

Super Mario Sunshine FAQ/Walkthrough

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Updated on Nov 8, 2011

INTRODUCTION

Hi, I'm me.

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TABLE OF CONTENTS

1. How to Use This Guide & Controls
2. Events and the First Shine
4. Bianco Hills Shines
5. Bianco Hills Blue Coins
6. Ricco Harbor Shines
7. Ricco Harbor Blue Coins
8. Gelato Beach Shines
9. Gelato Beach Blue Coins
10. Pinna Park Shines
11. Pinna Park Blue Coins
12. Sirena Beach Shines
13. Sirena Beach Blue Coins
14. Noki Bay Shines
15. Noki Bay Blue Coins
16. Pianta Village Shines
17. Pianta Village Blue Coins
18. Delfino Plaza Shines
19. Delfino Plaza Blue Coins
20. Corona Mountain Blue Coins
21. Corona Mountain Shine
22. Checklist
23. E-mail
24. Closing

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1. How to Use This Guide & Controls
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You're probably not going to use this all the way through, so use Ctrl + F to find the section you want. Just type the episode name of the Shine you're having trouble with into the bar that shows up to get there.

If it's a secret Shine, type in the stage name and then secret shine to get to one of the two secret Shines, or type in '100 Coins at ' and then the stage name if it's a 100 Coin Shine Sprite. If it's a Delfino Plaza shine, then, uh... that's beyond me. I just made up names. Oh well.

I put the second Delfino Airstrip shine under Delfino Plaza Shines. If it's a Blue Coin you want, go to the section for the area's Blue Coins. If you want to

find something else, go to the events section. The final boss section is in the Corona Mountain section. If you don't want any of that, just type vngskdyu into the find bar. You'll get one result, but you might be disappointed.

Also, I numbered the Blue Coins mostly to help me keep track. I gave the blue coins names because in most of the guides I've read you have to read almost a whole paragraph before you know if you have the coin or not. Right, that's all the stuff you probably don't care about. I guess the controls aren't that interesting either, though...

CONTROLS:

On the ground:

Move: Control Stick

Adjust the camera behind you: L

Sidestep: Hold L and move

Ground Pound: L in midair

Flaming Ground Pound: Ground pound from quite high up

FLUDD: R

Hold still: Hold R firmly

Jump: A

Double Jump: Jump right after landing from a jump

Triple Jump: Jump right after landing from a Double Jump

Spin Jump: Spin the control stick and jump

Backflip: Move, turn around and jump

Dive: B

Slide: Dive when wet, or dive onto wet ground; diving into your own spray works

Rotate camera: C-Stick

First Person View: Y

Switch nozzles: X

Pause: Start

Map: Z

Spinning spray: Rotate the control stick and hold R lightly

Walking spray: Hold R lightly and you can still move while spraying water

Hover Nozzle: Hold R to hover while you have FLUDD set to this nozzle

Rocket Nozzle: Hold R to shoot up into the sky while using this nozzle

Turbo Nozzle: Hold R to run like crazy while you have this nozzle

In the water:

Swim: Control Stick

Swim faster: Press A a lot while swimming

Jump: Press A while still

Recharge water: Hold R

Turbo Nozzle: This is like on land, except you can turn better

On Yoshi:

Hold A: Flutter Jump

Eat: B

X: Get off

Everything else is normal.

ARRIVING AT DELFINO

Requirements: Turn on your game, press start, and jump from under a block.. hit START

Mario, Princess Peach, and Toadsworth are on a plane to Isle Delfino when an advertisement for the island shows up on their TV. During the ad, the person talking in it talks about the world's finest resort facilities, a spectacular amusement park and succulent seafood.

During the video, some Piantas (one of the island's two main inhabitants) are dancing and a shadow that looks like Mario with a paintbrush runs by. Princess Peach notices, but Mario is distracted by the thought of succulent seafood and Toadsworth by the thought of the world's finest resort facilities and a spectacular amusement park.

The plane flies onto the airstrip, but the plane has to quickly brake to stop itself from running into some 'icky paint-like goop. It's moving!' That's a quote from some Toads that came with Mario, which is odd, since they weren't on the plane in the cutscene...

Peach sees Shadow Mario again, but he's gone in a second and no one else sees him. Now, since Toadsworth is concerned for the well-being of the princess in this dreadful heat and Mario squeals in agreement, the first thing to do is to cross over to that shore and find some assistance.

Right, now you can move. Walk around the goop and go near a machine to find out about it. It's name is FLUDD, developed by Professor E. Gadd. You hold him sort of like a backpack, and you can use him to spray water. By the way, keep your eye on the bottom left during the half of the cutscene before the tutorial.

After the tutorial, FLUDD tells you to wash off the black M's. You can if you want to, but all it does is get you a (currently useless) gold coin. Later, the M marks are all red and give blue coins. Fool around as much as you want to to get used to the controls.

Once you're done, spray water at the central part of the pink goop until it turns into a goopy Piranha Plant. Now, if you talk to anyone while it's sticking its head out, they don't care. So fight it instead. When it opens its mouth, spray water into it. Repeat twice and it will give out a Shine Sprite. Jump for it to get the first Shine in the game!

Now the police arrest you for senselessly polluting their home. Yes, the pollution has made their many Shine Sprites (tiny suns that do not burn you when you touch them) angry and they all ran away and got put in areas behind obstacles that require platforming skills. It must be a coincidence. Anyway, they say Mario did it. Actually, Shadow Mario did it. Peach objects, the judge of the court you're in (I forgot to mention that) overrules and hereby judges you to clean this entire island.

The police tell you to clean up all the ugliness at Bianco Square. You can ignore them and get some Shine Sprites, but I don't recommend it. Follow the path to Bianco Square to get to a lot of brown sludge. It's just like the sludge at the airstrip, except that sludge squids (I made that poor name up, which is why it's not capitalized) sometimes come out of the sludge.

Now, you can beat this Piranha the easy way or the even easier way. The easy way is to beat it like the first one. The easier way is to get on a treetop,

thus making you out of the range of all attacks. Once you beat it, all the sludge disappears, and the Grand Pianta Statue rises up from the ground... with Shadow Mario atop it. He kidnaps Peach, so chase after him and spray water on him until he falls over.

He drops the princess, but runs back to the Grand Pianta Statue, paints an M on it, and jumps into the graffiti. Spray the M and jump into it to enter the first level, Bianco Hills...

UNLOCKING RICCO HARBOR

Requirements: 3 Shine Sprites

There will be a goopy Piranha Plant where the boathouse was. Defeat it the same way as the last one (squirt his mouth). The only difference is that it takes 6 hits instead of 3. He leaves behind the boathouse, now with an M scribbled on it. Spray it and you can be warped to Ricco Harbor.

UNLOCKING GELATO BEACH

Requirements: 5 Shine Sprites

There will be a goopy Piranha Plant where the lighthouse was. Defeat it the same way as the above one (squirt his mouth). The only difference is that after 3 hits a circle of sludge squids appears around him. This is easily solved by spending the whole battle on the rooftops! Anyway, he leaves behind the lighthouse, now with an M scribbled on it. Spray it and you can be warped to Gelato Beach.

...Notice any similarities to the last event...?

FRUIT FREIGHTER

Requirements: 6 Shine Sprites, Gelato Beach & Ricco Harbor unlocked

Not much of an event, the boat system of Delfino Plaza simply starts working. I suppose it's necessary for two shines...

UNLOCKING PINNA PARK

Requirements: 10 Shine Sprites, Gelato Beach & Ricco Harbor unlocked

After getting 10 shines, the princess is missing, but a strange turtle boat in the NW corner of town is not. Head to it (it's next to the cannon) to activate a cutscene where Peach gets kidnapped. The boat heads to Pinna Island. The villain's secret hideout must be there. Well, I already know whether it is or isn't, that's just a quote from FLUDD.

Anyways, the cannon guy has fixed the cannon and will let you fire yourself to Pinna Park out of it. Don't worry about the fact that the trajectory is way off, these sorts of things don't seem to really matter in the long run.

UNLOCKING YOSHI

Requirements: Beat episode 4 of Pinna Park

Shadow Mario will be lurking about the plaza after you save those sunflowers, and he's got a Yoshi egg (a real one this time!). Chase after him and hold R lightly like always to beat him. He says darn and leaves behind the Yoshi egg.

Now you need to get it the fruit it wants. You can tell what it wants because there's a picture of it in its thought bubble (Mario can read Yoshi's mind, I suppose). Here's a list of where to find fruit, though I think it might always want a banana...

Banana: On the SE rooftop, in the S stall of the market, on a tree near the Pianta statue, on a platform in the ocean in the S (don't bother with that one)

Coconut: On a tree near the Pianta statue, under an awning near the boathouse, in the N stall of the market, on a rooftop near the cannon, on a tree on the NW island

Pineapple: In the fountain near the Pianta statue, in the middle N stall of the market, on a rooftop near the cannon

Durian: Under an awning near the boathouse, in the N stall of the market

Pear: On a rooftop near the boathouse, in the middle N stall of the market, in the fountain at the central docks

Red Pepper: In the middle S stall of the market

Giant Pineapple (it doesn't really count): Clogging a pipe on the rooftops

I don't know why I bothered finding all that fruit, I could have just listed the most convenient locations. Anyways, bring the fruit to the egg and Yoshi will hatch! Yoshi is permanently unlocked in all the levels he appears in after this.

UNLOCKING SIRENA BEACH

Requirements: Yoshi

In the area with the Grand Pianta Statue is a fountain, and attached to it is a building, and going through it is a pipe, and clogging that is a giant pineapple. Have Yoshi eat said humongous fruit to unlock Sirena Beach.

UNLOCKING NOKI BAY

Requirements: 20 Shine Sprites

Once you get 20 shines, head to the central docks to find that the circle with a picture of a shine on it is engulfed in a ray of shiny light. Press Y to go into first person view, then look at the sun to be warped to Noki Bay.

UNLOCKING THE TURBO NOZZLE

Requirements: 25 Shine Sprites

Once you get 25 shines, Shadow Mario will be in town, this time with the Turbo Nozzle. Chase him and spray him like always. He's a bit harder to catch, since most of the chase takes place on the rooftops, but when push comes to a harder

push he'll say rats and give you the Turbo Nozzle.

UNLOCKING THE ROCKET NOZZLE AND PIANTA VILLAGE

Requirements: 30 Shine Sprites

You can actually get to Pianta Village even before Bianco Hills, but never you mind about that.

Once you get your thirtieth shine, Shadow Mario will be in town, this time with the Rocket Nozzle. Chase him and spray him like always. When he gets to the island, it's less annoying to just go into first person and spray him until he falls. Once he does fall, hover/spin jump over to him to get the Rocket Nozzle.

Now head to the Shine Gate, then rocket up to the area behind it. Get on the grassy part of this area that's raised and up against the Shine Gate, then rocket up to the top of the Shine Gate. Up here, you'll find a pipe that leads to Pianta Village, the final area! You can also now get every shine in Delfino Plaza!

UNLOCKING CORONA MOUNTAIN

Requirements: Beat the seventh episode of all seven levels

When you finish your seventh seventh episode, a cutscene will occur in Delfino Plaza where Shadow Mario jumps off of Shine Gate and makes his way into Corona Mountain. The camera then zooms out to show that Delfino Plaza is flooded. Swim to one of the white umbrellas near the crate guy's building. They work like springs.

Use them and your Hover Nozzle to get behind Shine Gate, then backflip up to where Shadow Mario is. You can spray him all you want, but it won't help. Instead, approach him. He enters Corona Mountain, and you should follow.

4. Bianco Hills Shines

EPISODE 1: ROAD TO THE BIG WINDMILL

Walk down the path (or slide down the path) until you get to a tightrope. Jump on it and walk to the other end, then jump off onto the path. Follow it to a waterwheel (you can jump on or ignore the enemies).

Here, I'd wait until there was an opening between the fins (?) and run through, but there's an invisible wall. Instead, jump on a fin and let it carry you to the other side. Now you'll find a large field covered in goop, with one especially large pile of goop. Yup, it's another goopy Piranha Plant. You can beat it normally or from one of the platforms in the lake.

Once you squirt its open mouth 3 times, it leaves behind a hill leading to a

broken bridge and a Shine Sprite. Grab the shine.

EPISODE 2: DOWN WITH PETEY PIRANHA!

Follow the path again and go across the tightrope again, but this time take a shortcut after that by turning right. We're back at the lake area, but it's dirty again. This is because of a strange giant Piranha Plant wearing underpants.

Anyways, walk up the hill to the broken bridge, spraying at the goop as you go. Cross the part of the bridge that's out either by tightrope or via Hover Nozzle, then walk along the winding path. Jump over or walk around any goop balls you see (spraying them just reveals them to be weird heads) and spray the goop until you get to a gap.

The first gap has nothing blocking it; jump across. The second has nothing blocking it, but it's quite long; hover across. The third is blocked by vines; hover around the vines. Once you get across all 3, you arrive at the big windmill, which has platforms you can ride.

Jump on one and wait to get near the top of the rotation, then jump over to the roof to meet Petey Piranha. He roars in fury, only to make the roof crack. Petey and Mario do some synchronized looking, then fall to the bottom of the windmill. Instead of becoming friends because they will have to spend the rest of their lives together (they fell in DEEP), a fight starts.

Wash off the goop to eliminate any potential piranhas/squids, then wait for him to open his mouth. When this happens, spray water into his mouth until he becomes so fat he falls over (he gains weight fast). Jump onto his giant stomach and ground pound his belly button to make all the water come out (he diets fast, too). Repeat twice to make him turn to mud. Once all the mud is gone, a shine is left behind.

Once you've gotten your third shine, the boathouse in Delfino Plaza turns to goop. Fixing that problem unlocks a new stage, and I recommend getting Bianco Hills done up to episode 7 and quite possibly even getting all 11 shines in Bianco Hills before entering said stage, but, at least in my game, certain parts of the story don't progress if you don't clean up the goop, so do.

EPISODE 3: THE HILLSIDE CAVE SECRET

Now it starts to feel slightly less like story/tutorial. Head to the lake area (use the shortcut) and look for a cave on the hills across the lake. There are a few ways to get to it, but I believe the intended route is this:

If you look near the waterwheel and the shore of the lake, you'll see a pole with a tightrope attached to it. Walk across to the other end of it and jump to get on a platform in the lake. Use the rope here to get to the next platform, then jump to the next.

There's a sort of red gear going along on the tightrope here. Walk along the rope and jump when the gear gets near you. Hover over to the next platform, then you can finally hover over to a ledge. Follow the arrow sign to another arrow sign that's pointing up to a tightrope. Backflip up to it, then jump into the cave.

You're warped to a strange place where a great version of the Mario theme plays. On the way, Shadow Mario steals FLUDD. You're now in a land full of obstacles meant to test your platforming skills. At the end you get a shine and, somehow, FLUDD.

First are some moving platforms. Just walk the opposite way the platforms are going and jump from one to the next until you're done. After that is a maze of moving blocks. Overhead view might seem like it would help but it makes it more confusing. I recommend going around the left side.

Next is a straight path with cubes moving around it. This is easy anyway, but you can find a break between where the cubes go if you get a side view. As a side note, you can ride the cubes for a short time before they push you off.

Now you'll come to some spinning stars. Just jump across when you feel like it. You can backflip for the 1-up if you want.

EPISODE 4: RED COINS OF WINDMILL VILLAGE

Cross the starting tightrope to get to windmill village. Even though you pass through here every shine, there hasn't been any reason (besides blue coins), up until now, to stop here. Now, however, there are 8 red coins scattered throughout the village. When you get 8 red coins, a shine appears. By the way, there were a whopping 7 commas in this paragraph.

1. Look for two houses connected by two tightropes (one above the other). Get on the lower one to get a red coin between the two ropes.
2. Jump onto the tightrope above and then onto the building to the right. There's a red coin on the roof.
3. Jump over to a windmill, and walk along a rope until you're above the white wall. Jump sideways to land on the wall, then follow it to a red coin.
4. Follow the wall to another red coin.
5. Follow the wall to yet another. There will be a Gusty when you get there; jump over it when it charges at you.
6. Cross a rope with a red gear on it (jump over it) and grab the coin on the roof you get to. Be sure to avoid the Gusty here, too.
7. Two houses near you have windmill-like things atop them, along with a board to walk on. Jump and hover over to one, then hover over the gap to the next. Grab the red coin while doing that, as it's over the gap.
8. Hover across to a building with two towers. Wall jump between the towers to get atop one. The left tower has the last red coin on it.

Hop over to the other tower, cross the tightrope (you'll need to jump over a red gear twice) and collect the shine that has appeared.

You might have 5 shines now. If so, there's one final goopy Piranha Plant to clear out in Delfino Plaza.

EPISODE 5: PETEY PIRANHA STRIKES BACK

Head to windmill village to find it covered in goop. Go to the area by the cliff farthest from the level's start and look for a ledge. You can backflip, wall jump and hover to get on the ledge. Alternatively, you can spray around to clean a nearby Pianta covered in goop. He's a chuckster and will throw you when you talk to him, and you can manipulate him to throw you up to the ledge.

