

# Super Mario Sunshine FAQ/Walkthrough

by Sweetpimp324

Updated to v5.0 on Sep 8, 2002

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|SUPER MARIO SUNSHINE U.S. VERSION |
|System: GameCube |
|FAQ/WALKTHROUGH FOR SUPER MARIO SUNSHINE |
|By Christian Ruiz "Sweetpimp324" |
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|Version 5.0 |
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|http://www.gamefaqs.com/features/recognition/13769.html |
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/~~~~~*~*~READ BEFORE PROCEEDING~*~\
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|~\~~~~~\
||~The latest versions and updates of this guide can be found at GameFAQs~||
|/~~~~~http://www.gamefaqs.com~~~~~\
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|~For best results please set your computer monitor to:~|
|/~~~~~1024 by 768 pixels.~~~~~\
|~\~~~~~Thank you.~~~~~|
|_____|\
|
|_____|\
|/ This guide is dedicated to all of \
| \ those who were lost for the tragic /
| | events of September 11, 2001. You |
| / will all be missed. =*( \
```



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- ⌋[5-C] Camera Controls
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- ⌋[5-E] A Button Actions
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- ⌋[16] Do's and Dont's when contacting SweetPimp ~READ BEFORE CONTACTING ME!~
- ⌋[17] Special Thanks
- ⌋[18] Copyright \*Legal Notice\*

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\*~~SECTION 1~~\*

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[1]  
Updates

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Version 1.0- August 29, 2002- I've always wanted to publish a Walkthrough for a Super Mario game, and this is the one. Today I completed Sections 0, 1, 2, 3, 4, 5, 7, 8, 9, 10, 12, and 13. =)

Version 2.0- August 30, 2002- I started the Walkthrough (Section 11). I finished Delfino Airstrip and am currently up to Episode 3 in Bianco Hills, next update, extremely soon!

Version 3.0- August 31, 2002- I'm starting to get worried. I think that CJayC isn't going to publish this FAQ of mine...it's my dream to publish a Mario game FAQ... I updated the looks and stuff... =\*(

Version 4.0- September 6, 2002- I didn't update because I thought it was too late to post the FAQ. Apparently, CJayC responded to my e-mail and told me it would be posted as long as I was farther along in the game so that's why I updated like crazy today. =)

Version 5.0- September 6, 2002- Completely finished off Bianco Hills and added a "Boss Walkthrough" section, "Shine Sprite Locations Walkthrough" section, and a "Blue Coin Locations Walkthrough" section. Enjoy.

-----  
\*~~SECTION 2~~\*

-----  
[2]

Super Mario Sunshine Quick Pointers

~~~~~

1 Player

Rated Everyone

Comic Mischief

Memory Card (for GameCube) 7 blocks

Vibration Function Compatible

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\*~~SECTION 3~~\*

-----  
[3]

Welcome to Isle Delfino

~~~~~

[3-A] What, you ask, is Isle Delfino?

[3-B] What can Mario do on the island?

[3-C] Mario's Mission

[3-A]

What, you ask, is Isle Delfino?

~~~~~

It's the sun-drenched island resort on everyone's must-visit list, of course! This is where all your troubles begin. Mario, Peach, and Toadsworth are on their way to beautiful Isle Delfino for a vacation, but Shadow Mario is causing chaos and destruction upon Isle Delfino. You arrive and are blamed as soon as you get off the plane. Now you must clean up the mess that you never caused on Isle Delfino.

[3-B]

What can Mario do on the island?

~~~~~

Mario's latest adventure is filled with action galore! Mario runs, swims, slides, and wall-jumps to the highest heights. With FLUDD strapped on to his back, Mario drenches enemies, solves puzzles, and even takes to the skies! Oh, and Yoshi's back, too, so saddle up! Your in for the biggest Mario adventure yet!

[3-C]

Mario's Mission

~~~~~

It's up to Mario to clean up the mess on Isle Delfino, solve puzzles, and defeat enemies in order to gather the scattered Shine Sprites. Plus, he's got to reveal who's behind the "M" mystery!

-----  
\*~~SECTION 4~~\*

-----  
[4]

Mario's Vacation Gone Wrong

~~~~~

Close your eyes and imagine...soothing sunshine accompanied by the sound of waves gently breaking on the shore. High above, seagulls turn lazy circles in a clear blue sky. This is Isle Delfino.

Far from the hustle and bustle of the Mushroom Kingdom, this island resort glitters like a gem in the waters of the southern sea.

Mario, Peach, and an entourage of Toads have come to Isle Delfino to relax and unwind. At least, that's their plan...but when they arrive, they find things have gone horribly wrong...

According to the island inhabitants, the person responsible for the mess has a round nose, a thick mustache, and a cap...

What? But...that sounds like Mario!?

The islanders are saying that Mario's mess has polluted the island and caused their energy source the Shine Sprites, to vanish.

Now the falsely accused Mario has promised to clean up the island, but...how?

Never fear! FLUDD, the latest invention from Gadd Science, Inc., can help Mario tidy up the island, take on baddies, and lend a nozzle in all kinds of sticky situations.

Can Mario clean the island, capture the villain, and clear his good name? It's time for another Mario adventure to get started!

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\*~~SECTION 5~~\*

-----  
[5]

Controls

~~~~~

- [5-A] On Land
- [5-B] In the Water
- [5-C] Camera Controls
- [5-D] Using FLUDD
- [5-E] A Button Actions
- [5-F] B Button Actions
- [5-G] Special Moves
- [5-H] Using Yoshi

[5-A]

On Land

ㄅㄅㄅㄅㄅㄅ

| Action          | Control                               |
|-----------------|---------------------------------------|
| ㄅㄅㄅㄅㄅ           | ㄅㄅㄅㄅㄅㄅ                                |
| Walk:           | Tilt Control Stick                    |
| Run:            | Move Control Stick                    |
| Jump:           | A Button                              |
| Dive:           | B Button                              |
| Slide:          | B Button Repeatedly + Control Stick   |
| Sidestep:       | L Button + Control Stick "Left/Right" |
| Guidebook:      | Z Button                              |
| Pause:          | "Start/Pause" Button                  |
| Squirt:         | R Button + Control Stick              |
| Running Squirt: | R Button Lightly + Control Stick      |
| Mario Cam:      | Y Button + Control Stick              |
| Control Camera: | "C Stick/Y Button/L Button"           |

[5-B]

In the Water

ㄅㄅㄅㄅㄅㄅㄅㄅㄅ

| Action                       | Control                             |
|------------------------------|-------------------------------------|
| ㄅㄅㄅㄅㄅ                        | ㄅㄅㄅㄅㄅㄅ                              |
| Swim:                        | Tilt Control Stick                  |
| Swim Faster:                 | A Button Repeatedly + Control Stick |
| Dive Underwater:             | B Button Repeatedly                 |
| Swim Back Up To The Surface: | A Button Repeatedly                 |
| Jump Out Of Water:           | A Button While Not In Motion        |
| Guidebook:                   | Z Button                            |
| Pause:                       | "Start/Pause" Button                |
| Refill FLUDD:                | Hold R Button                       |

[5-C]

Camera Controls

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| Action                      | Control                   |
|-----------------------------|---------------------------|
| ㄅㄅㄅㄅㄅ                       | ㄅㄅㄅㄅㄅㄅ                    |
| Mario Cam:                  | Y Button                  |
| Center Camera Behind Mario: | L Button                  |
| Look Around:                | Y Button + Control Stick  |
| Rotate Camera Around Mario: | Move C Stick "Left/Right" |
| Zoom In Or Zoom Out:        | Move C Stick "Up/Down"    |

[5-D]

Using FLUDD

ㄅㄅㄅㄅㄅㄅㄅㄅ

| Action                  | Control                            |
|-------------------------|------------------------------------|
| ㄅㄅㄅㄅㄅ                   | ㄅㄅㄅㄅㄅㄅ                             |
| *~~SQUIRT NOZZLE~~*     |                                    |
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅ               |                                    |
| Squirt:                 | Hold R Button + Control Stick      |
| Running Squirt:         | R Button Lightly + Control Stick   |
| Mario Cam Squirting:    | Y Button + R Button                |
| Sprinkler Squirt:       | Rotate Control Stick + R Button    |
| Back Somersault Squirt: | R Button + A Button                |
| Tilt Nozzle Up & Down:  | L Button + Control Stick "Up/Down" |

|                    |                                          |
|--------------------|------------------------------------------|
| Sidle Squirt:      | Hold R Button + Press L Button + Control |
| Stick "Left/Right" |                                          |
| Switch Nozzles:    | X Button                                 |
| Refill FLUDD:      | Hold R While In Water                    |

|                    |                               |
|--------------------|-------------------------------|
| Action             | Control                       |
| ㄅㄅㄅㄅㄅ              | ㄅㄅㄅㄅㄅ                         |
| *~~HOVER NOZZLE~~* |                               |
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅ    |                               |
| Hover:             | Hold R Button + Control Stick |
| Switch Nozzle:     | X Button                      |
| Refill FLUDD:      | Hold R While In Water         |

|                     |                       |
|---------------------|-----------------------|
| Action              | Control               |
| ㄅㄅㄅㄅㄅ               | ㄅㄅㄅㄅㄅ                 |
| *~~ROCKET NOZZLE~~* |                       |
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅ     |                       |
| Blast Off:          | Hold R Button         |
| Switch Nozzle:      | X Button              |
| Refill FLUDD:       | Hold R While In Water |

|                    |                       |
|--------------------|-----------------------|
| Action             | Control               |
| ㄅㄅㄅㄅㄅ              | ㄅㄅㄅㄅㄅ                 |
| *~~TURBO NOZZLE~~* |                       |
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅ    |                       |
| Motor!:            | Hold R Button         |
| Switch Nozzle:     | X Button              |
| Refill FLUDD:      | Hold R While In Water |

