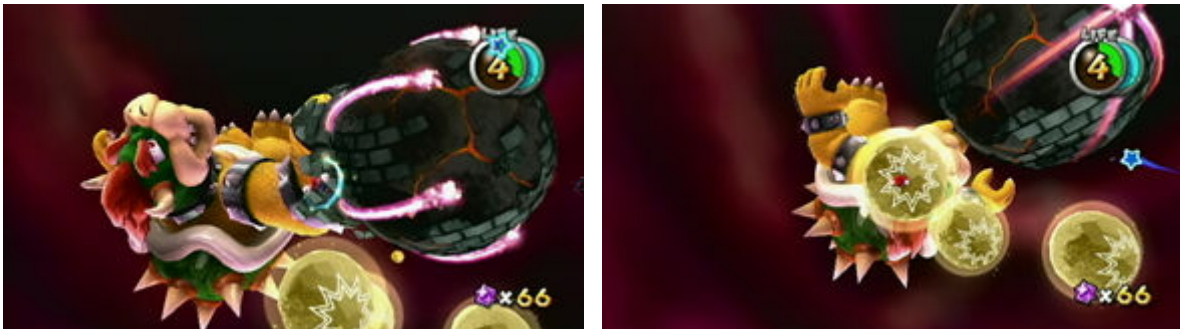
Ground pound the gold meteor into all three locks to gain access to Bowser's inner sanctum.

BOSS: BOWSER PART III

The final battle with Bowser is remarkably similar to the last two. He hasn't learned any new tricks -- planet-punching and breathing fire are his two main attacks -- but there are more purple lasers to dodge this time around. Not only do lasers ripple out in rings from the falling meteors, but each punch he performs causes a new laser pattern to engulf the planet. You can avoid all of these with some careful jumping, but you can also avoid them by staying on the offensive.



Lead Bowser's massive planet punch just off to the side of a clump of meteors. When he pounds downward, jump to one of the meteors just as it gets tossed into the air. In doing so you'll avoid the lasers and be primed for your counter attack. Butt stomp the meteor right in the market "sweet spot" to send it flying at Bowser.



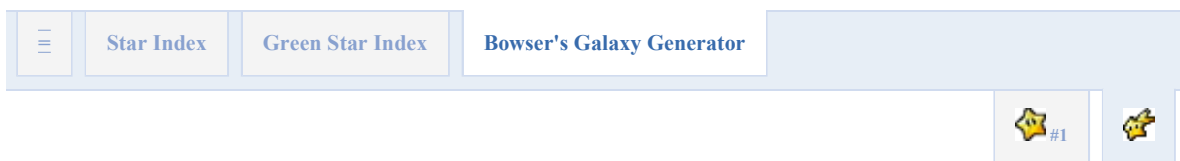
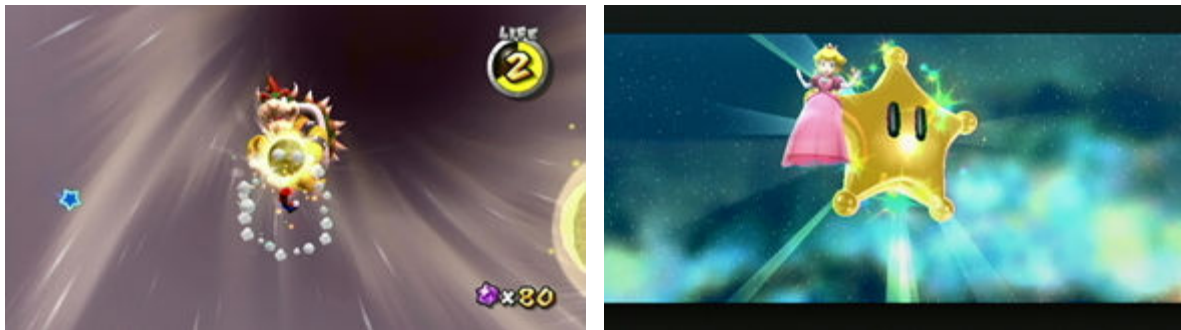
After two hits he'll step up his game. To avoid his fire breath, run away from it until it bears down on you and then switch directions and run perpendicularly to his line of attack. It will take two more meteor blasts to make him cough up his Power Star. But it's not over yet...



After the cutscene, you'll find yourself in a swirling vortex populated with gold meteors and a very angry turtle-dragon-thing. As he spins closer to you, patiently wait for him to come out of his shell. When he does so, ground-pound the meteor to send it at him. If you hit his back, the meteor will ricochet off, so make you have a clear shot.



It will take four direct hits to topple Bowser for the final time. Congratulations, you've beat Bowser and saved Princess Peach! But the game is not over yet. On to the Secret World, World S!



Bowser's Galaxy Generator

BOWSER'S BIG BAD SPEED RUN

You can breathe easy: This speed run doesn't involve a boss fight with Bowser. Getting through this level with time to spare means collecting all the clocks you come to and ignoring the 1-Ups. Head straight for the Boomerang Bros and collect the clocks before taking them out. Try to spin into them just after they toss their second boomerang.



Don't spin while floating down with the flower. If you move straight towards the clocks you should be able to float through them on the way down. Use wall jumps and back flips to gain height while powered up with the Cloud Flowers. This should make your climb much faster.

Luckily the Banzai Bills are switched off in the next stretch. A midway flag is just beyond. If you run out of time, the midway flag will give you a reasonable 30 seconds to start with. Grab Yoshi and swing over to the Boomerang Bros. The wall won't open until you kill them, but Yoshi's tongue attacks will make this quite easy.



Grab the Dash Pepper and take it to the launch star. Plan your path on the splitting pink platform using the clocks. You want to grab them before jumping out of the way of the Magmaarghs.



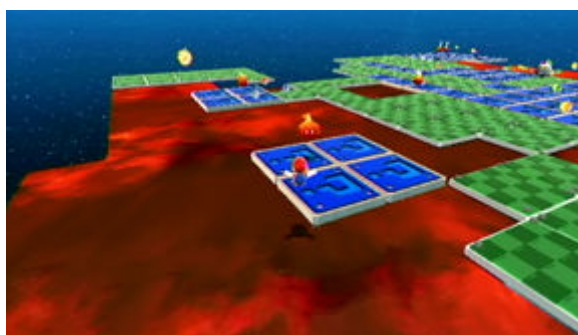
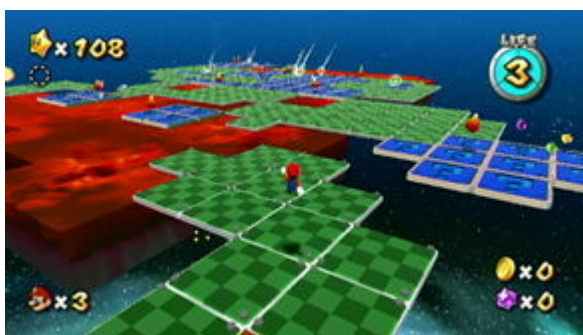
Grab a Blimp Fruit in the final stretch and use it to clear the Magmaargh. You're almost there!

[Star Index](#)[Green Star Index](#)[Mario Squared](#)

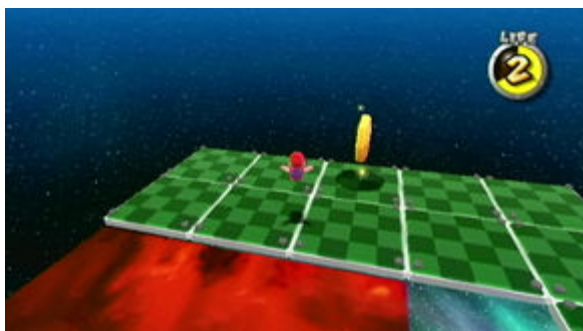
Mario Squared Galaxy

MAKE MARIO A STAR

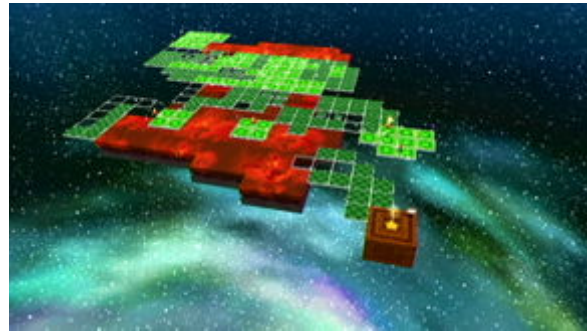
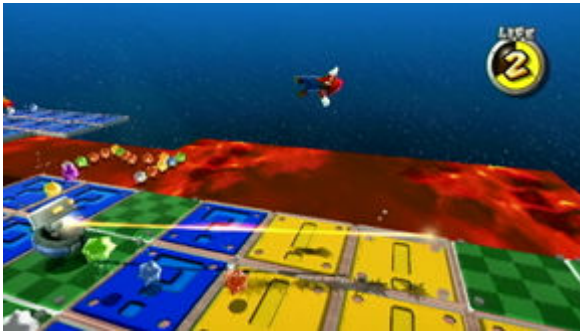
The object of this galaxy is to turn all the blue panels to yellow by touching them. Important: Long-jump across the first few green panels and try not to tread on them all the time since you'll need a way to return to the initial platform and collect the Star.



The best advice we can give on this level is to use long-jumps almost exclusively to preserve the green platforms. The **Comet Medal** can be found in one corner. Make sure you leave something to escape back to after making the huge jump over to it.



You can make it through most of this level by not touching the central green panels at all. Just long-jump from one clump of blue panels to the next, methodically activating them. Remember to adjust your camera when you have a chance by using the D-pad of the C button. The Star appears on the starting platform once you turn all the panels yellow. Good luck!


[Star Index](#)
[Green Star Index](#)
[Mario Squared](#)

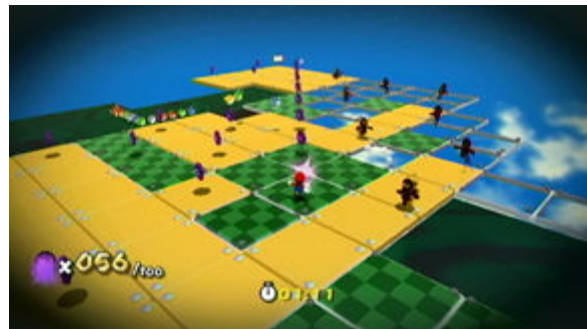

Mario Squared Galaxy

PRANKSTER COMET: LUIGI'S PURPLE COIN CHAOS

Don't let the time limit frighten you in this generally frightening level. You should be more concerned with avoiding collisions with the many Clones. These will keep you on your toes as you collect coins. Important: Leave a few green panels around the starting platform so you can return there after collection 100 coins!



The key to avoiding Clones is to never cross your own path. This level actually makes this a bit easier by featuring blocks that *disappear* after you run over them. With the Cosmic Clones and disappearing platforms, you'll have to constantly think about your route through this level.



We ran in S-patterns through most of the coins, grabbing them row by row and long-jumping to the next patch. In one area you'll need to long-jump to grab a row of coins and then long-jump back across the same gap to get another row. Be sure not to accidentally touch adjacent green panels as you collect. A coin without a panel under is nearly impossible to collect (although you can spin to safety if you have mad Mario skillz).



We chose a counterclockwise route around the level. You should consider moving in a wide, circular motion so you end up near to the starting point at the end of your collecting since this is where the Star appears. Check out the video for more on this tough challenge.



☰	Star Index	Green Star Index	Rolling Coaster	
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★ #1 🐉

Rolling Coaster Galaxy

THE RAINBOW ROAD ROLL

This galaxy features the return of the star sphere controlled only by the motion of your Wii Remote. Hold it like an old Atari joystick and get rollin'!



At the blue mushroom spaceship, take a right and jump the gap to follow a thinner, more difficult path. Weave through the towers carefully and your reward will be the **Comet Medal**.



The trip to the bottom is easier than it looks. When you get going really fast it gets difficult to turn so you won't make any over-correction blunders. Check out the video for more.



☰	Star Index	Green Star Index	Rolling Coaster	
				★ #1

Rolling Coaster Galaxy

PRANKSTER COMET: PURPLE COINS ON THE RAINBOW ROAD

This tough and somewhat annoying challenge requires you to get *nearly* every purple coin

on your way down the Rainbow Road. While there are 110 coins on the track, you need to get 100. This means you need to carefully collect all the coins on the landings between ramps -- these really add up.



You'll be taking the "expert" path this time so that means you'll have to carefully weave through some towers. On the other side of the towers, try to stay left and push into the banked curve to collect the patches of coins.



There are five more coins -- including one under the ball's final resting place -- after the sandy patch that slows you down. If you don't have 95 coins by the time you hit the sandy platform, you're out of luck! Check out our video to see this challenge in action.



[Star Index](#)[Green Star Index](#)[Twisty Trials](#)

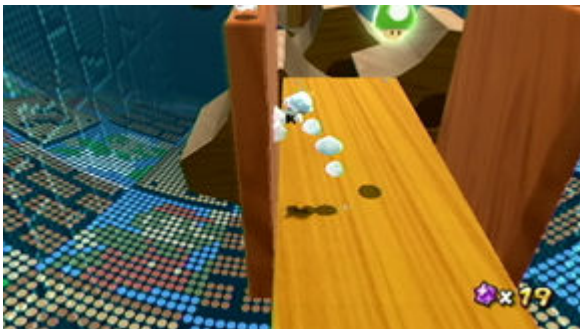
Twisty Trials Galaxy

SPINNING AND SPINNING AND SPINNING

Your stay in this galaxy should be relatively short. The rotating blocks shouldn't hinder you too much. Stay on top and use a jump with some spin to recover if you get pushed off the edge. A 1-Up can be grabbed on the second platform.



Use a long-jump to travel to the adjacent platforms at the dead end. A Cloud Flower should make the next stretch a bit easier. Grab the 1-Up Mushroom and hit the midway flag just ahead. Save a cloud or two for the **Comet Medal** just before you grab the Star. The ample 1-Ups in this level make it a great place to stock up -- there are lots of star bits too.



☰	Star Index	Green Star Index	Twisty Trials	
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★ #1 🍄

Twisty Trials Galaxy

PRANKSTER COMET: TURNING TURNING DOUBLE TIME

The platforms spin faster on this level but luckily you'll have some help from Yoshi. The increased spin speed will become especially noticeable at the end, but Yoshi should help you stay above the fray, touching down only momentarily as you press forward. The ample 1-Ups in this level will make your mistakes less of an issue.



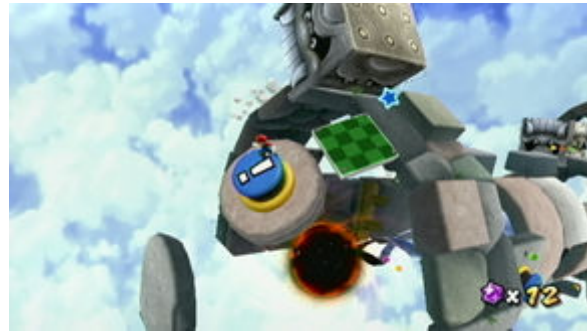
☰	Star Index	Green Star Index	Stone Cyclone	
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★ #1 🍄

Stone Cyclone Galaxy

SILVER STARS IN THE CYCLONE

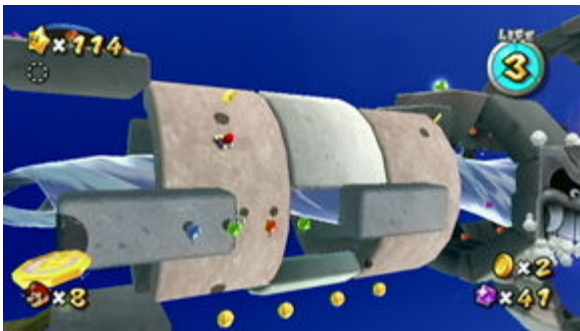
This incredibly difficult galaxy may take a few dozen tries before you get it right. Luckily, we've carefully plotted a path through this level that should get you through unscathed. There's no midway flag here, but this level is short. The second half of the level is a bit easier than the first too, so fear not!



At the start of the level, run up and to the right to the first **Silver Star** (1/5) near the Electrogoomba. Instead of going towards the Tox Box, reverse and go back to the start. From here, long-jump to the large button. This will slow down time, making the next part of the level much easier.



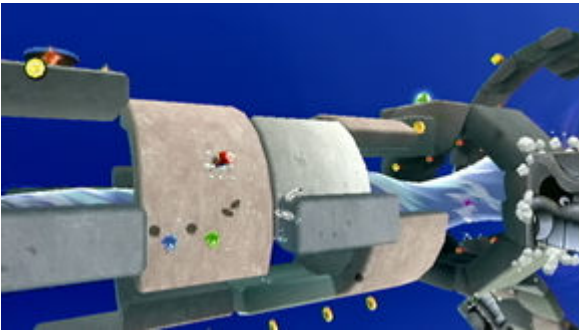
Wait until the Tox Box rolls away and passes the next **Silver Star** (2/5). Ground-pound the switch and, while time is frozen, long-jump to the path the Tox Box is rolling in and grab the Star. While its frozen, use the green platform OR long-jump to the far end of its track as it rolls away. You can stand here safely since the creature is hollow inside -- or you can stand on the step below.



