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1. Intro*****SMS1*****

Welcome to my thirtieth walkthrough. To make it special, I decided to make it for one of my favorite games ever - Super Mario Sunshine. To make it even better, I added everything you need to know about the game to the FAQ. I hope you enjoy this, and good luck with the game!

2. Version History*****SMS2*****

- v0.05 - Completed Table of Contents, Introduction, Legalities, the FAQ note, the early walkthrough, and the major events. Got the format for the Shine Sprite Walkthrough completed. 9:41 PM 10/20/2010
- v0.10 - Completed Delfino Plaza's and Bianco Hills's parts of the Shine Sprite Walkthrough. Beginning Ricco Harbor. 12:02 AM 10/22/2010
- v0.20 - Completed all Ricco Harbor Shine Sprites and one Gelato Beach Shine Sprite. 10:30 PM 10/24/2010
- v0.30 - Completed all Gelato Beach and Pinna Park Shine Sprites. I've finished two Shine Sprites from Sirena Beach. 12:00 AM 10/26/2010
- v0.40 - Completed all Sirena Beach, Noki Bay, and Pianta Village Shine Sprites. Completed all of Delfino Plaza's Secret Shine Sprites, too. 12:02 AM 10/27/2010
- v1.00 - Completed all Secret Shine Sprites, all 100 Coin Shine Sprites, and completed the Corona Mountain strategy. This may be technically the first submittable version, but I'll wait until the Blue Coins are done with. 10:28 PM 10/27/2010
- v1.10 - "A Journey to the Center of the Earth" is a good book, eh? That is what delayed my updates for the past four or so days. Anyway, I did all of Delfino Square's, Bianco Hills's, Ricco Harbor's, and Gelato Beach's Blue Coins. This makes the total 109/240 (45.4%) - almost half of the Blue Coins are documented! I expect to finish by Friday or Saturday. 10:23 PM 11/1/2010
- Final - I have finished documenting all of Pinna Park's, Sirena's Beach's, Noki Bay's, Pianta Village's, Corona Mountain's, and Delfino Airstrip's Blue Coins. This means I documented 131 Blue Coins, finishing all 240 Blue Coins and this FAQ earlier than expected. I shall submit this to GameFAQs before next week. 10:47 PM 11/2/2010
- Added some title ASCII art and changed the Legal section. 4:11 PM 9/27/2011

3. Legalities*****SMS3*****

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
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	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

4. Walkthrough*****SMS4*****

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++          Section I: Layout Explanation  **SMS41**
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There is a reason why I have laid out the walkthrough in a different way than the traditional beginning-to-end format. The reason is because the game, after the early-on bits, is very open-ended. You could get twenty Shine Sprites, or all 120 if you wanted to. I have listed the strategies to getting all of the Shine Sprites, but it is in the last section of the walkthrough. After covering the early-on stuff and relating the major events of the storyline and such, I shall then go into depth on the locations of the Shine Sprites that are in the episodes. Afterwards, for the last section of this walkthrough, I shall cover the final level of the game, Corona Mountain. Why? You need to beat Episode 7 of all areas to be able to get there and therefore beat the game.

There are Blue Coins in the game, which can be traded for Shine Sprites. They are listed in section five.

Enjoy, and good luck.

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++          Section II: Early-On Walkthrough  **SMS42**
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After the initial cutscenes, you begin to play as Mario at the Delfino

Airstrip. Later on, there are some things to get here, but that is after beating the game. For now, focus on going across the lava-like puddle and near the yellow machine, FLUDD.

After registering user information, FLUDD gives you a tutorial on how to use him. Listen to him, then head back to the lava-like puddle. Press and hold R to shoot directly and the bulging, pulsing mass in the center. After a bit, a Piranha plant-like monster erupts from the muck. Spray water into its "mouth" three times to beat it.

After beating it, two Pianta police come over and take Mario into custody. At his trial, Mario is believed to be guilty and is not allowed to leave until this mess is resolved.

In his jail cell, Mario and FLUDD have a chat. FLUDD gives some details about Shine Sprites and their relations to the Piantas. Mario and FLUDD agree that, despite the fact that they aren't guilty of the crime, they should fix the problem.

The game then switches to Delfino Plaza, in front of the police station. The two arresting officers order Mario to "clean up all that ugliness," referring to the muck in the Plaza where the statue used to be. Here, you can grab a few Shine Sprites and Blue Coins, each detailed in their relative sections. After you do/don't grab them, head to the muck and, like at the airstrip, spray the pulsing mass in the center. A Piranha Plant emerges; spray water into its mouth when it is open. After doing this several times, the monster retreats into the muck, and into the afterlife.

This activates a cutscene, showing Shadow Mario kidnapping Princess Peach. Go after him and spray him several times until he lets go of Peach. He leaves her, but still runs away. Follow him to the newly-risen statue. He'll put some graffiti on its front, then escape inside.

Now, either finish up with the Blue Coins and Shine Sprites or head near the graffiti. Spray it and jump while near it. And this is where the game becomes your creation...

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++          Section III: Major Events  **SMS43**
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MAJOR EVENT #1: Unlocking of Bianco Hills
Completion: Complete the Early-On Walkthrough (above section).

MAJOR EVENT #2: Unlocking of Ricco Harbor and Blue Coin Exchange
Completion: Obtain three Shine Sprites. Defeat the Piranha Plant near where the boathouse used to be.

MAJOR EVENT #3: Unlocking of Gelato Beach
Completion: Obtain five Shine Sprites. Defeat the Piranha Plant near where the lighthouse used to be.

MAJOR EVENT #4: Unlocking of Pinna Park
Completion: Obtain 10 Shine Sprites and chase down Shadow Mario in Delfino Square.

MAJOR EVENT #5: Get Yoshi

Completion: Beat the fourth episode of Pinna Park, then chase down Shadow Mario in Delfino Square.

MAJOR EVENT #6: Unlocking of Sirena Beach

Completion: Take Yoshi to the blocked pipe on a roof in Delfino Square. Make him eat the fruit and enter the pipe.

MAJOR EVENT #7: Unlocking of Noki Bay

Completion: Obtain 20 Shine Sprites. Head to the rainbow light in the Delfino Square and go into first-person view and look up.

MAJOR EVENT #8: Obtain full use of the Turbo Nozzle

Completion: Get Yoshi and 25 Shine Sprites. Chase down Shadow Mario in Delfino Square.

MAJOR EVENT #9: Obtain full use of the Rocket Nozzle

Completion: Get Yoshi, 30 Shine Sprites, and the Turbo Nozzle. Chase down Shadow Mario in Delfino Square.

MAJOR EVENT #10: Unlocking of Pianta Village

Completion: Get the Rocket Nozzle and go to the thing holding the massive Shine Sprite. Rocket up to the very top and use the pipe.

MAJOR EVENT #11: Delfino Plaza Flood AND Opening of Corona Mountain

Completion: Beat Episode 7 (the Shadow Mario chase) in every area. Enter Corona Mountain to begin the end of the game.

MAJOR EVENT #12: Defeat of Bowser and Bowser Jr. (beating the game)

Completion: Head to Corona Mountain and proceed through the area. At the end, defeat Bowser and Bowser Jr.

MAJOR EVENT #13: The ability to go to Delfino Airstrip and finish getting all of the Shine Sprites

Completion: Beat the game, then go near the boathouse. Talk to one of the people near the boat to take you to Delfino Airstrip. This is where the last of the things you need to get the Shine Sprites lie.

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++ Section IV: Shine Sprite Walkthrough **SMS44** ++
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))
Delfino Square **SMS441**
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- There are no episodes in Delfino Square.
- These are in no certain order.
- Titles for Shines are made up.
- Some Shines, you may have noticed, aren't here. Check the Secret Shines section.

=====
Box Smash Bros. (two Shine Sprites)
=====

Sometime after beating Episode 1 of Bianco Hills, head to the building with the open door beside the Shine Gate. Enter and talk to the Pianta. He will challenge you to a box-breaking contest. Accept. Ground-pound on all of the boxes, so you can break them. Do this within 30 seconds. If you succeed, the Pianta will give a Shine Sprite.

Return after this to do it again, just a harder version. Success, again, earns you a Shine Sprite.

=====
Shining Graffiti
=====

Spray around on the beach until you see some sparks where you spray. Spray that area until a Shine Sprite marking appears. Complete it to make a Shine appear.

=====
The Flying Plumber
=====

Among the rooftops is a Pianta. Talk to him, and, for one Coin, he will toss you. You may land in a building where a Shine Sprite is. If not, have him throw you until you land in the building.

=====
A Shining Bird
=====

Go to the island you see from the beach. Climb up the tree. A yellow bird may fly out (if not, get more Shines). Spray it continuously until it gives a Shine Sprite.

=====
The Golden Gate
=====

Use the Rocket Nozzle to get up to the Shine Sprite at the Shine Gate. Spray it until it is cleaned. Grab your Shine.

=====
Ring a Bell? (two Shines)
=====

Use the Rocket Nozzle to get to the bell towers. Clean the bells. Each bell gives one Shine Sprite each.

=====
Not-as-Solid as a Rock
=====

Rocket Nozzle to the top of the lighthouse. There is a rock-like thing there. Rocket up HIGH and ground-pound. Collect your Shine Sprite.

=====
That Door Is NOT Made of Oak
=====

In the area with the Pianta statue, turn towards the boathouse. You'll see another orange door. Use the Turbo Nozzle to go through it for another Shine, the last for the walkthrough.

=====
The Blue Coin Shine Sprites (24 total)
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After obtaining 10 Blue Coins, go to the boathouse where Ricco Harbor is. Go inside and talk to the manager. For 10 Blue Coins, you'll get a Shine Sprite. There are 240 Blue Coins in the game, meaning you can get 24 Shine Sprites.

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Bianco Hills **SMS442**
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=====
Episode 1: Road to the Big Windmill
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Seeing as it is your first episode, occurring immediately after the early FAQ above, it should be easy - which it is! Begin by walking up the hill. Cross the river and keep heading forward towards the large waterwheel. Get on top of the ledge to its left and jump on one of the "teeth." Let it carry you to the other side, which is covered with goop. Clean it up if you want to (it helps some, as it maintains your health to a point) then go to the bulging, pulsing mass on the incomplete hill (the thing shooting the goop balls). Again, spray it to make a Piranha Plant appear. As before, spray water into its mouth while its mouth is open. A few hits will kill it. After you kill it, a Shine Sprite leaves the mass, the goop evaporates, and the hill rises. Touch the Shine Sprite to collect it and finish this episode.

=====
Episode 2: Down With Petey Piranha
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Go back to the hill you completed in Episode 1. Head up the hill then to the bridge. Uh-oh! The bridge is out! No problem for FLUDD; just switch to the Hover Nozzle and use R to hover across the gap. Head up across the path until you reach the part with the spiky red-and-green vines. Continue to go up. As you'll see, it is too tough to cross the path with a mere jump. Use the Hover Nozzle to float around the vines. You'll soon come to the part where you can go no further. The windmill's blades are turning; just wait for a platform to come nearby, then jump on it. Let the platform carry you to the top. You'll see a large Piranha that isn't planted into the ground - Petey Piranha, as you'll know him from other games. Go near him to initiate another cutscene.

In the cutscene, Petey lets out a loud cry. Unfortunately for him (and you), it causes the roof of the windmill to crack. Under Petey's weight, the roof collapses, sending you and Petey into the windmill.

Inside, you are to fight Petey. Clean up the small amount of goop, then focus on Petey. Throughout the whole battle, stay a fair distance from him, within easy spraying range, unless I otherwise say. He will continually rotate during the battle. When he stops, he is opening his mouth to vomit up some goop (or doing something else if you're too close). When his mouth is open, spray water into his mouth continually. When he ingests too much water, his belly button will pop out. This is your opportunity to deal some damage. When he falls over, get onto his belly or hover above it, then ground-pound onto his belly (press L when in mid-air). If you did this correctly, Petey will spit out water and get up, then slap his head several times. Repeat this process two more times. After you defeat him, grab the Shine Sprite.