Either way, climb the steps to the top of the cliff. Wash the goop off if you want, then look off in the distance to see Petey sleeping on a far off island. Between you and Petey is a gap (which leads to death), between you and the gap is a fence (with one part broken), and between you and the fence is a series of pigs.

These pigs are Poinks. If you go near one, they attach to your nozzle and if you hold R they'll fill up and if you release R they'll fly straight ahead until they bonk something. The aiming can be a little weird, but keep trying until you hit Petey Piranha. This will wake him up and cause the music to change, indicating the start of a boss fight.

This time around, Petey flies around town (I don't know why he didn't fly out of that tower in episode 2...) and stops every now and then (still in midair). Stay on high ground (the cliff or white wall) and spray him a little while he's not moving to make him fall down to the ground. Now he uses a new twister attack a few times, which you should avoid, then you damage him the same way as last time. He'll rise to the air again. Repeat twice and grab the shine that appears.

EPISODE 6: THE SECRET OF THE DIRTY LAKE

In this one episode, the lake is so dirty that swimming in it hurts you quite rapidly (only if you're surfaced, though, strangely enough) and the lilypads rot if you stand on them too long. The goal is to get to the Cliff Spring Cave, which leads to another bonus level and is at the wall at the end of the lake opposite the shore.

There are a few ways to do this, but I'll use what I believe to be the intended route. Go to the lake area and get on a lilypad, then use the spray nozzle to spray the opposite direction you want to go. This moves the lilypad you're on. Ride the lilypad over to the next, jump on it, ride to the next, and so on until you see the cave.

Ride over to some logs and hop onto them. Now hover over to the cave entrance (or you can do a spin jump or something) and get or ignore the Turbo Nozzle. It doesn't matter either way. Also, if that route was not to your liking, though I don't see why it wouldn't be, you can go along the path to the big windmill and hover all the way over to the logs from there. Anyway, enter.

This is sort of like the first real obstacle course or whatever you call it. It starts off with some flipping platforms. The red and blue ones flip alternately. When the blue one near you flips, go on it, when the red flips go on it and continue like this until you've crossed.

Be sure to get the 1-up, then triple/spin/triangle jump over to the cube. If you fall, just hop on the trampoline and try again. Anyways, the cube rotates actively in one of any of the four directions and when it does so you need to walk the opposite direction (jumping just makes it worse). Cross over to the other platform when you can; you should be able to spin jump over to it the second time the cube stops spinning.

There's a simple set of two triangles that quickly go across the platform, meaning to push you off. Once they've gone across, they disappear and repeat. Just run across when they're disappearing and walk onto the next, smaller cube.

This cube moves up instead of forward and its spinning isn't limited to four directions. Even so, use the same strategy for riding it as the last one. You can also get a 1-up on the ride up... or die in the process.

The final obstacle is another set of red and blue flipping platforms. Despite the maze's new found largeness, treat it the same way as last time. It's harder, but not hard. After that, collect your shine.

EPISODE 7: SHADOW MARIO ON THE LOOSE

This is episode seven, and every seventh episode of a stage is an episode where you chase Shadow Mario. This one is particularly easy, though they all are. Just chase after him and hold R lightly while you do. Once he's down, walk over to him. He'll say Arrgh and use a total of 3 !'s, then give you a shine.

Wow, a whole episode in one paragraph! Not anymore, I guess... Anyways, that was the last episode of Bianco Hills that you have to do to beat the game, so you don't HAVE to do anymore there. However, I recommend getting 120 shines, or at least all the shines besides the blue/100 coin ones. Maybe minus the two horrible ones in Delfino Plaza, too. Personally I recommend going on to a different level (I'm going to Ricco) or getting some Delfino Plaza shines and coming back to episode 8 after unlocking Yoshi.

EPISODE 8: THE RED COINS OF THE LAKE

There are 8 red coins scattered about the lake. Most of them you get from walking around on tightropes. Head to the lake area.

1. There's a red coin simply hovering above the lake, near the platforms rising out of the lake and near the wall where the Hillside Cave is. Ride a lily pad over to it and backflip for it.
2. Head back to land and get atop a tree (the brown Pianta is a chuckster, someone who throws you somewhere, in this case up to a tree), then jump over to a tightrope between two windmills that are near shore. There's a coin above the rope.
3. Take the route leading to the Hillside Cave (the platforms in the lake). Where the red gear used to be, there is instead a red coin.
4. Keep following the path to the Hillside Cave, but jump over to the nearby windmill when you get to the sign with an up arrow on it. Get the nearby Rocket Nozzle, then get on the tightrope attached to the windmill and collect your coin.
5. At this point, using the C-Stick to get overhead view is helpful, and so is pressing L every so often. Anyway, make your way to the next tightrope and jump for the red coin when you see it. Be careful of the red gear on this rope, too.
6. Get on the next rope, and when you're about to get to the next windmill, jump forward until your shadow is above the flower (which turns out to be a

Pokey) and ground pound to kill it. A red gear and coin are on the next rope.

7. The next rope has a red gear on it, but when it hits the end of the rope it turns around and goes the other way. Anyways, you'll have to double jump from the rope to get the red coin above it. Try not to fall into the lake.

8. When you get on the windmill with no tightrope on the other end of it, wait for the Gusty to charge and then spin jump over it, then hold R. When the FLUDD picture gets about half red, spin jump over to the windmill a ways away (but don't let go of R). In mid-jump, you'll get rocketed upwards. Hold forward and ground pound when your shadow is above the windmill. After that adventure, get on the tightrope and do a double jump for the final red coin.

The shine appears in an alcove built into the big windmill, but you might want to get the blue coin at the other end of the rope first. Then go over to the big windmill and rocket up to the shine.

BIANCO HILLS SECRET SHINE: THE HILLSIDE CAVE'S RED COINS

Every level has two secret shines. This one can be gotten in episodes 3-8 once you've beaten episode 3 once. Anyhow, make sure you have the Hover Nozzle, then get to the Hillside Cave and enter.

If you enter a bonus stage after clearing it once, you get to play the stage with FLUDD. Also for these visits, there's a red switch near the start of the stage. Ground pound it to make 8 red coins appear... along with a fairly strict time limit.

1. On the left side of the second step. Don't hover for it.

2, 3, 4 & 5. On the four corners of the block maze. Get the near-right one first, as it's the only corner block that moves side to side instead of up and down, then hover for the other three (in the order of: the other one near the entrance, then the other two).

6. On the spinning star way off to the left of the cube path. Spin jump for a start, then hover the rest of the way.

7 & 8. Go back the way you came and then hover over to one of the stars on the opposite side of... space? Doing this gets you one coin; jump over to the other star for the last.

The shine appears next to the other.

BIANCO HILLS SECRET SHINE: THE DIRTY LAKE'S RED COINS

This can be done in episodes 6-8. Head into Cliff Spring Cave (did you think you'd get off with just three red coin shines?!), but do NOT get the Turbo Nozzle. Anyhow, press the red switch.

1. It's in the small maze of flipping platforms. Jump and hover to it.

2. On the star, above the 1-up. Jump onto the star, double jump off (and into the coin) and triple jump onto the cube.

3. You can spin jump and hover off the cube almost immediately. Once you're at

the part with the triangles, jump for the red coin (and to possibly jump over the triangles).

4. Ride the cube up and get the red coin on the way. It's gotten in a similar way to the 1-up that you can get here. Oh, and if you fall and land near the triangles, just suicide.

5. This is gotten the same way as 4, but it comes after the 1-up.

6, 7, 8. These are scattered about the flipping platform maze. It's more important that you think than that you go fast; I had 00:18:30 left at the end even though I was writing this at the same time, so try to take your time, while still rushing a little. I hope that makes sense...

The shine shows up next to the other and should be extremely easy to get to with your Flash Liquidizer Ultra Dousing Device.

100 COINS AT BIANCO HILLS

I still find this a little annoying even though I've gotten 199 coins in episode 8 (a little sad that I actually couldn't get 13 coins) when you only need 100. Pick episode 8 for this, as it has the most coins.

Basically, you need to get 100 coins. When that happens, a shine appears. Now might also be a good time to go blue coin hunting.

-27: There are nine small pokeys scattered about windmill village. If you jump on one, they give one coin, but you can spray them to push them a ways back, and if you spray them into a wall, they give three coins. Make sure that the wall doesn't curve in a way that makes a coin go into a wall, though...

-44: There are 3 circles of flowers in windmill village. If you spray them all in a row fast enough, each flower gives a coin. You can do this much easier by doing a spinning spray (rotate the stick and press R).

-45: There's one blue small pokey on the ground of the lake area. You can defeat it by spraying it and then jumping on it for one single coin.

-54: There's a gold coin on every treetop of the lake area except one (and that one has a blue coin). Some trees have small blue pokeys on them, some have coins on them, and some nothing. Spray the center of the trees that have nothing on them (by hovering) to make coins appear.

-72: There are six small pokeys scattered about the lake area, counting the two on the part separated by the river. Spray them into walls.

-84: There are two circles of flowers in the lake area. Spray them all with a spinning spray.

-88: Get on the tightrope underneath the bridge leading to the big windmill and then jump up to the scaffolding of the bridge. Monkey around (hold A) under there for four coins.

-99: Get the Rocket Nozzle, cross the bridge to the big windmill and get under the shadow of a coin. Rocket up, then jump through the next two lines of coins to get near the end of the tightrope maze.

-102: Defeat the nearby Pokey. He'll leave behind three coins. Two might fall

off, but you're essentially guaranteed to get at least one. Even though this is more than enough for the shine, there are still well over one hundred coins here, so don't worry if you missed any.

The final shine of Bianco Hills shows up on a windmill near the white wall... unless you got the hundredth coin in the tower (episode 2) or in a bonus stage.

5. Bianco Hills Blue Coins

Every level has 11 Shine Sprites. Similarly, every level has 30 blue coins. Every 10 blue coins you get, you can trade in for 1 shine at the boathouse (why do those raccoons have shine sprites?). Also, even though you only need Yoshi for two blue coins here, he helps with the whole level.

#1 Money in the window

In windmill village, one of the houses has a balcony with two windows. Get on the balcony with supreme hovering powers and spray the windows. Each gives a coin; one gold, one blue.

#2 In the air

Make your way atop the wooden board on the house that's closest to the house with two towers, and you should see a blue coin floating in the air. Hover to it.

#3 M on a house

On the back of the house with two towers is the first red M graffiti. Spray it for a few seconds to get a blue coin.

#4 In a river

The river starts at a board at windmill village and ends going into a lake. At the start, underwater, is a blue coin.

#5 M on a wall

There's another M on the white wall. Specifically, it's on the side of the white path going along windmill village. Wash off the M for a blue coin.

#6 A house with towers

Get on the roof of the house with the towers. There's a blue coin in one of the towers and you can get to it by backflipping.

#7 M atop a wall

Get on a fin of the waterwheel, then jump onto the white wall to find an M in plain sight. Wash it off for a blue coin.

#8 X (1)

Stand on the edge of the part of the white wall 7 was on and face the wall (you're on a part like -| so you can see the side of the wall you're standing on) and wash off the X on the wall. A blue coin will come out of an X in a sort of pit where the wall loops itself like (|. Walk over and fall onto the coin.

#9 X (2)

Wash off the X 8 came out of and a blue coin will come out of the spot where the X you washed off to get 8 was. It's best to wall jump out of the pit.

#10 A lone ledge in the left wall

You can't get this in episode 1 or 2.

Get on the house in windmill village that has two towers and face the cliff that had Petey on it in episode 5. Now turn left to find a ledge with a blue coin on it. Spin jump and hover over to it.

#11 Near the top of the pole of a windmill

The red female Pianta wearing glasses that walks around behind the house with two towers is a chuckster (someone who throws you the opposite direction they're facing). Near her is the pole of a tall windmill. Along the pole, near the top, is a blue coin. One way to get it is to jump off the top of the windmill and hover to it. Another is to have the chuckster throw you to it in episode 8. However, the second method is a bit tedious. You could also just jump off the left tower and hover.

#12 Raised platforms on a cliff

On the cliff where you could see Petey in episode 5 are five platforms rising out of the cliff to make one big platform. You can get atop it by wall jumping off a pole and hovering over or by getting on a tightrope and, well... this lady describes how to do the technique best.

"This may be a bit sudden, but listen and listen good!

"Let's say you find yourself hanging from a rope...

"Shoot just a little water, and you'll start to swing, right?

"Well, if you have good timing, and you do that several times...

"...you'll start spinning around the rope. I swear, it's true!

"Then, if you let loose with a full stream of water...

"...you'll gain crazy momentum, which you can use to jump!

"Yeah! That's what I like to call the Super Whirl Jump!

"You can go amazingly far with it. Truly. It's incredible!

"Don't ask me why I know this. I don't really know myself..."

Well, that's almost a whole page wasted. Anyway, you can do that to get atop the platforms, too. There's a blue coin up there and it's yours for the taking.

#13 The lone island

This can only be gotten after episode 5.

Also on the cliff where Petey was on episode 5, look more specifically at where Petey was... not the cliff, but the island. There are clouds between you and it now. Spray the closer one to make it huge, get on it, spray the next one to make it huge, get on it, and hover over to the island. Or you could just spin jump from where 12 was and hover over...

#14 Blue butterfly

This can only be gotten on episode 8, and you need to have Yoshi unlocked.

Get Yoshi the fruit he wants (they're all in the lake area), then head to the river. If Yoshi touches water deep enough to swim in, he returns to his egg (even though he's an amphibian...), and he can't use tightropes. Flutter jump across the river and look for a blue butterfly near the building with two towers. Eat it for a blue coin.

#15 Bees

This can only be gotten on episode 8, and you need to have Yoshi unlocked.

Get Yoshi again and then head to the lake area. Eat the blue things to dispose of their annoying annoyances, then eat the six bees. Proceed to spray one of the beehives until it falls over, then eat all the bees that try to hurt you. If you get a 1-up from the last bee, try the other beehive, because one has a blue coin.

#16 O (1)

You can only get this in episodes 7 & 8.

On the back of the house with two towers is an O. Wash it off to make a blue coin come out of the O on the back of the building with the two windows. Spray some water, dive into it and slide into the coin.

#17 O (2)

You can only get this in episodes 7 & 8.

As the two X's had two blue coins, so do the O's. Wash off the O 16 came out of and run over to the blue coin.

#18 Blue bird

Get atop the windmill where the shine appeared in episode 4. Once you're up there, you'll see a blue bird. Spray it three times or so and it will turn into a blue coin and fall to the ground.

#19 The guy who gets hit with goop a lot

This can be gotten in episodes 5-8.

Walk down the starting hill, and when you get to the river, look right to find a white tower attached to the white wall. Get up there (the short route is jumping on the windmill and then onto the white wall) by getting onto the white wall, then backflip into the wall of the tower, wall jump off and hover to get atop the tower. Here you'll find a guy covered in goop. Wash him off and talk to him for a blue coin.

#20 Spinning the windmill

Face the spinny part of the windmill closest to the white tower and spray it until it's going as fast as it can. When you do this to most windmills, they give a gold coin. This one gives a blue coin.

#21 Watering the trees

You can't get this in episode 1 or 2.

In the lake area, get atop the tree closest to the waterwheel and jump and hover over the tree (in other words, water the treetop) to make a blue coin appear.

#22 A Pokey on a brick

This only appears in episodes 4, 5, 6, 7 & 8.

In the lake area, go to the separated piece of land (separated by the river, that is) and get atop the white wall. Now look for a brick platform with a Pokey on it. You can eat with Yoshi or jump on its head. Either way, it drops three coins, which doesn't help much. Jump to the next brick platform. The next one after that has another Pokey; this one gives a blue coin when you beat it.

#23 Under the bridge

This can be gotten in episodes 4-8.

Get on the tightrope underneath the bridge leading to the big windmill, then jump from under the bridge once or twice to hang onto the scaffolding. Monkey over to the blue coin.

#24 Under the lake

This blue coin is underwater, in the lake. It's along the right side.

#25 Under the dirty lake

This can only be gotten in episodes 6 through... no, just 6.

As I noted before, the dirty lake only hurts you while you're surfaced (I don't know why). Run right into the left side of the lake and submerge! Follow the trail of coins (try to only get every other so there will be some left over on the way back) to a blue coin.

#26 Island rising out of the lake

Follow the path that winds around the big windmill until you get to where the grass is, a bit before the gaps in the path. Look right here to find a tall island (it looks just like the one Petey was on in episode 5). Hover over to it. Spray the middle of it to make a blue coin appear.

#27 M on a windmill

Keep following the path to the big windmill until you get to the part where you would get on the platform attached to the windmill. There's an M on the wall, and as usual, spraying it gets you a blue coin.

#28 Pokey on the big windmill

This can't be gotten in episodes 1 & 2.

Still on the road to the big windmill? Ride the windmill to the very top. Yes, where Petey was in episode 2. Instead of Petey, you'll now find a Pokey. Beat it for two gold coins and a blue coin.

#29 The tallest small windmill

Two methods of getting to it...

Ride the big windmill (the gondola thing) nearly to the top, then spin jump and hover to it. It's in the opposite direction of the way the camera fidgets.