[5-E]

A Button Actions

|                  |                                              |
|------------------|----------------------------------------------|
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅ  |                                              |
| Action           | Control                                      |
| ㄅㄅㄅㄅㄅ            | ㄅㄅㄅㄅㄅ                                        |
| Jump:            | A Button                                     |
| Triple Jump:     | While Running Press A Button + A Button + A  |
| Button           |                                              |
| Spin Jump:       | Completely Rotate Control Stick + A Button   |
| Ground Pound:    | A Button + L Button                          |
| Side Somersault: | Control Stick Left + Control Stick Right + A |
| Button           |                                              |
| Wall Kick:       | Run Toward Wall + A Button As Many Times     |

[5-F]

B Button Actions

|                   |                                     |
|-------------------|-------------------------------------|
| ㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅㄅ   |                                     |
| Action            | Control                             |
| ㄅㄅㄅㄅㄅ             | ㄅㄅㄅㄅㄅ                               |
| Talk:             | B Button W/ Nothing In Hands        |
| Carry:            | B Button While Near Something       |
| Throw:            | B Button W/ Fruit In Hands          |
| Body Slam:        | A Button + B Button                 |
| Slide:            | Control Stick + B Button            |
| Front Somersault: | Control Stick + B Button + A Button |

[5-G]

Special Moves

~~~~~

Action	Control
~~~~~	~~~~~
Jump & Hang:	Press A Button Near Cliff "Edge/Rope"
Climb:	"Control Stick Up/A Button"
Let Go:	B Button
Hang:	Press B Button
Super Whirl Jump:	Press R Button While Hanging & A Button To
Stop	
Grab:	A Button Near "Tree/Metal Screen"
Climb:	Control Stick While on "Tree/Metal Screen"
Revolving Gates:	"B Button On Climbing Gate/A Button On
Hanging Gate"	

[5-H]

Using Yoshi

~~~~~

| Action                    | Control             |
|---------------------------|---------------------|
| ~~~~~                     | ~~~~~               |
| Saddle Up:                | A Button Near Yoshi |
| Dismount:                 | X Button            |
| Move:                     | Control Stick       |
| Ground Pound:             | A Button + L Button |
| Spit Juice:               | R Button            |
| Jump:                     | A Button            |
| Swallow "Enemies/Fruits": | B Button            |

\*Yoshi's HATE Water!\*

=====

\*~~SECTION 6~~\*

=====

[6]

The Characters

~~~~~

\*~~COMING VERY SOON!!!~~\*

=====

\*~~SECTION 7~~\*

=====

[7]

Getting Started

~~~~~

- [7-A] Beginning A Game
- [7-B] Copying Saved Game Data
- [7-C] Score
- [7-D] Options



Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card into the console, and close the cover, and turn the POWER Button ON. On the Super Mario Sunshine screen, press START/PAUSE to continue to the file-select screen.

[7-A]

Beginning A Game

~~~~~

Insert the Memory Card into Memory Card Slot A, then follow the onscreen instructions to create a file for Super Mario Sunshine. Press A to confirm your choices.

\*~~Playing For The First Time~~\*

~~~~~

Use the Control Stick to select a file block then press A. Select START from the Menu Screen and Press A again.

\*~~Continuing A Saved Game~~\*

~~~~~

If you save a game that you're playing, you will be able to continue that game by choosing the file block containing the saved data the next time you play.

[7-B]

Copying Saved Game Data

~~~~~

On the file-select screen, you can copy or erase saved game data. Select the file block that contains the saved game data that you want to work with, then select Copy or Erase from the menu that appears and press the A Button to confirm your choice.

[7-C]

Score

~~~~~

Choose a file block containing saved game data, then select Score from the menu. Choosing Score allows you to check the number of coins and Shine Sprites you've collected up to that point.

[7-D]

Options

~~~~~

On the file-select screen, choose Options to work with the following game settings. Use the Control Stick to choose a setting and A to make your selection.

\*~~Rumble~~\*

~~~~~

Turn the Controller's built-in Rumble feature ON or OFF.

\*~~Sound~~\*

~~~~~

Change the in-game sound settings to Stereo, Mono, or Surround.

=====

=====

[8]

The Game Screen

~~~~~

[8-A] Active Screen

[8-B] Pause Screen

[8-A]

Active Screen

~~~~~

The Active Screen is the screen you see during Game Play.

\*~~Collected Shine Sprites~~\*

~~~~~

This shows the amount of Shine Sprites you have collected so far in the game. Recover Shine Sprites to move to new stages.

\*~~Collected Blue Coins~~\*

~~~~~

This shows the amount of Blue Coins you have collected so far in the game. Collect Blue Coins to buy special items.

\*~~Collect Coins~~\*

~~~~~

This shows the current amount of Coins you have in your possession. Collect Coins to recover health.

\*~~Mario's Life (Health)~~\*

~~~~~

When Mario takes damage, the health meter drops. When the health meter reaches zero, one life is lost. When all lives are gone, the game ends.

\*~~FLUDD's Water Meter~~\*

~~~~~

Look here to see which nozzle is in use and how much water is left in the tank. Refill the tank by Holding the R Button while in water.

\*~~Hint Window~~\*

~~~~~

From time to time, FLUDD will givesome helpful game tips. Don't miss 'em!

[8-B]

Pause Screen

~~~~~

Press START/PAUSE during game play to pause the game.

\*~~Mario's Lives~~\*

~~~~~

This shows the current amount of lives you have.

\*~~Current Episode's Title~~\*

~~~~~

This shows the current location/episode that you are in.

\*~~Continue~~\*

~~~~~

Choose the option to return back to the game play.

\*~~Save~~\*

~~~~~

Choose this option to save your current game status. Keep in mind that whenever you re-open your file, you will begin in Delfino Plaza.

\*~~Leave The Episode~~\*

~~~~~

Choose this option to leave the current episode you are in, and return to Delfino Plaza. Keep in mind that this option is only available when you are in an episode.

=====

\*~~SECTION 9~~\*

=====

[9]

Isle Items

~~~~~

Throughout your journey you will run into different items.

\*~~Shine Sprites~~\*

~~~~~

These fellows embody the power of the sun and provide the energy that sustains Isle Delfino. Mario can move to new levels by collecting Shine Sprites. Try and collect ALL 120 Shine Sprites for the Ultimate Challenge!

\*~~Coins~~\*

~~~~~

Coins are scattered all over the island. Collect them to restore health to Mario's life meter. You can also collect 50 to obtain a 1-Up and when you collect 100 of these coins in any world you will obtain a Shine Sprite. After you obtain the Shine Sprite every additional 50 coins will award you with a 1-Up.

\*~~Blue Coins~~\*

~~~~~

Pick up blue coins to regain two health points. These are rare coins that may interest a certain shopkeeper. That certain shopkeeper is located in the building that contains the "M" to Ricco Harbor. For every 10 blue coins that you give him he will give you a Shine Sprite in exchange.

\*~~Red Coins~~\*

~~~~~

There are 8 red coins in certain episodes of each world, and each coin restores two health points. Collect all 8 coins with one life to receive a Shine Sprite. You can also check completed obstacle courses and try to obtain 8 red coins in each of them in a certain amount of time. It really isn't even as easy as it sounds.

\*~~Water Bottles~~\*

~~~~~

These bottles fill up FLUDD's tank. Small bottles fill the tank halfway and large bottles fill it all the way. You can find these bottles in certain episodes by simply eliminating enemies in your path to your Shine Sprite. They really come in hand so grab one whenever you have the opportunity.

\*~1-Up Mushrooms~\*

~~~~~

Get one of these green magical mushrooms to get back a life. They'll also fill Mario's life meter and FLUDD's tank. You can obtain these by completing certain tasks for people, finding them in hidden locations, or just obtaining 50 yellow coins.

=====

\*~SECTION 10~\*

=====

[10]

FLUDD

~~~~~

"FLUDD" stands for "Flashing Liquidizing Ultra Dousing Device". This so called "FLUDD" is your key to success in Isle Delfino. As soon as you arrive on Isle Delfino you will meet "FLUDD" and he will explain himself to you. He will tell you about his techniques and how exactly to use him. He gives you information on certain devices and such and he can even give you very helpful and useful information. Once your arrested "FLUDD" explains the situation to you and how you must use him to help restore peace to Isle Delfino and how you and him must clean the graffiti to bring all the Shine Sprites back to Isle Delfino.

"FLUDD" doesn't actually run and batteries so you don't have to worry about over-using "FLUDD". "FLUDD" only works when there's water aplenty. Be sure to check the water level in "FLUDD"'s tank on the lower-right of the screen.

Fill it up before it has the chance to go empty. You can also use water bottles to refill "FLUDD".

You must also keep note that "FLUDD" has specific nozzles and each has it's own specialty. "FLUDD"'s nozzles are his Squirt Nozzle, Hover Nozzle, Rocket Nozzle, and Turbo Nozzle. Each has it's own set of moves and each will help you in your adventure on Isle Delfino. Some will even help you gain new worlds that you couldn't have access to before and some will help you reach out of distance Shine Sprites. There is a catch to all of this though. You must keep in mind that you can only have two nozzles at a time and one of these nozzles is always the Squirt nozzle. Throughout the isle, you'll see several different colored nozzle boxes, each containing a different nozzle. Only one box can be opened at the beginning of the game.

"FLUDD" is indeed the best device in this game and you should use this at any given time. It will help you battle enemies, battle bosses and most importantly clean the goo but you must keep in mind that "FLUDD" doesn't have an infinite amount of water so make sure you always have water at a close distance.

The following nozzles and its attacks will be listed below.

Action

Control