=====
Episode 3: The Hillside Cave Secret
=====

As before, head to the area with the lake and the windmill. You should see a cave in the hillside as you cross over to this area. Get onto the tightrope going there (method doesn't matter), then enter the cave.

WHOA! Shadow Mario just stole FLUDD! Yep, in episodes like these, FLUDD will be removed for the first time through. This means you'll have to beat the level classic Super Mario 64 style. However, you are permitted the use of FLUDD after beating the level once, as well a chance to get a secret Shine Sprite (section eleven of the walkthrough).

This area is very simple compared to the others. At the beginning, climb up the horizontally-moving platforms, then onto the top of the vertically-moving one. Get onto the next platform, then ground-pound on the nearby nails. One of these has a 1-UP; the other has a Coin. These items will reproduce after every lost life in this area, so take advantage of this. (The nails must be hit three times.)

As for the many moving platforms ahead, you can any route across you want. I typically take either the left or right side (the corners are stationary, I think). Regardless of how you got there, you should come to a bridge.

The bridge has massive cubes moving across it. These cannot be jumped over in the slightest, and they WILL push you off if you get in their way. The strategy is to cross IMMEDIATELY after one gets out of your way, then wait on the next cube, and repeat.

This final part has two star-shaped rotating platforms. Simply jump onto them, grabbing the 1-UP if you wish, then get onto the other side and grab the Shine Sprite.

=====
Episode 4: Red Coins of the Windmill Village
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There is always at least one Red Coin-based episode in every area. These make you collect all eight in a specific part of the area, usually. In this case, you are to find those in the village, which is the area with the buildings.

Luckily, this episode gave you a break - most of the Red Coins are along the roofs of the houses or along the divider wall for the village and lake. The harder to get Red Coins need the Hover Nozzle used in a certain manner.

Remember the house with the two tightropes near it? Get to the top of those. You should see a taller house near where you get off. Get on to the top of it. I believe a Red Coin is here, with the rest in plain sight. Collect them and the Shine Sprite will appear.

=====
Episode 5: Petey Piranha Strikes Back!
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In the village, there is a ton of goop. It is to your advantage to clean it up.

Using any of the several methods available to you - depending on your in-game progress - head up to the cliff on the north side. You can use tightropes or the Rocket Nozzle, if you unlocked it. Either way, get up there and clean the

goop. You may see some bubble-like things nearby. Touch one while having the Spray Nozzle set. It will attach to the nozzle. Let it stay; do nothing except go to where the fence has slightly collapsed. You'll see Petey Piranha on a pillar of land. Switch to first-person view (press Y) then hold R. Do not let of it. The bubble-thing should blow up, but not let go. Adjust your aim - you want to hit Petey with this thing. When you believe your aim is true, let go of R. This will shoot the bubble-thing and wake Petey up.

Petey will begin flying around. Ignore him for the moment, as he is invulnerable to all attacks right now. Instead, equip another bubble-thing and wait for Petey to begin hovering. Aim again for Petey while he is hovering. If you hit him, he will fall to the ground. Like the last time you fought him, you will have to fill him with water and ground-pound him. However, it has gotten tougher - regardless of distance, he will begin to summon mini-tornadoes. Avoid these while waiting for him to open his mouth. When he does, spray water into it and ground-pound on his filled belly. Repeat this process two more times, including the hit-while-hovering thing, then collect your Shine Sprite.

=====
Episode 6: The Secret of the Dirty Lake
=====

Head to the windmill/lake area.

As you can see, the lake has become dirty - so dirty, just touching the water's surface damages Mario. Even worse, the leaves that could be used as "boats" are now rotting. Your goal right now is to get to the open cave on the opposite side of the windmill. There are two methods.

LEAF BOAT METHOD (hard): Get onto one of the leaf boats. Stay switched to the Spray Nozzle. Spray it to propel the leaf. Spray it in the opposite direction of what way you wish to go. When are you near another leaf, hover over there and repeat until you reach the cave. Go in.

WINDMILL HOVER (very easy): Go to the windmill and on one side that faces the cave, jump. Switch to the Hover Nozzle to hover over the logs. You will have to drop down. You will lose 1-3 points of health, depending on whether you touched water or not.

Regardless of which method you used, enter the cave and see Shadow Mario steal your FLUDD.

This area is much tougher than the one from Episode 3. The majority of the area is composed of red and blue panels. All of one color will flip, then the other color will flip about five seconds later. The first part is easy to cross. On the platform after the panels, get on the spinning star and get the 1-UP, then onto the cube.

The cube will rotate and flip in various directions. When it simply rotates, ignore it. When it begins to flip, follow the movement - otherwise, you'll fall and have to begin again.

Next, exit off the cube near an area with two moving triangles. Jump when one comes toward you - if it hits you, you WILL fall off and lose a life. Then you have to get onto another cube similar to the first one. Next is another set of panels. It is similar to the first set, but much larger. Grab the Shine Sprite and leave.

=====
Episode 7: Shadow Mario on the Loose
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The only episode number that has sarcasm. On Episode 7 of ALL AREAS, you will chase Shadow Mario around. Like you did earlier in the game, spray him. When he falls over, approach him, listen to his speech, and grab the Shine Sprite.

=====
Episode 8: Red Coins of the Lake
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Seeing as beat Episode 7, you don't have to do this to beat the game, but you can; besides, this one isn't too hard.

Head to the lake. All over the tightropes are Red Coins - eight to be exact. A few are near the windmill's tightropes, one or two on the lake, and rest on the other tightropes. If you want to make this easier, grab the Rocket Nozzle. You can get it from the red box that you see when looking at the cave that you entered in Episode 3. After collecting all eight Red Coins, collect the Shine Sprite that appears.

NOTE: Two Blue Coins are in plain sight on the tightropes near the windmill. Be sure to grab them!

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Ricco Harbor **SMS443**
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=====
Episode 1: Glooper Blooper Breaks Out
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See that boat with the arrow pointing to it? Ignore it, if you want speed over whatever-is-over-there. You should see a sun icon enclosed by a blue circle, similar to the sewer covers in Delfino Plaza. In fact, it IS a sewer cover. Ground-pound on it (L in mid-air). Continue heading in the only direction that you can until you can no more. Jump out of the sewer and look to the boxes.

You can see a tentacle sticking out of it. Jump on it and press B near it. Mario should grab it. Move away from the boxes until the tentacles snaps off and a cutscene begins, revealing a large Blooper as what the boxes contained. This begins a boss battle.

To begin, jump onto a tentacle and pull it off, similarly to earlier. Pull off ALL of the tentacles (you don't have to, but it is very helpful). Spray off any goop on the Blooper's face then press B while near the cork. Pull it away. The cork soon snaps off. The Blooper isn't dead, however - it spins around and sprays goop everywhere and grows four more tentacles. Clean up the goop and remove the tentacles as you did before. Spray the goop off of the Blooper's face and pull on the mouth. You'll soon snap it off into the ocean, with it leaving a Shine Sprite behind.

=====
Episode 2: Blooper Surfing Safari
=====

Begin by heading toward the logs. The man will let you pick a Blooper (the squid-like things) to surf on. They all have different stats, though!

/ The Blooper	Speed	Handling	Overall Opinion \
Green Blooper	*	***	**'
Yellow Blooper	**	**	***
Red Blooper	***	*	**
_____	_____	_____	_____/\

As you can see, the yellow Blooper is the overall best, being of a decent speed while having decent handling. I recommend this for the rest of the episode.

After jumping on the Blooper, navigate through the string of coins, trying to get the Blue Coin as you go. Enter the cave for the second part.

You'll see another Pianta, who is allowing you to enter a race. Get on the yellow Blooper and navigate through the course. If you win in less than 45 seconds (0:45.00), you'll get a Shine Sprite.

=====
Episode 3: The Caged Shine Sprite
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(I may be slightly incorrect on directions, as the area is a mish-mash of steel girders. If I am, I apologize for this inconvenience.)

Head into the sewers and head as far as you can. Get onto the rooftops here and head towards the lighthouse until you see a steel girder attached to a rooftop. Go across it. Once you are in the actual area, head to the right and onto the gate. Go to the piece of it enclosed by a blue square and press B. Head to the top of this side and press A to get to the other gate. Press B inside the blue square. Press A and get onto the steel girder. Head forward and past the two Bloopers. Jump onto the red box and grab the item in it - the Rocket Nozzle! It can help back up here quickly, if you fall.

Ahead is a set of trampolines. Simply bounce up them until you get to the bottle-neck thing. On the trampoline just before it, use the Rocket Nozzle to shoot up above the thing. You should be able to drop into it and grab the Shine Sprite.

=====
Episode 4: The Secret of Ricco Tower
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Begin by going into the sewers. Head to where I told in you in Episode 1 and exit the sewers. Turn left and hover onto the platform. Grab the Rocket Nozzle and head to the lighthouse. Use the Rocket Nozzle to head up the platforms and get into the lighthouse.

Another secret level, another place without FLUDD. *sighs* Head onto the rotating block in front of you. Go across all of the blocks like this one in this area by slightly moving opposite the way they are rotating. Once you come to a stationary platform, wall jump to get the 1-UP and then head onto the gear as it comes by.

Like with the wood blocks, try to move opposite the direction that it is turning. The main difference is that, until a gear comes by, this is all you are able to do - and it is somewhat harder than before. Regardless, head across all three gears to another stationary platform.

After this platform, you are to go across more rotating wood blocks, like you did at the beginning, but with one difference - they are larger. This makes no

difference, though. Just head across them and to the Shine Sprite.

=====
Episode 5: Glooper Blooper Returns
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Like in Episode 4, head into the sewers. Exit at the far end and grab the Rocket Nozzle. Head towards the edge of the area facing the helicopter pad, trying use the Rocket Nozzle on the way. If you make it, skip to the next paragraph. If not, head under the helicopter pad, beside the little platform. Rocket up to hang onto the grate. Head to either side, under the place with the red square, and press A.

To begin, jump onto a tentacle and pull it off, like in Episode 1. Pull off ALL of the tentacles (you don't have to, but it is very helpful). Spray off any goop on the Blooper's face then press B while near the cork. Pull it away. The cork soon snaps off. The Blooper isn't dead, however - it spins around and sprays goop everywhere and grows four more tentacles. Clean up the goop and remove the tentacles as you did before. Spray the goop off of the Blooper's face and pull on the mouth. You'll soon snap it off into the ocean, for good this time. Pick up the Shine Sprite it leaves behind.

=====
Episode 6: Red Coins Over the Water
=====

Like in Episode 2, head to the platform near the logs. Ground-pound on the red lump. This makes eight red coins appear - and you only have two minutes to get them! Do not worry, though - the yellow Blooper's speed is sufficient for this episode. Follow the trail of yellow coins. This will lead you to most of the red coins as well. There are two you have to worry about, though:

- When you come across the submarine, you have to jump over the submarine to get it.
- There is one near the beginning, between two similar boats. Careful - hitting almost everything results in death.

After this, grab the Shine Sprite.

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Episode 7: Shadow Mario Revisited
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Again, you have to chase him. Spray him until he falls over. You'll listen to him talk a bit, then you can grab the Shine Sprite.

=====
Episode 8: Yoshi's Fruit Adventure
=====

NOTE: You will need to have unlocked Yoshi to complete this episode. Otherwise, forget even doing this.

To begin, head into the sewers and the far side of the harbor. Exit the sewers. You should see a Yoshi egg nearby, with one of the soccer-ball fruits, or durians, in his thought bubble. Seeing as there are none around, we have to "make" our own.

See those tower-like objects with the word "fruit" on them? Jump on top of them. One of the top things should be lifted slightly higher than the other

one. Ground-pound on it to make a fruit come out. Do this to the other one, and so on, until a durian comes out. Kick it over to the Yoshi egg.

