

FACT SHEET

CONTACT:

GOLIN HARRIS

Julia Roether, (213) 623-4200, ext. 783

jroether@golinharris.com

Eileen Tanner, (509) 628-1993

etanner@golinharris.com

Super Mario[®] Galaxy (temporary name)

Format:	Wii [™]
Launch Date:	TBA
ESRB:	RP (Rating Pending)
Game Type:	Action Platformer
Accessories:	Wii Remote and Nunchuk Controller
Players:	1-2
Developer:	Nintendo

KEY INFORMATION

The ultimate Nintendo hero is taking the ultimate step ... out into space. Join Mario[™] as he ushers in a new era of video games, defying gravity across all the planets in the galaxy.

- Shake, tilt and point! Mario takes advantage of all the unique aspects of the Wii Remote and Nunchuk controller, unleashing new moves as players shake the controller and even point at and drag items with the pointer.
- Mario essentially defined the 3-D platforming genre with *Super Mario[®] 64*, and this game proves once again that he is king. Players perform mind-bending, low-gravity jumps across wild alien terrain as they experience platforming for a new generation.

Game storyline: When some creature escapes into space with Princess Peach, Mario gives chase, exploring bizarre planets all across the galaxy.

Characters: Mario, Peach and enemies new and old.

How to progress through the game: Players run, jump and battle enemies as they explore all the planets in the galaxy. Since this game makes full use of all the features of the Wii Remote, players have to do all kinds of things to succeed: pressing buttons, swinging the Wii Remote and the Nunchuk, and even pointing at and dragging things with the pointer.

Special powers/weapons/moves/features: Since he's in space, Mario can perform mind-bending jumps unlike anything he's done before. He'll also have a wealth of new moves that are all based around tilting, pointing and shaking the Wii Remote.

#