In episode 8, get the rocket nozzle and cross the bridge leading to the big windmill. Get under the vertical line of coins and rocket, then jump until you're on the tallest tightrope of the line. Get on the windmill to the right (facing the big windmill), charge a rocket, and when it reaches about halfway, spin jump towards the windmill that's on the opposite end of the tightrope leading to the blue coin, but don't let go of R. In a second, you'll rocket. Land on the windmill, then walk across the tightrope to the blue coin.

#30 The tourist

In episodes 3-8, there's a tourist somewhere in the level, and he's always covered in goop. If you clean him and talk to him, you get a blue coin. Here are his locations...

Episode

- 3: At the base of the big windmill
- 4: By the sign with the arrow pointing to the arrow pointing to Hillside Cave
- 5: At the separate part of the lake area (separated by the river)
- 6: On the cliff where you could see Petey in episode 5
- 7: On top of the big windmill, where Petey was in episode 2
- 8: In the pit where the white wall loops itself like (|

Finally finished Bianco Hills... On to Ricco!

6. Ricco Harbor Shines

This is one of my three favorite levels, and its theme is my favorite song of the game. But most likely, you don't care about that all that much at all.

EPISODE 1: GOOPER BLOOPER BREAKS OUT

In this episode, there are crates in the freight area. And, of course, there's a tentacle coming out of the crates. Also characteristic of crates, black goop is leaking out of the crates and pouring into the ocean. Ummm, yeah...

Your starting position in this port town is a dock with a garage and buckets and boats full of dead Bloopers. Wondrous. Anyways, this area is too open to list all the ways to the freight area, so I'll just list the two fastest (as far as I know) routes and the intended route.

FAST 1:

Get onto the black boat, spin jump on top of the cage, then jump over to the base of Ricco Tower (the large tower to the left). Get on the highest box here, and spin jump to the nearby wall, wall jump, and hover. Turn around and get atop the wall. You're now in the freight area!

FAST 2:

Get onto the black boat, spin jump on top of the cage, backflip onto the boat's chimney's base, then backflip onto the chimney. You should now see a maze of girders. Spin jump onto the girders (hovering optional). Walk along them and fall onto the part of the level with the houses. You're now in the freight area!

Those both took one paragraph each. Now for the long, out of the way, intended route.

INTENDED:

Get onto the black boat and hang onto the wall. Press B on the upper blue part (it's really just in a blue part, but...) to get into the cage, then press A to jump off and start hanging on the ceiling. Get underneath the blue part of the ceiling and press A to get atop the cage. Now follow the arrow and jump onto the moving platform when it's near you, then jump onto the green arrow platform when you're near it.

See? A second paragraph. Climb up the wall, then jump onto the ceiling so you hang from it. This maze is simple if you use the C-Stick or a walkthrough (yes, a button on the controller helps just as much as I do here...). Go straight and left at the forks (from Mario's perspective), then get on the wall, flip with B, hang from the ceiling again by pressing A, get above the red arrow platform and drop onto it with B.

Use the platform/hover to get to the scaffolding platform, then talk to the boat captain/police chief (I don't know what he is...). He says you can raise the sub by spinning that thing (it looks like a fan). He's looking at it. Spin it by spraying it, and keep spraying until the sub won't go higher.

This gets you a blue coin. Anyway, use the sub as a platform and hover across

to the platform under some scaffolding. Either backflip + wall jump + hover to get hanging from the scaffolding, or use the platform that goes up and down to jump atop the scaffolding. Either way, drop down to the freight area.

Now for a message for my readers who took the fast route/don't need help and/or got bored...

ONCE YOU GET THERE:

Okay, that was the last all caps message for this shine. Hurgrararararahhhh. Head over to the tentacle coming out of the crates and either jump on it (optional) and press B to grab it, then pull it... or get next to it and mash B to see and hear something strange. If you picked the first option, a boss fight with Gooper Blooper starts. If you picked the second, you will eventually die of starvation, because despite the result being interesting, it doesn't help, and I did not tell you to stop. I must laugh at you! Ha!

Gooper Blooper is pretty easy, but not as easy as Petey. Jump on one of his tentacles (he's a squid, why does he have 4 instead of 10?) to temporarily stun it, and once all four are flattened, press and hold B to grab a tentacle, then pull back until it flies off. Repeat three times. Oddly, it doesn't even seem to care. Spray its goopy face and then pull its pacifier to flatten IT (I guess I was wrong about the all caps thing...).

You're not done yet! Gooper Blooper gets back up, same as the first time except with almost a full circle of goop around it! Beat it the same way as before to beat it for good. Maybe. No, I'm just joshing you. But you do get a shine.

Side note: Before starting the fight, you can go inside the crates the Gooper Blooper is supposed to be trapped inside. My hint is to fiddle with the tentacle.

EPISODE 2: BLOOPER SURFING SAFARI

From your starting position, turn around and walk across the logs to get to a wooden platform with the Big Daddy of Blooper-surfing and a green, yellow, and purple Blooper. Despite my sentence structure, those are three entirely different Bloopers.

You are (presumably) about to go Blooper-surfing. The green one handles well, the yellow one handles moderately, and the purple one handles horribly. Take the green one.

Follow the trail of coins to the sewers (?). There's also a blue coin along the coin path that you can jump for. Once you go into the sewers, you arrive at a bonus stage. This is a Blooper-surfing bonus stage, where you do a timed lap around a track made for Blooper-surfing. You get a shine if you do it in under 45 seconds. Pick the green Blooper and try to hold forward the whole track. Also, you die if you bump into something.

First you have to dodge orange blocks, which is simple. Next you dodge cones. Stay sort of along the right side. After that you have a large turn and then you have to dodge a moving cube, which is also pretty easy.

Dodge another orange block, then two yellow spinning things. Stay along the right side to dodge these. You then have to dodge a cube, make a sharp turn, dodge a cube, then make 3 consecutive sharp turns and afterwards it's just one easy turn to the goal.

If you make under 45 seconds, you are a super-deluxe cool Blooper-surfing legend, while you're pretty weak and haven't conquered the kiddie pool if you even a tenth of a second over 45 seconds. I don't really get it, but you get a shine!

EPISODE 3: THE CAGED SHINE SPRITE

This episode focuses on girders. You can take a moderately large shortcut by spin jumping onto the girders from the black boat's chimney, but I'm going to take the intended route and say when it meets up with the shortcut.

Turn right at the start and get on the steel boat, then jump onto the hook when it comes by. It acts like a pole and moves. Jump off at the other end and jump onto the moving platform. Jump off over to the wall. Climb up it and flip, but stay at the top. When the hook comes by, ride it to another wall you can climb.

Flip while you're on it and wait for another hook. Jump off when it gets to the other end, then ride the moving platform up to the girders. Follow the arrows to a box and an up arrow (this is where the shortcut takes you).

Get on the box and wait for a hook to come by, then jump on it. When it gets to a wall, jump to it, flip, jump to the next wall, flip, and jump to solid ground. Do three jumps across the three gaps, then get the Rocket Nozzle.

Jump onto the spring and off that and onto some more girders. Follow the path, avoiding Gustys and springing when necessary, until you come to two springs and the cage with a shine in it. Spring, spring, and fall into the cage! There's a part you can flip, but ignore that (or try and pound it on your fall into the cage as I did) and get the shine right next to you.

EPISODE 4: THE SECRET OF RICCO TOWER

In this episode, the door to Ricco Tower is open, and there's goop in the water around the tower. Near you should be a manhole cover (not in real life). Ground pound it to get in the sewers. Use this to get underneath the freight area, then turn left and jump at the circle to come out on a rooftop. Jump off onto the roof closest to Ricco Tower, then spin jump + hover over to a board with a blue coin on it. From here, backflip and hover over to the entrance of the tower. Go in to get to a bonus stage.

First off, four spinning rectangles. The first two spin the same direction, the third a different way and the fourth the first/second way again. This is simple, just don't jump except to cross gaps and walk the opposite direction the rectangles are going. At the safe spot, do wall jumps to get a 1-up.

Now for the three gears. These are harder than the rectangles; they spin like the rectangles, and you need to move the opposite direction. Jumping really seems like it would help here, but don't do it unless you're crossing a gap.

Now, even more rectangles. They aren't all in the same direction, and they aren't all the same size. Getting the 1-up isn't too dangerous, wait for the side to be semi-flat before crossing to the next side, go faster on the last one (it's small), and change the camera often. At the end of all this is the shine.

EPISODE 5: GOOPER BLOOPER RETURNS

In this episode, Gooper Blooper is on the helipad. His new spinning attack leads me to believe that he has actually become a helicopter. But anyway, go in the sewers and go straight ahead until you get to the last manhole cover, then jump out.

You will be greeted by an arrow pointing right. Turn right and fall down twice to land on a boat. Jump onto another boat, then onto a log, then onto a small platform with a rocket nozzle. Get the nozzle, then rocket straight up to hang onto the bottom of the helipad. Flip to start the battle.

The fight is exactly the same except that he has a new attack, which you can evade by standing on the grate, and that any attacks might knock you off the helipad unless you're standing on a grate. Also, he still spins when he has no tentacles, which makes for good entertainment. Once you beat him, it's for good. Maybe. Either way, you get a shine.

EPISODE 6: RED COINS ON THE WATER

In this episode, Blooper-surfing Big Daddy, A.K.A. Bloopy, is back. This time he has six Bloopers, two of each color, and a red switch. Ground pound the switch to start a Blooper-surfing red coin challenge! Hop on a green one. Oh, and don't worry about time, and don't speed up often.

1, 2 & 3. Turn left to find a coin trail; 3 of the coins are red.

4. Keep following the coin trail.

5. Keep following the coin trail, but this one's on a hard turn. Either go straight for it and make a hard right turn, or carefully turn along the path.

6. This is where it gets tricky. You'll have to jump for this one, though it's still on the path.

7. This one is underneath the second platform you'll see after steering around the sub.

8. This is between two boats.

The shine appears... next to Bloopy. Make a surf for the wooden dock, do not speed up, and jump! This is actually the hardest part...

EPISODE 7: SHADOW MARIO REVISITED

This is the same as any episode seven: you chase him and you spray him. He should fall on the girders or around there. He says phooey and gives you a shine.

EPISODE 8: YOSHI'S FRUIT ADVENTURE

This is the first of three shines that frustrated me into a rage of agony on my

first playthrough. Go to the market (it used to be the freight area, but it's a market now) to find a Yoshi egg. It wants a Durian. Never any other fruit... always a darned Durian.

Get atop the fruit dispenser and ground pound the top of one of the two tanks. This will dispense a fruit. It could take 1 try to get a Durian, but it could also take hours. Once you do get a Durian, kick it over to Yoshi and hop on.

Near the wall and edge of the marketplace, Cheep Cheeps will be jumping out of the ocean every few seconds. Spray one to turn it into a purple platform, then hop on. It will move towards a steel platform. When your purple platform starts to disappear, jump in whatever way necessary to the steel platform.

To your left is a ledge with a coconut tree. Eat the coconut to turn pink. Hop back over to the steel platform, wait for a Cheep Cheep to show up, and spray it. It will turn into a pink platform. Pink platforms go up instead of forward. Use it to get to the next steel platform. Repeat twice to get on the platform with a shine in a cage. The flippable part of the cage is blocked by spongy goop. Have Yoshi spray it (FLUDD doesn't work), then ground pound the cage to flip. Shine get!

RICCO HARBOR SECRET SHINE: BLOOPER SURFING TIME TEST

You can get this in episode 2, and only episode 2. Get into the Blooper-surfing bonus stage and get on the green Blooper. Everything will seem normal until you get over/under 40 seconds. If you get over 40 seconds, you're back in the kiddie pool. If you get under 40 seconds, you get a shine and the title of "the MAN". There's a glitch that lets you get a big shortcut, but I don't know it and even if you do, you should get it fair at least once. Anyway, I'd pick the green one. Stay in the water and hold forward the whole track except for sharp turns. With a little luck and/or skill, you can get it.

RICCO HARBOR SECRET SHINE: RICCO TOWER'S RED COINS

This can only be gotten in episode 4, and only after beating it once, of course. Make your way into Ricco Tower, but make sure you go in with the Hover Nozzle. When you get into the secret, ground pound the red switch.

1 & 2. These are at jump and hover height above the second and fourth spinning rectangles. Feel free to jump around more now that you have your precious Hover Nozzle.

3 & 4. These are at the safe spot after 2. Wall jump for one, then hop over to the other one.

5. Thankfully, there's only one red coin at the gear area. Hover for it.

6, 7 & 8. These are on the rectangles. Hover whenever it's safe, because as long as it is, it's safer than walking and jumping. The last coin is on the large rectangle; take your time so you don't fall.

The shine shows up next to the other one.

Strange as it sounds, there are the most coins in episode 1, so go there. More coins show up after you trigger the cutscene with Gooper Blooper, but try to get at least 64 coins first.

-11: Ground pound the manhole cover to get into the sewers and get some coins. Follow the path to the next spot where you can jump; do so. You won't get out, but you'll get more money! Get out of the sewers the way you came.

-18: Get on the black boat, spin jump atop the cage, get the four coins, ground pound the panel to flip, then press B to drop to the ground. Get the two coins here, then beat the Blooper for another. There's also an M here that you can wash off for a blue coin...

-20: Get onto the ceiling of the cage and flip the panel with A to get atop it again, then jump over to the base of Ricco Tower. Beat two Bloopers here for a coin each. There's also an M on the ground and an M on the side of the black boat, which you can wash off for a blue coin each.

-25: In the water near the boxes are four jumping Blooper-like things with coins above them. Spray them all to turn them into platforms, then jump across each one, getting a coin each time. Hop over to the black boat from there and beat the Blooper on it.

-37: Get on the cage again and look at the crane. Spin jump and hover over to get on top of it (the crane, not the platform) and stay still on both ends to get a total of 12 coins and 1 blue coin.

-48: From there, jump over to the top of the maze of scaffolding. On the top of it are four coins. Ground pound the one up/down panel to get a single coin, then flip back and fall onto the green arrow platform. Now get in the depths of the maze. Taking every wrong turn gets you a total of six coins. Find your way over to the red arrow platform and drop onto it.

-52: Hover over to the next platform and spray the fan thing to raise the sub (as a sort of checkpoint), then jump into the ocean and dive under the red arrow platform for a blue coin and four coins. Swim back over to the sub and jump on.

-55: You could spray the jumping jellyfish to get across to the platform with three coins, but it's simpler and easier to just jump and hover across.

-61: Ride the platform near you to the next one, but don't jump on the next platform. Instead, jump from beneath it to hang from it. You can get 6 coins from monkeying around here.

-65: Drop down to the freight area and beat the four Bloopers next to the fountain for a coin each. There's also a blue coin above the fountain, and an M on a nearby wall you can wash for another.

-69: Get on the roof closest to Ricco Tower and then hover over to a white board near the tower that has two coins and a blue coin (or just two coins if you got the blue one). After that, get atop Ricco Tower and do a high jump combined with a hover to get two of the coins in the line going straight up.

-76: There are 7 Bloopers scattered across the girders. Beat them (by jump) all for a coin each, but don't worry about it too much. I ended up with 73 here. Anyhow, that's around all the coins that aren't too annoying, so pull Gooper Blooper's tentacle.

-84: There are 8 coins scattered about the arena area of the freight area after pulling the tentacle.

-92: Run away from Gooper Blooper and go back to the fountain. There are four Bloopers here again, each with a coin. There are also now four coins in the fountain.

-105: There are now thirteen more coins in the sewers. Find any manhole cover (there's one under the box closest to Gooper Blooper) and get them all to break your goal of 100! And there are still over 30 coins if you don't have 100.

The shine appears in the freight area.

7. Ricco Harbor Blue Coins

#1 M on a garage

To the left from the starting point is a garage. On the side of it where you can talk to the guy wearing sunglasses, you can see an M painted onto the side of the garage. Wash it off for a blue coin.

#2 M on a wall near a garage

Jump on the guy wearing the shades' head three times and then hover at the peak of your jump (off his head) and you can hover right onto the garage without even wall jumping! Anyway, there's an M in plain sight here and you get a blue coin for washing it off.

#3 Spider on a boat

You can only get this in episodes 3-8.

Get on the black boat and get atop the second part of the cage. There's a spider crawling around beneath you, on the ceiling of the cage. Ground pound it to send it flying into the ground, leaving behind a blue coin. Flip the panel with a ground pound to get in the cage, then press B to let go. Go get the coin!

#4 Another spider on a boat

You can only get this in episodes 3-8.

Get in the cage of the black boat, and climb onto the wall where a spider is climbing (but outside the cage). Press B while you're on the same position of the wall as it is to punch it and send it flying into the wall of the boat, leaving behind a blue coin. Flip the panel with B and get the coin.

#5 M on a boat

You can only get this in episode 1.

Get in the cage of the black boat and beat the Blooper and clean all the goop to reveal an M. Wash it off for a blue coin.

#6 Another M on a boat

Go to the base of Ricco Tower and look at the side of the black boat to find yet another M. Wash it off for yet another blue coin.

#7 M on the ground

You can only get this in episode 1.

Go to the base of Ricco Tower and beat the two Bloopers and wash off all the goop to reveal an M (the M is close to the black boat). Wash it off for a blue coin.