Jump onto the nearest rotating platform and wait on it avoiding the shifting blocks. Your goal is to get to another ! Button on the left. Jump to this. This button will help you cross the quickly shifting platforms. However, if you want the **Comet Medal** you'll have to risk everything.



With time slowed down, hop on a nearby platform and long-jump *against* the motion of the moving platforms. You should land on one near the Medal. From here you need to get on one of the swiftly shifting blocks which are still slowed down from the button.



If you don't get the Medal while time is still slowed, you'll need to back-flip into it and try to safely land back on one of the rotating platforms. Return to the ! Switch. Pound it again and long-jump across the nearly-frozen platforms to the far side.



With time still frozen, run "up" the cylinder on the far side until you come to the ramp leading further to the right. Wait here for the Tox Box to roll past and note its "safe" position on the tile ahead. You can safely stand where the hole on one side of the Tox Box faces downward, and this safe spot will remain static. Run here, wait for the Tox Box to roll by and then sprint for the **Silver Star** (3/5). Use the safe spot to reach the ramp leading to the right.



Smash the Electrogoomba and wait for the Tox Box to roll away. Run to the safe spot two squares away. As soon as the Tox Box rolls past you, run to the next ! Button. Pound it and run to the safe spot next to the 1-Up Mushroom.



Look for the next safe spot and run to it when you can. From here you can reach another **Silver Star** (4/5). The final **Silver Star** (5/5) is just before the end. Flip and spin over the shifting blocks to be safe and you'll be in the clear. Phew!



Stone Cyclone Galaxy

PRANKSTER COMET: TOX BOX SPEED RUN

This galaxy is still difficult, but the shortcuts you can take now that you don't need to gather

Silver Stars make it a bit easier. From the star, run up to the clock and then run towards the Tox Box. Look off to the right. You should be able to spot a clock on a distant platform. To save time, long-jump to this platform.



Long-jump across the moving platforms and spin to land on one of them. From here, jump to the 1-Up Mushroom on the far side. Run quickly up to the path leading to the next section of Tox Boxes.



Follow the first Box down its track and long-jump to the green panel with the 1-Up across the way. Run to a safe spot from here.



It's a pretty straight shot to the exit from here. Use safe spots to get past the final Tox Box and then long-jump over the shifting stones before the Star. Check out our video for a detailed look at this tough challenge.


[Star Index](#)
[Green Star Index](#)
[Boss Blitz](#)


Boss Blitz Galaxy

THROWBACK THROWDOWN

These five bosses are all from Super Mario Galaxy (1). If you aren't familiar with them, we'll give you a quick rundown on how to deal with them quickly and safely. Since there's a Speed Run Prankster Comet for this galaxy, we'll emphasize speed. Take your time for this run if you wish and get to know the enemies.

DINO PIRANHA

Immediately run to the Dino Piranha's tail and spin into it. You need to spin into the ball on the tail to score two more hits on Dino as he patrols the level. Stay behind him and just run for the tail constantly. Take the launch star to the next area.



KING KALIENTE

Run to the bottom of this planet to score a Life Mushroom and the **Comet Medal**. You'll need to back flip into it. Stand on the edge of the level and dodge the fireballs. When you see a green coconut appear, spin to send it right back at Kaliente.



Dodge another volley of fireballs and spin into the second coconut. This time, it will be deflected back at you. Simply spin again to send it back to score a second hit. Watch for the enemies Kaliente spits out now. Try to shoot nearby ones with your star bits. Another coconut should show up soon enough and you don't want them interfering.



Spin to send a third coconut at Kaliente. You'll need to hit it back two more time to score the final hit. Hop into the launch star to continue.



MAJOR BURROWS

This oversized Monty Mole must be removed from the safety of the soil before you can attack him. Run away from his burrowing body and ground-pound nearby the spiked helmet to stun the enemy. Spin into it to score a hit.



Now you'll need to get Burrows to emerge a bit more before you pound. Run away from him and wait until he exposes his entire torso. Butt-slam the ground nearby the mole and he'll run away. Chase after him and spin into his back to get a second blow.



For your third hit you'll need to repeat the actions you did for the last, but this time Burrows will charge you after being removed from the soil. Just stand in place and wait for him to approach you. Face him as he charges and slam down before he gets to you. Immediately chase him and get in your final spin to bring him down.



BOULDERGEIST

This boss is really tricky to topple quickly. The secret to doing this is to stick close to Bouldergeist's body. This forces it to do certain attacks, like the attack in which it raises its hands and leaves itself exposed.



To damage Bouldergeist you'll need to take advantage of the black Boos that appear. These come from the falling boulders the boss summons: grey boulders simply damage you, yellow ones turn into coins and black ones turn into Boos. Run constantly in a circle to avoid the boulders as they fall.



As soon as a black Boo appears, spin into it to pick it up and begin swinging it like a wrecking ball. Slam the black Boo into the Bouldergeist to break away its shell. The second shower of boulders will likely contain two Boos. Grab both of these AT ONCE by spinning between them and slam them into the rocky boss.



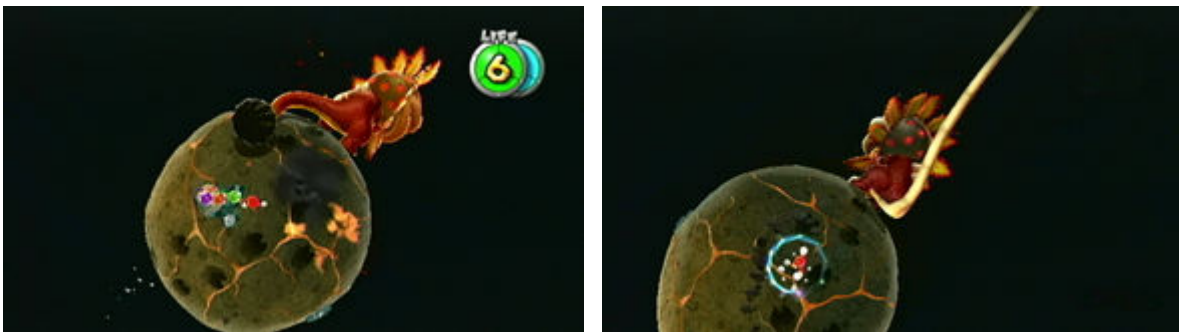
Now, the exposed core of Bouldergeist will scoot away from you. Grab one of the black Boos that appear with a spin and hit it one more time to damage it. You have to do this ALL over again now. As mentioned above, the boss now has hands. These mainly interfere with your ability to attack its core.



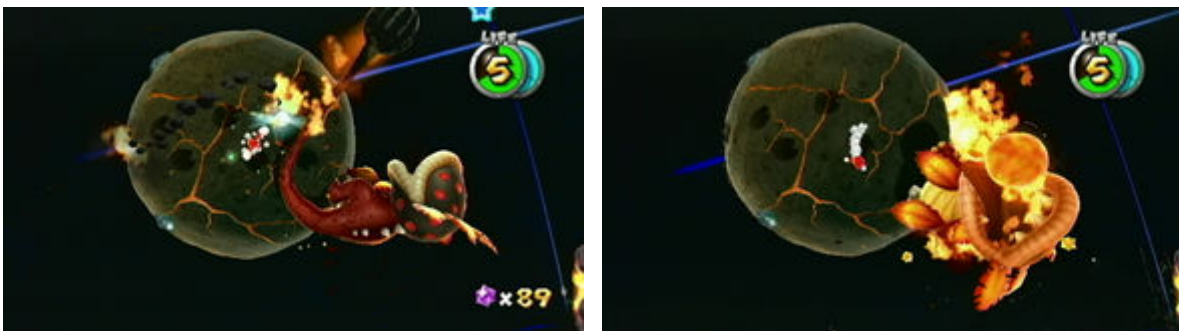
The secret to hitting the core is to get the beast to raise its hands. Stick close to its core after grabbing a Boo to make sure it initiates the hand-raise attack. Slam it three more times with Boos to break it open again. This can really be a time waster if you hit its hands and not its core.

FIERY DINO PIRANHA

The final battle is the most difficult but not nearly as long as the previous battle. The tail of this Dino now alternates between a dangerous fiery glow and a safe, deadened state which you can attack. For the first three hits, run behind the Dino and try your best to time your attacks for right when the tail cools down.



The final hit (the fourth) is much more difficult to score since you'll need to run at the boss from the front and catch its tail as it barrels by. Did we mention there are trails of fire and raining meteors? A good portion of this final hit is luck. Get near the cooled tail and spin into it just at the right moment and you'll finish this tough challenge. Your Star should appear nearby.


[Star Index](#)
[Green Star Index](#)
[Boss Blitz](#)



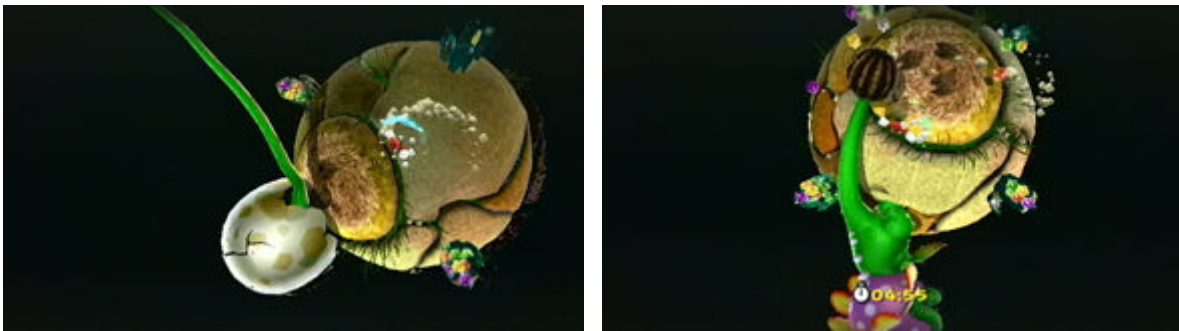
Boss Blitz Galaxy

PRANKSTER COMET: THROWBACK THROWDOWN SPEED RUN

These five bosses are all from Super Mario Galaxy (1). If you aren't familiar with them, we'll give you a quick rundown on how to deal with them quickly and safely. You should work on streamlining the boss fights first, then just focus on survival. There's nothing worse than losing all your life with 30 seconds to spare! Here's how to beat all the bosses in the 5:00 time limit:

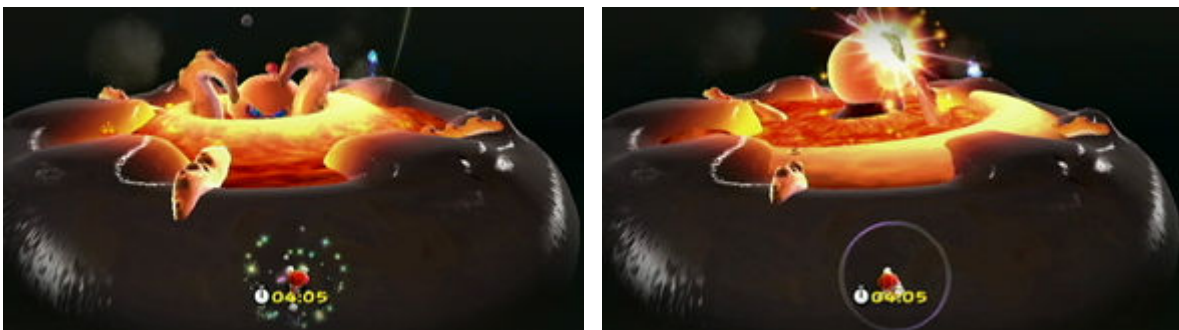
DINO PIRANHA

Immediately run to the Dino Piranha's tail and spin into it. You need to spin into the ball on the tail to score two more hits on Dino as he patrols the level. Stay behind him and just run for the tail constantly, spinning as soon as you get close. Take the launch star to the next area (your clock should read about 4:45).



KING KALIENTE

Stand on the edge of the level and dodge the single volley of fireballs. When you see a green coconut appear, spin to send it right back at Kaliente.



Dodge another volley of fireballs and spin into the second coconut. This time, it will be deflected back at you. Simply spin again to send it back to score a second hit. Watch for the enemies Kaliente spits out now. Try to shoot nearby ones with your star bits as they land.

Another coconut should show up soon enough and you don't want them interfering.



Spin to send a third coconut at Kaliente. You'll need to hit it back two more time to score the final hit. Hop into the launch star to continue (your clock should read about 4:00).



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Now you'll need to get Burrows to emerge a bit more before you pound. Run away from him and wait until he exposes his entire torso. Butt-slam the ground nearby the mole and he'll run away. Chase after him and spin into his back to get in a second blow -- you just need to catch the tip of his tail.



For your third hit you'll need to repeat the actions you did for the last, but this time Burrows will charge you after being removed from the soil. Just stand in place and wait for him to approach you. Face him as he charges and slam down before he gets to you. Immediately chase him and get in your final spin to bring him down (your clock should read about 3:15).



BOULDERGEIST

Grab some coins on the steps if you need them or long-jump over them to save time. This boss is really tricky to topple quickly. The secret to doing this is to stick close to Bouldergeist's body. This forces it to do certain attacks, like the attack in which it raises its hands and leaves itself exposed.



To damage Bouldergeist you'll need to take advantage of the black Boos that appear. These come from the falling boulders the boss summons: grey boulders simply damage you, yellow ones turn into coins and black ones turn into Boos. Run constantly in a circle to avoid the boulders as they fall.



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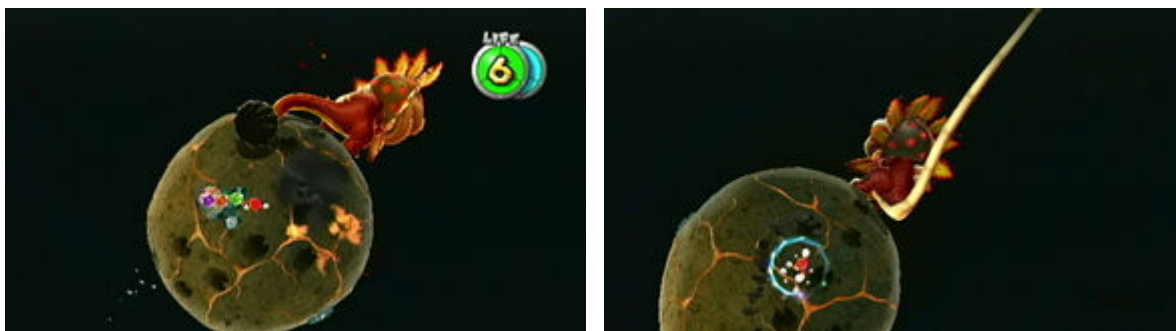


The secret to hitting the core is to get the beast to raise its hands. Stick close to its core after grabbing a Boo to make sure it initiates the hand-raise attack. Slam it three more times with Boos to break it open again. This can really be a time waster if you hit its hands and not its core (your clock should read about 1:15, and there is an annoying, pointless planet you stop at before the last battle, so get moving!).

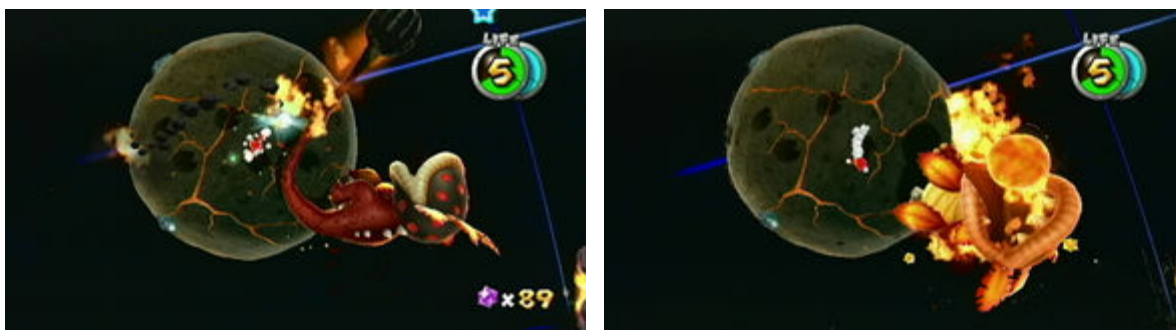
FIERY DINO PIRANHA

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you can attack. For the first three hits, run behind the Dino and try your best to time your attacks for right when the tail cools down.



The final hit (the fourth) is much more difficult to score since you'll need to run at the boss from the front and catch its tail as it barrels by. Did we mention there are trails of fire and raining meteors? A good portion of this final hit is luck. Get near the cooled tail and spin into it just at the right moment and you'll finish this tough challenge. Your Star should appear nearby (we had about 30 seconds to spare on our successful runs).