~~~~~

~~~~~

\*~SQUIRT NOZZLE~\*

~~~~~

Squirt:

Hold R Button + Control Stick

Running Squirt:

R Button Lightly + Control Stick

Mario Cam Squirting:

Y Button + R Button

Sprinkler Squirt:	Rotate Control Stick + R Button
Back Somersault Squirt:	R Button + A Button
Tilt Nozzle Up & Down:	L Button + Control Stick "Up/Down"
Sidle Squirt:	Hold R Button + Press L Button + Control
Stick "Left/Right"	
Switch Nozzles:	X Button
Refill FLUDD:	Hold R While In Water

Action	Control
ㄣㄣㄣㄣㄣ	ㄣㄣㄣㄣㄣ
*~~HOVER NOZZLE~~*	
ㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣ	
Hover:	Hold R Button + Control Stick
Switch Nozzle:	X Button
Refill FLUDD:	Hold R While In Water

Action	Control
ㄣㄣㄣㄣㄣ	ㄣㄣㄣㄣㄣ
*~~ROCKET NOZZLE~~*	
ㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣ	
Blast Off:	Hold R Button
Switch Nozzle:	X Button
Refill FLUDD:	Hold R While In Water

Action	Control
ㄣㄣㄣㄣㄣ	ㄣㄣㄣㄣㄣ
*~~TURBO NOZZLE~~*	
ㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣ	
Motor!:	Hold R Button
Switch Nozzle:	X Button
Refill FLUDD:	Hold R While In Water

=====  
\*~~SECTION 11~~\*  
=====

[11]  
Super Mario Sunshine Walkthrough

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=====  
THE INTRODUCTION  
=====

Turn on the GameCube with Super Mario Sunshine inside. As the game loads, a FMV will begin. You will see a big plane in the sunny sky. Inside the plane are Mario, Princess Peach, & Toadsworth on and they are on their way to Isle Delfino. The radar on the plane soon shows that they are arriving to Isle Delfino. A commercial goes on talking about the beautiful Isle Delfino. It talks about what it's famous for, the foods, et cetera. Mario will obviously be amazed by the food but Princess Peach notices a dark shadowy figure in the background. She ponders to herself and say's "Mario?!". The plane arrives and lands...

=====  
DELFINO AIRSTRIP  
=====

As soon as the plane lands, you will see a pinkish gooey substance. Once you gain control, try and learn the controls. You aren't timed so it's the perfect time to do so. Once you got the hang of the controls, walk up to the toads and talk to them. They all talk about the gooey substance and how they came all this way and their trip is ruined. Once you talk to all of them walk to the right side of the goo. You should have enough room to walk through. When you reach an inhabitant, talk to her. She says that YOUR goo covered her friend, and you better clean it up fast. Continue forward, taking note of the giant "M" symbol. Continue past the "M" until you reach three other inhabitants. Talk to all of them. One welcomes you to Isle Delfino, one complains about the mess, the other asks if you and him have met before. After you talk to the three of them, practice your ground pound technique on the brown crates. Once your done with that walk over to FLUDD.

Another FMV will begin, and your introduced to FLUDD. FLUDD scans and classify's you and then introduces himself to you. It then explains how it works, pay attention, it will come to excellent use. You will be asked to hear its explanation again, select no. Once you regain control, practice using your new mechanism. Test FLUDD on those two "M"'s on the walls ahead of you. Pick up the two coins you receive and refill your tank if you need too. Now, head back to the gooey substance and from a distance begin to shoot water on the "M" symbol. Then spray water into the center of the goo.

Once you put enough water into it a gooey piranha will come out. This is your first boss, I guess.

=====  
BOSS 1  
=====

Name: Gooley Piranha # 1.

Location: Delfino Airstrip.

Description: A Piranha plant, covered in a damaging gooey substance.

Attacks: It has no attacks, if you don't hit it for a short amount of time it

will simply go back into the ground. Just keep at a distance from the goo.

Strategy: Go into Mario Cam View (As described in the controls section) and wait until the gooey piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes to long to open, try squirting a bit of water on it so that it will open its mouth. Continue this and after hitting it your third time it will die. Congratulations, you defeated you very first Super Mario Sunshine boss.

=====  
BOSS 1  
=====

After that fairly easy boss battle watch the very short display of the Shine Sprite. Walk up to the Shine Sprite and touch it. A VERY short display of you taking the Shine Sprite will show. You will then be given three options. Save and Continue, Save and Quit, or Continue. Choose the one your most comfortable with and then watch the proceeding FMV. You will now find out what exactly happened and why you were arrested. Your accused of the mess on Isle Delfino and are now sentenced to clean up the entire mess on Isle Delfino. The FMV will continue in Mario's jail cell. FLUDD will then explain that the pollution is NOT the only problem, and that you have to restore the Shine Sprites to bring happiness back to Isle Delfino. After the FMV you will again be asked if you want to hear FLUDD's explanation,

select no. The guards will then tell you to begin cleaning up the mess on Isle Delfino.

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DELFINO PLAZA

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This is the main area of Super Mario Sunshine. When you collect a Shine anywhere in the game you will be taken back to Delfino Island. Take note of the Delfino Emergency Broadcast System (D.E.B.S.). It will contain valuable information that may help you later on in the game. Once you gain control of Mario walk forward. Talk to everyone and keep note of what they say. Continue on walking until you reach Princess Peach and Toadsworth. She will be happy to see you and she'll ask why the sky is so dark, then she'll say that she wants to go home. Once you talk to Peach and Toadsworth, walk toward the brown goo. Begin to clean the goo and make your way towards the middle of the goo. Once you put enough water into it another gooey piranha will come out.

=====  
BOSS 2  
=====

Name: Gooley Piranha # 2.

Location: Delfino Plaza.

Description: A Piranha plant, covered in a damaging gooey substance.

Attacks: Well, the gooey piranha itself has no attacks but the goo that surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: It's pretty much the same thing as Boss # 1 except for one minor change. This time, little colorful bubbles come out of the goo and try to attack you. They don't do much damage but when they explode the cover you in goo so try and take them out when they are near you. Anyway, go into Mario Cam View and wait until the gooey piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes to long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep those little colorful bubbles at a far distance from you. Continue this and after hitting the piranha a third time it will die.

=====  
BOSS 2  
=====

After that easy boss battle, watch the upcoming FMV. The Statue of Pianta will rise from the ground and on top of the statue's head is Shadow Mario! Shadow Mario will notice Princess Peach and then jump off the statue and snatch Princess Peach. Your in for another boss battle.

=====  
BOSS 3  
=====

Name: Shadow Mario #1.

Location: Delfino Plaza.

Description: The shadowed figure that looks a lot like Mario.

Attacks: It leaves a trail of goo every once in a while.

Strategy: As you regain control after the short FMV, follow Shadow Mario.  
Make sure you use your Run & Squirt technique to avoid touching  
the

goo he leaves behind. When you are close the Shadow Mario, spray  
water on him by Running & Squirting. Continue doing this until  
clumsy Shadow Mario trips and lets go of Princess Peach. Walk up  
to Shadow Mario and he will complain and then get up and run  
again.

Follow him and he will head back to the Statue of Pianta. He will  
then paint a rainbow "M" on one side of the statue and then jump  
through the "M". As soon as you regain control, shoot water into  
the "M" until a bright force of light begins to glow over it, now  
jump into the shiny "M". Your third Boss battle is over.

=====  
BOSS 3  
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=====  
BIANCO HILLS  
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=====  
Episode 1: Road to the Big Windmill  
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When you gain control, talk to the nearby inhabitants. Once you do that,  
continue down the grayish path. Grab the six coins on the way down and when  
you reach the water, hop on the rope. Reaching the other side, talk to  
inhabitants around this area. Make sure you clean up any brown goo as well  
and water any plants in the area because they might give you coins. If any  
yellow enemies come out of the flowers, kill them by shooting them with  
water until they hit a hard surface, they should then pop and give you three  
coins. Once you done talking to everyone and collecting all the coins in  
this area, walk over to the wall with the working watermill and take note of  
the big painted "M". Use FLUDD to clean it and once its completely gone,  
you will receive your first blue coin. Not that hard, was it? Anyway,  
continue walking until you reach the watermill and the coin. Pick up the  
coin and hop on the watermill. Upon reaching the top, jump off to your left  
to pick up another yellow coin. Now, jump over to the right side and pick  
up the other yellow coin and clean up the second red "M". You will then  
receive your second blue coin. Continue walking on the white watermill path  
and if you stop and look to your right you should noticed a little grassy  
area completely surrounded by white walls. Note the red X and keep that  
area in mind. Now jump over to the other side of the wall and follow the  
grey bricked path, picking up all of the yellow coins. When you pick up all  
of the yellow coins, clean the brown goo and watch the trees grow. You  
should see too mini piranhas so feed water into them until they explode.  
Once you restore all the trees walk back across the path you came through  
until you see the blue water. Now jump in the water and get used to  
swimming. Swim forward, toward the four yellow coins. Try to avoid the  
water spiders by diving under the water as they approach you. Continue  
swimming and collect four more yellow coins. Now hop onto one of the  
lilipads and equip your Hover Nozzle. Now jump and hold R to travel over



the water quickly. Hop onto the other lilipad and do the same thing. Now continue swimming forward and you should see eight yellow coins each in pairs of four. Grab the first pair of yellow coins and then dive under the water. You should see a blue coin in the water. Keep swimming and dive into the water until you grab it. This is your third blue coin, your doing good progress ;). Anyway, swim to the last bunch of yellow coins. Now swim to the right and jump onto the lilipad. From the lilipad, shoot water onto some of the brown goo and jump onto the grass. Clean the area of any extra brown goo and make sure to avoid the gooey bolder from hitting you. Then shoot water into the center of the brown goo and another gooey piranha will be revealed.