Once the Yoshi comes out, DO NOT HAVE HIM EAT FRUIT UNLESS IT IS A DURIAN! Jump onto his back then go near where the fish are jumping out of the water. Have Yoshi spray one. This makes the fish turn into a platform. Get on top of it. The platform will begin to move; wait until it reaches the other platform. Jump off onto the steel platform. There should be a fruit to the right; have Yoshi eat it and spray another fish. This time, it becomes a vertically-moving platform. Ride it to the cage with the yellow thing on it. Have Yoshi spray the cage with his juice. Get off of Yoshi with X then get onto the cage. Ground-pound on it, then get the Shine Sprite.

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Gelato Beach **SMS444**
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Episode 1: The Dune Bud Sand Castle Secret
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To begin, head towards the little islet to the left. Once there, look for some weird plants that have purplish stems and green leaves. Spray it. A castle should come up out of the ground; if not, you sprayed the wrong plant. Once the castle appears, head to the "entrance" of it - where the red arrow is pointing - before it collapses.

Again, Shadow Mario steals your FLUDD.

The area is very simple and easy. The first few parts are bits that look like bridges made of sand - which they are! After stepping on/grabbing onto a block of sand, it begins to fall apart - and disappear! Get off of it before it does or you'll lose a life. Once you get to the part that looks like a sand castle, you can pretty much take any path you want to. I typically head around to the back, then head upstairs, but you can take any route you want to. Grab the Shine Sprite at the top to end this episode.

=====
Episode 2: Mirror Madness! Tilt, Bam, Slam!
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If you look ahead of you from the start, towards the volcano, you'll see a tower surrounded by three mirrors placed at regular intervals. Head to this place and get onto one of the mirrors; it doesn't matter which you choose.

There are three mirrors here and, unlike the previous and future episodes, has different versions of the duck-like enemy from the beach. In fact, they are unique to only this episode. As you can see, the weight of the duck(s) is displacing the balance of the mirror, preventing the egg of the Sand Bird from getting the warmth it needs. But how to restore the balance?

Well, it begins by trying to herd all of the ducks onto one side of the mirror by spraying them with FLUDD. As you spray, they should move some. When one gets near the edge and is about to lose its balance, quickly head to the opposite edge of the mirror and ground-pound. If the duck had lost its balance, it should have flown away. There are two other mirrors. One had one duck, another had two, and another had three. Simply use the herding technique and then ground-pound them into oblivion. Collect your hard-earned Shine Sprite.

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Episode 3: Wiggler Ahoy! Full Steam Ahead!

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As you can see, a huge caterpillar (a Wiggler) is running around the area. Your goal is to stop it.

Begin by standing near a Dune Bud. Most work fine. Wait for the Wiggler to come near you and the Dune Bud. Spray the Dune Bud and, if the Wiggler is close enough, the Wiggler should trip over it and flip. Once it does, get onto its belly and go to the segment with the red arrow pointing above it. Ground-pound there and get off the Wiggler. The Wiggler will get back on its feet and begin its rampage once again - at a faster speed. Repeat the above process two more times, with the Wiggler getting even faster the third time. After you defeat it, get the Shine Sprite.

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Episode 4: The Sand Bird is Born

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Ahhh... yes, a challenge. Begin by heading near the tower that you were near during Episode 2. There is a tunnel cut into the wall. Get up to the ledge above and head along the path. Once you get to the mini-pavilion, head to the trampoline. Bounce up into the tower to truly begin the episode's challenge.

THAT is quite a surprise! Not only are you on a massive bird, not only is it made of sand (that doesn't crumble away), but you also have to collect eight red coins with a few opprotunities for Blue Coins as well! The first seven red coins are all on the bird. There are two on the right wing, two on the left wing, one somewhat above you, one closer to the bird's head, and one on the bird's tail. Get these and just wait.

Now, at one point, the bird will begin to flap its wings rapidly. Get your Hover Nozzle ready, because it's about to flip! Well, not actually a flip, but more of a 90-degree rotation. Regardless, as the bird begins to rotate, hover onto its side. Stay there until it begins to rotate the other direction. At that point, just wait out the ride. The final red coin will be at the top of the tower you are circling, as is the Shine Sprite.

NOTE: If you end up falling, get onto a cloud and wait a while. The bird will come down again. You could also stay on the bird, instead of getting the red coin, if you missed a Blue Coin or two. Why? It'll come down a little bit after getting to the top of the tower.

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Episode 5: II Piantissimo's Sand Sprint

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This episode is more of a race against a slow guy, so "get ready."

Head near the guy with Pianta costume on to speak with him. He will explain the race and everything, then begin the race. The race heads to the mini-pavilion I mentioned in the previous episode. Begin by heading towards the mirrors. Head into the tunnel thing and backflip, wall jump, or whatever it takes to get you onto the next ledge. Continue along the path and get to the mini-pavilion. Touch the flag to finish. If you beat Piantissimo, you will earn a Shine Sprite.

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Episode 6: Red Coins in the Coral Reef

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Well, this is one of the (slightly) harder episodes of Gelato Beach. To begin, head to the hut-thing to your left. You should see a set of rocks out in that direction. Head there now.

All throughout this set of rocks are eight red coins. They may be in the little nooks, near the plants, or in the groups of fish (like a few Blue Coins are). Remember to check the area thoroughly - there are a few that are nearly invisible due to the nearby plants, and any ones you miss are likely to be those or the ones in the groups of fish.

After collecting all eight red coins, the Shine Sprite will appear on a rock that is just barely out of the water. Grab it to complete this episode.

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Episode 7: It's Shadow Mario! After Him!
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yawns If you played other Episode 7s or recall the Delfino Plaza chase, you should know what to do - spray him and go near his eventually fallen body.

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Episode 8: The Watermelon Festival
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Finally, a true challenge! Begin by heading to the left, towards the hut that I mentioned in Episode 6. Talk to the Pianta there to figure out that a contest is being held - to find out who can get the largest watermelon. Let's begin!

Firstly, you'll see some watermelons quite nearby. Ignore them - they aren't large enough. You may have also noticed the ducks walking around the lower area (the beach). These are quite a nuisance. Get some to follow you. Go to a Dune Bud and spray it to make some sort of object appear. This will launch any nearby ducks into the air and kill them. Finish off all of the ducks on the lower level, then go to the next step.

Now, head to the mini-pavilion where you won the race in Episode 5. There is a MASSIVE watermelon there - big enough to win the contest! Your main trouble is actually getting it down there without breaking. After a few tries, you'll eventually get it down there. Once you do, avoid the ducks that remain by spraying them with water. Roll the watermelon near the bridge that leads to the hut.

Now begins the real hard part - moving the watermelon without busting it or getting it into the water. It's easy - first, roll it up above the slope, then spray it with water to finish moving it. Once you do, throw it to the Pianta, he'll throw it up into the blender and give you the Shine Sprite.

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Pinna Park **SMS445**
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Episode 1: Mecha-Bowser Appears
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Begin by heading into the park.

You should see Shadow Mario. Follow him to a pool of water that is almost directly in front of Mario, just to the left a bit. Once there, a cutscene

begins and Mecha-Bowser appears!

After the cutscene, an old Noki comes to you, offering you a "hero's vehicle." It's better than nothing, I suppose - but a roller coaster was pretty low on my list.

So, you are on a roller coaster. Mecha-Bowser is actually near the roller coaster at some points. For now, focus on getting the rockets and shooting them at Mecha-Bowser. Don't worry about early misses, you'll be closer soon. Along the way, Bullet Bills will come up in front of you and behind you. FLUDD will warn you about those that are behind you, but you have to keep an eye for those in front. A simple spray of water - rockets work as well, but they are less accurate - will get rid of them.

As for the strategy, aim for Mecha-Bowser when possible, but try to focus all attention on it and hitting it. At one point, you come into its fire breath. Either ignore it or stop the flames with water - it won't matter if you're a good aim.

After defeating Mecha Bowser, a cutscene ensues, revealing important plot points that I shall not reveal - play the episode yourself to see it. Grab the Shine Sprite after the cutscene.

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Episode 2: The Beach Cannon's Secret
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This episode takes place in and near the cannon to the right of where you begin the episode.

As you'll soon notice, the cannon is shooting out a lot of Bullet Bills. There are three types: normal black ones, gray/silver ones that home in on you, and gold ones that give eight coins when sprayed. Ignore these and head closer to the cannon. Once you get near, the Monty Mole operating the cannon begins to throw Bom-ombs instead of Bullet Bills. Spray a Bom-omb to make it become blue and stop its timer. Pick it up with B and throw it at the Monty Mole. Hit the mole three times to get rid of the nuisance. A rainbow-colored beam of light will then radiate from the entrance of the cannon. Go there now and see Shadow Mario steal your FLUDD once more!

The first part is an area full of blocks that randomly disappear - and they are in various shapes! You can tell when one is about to disappear when it begins to become black. If it does, get off of it. There are a few safe places - the Yoshi blocks.

The second part is very simple. Just jump onto the orange platforms to bounce. Bounce up to the ledge for the final part.

First, wait for the whole bridge to appear (it has the same properties as the first part of this level). Then run forward and repeatedly press B. Once you get to the always-solid gray block, stop pressing B and wait for this bridge to reappear. Then use the same strategy for this bridge as you did for the first bridge and grab your Shine Sprite.

=====
Episode 3: Red Coins of the Pirate Ships
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To begin, enter the park. Inside, head to the right, past the shell things, and to the staircase. At the top, you'll find a red coin (that was easy). The

next two are on the pirate ship rides in front of you, one per ship. You'll have to let the ride get some momentum until you can grab it.

Next, leave the pirate ships and go to the hole in the wall nearby. Follow the path until you reach an area with a pineapple nearby. Hover across the gap to the left. You should see some grates nearby. Firstly, head toward the lower set of grates. There are two red coins nearby; enter the cage to get one. There are also some version of electric Koopas nearby; ground-pound above them then use the gate.

Go back to where you originally found the grates. Go into the "box" and flip the gate for a red coin. Head through the nearby rising path for the final red coin. Grab the Shine Sprite and you are done!

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Episode 4: The Wilted Sunflowers
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Go to the right rather than entering the park. You will see some Yoshi eggs nearby and will notice that the sunflowers are wilting. Huh? Talking to the sunflowers reveals that these are DEFINITELY not Yoshi eggs, but something else.

Spray one of the "eggs" for a bit until it comes out of the ground. Move over into the sand if you aren't already. At one point, the thing will flip into the air. It will land near where you are. If it hit the sand, it will sink into it for a few seconds - ground-pound its bottom during this time. A set of sunflowers will appear, as well as six coins. One of the larger sunflowers will un-wilt, too. Get rid of all of the "eggs" to finish the episode.

Aside from getting a Shine Sprite, you will have to chase Shadow Mario upon returning to Delfino Plaza. Defeat him to get a Yoshi egg! Yep, you have unlocked Yoshi!

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Episode 5: The Runaway Ferris Wheel
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To begin, head into the park (how did you guess?).

There are several ways to do this. The somewhat less based-on-luck way is to go around back. However, I will not list that method, as it is too simple and you can figure it out yourself. Instead, we shall go through the Ferris Wheel!

To start, head up near the grates from Episode 3. Get onto the "box" then on the upper part of the high part. At the top, face the Ferris Wheel, switch to the Hover Nozzle, and jump off and hover! You should go through the arms of the Ferris Wheel and onto one of the higher ledges. Get underneath the gate under the grate, cling onto it, and press A. You should shoot the Electro-Koopa into the sun. The Shine Sprite will also appear - but there's a problem: how to get up there? Head onto one of the newly-slowed car's roof and wait until you get to the top. Grab your Shine Sprite.

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Episode 6: The Yoshi-Go-Round's Secret
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Again, enter the park. Head to the right and through the hole in the wall I mentioned in the previous episode. Turn and go behind the tree to find a Yoshi egg. Give it the fruit it wants.

- The pineapple is found further along the path
- The bananas are found on a ledge near said path
- The coconut (green object) is found in the trees while spraying them
- The melon (?) (yellow object) is found on the tree's "nose"

Pick up the fruit that is depicted in the egg's though bubble and bring it near the egg. The fruit will be eaten up and Yoshi will pop out. Get on him and go to the Yoshi-Go-Round. Find the place of the missing Yoshi and move Yoshi near it. Then the secret level will begin.

