Super Mario Galaxy 2

Super Mario Galaxy 2 (Japanese : ?????????????2 , Hepburn : S?p? Mario Gyarakush? Ts?) is a platforming video game developed and published by Nintendo for the Wii . It was first announced at E3 2009 and is the sequel to Super Mario Galaxy . It was released in North America on May 23 , 2010 ; in Japan on May 27 , 2010 ; in Europe on June 11 , 2010 ; and in Australia on July 1 , 2010 . It is the fourth original 3D platformer in the Super Mario series , after Super Mario 64 , Super Mario Sunshine , and Super Mario Galaxy .

The story follows Mario as he pursues the Koopa King , Bowser , into outer space , where he has imprisoned Princess Peach and taken control of the universe using Power Stars . Mario must travel across various galaxies to recover the Power Stars in order to travel to the center of the universe and rescue the princess . The game was originally planned as an updated version of Super Mario Galaxy with some modifications and a projected development time of a year ; this version would have been called Super Mario Galaxy More . It was later decided that the game was to be developed as a fleshed @-@ out sequel when the development staff continued to build upon the game with dozens of new ideas , and so development time expanded to two and a half years . Among the additions are dynamic environments , new power @-@ ups , and , most notably , the ability to ride Yoshi .

Upon its release , Super Mario Galaxy 2 was met with as much widespread critical acclaim as its predecessor , and is regarded by many to be one of the greatest video games of all time , as well as one of the highest rated video games on the aggregation sites Metacritic and GameRankings . It is one of the best @-@ selling games on the Wii with 6 @.@ 72 million copies sold worldwide . In 2015 , it became the first disc @-@ based Wii game to get a re @-@ release on the Wii U eShop .

Gameplay

The gameplay of Super Mario Galaxy 2 is similar to Super Mario Galaxy , with a focus on platforming based on and around 3D planets (referred to collectively as galaxies) with varying themes , sizes , landscapes , and climates . The player controls Mario (or later in the game , his brother Luigi , though using him is optional) , who has special abilities such as the " Spin " attack , long jump , wall jumps , and a variety of somersaults . As in the original , the objective of the game is to travel to the various galaxies and collect Power Stars , which are awarded by completing levels and accomplishing tasks and are used to gain access to later levels . The game retains some gameplay mechanics introduced in the original , such as the blue Star Pointer that allows the player to pick up Star Bits and shoot them at enemies , levels that restrict movement to a 2D plane , balance ball levels , and gravity @-@ reversing background arrows .

Setting and level design

Super Mario Galaxy 2 provides the player access to the game 's galaxies through means of a map system similar to that in previous Mario games such as Super Mario World and New Super Mario Bros. Wii . This is navigated via a mobile planet called Starship Mario (named as such because it is shaped exactly like Mario 's head) that serves as a hub world , which can be visited anytime and is expanded when new abilities or levels are unlocked . The game contains forty @-@ nine galaxies allotted among seven different regions in the universe (called " worlds ") , the general difficulty progressively increasing in each world . The first six worlds end with a boss level in which the object is to conquer Bowser or Bowser Jr . (the former being in even @-@ numbered worlds , and the latter being in odd @-@ numbered worlds) , which then allows the player to access the next world . When the player collects all 120 Power Stars , 120 Green Star levels are unlocked . These levels , containing Green Stars that are hidden or are placed in hard @-@ to @-@ reach areas , require intense exploration and precision and may cause instant death if the player fails . Acquiring all 120 Green Stars awards the player with the final , forty @-@ ninth galaxy with two new challenges that are considered exceptionally difficult . Super Mario Galaxy 2 contains 242 unique Power Stars to

collect overall .

Most of the levels in Super Mario Galaxy 2 offer a unique task based around its theme , and many focus on dynamic environments that change or alternate between various states . For example , some environments change to the beat of the background music , such as sudden shifts in the direction of gravity or the appearance or disappearance of platforms ; and others feature a special switch that temporarily slows down time . Prankster Comets , which were featured in the original game and cause variation and tougher challenges in levels , no longer appear randomly in visited galaxies but instead require the collection of a Comet Medal in that galaxy in order for it to appear . In addition , Prankster Comets have become more general and offer any number of variations : while Super Mario Galaxy offered only five mutually exclusive variations , the Prankster Comets in Super Mario Galaxy 2 range to any number of challenges that often mix or overlap . These include : destroying all the enemies , collecting 100 Purple Coins , and completing the level within a time limit , with Mario 's maximum health reduced to one unit , or while avoiding Cosmic Clones (doppelgängers of Mario that pursue and imitate all the player 's actions) . As a result , both the dynamic environments and the Prankster Comets often create challenges with puzzle elements , requiring precision and strategy in order to overcome them .