=====  
BOSS 4  
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Name: Gooley Piranha # 3.

Location: Bianco Hills, Episode # 1.

Description: A Piranha plant, covered in a damaging gooey substance.

Attacks: Well, the gooey piranha itself has no attacks but the goo that surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: You have very little space to fight this gooey piranha but it will have to do. You also have those colorful little bubbles that will try to attack you during this boss fight. Anyway, go into Mario Cam View and wait until the gooey piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes to long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep

those

little colorful bubbles at a distance from you. Continue this strategy and after hitting it a third time it will die.

=====  
BOSS 4  
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After defeating this brown gooey piranha, the ground will begin to rumble and the grey path will be revealed as well as a Shine Sprite. When you have control again simply walk up to the Shine Sprite and grab it.

Congratulations, you earned your second Shine Sprite. After you grab this Shine Sprite you be taken back to Delfino Plaza. Jump back into the rainbow "M" when you ready.

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Episode 2: Down with Petey Piranha!  
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When you gain control, talk to the nearby inhabitants. Once you do that, continue down the grayish path. Grab the six coins on the way down and when you reach the water, hop on the rope. Reaching the other side, talk to inhabitants around this area. Make sure you water any plants in the area because they might give you coins. If any yellow enemies come out of the flowers, kill them by shooting them with water until they hit a hard surface, they should then pop and give you three coins. Now keep walking over until your near the pink lady that tosses you. Look around and you should see a house with the red "M". Spray it with water and receive your

fourth Blue Coin. Now get on the watermill and take it to the upper white watermill path. Remember that Red X? We are going to use that for something good! Ok when your taking the watermill up make sure you jump off to the right side. Now, don't go straight to the right, instead take the other direction that the white path goes too. The one where the white path goes in a narrow direction, toward the other side of where you saw the red X. Walk around it until your by the door on that white path, and look back and look for the X. To make sure your in the right area, to the right of this door is a lower ground with another path and bells hanging from above. Now put Mario Cam view and shoot the red X from there. Keep shooting it until a short scene of a blue coin coming out the wall is shown. This is timed now so quickly run through the door and jump off to the left, and you should see the blue coin. Grab it and make it your fifth blue coin. Now you see this red X? When you clean it, a blue coin comes out of the wall where the other red X was. Too do this, wall jump back onto the white path where the door is. From there begin to spray the red X with water until another scene of a blue coin is shown. Quickly run through the door and jump off to your right, grabbing your sixth blue coin. Now get back on the white path, and jump to the other side, where the trees, water, et cetera are. Now, clean up the big mess of brown goo and you should get a lot of coins here. Kill the little yellow enemies that come out the plants and kill the mini piranhas as well. Once you kill all these enemies hop on a lilipad and shoot water to the opposite direction you want the lilipad to go. Do this to get the sixteen yellow coins quickly. Once you have all the coins in this area, run toward where you fought the first gooey piranha in Bianco Hills. Walk up the new path, and FLUDD will tell you that the bridge is out. Hop on one of the two ropes and walk across until you reach the other side. Now follow the path upward, cleaning all brown goo, retrieving yellow coins, and avoiding the rolling bolder and flying goo. Keep running up the path until you reach a water sprinkler and two paths. Refill your tank and take the grassy path if you want/need more coins. Try avoiding the piranhas vines through the grassy area. If you took the grassy area, you will go in a complete circle killing enemies for coins and you'll end up back by the sprinkler and two paths. Take the grey path that goes on upward, equipping your Hover Nozzle. Now to get over the gaps avoiding the vines use your Hover Nozzle. Once you get over all three gaps, talk to the inhabitant that tells you about the Giant Piranha. Before you take the lift up, clean the red "M" and get your seventh blue coin. Now, take the lift all the way to the top and jump off and onto the roof, where your fifth boss awaits you...

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BOSS 5

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Name: Petey Piranha.

Location: Bianco Hills, Episode # 2.

Description: A large piranha plant.

Attacks: If you don't spray Petey Piranha while his mouth is open he will spray out a large amount of goo that will damage you, and cover you in goo.

Strategy: After you watch the quick FMV and gain control your first real boss

battle begins. Now avoid the colorful bubbles by taking them out with FLUDD and wait until Petey Piranha opens up its mouth. When it does open up it's mouth, unload water into it UNTIL Petey Piranha falls on its back. When Petey Piranha falls on his back,

a

red arrow above Peteys belly will show you were the damage is caused. Climb onto Petey Piranhas belly and do a ground pound. Petey Piranha is now damaged. Now, try and keep up with Petey Piranha because he will move a bit quicker. When he opens his mouth up again, shoot water into his mouth and then simply hop on his stomach and ground pound it again. Repeat this one more time and Petey Piranha is a goner!

=====  
BOSS 5  
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When Petey is defeated, watch him get rock hard and crack into pieces. Now, continue by picking up your third earned Shine Sprite! Congratulations! When you return to Delfino Plaza simply jump back into the "M".

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Episode 3: The Hillside Cave Secret  
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Watch the quick introduction to the level and keep in mind where that door is located. When you gain control head down the long gray path while talking to each of the inhabitants. When you arrive to the river, use the rope to get to the other side and then walk along side the river all the way to the left, and at the end in the water is a blue coin. Now kill the rest of the enemies in the area to collect the yellow coins and then head to the door that leads to the other side of the island, the lake side. Now from here walk straight through the passage and try to avoid the enemies that throw little pebbles/rocks from the trees. As you keep walking forward you will see three long logs floating in the water. Jump across all three and when you reach the other side equip your Hover nozzle. Now, back flip off the pole and wall jump off it toward the big wall. As soon as you wall kick off the pole use your Hover and try to get to the higher ground. If you made it you should see a pink sign that has a white arrow pointing up. From here, face the sign and then do a back flip and use your Hover nozzle to float onto the rope above you. From the rope look to the firection closest to the wall and you should see the entrance to the cave. Bounce off the rope and hover toward the entrance. Go inside and you will see a quick FMV of Shadow Mario floating past you and grabbing FLUDD in the process. You are now in the first obstacle course in Super Mario Sunshine. Sure this one isn't hard but the ones that lie ahead are MUCH harder. Anyway, complete the course and take as long as you may because the course track isn't timed.

At the end of the course awaits another Shine Sprite. Grab it and you will be taken back to Delfino Square with FLUDD in possession.

(NOTE: YOU MAY COME BACK TO THIS CAVE AT ANY TIME YOU WISH, YOU WILL AWARDED ANOTHER SHINE AS LONG AS YOU CAN COMPLETE THE OBSTACLE COURSE AGAIN. THERE'S A CATCH THOUGH, YOU MUST COLLECT 8 RED COINS AND THE COURSE IS TIMED! GOOD LUCK!)

When your ready jump back into the "M" for another episode...

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Episode 4: Red Coins of Windmill Village  
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Most of you might remember what you had to do with red coins, eight in specific. Yup, it's the same thing in Super Mario Sunshine. You have to collect eight and some are well hidden. Anyway, continue down the first path making sure to talk to everyone on the way down. When you reach the

river hop onto the rope. From this rope jump off to your left until you see a rope in-between two small buildings. Back flip and grab onto the first rope and jump on the rope to reach the rope above while grabbing the FIRST RED COIN. Now from this rope walk to your right and on roof grab the SECOND RED COIN. Now jump to the small brown platform ahead of you and continue to head to the white wall. When you land on the white wall head to your left and grab the THIRD RED COIN. Continue walking along the white path until you reach the FOURTH RED COIN that is in a small sized door on the white wall. Now back flip and hover so that you can reach the upper white wall above the door. Yes it's possible and when you are on top head to your left to grab the FIFTH RED COIN. After you grab this coin use to rope to your right to get the roof across and make sure to avoid the electric enemy on the rope. When you arrive on this roof grab the SIXTH RED COIN and avoid the windy enemy. When on this roof look to the right and you should see another red coin so hover over to it and receive the SEVENTH RED COIN. After you land and fall the ground look at the building in front of you. Look up and the building should have to mini towers, that's the next place you have to get to. Walk up to the buildings brown front door and do a back flip and hover up and barely grab the edge of the roof. Climb up the small edge and do another flip in front of the right tower and hover into the little entrance that contains a blue coin. From here jump back into the middle of both towers and use the left tower to start your wall jump and on the left towers roof is the EIGHTH RED COIN. Watch where the Shine Sprite is located. From this roof look behind toward the river and you should see a tall pole with a long white sheet facing each direction and you should also spot the blue coin. Jump to the polw with the platform and the flags and from there quickly hover to the blue coin while avoiding the windy enemy. Now head back over to the big building with two towers and this time get on the right towers roof. Now use the long rope to get to the brown platform all the way in the sky. Avoid the enemies and when you reach the brown platform grab the Shine Sprite. After grabbing the Shine Sprite you'll be taken back to Delfino Plaza. Jump back into the rainbow "M" when you ready.