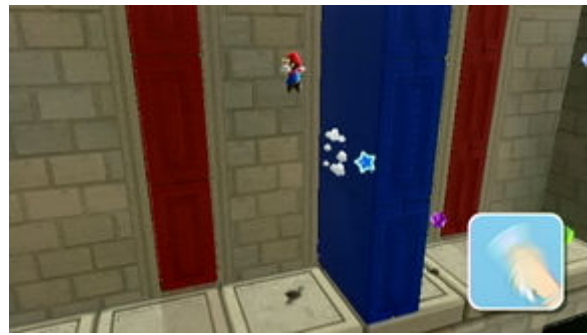


	Star Index	Green Star Index	Flip-Out
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Flip-Out Galaxy

WICKED WALL JUMPS

Note: To Unlock this Galaxy you'll need to pick up the hungry Luma at the dead end in World S. Feed it 2,000 star bits (stock up in the Boulder Bowl galaxy if you need to!) to unlock the Flip-Out Galaxy. This galaxy will indeed make you "flip-out." This one takes precision wall-jumping, spins and mad Mario skills. Each time you spin, the red and blue platforms will switch positions. You must carefully use spins to create platforms beneath your feet and walls to rebound off of.



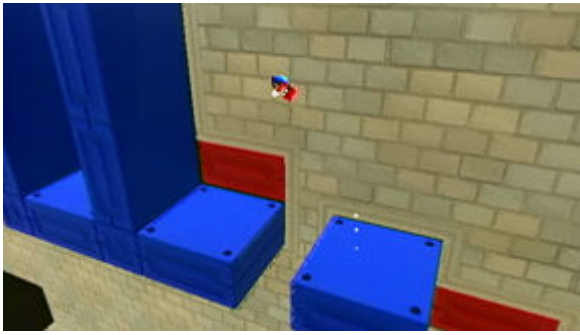
Practice your spin and wall-jump skills by using them to reach the top of the initial platforms. Up here you can find a 1-Up. We cannot adequately explain the acrobatics needed to make your way through this level but we'll try! Be sure to check out the video for a full walkthrough. Enter the warp pipe to continue.



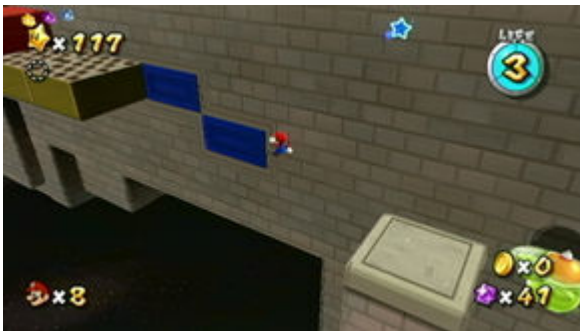
Climb the blue steps and then spin to switch things up. Spin again and quickly wall-jump upwards as the ground gives way. Make your way to the right spinning to create platforms beneath your feet.



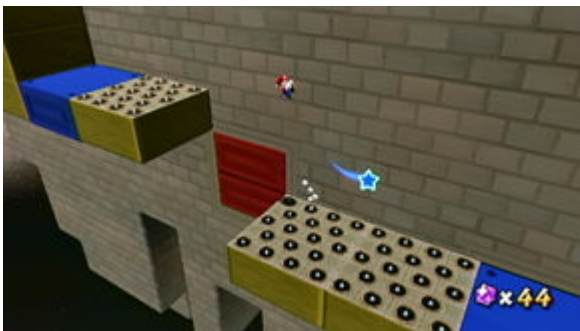
Another set of blue walls can be used to climb higher, but you'll have to jump between them and spin to make them pop out around you. Slip past the enemies and hit the midway flag.



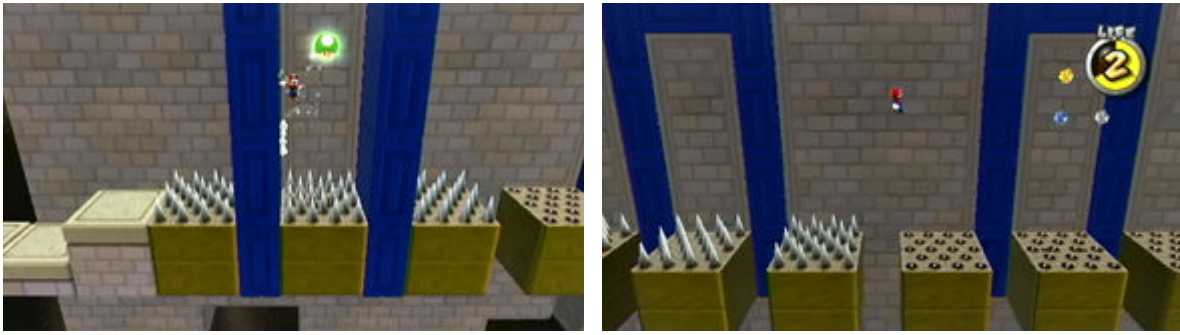
Avoid the enemies and spin just as you come to each platform to make it appear beneath your feet. When you come to solid ground, spin to remove the blue platforms ahead. Long-jump towards them and spin to reach the next blue platform just as it pops out.



Patiently wait out the spikes as you make your way to another vertical shaft. This time you'll need to hop towards the wall and rebound off of it, spinning to create a blue wall you can wall-jump upwards with. Hit the final midway flag.



Just past the spiders is the toughest challenge of all. Move out across the spikes and spin to create the blue walls you can use to hover above the spikes. Ignore the Medal above for now -- you'll need to jump back to this later. Make sure you get the 1-Up Mushroom in the first section of blue walls.



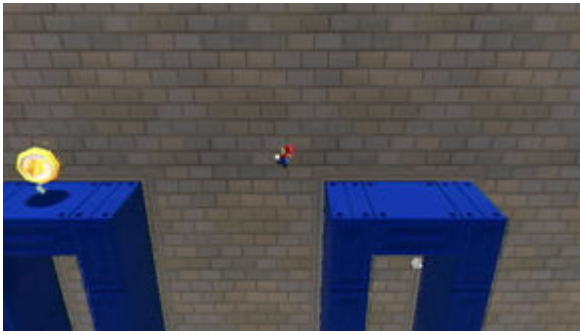
From here you can dash to the end of the line or use the second set of blue walls to wait out the spikes. To the far right, alternate spins with wall-jumps to reach the solid ground above. Now it's time to tackle that **Comet Medal**. From this spot you can long-jump to the far right and reach the top of the blue wall-set/platform you just passed. It's a major jump, and you need to make sure the blue platforms are recessed before you jump so your spin puts some ground beneath your feet when you touch down.



From this blue platform you can long-jump to the left and reach the other blue platform where the Medal is sitting. If you spin you can still reach it, but your path back will be much more difficult. Try to land the jump without spinning and you can long-jump back to the right, skipping the spikes below.



For the final area you'll need to spin and wall-jump between the blue and red sections, but when you wall-jump to the right off the blue section, wait to spin until you fall between the rightmost red walls.



Spin to bring them out when you are between them and you can wall jump upwards. Alternate wall jumps and spins at the top to reach the star.

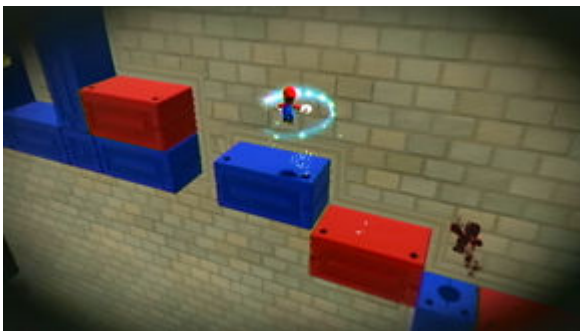


	Star Index	Green Star Index	Flip-Out
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Flip-Out Galaxy

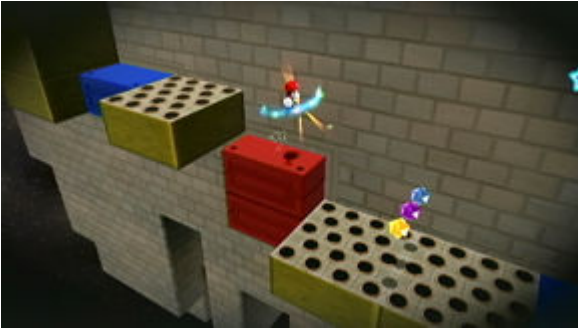
PRANKSTER COMET: COSMIC CLONE WALL JUMPERS

The Cosmic Clones in this level will keep you on your toes to be sure, but they will also introduce an element of randomness that is nearly impossible to overcome -- this level may take a few dozen lives to get right, so stock up beforehand!

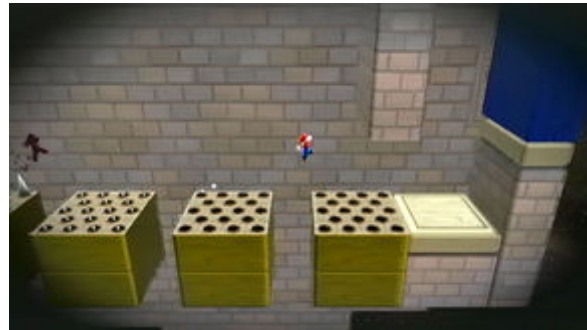
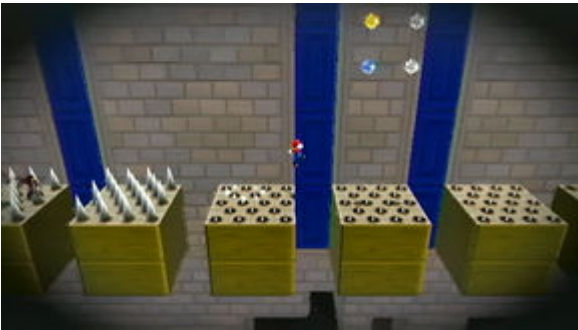


Since you've already completed this level once, you now need to streamline your path and make sure you never wait around or double back. Wall jumping presents a serious problem

if you have to pass the Clones rebounding around on your way up so it's crucial to stay ahead of them. To stall the clones while waiting for spikes to retreat, stand on a safe spot and inch forward just out of reach. You'll probably take a few hits anyway, so stock up on coins from the enemies as you climb.





The final stretch after the last midway point is by far the hardest. For the spiked stretch we developed a streamlined method that allows you to avoid wall jumping. Retract the blue walls and wait for the spikes to retreat. Hop across the first six spike traps. Above the sixth trap, spin to pop out the wall and hold LEFT. You should slide down slowly allowing the spikes to retreat. Immediately run to the right.



Unfortunately, this is where that "element of randomness" we referred to above comes in. The final shaft you need to wall-jump up requires you to fall nearly to your death before spinning and wall-jumping straight up the red walls on the far right to reach the star. As you fall, your Clones will appear in the shaft above you. Wall-jumping past them takes more luck than skill. We passed them on our way up about 1/3 of the time -- those are not very good odds! Check out the video for a detailed look at this harrowing level.



☰	Star Index	Green Star Index	Grandmaster
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 #1
 

Grandmaster Galaxy

THE ULTIMATE TEST

Note: This Galaxy can only be unlocked by collecting 240 Stars, including the 120 Green Stars that appear in every Galaxy once you collect the first 120 Gold Stars. The GRANDMASTER COMET only appears once you collect 9,999 star bits.

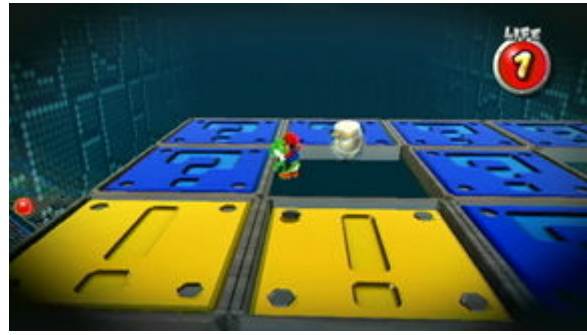
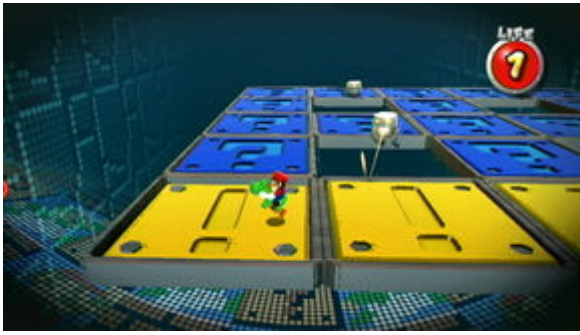
For the first part of the level, getting hit by an enemy, Bullet Bill or mine will most likely send you to your death anyway as you cross the flower pegs. For this stretch you'll be tempted to zip through using your tongue alone, but remember to flutter-jump over enemies and keep your thumb on the analog stick to carefully control your dismounts. You should be able to get through this area without losing momentum or turning around.



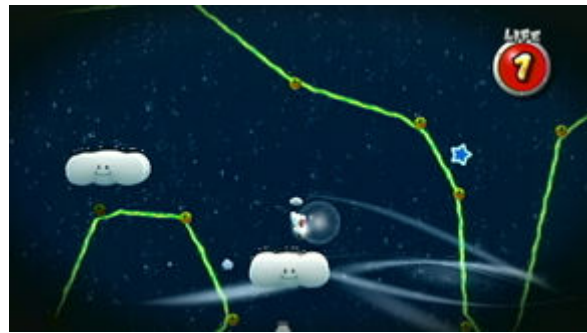
Fling up the last two pegs just ahead of the Bullet Bill and flutter jump up to the launch star. This will ensure you have Yoshi for the next portion of the level -- not necessary, but helpful.



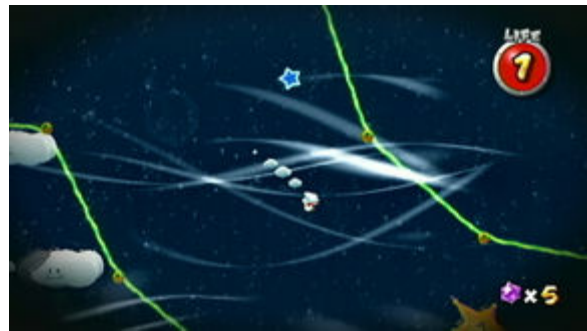
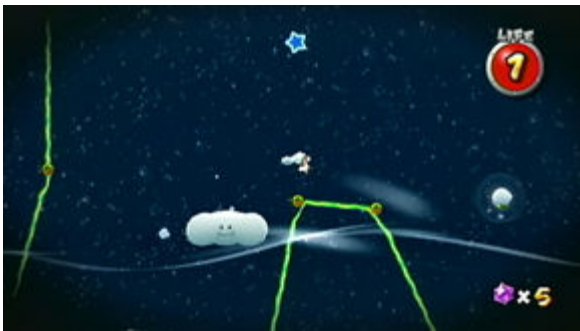
The next area features a grid of blue panels that must be turned yellow. The key to avoiding taking any damage from the laser beams is to constantly move. Yoshi is a bit faster than Mario and can be advantageous here. We chose a path that doesn't overlap, moving clockwise around the panels, dipping into the central tiles and hopping out again to continue on the path. As soon as you complete the panels, sprint for the launch star.



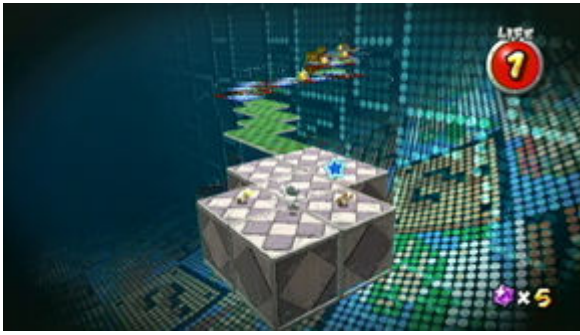
Ditch Yoshi for a Cloud Suit here. You can grab a 1-Up in the upper left corner of this area if you'd like (we hope you've stocked up already!). This area is fairly straightforward. Grab Cloud Flowers and back-flip over the obstacles as your clouds blow past them. You really should try to get to the launch star with at least two clouds in reserve. You can get there with three -- making the next area 33% easier -- if you pull off a crazy long-jump over the last bump in the track.



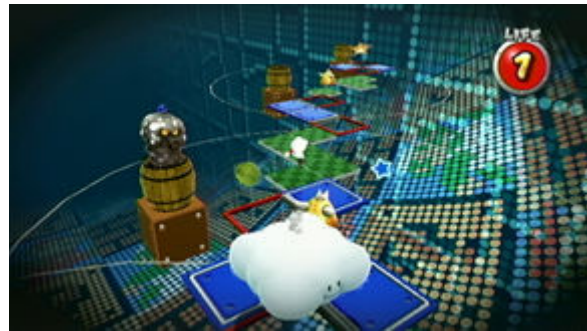
Flip up through the second-to-last Cloud Flower and, just above it, create a cloud platform. From here, long-jump towards the final Cloud Flower and you can pass through it and float down to the launch star with all three clouds intact!