= = = Power @-@ ups = = =

All the original transformations in Super Mario Galaxy return except for Ice Mario and Flying Mario , along with some new power @-@ ups and items . These include the Spin Drill , which allows the player to burrow through some planets and emerge out the other side ; Rock Mario , which allows the player to smash through obstacles , such as boulders and enemies ; and Cloud Mario , which allows the player to create temporary platforms in midair .

Mario is able to ride the dinosaur Yoshi , who is available in certain levels . When riding Yoshi , the player 's blue Star Pointer is replaced by a red dot , which allows the player to point at various objects and manipulate them with Yoshi 's tongue . Yoshi can also use his tongue to swing across gaps , pull levers , and swallow enemies (with the option to spit them back out as projectiles) . In addition , Yoshi allows the player to double jump . There are also three different power @-@ up fruits available for Yoshi to eat that grant him temporary abilities . These are the Dash Pepper , the Blimp Fruit and the Bulb Berry . The Dash Pepper allows Yoshi to run quickly , giving him the ability to run up walls and run on water ; the Blimp Fruit allows Yoshi to float into the air ; and the Bulb Berry allows Yoshi to reveal secret pathways . If the player takes damage while riding Yoshi , the player will fall off and Yoshi will run away until the player gets back on him . If the player does not get back on , Yoshi will retreat into his egg .

= = = Guides and multiplayer = = =

Because of the game 's increased difficulty over the original , Super Mario Galaxy 2 offers some features that assist inexperienced or frustrated players . The most notable is the Cosmic Guide , similar to New Super Mario Bros. Wii 's " Super Guide " feature , who takes the form of Rosalina . The Cosmic Guide appears if the player has failed during a particular level a certain number of times , and allows the player to give computer control over Mario in order to complete the level if necessary . The drawback is that the player is awarded a Bronze Star , requiring the player to complete the level without using the Cosmic Guide in order to earn a Golden Power Star . There are also monitors called " Hint TVs " that will demonstrate how to perform a specific move or optimal ways of using a power @-@ up .

Multiplayer gameplay has also been expanded upon over the original . In Super Mario Galaxy , another player could use a second Wii Remote to control a second Star Pointer and assist Mario by grabbing onto enemies or collecting and shooting Star Bits . In Super Mario Galaxy 2 , the second player now controls an orange Luma who retains all the original abilities , but can also physically attack enemies and collect items , power @-@ ups and 1 @-@ ups , making the player 's involvement more useful .

= = Story = =

Princess Peach invites Mario to share some cake at the Star Festival , a time when Star Bits rain down from the skies over the Mushroom Kingdom . On his way , Mario finds a Luma , who immediately befriends him and grants him the ability to spin . Shortly thereafter , Mario 's nemesis Bowser , who has grown to an immense size (after swallowing Grand Stars , unbeknownst to Mario at this point) , appears and attacks Princess Peach 's Castle . Kidnapping the princess , Bowser escapes into outer space to recreate his empire at the center of the universe . After launching into outer space , Mario is given control of Starship Mario , a mobile planetoid in the shape of his head , made by a crafty Luma mechanic called Lubba , powered by Power Stars , and piloted by other Lumas ; his mission is to fly across the universe in pursuit of Bowser and the Princess and to help Lubba find the lost Lumas that were part of Bowser 's plot . Along the way Mario meets new Lumas and joins up with his companion Yoshi , the Toad Brigade from the original Super Mario Galaxy , and his brother Luigi .

Upon collecting enough Power Stars , fighting Bowser twice and blowing up Bowser Jr . ' s machine sending him flying into space along the way , Mario reaches Bowser 's main fortification , draining energy from what appears to be a comet . Mario infiltrates the castle and defeats Bowser , retrieving the last Grand Star . Rosalina and her Comet Observatory from the first Super Mario Galaxy appear before Mario and Peach . Rosalina thanks Mario for watching over the Luma that he had found , and the Luma returns to the Comet Observatory , taking Mario 's hat with him . Mario and his friends return to the Mushroom Kingdom and celebrate their victory . The game ends with Starship Mario sitting above Princess Peach 's Castle , with the Comet Observatory streaking across the sky .