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Episode 5: Petey Piranha Strikes Back  
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Watch the FMV and pay attention to where Petey Piranha is located. From here do the same as always, head down the first path while talking to everyone on the way. Cross the lake using the log and head through the door to the right. Follow the passage straight ahead while avoiding the enemies of the tree and quickly swim across the lake to the other side, as if you were going back to the secret cave. Wall jump off the wall and hover toward the brown platform toward the direction you previously came from. Once on this platform you should see a couple of other platforms in front of you, one which contains a red hover box. Jump on the box and grab the new Rocket Hover. Test it out and get used to it. Now return to the village and once you go through the door head to the right. When you reach a brown figure begin to squirt it with the squirt nozzle. It should hit the bells above and coins should fall out. Grab the coins and then use the squirt nozzle to hit all three bells at the same time. A 1-Up mushroom should fall so grab it. Continue past the brown thing and head over the grass and toward those brown poles near the wall. Look up and you should see some cliffs. Equip your rocket nozzle and use it to reach the cliffs. When you reach the top quickly take out the squirt nozzle and clean off any goo that is near you. Now use the rocket nozzle to get to the higher brown platforms because there is a blue coin up there. Now head toward Petey Piranha but DON'T try to rocket nozzle your way over there. Stand right in front of the broken part

of the fence and begin to squirt. One of those little hopping pink enemies will hook on to your nozzle and when it does begin to squirt and try to hit Petey Piranha with the pink enemy after you let go of the R button. When Petey Piranha awakes the next boss battle begins...

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BOSS 6

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Name: Petey Piranha # 2.

Location: Bianco Hills, Episode # 5.

Description: A large piranah plant that can fly.

Attacks: A powerful tornado that has the ability to blow you away and large goo balls.

Strategy: This is the first difficult boss that you deal with. When you wake

him up he will proceed to fly toward the village. Run back to the river avoiding the goo all over the place and hit the blue box to retrieve the Hoover Nozzle. Now use the nearby ropes to move your way up to the roof. Continue up the ropes until your as high at Petey Piranha. Patiently wait until he is near you then spray him with water. Now jump down near him and try to avoid the tornados. When he finally opens his mouth, spray his mouth with FLUDD until he falls onto his back like the first time you fought Petey. His belly button has reappeared on his so jump on to his belly and do

a

ground pound. Now Petey will get back up and fly back up into the air. If your low on water, simply hit the blue box again to

refill

your tank up quickly. Now move back on up to the roof and proceed to shoot him down with FLUDD. When he falls down to the ground just do the same thing as last time, spray him then pound him. Continue this once more and Petey Piranha # 2 is finished.

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BOSS 6

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After he is dead he will drop a Shine Sprite. Pick up the Shine Sprite and you'll be taken back to Delfino Plaza. Jump back into the rainbow "M" when ready.

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Episode 6: The Secret of the Dirty Lake

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Watch the quick introduction to the level and keep in mind where that big entrance by the lake is. When you gain control head down the long gray path while talking to each of the inhabitants. When you reach the river cross via log. Then head to the right and go through the door that heads to the other side of Bianco Hills. Follow the path between the trees until you reach the pink sign that has the white arrow pointing to the left. Go to the left and up the path toward the giant windmill. When you reach the small bridge you should notice the yellow coins and the blue coin. Now walk half-way across the bridge and look to your left. You should see a brown platform below that has a rope connected to it. Hop down on the brown platform and walk on the rope until your under the bridge. Now jump on the rope until you grab onto the bottom of the bridge. Grab the blue coin and

then let go of the bridge and onto the rope via the B button. Now continue to walk on the rope and then hover over the dirty lake on to the multiple brown platforms. When you reach the last brown platform you should notice a brownish lilypad on your right side. Jump on the lilypad and use your squirt nozzle to reach the entrance by the mini waterfall. Don't use one lilypad though, switch whenever you have the chance. When you reach the entrance, hop on the logs and flip into the sky and hover onto the mini waterfall. Don't worry though, the dirty waterfall seems not to hurt you. Hit the grey nozzle box and pick up the turbo nozzle. Now go through and you will see another quick FMV of Shadow Mario floating past you and grabbing FLUDD in the process. Anyway, complete the course and take as long as you may because the course track isn't timed. At the end of the course awaits another Shine Sprite. Grab it and you will be taken back to Delfino Square with FLUDD in possession.

(NOTE: YOU MAY COME BACK TO THIS CAVE AT ANY TIME YOU WISH, YOU WILL AWARDED ANOTHER SHINE AS LONG AS YOU CAN COMPLETE THE OBSTACLE COURSE AGAIN. THERE'S A CATCH THOUGH, YOU MUST COLLECT 8 RED COINS AND THE COURSE IS TIMED! GOOD LUCK!)

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Episode 7: Shadow Mario on the Loose  
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As soon as the level begin a boss fight begins...

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BOSS 7  
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Name: Shadow Mario #2.

Location: Bianco Hills, Episode # 7.

Description: The shadowed figure that looks a lot like Mario.

Attacks: It leaves a trail of goo every once in a while.

Strategy: When you gain control, head to where Shadow Mario is awaiting you. When he sees you he will begin to run away and his ptern doesn't quite change that much. Make sure you use your Run & Squirt technique to avoid touching the goo he leaves behind. When you are

close the Shadow Mario, spray water on him by Running & Squirting. Keep a close eye on where Shadow Mario exactly heads because he will continue to do it. Sometimes he will climb walls, so simply do it as he does. Continue doing this until clumsy Shadow Mario trips. He will then say that this isn't over and will then disappear.

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BOSS 7  
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Once Shadow Mario has disappeared he will leave a Shine Sprite behind. Pick up the Shine Sprite and you'll be taken back to Delfino Plaza. Jump back into the rainbow "M" when ready.

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Episode 8: The Red Coins of the Lake  
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The last episode in Bianco Hills and it isn't easy either. It's another "collect eight red coins scavenger hunt" episode. The red coins are well located and will require some skill to reach them. When you gain control head down the long gray path while talking to each of the inhabitants. When you reach the river cross via log. Once on the other side head to the left and run to the house with the two towers on its roof. Hover up there and when in-between the two towers wall jump on make sure you on the left towers roof. From here look toward the cliffs and you should see a floating blue coin next to the large brown pole. Jump toward it and hover toward that direction and grab the blue coin on your way to the ground. From here turn back into the direction of the house and you should see a red circle colored on the wall of the house. Spray the red circle and as soon as you regain control simply run to your left back to the house near the rope and log that cross the river. It's the house that has a rope connected to it that leads to the other house. Grab the blue coin before it disappears and then spray the red circle behind this house. Once you regain control run back to the house where the first red circle was and grab the blue coin before it disappears. You should now have 15 BLUE COINS. From here you can run back to the house that is near the river with the rope and log. Use the ropes in-between the two houses to make your way to the roof of the house. From here make your way to the top of the white wall and hover over to the trees.

Avoid the enemies and continue to make your ways through the trees. At the end of the path of trees, hover to the brown platform and use the rope being held by both brown platforms to grab the FIRST RED COIN. Make your way to the other brown platform to the left and from here back flip into the air and hover to the extremely long rope that goes in the other direction. Walk to the right on this rope and try avoiding the windy enemy. On this rope will be the SECOND RED COIN so grab it and continue walking to the other end. From here, jump down the the red hover box and grab the rocket nozzle. Now look to the side of the giant windmill and from here you should see four yellow coins and the third red coin. Rocket nozzle in that direction and swim until your in the center of the four yellow coins and right underneath the red coin. Avoid the water spiders and rocket nozzle and just as the rocket nozzle is about to fill up jump out the water into the sky and you should blast up. Try and grab the THIRD RED COIN either on your way up or back on your way down. Once you grab it, swim to the rope further ahead to the left that has a fourth red coin on it. Rocket nozzle onto the rope and grab the FOURTH RED COIN. From here make your way to the road to the big windmill. Once you pass the bridge portion of this path continue walking until you see some yellow coins floating in midair. Stand on the shadow of the coins and rocket nozzle. You will grab on a rope and you will have to continue to rocket nozzle twice more. Once you reach the top make your way to the left platform on the end of the rope. This platform contains a pink flower with an enemy so kill it at all costs by waiting for it to try and pound you and then jumping on the flower portion of its head. From this platform look in the direction of the big windmill and you will notice a higher brown platform. Soom your camera all the way out and then rocket nozzle in that direction and land on that brown platform at all costs. Grab the blue coin on this platform and from here walk on the rope to the left and grab the FIFTH RED COIN on it. Now rocket nozzle back to the platform that contained the pink flower enemy. From this platform walk to the rope that is in front of you and once on it try and avoid both the windy enemy and the electrical enemy. On your way to the other side make sure you grab the floating SIXTH RED COIN. When you reach the brown platform you will notice another rope connected to it. Look above this rope and you will notice a red coin located high in the sky. Walk on this rope and when underneath the red coin use the rope to hop up and grab the SEVENTH RED COIN. From here make your way to the end of the rope and from this brown platform hop to the platform located on the left. On this platform look to the rope that heads back in the direction you just came from and you

will notice the last red coin. Walk on it and grab the EIGHTH RED COIN in the process. Now look at where the Shine Sprite is placed. Make your way to the path the heads to the roof of the giant windmill and when you reach the blue nozzle box break it and grab the hover nozzle. Now continue to make your way up the grey platform until you reach the moving brown platforms. Hop on one and look at the windmills wall. When you think your close enough jump in the direction of the Shine Sprite and hover until your in the little alcove that contains the Shine Sprite. Now grab the Shine Sprite and you will do your little dancing move. You have completed Bianco Hills...or have you?!

Bianco Hills is NOT completed!!! Do you remember those two obstacle courses we struggled through? Yep, they each contain another Shine Sprite but there's a big catch. This time you will have to collect eight red coins in each of them. To obtain this you will have to enter each obstacle course through episode eight. You will also obtain another Shine Sprite by collecting 100 coins in Bianco Hills.