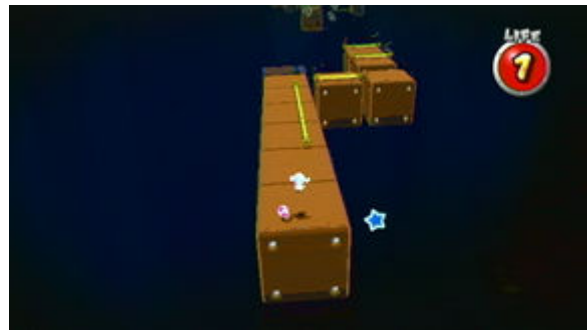
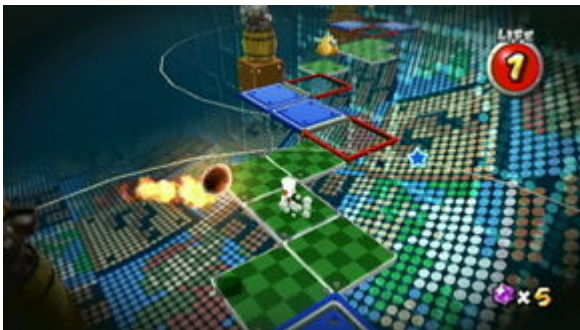
The next stretch is one of the hardest sections -- possibly *the* hardest -- in this long, arduous galaxy. Here your spare clouds can really come in handy. The four spiked laser ring enemies are surrounded by spin-activated platforms and green platforms that shrink when you land on them. The latter are preferable, since your spins won't affect them.



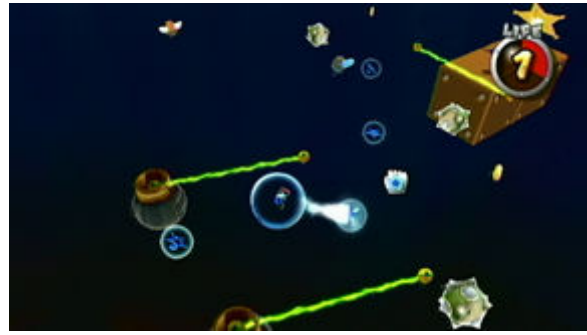
Try to long-jump from panel to panel until the laser rings approach. At this point, hop in place or make short jumps to adjacent platforms to carefully dodge the rings. Quickly long-jump forward just after the final of the three rings passes. If you move past the laser-spewing enemy, it will cease firing.



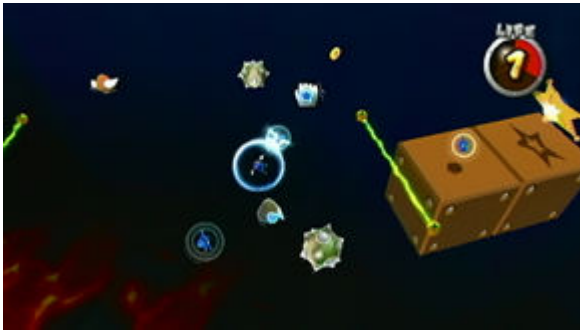
Try to spare your clouds as long as possible. Each cloud, coupled with long-jumps, is good for completely skipping one of the four sections. The cannons that fire at you towards the end of the area can be ignored as you quickly long-jump towards the launch star. This area takes skills, practice and, above all, patience.



In the next area you'll want to skip as much of the electric threats as you can with long-jumps. Use short jumps to navigate the first beam and then long-jump across the next. Ready your Wii Remote pointer to catch one of the blue stars. From here you can long-jump off into space alongside the next two extremely dangerous beams of electricity. Catch the blue star when you near it and yank yourself to safety.



Wait for the Goombas to fly out of the way and pull yourself forward one blue star at a time. Slip through the moving electric beams by anticipating the gaps and grabbing the stars a bit early.



Wait until the two spinning bars spin away from you and pass over the next blue star before venturing through them. Quickly pull yourself to safety on the far side. The final star is cut off from you due to a mine and an electric bar in your path. You'll have to fling yourself out past the mine then pull yourself to safety near the launch star.

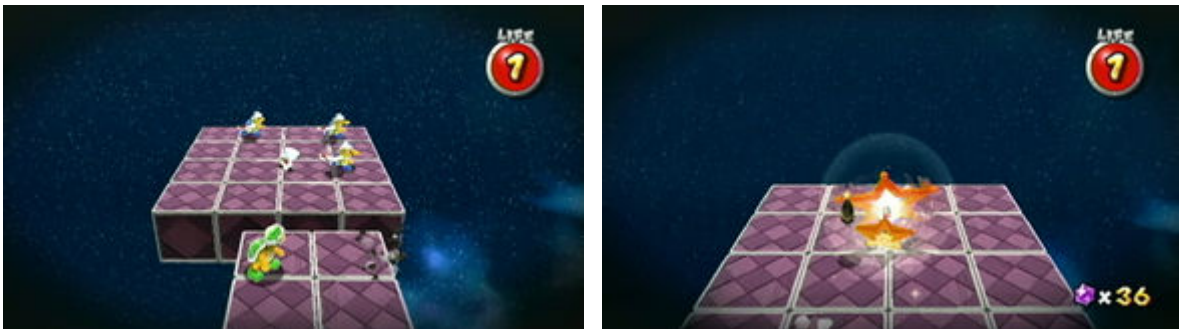
The final stretch is ahead! This area is teeming with Hammer Bros. and their hurled hammers. It's best to just skip right by the first few, running for the launch stars. Don't jump or stop to take them out -- just sprint to the launch star. Run out onto the platforms and keep long-jumping forward. Long-jump out onto the spinning platforms and take the middle path.



The **Comet Medal** is to the right so make a detour over here and destroy the Hammer Bro. nearest to it. Jump off the edge of the platform and spin just as you hit the Medal to return to safety.



The final platform features three Boomerang Bros. that must be defeated. Run to the back of the platform as they fire. This should get you out of the way of any flying hammers from Bros. you passed. The Boomerang Bros. fire two Boomerangs before jumping to a new location. Use this knowledge to time your stomps or spins -- do NOT ground-pound them, it's too slow. You'll be rewarded with your penultimate star.



	Star Index	Green Star Index	Grandmaster
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Grandmaster Galaxy

THE PERFECT RUN

Note: This Comet can only be unlocked by collecting 9,999 star bits and depositing them in the Toad Bank. You will not get any notification once the Comet shows up but it will indeed appear once you pay up. The banker is standing on the main platform of Starship Mario.

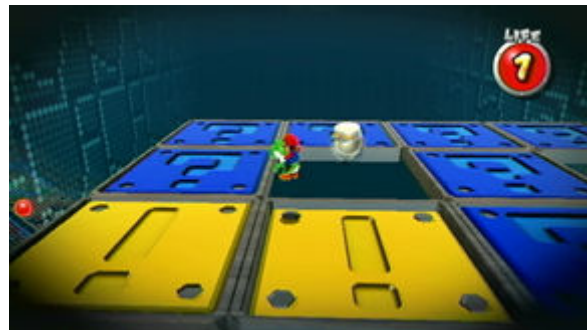
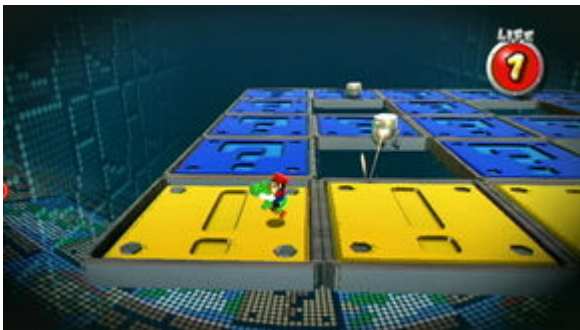
As if just surviving the Grandmaster Galaxy isn't enough, you have to do it a second time *without getting hit*. For the first part of the level, getting hit by an enemy, Bullet Bill or mine will most likely send you to your death anyway as you cross the flower pegs. For this stretch you'll be tempted to zip through using your tongue alone, but remember to flutter-jump over enemies and keep your thumb on the analog stick to carefully control your dismounts. You should be able to get through this area without losing momentum or turning around.



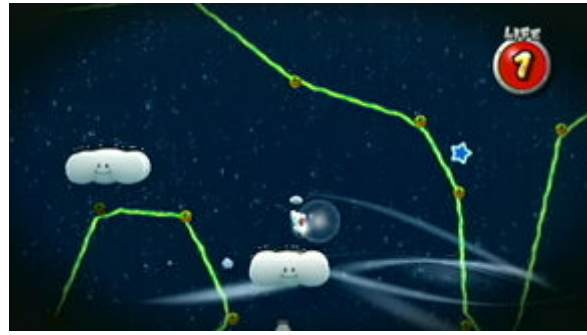
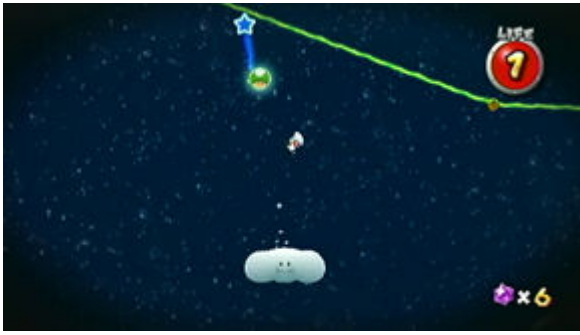
Fling up the last two pegs just ahead of the Bullet Bill and flutter jump up to the launch star. This will ensure you have Yoshi for the next portion of the level -- not necessary, but helpful.



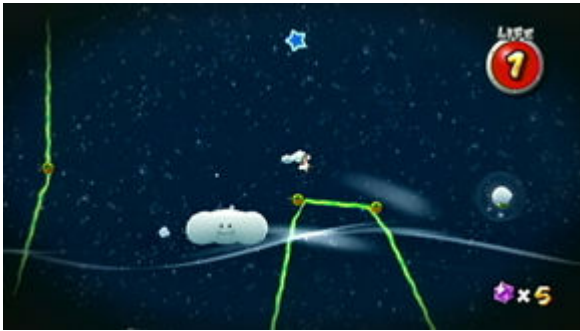
The next area features a grid of blue panels that must be turned yellow. The key to avoiding taking any damage from the laser beams is to constantly move. Yoshi is a bit faster than Mario and can be advantageous here. We chose a path that doesn't overlap, moving clockwise around the panels, dipping into the central tiles and hopping out again to continue on the path. As soon as you complete the panels, sprint for the launch star.



Ditch Yoshi for a Cloud Suit here. You can grab a 1-Up in the upper left corner of this area if you'd like (we hope you've stocked up already!). This area is fairly straightforward. Grab Cloud Flowers and back-flip over the obstacles as your clouds blow past them. You really should try to get to the launch star with at least two clouds in reserve. You can get there with three -- making the next area 33% easier -- if you pull off a crazy long-jump over the last bump in the track.



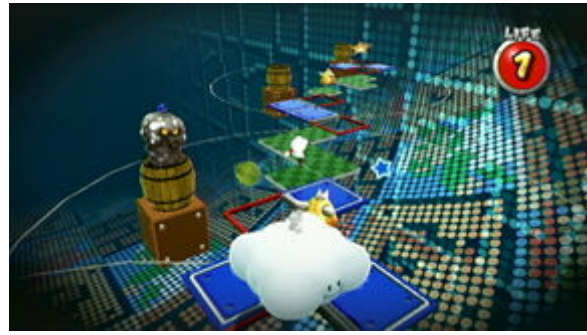
Flip up through the second-to-last Cloud Flower and, just above it, create a cloud platform. From here, long-jump towards the final Cloud Flower and you can pass through it and float down to the launch star with all three clouds intact!



The next stretch is one of the hardest sections -- possibly *the* hardest -- in this long, arduous galaxy. Here your spare clouds can really come in handy. The four spiked laser ring enemies are surrounded by spin-activated platforms and green platforms that shrink when you land on them. The latter are preferable, since your spins won't affect them.



Try to long-jump from panel to panel until the laser rings approach. At this point, hop in place or make short jumps to adjacent platforms to carefully dodge the rings. Quickly long-jump forward just after the final of the three rings passes. If you move past the laser-spewing enemy, it will cease firing.



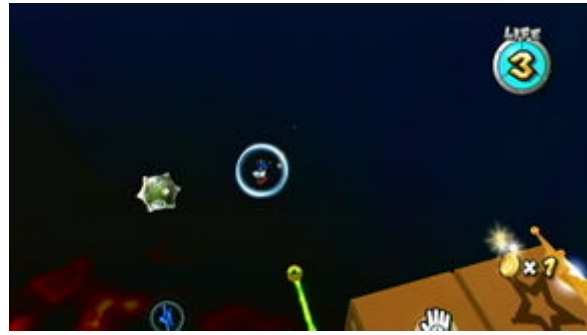
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Wait for the Goombas to fly out of the way and pull yourself forward one blue star at a time. Slip through the moving electric beams by anticipating the gaps and grabbing the stars a bit early.

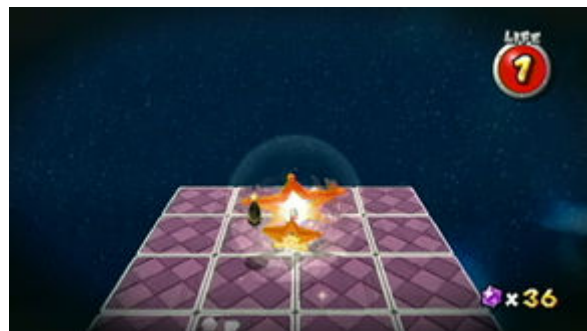


Wait until the two spinning bars spin away from you and pass over the next blue star before venturing through them. Quickly pull yourself to safety on the far side. The final star is cut off from you due to a mine and an electric bar in your path. You'll have to fling yourself out past the mine then pull yourself to safety near the launch star.

The final stretch is ahead! This area is teeming with Hammer Bros. and their hurled hammers. It's best to just skip right by the first few, running for the launch star. Don't jump or stop to take them out -- just sprint to the launch star. Run out onto the platforms and keep long-jumping forward. Long-jump out onto the spinning platforms and take the middle path. Jump and spin across the platforms and head straight for the far platform.



The final platform features three Boomerang Bros. that must be defeated. Run to the back of the platform as they fire. This should get you out of the way of any flying hammers from Bros. you passed. The Boomerang Bros. fire two Boomerangs before jumping to a new location. Use this knowledge to time your stomps or spins -- do NOT ground-pound them, it's too slow. You'll be rewarded with a launch star.



Take the launch star to you 242nd Star. Congratulations! You're a masterful Mario player!


[Star Index](#)
[Green Star Index](#)
[Sky Station](#)

Sky Station Galaxy Green Stars

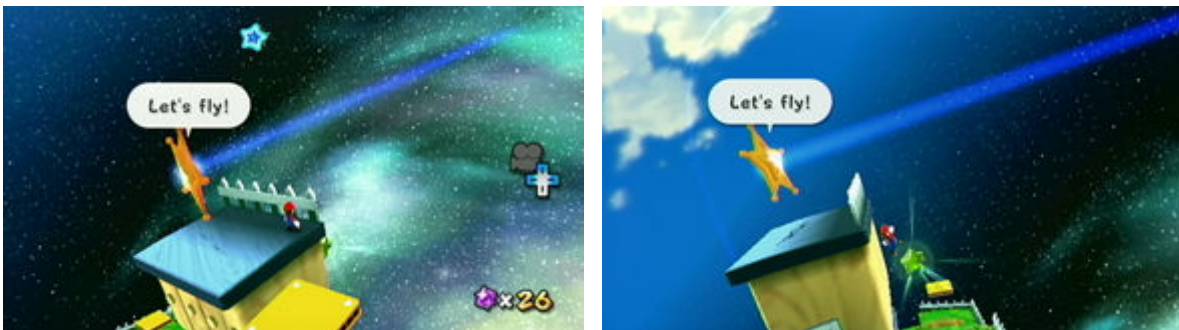
GREEN STAR 1

On the very first planet, this Green Star hangs in the air alongside the structure in the middle of the "top" side. Back-flip into the wall and then wall-jump into the star.



GREEN STAR 2

On the planet with the moving and disappearing yellow platforms, climb all the way to the top of the platforms. Don't take the launch star up here. Instead, change your camera angle and you should spy the Green Star hanging on the other side of the white fence. Jump down to it -- line up your jump carefully by changing the camera angles.



GREEN STAR 3

This star can be seen through the glass tube below your feet as you dodge Banzai Bills. Jump into the cylinder and work your way to the far end. Instead of entering the launch star, ride the final platform around until you get to the Green Star. Long-jump over to it from the platform.



Yoshi Star Galaxy Green Stars

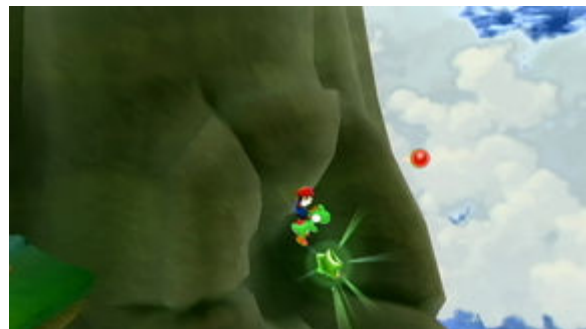
GREEN STAR 1

The opening area has a small hill just beyond the Yoshi egg. Use the spring to get up on the hill (where the Comet Medal is) and then jump to the Green Star. You can use Yoshi to get it -- perform a side-flip and then flutter-jump up.



GREEN STAR 2

At the far end of the first area is a fruit that turns into a launch star when you tug it with Yoshi's tongue. Examine the side of the mountain behind this fruit. The Green Star is floating in a hole over here. Use Yoshi to flutter-jump out to it.