#8 Coin in a box

Go to the base of Ricco Tower and break the box (with a ground pound) in the corner close to the water, but away from the black boat. Doing this, which is referred to as "doing the box-breaker" by Toad, reveals a blue coin.

#9 White board near Ricco Tower

Head to the roof (backflip off an awning) in the marketplace/freight area closest to Ricco Tower, and you should see a white board with three coins on it between you and Ricco Tower. Two coins are gold, and one is a much more valuable blue (huh?). Hover over to it.

#10 Above Ricco Tower

Because of the lack of Rocket Nozzles in episodes 1 & 2, you can only get this in episodes 3-8. If you need to know how to unlock the Rocket Nozzle in Ricco Harbor, check the section for episode 3.

First, get a Rocket Nozzle. These can be found below the helipad, on the girders or on a rooftop in the marketplace. Now get atop Ricco Tower. This is pretty easy with the rocket nozzle, just rocket onto a white board and then onto the tower. Now, get under the vertical coin trail, charge the rocket, and just when you're about to fire, jump straight up. You'll get just enough height to reach the blue coin.

#11 The blue shine

Go to the base of Ricco Tower and spray the wall to the left of the one that has the marketplace on it (but it's still a brick wall, not a cliff). If you spray in the right place, you make a bit of blue, which gradually turns into a blue outline of a Shine Sprite and gives out two coins and one blue coin.

#12 Atop the crane

Get atop the taller part of the cage in the black boat, and look at the crane carrying a nearby platform. Atop it is a blue coin (and twelve gold). Spin jump and hover over to it.

#13 Below the red arrow platform

Jump in the ocean and dive beneath the red arrow platform to find a blue coin.

#14 Above the ocean

Due to the lack of Rocket Nozzles in episodes 1 & 2, this is only available in

episodes 3-8.

First, get a Rocket Nozzle. These can be found on the girders, on a rooftop, or below the helipad. Now, look for a series of coins above the ocean, where not much else is in the level (the right part of the ocean). One of the coins is blue, and you can rocket up to it.

#15 Raising the sub

As far as I know, this can only be gotten in episode 1.

On the platform after the red arrow platform, you'll see a guy looking at something that looks like a fan. Spinning it raises the sub, and you can spin it by spraying it, and if you raise the sub all the way, you get a blue coin.

#16 Blooper-surfing

This can only be gotten in episode 2.

When you surf on your Blooper, but before you're welcomed to bonus stage, you can jump for a blue coin that's in front of the pipe leading to the bonus stage.

#17 On the girders (1)

Get on the black boat's chimney and face the wall you can climb on. To the left of that is a small portion of the girders with two gold coins and one blue coin on it. Hover over to it.

#18 On the girders (2)

Get on the black boat's chimney and face the wall you can climb on. Spin jump and hover over to it and climb to the top, but don't flip. Instead, jump onto the girders to spot a blue coin. However, there are three Gustys and possibly a Blooper between you and the coin. Dive (B) repeatedly to get to the coin before anything can attack you.

#19 Falling off a girder

Get on the roof in the marketplace that's closest to Ricco Tower and walk across the sideways ladder thing to the girders. From Mario's perspective, take these directions at the forks...

Straight, right, jump onto the higher level of girders, straight (jump over the crane), straight, hover around the beam that supports the higher level, and straight. You'll see a coin leading to the ocean, and if you adjust the camera you can see that it's actually a vertical line of some gold coins and a blue coin. Walk slowly off the edge so you grab on, then press B. You'll slide down the wall and eventually collect the blue coin.

#20 The caged... Blooper?

This can only be gotten in episodes 4-8.

There's a Blooper where the shine in episode 3 was. If you beat it, you get a blue coin. Either go through the whole maze or jump off the crane near the bottom of the cage, and just when you get below the cage, hover. If you're skilled/lucky you'll grab onto the bottom of the cage and you can flip into it for an easy shot at the Blooper.

#21 The fountain

Head to the freight area/marketplace. Above the fountain here is a blue coin, which you can backflip and hover for.

#22 M on a building

At the marketplace/freight area, there's a building between the fruit tanks and the fountain that has an M on it. Wash it off for a blue coin.

#23 M on a wall near a building

At the marketplace/freight area, there's an M on the wall behind the building that's one building past the one next to the fruit tanks.. Wash the M off for a blue coin.

#24 The fish buckets

This can only be gotten in episodes 7 & 8.

Go to the stands at the marketplace and look for two buckets with big fish in them. Spray the buckets for blue coin.

#25 M on a steel platform

There's an M on one of the steel platforms in you have to use in episode 8. You can use Yoshi, but that takes effort. Get a Hover Nozzle or a Rocket Nozzle.

Rocket Nozzle...

Get in the ocean near the lowest steel platform and jump right before the launch to rocket up to the steel platform. Now rocket to the next, then the one to the right, then to the one with the M (further right).

Hover Nozzle...

From the part where you'd spray the first fish with Yoshi, spin jump + hover to a ledge along the wall between you and the first steel platform. Spin jump + hover to the next ledge, then to the steel platform, then to the ledge with a coconut tree, then to the next steel platform, then to the next, then to the one to the right, then to the one with the M (further right).

Either way, spray it for a blue coin.

#26 M on a distant ledge

There's an M on the ledge behind the one with the coconut tree, which is near the steel platforms. Get there with the Hover/Rocket Nozzle, or, much easier, choose episode 8 and have the chuckster on the platform next to the sub throw you over to it. Just talk to him and there you are. Once you're chucked, wash the M off for a blue coin.

#27 Blue butterfly

Fun fact... Yoshi is in every level except Noki Bay. Not fun fact... You need Yoshi for two blue coins in Ricco Harbor. Get that cursed Durian (the first two I got ended up in the ocean) and give it to Yoshi, then have him eat all the blue butterflies in the marketplace for a blue coin. Don't get rid of him yet, though, or you'll need to get him another Durian for the next blue coin...

#28 Tasty spider

Take Yoshi to the base of Ricco Tower and eat the spider on the wall (the one the marketplace is on) for a blue coin.

#29 X (1)

Go to the base of Ricco Tower and wash off the X on said tower to make a blue coin come out of an X in the marketplace/freight area. Get in the sewers, spray some water ahead of you and slide into it, then take the last exit (going straight) out of the sewers to get to the coin with plenty of spare time.

#30 X (2)

Wash off the X 29 came out of to make a blue coin come out of Ricco Tower. This one isn't as easy; spray the X from a distance, run towards the coin, spray water ahead of you, slide into it, slide to of the white edge of the marketplace/freight area and do a jump/slide to the coin.

Finally done! That wasn't as bad as writing for Bianco Hills, though. Maybe I'm just more used to it...

8. Gelato Beach Shines

Gelato Beach. I like this level for the most part, but the 100 coin shine is the most annoying of them all (in my opinion).

EPISODE 1: DUNE BUD SAND CASTLE SSECRET

Thus begins the first of three strange episode titles. This one has a whopping five words even though it's not a sentence. Anyway, Gelato Beach has two strange things: Cataquacks and Dune Buds. Cataquacks are enemies that launch you high into the sky (the blue ones are harmless, the reds harmful), and Dune Buds make odd shapes in the sand when you water them.

As one Noki (the other species that lives here besides Piantas) here highlights in yellow, Dune Buds are odd. Why that's highlighted yellow is a mystery to me, but it's true. Water the Dune Bud closest to the circular part of the sand to make a sand castle that disappears after a while. Enter the sand castle to enter a bonus stage.

All the obstacles in this stage are sand blocks. Sand blocks disappear pretty quickly when you step on them and don't reappear until it's too late to be saved. But it's not too hard. Walk across the straight line of them and cross the three gaps on the way to get to a safe spot. Ground pound the lower left nail three times for a 1-up.

Cross the next set of smaller sand blocks (and jump the gaps, of course) to a small safe spot of two orange blocks. The next set of sand blocks has some turns, a gap, a brief one-block safe spot and then another gap.

Now comes a 3D maze of sand blocks that has a few safe spots. Just make some fancy backflips and you should be fine. The two highest orange blocks have a

1-up and a shine.

EPISODE 2: MIRROR MADNESS! TILT, SLAM, BAM!

This title has one of the longest names and it certainly has the most special characters (! , , !). Anyways, Wiggler is atop the Sand Bird tower (I'll just call it The Tower) and to get it off, you need to set the three giant mirrors back into position. Thankfully (because you probably wouldn't get a reward otherwise), Plungelos are walking around on the mirrors. You need to get them off.

Start off with the mirror that has one Plungelo on it. You can get onto the mirror via tree. Once you're on, battle music starts. Spray the Plungelo until it's on the edge of the mirror and on one foot. At this point, go to the opposite side of the mirror and ground pound to send it flying and set the mirror back into position.

Now get on the mirror with two Plungelos on it. Beat these the same way; you can handle them one at a time or get both at once. Last is the mirror with three Plungelos on it. These are a bit harder to get all at once, but it's not too bad. Once all three mirrors are back in position, Wiggler falls off The Tower one segment at a time and a shine appears at the circular sand.

Here's a challenge that I've added in here a year or so after finishing the walkthrough. Can you get a 'you got a blue coin' save screen to show up at the end of this episodes 'you got a shine sprite' cutscene? It shows up when the 'you got a shine sprite' save screen normally would if you do it right.

EPISODE 3: WIGGLER AHOY! FULL STEAM AHEAD!

Despite the fact that you are, in fact, not a boat, you must fight Wiggler (how did he survive that fall?) just the same. The strategy is to flip him over by spraying a Dune Bud before he runs into its path, so that he runs into the sand sculpture, and then ground pounding the segment that the arrow points to. You need to do this three times before he turns to sand, and each time his pattern changes.

The first time, use the Dune Bud next to the brown male Noki. It's pretty close to the starting island. After that, he makes an odd noise and he's rampaging again. Use the same Dune Bud. The final time, use the Dune Bud at the circular sand. He's a bit faster, I think, so it's harder, but you should be able to do it. He goes flying into the ocean. Hover over and pound the segment the arrow points at to get a shine to appear at the circular sand.

EPISODE 4: THE SAND BIRD IS BORN

In this episode, The Tower has been broken and the sand egg is hatched, which can only mean one thing... The Sand Bird is born! Head over to the base of The Tower and look for a Dune Bud in a small area where you can wall jump.

Spray this Dune Bud for a long time to make a staircase slowly rise to fruition (fruition is NOT a fruit), then follow the path to a stadium of sorts. Follow the coin path by sliding down the hill, and at the end, jump onto the trampoline, and from there jump into The Tower. This takes you to a bonus

stage, and the bonus stage happens to take place on the Sand Bird.

There are 7 red coins on the Sand Bird: two on each wing, one on its neck, one at the center and one on its tail. You should get these, of course, but only get 5 or 6, as the terrain has other objects of interest. The first cloud you see will have a 1-up, the next a blue coin, then another, and then another while the Sand Bird is mid-flip.

Speaking of, the Sand Bird flips after a while. He gradually turns sideways until he's entirely vertical, then flattens out again. You can slowly walk onto one of the blocks on his wing, or if you're on the blue coin cloud, find your way onto the side of his tail.

Once that adventure of possible death is over, wait for one last cloud with a blue coin (get it...), then collect any last red coins on the Sand Bird. You should now be above the tower the Sand Bird has been circling this whole time. Jump onto it for the last red coin and the shine.

EPISODE 5: IL PIANTISSIMO'S SAND SPRINT

This is the first episode with Il Piantissimo, a strange bearded man in a pink Pianta costume. Whenever an episode has Il Piantissimo in it, it means you have to race him. Walk up to him to start the race to the stadium.

It is a race to the finish flag, and only one can triumph. You have to beat the record of 35 seconds. Now, if you are at the ready, then get set and go. This is extremely easy do to a shortcut. In fact, I got 00:15:88 without really trying. Spray some water ahead of you and slide through it until you get to the wall for a head start, then backflip to the base of The Tower.

Go to the spot where the Dune Bud that made a staircase was and wall jump until you're on the hill to the left. Walk right up it to get to the finish flag. Now, I assume you had some speed and beat Il Piantissimo there. The reward is that you grow ever so slightly in his esteem. Slightly. You also get a shine. If you didn't, I must laugh at you, you pokey little flab-biscuit! Ha!

EPISODE 6: RED COINS IN THE CORAL REEF

In this episode, there are 9 red coins in the coral reef to the left of the Surf Cabana. Nah, I'm just pulling your knee. There are 8 like always. Head to the coral reef and find coins. As a side note, all the coins are underwater.

1 & 2. These are in the third of the reef closest to the beach.

3 & 4. These are found in the middle third of the reef.

5 & 6. These are found in the third of the reef farthest from the beach.

7 & 8. These are somehow swimming in two different schools of red fish...

Once you get all 8 coins, this easy shine shows up above the part of the reef that you can stand on that's furthest from the beach.

EPISODE 7: IT'S SHADOW MARIO! AFTER HIM!

Though there are exclamation points in the title, this is just another episode where you chase and spray Shadow Mario. Once he falls, he says dang it and ain't and leaves behind a shine. That was easy...

EPISODE 8: THE WATERMELON FESTIVAL

In this episode, there's a contest to see who has the biggest watermelon, but people who eat their watermelons with salt sprinkled on it aren't allowed. However, you don't need to tell the game whether or not you eat your watermelons that way so it's all fine.

You don't actually grow a watermelon for this. Instead, you push one you find elsewhere over to the Surf Cabana. You get coins for turning in the small or medium sized watermelons, but you only get the shine for the big one at the stadium. Go to it.

This humongous watermelon is around the size of twelve Marios. Step one. Roll the watermelon down the hill. If any Cataquacks hit the thing, it explodes. Now, spraying Cataquacks stuns them, but only if they're on sand. If you're having trouble, as a last resort, you can lure all Cataquacks off the small cliff to make them eternally waddle towards the wall. They only fall if you hover (without jumping) off the cliff.

If you lure them all to around the same spot off the cliff, this makes a good solution to the problem of Cataquacks. Your hard work may seem for naught, since you can get this shine without doing all those many minutes of work, but it also makes for good entertainment to watch 11 Cataquacks walking into a wall.

Anyway, roll your watermelon down the hill, then off the cliff (on the part where there aren't any Cataquacks), squirt any Cataquacks nearby, then roll the watermelon onto the pier. Roll the watermelon across the pier to the Surf Cabana very slowly and carefully to get a shine.

GELATO BEACH SECRET SHINE: STAIRWAY TO A SHINE SPRITE

Oddly, you can get this in any episode. At the base of The Tower, next to a giant mirror, is a Dune Bud. Water it to reveal a stairway going down straight into a wall (there are some coins, but the point of interest is the wall). Spray the wall as fast and much as you can to reveal a picture of a Shine Sprite, and with it, a real one shows up at the stadium.

GELATO BEACH SECRET SHINE: DUNE BUD SAND CASTLE RED COINS

You can get this in episode 1, and only episode 1, after clearing it once.

Make your way into the bonus stage and cross the first set of sand blocks to get to the red switch. Ground pound it to make 8 red coins appear.

1. On the next set of sand blocks.
2. This is on the safe spot; two orange blocks.

3. This is after the next orange block, but at jumping height. Jump for it, then hover back and then over to the large safe spot before the maze.

4 & 5. These are above the two orange blocks at the two corners of the maze closest to the start.

6. This is in the center of the maze, above the safe spot.

7 & 8. The four top orange blocks have a shine (it should be blue now), a 1-up, a red coin, and another red coin. Again, use fancy backflips and also hover. That sounded odd, but oh well. The shine appears at the start of the maze.

100 COINS AT GELATO BEACH

Pick episode 8 (episode 6 might be better, but here I go), and I'll get the not so annoying coins done first.

-17: Behind the starting island is another island with three trees on it. It can be a little irritating getting on top of the trees, but the four coins on each (and a blue one on the tallest) are worth it. After, get on the swing hanging off of the tallest tree and use the spray nozzle to spray in the opposite direction you want to swing. You want to swing into the trail of 5 coins and 1 blue coin.

-21: Go into the Sand Cabana, which is the cabana near the start of the beach, and jump off of a seat in it. The seats act like springs and you get launched into the ceiling, which you can hang onto. Monkey around for 4 coins and 1 blue coin.

-27: There's a ledge on the wall near the Sand Cabana. Water the ground near the ledge to make a tree spring into existence. Climb it, then jump off onto the ledge for a Rocket Nozzle, 6 coins and an M you can wash off for a blue coin.

-34: Head to the Surf Cabana (where you turn in watermelons) and get on the outside eating spot. Jump in the ocean and dive under said spot to get 7 coins and 1 blue coin.

-44: There's a small watermelon close to the Surf Cabana. Carefully roll it across the pier to the Surf Cabana. The guy will hate it, but he'll give you 10 coins anyway. Don't feel bad if you miss some.

-54: There's a medium-sized watermelon next to the Sand Cabana. Turn it in to the Surf Cabana to get 10 more coins.

-62: At The Tower's base is a wooden platform that looks like an umbrella. Get atop it and on the middle of it, then rocket straight up for 8 coins and 1 blue coin.