When you return to Delfino Island you may jump back into the "M" to try and obtain these three additional Shine Sprites or you may continue onto Ricco Harbor.

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Bianco Hills: Red Coins of Obstacle # 1  
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Episode 8!  
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When you gain control head down the long gray path while talking to each of the inhabitants. When you arrive to the river, cross via log. Now head to the door that leads to the other side of the island, the lake side. Now from here walk straight through the passage and try to avoid the enemies that throw little pebbles/rocks from the trees. Don't walk all the way to the end of the path, instead walk to your right and you will see another portion of land as well as three logs that are standing in the river. Hover to the other side of the land and kill the enemies that come out of the pink flowers. Now head to the left and you should see a fruit in the ground as well as some red brick platforms sticking out of the wall and over the warer. Wall jump off long wall and hover up onto this brick platform. Kill this first enemy and hover onto the second platform. Kill this enemy as well and hove to the third and last brick platform. Kill the enemy on this one and he should drop a blue coin. From this platform hover over to the platform that contains the red hover box. DO NOT GRAB THE ROCKET NOZZLE! Now, make your way up toward the door to the obstacle course and when in front of the door simply enter it. This time you'll notice that there was no quick FMV of Shadow Mario snatching FLUDD. That's because you can use FLUDD now. When you begin this obstacle course walk up to the big red button and ground pound. Your now timed one minute exactly! Make your way up the moving platforms while grabbing the FIRST RED COIN on the second platform. Once you reach the top you will keep in mind that on each corner orange box is a red coin. Jump to the lower left corner to grab the SECOND RED COIN then to the lower right corner box to grab the THIRD RED COIN. Now move up to the upper right box to grab the FOURTH RED COIN and hover toward the upper left box to grab the FIFTH RED COIN. Now jump ahead to the light brown platform right before the long green platform and you should as least have well over 30 seconds. From here back flip toward the right and hover as much as you can toward the two moving star platforms. Grab the SIXTH RED COIN on the first moving star and jump to the next star and grab the SEVENTH RED COIN. From here you will have make your way to the light brown platform



on the other side of the green platform. Back flip in that direction off the star and hover toward that platform. Now look to the other side of the green platform and you will see another moving star. Back flip off this light brown platform and hover with all you can to that star and you should either barely make it or just barely grab onto the edge. Climb on the star and grab the EIGHT RED COIN. The Shine Sprite will appear next to the old Shine Sprite and the time will stop. Now, patiently make your way back to the green platform and make your way to the end of the obstacle WITHOUT dying to grab the second Shine Sprite of the obstacle course. Pick up the Shine Sprite and you'll be taken back to Delfino Plaza. Jump back into the rainbow "M" when ready to obtain the next Shine Sprite.

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Bianco Hills: Red Coins of Obstacle # 2

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Episode 8!

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Er, I hate obtaining this Shine Sprite. When you gain control head down the long gray path while talking to each of the inhabitants. When you arrive to the river, cross via log. Now head to the door that leads to the other side of the island, the lake side. Now from here walk straight through the passage and try to avoid the enemies that throw little pebbles/rocks from the trees. Now hop on a nearby lilypad and use your squirt hover to reach the entrance to this second obstacle course. When you by the entrance simply back flip off the lilypad and hover into the entrance AVOIDING the grey hover box. This time you'll notice that there was no quick FMV of Shadow Mario snatching FLUDD. That's because you can use FLUDD now. Remeber, in this obstacle course your hover nozzle is the best thing!

Without it j00r d00mz0rzed 4 3Verz0rz!!! Sorry...slight 1337 speak came over me, heh. Anyway, make your way to the red button as soon as you begin.

Equip your hover nozzle and then ground pound the red button and you will given one minute and thirty seconds. As soon as you begin hop on the blue platform and wait until the reds flip. After that quickly hover over to the first red platform and jump and grab the FIRST RED COIN. Now quickly make your way to the other side of these moving platforms. Hop on the moving star and grab the SECOND RED COIN and the 1-Up Mushroom. Now quickly move on ahead and hover to the big colored box. Once your on it wait for it to mov a bit then back flip off it and hover yourself to the yellow platform. Wait until the red triangle move across the yellow platform and quickly slide to the other side while grabbing the THIRD RED COIN in the process. Now get on this box and all I can tell you is good \*\*\*\*ing luck! This is the most frustrating part of this obstacle course but keep in mind that you don't need to jump when the box moves. Simply walk over each edge to the side that is going to be facing upward. While the box is moving up make sure to grab the FOURTH RED COIN and FIFTH RED COIN as well as the 1-Up Mushroom. This area is where the hover nozzle is really helpful so use it to your best advantage! When you reach the top go for the red coin completely to the right. Just be patient and take time on this but not too much. When you reach the blue platform jump up and grab the SIXTH RED COIN.

Now make your way to the red coin in the center. Just be patient but don't waste too much time. Grab the SEVENTH RED COIN in the center then continue to the upper left and grab the EIGHTH RED COIN. Now, make your way to the end of the obstacle WITHOUT dying to grab the second Shine Sprite of the obstacle course. Pick up the Shine Sprite and you'll be taken back to Delfino Plaza. Jump back into the rainbow "M" when ready to obtain the next Shine Sprite.

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Bianco Hills: Collecting the 100 Yellow Coins!  
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Episode 8!  
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To obtain this Shine Sprite we'll have to collect 100 yellow coins in Bianco Hills but it isn't going to be easy! I chose to complete this in episode eight because I found it to be the easiest. Alright, when you begin make your way down the path and when you reach the river cross via log. Now head to your left and find every single damn enemy you can. The ones that pop out the flower SHOULD be killed by forcing them to hit a wall with FLUDD. They each reveal three yellow coins so remember NOT TO kill them by hitting them on the head. Find all of them in the village area and kill them! Now, each circle of flowers has about five coins that you can gain, you must successfully water all of the plants in the circle and have them opened at the same time. To do this you might want to twirl and shoot water at the same time. Once you water the plants in the circle coins will be revealed. Do this on all the groups of flowers near the village. You can also hover over the entrance doorway of houses the reveal one coin. When you do this make your way to the three bells by the white wall. Spray the brown wheel thingy and make it hit the bells, which will reveal four yellow coins. You should, AT LEAST, have 50 yellow coins by the time your done with the village. Now, make your way to the top of the white wall and head all the way to the right end of this wall, which is in the direction of the beginning of the level. When you reach the end of the white wall, you should look up and you will notice that there is a tower on this white wall, that is obviously white. Back flip in the direction of that white wall, and wall jump off it and then hover onto it. You will find a dirty muddy guy. Clean him and then speak to him and he will give you a blue coin. Now, hover to the trees and there will be a yellow coin on some of the trees. To kill the enemies on these trees, simply spray them from a far distance when there heads are revealed. They, will be dazed so when they are quickly move toward them and jump on there head and they each reveal one yellow coin. Do this, and then, move back to the ground and move to the left near the other pink flowers. Kill these enemies that come out the flowers, and flower all the pink flowers to reveal some more coins. Now, head back to the tree area and this time hover over the river onto the little island with another pair of pink flowers. Kill these enemies as well and water all the flowers. Now, wall jump up to the brick platforms that are sticking out the wall and kill the enemies up here. Now, hover to the platform with the red nozzle box. Grab the rocket nozzle and then jump into the water and swim until you reach a lilipad. Hop on a lilipad, and use your squirt nozzle to grab the coins that are in pairs of four. Go completely around because there are four pairs of four yellow coins to make a total of, 16. Now, get back on the path to the big windmill and when your on the bridge you may jump off to the left and onto the left platform, walk the rope, and jump on the rope to grab the coins under the bridge. Once your back on the road to the windmill, walk past the bridge and you should see the yellow coins that are floating in the air. Use your rocket nozzle to grab those coins, and continue to do this on your way up the ropes. Now, grab any coins on the ropes until you get 100 which you should already have aquired, if you followed these steps. When you do have 100 coins, simply use your rocket nozzle to reach the Shine Sprite. Pick up the Shine Sprite and you'll be taken back to Delfino Plaza.

\*~~NEXT UPDATE SOON!~~\*

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\*~~SECTION 12~~\*  
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[12]

Boss Walkthrough

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During your adventure on Isle Delfino, you will stumble across enemies. Some of these enemies are bosses and some may be easy and others may have a difficult strategy. Regardless of difficulty, they will be listed here, in the order that I came across them. Enjoy.

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BOSS 1

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Name: Goopy Piranha # 1.

Location: Delfino Airstrip.

Description: A Piranha plant, covered in a damaging goopy substance.

Attacks: It has no attacks, if you don't hit it for a short amount of time it

will simply go back into the ground. Just keep at a distance from the goo.

Strategy: Go into Mario Cam View (As described in the controls section) and wait until the goopy piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes to long to open, try squirting a bit of water on it so that it will open its mouth. Continue this and after hitting it your third time it will die. Congratulations, you defeated you very first Super Mario Sunshine boss.

Trigger/Prize: Your very first Shine Sprite.

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BOSS 1

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BOSS 2

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Name: Goopy Piranha # 2.

Location: Delfino Plaza.

Description: A Piranha plant, covered in a damaging goopy substance.

Attacks: Well, the goopy piranha itself has no attacks but the goo that surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: It's pretty much the same thing as Boss # 1 except for one minor change. This time, little colorful bubbles come out of the goo

and  
try to attack you. They don't do much damage but when they  
explode  
the cover you in goo so try and take them out when they are near

you. Anyway, go into Mario Cam View and wait until the gooey piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes too long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep those little colorful bubbles at a far distance from you. Continue this and after hitting the piranha a third time it will die.