GREEN STAR 3

The final "2D" area of this level features some flower pegs around a star encased in crystal. The Green Star, however, is far above the highest flower pegs. Use Yoshi to get under it (using the flower pegs), and then flutter jump up and dismount Yoshi (press Z and then A to flip off of Yoshi) to reach the star.


[Star Index](#)
[Green Star Index](#)
[Spin-Dig](#)

Spin-Dig Galaxy Green Stars

GREEN STAR 1

On the planet with the flower enemies and the tall towers you must use the Spin Drill to scale, a tall red fence divides the top and bottom surfaces. This Green Star floats high above the fence. Back-flip onto the fence and then back-flip and spin up to the Star.



GREEN STAR 2

In the area with the midway flag and an ominous black hole in the middle of a circular platform, examine the area on the left side. Above some disappearing platforms where the launch star appears you should see a Green Star. A careful triple-jump with some spin can help you get to this one. You'll have to make the last of your three jumps land on one of the disappearing platforms.



GREEN STAR 3

Make your way to the 2D area where you need to drill through the dirt. After the first subterranean rebound sending you to the right, be sure not to kill the drill enemy. The Green Star here can only be reached if you get hit by the drill enemy and LOSE your Spin Drill. Wall-jump up the star.



Fluffy Bluff Galaxy Green Stars

GREEN STAR 1

Grab the nearest Cloud Flower (at the base of the tree) and return to the galaxy's starting point. Here you may spot a shadow on the ground in the middle of the grassy ring. You'll need three clouds to get here, so make sure you have a full stock. To get a boost towards this distant star, climb the tree. At the top, flip off and create a cloud. Back flip and create clouds to reach the star's height and then long-jump to it.



GREEN STAR 2

This star is high up along the cliff wall at the beginning of the level. Grab a Cloud Flower and use the three clouds to reach it from directly beneath it OR from the top of the plateau. You'll need to back-flip between clouds to get the necessary height. Add some wall-jumps if you need to -- we didn't!



GREEN STAR 3

Make your way to the very end of the level. Switch to first-person mode (press UP on the D-pad) and scan the horizon for this Green Star. It's on a green peak near Chimp's peak. You can snag a Cloud Flower to make your way over to it easily. Jump off the ring of clouds around the peak with Chimp on it to reach it.



☰	Star Index	Green Star Index	Flip-Swap
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Flip-Swap Galaxy Green Stars

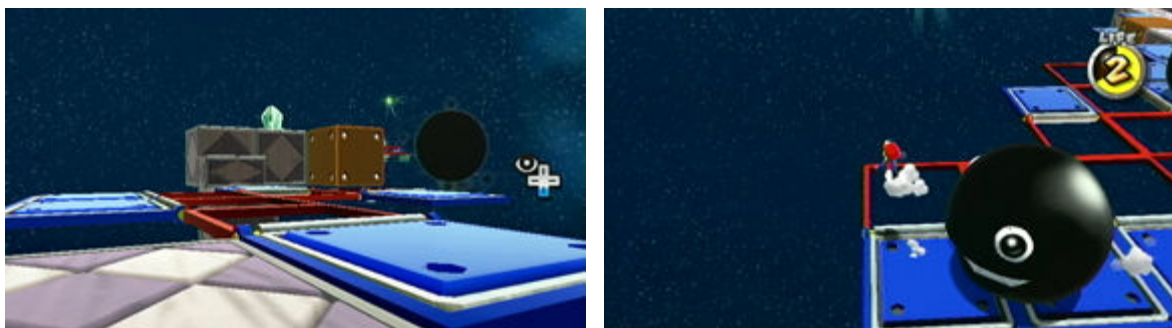
GREEN STAR 1

As soon as you get to the electric fences, flip the panels so the red ones are in place. You should see a shadow under the Green Star which sparkles just above the camera's frame. To get to this one, you'll need to perform a triple jump. Move near the 1-Up Mushroom and perform three short jumps while running towards the Green Star. You'll see Mario perform a small jump, a higher jump and then a tall jump marked by a unique flip. Spin at the top of the jump to reach the distant Green Star.



GREEN STAR 2

The second Green Star floats above the area with the Chain chomps rolling around. It's not as high as Green Star 1, so you can back-flip and then add some spin to reach it.



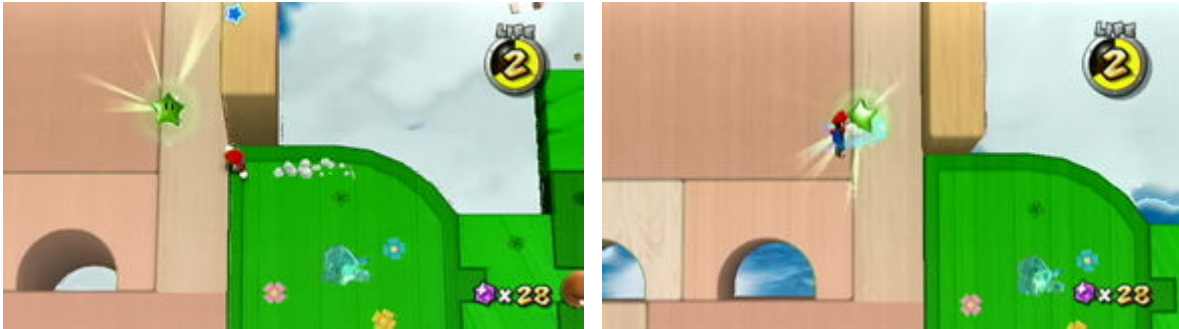
☰	Star Index	Green Star Index	Rightside Down
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Rightside Down Galaxy Green Stars

GREEN STAR 1

Towards the end of the level, after you get the Fire Flower powerup, the camera switches to

a top-down perspective on a green area. Run to the top/upper left of this green area and you'll see the Green Star. To reach it, long-jump off of the green area towards the Star and spin to reach it.



GREEN STAR 2

At the very end of the level, just before the Star, back-flip onto the rightmost Thwomp. Ride it down to a secret area. Long-jump to the platform with the blue crystal on the right. From here you can wall-jump to the Green Star.


[Star Index](#)
[Green Star Index](#)
[Bowser Jr.'s Fiery Flotilla](#)

Bowser Jr.'s Fiery Flotilla Green Stars

GREEN STAR 1

You may have spotted this perplexing Green Star on one of the castle's rear towers. Work your way through the level until you get to Thwomp. Use a back flip and wall jump to get onto the Thwomp's top surface.

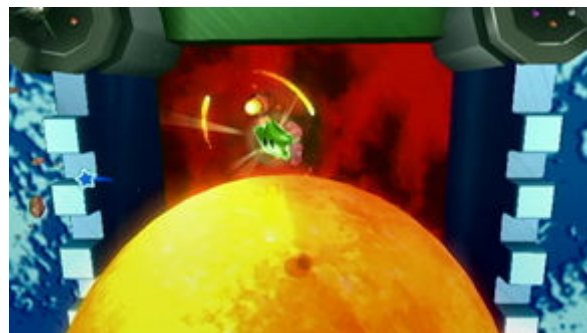
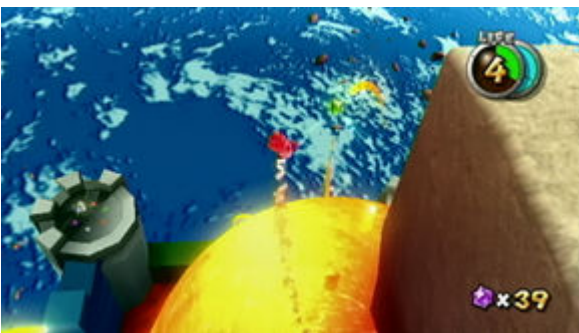


From here, long-jump towards the castle wall and spin just before hitting it. Wall jump and spin again to make it onto the castle wall. From here it's a hop, spin and a jump to the Green Star in the far corner.



GREEN STAR 2

Work your way to the second portion of this level. The launch star will deposit you on a lava planet. Grab a Life Mushroom as you work your way over the platforms -- you're gonna need it! To get to this star, which is far out past the launch star, hanging high over the lava, you'll have to get burned. Jump out onto the lava and bounce towards the Green Star. If you control Mario's wild bouncing you can direct him right into the Star.



Alternate Strategy: You can barely reach the Green Star by performing a long-jump from the launch star all the way across to its location.

[Star Index](#)[Green Star Index](#)[Puzzle Plank](#)

Puzzle Plank Galaxy Green Stars

GREEN STAR 1

To get to the first Star, look off the side of the block you start on. You should be able to spot it nearby. It floats above a ? Block and a spring. You need to ground-pound the spring and avoid hitting the ? Block. Spin at the height of your climb to land on the block. Back-flip into the Green Star high above the block.



GREEN STAR 2

Note: You can see this star floating in the far distance from the starting block. Just after the midway flag, saws will cut up the wooden walkway. A Green Star above here can only be reached with the help of a wall-jump, but the saws cut down the wall as you approach it.



You need to rush towards the wall and triple-jump into it, wall-jump off of it and spin into the star. This is a tricky maneuver, but if you plan your third jump for right before the Green Star's shadow you should be OK.



GREEN STAR 3

Note: You can see this star floating in the far distance from the starting block. In the area with all of the saws, this Green Star hovers **BELOW** one of the planks. This plank is directly before a short step with a 1-Up Mushroom on it. Just stand on the plank and let it sink and you'll see the Green Star appear right in front of you.



Hightail Falls Galaxy Green Stars

GREEN STAR 1

This Star is at the very top of the first vertical stretch. You need to use the Dash Pepper at the bottom and stay to the left, dodging the obstructions. About halfway up you'll be able to grab a second Dash Pepper and from there it's a straight shot to the top. Run around in a circle until your Dash Pepper dissipates and grab the star.



GREEN STAR 2

This tricky Green Star is above the purplish corner of the second-to-last vertical maze run. Grab the Dash Pepper at the base of the ramp (the one near the launch star that leads to the secret area) and direct Yoshi up the wall. Weave through the top right corner and you should spot the Star.



Now, run right off the top of the level and flutter-jump immediately to correct your course and land on the corner. This may take a few tries, and, if you miss, try to land on the platform below to retry.



GREEN STAR 3

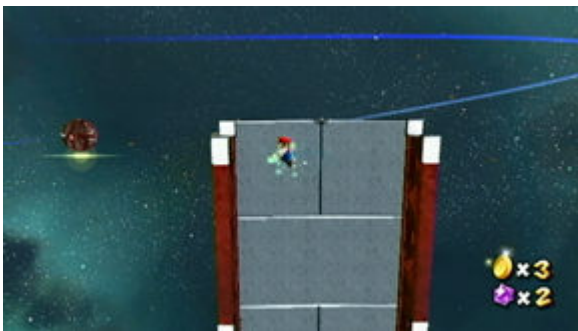
Towards the end of the level there is a series of flower pegs between two of the platforms. The Green Star is above and to the right of these. To get to this you'll need to use Yoshi to get the necessary height, grabbing the rightmost flower peg as you swing to the right. Flutter jump and then, at the last moment, dismount Yoshi to reach the Star (hold Z and press A). You'll probably have to adjust your jump with some spin to hit the Star. It may be hard to line up with the Star due to the camera angle, but if you look it at (press UP on the D-pad) you can tell it's aligned with the Flower Pegs, so don't let your jump deviate from a straight path. Line up with the star and flutter-jump over to it with Yoshi.


[Star Index](#)
[Green Star Index](#)
[Boulder Bowl](#)

Boulder Dash Galaxy Green Stars

GREEN STAR 1

Do NOT grab a Rock Mushroom at the beginning of the level. Instead, run over to the bridge stuck in its vertical position. The Green Star is floating high above the bridge. To get to it, you'll need to wall-jump up the sides of the bridge and get on top of it. Back-flip into the bridge and combine your spins with wall-jumps to scale it.



To avoid hitting the back side, make sure to quickly switch your thumb from left to right on the Nunchuk's analog stick. Once you get to the top, spin to land on the rim of the bridge. Stand under the star and side-flip up to it, adding some spin to barely nab it.



GREEN STAR 2

Use the Rock Mushroom to knock down the bridge. Just past the bowling pins is a red and yellow ramp. The Green Star is just on the other side of the ramp, floating in the abyss below. Do NOT roll over the ramp. Walk up it and hop down to the star.



GREEN STAR 3

In the second area with the rolling boulders, look behind the Rock Mushroom for this Green Star. You'll need to change your view to spot the sparkling Star just below the edge of the level, beyond the fence. Hop down to get it.


[Star Index](#)
[Green Star Index](#)
[Cosmic Cove](#)

Cosmic Cove Galaxy Green Stars

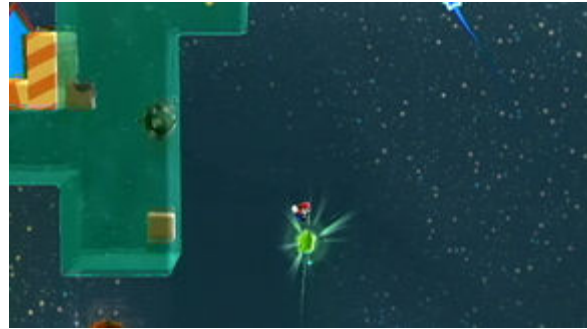
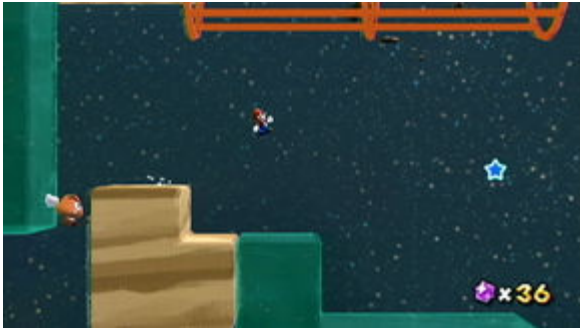
GREEN STAR 1

Proceed through the level like normal, hitting the button on the light house to freeze the pair of waterfalls. Wall-jump up the waterfalls to the top and, instead of busting out the star in the crystal, jump off the side to grab the Green Star.



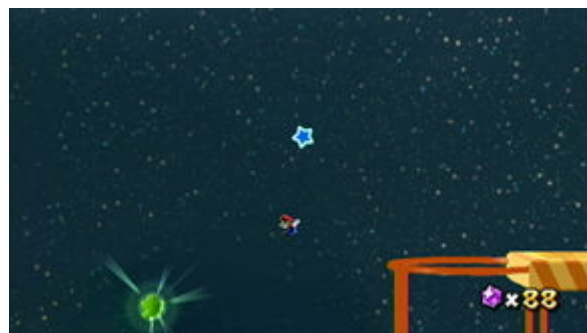
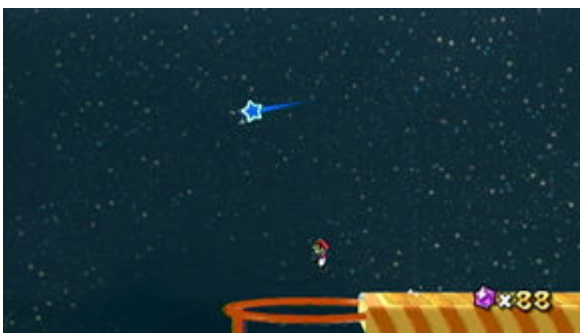
GREEN STAR 2

Enter the warp pipe and work your way through the level until you come to the suspended water in space. Just past the first few mines in the water you'll see an arrow pointing up before a tall shaft of water. To the right of this is a Green Star floating in space. To reach it, swim up to the platform just above and to the left. You can long-jump off the edge of this towards the star and nail it as you fall.



GREEN STAR 3

At the end of the 2D level you'll find a large key. The Green Star is floating in space to the left of this key. Simply long-jump off the edge of the platform to the right of the key to get to the Star.



[Star Index](#)[Green Star Index](#)[Wild Glide](#)

Wild Glide Galaxy Green Stars

GREEN STAR 1

Float near the water for the first section of this level. The Green Star is in a small tunnel just over the water. It's directly under the hole with 1-Up Mushroom.



GREEN STAR 2

This Green Star is far off to the right on a mountain peak just before the Sun Ring at the end of the level. Hold the Wii Remote to the right to glide quickly over to it after emerging from the canyon.

[Star Index](#)[Green Star Index](#)[Honey Bloom](#)

Honeybloom Galaxy Green Stars

GREEN STAR 1

A Green Star floats above the area with all of the bouncy berries. Use the highest berry to get a boost up and fly into it.



GREEN STAR 2

Towards the end of the level is a rope swing that will deposit you directly onto a vine. Do NOT dismount off this swing onto the vine. Instead, fly up and stand on the beam the rope swing is attached to. From here, fly up and to the right to nab the Green Star.



Bowser's Lava Lair Green Stars

GREEN STAR 1

At the start of the level, just past the first Whomp, look for a rock with a sparkling glow out in the lava. The Green Star is behind this rock. You'll need to get singed to reach it. Long-jump towards the rock and control Mario as he bounces to land on the Green Star.



GREEN STAR 2

Just past the midway flag is an area where chomping monsters eat the floor out from under you. The Green Star is below the floor in the very first section. Let the monsters eat out and area above it and then carefully hop down to it.