The first part of the secret level is a bunch of spinning blocks. Simply jump every time you touch the ground and you should get across.

The second part is harder. Wait for a block to get in front of you. Jump on it, then wait for another block to get in front of you. Continue this until you end up on a blue block. Grab the 1-UP, then go on the block that gets in front of you (remember, opposite side of the start). Continue until you get across.

The final part is easy. To begin, get onto the lone orange block. It will move across the gap, then stop. Get off of the block, as it is about to disappear. Continue to go along the path until you come upon a moving block. Get on it and ride it to the other side. Climb up the blocks, then wall jump up the wall. Get on the vertically-moving orange block nearby, then head onto the path unused. Grab your Shine.

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Episode 7: Shadow Mario in the Park
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Didn't we do this in Episode 1? Apparently not. As usual, chase him, spray him, etc.

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Episode 8: Roller Coaster Balloons
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Before doing this, you may want to stock up on lives (unless you are a master of aiming while moving).

Enter the park. Remember the "box" from the red coin episode? Head there now. You'll find some Nokis. Talk to one to get an explanation of the competition. In essence, there are twenty balloons spread throughout the roller coaster. You are to pop all of them using the rockets you used in Episode 1 - and you only have three laps of the track to do it! It is hard, and you will likely lose at least once. Just try to not shoot while moving unless it is necessary, and try to shoot all of balloons in the three-sets at once - it makes it a lot easier. After (eventually) winning, get your truly hard-earned Shine Sprite!

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Sirena Beach **SMS446**
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NOTE: You need to unlock Yoshi first to go to this area. Have him eat the fruit blocking the pipe on a roof in Delfino Plaza.

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Episode 1: The Manta Storm
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whistles This may just be the hardest boss in the whole game. Hope you know how to do the Spin Jump Spray well, because you are going to be completely abusing it here.

When you arrive, you see the area coated in a lot of goop. There is something different about this goop, though - it's electrified! A touch on everything but the smallest parts will shock you cause you to take one point of damage. For this episode, it is VERY MUCH to your advantage to clean it up.

Once that's over with, head up to where the Pianta is, near that big square surrounded by water. After he mentions that his hotel disappeared because of a manta-like thing, speak of the devil, a manta pops up.

At the start, simply begin by dodging the manta and spraying it. You'll soon notice that after taking a bit of damage, the manta splits apart. After there are about 4 to 8 mantas, take this battle to the beach.

Begin using the Spin Jump Spray. This will hit most of the mantas at once and cause them to split. Continue doing this until the mantas turn purple - they just now noticed that you're here. Now, either use the Spin Jump Spray some more, or move around spraying water in front of you. Either way, you should look out for the electric goop - it is a massive pain! There are literally very few coins in this episode. They are near the huts - go there if you need to be healed. After eventually defeating the mantas, the hotel reappears and the manager gives you a Shine Sprite.

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Episode 2: The Hotel Lobby's Secret
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Go to the front of the hotel and talk to the manager. You'll go in to deal with a Boo problem (where's Ghostbusters?).

This part is simple. Spray the pink Boos. They will turn into platforms that you can use as steps. Continue this until you get to the third floor. Up there, look towards the totem pole. You should see a Boo with an open, dark blue mouth. Hover into it. Oh no, Shadow Mario stole FLUDD! You know what that means...

This first part is easy. First, simply backflip/whatever onto the upper layer of bricks and head forward. Jump on the flying bugs to help you get across.

The second part is easy, too. Break one of the bricks. Slip between the other brick and the orange block and wall jump to break the next three blocks and reach the top.

The third is harder. Head across the sand bridge. There are two paths to it, either of which you can take. I prefer the top bridge. Regardless of your path, DO NOT STOP WHILE ON THE BRIDGE. Even just having to grab onto a step can cause you to lose a life - I'm not joking. Eventually, you'll get a set of bricks and watermelons.

This fourth part is easy. Get to the first watermelon that you can and ground-pound on it. Head down the steps and onto the gear. The gear is almost exactly like those from Episode 4 of Ricco Harbor - except you don't have to go from gear to gear now!

Once the gear gets to the sand pyramid, go up the "steps" until the gap at the top. Jump over it and down the "steps" of the other side. Cross the gap and grab your Shine Sprite.

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Episode 3: Mysterious Hotel Delfino
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Talk to the manager of the hotel in front of the entrance. He insists that you come in and you are, obviously, put into the hotel.

Get ready for a long - but weird and cool - episode. To avoid having to repeatedly talk to the other temporal residents of the hotel, just follow the walkthrough.

From the main entrance, head into the room to the left of the staircase (the men's restroom). Head to the stall farthest from the entrance. If you press Y and enter first-person view, you'll see some water leaking through the ceiling (so much for four-star). Wall jump up to try to hit the water. Instead of merely bouncing back, you go through it into a room!

Get out of the bathroom and look at the painting. It may vaguely remind you of something - spray the painting make the image of a Boo appear. Jump at - and through - the painting.

In this room, eliminate the Boos then go to the large wall with the brown paneling. It is actually divided into four separate panels. Give each a spray to possibly make 1/4 of a Boo appear. Once all four panels are flipped and the image of a Boo is made, the paneling will move aside.

In this room, spray the pink Boos like you did in Episode 2 and go through the hole in the ceiling.

There should be a bookcase nearby. Spray it to rotate it ninety degrees, and go through the "tunnel" it made.

In this room is a lighter colored panel. (If you can't see it, spray around the room and find the panel that flips when sprayed.) Jump on the panel.

In this room are several boxes, three of which contain pineapples. Wait, didn't the Yoshi egg in the lobby want a pineapple? Grab a pineapple and go through the door. Go to the lobby.

Give the Yoshi egg the pineapple. Ride over to the third floor and go into the open room. Bounce on the bed to go to the ventilation system. Eat the big Boos then go into the "rooms." These have cracked tiles in there. Ground-pound on them to go to the room underneath. One of these leads to the pool, where the Shine Sprite is.

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Episode 4: The Secret of Casino Delfino
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Again, talk to the manager at the entrance to the hotel. He tells you about the newly-opened casino. You then enter the hotel.

Talk to the Pianta near the door at the left. He'll let you into the casino.

To begin, head over to what looks like a large slot machine. Let's begin with the one on the right. Spray it to make all of the reels spin. You want to get three 7s. Whenever you match up three of something (coin x1, coins x3, or Boo), that thing you matched up will pop out of the slot machine. If it is 7s, you will have to wait and get 7s on the other slot machine. The left machine has

the same basic function - except you can only spin one reel at a time, instead of all of them activating simultaneously. After getting 7s on both slot machines, a curtain opens, revealing a 4x4 square with question marks on it. Spray the question marks with water to try to reveal the image of a Shine Sprite. Once all squares no longer have a question mark on them, the squares and fence disappear, revealing a pipe. Enter the pipe and see Shadow Mario, yet again, steal FLUDD.

The first part consists of two massive cubes moving around. Get past them to reach a smaller cube. Ride on it to another set of cubes.

There are many more cubes here. Cross gaps and get to the cube. This, rather than rotating, will continuously flip backwards. Walk forward until you reach the wooden obelisks.

These obelisks simply move left to right, never going fully through the hole they are near. Simply jump across to a final, massive cube. It does various flips, so be wary. Once you're done, grab the Shine Sprite.

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Episode 5: King Boo Down Below
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Yet again, head to manager, talk to him, and enter the hotel. Talk to the Pianta in front of the entrance to the casino to enter it.

Head onto the massive roulette wheel and ground-pound on the purple tile. Watch as the roulette wheel sinks into the depths of the hotel.

Down here is King Boo, your main boss for the level. The battle takes place on the roulette wheel, but with a twist - three sections are rotating. It is very helpful if you ground-pound on the purple tile in each section - this stops the whole section from rotating. Now, spray King Boo. He will begin to start up the slot machine near him. He will shoot out some of the following, based on the slots:

- Some bubbles: spray them to have them drop water bottles to replenish your water supply
- Some enemies: defeat them
- Some coins: collect them to restore Mario's health
- Some fruit: see below

What you want are the fruit. Find the pepper and throw it at King Boo's mouth. He will apparently find it too spicy to his taste and begin spitting flames. Throw another fruit to damage him. Damage him three times to get your Shine Sprite.

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Episode 6: Scrubbing Sirena Beach
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Simple. From the very beginning, you have three minutes to wash off MOST (not all) of the electric goop. Since you don't have to do it all, focus on the big spots first. After that, look around and clean up anything that looks like it may shock you. Also, rescue the Nokis from the goop - you can get a few Blue Coins from them.

Seriously, it isn't as hard as it looks - I can do it in two minutes easily!

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Episode 7: Shadow Mario Checks In

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This episode is slightly different than the other episodes. Begin by entering the hotel through the usual means.

You'll see Shadow Mario. Chase and spray him, but I doubt you'll manage to keep your eye on him after the staircase. What's worse is that there are Shadow Mario impersonators around. They don't activate the chase music when you are near them, are whiter, and turn into Boos when you spray them or get too close. Try to find the real one and spray him down good!

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Episode 8: Red Coins in the Hotel

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Hey, guess what? You're going into the hotel again!

When you enter the lobby, ground-pound the red switch to make eight red coins appear throughout the hotel. You get a massive five minutes to find them, so you may as well ignore the timer.

To begin, grab the red coin in front of you, then go into the room to the right of the staircase (the women's restroom). Now, head to the men's restroom and jump up through the leaking water. Spray the painting and, once the picture of the Boo is fully revealed, jump through it. A red coin is in here. Spray the paneling to reveal the image of the Boo, then look above the pool/bathtub for your fourth coin. Exit the room and head to the third floor. The fifth coin is in plain sight. Next, go to the open room and bounce on the bed, taking you to the ventilation system. Break through the various cracked tiles to get you to the final three coins:

- The room with the pineapples in crates (from Episode 3)
- The room beside it
- Spray the posters in the room above the pineapple room

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Noki Bay **SMS447**

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Episode 1: Uncork the Waterfall

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NOTE: Try not to touch the water, unless it's the shoreline, as the water is poisonous.

To start, jump across the platforms and go up the path. Jump onto the basket-like object. Spray some water into the broken pot to make you go up. Go onto the platform.

Go up the path, spraying the goop, until you can go forward no more. Clean off the walls to make a platform come out of the wall. Get onto it and jump across the platforms.

On the hill, continue forward until you reach a wall. To the right of that wall is another wall with goop on it. Spray it off to make a platform come out of the wall. Wall jump to get onto the ledge (the one originally there).

From there, continue forward until you reach a dead end. Use a backflip or a

Spin Jump to get high in the air, then hover over to the ledge on the left (to the left of the pool of water). Head up the steps to get onto a platform, with a Monty Mole in a cannon opposite the ledge.

Like in Episode 2 of Pinna Park, the Monty Mole will throw Bom-ombs at you. Spray them to stop their timers and make them blue. Pick them up with B, then throw them back at Monty Mole. If you hit him, he'll make a squeal. Hit him three times to beat him.

After beating him, the cork pops out (with Monty flying away, too), revealing that the cork was indeed clogging the waterfall. Grab the Shine Sprite.

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Episode 2: The Boss of Tricky Ruins
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To begin, head to where the guy's grandfather is. Spray the symbol on the wall to reveal a type of obstacle course. It comes in multiple parts.

The first part is simply a wall jump, then moving to the right some. Get to a permanent spot (where the wall has a basket-like pattern). Wall jump to get to a grassy area. Go to the right to find another symbol.

Spray the symbol to begin part two. Again, wall jump up the wall and go to the right. Keep moving to the right until you get an area with grass and water.

Here is where you will fight the boss of the ruins - Glooper Blooper! Wait, we fought him in Ricco Harbor, didn't we? Yes, we did. *sighs* To begin, jump onto a tentacle and pull it off, like in the Ricco Harbor episodes. Pull off ALL of the tentacles (you don't have to, but it is very helpful). Spray off any goop on the Blooper's face then press B while near the cork. Pull it away. The cork soon snaps off. The Blooper isn't dead, however - it spins around and sprays goop everywhere and grows four more tentacles. Clean up the goop and remove the tentacles as you did before. Spray the goop off of the Blooper's face and pull on the mouth. You'll soon snap it off into the mountains, maybe for good (seriously, how many lives does it have?).