= = Development = =

After Nintendo finished making the first Super Mario Galaxy , Shigeru Miyamoto approached the development team and suggested that a follow @-@ up be produced . The game was originally planned to just do variations on the original game 's planets and call the game " Super Mario Galaxy More , " (it was dubbed " Super Mario Galaxy 1 @.@ 5 " during early development) , with a projected development time of approximately a year . The first elements that were implemented were anything that was scrapped from the original game , either to ensure game balance or simply because of time constraints , such as Yoshi and the concept of a planet shaped like Mario 's head . Over time , more and more new elements and ideas were brought into the game , and it was decided that the game would be a fleshed @-@ out sequel rather than a slightly modified follow @-@ up . Thus , development took two and a half years . Takeshi Hayakawa , the lead programmer for Super Mario Galaxy 2 , created a development tool that allowed different staff members , including visual and sound designers , to easily design and create stages without waiting for programmers , many of which were incorporated into the final game .

In order to help distinguish Super Mario Galaxy 2 from its predecessor , the staff originally wanted the whole game to revolve around the concept of " switching , " in which the game 's environments would dramatically change under certain conditions . This concept ended up being particularly difficult to implement full @-@ scale , so was relegated to only certain levels . Another idea that came up early on were cameo inclusions by other Nintendo characters (specifically Donkey Kong and Pikmin) . The idea however was nixed by Miyamoto who stated that Pikmin characters wouldn 't work within the Mario universe , and that there was no reason for other such cameos . Game tutorials were confined to an optional system called the " Tip Network " in order to benefit players already familiar with the original game . Miyamoto compared Super Mario Galaxy 2 to The Legend of Zelda : Majora 's Mask , in that both games use the same engines as their predecessors , yet build upon their foundations .

The game was revealed at the Electronic Entertainment Expo 2009 on June 2 . In Miyamoto 's private conference , it was stated that the game was very far along in development , but its release was held back to mid @-@ 2010 because of New Super Mario Bros. Wii 's release in late 2009 .

Miyamoto also stated that the game has 95 ? 99 % new features , with the rest being previous features introduced in Super Mario Galaxy . With regard to the original game , Nintendo of America President and CEO Reggie Fils @-@ Aime stated in an interview that the sequel would be more challenging , and Miyamoto said in a Wired interview that the game would have less focus on plot . Miyamoto initially hinted that the game might utilize the " Super Guide " feature , introduced in New Super Mario Bros. Wii , into the game , and this was confirmed by Nintendo 's Senior Manager of Product Managing , Bill Trinen , who claimed that the feature was implemented differently compared to what New Super Mario Bros. Wii offered . The feature is called Cosmic Guide , where the Cosmic Spirit (Rosalina) takes control of Mario .

The game made its playable debut at the Nintendo Media Summit 2010 on February 24 , 2010 , when a second trailer for the game was released , and its North American release date on May 23 , 2010 was finally announced . The Japanese , European and Australian versions of the game came packaged with an instructional DVD manual , explaining the basic controls , as well as showing advanced play . The voice actors from Super Mario Galaxy reprise their roles for its sequel including additional voices by Dex Manley who played Lubba .

Music

As with the original Super Mario Galaxy , Super Mario Galaxy 2 features a musical score written for and performed by a symphony orchestra (known as the Mario Galaxy Orchestra in the credits) . Early in the development process , when the concept of " Super Mario Galaxy 1 @.@ 5 " was being considered , there were no plans to use different music from the first Super Mario Galaxy . However , as the game evolved , the sound team , headed by Mahito Yokota , realized they needed new music that fit with the new gameplay mechanics that were being added . Although they were hesitant to use a symphony orchestra again because of recording difficulties , general producer Shigeru Miyamoto gave permission immediately ? according to Yokota , Miyamoto felt that players would be expecting an orchestral soundtrack . Miyamoto also apparently suggested that players would want to hear arrangements from Super Mario Galaxy , which is why the soundtrack is a mixture of brand new pieces and arrangements of themes from the original Galaxy as well as many past installments in the Mario series , such as Super Mario World and Super Mario 64 . Ryo Nagamatsu , who worked previously on Mario Kart Wii , Wii Sports Resort , and New Super Mario Bros. Wii , contributed nine pieces to the soundtrack .