Tall Trunk Galaxy Green Stars

GREEN STAR 1

At the very top of the tree at the beginning of the level is a Life Mushroom AND the Green Star! Grab Yoshi and get to the top of the tree. You can flutter-jump over to this platform if you begin with a side-flip. Side-flip and dismount Yoshi (hold Z and press A) to hit the Green Star directly above you.



GREEN STAR 2

Take the launch star at the top of the tree to the second area. In the middle section of the rotating tree you'll find the Green Star floating high above the platforms. Grab the Blimp Fruit under the ? Coin and hold A as you float to the left towards the Green Star. You should be able to reach it if you don't gain any altitude.



GREEN STAR 3

Make your way to the slide. At the very end of the slide are a few rows of Wigglers and spiked plants. The Green Star floats over a gap just after this part. You need to jump fairly early to spin into the star -- luckily this allows you to avoid the wrath of the Wigglers.


[Star Index](#)
[Green Star Index](#)
[Cloudy Court](#)

Cloudy Court Galaxy Green Stars

GREEN STAR 1

At the starting area, look for the topiary dinosaur. The Green Star floats just above this green statue. Use back-flips and a few clouds to reach it.



GREEN STAR 2

To get to this Star you'll need two clouds and the Cloud Suit. This one is just off of the cymbal at the top of the drum platforms. Grab a Cloud Flower on one of the tom drums and get to the cymbal. Long-jump out towards the Green Star and you should be able to reach it with the help of your clouds.



GREEN STAR 3

At the very end of the level, the Green Star floats just to the right of the normal star. To get here, long-jump UNDER the windmill and then back-flip up to the star using cloud platforms.



☰	Star Index	Green Star Index	Haunty Halls
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Haunty Halls Galaxy Green Stars

GREEN STAR 1

Just before the first launch star is a teleporter pad. Stand on the edge of the platform with the teleporter and you should see the Green Star. Jump off the edge and spin into it. You cannot walk off the edge since Mario will grab the edge automatically as you do so.



GREEN STAR 2

This Green Star is floating above the moving green walkways in the second area of the Galaxy. To reach it you'll need to line up a triple jump. While you can use the strip of moving walkway under the Star to perform the triple jump, you'll need to add some spin to correct your path into the star.



GREEN STAR 3

Long-jump through the short level until you arrive at the final stretch. As the massive Boo begins the chase you, you should spot the Green Star floating high above. Perform a triple jump to reach this one. Plan your second and third jumps off of the rows of moving platforms. The star hangs above the third row of platforms. Spin into it once you reach the necessary height.

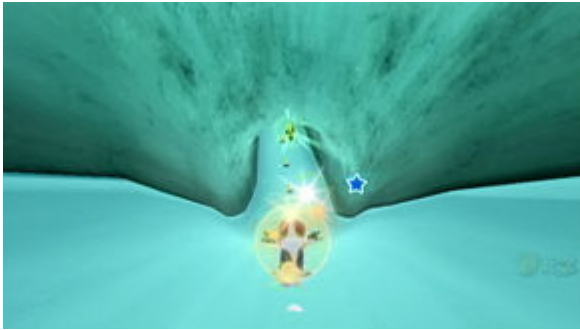


[Star Index](#)[Green Star Index](#)[Freezy Flake](#)

Freezy Flake Galaxy Green Stars

GREEN STAR 1

Blast over to the second planet and grab a Fire Flower. Bust the massive Bowser snow statue with your fireballs and hop into the slide. The Green Star is floating above the slide about halfway down. Jump a few coins before the Star and spin into it.



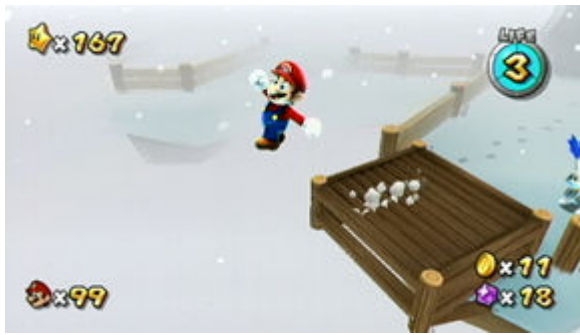
GREEN STAR 2

Make your way to the final planet -- the pool of lava. On the far side of the Bowser statue, this Green Star sparkles just over the edge of the platform. Get to the nearest snow island and long-jump and spin over to the Green Star. The camera angle won't help.



GREEN STAR 3

In the blizzard-blasted area, just before the slide, look for a rabbit next to a wood platform. Jump off of the edge of this platform into the snowy abyss and you'll land far below next to three 1-Ups and a Green Star.



Rolling Masterpiece Galaxy Green Stars

GREEN STAR 1

Roll your way through the Galaxy until you get to the elevator. As the elevator takes you up, examine the left side. Several star bits lead up to a Green Star that you'll pass if you don't roll over and jump for it.



GREEN STAR 2

At the very end of the level you'll battle a silver Chomp. Ignore the silver Chomp and roll towards the Green Star which you should spot in the corner. Jump up to grab it.



[Star Index](#)[Green Star Index](#)[Beat Block](#)

Beat Block Galaxy Green Stars

GREEN STAR 1

You should be able to spot this Green Star floating above a nearby corner. It's just past the first large gap before you turn to the right. Bust out the crystal and use a triple-jump to reach the Star.



GREEN STAR 2

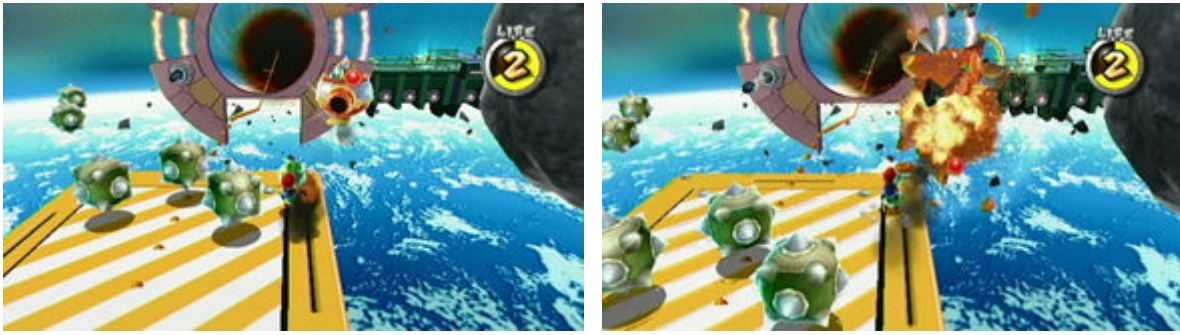
This Green Star is easy to spot. It hangs over one of the corners of the final cube pyramid. Use one of the platforms in the second-highest row to reach it. Just side-flip and spin into it.

[Star Index](#)[Green Star Index](#)[Bowser Jr.'s Fearsome Fleet](#)

Bowser Jr.'s Fearsome Fleet Green Stars

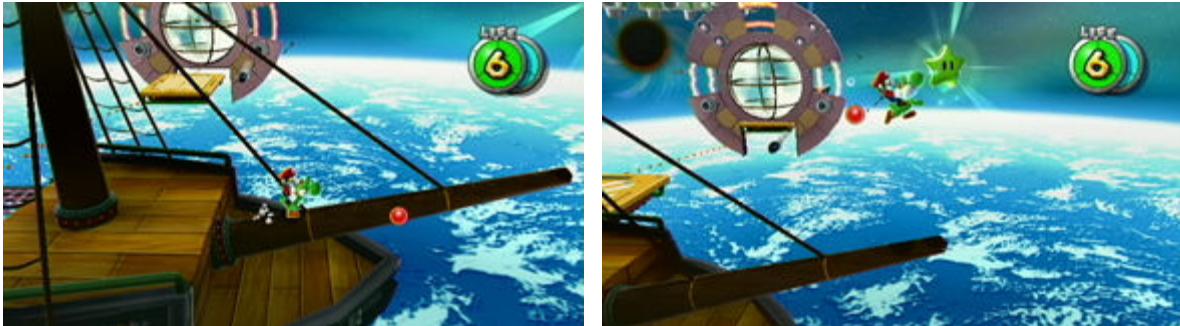
GREEN STAR 1

Note: You need Yoshi for this one. Just before you bust out the second large, glass globe barrier, grab some Bullet Bills and destroy the cannon on the right side. The Green Star is floating behind the cannon. Simply jump over to it after the cannon is destroyed.



GREEN STAR 2

Note: You need Yoshi for this one. Near the end of the level you'll come to two airships. Get off the moving platform on the second airship and head over to the beam on the front of the ship. The Green Star floats high above this beam, but you can't just walk out to it. Inch out on the beam until you arrive between the two ropes. Side-flip towards the star and flutter-jump into it.


[Star Index](#)
[Green Star Index](#)
[Supermassive](#)

Supermassive Galaxy Green Stars

GREEN STAR 1

A Green Star is floating above the massive spinning coin right at the start of this level. To reach it you'll need to pull off a tricky triple jump off the top of the coin. Start your triple jump attempt on the block to the left of the coin. You need to make your final jump off the top of the coin to reach the Star. It's tough -- make sure you spin to grab the Star!



GREEN STAR 2

This Green Star spins below the massive Thwomps. Slide down the gap under the second Thwomp -- if you jump towards the wall, Mario will put his hand out and slide slowly down it. Near the bottom, press JUMP to wall-jump out towards the star. Fall a bit and then spin to grab it.



GREEN STAR 3

Make your way to the hockey puck-shaped planet with the three massive Koopas on it. This Green Star hovers just out of reach above the turtles. Do not grab the Spin-Drill. Instead, run behind one of the turtles and then long-jump onto its shell. Keep holding JUMP and press to the right on the analog stick. Mario should bounce above the turtle repeatedly. This will rack up infinite lives if you just keep going! When you are ready to grab the star, add some spin to dismount the turtle and hit it. Alternately, you can just back-flip and spin up to the star.




[Star Index](#)
[Green Star Index](#)
[Flipsville](#)

Flipsville Galaxy Green Stars

GREEN STAR 1

Make your way to the first launch star but do not use it. While on top of the structure, search the perimeter of the building for a distinct glow. You can walk out on the edge of one of the walls to reach this Green Star.



GREEN STAR 2

Take the launch star to the second area with the rolling Chomps. Ground-pound your way to the area with the Life Mushroom and the rolling Chomps. You should have already spotted this Green Star floating above the rooftops. Either wall-jump up to the roof using the area near the Chomp spawn point OR just stand under the Green Star and back-flip / spin / wall-jump / spin to get onto the roof.



GREEN STAR 3

At the end of the level you'll come to a series of spikey platforms that take you to a launch star. High above this launch star is a Green Star. To reach it, butt-stomp to the flip side of the launch star platform and walk to the far right corner. Stand on the raised part of the ceiling/ground, right at the corner of the fence. Perform a tiny jump off the corner and you'll fall upwards. It's extremely difficult to hit this star, but spinning when you near it can help guide you into it. Remember that it is further off the "BACK" side than the "RIGHT" side of the platform.


[Star Index](#)
[Green Star Index](#)
[Starshine Beach](#)

Starshine Beach Galaxy Green Stars

GREEN STAR 1

At the top of a palm tree at the edge of the deep lagoon is a Green Star. Make your way over to it with Yoshi. Side-flip and then add some flutter to the top of your jump to reach the palm tree's leaves. Jump onto the ? Block and jump towards the Star above. Dismount Yoshi (press Z and JUMP) to gain some extra height to reach the Star.



GREEN STAR 2

This Green Star would be much easier to reach with the help of a Cloud Flower -- but only Dash Peppers are available to help you reach it. This one is floating above the water near the tower in the deep lagoon. To reach it you'll need to gulp a Dash Pepper and run towards it. Jump early, flutter jump and then dismount Yoshi to reach the Star. This may take a few tries, but you can add some spin to correct your jump.



GREEN STAR 3

This Green Star is high above the wedding cake-shaped buoy in the water. You'll need to collect a Cloud Flower before attempting it, so swim through the middle of the giant tower and hit the switch on top. Head to the Cloud Flower. If a green "hover leaf" isn't nearby, jump on one and bring it over to the Cloud Flower. Just walk to the edge of the leaf and you can control its movement.



Use the hover leaf to get to the buoy in the middle of the lake with a full stock of cloud platforms -- don't get wet! Stand on the base of the buoy and walk on it to rotate it upwards. You'll risk getting your toes wet, so hop up if you get close to the water's edge. Once the buoy is facing skyward, use the trampoline launcher on its surface to gain some height. Use a few back flips and clouds to reach the Green Star directly above.



[Star Index](#)[Green Star Index](#)[Chompworks](#)

Chompworks Galaxy Green Stars

GREEN STAR 1

This star is difficult to spot just beyond the rolling line of Chomps at the start of the level. To reach it, hop right onto the Chomp track and back-flip over the Chomps as they roll towards you. You can add some spin to safely clear them. When you get to the portal the Chomps emerge from you can stand in a safe spot directly beneath it. From here, long-jump and spin into the Green Star floating in the background.



GREEN STAR 2

In the area with the switch that activates the Chomps that roll to the right, head over to the switch (don't hit it). Use a back-flip / wall-jump / spin combo to get onto the Chomp-spawning gold box. From here you can easily reach the adjacent rooftop and the Green Star to the far right.



GREEN STAR 3

At the end of the galaxy is a tall tower you can only scale with the help of the Spring Mushroom. Halfway up the tower, on the right side, is a pointy spire with a Green Star above it. Use the spring to hop up to this easy Star.


[Star Index](#)
[Green Star Index](#)
[Sweet Mystery](#)

Sweet Mystery Galaxy Green Stars

GREEN STAR 1

Just past the midway flag is a Green Star floating below the disappearing path. Grab a Bulb Berry and walk over to the Star's location. Stand directly above it and wait for the Bulb Berry's effects to wear out -- try to stand right in the middle of the brown, "chocolate" square. You should fall right onto the star.



GREEN STAR 2

For the first half of this level you'll make your way to the right. Instead of moving forward towards the pancakes and the end of the level, just keep continuing to the right. Grab a Bulb Berry and pass the Comet Medal. Jump off the Comet Medal platform and add some flutter to reach the Green Star.



[Star Index](#)[Green Star Index](#)[Honeyhop](#)

Honeyhop Galaxy Green Stars

GREEN STAR 1

Halfway through the level you'll need to grab hold of a flower and float down towards a second planet. While you float, run into the RED balloon to expose the Green Star. You should float right into it.



GREEN STAR 2

At the very end of the level is a massive queen bee. Fly over to her with the Bee Suit and crawl up her fuzzy front side towards the Green Star floating just above her. Buzz up to the Star from the bee's belly.

[Star Index](#)[Green Star Index](#)[Bowser's Gravity Gauntlet](#)

Bowser's Gravity Gauntlet Green Stars

GREEN STAR 1

Before heading into the main fortress, look for a Green Star floating above a small tower in the beginning of the level. Long-jump towards the tower from the step to the right. Spin to reach the top of it.



GREEN STAR 2

Just before the Whomps, climb onto the ? Block near the midway flag. The Green Star is directly above you. Back-flip and spin into it.


[Star Index](#)
[Green Star Index](#)
[Space Storm](#)

Space Storm Galaxy Green Stars

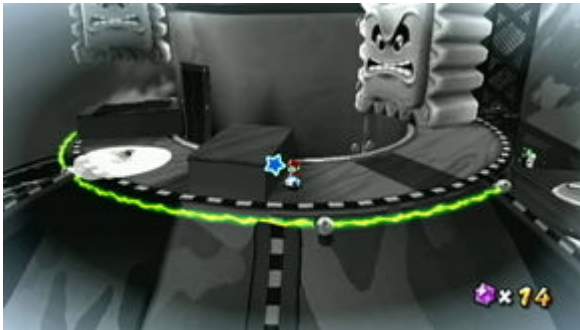
GREEN STAR 1

In the first area with the blue stars, the Green Star floats high above in a precarious place. You need to fling Mario up, past the launch star to reach it. Use two blue stars on the right side of the launch star to do this. Hang on one and then grab a blue star above you, quickly letting go of A to let Mario fly past the blue star and straight into the Green Star.



GREEN STAR 2

Make your way through the bubble-blasting cannons and use the spring enemy to reach the next level of the tower. On one of the "rocket fins" around the tower is a Green Star. Hit the button to slow down to time and slip under the first Thwomp to the left. From here, look around for the Green Star. Step onto the fin and simply walk down to it.



GREEN STAR 3

This tricky Green Star is hard to spot but somewhat easy to reach. Take the launch star down to the cannon-filled platform. Use the time-slowng buttons to get through the first gate. The final cannon you come to is the ticket to this Green Star, located in space far off the platform. Stand in front of the rightmost cannon and let it hit you. The bubble will carry you straight to the star!


[Star Index](#)
[Green Star Index](#)
[Slipsand](#)

Slipsand Galaxy Green Stars

GREEN STAR 1

Make your way to the midway flag just before the long sand slide. Walk towards the screen and you'll see a stream of sand pouring out of the structure beneath your feet. Jump off the edge and slide down the "sand fall" and you'll slide right into the Green Star below.