Trigger/Prize: The Statue of Pianta will rise from the ground.

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BOSS 2

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BOSS 3

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Name: Shadow Mario #1.

Location: Delfino Plaza.

Description: The shadowed figure that looks a lot like Mario.

Attacks: It leaves a trail of goo every once in a while.

Strategy: As you regain control after the short FMV, follow Shadow Mario. Make sure you use your Run & Squirt technique to avoid touching the

goo he leaves behind. When you are close to Shadow Mario, spray water on him by Running & Squirting. Continue doing this until clumsy Shadow Mario trips and lets go of Princess Peach. Walk up to Shadow Mario and he will complain and then get up and run again.

Follow him and he will head back to the Statue of Pianta. He will then paint a rainbow "M" on one side of the statue and then jump through the "M". As soon as you regain control, shoot water into the "M" until a bright force of light begins to glow over it, now jump into the shiny "M". Your third Boss battle is over.

Trigger/Prize: Princess Peach and access to Bianco Hills.

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BOSS 3

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BOSS 4

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Name: Goopy Piranha # 3.

Location: Bianco Hills, Episode # 1.

Description: A Piranha plant, covered in a damaging gooey substance.

Attacks: Well, the gooey piranha itself has no attacks but the goo that surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: You have very little space to fight this gooey piranha but it will have to do. You also have those colorful little bubbles that will try to attack you during this boss fight. Anyway, go into Mario Cam View and wait until the gooey piranha opens its mouth. When

the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes too long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep

those

little colorful bubbles at a distance from you. Continue this strategy and after hitting it a third time it will die.

Trigger/Prize: Your second Shine Sprite.

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BOSS 4

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BOSS 5

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Name: Petey Piranha.

Location: Bianco Hills, Episode # 2.

Description: A large piranha plant.

Attacks: If you don't spray Petey Piranha while his mouth is open he will spray out a large amount of goo that will damage you, and cover you in goo.

Strategy: After you watch the quick FMV and gain control your first real boss

battle begins. Now avoid the colorful bubbles by taking them out with FLUDD and wait until Petey Piranha opens up its mouth. When it does open up its mouth, unload water into it UNTIL Petey Piranha falls on its back. When Petey Piranha falls on his back,

a red arrow above Petey's belly will show you where the damage is caused. Climb onto Petey Piranha's belly and do a ground pound. Petey Piranha is now damaged. Now, try and keep up with Petey Piranha because he will move a bit quicker. When he opens his mouth up again, shoot water into his mouth and then simply hop on his stomach and ground pound it again. Repeat this one more time and Petey Piranha is a goner!

Trigger/Prize: A Shine Sprite & Bianco Hills, Episode # 3.

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BOSS 5

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BOSS 6

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Name: Petey Piranha # 2.

Location: Bianco Hills, Episode # 5.

Description: A large piranha plant that can fly.

Attacks: A powerful tornado that has the ability to blow you away and large goo balls.

Strategy: This is the first difficult boss that you deal with. When you wake

him up he will proceed to fly toward the village. Run back to the

river avoiding the goo all over the place and hit the blue box to retrieve the Hoover Nozzle. Now use the nearby ropes to move your way up to the roof. Continue up the ropes until you are as high as Petey Piranha. Patiently wait until he is near you then spray him with water. Now jump down near him and try to avoid the tornados. When he finally opens his mouth, spray his mouth with FLUDD until he falls onto his back like the first time you fought Petey. His belly button has reappeared on his so jump on to his belly and do

a

ground pound. Now Petey will get back up and fly back up into the air. If you are low on water, simply hit the blue box again to

refill

your tank up quickly. Now move back on up to the roof and proceed to shoot him down with FLUDD. When he falls down to the ground just do the same thing as last time, spray him then pound him. Continue this once more and Petey Piranha # 2 is finished.

Trigger/Prize: A Shine Sprite & Bianco Hills, Episode # 6.

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BOSS 6

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BOSS 7

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Name: Shadow Mario #2.

Location: Bianco Hills, Episode # 7.

Description: The shadowed figure that looks a lot like Mario.

Attacks: It leaves a trail of goo every once in a while.

Strategy: When you gain control, head to where Shadow Mario is awaiting you.

When he sees you he will begin to run away and his pattern doesn't quite change that much. Make sure you use your Run & Squirt technique to avoid touching the goo he leaves behind. When you

are

close to Shadow Mario, spray water on him by Running & Squirting. Keep a close eye on where Shadow Mario exactly heads because he will continue to do it. Sometimes he will climb walls, so simply do it as he does. Continue doing this until clumsy Shadow Mario trips. He will then say that this isn't over and will then disappear.

Trigger/Prize: A Shine Sprite & Bianco Hills, Episode # 8.

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BOSS 7

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BOSS 8

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Name: Goopy Piranha # 4.

Location: Delfino Plaza.

Description: A Piranha plant, covered in a damaging goopy substance.

Attacks: Well, the goopy piranha itself has no attacks but the goo that

surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: Same strategy as Boss #4. Go into Mario Cam View and wait until the gooey piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks so spray it with FLUDD. If it takes too long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep those little colorful bubbles at a distance from you. Continue this strategy and after hitting it a third time it will die.

Trigger/Prize: The hut of the Shine Sprite Vendor & the path to Ricco Harbor.

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BOSS 8

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BOSS 9

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Name: Gooper Blooper # 1.

Location: Ricco Harbor, Episode # 1.

Description: A large size blooper that has four long tentacles.

Attacks: This blooper has some more attacks than Petey Piranha. When you shoot it with water it will sometimes try and whip you with all four of its tentacles. Sometimes it will just try and attack you with one of its tentacles. He can also shoot goo at you if you are far away from him that is.

Strategy: When the battle begins, quickly spray Gooper Bloopers face with FLUDD. This will eliminate all the black goo from its nose which you'd have to do later anyway. When you begin to shoot Gooper in the face he will try and hit you with all of his tentacles. Quickly dive/jump out of the way and stomp on one of his tentacles.

When the tentacle appears flat, press and hold B on the end of the tentacle and you will grab on to it. Begin to move back until the tentacle snaps off of Gooper(OUCH!)! Now be careful if Gooper tries to attack you again and try and move out of the snapped tentacles way as it can damage you before disappearing. Now shoot Gooper in the face again and continue to do this until all four tentacles have been snapped off. Once all four have been snapped off, move toward Gooper Bloopers nose and press and hold B. You will grab it so now just move back until it snaps off. When it snaps off, Gooper will fly up into the sky but he will come back. When he lands make sure you aren't near him because he will spray black goo all around him. Now, clean up all the goo avoiding Goopers tentacles and then do the strategy as was listed above. Avoid, pound, grab, pull, SNAP. LOL, not really funny is it...  
-\_-...

Trigger/Prize: A Shine Sprite & Ricco Harbor, Episode # 2.

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BOSS 9

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BOSS 10

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Name: Gooper Blooper # 2.

Location: Ricco Harbor, Episode # 5.

Description: A large size blooper that has four long tentacles.

Attacks: When you shoot it with water it will sometimes try and whip you with all four of it's tentacles. Sometimes it will just try and attack you with one of its tentacles. He can also shoot goo at you if you are far away from him that is. It also has a new move. Once in a while it will whip out all four tentacles, each facing a different direction and begin to whirl.

Strategy: Not much of a difference here. You have a much smaller area to fight Gooper Blooper 2. If you do need health you don't have to leave the Heliport, just go to the green fence in one hole in the ground and ground pound it. You will now be below the Heliport and

there will be some coins. Don't take them all though, leave some to spare. Quickly spray Gooper Bloopers face with FLUDD. This will eliminate all the black goo from its nose which you'd have to do later anyway. When you begin to shoot Gooper in the face he will try and hit you with all of his tentacles. Quickly dive/jump out of the way and stomp on one of his tentacles. When the tentacle appears flat, press and hold B on the end of the tentacle and you will grab on to it. Begin to move back until the tentacle snaps off of Gooper(OUCH!)! Now be careful if Gooper tries to attack you again and try and move out of the snapped tentacles way as it can damage you before disappearing. By now he may have used his new move in which he puts out all tentacles into the open and begins to whirl. When he does do this, jump to avoid his

tentacles

and shoot him in the face with FLUDD to stop him. Now shoot

Gooper

in the face again and continue to do this until all four tentacles have been snapped off. Once all four have been snapped off, move toward Gooper Bloopers nose and press and hold B. You will grab

it

so now just move back until it snaps off. When it snaps off, Gooper will fly up into the sky but he will come back. When he lands make sure you aren't near him because he will spray black

goo

all around him. Now, clean up all the goo avoiding Goopers tentacles and then do the strategy as was listed above. Avoid, pound, grab, pull, SNAP.

Trigger/Prize: A Shine Sprite & Ricco Harbor, Episode # 7.

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BOSS 10

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BOSS 11

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Name: Shadow Mario #3.



Location: Ricco Harbor, Episode # 7.

Description: The shadowed figure that looks a lot like Mario.

Attacks: It leaves a trail of goo every once in a while.

Strategy: When you gain control, head to where Shadow Mario is awaiting you.

When he sees you he will begin to run away and his pattern doesn't quite change that much. Make sure you use your Run & Squirt technique to avoid touching the goo he leaves behind. When you

are

close to Shadow Mario, spray water on him by Running & Squirting. Keep a close eye on where Shadow Mario exactly heads because he will continue to do it. Sometimes he will climb walls, so simply do it as he does. Continue doing this until clumsy Shadow Mario trips. He will then say that this isn't over and will then disappear.