-76: Get every Cataquack on the beach to drop a coin. It does this when you spray it and jump on it, or when you lure it next to a Dune Bud and water the Dune Bud. The beach gets much clearer with the second method... Even though this is tedious, if you don't do one annoying task for coins in this episode, you come up one short.

-80: Spray the Dune Bud you needed to spray for the secret shine (the one where you made a picture of the shine) to get to four coins.

-82: Go to the stadium and follow the path. It'll be a bit more difficult with Rocket Nozzle, but it's doable. At the end of the path, there's a gap. Crossing the gap leads to a dead end, so instead fall into the gap for two coins and one blue coin.

-86: Rocket up to the nearby tightrope, then jump to the next. This is the only relatively hard tightrope platforming in the game. You could follow this tightrope to a Turbo Nozzle, but don't get that yet. Instead, rocket up to the next rope. Here, jump onto the pole (ground pound when you see your shadow above it) to get to the next rope, then rocket to the next, which is a bit hard. Now double jump from under the vertical line of coins for 4 coins and 1 blue coin.

-97: Don't get off that rope just yet. Change the camera to look at a long trail off coins way off in the distance, get on the center of the rope, face right, take in the view, press B, and hold forward while performing the Super Whirl Jump to get all those coins! Er, now you can go back to get the Turbo Nozzle if you feel like it, but on your way, spray the drinks in the Surf Cabana for one coin...

You can get any remaining coins from spraying green birds at the stadium or from Cataquacks at the base of The Tower. When you get your hundredth coin, the shine shows up at the circular sand!

9. Gelato Beach Blue Coins

After that 100 coin shine, I'm actually relieved to be doing blue coins...

#1 Blue bird

Head to the stadium and look for a blue bird. If you spray it enough, it turns into a blue coin and falls to earth.

#2 Another blue bird

There are actually two blue birds at the stadium. Spray the second one enough for another blue coin.

#3 On a post

Get on a tightrope at the stadium and look at the top of a tall post to see a blue coin. Double jump off the rope and hover over to the rope that leads to the blue coin. Jump into it.

#4 In a gap

At the stadium, follow the path across the hill, jumping and hovering across breaks in the path, until you get to a gap. Jump into the gap for a blue coin.

#5 The highest point of the level

Get the Rocket Nozzle either from the right end of the beach or the ledge of

the right wall. Then head to the stadium and go to the end of the path going across the hill, jumping across breaks in the path until you get there. Once you get there, well... I believe copying and pasting is the best strategy here.

Rocket up to the nearby tightrope, then jump to the next. You could follow this tightrope to a Turbo Nozzle, but don't get that yet. Instead, rocket up to the next rope. Here, jump onto the pole (ground pound when you see your shadow above it) to get to the next rope, then rocket to the next, which is a bit hard. Now double jump from under the vertical line of coins for 4 coins and 1 blue coin.

#6 Above the odd wooden umbrella

Get the Rocket Nozzle either from the right end of the beach or the ledge or the right wall, then go to the base of The Tower. Look for an odd platform shaped like a wooden umbrella and get atop it, then on the center of it, then rocket straight up to get a blue coin.

#7 Blue Cataquack

This can only be gotten in episodes 6-8.

At the base of The Tower is a tree with a blue Cataquack on it, which happens to be the only blue one in the whole level. Spray it to wake it up, spray it again to stun it, then jump on it for a blue coin.

#8 Bees

This can only be gotten in episode 6.

At the circular sand is a Yoshi egg. Bring it the fruit it wants to hatch it, then take it to the beehive hanging from the strange wooden umbrella thing. Spray the beehive until it falls to reveal many more bees, then eat every last bee for a blue coin. Now for a list of fruit...

Pineapple: In the Sand Cabana

Pear: In the Sand Cabana

Banana: In the Sand Cabana

Durian: Near the base of the giant mirror that's on the beach

#9 Triangle (1)

On the right wall of the beach (facing The Tower), wash off the triangle to make a blue coin come out of a triangle on the other side of the beach. Spray some water and slide through it to get there fastest.

#10 Triangle (2)

Same method and same location as 8, just reversed.

#11 M on a ledge

To the right of the Sand Cabana, there's a ledge on the wall. Spray the ground to closest to the ledge to make something odd happen. You guessed it, a tree will spring out from beneath the ground. Climb the tree and jump off to the ledge to find 6 coins, a rocket nozzle (the one you get to unlock it in Gelato Beach), and an M. Wash off the M for a blue coin.

#12 The Sand Cabana's ceiling

Go into the Sand Cabana and jump off of any of the four green chairs to be sprung up to the ceiling, which you can hang onto. Monkey over to the center of the ceiling for a blue coin.

#13 Red Cataquack

This can only be gotten in episode 1.

There's a single red Cataquack on the beach. Spray it to stun it, then jump on it for a blue coin.

#14 Spongy yellow goop

This can only be gotten in episode 6.

There's a Yoshi egg at the circular sand; get it whatever fruit it wants (the Durian is under the trees of the beach, the rest are in the Sand Cabana) and take it to the spongy yellow goop near the Sand Cabana. Spray the goop with the oddity that is Yoshi vomit, then spray the Dune Bud it was covering to reveal a blue coin.

#15 Shine in the sand (1)

Spraying the sand can reveal four different outlines of Shine Sprites. The first one... well, there's no order, but the first one I'm going to mention is near the surfboards near the Sand Cabana. Spray it long enough and a blue coin will come flying out of the very earth. Well, sand.

#16 Shine in the sand (2)

This is the hardest to find of the four shine outlines in the level. It's near the path leading to the circular sand, but still on the main part of the beach. It's also closer to the Sand Cabana than the Surf Cabana. I'm sorry if that didn't help much...

#17 Shine in the sand (3)

This is also a bit hard to find. It's sort of close to the pier leading to the Surf Cabana, and even closer to the Noki couple (if they are one). However, it's not between the two, which makes it difficult...

#18 Shine in the sand (4)

This can only be gotten in episodes 2-8.

This is not a bit hard to find. Spray the center of the circular sand area to make this giant shine outline show up and reveal a blue coin.

#19 The fan will eat fruit

You can only get this in episodes 6-8, due to a strange lack of fruit before then.

Pick up any fruit, not including durians. All non-durian fruit are found in the Sand Cabana. Anyways, do a triple jump/spin jump/backflip to get onto the roof of the Surf Cabana. Up here you'll find a fan (or maybe it's a blender). Get next to the fan, face it, and press B to drop your fruit into it. A blue coin will pop up for your small efforts.

#20 Under the Surf Cabana

Go to the outside eating area of the Surf Cabana and jump into the ocean, then swim under said area to find 7 coins and 1 blue coin.

#21 A school of blue fish

Now for the ocean! Swim into the part of the ocean between the coral reefs and the islands, which is sort of in front of the circular sand. If you look long and hard underwater, you'll find a group of blue fish, and swimming with them is a blue coin. Swim after it!

#22 A school of red fish

Now for the ocean! Swim into the part of the ocean between the coral reefs and the islands, which is sort of in front of the circular sand. If you look long and hard underwater, you'll find a group of red fish, and swimming with them is a blue coin. Swim after it!... You know, at least the one with the blue fish could swim with camouflage. This is just weird...

#23 Sunken in the ocean

This is in the same area as 21 and 22, but it's not swimming with any fish. It's just sitting there at the bottom of the ocean.

#24 The swing

Behind the starting island is another island with three trees, and there's a swing hanging from the tallest tree. Get on the swing and don't jump unless you mean to, because it acts like a spring IF you jump off it. Anyway, there's a string of coins with a blue coin at the end of it behind the swing. Face the opposite direction as the coin trail and spray to get some coins, then don't spray on the swing back, then spray again when you're going towards the blue coin to get it.

#25 The tallest tree of the small island

Behind the starting island is another island with three trees, and there's a blue coin atop the tallest one. Carefully climb the trunk until you get near the leaves, then backflip and hover over to a leaf. After that, collect your blue coin.

#26 In the ocean

Behind the starting island is another island with three trees. Get on it and look out in the ocean, in the direction of Ricco Harbor, until you find a blue coin. It's quite a bit in the distance, and it's a little farther from the island going away from the starting island than Ricco Harbor.

#27 The first cloud

This can only be gotten in episode 4.

Get into the Sand Bird bonus stage and wait until you see a cloud with a 1-up. You can get it if you want, but that's not what's important. If you wait for the cloud after the 1-up, there's a blue coin on it. Also, clouds get bigger when you spray them. Another note for this and the three blue coins after it is that getting the blue coins is more important than any extra lives, since you save after getting each. Because of this, if you REALLY can't get one in the bonus stage, suicide.

#28 Another cloud

This can only be gotten in episode 4.

This is also in the Sand Bird bonus stage. There's a blue coin on a cloud after the cloud with 27 on it.

#29 Yet another cloud

This can only be gotten in episode 4.

This, too, is in the Sand Bird bonus stage. The blue coin is on a cloud that comes right before the Sand Bird flips.

#30 The final cloud

This is one final blue coin in the Sand Bird bonus stage, and one final blue coin in Gelato Beach. This blue coin is on a cloud that comes after the Sand Bird flips.

10. Pinna Park Shines

EPISODE 1: MEACHA-BOWSER APPEARS!

You start at a nice, peaceful beach. Follow the path to get in the park. Now, chase Shadow Mario to the fountain. I always try to get there before him, which usually works. Anyhow, Shadow Mario is the fountain god or something and makes a huge robotic Bowser appear underneath his feet. FLUDD asks if the perpetrator got away. I thought FLUDD could see, but I guess not...

The park director, who should know about everything in the park, asks if this is a new show of the park's. He also says you and Shadow Mario 'both look the same and stuff!!'. Kind of odd how if you just stand there talking to the park director, Mecha-Bowser doesn't do much except spin his tail, do squats and squeak.

Anyhow, the park director puts you in a roller coaster that does a strange loop around the park. Every now and then you get a rocket for FLUDD; try and fire it at Mecha-Bowser's head. The aim's a little off and hard to get used to, but it only takes 4 hits to beat him.

But I'm getting ahead of myself, as that's only the offensive. Mecha-Bowser will shoot Bullet Bills at you and use flame breath. Use water to defend against both. Anywho (not in my computer's dictionary; probably in none), he leaves behind a shine for some reason. It's in the pool. Don't just stand there or you'll fall asleep! Go get the Shine Sprite!

EPISODE 2: THE BEACH CANNON'S SECRET

By now you probably know. If the word secret is in an episode title, there's going to be a bonus stage. Anyways, you can't enter the park in this episode. Instead, there's a Monty Mole firing Bullet Bills at you from the cannon at the other end of the beach.

The black Bullet Bills are normal, the purple ones are homing and the gold ones give you 8 coins instead of 2 if you spray them. Make your way over to the cannon and get close enough that he throws bombs, but not so close he hides.

When he throws a bomb at you, spray it to make it turn blue (just the eyes). You can grab the blue ones. Throw a bomb back at him, then repeat twice. He'll evaporate, leaving behind the hole in the cannon. It leads to a bonus stage.

Jump over to the Yoshi block and wait until all the platforms ahead of you are green (they turn black, disappear, then reappear), then make a run and possibly a jump in there somewhere to the next Yoshi block. Wait for the block in front of you to reappear, then head for the other end of this part. Go to a different platform if the one you're on is about to disappear.

When you get to the nice, safe spot, ground pound the middle crate for a 1-up, then inspect the pole with orange platforms going around it. Said platforms are actually springs, so spring from one to the next until you're at the next safe spot.

Now for a long string of disappearing platforms. Wait until the first one reappears, then repeatedly dive to get across. Treat the next line the same way, but be careful of the turn and the jump at the end. If you're having trouble, don't get the 1-up at the turn. At the end of this is a safe spot with a shine.

EPISODE 3: RED COINS OF THE PIRATE SHIPS

Enter the park. The main attraction for this episode is Pirate Ship (there are two, but oh well). Follow the arrows to get to the stairs leading up to said ship(s) and collect a red coin.

1. At the top of the staircase leading to the Pirate Ship attraction, which you can get to by following the arrows after entering the park.

2. Jump onto the first pirate ship when it swings by. The red coin is on the right; wait for the ship to swing over to it. It might also be better to Spin Jump and hover over to it. Also, if you fall after this point, you can use a palm tree near the second ship to get on it.

3. This is the same as 2, except on the left side of the second ship.

4. Behind the second Pirate Ship, you can see green scaffolding. Hover over to it (you can from the palm tree, too). The darker part of the scaffolding, which is in a red square, you can ground pound to get on the bottom side of. But ignore that for a minute. Instead, Spin Jump so that you hit the bottom of the scaffolding above the part you can flip. Now you're hanging from the scaffolding (I'm getting tired of typing scaffolding). Get the red coin here.

5. Get into the cage by getting under the red scaffolding (it's just in a red square, but it's shorter to call it red) and press A. You can jump for an easy blue coin, then grab onto the wall of this cube made of scaffolding. Press B on the red part to flip, then climb on top of the cage to get a red coin.

6. Get back onto the first piece of scaffolding (I hope it IS scaffolding because I'm really overusing the word) and note the Electrokoopas walking about the bottom side. Ground pound when you're on top of them to defeat them, then flip onto the side they were on for a red coin.

7. Go to the other end of the scaffolding and flip with A to get inside another cube. There's a red part of the scaffolding on the ceiling, but strangely, just jumping onto the ceiling doesn't work, so jump onto the wall and then onto the ceiling, then flip with A.

You can jump on the scaffolding here or jump from under it just as easily. Hang from it first (jump from underneath). As well as this being the way to eliminate the Electrokoopas (with A...), there's also a red coin here.

8. Get above the wood part, where you got 6, and drop to the top of the cage with B. Now jump atop the scaffolding for an easy run to the last red coin.

The shine appears right next to you.

EPISODE 4: THE WILTED SUNFLOWERS

This episode takes place only on the beach, like episode 2. Like episode 1, it's mostly story, though there's no cutscene. There are 5 huge Yoshi (?) eggs and 5 sunflowers. Spray a Yoshi (?) egg enough and it will reveal itself to be Something Weird.

Let it chase you so that you're on the sand when it ground pounds you, then ground pound it when it gets stuck in the sand. This will defeat it and one of the sunflowers will suddenly become fine (that was fast). Repeat with the other four for a shine.

After this, you can unlock Yoshi in Delfino Plaza when you feel like it.

EPISODE 5: THE RUNAWAY FERRIS WHEEL

Enter the park. In this episode, the Ferris Wheel is spinning like crazy because of a giant sleeping Electrokoopas. There are two routes to get to the Electrokoopas.

SHORT WAY:

Go to the spot where you got the eighth red coin in episode 3 (there's a shortcut now because of a bridge leading to a nearby spot) and look at the top of the large platform behind the Ferris Wheel. Jump and hover over to it. Despite it's being there, the Ferris Wheel doesn't seem to actually exist when it's this fast...

LONG WAY:

Go to the waterfall maze behind the Ferris Wheel and climb onto the side of the blue grating (I've switched to that word, as it seems more fitting than scaffolding) closer to the green grating. Jump off and hover over the green grating to flip it sideways, then stand on the green grating.

Quickly hover over to the closer side of the next blue grate and spray the green grate right through the blue one to flip it, then climb onto it. Ignore

the next green grate and hover over to the side of the blue cage to grab on. Climb on top of it. Wait for the Electrokoopa on the next part of the blue grate that's on the opposite side as you to get closer than the one on the same side, then get on the same spot as it and punch it with B.

Get back onto the blue cage and ground pound the panel to flip, then punch the next panel to flip again, then punch the Electrokoopa on the opposite side as you. Get back on the other side and get over to the sideways green panels.

Jump and hover over them, but don't stop hovering. They flip into the blue grate to become one with it. Climb up to the next 2 Electrokoopas and punch them both. Once they're gone, either do fancy jumping and hovering (actually, that would've made this whole thing a lot faster...) to get atop the panel you can see but not flip, or go all the way back to get to the other side of the blue grate, then spray the green grating to flip it again, then climb and jump over to the panel and press A to flip it.

ONCE YOU GET TO EITHER DESTINATION:

Get on the tightrope under the giant sleeping Electrokoopa and double jump off it to get under the platform said Koopa is sleeping on. Press A to send it flying, and sadly, into the ocean.

No matter what your opinion is on that deed, a shine shows up at the very top of the Ferris Wheel structure. Get on top of one of the Ferris Wheel cars (I'm not sure what they're called) and ride it to the shine. You'll have to hover over to it.

EPISODE 6: THE YOSHI-GO-ROUND'S SECRET

Enter the park. In this episode, there's a Yoshi in the park and an orange Yoshi missing from the Yoshi-Go-Round. There's been a Yoshi missing there in every episode, but it only matters now. Anyways, go to the Yoshi egg and find out what fruit it wants. The Yoshi egg is near the Pianta tree, which is past the yellow gate, which is to the right from the park entrance. Here's a list of where you can find fruit, though I don't think it ever wants durians...

Pineapple: Keep following the path past the Pianta tree until you get to the pineapple; it's at the turn.

Banana: Keep following the path past the Pianta tree until you get to the pineapple, then fall down to it; it's sort of near the lake.