GREEN STAR 2

As soon as you land on the massive sand slide, slide to the left and try to slide through the Green Star. This may take a few a tries.



GREEN STAR 3

Similar to the previous Star, this Green Star is on the edge of the sand slide. Weave through the rolling enemies and then hang out on the right side of the slide once the coast is clear. Carefully scoot over to the right side and you'll eventually run right into the Green Star.




[Star Index](#)
[Green Star Index](#)
[Shiverburn](#)

Shiverburn Galaxy Green Stars

GREEN STAR 1

Freeze the initial area of the level and grab a Cloud Flower. Look at the volcano in the center of the level -- now frozen -- and you should spot a familiar twinkling glare. Use your Cloud Flower and some creative long jumps to reach the top of the volcano and grab your Green Star.



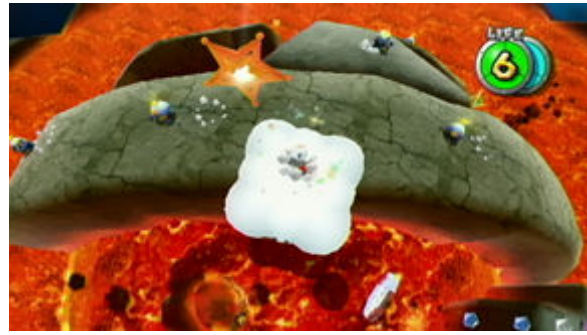
GREEN STAR 2

The first launch star will take you to a lava-covered sphere with stone platforms moving about on its surface. Make it to the far end of these platforms and you'll find another launch star. Do NOT use it. Examine the next row of stone platforms. They emanate from the right side -- and near the lava's surface is a Green Star. To get here, hop on the row of platforms in line with the Star and long-jump towards it just as a new platform emerges from the lava. You should be able to jump up to the star from beneath it.



GREEN STAR 3

You'll need Cloud Mario and at least one cloud to reach this Star. It can be found near the end of the galaxy at the start of the icy stretch with the falling fiery meteors. A cloud here with a 1-Up Mushroom is directly under the Green Star. To get here with your Cloud Flower power intact you'll need to employ some careful jumping skills.



Grab the Cloud Flower AFTER you hit the button to turn the first area to ice. Take the launch star to the lava planet and begin to carefully hop across the platforms. DO NOT get the midway flag (if you lose your Cloud Flower you'll just have to replay the level from the start). Thankfully, you may use exactly two clouds if you screw up -- you can also use these to skip the difficult sets of platforms. Take the launch star to the final area.



Carefully long-jump over to the cloud with the 1-Up. Back-flip into the air and create a cloud platform. From here you should be able to reach the Green Star.


[Star Index](#)
[Green Star Index](#)
[Boo Moon](#)

Boo Moon Galaxy Green Stars

GREEN STAR 1

In the large, black swamp, ride the purple platforms to the launch star but DO NOT use it. Long-jump to the left and get on the adjacent purple platform. It moves quickly so you'll

have to run along with it. Jump over ghosts when they get in your way. The Green Star is way off to the left. You'll have a chance to long-jump to it shortly after spotting it. When the purple platform gets close to it, it takes a U-turn and heads quickly away from the Green Star. Your window for success is slim. This one is really tough!



GREEN STAR 2

Make your way to the sliver of moon with the launch star bits scattered about it. Make a small jump off the left side of the moon and spin immediately. This will allow you to control Mario as he falls towards the Green Star.



GREEN STAR 3

At the end of the level you'll find yourself in a giant pop-up puzzle. Stand on the middle window/platform after hitting the button in the corner and it will lift you nearly to the top of the roof. Back-flip and spin onto the roof and then long-jump towards the screen to reach the distant Green Star.



[Star Index](#)[Green Star Index](#)[Upside Dizzy](#)

Upside Dizzy Galaxy Green Stars

GREEN STAR 1

The two Green Stars in this galaxy are in the same open area in the middle of the first part of the level. To get to the first one, long-jump to the left to catch the moving pink section of wall. It will send you to the star but you'll need to spin to reach it.



GREEN STAR 2

The second Green Star in this level is just above the first. Use the ? Block and the moving platform to get to it in the upper right corner.

[Star Index](#)[Green Star Index](#)[Fleet Glide](#)

Fleet Glide Galaxy Green Stars

GREEN STAR 1

To get this Green Star you'll need a steady hand. As soon as the race starts, dive down and you can hit the Green Star. You need to hold the Wii Remote down so you dive at the steepest angle possible -- so hold it before the buzzer and hope for the best! Also, if you turn AT ALL you will miss it; so keep that Wii-mote straight.



GREEN STAR 2

Near the end of the level, several columns come crashing down as you make your way to the door. Ignore the door and hang to the left. The second-to-last column will fall revealing this Green Star hovering behind it. Dive to the Star once the Column falls.



Bowser Jr.'s Boom Bunker Green Stars

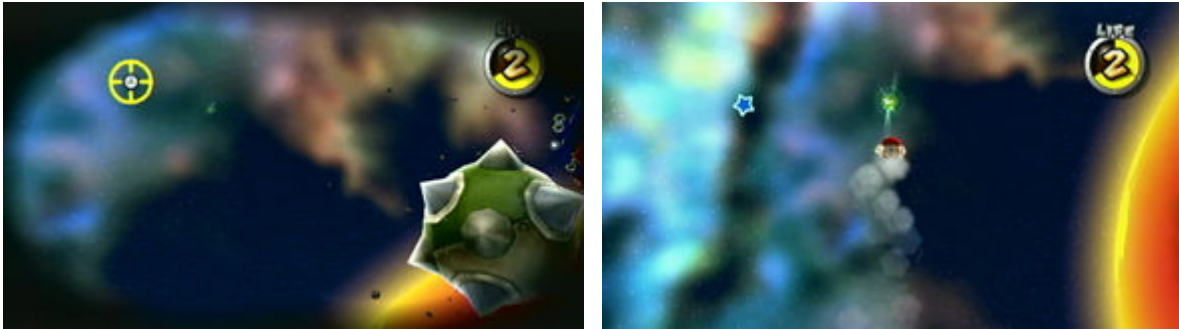
GREEN STAR 1

Above the first target you must blast over to hangs a Green Star. Aim directly for it and you should hit it just as you glide over the target.



GREEN STAR 2

Similar to the first Green Star in this Galaxy, the second Green Star can only be nabbed with the use of the second cannon. Turn the cannon crosshairs away from the planet and look for this Star floating in the ether to the left. Just aim for it and blast on over.

[Star Index](#)[Green Star Index](#)[Melly Monster](#)

Melly Monster Galaxy Green Stars

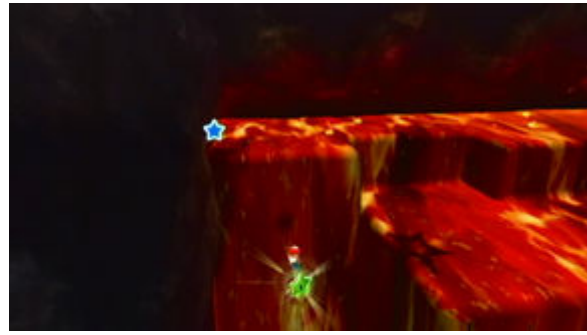
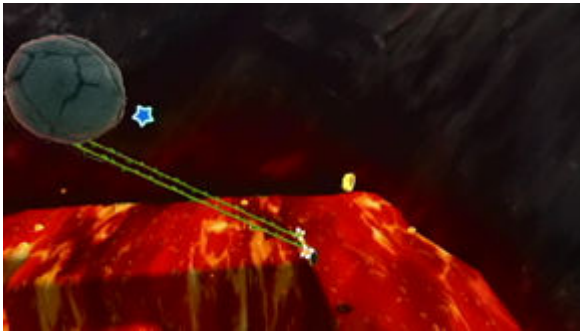
GREEN STAR 1

This Green Star hangs above the first launch star. It's a bit mystifying at first, since it's located so high above the area, but you can sling up to it with the help of the blue stars directly below it. The secret is to fling yourself **DOWN** using the top left blue star, then "rubber-band" yourself back **UP** just as you are about to sling out of the range of this blue star.



GREEN STAR 2

Look for this Green Star in the area with the mini-tornados. Grab onto the green vine swing at the top of the area and begin swinging. Dismount to the left and you should be able to fall right to this star.



GREEN STAR 3

This Green Star is a serious annoyance. At the end of the boulder-bowling area you'll bounce backwards briefly. The Star is hanging off the right side of the course right where you rebound again. You do NOT need to jump to get this. This one is all about angle. You need to roll right towards the star off the corner of the course. It will take several tries -- there's little we can say about this one since it requires a bit of luck!



An alternate strategy involves losing the boulder. You can hit the small box at the end of the area and Mario will revert to normal. Stand on the restraining wall and you can long-jump back to the platform. The camera is not friendly, and the Green Star is still hard to hit. It's certainly another option -- though maybe not the best one.




[Star Index](#)
[Green Star Index](#)
[Clockwork Ruins](#)

Clockwork Ruins Galaxy Green Stars

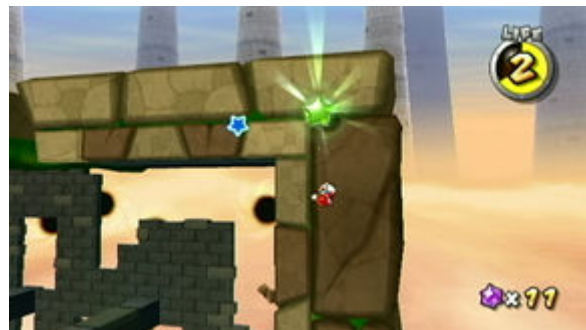
GREEN STAR 1

Make your way to the second "gear" and clamber onto the top of one of the spokes as it travels skyward. Stand in the exact center of the platform and look for the shadow of the Green Star as you pass under it. Back-flip and spin up to the Star.



GREEN STAR 2

In the second area of the Ruins you need to hit a lever (upper left corner) to change the perspective and the gravity in the area. Run over to what was the "upper right" corner and use the moving blocks or creative jumping to get onto the "frame" of the area. From here you can run straight to the Star.



GREEN STAR 3

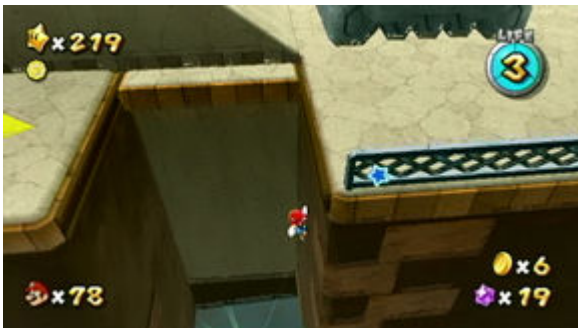
At the very end of the level you are tasked with surfing the top of some colossal cylinders to reach the "normal" Star. The Green Star is floating out in space just past the normal star. To reach it, ride the top of a cylinder all the way to the edge of the area. An easy long-jump from the top of the object will get you to the Star.


[Star Index](#)
[Green Star Index](#)
[Throwback](#)

Throwback Galaxy Green Stars

GREEN STAR 1

At the start of this level, run up the ramp. A series of retracting platforms and stone enemies here obscure a Green Star far below. It hangs just below the last chasm. Slide down the side of the wall and you should be able to wall-jump out to the Star.



GREEN STAR 2

A Whomp patrols the plateau at the top of this planet. Get its attention and the Whomp will smash down, giving you access to its backside. Try to stand near the feet and then back-flip as the Whomp gets up. Use some spin to try and land on top of it as it walks upright. Wait a while and the Whomp will pass right under the Green Star as you ride it.



GREEN STAR 3

The Cloud Flowers will make this Green Star a breeze. About two-thirds of the way up the level are two rows of clouds jutting out from the mountain (above the water area). Grab a fresh Cloud Flower and carefully jump out to the edge of the clouds. From here you can press UP on the D-pad and look for the Green Star. Use long-jumps and clouds to leap all the way out to it.


[Star Index](#)
[Green Star Index](#)
[Battle Belt](#)
Battle Belt Galaxy Green Stars

GREEN STAR 1

A Green Star can be found above the glass container on the planet with the jack 'o' lantern-wearing Goombas. Back-flip onto the top of the container and you can easily reach the Star.



GREEN STAR 2

On the planet with the moles burrowing through the soil, use the glass container to get to the Green Star above it.



GREEN STAR 3

Like the two previous Stars, this Green Star is above the glass container on the final planet. Ignore the silver Chomps and back-flip your way up to this one.



Flash Black Galaxy Green Stars

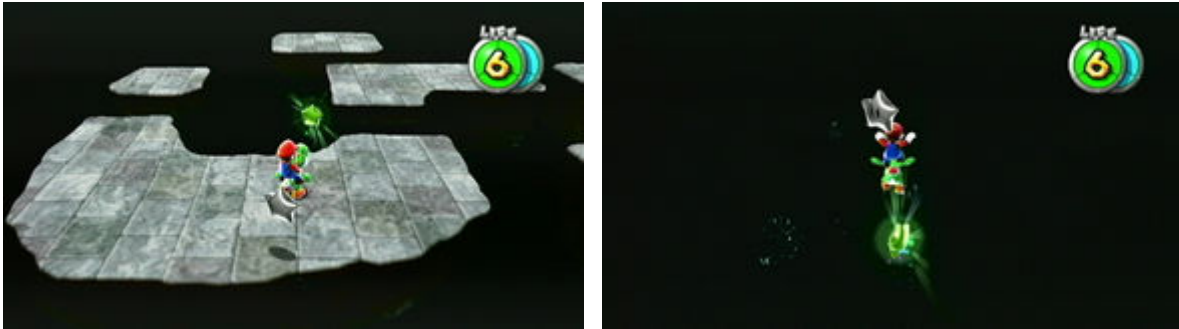
GREEN STAR 1

At the top right corner of the first building is a Green Star. Simply reach the top area with the Blimp Fruits and then jump towards the Star with Yoshi. Dismount Yoshi (hold Z and JUMP) to get the added height you need to reach the Star.



GREEN STAR 2

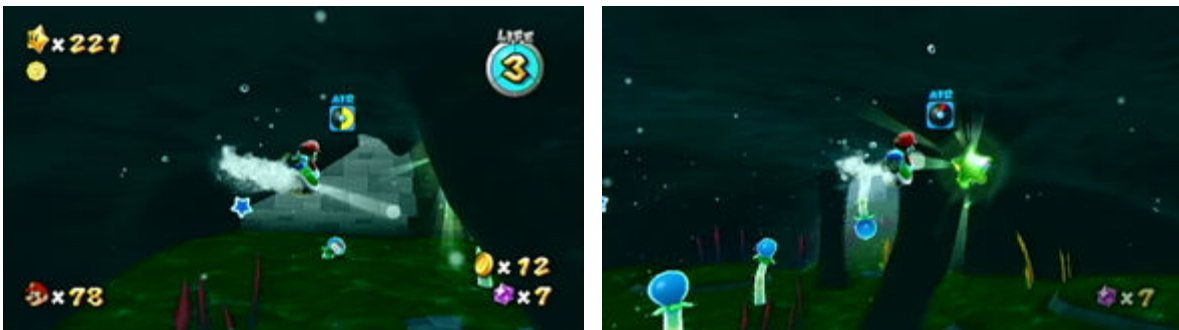
At the end of the final stretch, right where the Star would normally appear, look for a green glow under the course. Jump towards the star and use Yoshi to flutter right into it. Easy peasy!


[Star Index](#)
[Green Star Index](#)
[Slimy Spring](#)

Slimy Spring Galaxy Green Stars

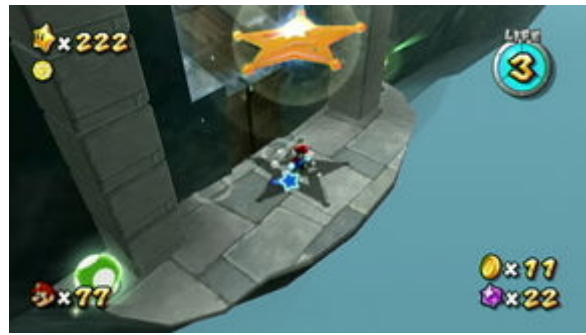
GREEN STAR 1

As you cruise through the first large cave on your turtle submersible, look for the glow of this green star behind one of the columns on the left -- just before the ramp with the urchins. Circle the column to grab the Green Star.



GREEN STAR 2

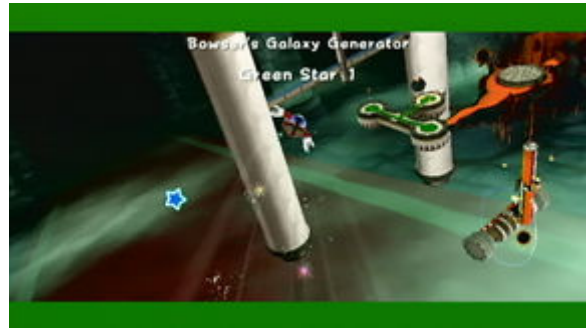
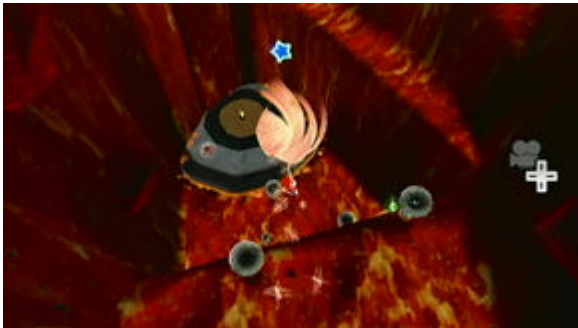
At the end of the first stretch of submerged caves is a launch star. Avoid using the launch star and you'll fall a the platform below it. On this platform is a 1-up and a Green Star.