After winning, the brick block breaks. Head into the hole and grab your Shine Sprite.

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Episode 3: Red Coins in a Bottle
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From the beginning, the old Noki puts a helmet on you. It lets you hold your breath longer while underwater - you'll need it in later episodes. He wants you to get used to using it. He shrinks you and puts you in a bottle.

The controls in this area are slightly different. The A button only speeds up your underwater walking speed. The R button, when equipped with the Hover Nozzle, moves you up. Obviously, you will not run out of water, seeing as you ARE underwater. The red coins are easy to get, most of which are above the sand. A few are in the Tetris-like thing on bottom. Collect them all to get what is possibly the easiest red coin Shine Sprite in the game.

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Episode 4: Eely-Mouth's Dentist
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The old Noki thinks he actually knows why the water is polluted - and he wants

you to find out why! Head the nearby tightrope and go through the path you made in Episode 1 to get to the waterfall. Drop down into it and it should take you through a hole... to Nintendo's version of Atlantis!

Deep down in the ocean - quite close to the bottom - are a set of what look like lights. Actually, they are the eyes of Eely-Mouth. For some reason, there are toxic materials being sent up at you (FLUDD alerts you to this). Continue towards the bottom and Eely-Mouth will rise up out of his hole. You can then see why there are toxic materials around you - his teeth are coated with plaque!

Time to become Dr. Mario! Switch to the Hover Nozzle and begin to hover directly above a tooth. Hit the tooth with water to clean some of the plaque off. Once all of the plaque is off a tooth, it will shine, signaling you to go to the next one. Do this to all of his teeth.

Throughout the process, Eely-Mouth will periodically lower himself and begin to shoot more toxic materials. Use this time to collect the coins on the sides to replenish your life meter.

Once all of Eely-Mouth's teeth are cleaned, the gold one falls and becomes a Shine Sprite, which you should collect as your fee.

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Episode 5: II Piantissimo's Surf Swim
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Remember where the shortcut from the previous episode lead to? Head there now to find II Piantissimo. He challenges you to a race across water. His record is 0:40.00 - beat that to win.

The race begins. Head off of the ledge and hover. Once you stop hovering, press B to go forward and gain some more distance. In the water, rapidly press A while using the Hover Nozzle - this boosts speed. Touch the flag to end the race about twenty seconds better than his record.

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Episode 6: The Shell's Secret
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Simply go across the tightropes. They all (eventually) lead to the shell where the main part of the level takes place.

Inside, Shadow Mario haves mercy on you - not! He, again, takes FLUDD.

In the level, Mario begins inside a box. Wall jump to get out of there. Head across to a rotating platform. Get on it, then onto the yellow panel. Go forward from the yellow panel to reach a ledge.

You should a block going in and out from a wall to your left. Use a wall jump to get on it. Time your jump so you get on while the block is extending. Jump across several more blocks.

To the right, after the blocks, is a pole. Climb up the pole, then jump off, going towards the ledge. Head up the platform with the arrows, then turn to the right. Here, you have to do some wall jumps to get onto platforms.

Once you're on the ledge with the flame, cross the rotating wood block. Get onto the set of green and yellow blocks of wood on a gear.

Here, simply backflip to get onto the next platform. Once you're on the top, go to the platform and grab the Shine Sprite.

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Episode 7: Hold It, Shadow Mario!
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Do I really have to explain these to you? Chase Shadow Mario and spray him until he gives up his Shine Sprite.

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Episode 8: The Red Coin Fish
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You are given the helmet at the start. Instead of going to the old Noki, since the water is now unpolluted, make your way to the waterfall without the path. You know, go to where it hits the water. Jump into the waterfall to enter a decently fun episode.

Obviously, you know you are dealing with red coins, but where are they? They are actually in the form of a swimming fish, along with 20 ~ 40 regular coins. The fish swims along a set path, so just "ambush" it. The fish periodically separates and spreads all over the area, but it will come back soon. After getting all eight red coins, grab your Shine Sprite.

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Pianta Village **SMS448**
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Episode 1: Chain Chomplets Unchained
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Cross the bridge to get to the village. You will notice that there are three Chain Chomplets running around the village - and they are literally hot as fire! While running around, they will a trail of goop similar to the goop of Sirena Beach, but it burns, not electrocutes.

To start, go near the pool of water beside the massive tree (not the blocked off hot spring). Wait for a Chain Chomplet to come by. Spray it until it becomes black and whimpers. Grab its tail, turn towards the spring, go far backm and let go of B. Do this to the other Chain Chomplets, and remember: if they don't come to you, you come to them!

Grab your Shine Sprite when you're done.

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Episode 2: II Piantissimo's Crazy Climb
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Okay, head across the bridge and go near II Piantissimo. He'll explain the race as he always does. Begin the race!

Jump over the fence and, until you reach the intersection near the spring, repeatedly press B. Once you reach the intersection, turn to the hot spring and go to the tree near it. Run up it and touch the flag to win.

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Episode 3: The Goopy Inferno
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Ohhh, crap! Before you even enter the level, Shadow Mario steals FLUDD, meaning you are doing virtually the whole episode without him.

Head across the bridge and observe all the fiery goop you have to jump across... Just kidding! Turn to the right and head past the first dip in the ground and head to the one near the hot spring. Enter the dip and ground-pound on the panel to flip to the underside of the village. This path is quite straightforward - just avoid the enemies! Eventually, you'll come to a point where you are near the mayor's. Avoid the goop and everything, grab FLUDD (FLUDD is on the M emblem near the mayor's mushroom) and hover up to the mayor. Spray the goop off of him to get your very hard-earned Shine Sprite.

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Episode 4: Chain Chomp's Bath
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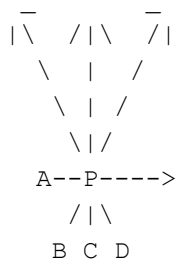
This episode is almost identical to Episode 1. Head across the bridge and to the right. You'll see a Chain Chomp (chained, for once). Quickly wash it off and grab the end of its chain (the metal part). Drag it towards the hot spring. Unfortunately, it'll turn red and fiery hot. Quickly wash it off and continue your journey to the hot spring. Eventually, you'll get it to the hot spring. Drag the chain around the spring to force the Chain Chomp into it. You'll get a Shine Sprite as your reward, obviously.

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Episode 5: The Secret of the Village Underside
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Head across the bridge and you'll find a Yoshi egg. Note what fruit it wants and head towards the hot spring. Nearby is a tiny tree on a raised platform that should have the fruit Yoshi wants. Grab the fruit and give Yoshi the fruit. Now, go back near the edge of bridge (on the side with the village). Look from above by changing the camera angle and try to land on a mushroom. Continue jumping from mushroom to mushroom until you a yellow balloon-like object on a platform. Have Yoshi spray it and go into the hole the object was covering.

Again, Shadow Mario steals your FLUDD (and that is the last time I say that!).

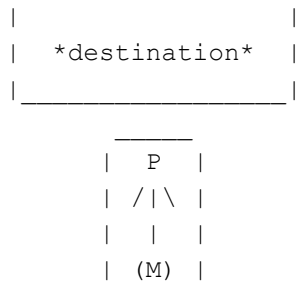
This level is filled with Piantas that like to throw things - these powerful Piantas are called chucksters. In this level, if you talk to one, it will throw you in the direction you talked to it from, shown in the below diagram.



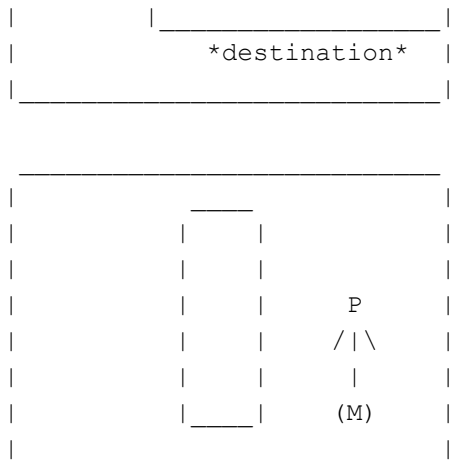
Assume that P represents the chuckster, and A, B, C, and D represent various positions you could talk to it from. The connecting arrows represent where Mario would be thrown, you see?

Now, to complete the level. I will be using lame ASCII art throughout this, none of which is even likely to be to scale, so bear with me. Ignore the first

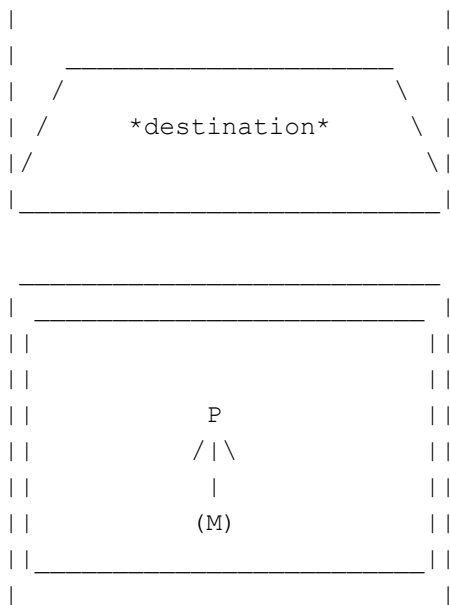
two chucksters. As for the pink one...



Again, assume P is the chuckster, and (M) is Mario. The arrow shows which direction to talk from - directly in front. On the next platform, talk to the blue chuckster (the one on the right) when he is farthest from the edge.



Remember, far from the ledge, and towards the raised platform. Talk to the chuckster there. I need no diagram, as you usually end up on the platform above you, which you need to. The chuckster up there...



There are also enemies up there, but try to defeat a few so you can fine-tune your shot (or should I say "chuck"?). The final throw...

- There are no episodes here.
- You can come back here anytime after beating the game.

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Initial Shine Sprite
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You get this VERY early on - at the beginning!

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Red Coin Shine Sprite
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Come back here after beating the game. Head to the area with the two boxes and the red switch. Ground-pound the switch and grab the Turbo Nozzle. Zoom into the building (hit the doors while using the Turbo Nozzle) and grab the red coin. Exit the building and onto the runway. A few more are here. Go onto the water for the rest - you have to jump over the boats, and one is underneath the runway with the switch.

)))))))))))))
 The Secret Shine Sprites **SMS4410**
)))))))))))))

=====
Delfino Plaza
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- Go near the lighthouse where you can enter Gelato Beach. There are some natural, grassy pedestals nearby, with a pipe on one of them. Enter it to go a level where you simply slide down a slope.
- Once the boat gets going, head to the center of town. Wait for it to come, and, once you pass under a coin, jump into a hole. This leads to a pinball kind of area. You are to get eight red coins here. There are no real tips here - good luck!
- Get Yoshi and take the same boat. It'll soon cross paths with a pedestal in the middle of the water. Get on it and eat the bananas while waiting for a DIFFERENT boat. Get on it and it should take you an island with a covered pipe. Spray the object covering it with Yoshi and enter the pipe. This is another red coin challenge that I have no idea how to correctly do - I got lucky. Remember, the water instantly kills you.
- With the Turbo Nozzle equipped, go to the police station. Hit the door while dashing with the Turbo Nozzle. Use the Turbo Nozzle from the start and always hold R. Time your jumps and you'll get to the Shine Sprite.
- With the Rocket Nozzle, head to the island near the cannon to Pinna Park. Go to the trees on the cliff. Rocket up to the trees and enter a pipe for a red coin challenge. The hardest ones are the red bird (spray it a few times), the one under the watermelon block (ground-pound said block), and the one gotten by saving the flaming Pianta (talk to him after putting out the fire).

=====
Bianco Hills
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- Return to Episode 3. Enter the cave you did before. This time, Shadow Mario

will not steal FLUDD (yay!). Near the beginning is a red switch. Ground-pound on it to make eight red coins appear. One is right in front of you, four are on the orange platforms, and three on the star platforms.