Pear: This is in the... nose of the Pianta tree... spray it to make it fall down.

Durian: This is behind the fountain where you fought Mecha-Bowser.

Coconut: There are trees on the rim of the lake, and there are coconuts hanging from and at the base of the tree closest to the second Pirate Ship.

Now, your Yoshi must be orange. What color Yoshi is depends on what fruit he ate last...

Durian: Purple

Coconut/Banana: Pink

Pear/Pineapple: Orange

Now ride your orange Yoshi to the spot of the Yoshi-Go-Round under the hanger with no Yoshi to be warped to a bonus stage.

First come some blocks spinning opposite directions as the last (left, right, left, right, left, right). Two consecutive triple jumps, if executed well, make for an almost foolproof way across to the next safe spot. Ground pound the nail farther from the spinning blocks three times for a 1-up.

Jump onto the red Yoshi block when it comes by, then to the green, then the black, then the blue. Ride the blue through a full circle to get to the next side, then to a 1-up and then back to the next side. Jump across to the black block, then to the green, then to the red, then to the next safe spot.

Jump onto the orange block and ride it to a maze of orange blocks, which is where it gets tricky. Wait for the next moving orange block and jump for it before it gets to jumping distance. It moves towards you, allowing you to get on it. Jump off at the other side, backflip onto the next orange block, then wall jump between the two walls.

You can get to the next still set of orange blocks either by jumping onto the orange block moving up and down while it's going down and then jumping to it at peak height, or you could actually just spin jump over. Once you're there, it's just a hop and a skip (or simpler, call it a double jump) to the shine.

EPISODE 7: SHADOW MARIO IN THE PARK

Enter the park. Since it's episode 7, this episode has you chase and spray Shadow Mario. He has more health than usual for some unknown reason, but sooner or later he'll fall and leave a shine behind.

EPISODE 8: ROLLER COASTER BALLOONS

Enter the park, turn right, go through the yellow gate and follow the path to a bridge. Cross it to get to some people; talk to the Noki next to the yellow part of the platform you're on and say 'Yes' to get on a Roller Coaster.

This has the same rocket-shooting mechanics as in episode 1 and you need to use the rockets to shoot all 20 Bowser Jr. balloons within 3 laps. Aim with the point of the rocket. Once you get them all, you get a shine.

PINNA PARK SECRET SHINE: THE BEACH CANNON'S RED COINS

This can only be gotten in episode 2, and only after beating it once.

Beat the Monty Mole and go into the bonus stage, then hit the red switch.

1, 2, 3, 4, 5 & 6. These are scattered about the maze of disappearing platforms. They're all at jump and hover height, but it's a bit hard to time your hovering so you don't fall and die. You also have a very strict time limit, so stick with hovering anyways.

7. Quickly go up all the springs and hover straight into this at the end of your last jump.

8. Wait for the orange platforms to be out in front of you (unless you think you can make it anyway), then spray some water ahead of you and slide through

it. Do a jump out of your slide into the final red coin.

Don't feel bad if you only have around 14 seconds left when you get your seventh, it's not over until 00:00:00! I got my last one (this try) with 00:01:48 left. The shine shows up at the safe spot after the eighth red coin.

PINNA PARK SECRET SHINE: THE YOSHI-GO-ROUND'S RED COINS

Enter the park, get your Yoshi, make him orange and go to the bonus stage. Get across the spinning platforms and ground pound the red switch. Don't worry about time for this one, I had 00:25:18 left at the end even though I didn't remember where they all were.

1 & 2. Make your way to the blue Yoshi block and ride through the first red coin, then hop over to the black Yoshi block and ride through the next red coin. Quickly jump over to another blue Yoshi block and make your way to the next safe spot.

3 & 4. Get on the orange block and ride it for a second, then ignore the next moving orange block. Instead, hover over to the other side, then backflip onto the next level. Backflip onto the center of the wall and wall jump to the top of the walls. During your wall jumps, you'll get two red coins.

5. Get atop the orange block going up and down, wait for it to reach its peak, then backflip into this red coin.

6. Jump over to the platform with the shine, but don't get it. Instead, look for a brick block atop an ice cube block atop a watermelon block atop an orange block. Jump on top of the brick block for a red coin.

7 & 8. There's a level below the one the shine is on, hover over to it to get one red coin, then jump the gap (still on the same level) for the other. One is under the tall orange blocks before the block with the shine, and the other is below the orange blocks at the top of the wall jumping section.

The shine appears at the top of the wall jumping section, on the side that leads to nowhere.

100 COINS AT PINNA PARK

Pick episode 8 and you won't even need to enter the park.

-50: There are flying underwear-wearing things all over the beach, and you can beat them by jumping on them. To get them low enough to jump on, either lure them into ground pounding or spray them. They give five coins each.

-58: You can get a coin each from spraying the sunflower's faces, and you can get up to three from watering the face of the big sunflower.

--120: You can get many, many, many coins from spraying the sand of the beach. Just spray any part of the sand and a coin/fruit could pop up. Once you get your hundredth coin, the shine shows up on the path leading to the park.

11. Pinna Park Blue Coins

Pinna Park has 10 blue coins at the beach and 20 blue coins in the park. You can get every blue coin at the beach in episode 2 (as long as you've unlocked Yoshi), and you can get every blue coin at the park in episode 6 (as long as you've unlocked Yoshi).

~BEACH~

#1, 2, 3, 4, 5 & 6 Baskets

These can only be gotten in episode 2.

There are 6 baskets on the beach/grass, all of which have a blue coin in them. However, they're upside-down and you can only get each blue coin by making the baskets explode with the power of Bullet Bills. If you can't get a black/gold bullet hit a basket, have a purple one follow you to it, as they home in.

#7 & 8 Blue butterflies

Once you unlock Yoshi, there's a Yoshi egg under a tree on the beach. Spray the beach until a fruit pops up and give Yoshi the one he wants. Once you have Yoshi, look for two blue butterflies in the sunflower area and eat them for a blue coin each.

#9 Shine in the sand (1)

Spray the sand between the tree in the middle of the beach (with the Yoshi egg under it) until you see a 'you attacked something' noise (ah, for I have seen sound). Keep spraying that spot until a blue shine outline fully forms. A blue coin will fly into the air and fall to ground.

#10 Shine in the sand (2)

This is the same as 9, but the blue shine outline is quite near the tree with a Yoshi egg under it; it's a little towards the ocean and path to the park.

~PARK~

#11 The green clam

The clam attraction only has a few coins, one blue. Spraying the clams opens them up. If there's a coin in it, you get a correct sound. If there's nothing, you get a wrong noise. If you get the blue coin, you hear the Yoshi noise (who knows why).

Green clam: Blue coin

Pink clam: Nothing

Orange clam: Coin

Red clam: Nothing

Purple clam: Coin

Blue clam: Nothing

#12 Under the stairs

Go up the stairs leading to the Pirate Ship, then fall in the lake and swim

under the top of the staircase to get under a blue coin. Jump and hover to get it. This doesn't always work, but it's the only way to get it.

#13 Caged

Get onto the grating closest to the second pirate ship, then spin jump and hover to get hanging from the grating above you. Flip the panel to get into a cage, then jump for a blue coin.

#14, 15 & 16 Riding the Pirate Ship upside-down

These can be gotten separately, but it's faster not to (I'll list individual methods, too). Get onto the spot where the shine appeared in episode 3, the Pirate Ship one. You'll see a blue coin out in front of you, in midair.

Wait for the pirate ship closer to you to turn completely sideways. When that happens, it means that it's going to go for a full circle next time. When it goes towards you, jump straight towards the blue coin to get it and land on the upside-down ship.

Act fast! Or better, don't (save and) continue, look for the next blue coin while that menu is still there. The next one is on a piece of wood high above the cage of grating. (Save and) continue, then jump and hover over to it.

Now look at the green poles supporting the Pirate Ship. Surprisingly, you can actually stand on them, and more surprisingly, they bothered to put a blue coin on the green pole closest to the stairs. Jump down and hover over to it.

14 individual: Go to where you got the shine in episode 3 and look towards the Pirate Ship to see a blue coin in midair. Jump towards it. Don't backflip, don't dive, don't spin jump, don't even hover. Just jump to it.

15 individual: Unfortunately, this actually requires you get on an upside-down pirate ship and then jump and hover over to it. However, you can get onto the upside-down ship at an (arguably) easier spot, which is from the cage of grating beneath this very blue coin. As a bonus, you get to use the ship closer to the blue coin.

Actually, I take that back. After some experimenting, I managed to find out that you can get on the grate cage, backflip into the tiny wood supporting the spot the blue coin is on, wall jump off it and hover over to the coin. Yippee.

16 individual: You can also get onto the system of green poles from the top of an upside-down pirate ship, the spot where the shine showed up in episode 3, or from the top of the taller grate cage that doesn't have any coins in it. The last one is the easiest to get to, but you have to walk extremely carefully and slowly to the blue coin.

That took up almost a whole piece of paper, most likely.

#17 M on a yellow gate

Turn right from the entrance to eventually get to a yellow gate with an M on the side of it. Wash it off for a blue coin.

#18 Blue bird near the roller coaster

Follow the path past the yellow gate to the purple gazebo, then get on top of it for a good view point. Look for a blue bird. Spray it enough times to turn it into a blue coin, which will fall to the ground for your taking.

#19 The most obvious blue coin

Follow the path past the yellow gate to the bridge (it's not there in the first few episodes). Follow it and you'll see a blue coin in plain sight, behind the wall of the roller coaster entrance. Just jump right over to it.

#20 Blue bird near the Yoshi-Go-Round

Get atop the Yoshi-Go-Round for a good view point. Look for a blue bird. Spray it enough times to turn it into a blue coin, which will fall to the ground for your taking. One time I ended up finding it near the yellow gate. I think it was stuck there or something...

#21 Blue butterfly

This can only be gotten in episode 6.

Get Yoshi, but don't worry about color. Now, take him to the fountain where Mecha-Bowser was and look off the edge of the park, a little to the left of the fountain. Here, you can get on a small beach. Have Yoshi eat the blue butterfly here for a blue coin.

#22 M on a wall near a small beach

Go to the fountain where Mecha-Bowser and look off the edge of the park, a little to the right of the fountain. Here you'll find a beach even smaller than the last and it has one tree and an M on the wall next to it. Wash it off for a blue coin.

#23 M on a wall, way high up

Go to the waterfall area and look at the wall with the big brick block (it's actually two blocks) and look way higher than that to find an M. Wash it off for a blue coin. As a side note, you get a 1-up for jumping into the brick blocks from underneath them.

#24 A stack of underpants enemies

Between the waterfall area and the Mecha-Bowser fountain is a small area with an enemy stacked on an enemy stacked on an enemy stacked on a... you get the point. The bottom one is larger than the others and gives a blue coin once you beat it. Spray all the enemies atop it first, then spray it and then jump onto it.

As a side note, you'll create an artistic masterpiece of purple platforms moving this way and that if you spray all the enemies with a purple Yoshi.

#25 X (1)

There's an X on the side of the Pianta tree. Wash it off to make a blue coin appear in an area near the banana and near both lakes. I always used to take an indirect approach, but it turns out it's faster to just swim over to it.

#26 X (2)

There's an X on a white wall near both lakes (well, one's a fountain). Wash it off to make a blue coin appear next to the Pianta tree. I always used to take an indirect approach, but it turns out it's fast enough just to swim over to it.

#27 Triangle (1)

There's a triangle on the wall next to the banana. Wash it off to make a blue coin appear at the normal people's entrance to the Ferris Wheel. Backflip up to the next level and climb the hill to it. A note about steep hills like that, along with roofs: if you dive and jump out of your dive onto the hill/roof, you run much faster. Use this to your advantage.

#28 Triangle (2)

There's a triangle on the wall of the Ferris Wheel; next to the entrance (for people who aren't you). Wash it off to make a blue coin appear next to the banana, then carefully fall two or three times to get to it.

#29 O (1)

There's an O on the ground of the top of the Ferris Wheel (the area where the giant Electrokoopa was in episode 5). Wash it off to make a blue coin on the other side of the same area. This one disappears quickly, so be quick.

#30 O (2)

This is in the same place as 29 and uses the same strategy as 29, it's just reverse.

On to my favorite level, Sirena Beach! Don't try to get there by swimming, though, because it doesn't work.

12. Sirena Beach Shines

I apologize in advance for referring to some baths as pools. I noticed this later and typed this in, but I'm a bit too lazy to change it all...

EPISODE 1: THE MANTA STORM

This is the only shine I sometimes lose from losing all my health. Now, you'll see that this place is covered in electric goop that instantly hurts you when you touch it. Besides that, there's a whole square lot of it behind the Pianta in red, who is the hotel manager.

Talk to him to learn that a silhouette of a manta ray came and covered the hotel grounds in electric goop. You also learn that aiiiigh! It's back! That gossamer ghoul! You also learn that you can save him because you just look very capable to him, and that you should do something, so... prepare for the hardest boss in the game

Yes, I actually think this boss is harder than the final boss even though it doesn't even have a name (unless it's Manta Storm...). To attack the manta storm, spray it. After you spray it enough times, it splits in two. After you spray one of those enough times, it splits into three (odd number). Once you

spray one of those, it splits in two. Once you spray one of those, it splits into four tiny ones, which is where it gets tricky, even if it does only take one spray to permanently kill any tiny rays.

Since touching any ray or any goop hurts you, either stay under a hut, or much better, retreat to the beach. When you need health, there are coins in the huts or from spraying gooped beach. A good way to attack rays is to hover or use spinning sprays.

Now that I'm done with the bullet points of defense, I can continue. Once you get the rays down to only tiny rays, they all turn purple and come after you. This actually makes it easier. Do spinning sprays until they're down to just a few, then hunt them down individually. Once you spray the very last one, you hear a weird noise, the goop disappears (from everywhere except some Noki's heads), and a shine shows up over a fountain.

EPISODE 2: THE HOTEL LOBBY'S SECRET

Talk to the hotel owner to find out that the hotel has been infested... with ghosts! Whether you want to help fix this problem or not, the owner knows (somehow) that you CAN fix it, and that is why he shoves you into his hotel, which is actually the main part of Sirena Beach.

The hotel is, as said, full of ghosts: Boos. The white boos get pushed when you spray them and you can beat them by jumping on them or diving into them. The red boos are stunned for a second if you try to beat them, but they're invincible. When they're sprayed, they turn into platforms. Spray all the red boos around the totem pole and climb all the way up to the top of the totem pole, spraying red Boos as you go, to find a giant Boo statue. Jump into its mouth to be warped to a bonus stage.

Something you should know ahead of time: you can break brick blocks by jumping from beneath them, you can break watermelon blocks by ground pounding them, and you can melt ice blocks by spraying them for a while, though you don't have FLUDD now.

Anyway, jump over to the top of the line of brick blocks and ignore the enemies. Instead of stomping them, backflip atop the line of bricks on the higher level. The next two gaps you can cross by jumping onto the enemies and then onto the next platform, or by spin jumping, or by triple jumping, or by backflipping and diving. The third gap is the same, but you can't triple jump.

Break all the brick blocks blocking a wall jump section, then wall jump to the top. Next comes a maze of sand blocks. You should be good enough by now to take all the gaps and turns, but the fork is trickier. Go straight to the maze of orange, brick, watermelon and ice blocks, because the other way only leads to 4 coins.

You can get a 1-up for ground pounding the lowest watermelon block. Anyways, ground pound the watermelon block second-closest to the sand blocks to get a clear path to the gear platform. It will start spinning towards to the sand block sculpture. Walk the opposite direction as the gear is spinning until you get to the sand block sculpture. Jump over to it.

Use the power of fancy-looking backflips to get to the other side (but be careful of the center hole) and over to a platform with an enemy and a shine.

EPISODE 3: MYSTERIOUS HOTEL DELFINO

Talk to the hotel owner to go into the hotel reluctantly. In the lobby, you'll notice a Yoshi egg by the fruit counter, and it wants a pineapple. Luckily, there's a fruit shop in a corner of the lobby. Unluckily, the guy there doesn't sell pineapples. Oh well. The stairs are open now, so head to the third floor and look into the pool to find a shine. Open doors, specifically the pool door, with B. That would've been the easiest shine yet, but the Pianta doesn't let you in without proper swimwear, and for some reason, Mario didn't take his swimwear to the island. Prepare for exploration, because you need to get Yoshi, and then the shine!

You need to get into the rooms, but there's only one room that's unlocked or has an open door (on the third floor) and it doesn't lead anywhere yet. Instead, go back down to the lobby and go through the doorway with a brown Pianta next to it to get to the men's room. Oddly, men's isn't in my dictionary.

Go into the last stall and jump onto the toilet. Notice how the ceiling's leaking water. This is actually from the pool in the room above. Jump to get atop said pool and look for a painting in the room. Oddly, the clearing in the painting is in the shape of a Boo. Spray it enough to make it look like a Boo. Once you've done that, you can jump through it to go to the next room.

In this room, there are some Boos, one of which is disguised as a coin. Once you beat them all, look at the four strange closets that are all next to each other. Spray one until the side facing you has part of a Boo painted on it (left arm, left body, right body, right arm). Once all four are on that side and they form a picture of a Boo, they unfold to reveal not four closets, but the next room.