Trigger/Prize: A Shine Sprite & Ricco Harbor, Episode # 8.

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BOSS 11

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BOSS 12

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Name: Goopy Piranha # 5.

Location: Delfino Plaza.

Description: A Piranha plant, covered in a damaging goopy substance.

Attacks: Well, the goopy piranha itself has no attacks but the goo that surrounds the piranha releases some sort of colorful balloons that contain goo. They explode when near so be careful.

Strategy: Go into Mario Cam View and wait until the goopy piranha opens its mouth. When the mouth is open, it is vulnerable to your attacks

so

spray it with FLUDD. If it takes too long to open, try squirting a bit of water on it so that it will open its mouth. Remember to keep those little colorful bubbles at a distance from you.

Continue this strategy and after hitting it a third time it will shoot out multiple enemies. Now kill these enemies and you will have to fight this goopy piranha again. Just do the same strategy as before, shoot it three times in its mouth.

Trigger/Prize: The lighthouse & the path to Gelato Beach.

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BOSS 12

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\*~~NEXT UPDATE SOON!~~\*

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[13]

### Shine Sprite Locations Walkthrough

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During your adventure on Isle Delfino, you will stumble across Shine Sprites. These Shine Sprites are one of two of your main priorities in Isle Delfino. You must collect these throughout your adventure, there are 120 Shine Sprites in your entire adventure. Good luck!

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#### SHINE SPRITE 1

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Location: Delfino Airstrip.

Acquisition: After you defeat the first first boss, the gooey piranha plant he will drop your very first Shine Sprite of the game. This is what you'll be looking for all throughout your adventure on the beautiful Isle Delfino.

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#### SHINE SPRITE 1

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#### SHINE SPRITE 2

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Location: Bianco Hills, Episode # 1.

Acquisition: After you defeat the second boss, the gooey piranha plant in Bianco Hills, Episode # 1 he will drop a Shine Sprite. This may look easy to obtain but trust me, this is just the beginning.

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#### SHINE SPRITE 2

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#### SHINE SPRITE 3

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Location: Bianco Hills, Episode # 2.

Acquisition: On top of the big windmill you will meet Petey Piranha. Defeat him by spraying him with water whenever he opens his mouth and proceeding with a ground pound on his belly. Do this three times and the third Shine Sprite is yours.

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#### SHINE SPRITE 3

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#### SHINE SPRITE 4

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Location: Bianco Hills, Episode # 3.

Acquisition: You must enter the cave and after having FLUDD taken from you by Shadow Mario, you must complete the obstacle course. At the end

of the difficult obstacle course awaits your fourth Shine Sprite. You will run into more of these obstacle courses

throughout your adventure.

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SHINE SPRITE 4  
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SHINE SPRITE 5  
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Location: Bianco Hills, Episode # 4.

Acquisition: This Shine Sprite can be obtained by collecting all eight red coins that are scattered throughout the village in Bianco Hills.

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SHINE SPRITE 5  
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SHINE SPRITE 6  
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Location: Bianco Hills, Episode # 5.

Acquisition: This difficult Shine Sprite can be obtained by defeating Petey Piranha for a second time. Petey is more difficult so try to combine all of your skills to defeat Petey Piranha # 2. After defeating Petey again he will drop your sixth Shine Sprite.

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SHINE SPRITE 6  
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SHINE SPRITE 7  
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Location: Bianco Hills, Episode # 6.

Acquisition: Obtain this Shine Sprite by going into the secret cave across the now gooey lake. After having FLUDD taken away complete the difficult obstacle course...the Shine Sprite awaits at the end of the course. Yes, this is your first difficult Shine Sprite to obtain.

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SHINE SPRITE 7  
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SHINE SPRITE 8  
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Location: Bianco Hills, Episode # 7.

Acquisition: This Shine Sprite can be obtained by chasing and stopping Shadow

Mario in Bianco Hills. Use your Run & Squirt technique to stop Shadow Mario. He will drop your eighth Shine Sprirte.

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SHINE SPRITE 8  
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SHINE SPRITE 9  
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Location: Bianco Hills, Episode # 8.

Acquisition: This Shine Sprite can be obtained by collecting all eight red coins that are scattered throughout the water area in Bianco Hills. Use the ropes to reach the high red coins.

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SHINE SPRITE 9  
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SHINE SPRITE 10  
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Location: Bianco Hills, Episode # 8.

Acquisition: Return to the cave we entered back in Bianco Hills, Episode # 3 through Episode # 8. This time you will notice the big red button. Ground pound the button and from there collect all eight red coins in the minute you are given. Look on the bright side, you can use FLUDD.

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SHINE SPRITE 10  
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SHINE SPRITE 11  
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Location: Bianco Hills, Episode # 8.

Acquisition: Return to the cave we entered back in Bianco Hills, Episode # 6 through Episode # 8. Enter the cave when you have the Hover Nozzle. This time you will notice the big red button. Ground pound the button and from there collect all eight red coins in the minute you are given. Look on the bright side, you can use FLUDD.

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SHINE SPRITE 11  
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SHINE SPRITE 12  
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Location: Bianco Hills, Episode # 8.

Acquisition: Simply collect 100 or more yellow coins. Once your have collected 100 yellow coins you will receive a Shine Sprite.

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SHINE SPRITE 12  
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\*~~NEXT UPDATE SOON!~~\*

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\*~~SECTION 14~~\*

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\*~SECTION NOT YET STARTED!~\*

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\*~SECTION 15~\*

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[15]

Frequently Asked Questions

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1. Q: How do I get to new stages?

A: Isle Delfino is being plagued by a series of problems. Investigating these problems and clearing them up would open up new stages. Be sure to talk with the island inhabitants, as they're full of vital information. When in Delfino Plaza, pay attention to D.E.B.S., the Delfino Emergency Broadcast System. It displays the latest news and happenings at the bottom of the screen.

2. Q: How do you defeat enemies?

A: The most basic technique is to jump on enemies' heads. Mario can defeat or stun many enemies by squirting them with water. Throwing things at foes may also be worthwhile. Bosses and other special enemies can only be defeated by certain means, so try combining lots of moves to discover each baddie's weakness.

3. Q: How do you recover Shine Sprites?

A: Each stage on the island, excluding Delfino Plaza, contains numerous episodes. Finish each of these adventures to recover a Shine Sprite. Some episodes are harder than others, so instead of struggling too much, it's sometimes best to try and complete, other episodes first and then return to the difficult ones later in the game.

4. Q: How do you clean Mario when he is covered in goop?

A: FLUDD can get rid of the pollution, right? Well, the power of water works for Mario, too. Simply get wet to get clean. Spinning at high speeds, like a living washing machine is effective as well.

5. Q: The sunlight on the island is too bright, what do I do?

A: As Mario recovers the scattered Shine Sprites, the sun over Isle Delfino slowly recovers its strength and gets gradually brighter. If you've got sensitive eyes, search for the sunglasses vendor in Delfino Plaza. You should be able to get some shades and give your eyes a break. To get rid of the glasses and see the world in its natural lighting, simply talk to the vendor again.

6. Q: What are the round lids I see from time to time on the ground

A: These are manhole covers. Perform a ground pound on them to drop through and pass underground. The subterranean tunnels here link up to various points and may provide valuable shortcuts.

If you have any questions you would like posted here, e-mail them to me at Gangsta328@hotmail.com, thank you.

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\*~SECTION 16~\*

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[16]

Do's and Dont's when contacting SweetPimp

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| DO'S when e-mailing SweetPimp |
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|~~DO e-mail me questions that have |
| NOT yet been answered in the FAQ! |
|-----|
|~~DO make sure the e-mail has |
| something to do with the game! |
|-----|
|~~DO make sure the subject SAYS the |
| GAME'S NAME in it, please! |
| I've published more than one FAQ. |
|-----|
|~~DO e-mail me asking for permission|
| to use my FAQ. Don't just asume |
| that I'm going to say "yes". |
|-----|
|~~DO compliment me if you wish, you |
| don't have to, but I don't really |
| mind, just state it in the title |
| of the e-mail, please! |
|-----|
|~~DO e-mail me suggestions and |
| complaints, I want the FAQ to be |
| good for the people, just watch |
| the language, ok. |
|-----|
| DO'S when e-mailing SweetPimp |
\_____ /

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/~~~~~\

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| DONT'S when e-mailing SweetPimp |
|-----|
|~~DON'T e-mail me asking a question |
| that HAS been answered in the FAQ! |
|-----|
|~~DON'T e-mail me chain letters such|
| as "pass this on" and "you win!". |
|-----|
|~~DON'T ask me a question such as |
| "How do I beat the final boss" if |
| I don't even know the game... |
|-----|
|~~DON'T send the exact same e-mail |
| more than once, I already receive |
| more than enough e-mail! |
|-----|
|~~DON'T send e-mails that contain |
| horrible grammar, If I can't |
| understand your e-mail than it |
| will be ignored and deleted! |
|-----|
|~~DON'T send blank e-mails, e-mails |

```



MMMM""4MY"M@"MM"4@T5"MF""M""4@"#4MM@"MM"TM"MMFTYMMMP""TMM""MMF"M#"WMM  
MMN..QNMF MF MM JF HHMF ""MMF MMF . 4MF MM . . MF . WMM,.HMNN=.JMF ` . JMM  
MMMMMa TMF = ".MF &gM\$ +JMMF MMF ...dF MM JMF MF ...MB'.JM#`.MMMMMF JMM  
MM#...MMb..b..MMMM,.MN...MMxMMb.MMMMMb.MM.JMF Mp.MMMMbJMMMa...MMMMhJMM  
MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM  
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ASCII by JavE 5.0  
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