- Return to Episode 6. Enter the cave as before. Again, you'll have FLUDD and a red switch nearby. Ground-pound on the red switch. Eight red coins appear. One is above the first set of panels, one near the first 1-UP, past the first cube is another, two on the vertical-moving cube, and the final three are on the large set of panels.

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Ricco Harbor
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- Return to Episode 4 and the lighthouse. You have the FLUDD and a red switch is nearby. Ground-pound it to make eight red coins appear. They are easy; just remember the ones near the 1-UP.
- Return to Episode 2. Do the second part of the race (in the tunnel) in less than 40 seconds (0:40.00). Cut corners and jump ledges for shortcuts.

=====
Gelato Beach
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- Return to Episode 1 and enter the sand castle as usual. You get to keep FLUDD, and a red switch is in front of you. Ground-pound it to make eight red coins appear. A couple are along the path to the castle, three or so are on the lower sides and center, and two are on the highest areas.
- Go to any episode (Episode 8 is NOT recommended). Go to the Dune Bud near the mirrors. Spray it to make a staircase appear. Spray the wall behind the four coins to begin to reveal a Shine Sprite. When the painting is filled, the Shine Sprite appears.

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Pinna Park
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- Return to Episode 2 and get into the cannon. You have FLUDD and there is a red switch in front of you. Ground-pound it to make eight red coins appear. Six are the first platforms, one near the trampoline-blocks, and one along the disappearing bridge.
- Return to Episode 6. Get to the area. You'll have FLUDD, and a red switch will be nearby. Ground-pound it to make eight red coins appear. Two are in the gaps of the blue and black blocks, and the rest are in the castle-like area.

=====
Sirena Beach
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- Go to Episode 2 and re-enter the Boo. You'll have FLUDD, and there is a red switch up above the block columns. Ground-pound it. There will be just one red coin on the sand bridge. Drop off the ledge after the bridge and slide underneath for a coin. Return to the top-far end for one more. The rest are at the pyramid.
- Go to Episode 4 and re-enter the pipe. You'll have FLUDD and a red switch

After destroying five platforms, prepare to watch the ending!

5. Blue Coin Locations*****SMS5*****

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++          Section I: Delfino Plaza Blue Coins  **SMS451**  ++
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++          ++
++ Total: 19 Blue Coins ++
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~~ Head to the "prison" to the right of the Pianta Statue. Head into the water near its back and swim until you see a hole in the wall. Use the Hover Nozzle to get into the hole for a Blue Coin.

~~ After defeating Shadow Mario and unlocking the entrance to Bianco Hills, look on one side of the statue. There is an X there. Spray it off and press B while running to go to the pier. Turn left and grab the Blue Coin.

~~ There is an X here nearby where the previous Blue Coin appeared. Spray the X off here and race to the Pianta Statue, where the above X was.

~~ Head to the area where you can find the entrance to Noki Bay (with the large Shine Sprite drawing). On the nearby pier is a box. Ground-pound it, then spray the M marking.

~~ Near the pipe blocked with a large pineapple (the entrance to Sirena Beach) is a group of birds - one of which is blue. Spray the blue bird several times until it disappears and a Blue Coin appears.

~~ Head near the cannon in the northwest part of town. Jump onto the buildings nearby and look for a Blue Bird. Spray it several times until a Blue Coin appears.

~~ From the Pianta Statue, head left and onto the buildings. Head across to the building with sewer cover on it, if you aren't already there. In front of you should be a box. Ground-pound it to reveal an M marking behind it. Spray it off.

~~ In the area near the dock/Noki Bay entrance are two female Piantas, one to the left of the dock and one to the right, near the Shine Gate. After obtaining five or so Shine Sprites, talk to them. They will want three of a certain type of fruit. Get one of this fruit and put it in their basket. Get another into the basket, etc. After the third fruit, the Pianta will jump around happily. Both Piantas will give one Blue Coin.

~~ Head out to the deserted island on the far west side of town. Talk to the female Pianta there. She will want three coconuts. Look up into the tree and spray some water. Hey! A green object - a coconut - fell! Grab it and put it in her basket. Repeat two more times and talk to her for a Blue Coin.

~~ Head to the cannon. Go through along the left path until you come upon a female Pianta. She wants three durians - the soccer ball-like fruits. Hover

across to the other side. Find a durian and head near the pier. Before getting there, go right. You should see a gap across the water. Get close to the edge of the gap and dive at the fruit with B. It should get thrown across the water. Head to that side and kick the durian up the hill and into the basket. Repeat two more times and talk to the Pianta to get another Blue Coin.

~~ Go to the deserted island to the west and enter the sewers by ground-pounding on the sewer cover. Head down the path, taking each turn you come across (EACH turn) to end up at the Blue Coin.

~~ Go to the Pianta Statue and enter the nearby sewer cover. Head straight and you'll eventually end up in the sewers underneath the water. Keep going northward until the dead end.

~~ Head near the police station and enter the sewers. Go west then take a path going northward - the first one. Go down this path for another Blue Coin.

~~ Head to the cannon on the west side of town and climb up the tree. Hover to the building with the weathervane on it. On one side is an M marking - spray it off.

~~ After completing Bianco Hills, head to the market. There will a Pianta on the beach, on fire. Put out the fire and talk to the Pianta to get a Blue Coin.

~~ After getting Yoshi, head to the police station. Around back is a yellow thing. Spray it with Yoshi's juice to melt it. Inside the little hole that was covering is a Blue Coin.

~~ After getting Yoshi, head to the very tall building on the west side. On the side that is facing east is another yellow object. Spray it with Yoshi's juice to melt it. Inside the hole is a Blue Coin.

~~ After getting the ability to use the Turbo Nozzle in Delfino Square, head to the beach. See those pillars in the distance, south of the lighthouse? One has an orange door on it. Use the Turbo Nozzle to ram into the door, break it, and grab a Blue Coin.

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++          Section II: Bianco Hills Blue Coins  **SMS452**          ++
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++ Total: 30 Blue Coins ++
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~~ Go to the river on the west side of town. Go to the far western part of the river - where the game won't let you go any farther. Dive underwater to get a Blue Coin.

~~ From the beginning, go northwards, along the wall dividing the lake from the village. A little bit after passing the bell arches, you'll find an M mark. Wash it off.

- ~~ From the beginning, go to the far northern area of the western part of town. On the house back here is an M marking - wash it off.
- ~~ Go to the far northern house, and get on the roof. There are two towers here, one of which holds a Blue Coin.
- ~~ From the beginning, go across the river. The first building on the left should be seemingly two stories high, and have two alcoves in the second floor. Go to the alcoves and spray them.
- ~~ Head to the waterwheel on the northern side of town. Get on it and then go onto the wall. Nearby is an M mark - wash it off.
- ~~ Head to the waterwheel again, and onto the wall. On one side, there is a bit of a hole in the wall, descending to the ground. Go onto the path beside it. You'll see an X. Spray it off to make a Blue Coin appear from the X on the other side of the wall. Get to it.
- ~~ Head onto the wall near the waterwheel. Stay on the wall while trying to get a look at the X on the wall on the side of the lake. Spray it off, then go into the "hole" on the other side.
- ~~ From the wall, near where the X marks are/were, head towards the trees and take the second left. Begin spraying windmills to get a Blue Coin.
- ~~ This is underwater on the lake side. It is underneath one of the sets of four coins you see above the lake.
- ~~ Another underwater coin is on the left side of the lake.
- ~~ Head to the windmill. After passing over the gaps, you should get to the part where you have to ride the windmill blades. Nearby is an M marking - spray it off.
- ~~ Along the path upwards on the windmill, you'll see a small pillar sticking out of the water nearby. This is before the gap-crossing. Hover onto the pillar and spray it to reveal a Blue Coin.
- ~~ During Episode 3, head to the windmill. Along the way, you'll find a Pianta that is covered in goop. Clean him off and talk to him for a Blue Coin.
- ~~ After Episode 2, go to the top of the windmill and defeat the Pokey there.
- ~~ One of the platforms above the lake has a Blue Coin on it. You can get it from the previous Blue Coin - it is the closest platform.
- ~~ After Episode 2 (?), go to the bridge near the windmill. Head underneath it and onto the rope. Jump up and grab onto the underside of the bridge. Climb over to the Blue Coin to get it.
- ~~ During Episode 4, go to the far southern area of the part of town with the lake (the "island" against the wall). On the brick platforms is a Pokey - kill it for a Blue Coin.
- ~~ Also during Episode 4, get the Rocket Nozzle and head to the far west side of the village. Rocket up into the air and try to land on the ledge with the Blue Coin.
- ~~ During Episode 5, go to the last tree on the beginning path. Hover to the wall, where you should see a goop-covered Pianta. Clean him off and talk to

him to get a Blue Coin.

~~ During Episode 5, go to where you can see Petey Piranha sleeping. Before waking him, get onto the nearby platform for a Blue Coin.

~~ During Episode 6 or later, go to where Petey Piranha was sleeping in Episode 5. Go onto the very ledge he was asleep on, then spray the ledge to make a Blue Coin appear.

~~ I believe this is during Episode 6 or so. Go to the large field near where you saw Petey Piranha in Episode 5. Get onto the nearest windmill. Look around town to find this Blue Coin.

~~ During Episode 7, head to the farthest north house. Spray the O marking on it to make a Blue Coin appear at a house closer to the river. Grab it!

~~ Again, in Episode 7, there is a O marking on a building (a Blue Coin came from this marking during the previous Coin). Spray it then head to the back of the far northern house.

~~ Go to the house with the Rocket Nozzle box. Get the Nozzle then onto the nearby house. On the house's roof is a pole. Use the Rocket Nozzle to get onto the windmill at the top of the pole. Flying nearby is a blue bird; spray it several times to get a Blue Coin.

~~ Go to the area of town with the windmill. Get onto the trees nearest the waterwheel. Get onto the tops and spray the leaves' stems - one tree will produce a Blue Coin.

~~ First, get Yoshi and give him the required fruit. Go to the windmill part of town. In the mini-forest are beehives. Have Yoshi spray one of the beehives down by hitting it repeatedly with juice. The beehive will fall and release some bees. Have Yoshi eat them all by pressing B - one set, after eaten, will produce a Blue Coin.

~~ Go get Yoshi and bring him to the far northern house. In this general area, a set of blue butterflies are flying around. Have Yoshi eat them by pressing B. After eating all of the blue butterflies, a Blue Coin shall appear.

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++          Section III: Ricco Harbor Blue Coins  **SMS453**          ++  
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++          ++  
++ Total: 30 Blue Coins ++  
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~~ From the very start, look to the left. There should be a yellow Pianta there. Look at the wall beside him for an M marking - spray it off entirely to get your Blue Coin.

~~ On the top of the building near the beginning is an M marking (the marking is technically on the wall, but...). You can wait for the Rocket Nozzle, or use a creative mix of wall jumps and high jumps or whatever.