Bowser's Galaxy Generator Green Stars

GREEN STAR 1

Kill the pack of Hammer Bros. at the start of the level and grab the flower that appears. You can grab a Green Star as you float down. It's at the very bottom of the lava-falls in a corner.



GREEN STAR 2

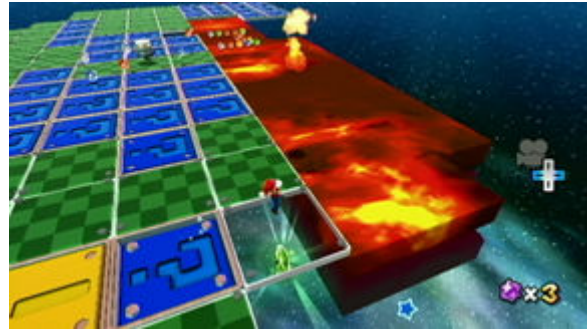
While this star is near the first Yoshi Egg in the level, Yoshi won't be much help in reaching it. It hangs far in the distance just past the bridge and egg. To reach it, you'll need exactly one cloud and the Cloud Suit. This means that you'll have to navigate the Bullet Bills in the previous area carefully, using a wall-jump instead of spinning an extra cloud to reach the Luma/launch star. Once you get to the Green Star with the Cloud Suit, you can simply long jump towards it and create a platform, then pull off one more giant long-jump to the Star.



Mario Squared Galaxy Green Stars

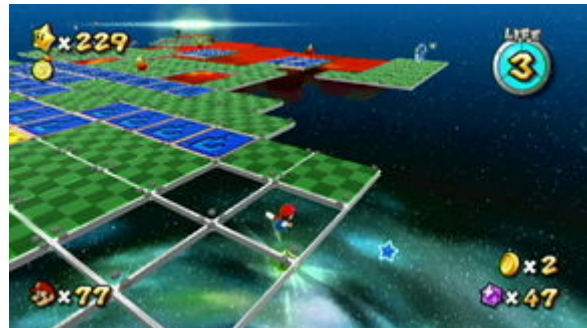
GREEN STAR 1

In one corner by the strip of lava that makes up Mario's "hat," a Green Star hangs just below one of the green panels. Touch the panel to eliminate it and hop down to the Star.



GREEN STAR 2

Another Green Star can be found below a green panel on Mario's "raised arm."



[Star Index](#)[Green Star Index](#)[Rolling Coaster](#)

Rolling Coaster Galaxy Green Stars

GREEN STAR 1

Take the left path when the route forks. Pilot your ball onto the first "hump" in the road -- with a 1-Up on it -- and then jump off the edge towards the Green Star. It may take a few tries, but if you line up your jump with the Star you should hit it.



GREEN STAR 2

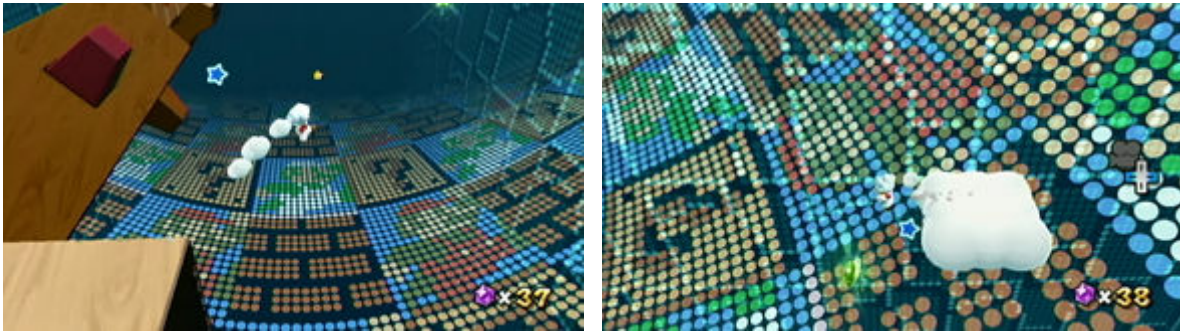
Just before the sandy/grassy platform at the bottom of the track you should be able to spot a Green Star spinning just off the right side of the course. Aim right for it and jump while you pass the small gap. You smack right into the Star. This one takes some "feeling out!"

[Star Index](#)[Green Star Index](#)[Twisty Trials](#)

Twisty Trials Galaxy Green Stars

GREEN STAR 1

As soon as you pick up a Cloud Flower, long jump towards this Green Star off to the right. Use your platforms to reach it.



GREEN STAR 2

Grabbing this Green Star is similar to the first. Save at least one cloud as you make your way to this one. Bound off of the spinning platform nearest to the Star to nab it.


[Star Index](#)
[Green Star Index](#)
[Stone Cyclone](#)

Stone Cyclone Galaxy Green Stars

GREEN STAR 1

A Green Star hangs above the ring of rock that the Tox Box rolls around. It's at the base of a ramp leading to the latter portion of the level. Stand on this ramp and wait for the Box to roll by. You need to pull off a triple jump to reach it. Stay out of danger and use the bottom stretch of the ramp. Jump three times towards the Green Star and spin into it to collect it.



GREEN STAR 2

In the final area, carefully make your way to the time-slowing switch between two Tox Boxes. From here you can long-jump out to a Green Star. Aim for the star from the corner of the stone path nearest to it.


[Star Index](#)
[Green Star Index](#)
[Boss Blitz](#)

Boss Blitz Galaxy Galaxy Green Stars

GREEN STAR 1

This easy Green Star is hanging in front of the tree on Major Burrows' planet. Back-flip to get the necessary height to grab it.



GREEN STAR 2

Run right by Bouldergeist and jump into the inky black sky behind it to grab this Green Star. It's hangin' out behind the massive stone platform.




[Star Index](#)
[Green Star Index](#)
[Flip-Out](#)

Flip-Out Galaxy Green Stars

GREEN STAR 1

In the first area, flip 'n' spin (and wall-jump) up to the top of the red and blue platforms. Just past the 1-Up Mushroom above the warp pipe is a steep drop with the Green Star below.



GREEN STAR 2

The Cosmic Clones make this Green Star a pain in the neck. You've already beat this insidious level once, and now you essentially have to do it again -- lame! The Green Star is to the right of the final wall-jumping area, almost at the top. To reach it, stay ahead of the Clones and wall-jump off the red side of the shaft, spinning into the Green Star as you fall towards it. For more help on this level, check out [our Comet walkthrough here](#).



Super Mario Galaxy 2 Cheats

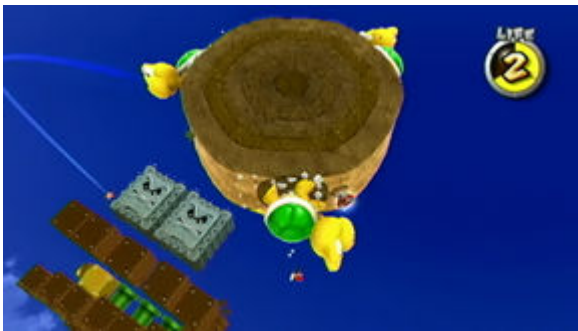
Cheat: Infinite Lives

This fantastic cheat will get you 99 lives easily -- you can always return for more! Go to the Supermassive Galaxy in World 4 and choose the first Star challenge. Play through the level until you get to the hockey puck-shaped planet with three supermassive Koopa turtles patrolling it. DO NOT grab the Spin Drill -- you'll have to get hit to lose it if you do! Run up behind a Koopa and long-jump (press Z while running and then press JUMP) onto its

back.

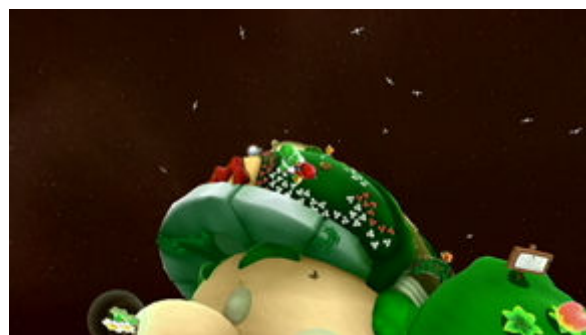
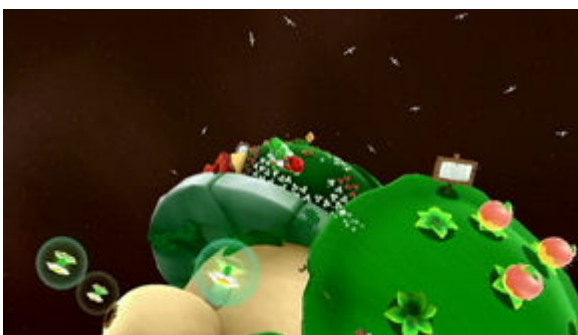


You need to long-jump from about a turtle-shell-length behind it to catch the "sweet spot." Continue to hold the analog stick to the RIGHT and hold JUMP to continually bounce off the Koopa's shell. If you fall off or hit the head, try again. If you hold these buttons you should be able to maintain momentum while constantly bouncing on the shell. After a few bounces you'll rack up 1-Ups for each hit.



Cheat: Yoshi's Infinite Flutter Jump

This tricky move, when perfected, can allow you to reach untold heights and explore off-limits areas. Jump and hold A to "flutter." As Yoshi flutters, TAP Z while still holding A and then release A quickly. Press A again to flutter jump again in MID AIR. The goal is to get Mario to duck, NOT dismount, then quickly flutter again.



Try to catch Yoshi at the height of each flutter to perform this maneuver.



Unlockable: Profile Crowns

Perform the following actions to win the image of a crown next to your save profile.

- **Silver Crown** - Get 120 Stars
- **Gold Crown** - Get 240 Stars
- **Platinum/Jewel Crown** - Get 242 Stars and become the "Master of Galaxies." This title will appear next to your crown.



Unlockable: Death Count

Beat The Perfect Run (the Comet for The Grandmaster Galaxy) to unlock a death count for your game on your save profile. This number appears in the upper right above your Star count. It's probably pretty high.

Unlockable: Alternate Ending

Collect 120 Stars to see an alternate ending cutscene with Rosalina reading to Lumas and discussing Green Stars. Collect all 242 Stars to unlock Rosalina on Starship Mario.

Unlockable: Grandmaster Galaxy

Collect 240 Stars (120 Gold + 120 Green) to unlock the Grandmaster Galaxy in World S. This 2D level will test your Yoshi tongue-slinging skills. It has a Comet Medal and a single

Star to collect, pushing your star count to a whopping 242 Stars!



Unlockable: Grandmaster Galaxy 'The Perfect Run' Comet

Collect 9,999 star bits and put them in the Toad Bank to unlock 'The Perfect Run.'

Unlockable: World S

Beat World 6 and you'll view the game's ending ... but it's not over yet! You'll unlock an entire new world, World S, as well.

Unlockable: Luigi

Get 30 Stars to unlock Luigi for play on certain levels. You can talk to Luigi at the start of a level to control him. Beat the level and you'll unlock a time trial "ghost."

Beat the game and you'll be able to walk into a door on Starship Mario (on Mario's forehead, just below the main area) and transform into Luigi to play any level.

Unlockable: Green Stars

Beat the game after you get the 120 Stars and you'll unlock 120 more Green Stars to collect! Green Stars are stars located at tough-to-reach locations in the previous galaxies. They have NOTHING to do with Luigi.

Unlockable: Banker Toad Gear

Deposit star bits to change the Banker Toad's gear.

- **Scuba Suit** - 6000 star bits
- **Explorer Outfit** - 8000 star bits
- **Glasses** - 1000 star bits
- **Pickaxe** - 4000 star bits

- **Spear and shield** - 2000 star bits

Unlockable: Staff Ghosts

Beat a level using Luigi to unlock a "ghost" recorded by the game's developers. You can try and beat this ghost as it makes its way through the level at mach speed! You get absolutely nothing for beating the ghost. NOTHING.

Hint: 1-Up Mushrooms on Spaceship Mario

You can collect several 1-Up Mushrooms on Spaceship Mario. As you collect stars, the following 1-Up options will appear on Spaceship Mario.

- Grab Yoshi off of the "nose" and use the star pegs to swing up to a hidden island with 10 fruit. Eat them all for a 1-Up.
- Grab a Cloud Flower and make platforms to reach a 1-Up on a cloud high above.
- Spin into the random item block for a chance at a 1-Up.
- Near Mario's left ear (your right) is a warp pipe that takes you to a 1-Up minigame. Feed the Luma to spin a number of random item blocks for a chance to win 1-Ups.
- Talk to the Gearmo Robots when they show up on the planet to receive 1-Ups.

Hint: Super Ground Pound

Jump, shake the Wii-Remote to spin and QUICKLY press Z to perform a super ground pound. This move will allow you to hone-in on enemies below you; a heat-seeking butt-stomp, if you will.

Hint: Luigi on Title Screen

Exit the game while playing as Luigi instead of Mario and you'll see his face on the title screen (as long as you chose Mario's for your default profile face).

Super Mario Galaxy 2 Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common questions...

» [What's that ? above the star?](#)

That simply indicates there's a hidden star in the level that can be accessed by choosing the star with the ? above it. Hidden Stars can be found in Warp Pipes and secret areas. We list the location of [every single hidden star](#) in our guide. If you are wondering what that ? means, why not just click on the galaxy in our index and see what star you are missing? Easy! Now stop writing us about it o_O.

» **How do I get a lot of star bits?**

Generally, just playing early levels can land you scads of star bits. The Boulder Bowl galaxy has a bunch since you can roll into stuff for massive amounts of bits. Another easy area to rack up bits is the Twisty Trials galaxy. IGN's own Craig Harris claims that the Melty Monster Galaxy's "A Stroll Down Rolling Lane" Star is great for bit-hounds looking for that elusive 9,999 count as well. Remember, you must collect a Star to save your star bits!

» **What use are the coins outside of the galaxies?**

You can spend coins on a 1-Up minigame on Starship Mario. It's in the warp pipe by Mario's ear. You unlock it pretty late in the game, though. Your coins are tallied up into an overall collection after you beat levels.

» **Is there any real difference between playing Mario and playing Luigi?**

Luigi runs faster, jumps higher and has trouble STOPPING and SLOWING DOWN. He's harder to control.

» **How many stars do you need to beat the story mode?**

60.

» **If you have a Bronze Star can you go back and complete the level again to turn it into a Gold Star?**

Well of course, that's the whole point!

» **When playing as Luigi, do any Stars go to the overall Star collection?**

Yeah. That makes no difference.

» **Does beating the Luigi ghost to the star give any bonus or hidden star?**

Nope. You just get the satisfaction of winning.

» **How do you make comets appear on all of the levels?**

First of all, we kinda answered this already below; second of all, you just need to keep playing and collecting Medals. Comets appear randomly after you've collected a Medal. The GRANDMASTER COMET only appears once you collect 9,999 star bits.

» **What's up with the crowns?**

Silver crowns by a Galaxy show you've completed that Galaxy by collecting all the Gold Stars. Gold crowns show you've gathered all the Green Stars as well.

» **What levels have secret stars?**

Just look at the [Walkthrough Index](#). We've completed all the levels we've visited so you can use this to cross reference with your collection. If a level has two or three stars and NOT COMETS, then there may be a Hidden Star. Normal stars just appear anyway, so if you don't have the second or third star you know its Hidden! Note: Hidden Stars are sometimes tied to letters you get later in the game. We note this in the TOP of our sections so you won't spoil anything. Also, Hidden Stars are titled as such on the TOP of the pages too.

» **How do I unlock the suits for use on Starship Mario?**

You don't! Those are for DISPLAY PURPOSES ONLY. A Cloud Flower and a Yoshi Egg do appear on Starship Mario's surface.

» **Are the Green Stars just stars that Luigi gets or are they different?**

The Green Stars are stars in NEW LOCATIONS in every (old) Galaxy! You simply have to figure out how to get to them -- no bosses or minigames. And they have nothing to do with Luigi.

» **Does a bronze star count as a regular star?**

Yes, they add to your star count, but they are not as cool. Or shiny.

» **Is Rosalina in the game?**

SPOILER ALERT.

Yes, Rosalina appears in the ending cutscene. AND you can unlock her on Starship Mario if you get 242 stars.

» **When do the comet challenges appear?**

When they darn well please! Comet Challenges appear at random. Keep beating levels and collecting stars and they will appear. Of course, to have a chance at a comet appearing at all you need to collect the Comet Medals.

» **Do you play as Luigi from the start or halfway through the levels?**

I'm not sure what you mean -- you unlock Luigi after collecting your 30th Star. He appears at the beginning of levels. See our [Secrets](#) section for more.