Koji Kondo recruited sixty musicians for the orchestra , ten more than the number of musicians used for the original game 's score , with an additional ten musicians providing a big band style of music with trumpets , trombones , saxophones and drums for a grand total of seventy players . The orchestral performances were conducted by Taizo Takemoto , renowned for his work with the Super Smash Bros. Concert in 2002 , while Kondo served as a supervisor , while also contributing five pieces to the soundtrack . The soundtrack was available as a 2 @-@ disc set to Japanese Club Nintendo members .

Reception and legacy

Reviews

Super Mario Galaxy 2 received critical acclaim from major video game critics with numerous reviews praising the game for its creativity and technical improvements over the original . It has an average critic score of 97 % at GameRankings and 97 / 100 at Metacritic , making it one of the highest rated games on the sites .

Tom McShea from GameSpot called it a " new standard for platformers , " giving it a perfect 10 @.@ 0 , making it the seventh game in the site 's history to earn that score . Other perfect scores came from Edge , stating " this isn 't a game that redefines the genre : this is one that rolls it up and locks it away , " and IGN 's Craig Harris , who felt that the game " perfectly captures that classic

videogame charm , the reason why most of us got into gaming from the start . " IGN later placed Super Mario Galaxy 2 4th on their " Top Modern Games " list . IGN also listed Super Mario Galaxy 2 as the greatest Wii game of all time . The Escapist editor Susan Arendt echoed this view by stating it " doesn 't tinker with the established formula very much , but we didn 't really want it to , " while GameTrailers commented that " there 's something tremendous for just about everyone and games that we can truly recommend to almost everyone are rare . " Ryan Scott at GameSpy regards it a much better game than the first Super Mario Galaxy , stating " for a series that 's explored every conceivable angle of its genre , the Mario games keep coming up with ways to challenge our notions of what a platformer can and should do . "

 Giant Bomb 's Ryan Davis particularly praised the improved level designs , commenting that the designers were " bolder " and " more willing to take some weird risks with the planetoids and abstract platforming that set the tone in the original Galaxy , " while Chris Kohler from Wired commented that the level concepts alone " could be made into full games on their own . " Additionally 1UP.com 's Justin Haywald noted the expanded soundtrack as " sweeping . " GamesRadar praised the graphics , saying that despite the Wii 's technical limitations , Galaxy 2 " understands how to get the most out of aging technology that nearly all graphical flaws are smoothed over or covered up , leaving you with Wii 's best @-@ looking title to date . " X @-@ Play editor Andrew Pfister awarded Super Mario Galaxy 2 a 5 / 5 , calling it " the culmination of 20 years of Mario gaming into one fantastically @-@ designed and creative platformer . "

 Despite this praise , some critics raised complaints over increased difficulty and the game 's similarity to the original Super Mario Galaxy . Chris Scullion from Official Nintendo Magazine called it the " new best game on Wii , " but said it lacked the original 's impact (though they admitted the extreme difficulty of this , due to the quality of the original) . Game Informer editor Matt Helgeson was concerned with some of the challenges being potentially " frustrating , " particularly towards the end of the game ; similarly , Ben PerLee from GamePro remarked that the " increased difficulty and high proficiency requirement may turn new fans off . " However , Worthplaying editor Chris DeAngelus praised the game 's difficulty , stating " perhaps most positively of all , there are very few sequences where death will feel like a result of bad design instead of player error , which helps keep the frustration down . "

= = = Sales = = =

 In Japan , Super Mario Galaxy 2 sold 143 @,@ 000 copies on its first day of release and 340 @,@ 000 copies in its first week , about 90 @,@ 000 more than the first Super Mario Galaxy sold in the same amount of time . In North America , the game sold 650 @,@ 000 copies during the month of May 2010 . In the United Kingdom , Super Mario Galaxy 2 was the third best @-@ selling game among multiplatform releases and the best @-@ selling single platform release for the week ending June 26 , 2010 . As of July 16 , 2010 , the game has sold 1 million copies within the USA . As of April 2011 , Super Mario Galaxy 2 has sold 6 @.@ 36 million copies worldwide .

= = = Awards = = =

 Super Mario Galaxy 2 received Game of the Year 2010 awards from Nintendo Power , GamesMaster , Official Nintendo Magazine , Edge , GamesTM , Destructoid and Metacritic . It was named best " Wii Game of the Year " by IGN , GameTrailers , GameSpot , 1UP.com , and many other media outlets . As of December 2010 , IGN awarded Super Mario Galaxy 2 the number 1 Wii game , overtaking its predecessor . In 2012 , Official Nintendo Magazine had named Super Mario Galaxy 2 the ' Greatest Nintendo Game Ever Made ' ranking at # 1 .