- ~~ Go to the ground near the lighthouse. Nearby should be a boat. On the port (left) side of the boat is an M marking - wash it off.
- ~~ Near the lighthouse are some crates. One of them is all by itself - break it to get a Blue Coin.
- ~~ Go to the Pianta on the boxes near the lighthouse. Face towards the upper area. Now, turn left about 30 ~ 45 degrees and look at the wall. Spray around that general area until you see some coins spurt out of the wall. Keep spraying until a Blue Coin appears.
- ~~ You can see a type of crane from the boat near the lighthouse. Get onto the crane using any means required and grab the Blue Coin on it.
- ~~ Near the lighthouse are some high platforms - one of these has a Blue Coin on it!
- ~~ Look in the general area of the submarine and you'll see some normal coins under the water. What you may not see is that is a Blue Coin is very close to that area, also underwater!
- ~~ Go to the fountain on the upper ledge close to the lighthouse. Above the fountain is a Blue Coin.
- ~~ Near the fountain on the ledge above the lighthouse, an M marking is on the wall. You know what to do...
- ~~ On the lighthouse is an X marking. Get on the high ledge nearby, spray the marking, and repeatedly press B while running to speed towards the other X marking, if it still exists.
- ~~ On the high ledge above the lighthouse is an X marking. Get a Turbo Nozzle (IT IS REQUIRED) and spray off the marking. Use the Turbo Nozzle and dash to the lighthouse and get hte Blue Coin.
- ~~ Get on the buildings on the high ledge while the crates are covering the manholes. A set of boxes is covering a manhole on the roof; drop down from the roof to see an M marking - wash it off.
- ~~ If you go to the helipad when it exists, you may see some cliffs (and possibly some platforms) nearby. Get onto the cliffs. One of the cliffs has an M marking nearby - spray it.
- ~~ During Episode 1, there is goop inside the ship to the left. Get onto and enter the ship (ground-pound the blue square). Clean up the goop and you'll see an M marking - wash it off.
- ~~ During Episode 1, there is black goop near the lighthouse. Spray it off and you'll eventually see an M marking - wash it off.
- ~~ I THINK this is during Episode 1, but I cannot be fully positive. Go to the area near the submarine. Jump onto the submarine, then onto the nearby red platform. Nearby is a propeller of a sort - spray it to lift the submarine and get a Blue Coin.
- ~~ Go near the final sailboat during the surfing thing of Episode 2. You should use the Hover Nozzle to get to the Blue Coin nearby the boat - in other words, don't grab the Blooper yet!
- ~~ If you remember, you follow a trail of coins (if you wish) during the surf

to the tunnel in Episode 2. Above the trail, near the end, a Blue Coin will be in the air - jump to get it.

~~ During Episode 3, there are weird yellow spiders on the grate in the boat near the start. Get on the opposite side of the grate from one of them, then press B/ground-pound, depending on the situation. One yields a Blue Coin.

~~ Another Blue Coin can be gotten through the same method as directly above, also in Episode 3.

~~ From the previous coin, there is a Blue Coin on the beams nearby and above you. Get back to the boat, get onto the set of beams, and hover around until you get it. This can only be gotten after or during Episode 3.

~~ If you get onto the boat and see some red grates, during/after Episode 3, get onto them and the nearby beams. A Blue Coin is very near - just look around!

~~ During Episode 4, a Blooper appears in the "cage" that the Shine Sprite was in during Episode 3. Kill said Blooper to get a Blue Coin.

~~ On the massive set of steel girders, head towards the ocean, close to one of the Rocket Nozzle boxes. When you get near one of these boxes, switch the camera angle around a little. There should be a column of coins nearby one of the boxes, on the side of a vertical girder. At the bottom of this column is a Blue Coin - slide down to get it.

~~ In Episode 6, head to the "fish market." There are some baskets of fish nearby. Spraying one of them yields a Blue Coin.

~~ During Episode 7 and/or 8 (or earlier?), some platforms exist near the helipad. One of these has an M marking on it - remove it!

~~ During Episode 8, you obtain access to Yoshi - if he's unlocked. Get him his durian, then look nearby. There should be a set of blue butterflies nearby. Use Yoshi's B-button action to eat the butterflies. Once all of the blue butterflies are eaten, a Blue Coin will appear.

~~ During Episode 8, get Yoshi. Go to the lighthouse and you'll see a yellow spider climbing a wall. Have Yoshi eat him to make a Blue Coin appear.

~~ At some point, get a Rocket Nozzle. Head over to the lighthouse and get onto its roof. Above is a trail of coins. Use the Rocket Nozzle to shoot yourself high above the roof, straight into the coins and Blue Coin.

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++          Section IV: Gelato Beach Blue Coins  **SMS454**  ++
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++          ++
++ Total: 30 Blue Coins ++
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~~ From the beginning, turn around to see an island behind you. Head to the island and onto the swing. Face away from the nearby stream of coins and

spray water. As the swing reaches the peak of its swing in the way Mario is facing, spray more water. After the second spray, Mario be able to get the Blue Coin.

~~ Go to the island described in the previous coin. The swing is attached to a tree. Carefully head up the trunk of the tree to get to the leaves, where a Blue Coin is near.

~~ Again, go to the island described previously. Go behind it and underwater. Swim somewhat towards Ricco Harbor and you should see the Blue Coin.

~~ If you look past the hut on the western (?) edge of the beach, you should see a coral reef. Between here and the island previously described - about 1/3 of the way to the coral reef - is the next Blue Coin.

~~ Around the coral reef described with the previous Blue Coin is a school of red fish - along with a mobile Blue Coin!

~~ Around the coral described previously is a school of blue fish - as well as a mobile Blue Coin!

~~ Directly in front of you, from the start, is a hut. Get inside it and look at the roof. A Blue Coin is up there.

~~ From the hut, head to the right, going along the wall. Change the camera angle to a somewhat higher viewpoint until Mario is next to a high ledge. Spray the area around Mario to make a tree grow out of the ground. Get on it and onto the ledge - spray the nearby M marking.

~~ On the beach to the right of the beginning - near the Rocket Nozzle box - is a triangle marking. Spray it and run over to the other side of the beach, which is where the other triangle marking is. A Blue Coin appeared here; grab it.

~~ On the far left side of the beach is a triangle marking. Spray it off then race to the other triangle marking described along with the previous Blue Coin. A Blue Coin will appear here.

~~ Go the hut on the left side of the beach. Go to its back, where the umbrellas and tables are. Get into the nearby water and swim under this area to find a Blue Coin.

~~ Go to the mini-pavilion you race to when you race(d) II Piantissimo in Episode 5. Nearby is a blue bird - spray it with water several times until it becomes a Blue Coin.

~~ Almost the exact same as the previous Blue Coin. The bird is different, but location remains the same.

~~ From the mini-pavilion, get on the ropes and advance towards the tallest of the sets. Above the rope here is a Blue Coin.

~~ From the mini-pavilion, get onto the ropes and head to the right. Get onto the SECOND-highest set of ropes and head left, towards the mini-pavilion. On a pole is a Blue Coin.

~~ From the mini-pavilion, head along the brick path, not going on ANY ropes. When you reach the gap near the pole on a grassy pillar, look into the gap: you'll see a Blue Coin!

~~ Get a fruit and head to the hut on the left side of the beach. Get onto the roof of the hut and you'll find a blender-like object. Place the fruit in it to chop the fruit and receive a Blue Coin.

~~ During Episode 1, there is a mere one red duck on the beach. Spray him, then jump on him to get a Blue Coin.

~~ In Episode 2, head to where the sand castle appeared in Episode 1 (on the islet). Spray around to begin making a Shine Sprite outline appear. Complete the outline to make a Blue Coin appear.

~~ From the previous coin, still in Episode 2, head towards the hut nearby. Spray water wide the entire way - once you see "sparks", continue to spray in that area. Like before, a Shine Sprite outline will appear and a Blue Coin will appear once the image is complete.

~~ From the set of boats, STILL in Episode 2, spray around the set closest to the start to make a Shine Sprite outline appear - and a Blue Coin once the outline is finished.

~~ Go near the set of surfboards, S-T-I-L-L in Episode 2, spray around until a set of "sparks" appear. Spray in that area until the Shine Sprite outline is finished and a Blue Coin appears.

~~ There are FOUR found in Episode 4. Remember the Sand Bird? Well, there are Blue Coins on some clouds in the episode.

~~ In Episode 6, head to the trees near the large tower. In one tree, a duck is taking his afternoon snooze. Spray him then jump on him to get a Blue Coin.

~~ Get Yoshi, give him his fruit, then go to the yellow balloon-thing. Spray it with Yoshi's juice to melt it. Spray the Dune Bud underneath to reveal a footprint you may have seen in early episodes. In the footprint is a Blue Coin.

~~ Get Yoshi, then go the wooden platform near the large tower. Continually have Yoshi spray the beehive with juice. The bees will come out of the hive and chase you. Have Yoshi eat them with the B button. Once the last bee is gone, you get a Blue Coin.

~~ First, get a Rocket Nozzle. Go to the wooden platform near the large tower. Above this platform is a chain of coins with a Blue Coin at its peak. Rocket up to get it.

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++          Section V: Pinna Park Blue Coins  **SMS455**          ++
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++ Total: 30 Blue Coins ++
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~~ Go near the cannon and start spraying around in the nearby sand. Once you see sparks come up from an area, continually spray there until the full outline of a Shine Sprite is revealed, also releasing a Blue Coin.

- ~~ Spray between a lone upturned basket and a tree, waiting for sparks to appear. Once they do, continually spray that area until the complete outline of a Shine Sprite is revealed - as well as a Blue Coin!
- ~~ In the park, head near the shell cups and look for a blue bird. Spray it to make a Blue Coin appear.
- ~~ Go to the shell cups in the park (to the right of the entrance). Spray a shell to open it up - one shell contains a Blue Coin.
- ~~ Go to the staircase beside the pirate ship ride. Go into the nearby water and you'll see a hollow prism of rods holding up the staircase. In the middle of the prism is a Blue Coin. Go underneath it and hover in one place to get it.
- ~~ Past the shell cups and the pirate ships is an orange wall - on which an M marking has been placed. Wash it off.
- ~~ Go to the large Pianta-shaped tree. Nearby is an X mark. Wash it off to make a Blue Coin appear across the water.
- ~~ Go to the area where the Blue Coin from the previous one appeared. An X is there, too. Wash it off and go to the Pianta-shaped tree.
- ~~ Go to the right of the shell cups and up the path, until you reach an shade covering a pineapple. Nearby is a blue bird - spray it down!
- ~~ From the area with the previously-mentioned pineapple, look towards the left of the path and on a ledge.
- ~~ Again, go near the previous-mentioned area with the pineapple. Nearby, an enemy is holding about a dozen other, smaller enemies on its head. Kill the large one to get a Blue Coin.
- ~~ Go along the path and you'll see a triangle mark on a ledge to the left of the path. Spray off the mark and race up to the ferris wheel, where the other triangle mark - and a Blue Coin - is.
- ~~ Go to the ferris wheel by going along the path. You'll find a triangle mark at the end. Spray it off and go down the path to a ledge that I mentioned in the previous Blue Coin - a Blue Coin is now here.
- ~~ Go to the top of the ferris wheel (easiest done in Episode 5, as you'll end up there, anyhow). There are two circle markings on there. Spraying off one will make a Blue Coin appear at the other one - therefore, I just covered two Blue Coins!
- ~~ If you look into the air by the pirate ships, you'll see a set of grates. Go there and get onto the top of the taller set of grates (in front of the pirate ships). Get into the cage for a Blue Coin.
- ~~ Go back to the cage area mentioned previously. Wait for the nearest pirate ship to begin its upside-down movement. QUICKLY get on the ship's underside and jump and hover to the high wooden platform above the grates.
- ~~ If you look around on the grate, you'll see a Blue Coin on one metal beam beside the pirate ships.
- ~~ Go behind the area where you fought Mecha-Bowser (in other words, go

straight from the entrance and past the pool). There is an M marking on the wall - wash it off.

~~ From the pool mentioned previously, turn to the right and go behind the ferris wheel. You'll see a bunch of grates nearby - ignore them. You'll also see two blocks extending out of the wall. Focus above them to find an M mark and wash it off.

~~ This can only be done during Episode 2, and six Blue Coins can be gotten as a result. Let the homing Bullet Bills (the gray/purple ones) follow you until you reach a basket. Jump onto the basket and the Bullet bill will hit the basket and blow up, destroying the basket. There are six baskets on the beach that contain Blue Coins, and all of them must be blown up in the way I've told you.

~~ Get Yoshi inside of the park. Continue forward from the entrance until you see a ledge to the left. There is a mini-beach near there. Have Yoshi eat the butterflies there, too. This will make a Blue Coin appear.

~~ This requires Yoshi. First, spray all over the beach to reveal fruit, one of which Yoshi wants. Give the fruit to him, then go around the beach searchin for blue butterflies. Have Yoshi eat them with the B button. Once all of a group are eaten, a Blue Coin will appear. There are two groups, and two Blue Coins as a result.