This room has two red Boos. Spray them both, backflip onto one, jump onto the next and then backflip through the hole in the ceiling to get to the room above. Spray the shelf to flip it sideways and use the opening to go into the next room. Spray the slightly obvious Boo poster here for a path to the next room. This leads to a blue coin, but nothing else. Go back to the last room.

Look for a lightly colored floor tile in this room (the one with the Boo poster) and ground pound it to get into the storage room. If you can't find the tile, spray the two darkly-colored shelves on the wall opposite the wall with the four shelves until a blue coin comes out (it's a stubborn one). The tile the blue coin lands on is the tile to ground pound.

Anyways, there are many boxes in the room and six coins, a giant Boo blocking the door to the next room, and one Boo disguised as a coin. The giant Boo you can ignore. Break the boxes until you find one with a pineapple in it, pick it up, and take the simpler way out: the door.

NOW YOU CAN GET YOSHI! The all caps were sort of like a bookmark for anyone stuck on the part after Yoshi. Anyways, jump down to the lobby and give Yoshi your fruit, then take him to the third floor. Go into the room with the open door and you'll see that there's a hole in the ceiling. Jump through it from the bed to get into the attic maze.

Talk to the nearby Pianta for a Luigi's Mansion reference, then proceed to have Yoshi eat every single ghost in the maze, which is about all you need him for. Also note that one of the panels you can ground pound (they have star-shaped cracks) leads to the room with the pineapples.

Now that you can ground pound any of the cracks, the trouble is which one. The one that leads to the pool and the shine has four coins next to it and the mini-room it's in is next to the wall of the maze. Once you pound it, you'll finally get this shine! And you did it all without proper swimwear!

EPISODE 4: THE SECRET OF CASINO DELFINO

Yes, it's another 'secret'. Talk to the hotel owner to learn that the casino is open. He throws you into the hotel like always, though. Talk to the red Pianta employee by the doors next to some blue glass next to the check-in counter to get put into the casino.

You win a grand prize (which, for some reason, is another game) in the casino if you get triple 7s on both of the Jumbo Slots. There's one set of Jumbo Slots on the right wall, and one on the left. Let's start with the right wall.

This one is more annoying than the other, which is why I do it first. The reason it's more annoying is that you have no control over it. Spray the slots and they'll randomly add up to things, which will come out of the hole. These range from a coin to 3 coins to a Boo. Once you get triple 7s, go over to the other set of Jumbo Slots.

These are much better because you spray the individual slots, and you can actually spin each slot carefully until you get a 7, then repeat twice. Your prize now shows.

Your prize, of course, is another annoying mini-game. There are 16 ? panels and you need to flip them all to make a picture of a shine sprite. When this happens, a pipe appears...but I'm getting ahead of myself. Spray the middle of the picture first until it shows the middle 4 having pictures and not ?s. Then do the edge ones, as they're easier. After this torturing activity is over (it's not so torturing once you get used to it, I guess), jump into the pipe to be warped to what may be the hardest bonus stage that's in a level.

There are cubes moving about the large platform you're on. Memorize their pattern if needed, and then find an opening to get to the other side. Though this may seem a dead end, a moving cube arrives after a bit. Jump on it. It spins, but only in directions that don't affect you.

This is like the last part, but the platform and cube patterns are more complex, along with the fact that there are more cubes. Make your way to the other side and get onto the moving cube. This one does spin in harmful ways. Walk the opposite direction until you get to a series of four giant sideways nails. Jump onto the closest one.

Jump from nail to nail to nail and then onto the spinning rectangle. Yes, it returns from Ricco. Now jump onto a humongous cube. It spins this way and that, and it's a bit hard to stay on. Walk onto the side that looks like it's going to be upright next whenever you can without falling, and jump over to the platform with the shine once you can.

EPISODE 5: KING BOO DOWN BELOW

Even though this episode has a boss, it's probably the third easiest shine of Sirena Beach. Anyways (I wish I could say anywho with out the dictionary and English language ganging up on me), talk to the hotel owner to learn that

creepy sounds are coming from the basement of the casino. He wonders if he could trick, I mean, ask you for your help and tosses you into his hotel accordingly. Talk to the guy in front of the casino doors to go in.

Walk up the stairs to the roulette wheel for one coin (the other two are Boos) and look for a single purple spot on the wheel. Ground pound it to make the wheel go down into the... basement? It looks more like a strange realm to me. Whatever it is, the floor is a roulette wheel with three segments spinning opposite directions, each segment with a purple tile. If you ground pound the tile, that segment stops.

When you feel you've pounded enough tiles, spray his mouth. He'll spin some slots. Hopefully, they come out fruit, fruit, fruit. If they don't try again. If they do, grab a Red Pepper and throw it at him. His tongue will start burning. Now throw a different fruit at him. Repeat this twice for a shine.

Even though I've finished, I feel I must list what happens when the slots don't come up all fruits:

Doesn't match: bubbles that hurt you

???: Enemies

Peach with ? x3: Flaming enemies wearing underpants

Coin x3: Coins

EPISODE 6: SCRUBBING SIRENA BEACH

This episode, like episode 1, does not take place in the hotel at all. Instead, you find that the outside area has been covered with electric goop. And for some reason, you only have 3 minutes to wash most of it (key word: most) off to get the shine. Use water barrels, spinning sprays and water backflips (hold R down and press A) to clear most of it up for the shine.

Start with the beach, then switch to the fountain areas. Always try and clean the areas with the most goop. Once the timer stops, talk to the hotel owner, who is on the beach, for the shine.

EPISODE 7: SHADOW MARIO CHECKS IN

As this is episode 7, you chase and spray Shadow Mario until he falls down and gives you the shine. He's a bit more acrobatic here, but he shouldn't be a problem. Oh, and you need to talk to the hotel owner and go into the hotel before you can chase him. There's also one more twist: there are Boos in the hotel disguised as Shadow Mario. This is easy to see through, though. The Boos are a darker/lighter color and the music only follows the real one.

Once he's down, he says yaaaaaargh and gives you a shine.

EPISODE 8: RED COINS IN THE HOTEL

Talk to the hotel owner to go into the hotel. Here, you will find a red switch. Ground pound it to make 8 red coins appear, along with a time limit of 5 minutes, which is pretty generous.

1. It's right in front of the red switch

2. Go not into the men's room, but into the ladies' room to get a red coin.
3. Go into the men's room, jump onto the last toilet, jump again, spray the Boo painting and jump through it to a room with a red coin.
4. Use the door to leave the room and go around to a red coin near the stairs.
5. Go up the stairs to the third floor to find another red coin.
6. Open the door of the pool room. The Pianta only blocks the way into the pool in episode 3 (I guess overalls are now proper swimwear), so go into the pool. There's a red coin here.
7. Leave the pool room, go into the room with an open door, and jump off of the bed and into the attic. Ground pound the crack in the mini-room with six coins to get to the room with the Boo poster. Spray the poster until it breaks, then jump through it and into the next room, which has a red coin.
8. Go back to the last room and ground pound the tile that's lighter colored than the others to fall down into the storage room. Where there used to be a big Boo, there is now a red coin.

The shine shows up next to the stairs, on ground level.

SIRENA BEACH SECRET SHINE: HOTEL LOBBY'S SECRET'S RED COINS

Pick episode 2 and make your way to the bonus stage. As you can imagine, the bonus stage is quite a bit easier with FLUDD. Make your way to the top of the wall jumping section to get to a red switch. Ground pound it to make 8 red coins appear, along with a time limit of 1 minute and 30 seconds.

1, 2 & 3. The first one is at a jump and hover height. Either do that or double jump into it. The second one is on another sand block. At the end of that formation of sand blocks, backflip and hover over to the red coin above the next one. Now make your way to the block maze.

4 & 5. Go over to the red coin above the farthest watermelon block, then go back to the opposite side (where you started on the maze) and walk very, very slowly off the edge to grab on. Press B to slide down the wall. Hold the direction the wall is in and you'll fall onto a slightly hidden section of the maze that has a red coin in it.

6, 7 & 8. These are all on the sand structure. You can ride the gear to it if you want, but with FLUDD you can spin jump off the top of the maze and then hover over to the structure. This method is better if you're running out of time. Anyways, one is high up (jump off a high sand block) and the other two are on two of the lowest blocks. Fall very slowly for them.

The shine appears next to the other one. Hover over to it.

SIRENA BEACH SECRET SHINE: CASINO DELFINO'S RED COINS

Pick episode 4 and go through the long, annoying process to get to the bonus stage, then hit the red switch to make 8 red coins and a time limit of 1 minute appear.

1. Jump (and hover) for it when there's an opening in the cubes.
2. This is above the path the first moving cube takes. Jump and hover through it, then land on the moving cube. Jump and hover to the next platform.
3. This is in the maze of cubes along with a 1-up. Jump and hover for it and possibly the 1-up.
4. This is above the path the second moving cube. Jump on the cube and then jump for the red coin, then onto a nail.
- 5, 6 & 7. These are above the first three nails. Backflip (and hover) for all of them.
8. This and a 1-up are at backflip height above the spinning rectangle. Get on the rectangle and backflip (and hover) for it.

You may have all the coins, but the trial is not over. The shine appears next to the other, and that's still across the path of the giant cube. You can use FLUDD to get off the cube a bit earlier than normal.

100 COINS AT SIRENA BEACH

Episode 7 has the third-most coins. Pair that with the fact that you can just walk into the doors and you have a fairly easy 100 coin shine.

-1: There are 3 boxes near the beach, all the way to the left. The right one has nothing, the middle has a 1-up, and the left has a coin.

-4: There's 2 coins hanging from the ceiling of the hut with people in it, and a coin and a blue coin in the one with no one in it.

-14: There are 10 torches on and in front the hotel. Watering them enough gives you a coin each, except for the second one from the far left. To get to the torches on the ledge of the hotel, backflip/spin jump/triple jump and hover over. Now, there's one more torch: in the center fountain. Spray it for a coin, then enter the hotel.

-26: There are 12 coins scattered about the lobby pool, which is actually at wading height. There are 4 coins on either side of the entrance and 1 coin off of each corner of the area the totem pole is on.

-36: As with outside, there are torches inside, too. As with before, you can spray them all for coins. There are 6 torches near the entrance and 4 around the totem pole.

-38: There are 2 coins behind the check-in counter.

-39: Go into the ladies' room and water the flower for a single coin.

-45: There are 3 coins on the mat of the second floor lobby and three fake Shadow Marios. Beat them for a coin each.

-48: There are 6 open doors on the second floor, and watering the fish tiles above the doors might give you a coin, depending on which door it's over. There are 3 coins you can get from doing this, in other words half of the rooms have that.

-51: There are another 3 Boos pretending to be Shadow Mario scattered about the rooms of the second floor. Beat them all for a coin each.

-72: Go into the room with the Boo painting and spray the lamp for 1 coin. Now go into the room with the Boo closet (the one you go into if you jump through the Boo painting) to find 2 coins just lying near the bath. Before leaving the room, water the lamp for 1 more coin.

Next, go into the storage room. There are 6 coins just lying in there, and another 5 from ground pounding the crates. Now go into the room linked to the storage room to find 3 more coins just lying there. Finally, go into the room closest to the stairs (and above the ladies' room). It has 2 coins lying there and you get 1 more for spraying the lamp.

-78: Now head up to the third floor. There are 3 fake Shadow Marios in the third floor lobby. Beat them for a coin each. There are also 3 coins on the mat, which is close to the door that's open in most episodes, not just 7.

-80: There's another Boo pretending to be Shadow Mario in the room with the Boo poster and in the pool room. Beat them for a coin each.

-82: On the third floor, there's a bird tile over each door. Spray them all to make a coin come out of 2 out of 5 of the tiles.

-105: In the pool room, there are 10 coins in the pool, and you get another 1 for spraying the ceiling light above the pool. You get one last coin in this room for spraying the shelves. As a side note, I once had that coin fall into the room below. If that happens, spray the ground until you find a panel that spins, then ground pound it to fall into the room with the coin.

Next, go into the room with the Boo poster to find 4 coins. In the same room, spray the four shelves to get 2 coins. The shine just appeared near the entrance if you've gotten all the coins so far, but why stop now? Besides getting it over with, I mean. Go into the room behind the Boo poster for 5 more coins and a blue coin.

-123: Go into the attic maze. There are four mini-rooms. Three of them have 4 coins and one has 6. Congratulations! I just got every coin in episode 7 and you might've! Go get that shine, it's between the entrance and the totem pole, at ground level.

13. Sirena Beach Blue Coins

You can get every blue coin at the beach but one in episode 6, every blue coin in the hotel in episodes 7 & 8, and every blue coin in the casino in episode 5, so I recommend those episodes. As for the hotel, I'd pick episode 7, since all the doors of the hotel are open. The last blue coin at the beach is in episodes 7 & 8; pick 7.

~BEACH~

#1 Washing a male Noki (1)

This can be gotten in episodes 1 & 6.

There is a pale-colored Noki with a brown and yellow shell buried in the electric goop, and you get a blue coin for washing him off. In episode 1, he's next to the fountain right of the center fountain (facing the hotel). In episode 6, he's near the center chairs.

#2 Washing a female Noki (1)

This can be gotten in episodes 1 & 6.

There is a pale-colored Noki in a blue shell with a little yellow ball of hair covered in goop, and you get a blue coin for washing her off. In episode 1, she's next to the fountain right of the center fountain (facing the hotel). In episode 6, she's near the center chairs.

#3 Washing a male Noki (2)

This can only be gotten in episode 6.

There is a Noki with glasses and a green shell covered in goop, and you get a blue coin for washing him off. He's between the center fountain and the left fountain (facing the hotel).

#4 Washing a female Noki (2)

This can only be gotten in episode 6.

There is a Noki in a green shell covered in goop, and you get a blue coin for washing her off. She's between the center fountain and the left fountain (facing the hotel).

#5 The stone tablet

At the beach, in front of the center chairs, is a stone tablet. One side of it has a picture of a bird on it, the other a fish. Spray the tablet for a blue coin.

#6 The ocean

Swim into the ocean, hugging (not literally) the left wall, facing the ocean. You should see a blue coin, which you can dive down to get.

#7 The right hut

There are two huts. Facing the hotel, the right hut has a blue coin hanging from the ceiling. Backflip for it. Or jump off the counter. Whatever works.

#8 In the fire

You can't get this in episode 1.

You may have noticed that there are torches all over the level. If you're the adventuring type, you may have also noticed that the torches give you coins if you spray them. There are 8 torches in front of the hotel, and spraying the second leftmost torch gets you a blue coin.

#9 The hotel ledge

I don't know if you can get this in episode 1 or not.

There's a ledge above the part of the hotel (this is all outside, of course) that says HOTEL DELFINO. I don't know what's up with the i, but it really says that. Anyways, follow the path leading to the hotel doors right (the direction) past the doors to get a bit higher than before. Spin jump/triple jump/backflip and hover over to the ledge and walk over to the back wall of the hotel to find a blue coin.

#10 The flower bed

To the right of the hotel is a small fountain with a flower bed next to it. Spray the flowers for a blue coin.

#11 M on a wall near a route to nowhere

This can only be gotten in episodes 7 & 8.

Go to the right fountain (facing the hotel) and angle the camera to the wall farthest from the beach to see an M on a small wall. Follow the path to the wall and wash the M off for a blue coin.

~HOTEL~

#12 Triangle (1)

This can only be gotten in episodes 7 & 8.

Turn right from the entrance to get to the eating area (or maybe it's just places to sit). Look at the closest wall to find a triangle. Wash it off to make a blue coin appear, inconveniently, on the second floor. Spin jump into the totem pole, wall jump off it and onto the second floor, then make a run for the blue coin.

#13 Triangle (2)

This can only be gotten in episodes 7 & 8.

Go up the stairs to the second floor and look at the far-left corner to find a triangle. Wash it off to make a blue coin appear, inconveniently, right below you. Fall down the center gap and make a run for the blue coin, which will be behind you once you fall. You might want to dive for it.

#14 In an empty room (1)

This can't be gotten in episodes 1, 2 & 6.

Three methods. The first can only be done in episode 7, which is easiest. Go up the stairs in the lobby to get to the second floor, then go through the closest doorway (yes, all the doors are open in episode 7) and just grab the coin.

The second is also simple. Jump onto the last toilet in not the men's, but the ladies' bathroom and jump straight up to get into the pool of the room with the blue coin.

The third is not simple and I don't recommend it. Get into the attic maze and ground pound the crack in the mini-room that has four coins and is not by the wall of the maze. This will take you to a room where you can get another blue coin, but that's for later. Ground pound the glass table to fall into the room

that has this blue coin.

#15 In an empty room (2)

This can't be gotten in episodes 1, 2 & 6.

This one has a different method depending on the episode, though it's always in the same room, which is next door to the last one. If it's episode 3, get Yoshi and then return to the room with the pineapples. Have Yoshi eat the big Boo here for a path to the blue coin. Episodes 4, 5 & 8 use the same method as 3, except you don't need Yoshi, since there's no Boo, and that you need to use the attic maze to get to the pineapple room. In episode 7, just walk into the room.