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++                                     ++
++          Section VI: Sirena Beach Blue Coins  **SMS456**          ++
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++                                     ++
++ Total: 30 Blue Coins ++
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~~ From the beginning, head to the right and underwater - a Blue Coin is also underwater.

~~ Behind the hotel is a set of sunflowers. Spray to get a Blue Coin.

~~ Spray and extinguish the second-from-the-left torch in front of the hotel to get a Blue Coin.

~~ Get onto the outside balcony of the hotel and go around back to see a Blue Coin in plain sight.

~~ Out of in front of the hotel are two huts. The one on the right has a Blue Coin near the inside ceiling.

~~ Go to the attic and at the end of the path is a Blue Coin.

~~ If you remember from Episode 3 the room with the DOLPHIC poster, spray the nearby furniture.

~~ If you remember, in Episode 3, there was a poster with DOLPHIC on it. Spray it and go through to see a Blue Coin in plain sight.

- ~~ There are several cracked tiles in the "rooms" of the attic. When ground-pounded, the tile breaks and puts you in the room underneath. One leads to a Pianta's room with a mirror in it. Continually spray the mirror until the outline of the Shine Sprite is complete.
- ~~ From the lady Pianta's room mentioned in the previous Blue Coin, ground-pound on the glass-like structure in the room. This takes you to a different room with a Blue Coin in it.
- ~~ (I THINK this is Episode 1...) There are two people who have been absorbed by the goop and are now dirty. Clean them off and talk to each one to get two Blue Coins.
- ~~ In Episode 2, there is a square rock beside the chairs. Spray it to get a Blue Coin.
- ~~ In Episode 2, go to the third floor and into the pool around. Spray until you find a lamp-like object - spray it to get a Blue Coin.
- ~~ In Episode 3, go to the third floor and look above the totem pole. Spray the lamp-like object there to get a Blue Coin.
- ~~ (This is most easily (and possibly only) done in Episode 3) Once you get Yoshi, return to the room with the pineapples and the crates. Nearby is a large Boo - eat it and enter the room to see a Blue Coin in plain sight.
- ~~ In Episode 4, return to the attic and defeat the lone Boo.
- ~~ Remember the crate/pineapple room from Episode 3? Head back there during Episode 4 and break the crates.
- ~~ In Episode 4, go to the smaller slot machines and ground-pound on them. They will spew out 1 to 5 coins - or a Blue Coin. Only one will do this.
- ~~ In Episode 4, inside the casino, spray the fountain on the right side of the room.
- ~~ In Episode 5, inside the casino, turn around immediately after entering the casino to see an M marking - wash it off.
- ~~ During Episode 6, you have to clean up the goop outside the hotel. Two Nokis are trapped in the goop. After stopping the clock, return to the Nokis, wash them off, and talk to them to receive one Blue Coin from each of them.
- ~~ In Episode 7, check near the right-hand hut for an M marking that you need to wash off.
- ~~ In Episode 7, head to the third floor and wash off the M marking.
- ~~ In Episode 7, go to the attic and into the middle section (the closest "room" to the light). There is an M marking there - wash it off.
- ~~ In Episode 7, there are two X marks in the hotel - one on the second floor and one on the third floor. Spray off one and quickly get to the other one to get the Blue Coin. Then spray THAT X off and head to the other floor to get a Blue Coin - meaning I covered two!
- ~~ In Episode 7, there are two triangle marks in the hotel - one on the first floor and one on the second floor. Spray off one and quickly get to the other one to get the Blue Coin. Then spray THAT triangle off and head to

the other floor to get a Blue Coin - meaning I covered ANOTHER two!

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++          Section VII: Noki Bay Blue Coins  **SMS457**  ++
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++ Total: 30 Blue Coins ++
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~~ From the beginning, turn around to see a Blue Coin hovering over the water. You can take a boat there, hover there, whatever.

~~ Like before, there is one above the water, near a rock maze (or the end of Episode 5).

~~ Depending on your progress, you may/may not have made the waterfall appear. Either way, I'd wait until the bubble helmet is available. Go near the waterfall and there will be a stream of coins, at the bottom of which a Blue Coin lies.

~~ Make your way towards the top of the mountain and spray that odd cut in the way.

~~ While in the general area of the previous Blue Coin, look around and spray at the rocks - two Blue Coins can be gotten this way.

~~ Spray at the "empty" spots in the cliff near the end of Episode 5's race.

~~ Below the previous Blue Coin, get on the ledge and spray the wall down there.

~~ Near the previous Blue Coin is a ledge and two rocks - spray these rocks.

~~ From the previous Blue Coin, look up and to the left - a hole in the wall contains a Blue Coin!

~~ There is a block formation on the cliff - spray it to make a maze appear. Follow the formation with wall jumps and look on the right side.

~~ From the previously-mentioned formation (at the start), get in the left side of the passage and get to the end.

~~ On the left side of the cliff area is an M marking to wash down.

~~ Along the path to the Monty Mole of Episode 1, you may see some wooden platforms. Regardless of episode number, go along these until you reach a Rocket Nozzle box; jump on it and equip the Nozzle. Look up to see a trail of coins; at the peak of it is the Blue Coin.

~~ Remember the Rocket Nozzle box I mentioned previously? Go to that area and look into the wall - there is a hole, in which a Blue Coin resides.

~~ Beat Monty Mole and look across from where he originally resided. Look for a blue hole nearby - it takes good timing to hover into it.

- ~~ In Episode 2, go up the cliff until you reach the second scale. Nearby is a narrow path - hug the wall and go along the path. Once you the dead end, spray to reveal a hole - and a Blue Coin!
- ~~ Like the previously mentioned Blue Coin, but along a different path. At the end of this path, there will be some wall jumping.
- ~~ Go near the wheel-thing for the second scale and along THAT path for another hidden area and Blue Coin.
- ~~ Make the Episode 2 maze near the purple Noki appear as usual. Wall jump up the walls and take a right near the Blue Coin.
- ~~ After defeating the Blooper of Episode 2, go into the pit he reveals. Spray the pots in the alcoves in the walls for two Blue Coins.
- ~~ In Episode 6, there are two X marks. You NEED a boat (or a hacked Turbo Nozzle) to get them. Take the boat as far as possible from the X, then QUICKLY go to the other one. Good luck, and yes, those are two total Blue Coins.
- ~~ In Episode 6, you can see a hole in the wall with a Blue Coin in it. You can see it from the shells above the bay. You'll have to hover to it from said shells, but it will take a few tries.
- ~~ In Episode 8, you will go into the Nintendo version of Atlantis - Noki Bay's underwater area. On four pillars are four Blue Coins. They are in the upper levels of the area, though.

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++          Section VIII: Pianta Village Blue Coins  **SMS48**          ++
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++ Total: 30 Blue Coins ++
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- ~~ From the beginning, turn around and spray off the M marking.
- ~~ Go across the bridge and onto the tree to the left. Take the branch and a Blue Coin will be nearby.
- ~~ From the bridge, turn left into the tall grass. Just weave your way around until you reach a Blue Coin.
- ~~ One of the trees in the previously-mentioned area has a Blue Coin at its peak.
- ~~ Near the hot spring is a triangle marking. Spray it off and race towards the (supposed) northeastern corner of the village. Along the path is a Blue Coin and a triangle mark.
- ~~ Go to the northeastern corner of the village to find a triangle mark. Spray it off and run to the hot spring's left side.

- ~~ There is a river in the town, at the end of which is a Blue Coin.
- ~~ The river also crosses under a bridge, under which a Blue Coin lies.
- ~~ There is a fruit tree near the hot spring. The platform that the tree is on has an M marking on it.
- ~~ Near the bridge is a wood building, on which an M marking resides, just begging for water.
- ~~ Near the wooden house is a pair of Piantas - pink and green. Near the Pianta pair is a hole - drop into it and ground-pound. Get onto the punching panel and then onto the "roof" of the grates. A M marking is on the ceiling.
- ~~ During ANY episode that takes place during the night (such as Episode 3), go to the top of the golden mushroom. Switch to first-person view and look at the moon and spray some water at it.
- ~~ In Episode 3, get FLUDD. Underneath where FLUDD was is an M marking - wash it away.
- ~~ Also in Episode 3, after getting FLUDD, clean up some goop. One spot in the general area between the bridge and golden mushroom is an M marking, hidden by the goop.
- ~~ In Episode 3, you likely noticed the Pianta on fire. Get FLUDD and put out that fire. Talk to the thankful Pianta to get a Blue Coin.
- ~~ You know where the hot spring is? Head there in Episode 3 and ground-pound on the Pianta figure's nose to get a Blue Coin (mucus-free, too!).
- ~~ Get Yoshi in Episode 5. Head to the bridge and you'll see a beehive. Knock it down with Yoshi's juice and bees will chase after you. Eat them all to make a Blue Coin appear.
- ~~ Get Yoshi in Episode 5 and head around behind the hot spring - where a beehive is. Knock it down with Yoshi's juice to make the bees chase you. Eat them all to get a Blue Coin.
- ~~ Get Yoshi in Episode 5 and head back near the fruit tree. Nearby is a red mushroom, which is near a group of blue butterflies. Have Yoshi eat them by pressing B. Once all of them have been eaten, a Blue Coin will appear.
- ~~ In Episode 5, a hole is in the tree in the middle of the level - spray into it.
- ~~ In Episode 6, spray the sign near the bridge.
- ~~ In Episode 6, you rescue ten Piantas, eight of which are adults. If you talk to these eight adult Piantas after rescuing and cleaning them, you will get one Blue Coin from each - totalling EIGHT Blue Coins!
- ~~ In Episode 8, head to the top of the large tree in the center of the village. Nearby is a blue bird - spray it down!

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++ Total: 10 Blue Coins ++
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~~ You will see this on a platform as you go through the fire/spikes part.
This after about three to five platforms.

~~ You may remember the circular platform that you get the Rocket Nozzle on
after the boat ride. Around this platform are NINE Blue Coins. You could
try hovering to them, but have to redo the whole thing, or sail around the
platform with the boat.

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++ Section X: Delfino Airstrip Blue Coins **SMS410** ++
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++ Total: 1 Blue Coin ++
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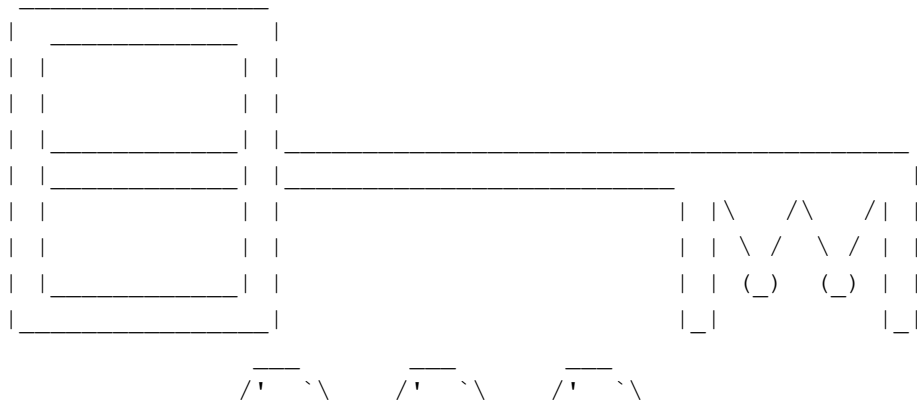
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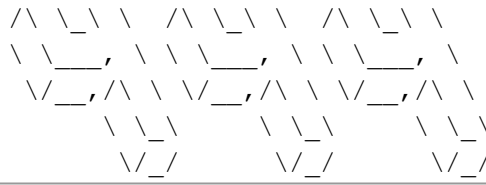
~~ This can only be gotten after returning to the airstrip after beating the
game. There is a Turbo Nozzle in this area. Find it and look at the orange
doors. Burst through them by using the Turbo Nozzle dash. In this building,
look for an ice cube. Spray it with FLUDD to reveal a Blue Coin.

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+++ This is the end of KeyBlade999's +++
+++ Super Mario Sunshine FAQ/Walkthrough. +++
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KeyBlade999

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