#16 The storage room

This can't be gotten in episodes 1, 2 & 6.

Go to the storage room and break boxes. Some have pineapples, some have coins, but one has a blue coin. To get to the storage room in episode 3, see the walkthrough section about that. To get to it in episodes 4, 5 or 8, you'll need to use the attic maze to get to the room with the Boo poster and then ground pound the lighter-colored tile. The cracked tile leading to the room with the Boo poster is in the mini-room with 6 coins. In episode 7, just walk right in.

#17 X (1)

This can only be gotten in episodes 7 & 8.

Take the stairs to the third floor to find an X on the closest wall, nearby. Wash it off to make a blue coin appear in the corner of the second floor closest to the stairs leading to the third. Jump down the center gap and hover over to the coin when you see it.

#18 X (2)

This can only be gotten in episodes 7 & 8.

Take the stairs to the second floor and look for an X on the wall. It's near the corner closest to the stairs leading to the third floor. Wash it off to make a blue coin appear near the top of the third floor stairs. Don't do anything fancy, just walk up the stairs and over to the blue coin.

#19 M on a third floor wall

This can only be gotten in episodes 7 & 8.

Go to the third floor and look at the corner close to the stairs and the pool to find an M. Wash it off for a blue coin.

#20 The ceiling light

This can't be gotten in episodes 1, 2 & 6.

Go to the third floor and look at the giant light on the ceiling. Water the middle of it to make a blue coin fall onto the totem pole. Jump and hover/spin jump over to it.

#21 A lamp

This can't be gotten in episodes 1 & 6, and I presume you can't get it in 2 either.

There's a corner of the third floor with a lamp, a table and 3 coins. Water the top of the lamp for a blue coin.

#22 The blank painting

This can't be gotten in episodes 1, 2 & 6.

Go to the attic maze and ground pound the cracked panel in the mini-room with four coins that isn't against the wall of the maze. This takes you to a room with a blank painting. You could also get into the room just by walking in if it's episode 7. Either way, spray the blank painting enough to reveal a blue shine outline. Once it's complete, you get a blue coin.

#23 In an empty room (3)

This blue coin is in the room next door to the room the last one was in, so that's the room to walk into if it's episode 7. If it's episode 3, go through the maze of rooms that starts in the bathroom until you get to the one with the Boo poster. If it's episode 4, 5 or 8, you get into that room by ground pounding the tile in the mini-room of the attic maze that has 6 coins.

However you get there, spray the Boo poster to break it, then jump through to the room with the blue coin.

#24 Dark shelves

In the room with the Boo poster (check the last blue coin for info how to get there, or pick episode 7), look for two shelves darker than the others; they're on the opposite wall as the lighter-colored shelves. Spray the dark shelf you can see all of for a blue coin. You might have to spray it for a while, or in different places.

#25 M on an attic wall

This can only be gotten in episodes 7 & 8.

Get into the attic maze and make your way to the mini-room closest to the center light. On the wall here is an M, which you can wash off for a blue coin.

#26 The lone Boo

This can only be gotten in episodes 5, 7 & 8.

Get into the attic maze and wander about until you find a single Boo. Beat it for a blue coin, but make sure he's not in a wall. If he is, the blue coin will be in the wall and you'll have to start over.

#27 Dead end in the attic

There are many dead ends in the attic, but only one has a blue coin. It's pretty near the mini-room that has four coins and is along the wall of the maze.

~CASINO~

#28 M on a casino wall

This can only be gotten in episode 5.

From the entrance of the casino, go a bit forward and turn around. Look at the door you presumably came out of, then look higher to find an M. Wash it off for a blue coin.

#29 Slots

This can only be gotten in episodes 4 & 5.

Oddly, if you ground pound right next to a slot machine (not the Jumbo Slots), it gives out a coin. Also, the machine for the stool second most right of the entrance gives a blue coin instead of a gold coin.

#30 Torch in the casino

This can only be gotten in episodes 4 & 5.

The torch in the fountain right of the curtains gives not a gold coin, but a blue coin when you spray it enough.

14. Noki Bay Shines

EPISODE 1: UNCORK THE WATERFALL

Noki Bay, as you may have guessed, is a bay where Nokis live. Less expected, though, is the fact that there are currently only two Nokis there. Anyways, in this episode that Monty Mole returns, complete with his shiny red cannon. Unfortunately, he's really high up and you need to beat him to uncork a waterfall (?!).

Follow the path of floating platforms to a... er... I can't describe it, but I'll call them half-clams. They look sort of like half of a clam shell. Anyways, jump from half-clam to half-clam (I must sound silly by now) until you get to a scale of sorts. However, it's large. On one end is a platform to get on, and the other a cracked jar. Get on the platform, then either spray water into the jar until you rise or simply backflip to the ledge.

Wash off the pirate ship-shaped goop on the wall along with the squid-shaped goop on the wall to make two platforms appear. The squid one will act as a checkpoint, since you can now just wall jump back up to this point.

Anyways, jump across the squid platform, then to the next, then wash off the wave-shaped goop on the wall. This makes a small platform. Jump onto the wave platform, then backflip to the platform the arrow it pointing at to grab on to its edge. Now jump onto what's probably the pirate ship platform (but I forget already) and onto the next, larger one.

Wash off the dolphin-shaped goop on the wall, then get on the scale platform and spray water into the jar to get a lift. Now it's just an easy hop to the dolphin platform. Jump over to the next, even larger ledge.

You can wash off the whale-shaped goop if you want, but the platform that appears doesn't actually help that much. Anyhow, wash and run up the hill, and wash off the octopus-shaped goop at the top. This makes a platform suitable for wall jumping. Wait for a gap in the goop balls, then wall jump to the top of the octopus platform.

Wash off the goop shape to the right. I'm sorry, but I have no idea what the shape is. Anyway, jump onto the something platform and then onto a ledge (I should really pick platform or ledge, but oh well) with a Noki on it. He's next to a spring and says you can shrink it with water so you can carry it. However, don't move it. Jump off it and towards the edge of the ledge (heh), then hover over to another ledge that has a 1-up on it.

From the ledge with a 1-up you can see the cannon. Jump and hover over to the ledge near it and wash off enough goop on the ground to make it easier to walk. Now you just have to beat the Monty Mole in the same way you beat him at Pinna Park: spray the Bob-ombs he throws at you, pick them up and throw it at him. Repeat twice. Once he's down, the waterfall's cork explodes and a shine appears next to you.

EPISODE 2: THE BOSS OF TRICKY RUINS

Follow the path of floating platforms behind the younger of the two Nokis in this stage. You'll meet the old Noki at the other end of the path of floating platforms. Talk to him and he'll show you (or the camera) a shine.

He then says that spraying the brown squares on the walls usually makes a path, and that one of them leads to that hidden Shine Sprite. That is the focus of this episode. The first brown square to spray is high above the old Noki's head, on the wall (they're all on walls). Spraying it makes a wall jumping maze appear.

Wall jump a bit, turn right, wall jump some more, turn right again and wall jump more to get out of the maze quickly and easily. When you get out of the maze, you're greeted by three... Bloopers? That's odd. Beat them all and spray the (M for a blue coin, then the) nearby brown square to make another maze appear.

Wall jump to the top of the maze, fall down, go to the small wall jumping section and wall jump off the right wall to fall some more, then go to the next long wall jumping section and wall jump to the top. Go a ways and wall jump to one of the highest points of the stage to be greeted by three more Bloopers and... Gooper Blooper? That seems a bit random...

This fight is just about the same as the first fight: pull his tentacles off (optional), spray his face twice, pull his pacifier, repeat the process once. Once he leaves, a hole is revealed. Fall down it to the tomb area, where you can get your shine with a jump or two.

EPISODE 3: RED COINS IN A BOTTLE

This shine is quite strange and it's mostly just to prepare you for episode 4, which is odd. As soon as you enter the level, the old Noki puts a fish bowl on your head and tosses you into a bottle that has 8 red coins in it. The only time limit is your air, which you can replenish with coins. How he got you in

the bottle, though, I have no idea.

1. There's a red coin extremely close to the top of the bottle.
2. There's a red coin sort of at the middle height, but it's hard to describe where it is. It's near other gold coins, though.
3. There's a red coin fairly close to the bottom of the bottle. It's also close to other gold coins.
4. There's a red coin on a stone close to the stone structure. It's on the bottom of the bottle.
5. There's a red coin in an alcove in the stone structure, which is at the bottom of the bottle. Sink down to the the structure and then move over to it.
6. There's a red coin on the bottom of the bottle, next to the up arrow.
7. Stay where 6 is (next to the up arrow) and hold R to be rocketed into a red coin.
8. This is right from the top of the jet that the up arrow indicates.

The shine appears on another stone close to the stone structure. As a side note, there's a hidden book in the bottle that doesn't do anything.

EPISODE 4: EELY-MOUTH'S DENTIST

The old Noki's grandson puts the fish bowl back on your head and says that his grandpa is waiting for you where you beat the Monty Mole. Well, I don't know if he said quite that, I wasn't paying attention, but he is waiting there. However, he'd just tell you to jump in the waterfall so you don't actually have to see him. You can just take the fastest route to any part of the waterfall that you can find and jump in.

Once you do jump in the waterfall, you're warped to what might be the most annoying boss. Drop to near-bottom and Eely-Mouth, an eel with bad teeth, will rise. The strategy is to water all his teeth until they become shiny or fall off. By the end, he'll only have four white teeth and a gold tooth left.

I recommend hovering above his dirty teeth (your hover is stronger than his suck) and switching to the next tooth once one is clean, only searching for coins once you lose four health. The boss himself shouldn't be able to hurt you at all, the only problem is air.

You should stay low, though. Anyways, once you clean all his teeth, his gold tooth turns into a shine and he leaves you a heart-shaped giant string of coins. The shine appears next to the hole.

EPISODE 5: IL PIANTISSIMO'S SURF SWIM

Ho HO, foolish man! Il Piantissimo returns! Walk across the tightrope to get to him and start the race to that flag near the first wall jumping maze. You can swim if you want, since the lake is clear again, and that is probably the fastest method, though I've made 00:29:56 without trying much at all and without swimming at all. Even though he says the best time is 40 seconds, he

gets there in 35. When you win, you get the shine.

EPISODE 6: THE SHELL'S SECRET

This shine has a bonus stage, but first we need to get to the bonus stage. I can get there easily with fancy stuff, but it's going to be kind of hard to find and use the intended route. You may want to just use backflips and hovers; I've gotten to the shell in episode 2, when there were no tightropes.

Well, here we go. Follow the path to the stairs of half-clams to a half-clam with the younger Noki and a tightrope on it. Get on the tightrope and cross it, but take note of the new enemy on it. It's a blue spinning gear and it moves far slower than the red ones. Anyhow, jump to the next rope.

This one has two blue gears, but they're no trouble, just jump over them. At the other end, jump onto the nearby half-clam (or jump and hover to a different rope, but I'm not going to), then hover to a half-clam with a rope attached to it. Get on the rope and cross to the other side, then jump onto the next half-clam. Get onto the half-clam with a rope, but don't get on the rope. Instead, backflip onto a spiral ramp going around the whatever-it-is-you're-on.

Hold the C-Stick left and hug the wall as you take the spiral ramp to the top of the thing. Here you'll find a rope. On this rope, there's a red gear and a blue gear. Jump over them like always and make your way to the other side of the rope.

At the end of the rope, jump down to the large part of the shell or whatever it is, then either drop and hover to the half-clam below you or spin jump and hover to the shell with the secret. If you took the first one, take the rope to the shell with the secret. I hope that was the intended route, but I'm not sure. Anyways, on to the bonus stage!

BONUS STAGE:

The wall to the left may look like a pit, but it's glass. Wall jump to the top of the walls and then jump to the spinning platform when the timing's right. Once you get to the next spinning platform, wait until it's horizontal and jump to it, then quickly to the next safe spot.

The orange part of the next few platforms are always safe to be on. To get on the first of those platforms, either spin jump, triple jump or triangle jump (wall jump at an angle). Once you cross those, you get to a pole. Grab it, climb up to the top and jump over to the next part.

There are two ways to get to the higher section here.

1: There's a ramp with up arrows. As long as you walk up the hill and don't stop, you won't slide down. Walk diagonally across it to a small non-hill part of the ramp. Backflip to the higher level.

2: There's also a tightrope here. Double jump off it and adjust your jump so you get to the higher level.

Once you're there, get to an even higher level with a well placed wall jump, then to the next either with a spin jump and wall jump or with a triangle jump. Next comes more spinning rectangles from Ricco and Sirena. The first is easy, but the second moves quite fast. You'll want to hold a bit more to the right than forward.

The structure of spinning platforms is pretty easy. Jump onto the bottom level and use backflips in the opposite direction it's spinning to get on each next level. Next comes another spinning rectangle. It's at an upward angle, but the only difference that makes is that it's a bit harder to get on it. After that is the shine!

EPISODE 7: HOLD IT, SHADOW MARIO!

Indeed, the episode title goes into the top three of silliest and cheesiest, but that's irrelevant to the shine itself. As this is episode 7, Shadow Mario is on the loose (or was that in Bianco?) and you need to chase and spray him. He's a bit acrobatic, but I was easily more acrobatic (in other words, I won) than him without even using the Hover/Rocket/Turbo Nozzle, so it's not too bad. Once he's down, he says curses and gives you the shine.

Oh yeah, and watch out for that boxing glove.

EPISODE 8: THE RED COIN FISH

In this episode the younger Noki pops that fish bowl onto your head again and says that his grandpa is waiting at the top (the waterfall view) as usual, even though he was only there one other time.

Like in episode 4, you don't have to talk to the old Noki, though you can if you want, you just have to jump in the waterfall. Do so to be warped to the boss arena again, except there's no boss there this time. Instead, there's a fish made of coins.

The 8 red coins in this level are all in the red coin fish, which is made of many gold coins and 8 red coins. One is the eye, one is the dorsal fin, two are the tail and so on. The fish also separates every now and then, but it rejoins again. As long as you keep your health high (get the coins scattered about if you run low), you should get this easily.

NOKI BAY SECRET SHINE: THE SHELL'S RED COINS

Pick episode 6 and make your way to the bonus stage and make your way past the first wall jumping part and the spinning platforms to get to the red switch. Ground pound it to make 8 red coins appear along with a time limit of 1 minute 30 seconds.

1. Backflip and hover through the first red coin, which is above you, to the next, higher platform.
2. This one is also at backflipping height and is above one of the next two platforms. Backflip and hover for it.
3. Get on to the higher level either with the pole or FLUDD, then run up the ramp to the flat part. Backflip twice, going up the higher levels of the ramp, to get to a red coin.
4. From where 3 is, jump into it. You may want to ground pound it.

5 & 6. Get on to the level where you do wall/triangle jumps and wall jump into the red coin, then hover to the next level. Repeat for 6.

7. This is at backflipping height right before the first spinning rectangle. Backflip for it.

8. Cross the spinning rectangle to the safe spot, but don't go onto the next rectangle. Instead, backflip for a red coin.

The shine appears on the safe spot after the second spinning rectangle.

NOKI BAY SECRET SHINE: GOLDEN BIRD OF THE BAY

Pick any shine and go left of the first wall jumping maze to find a wall jumping section near two puddles. The upcoming area will be hereby referred to as The Maze. To start it, wall jump between the two walls until you're above/in a doorway. If you're above it, slide in.

You can travel through this doorway as if it were a sewer system. There are a whopping 21 coins in here. When you get to the other end, backflip into the opening and go in. The floor, which you can't see, is actually a giant spring. Spring to get to the highest point of the level.

Here, look for a golden bird. It looks like the green and blue birds you can spray to get gold and blue coins, but it's gold. Spray it three times to make it turn into... a Shine Sprite! It appears next to the nearby tree.

100 COINS AT NOKI BAY

Episode 8 has the most coins, but that's counting the underwater part. Not counting any bonus stages, episode 6 has the most coins, so pick that unless you feel good about your underwater control.

-50: This is annoying without the Turbo Nozzle, but it's more annoying to bother unlocking the Turbo Nozzle. Anyways, there's a coin trail starting/ending behind you when you start the level. Swim through this 50-coin trail to the other end. It's long.

-71: You are now in front of The Maze. Wall jump in the nearby wall jumping section of it and go into the doorway. Follow the path to the other side for 21 coins.

-72: Backflip into the opening to get sprung up to the area with the golden bird. There's a single coin atop the tree.

-85: A bit down the wall less close to the vast ocean is an alcove with 7 brown squares and one open square. This is where The Maze gets confusing (that's right, it hadn't before). Backflip onto the platform sticking out a bit, then drop down, but not all the way. When you can see the alcove above the spot where you wall jumped earlier, hover over to said alcove.

Ignore the doorway to the right and spray the single brown square to make the wall jumping part of The Maze even bigger. Wall jump to the doorway 3 doorways up and take the path for 13 coins.

-96: Hover back over to the brown square that lengthens the wall jumping maze

and spray it. This time take the doorway 4 up and go through its passage for 11 more coins.

-115: Repeat the process with the doorway 5 up. Take its passage for 19 more coins, with a bonus blue coin at the end. If that wasn't enough, there are plenty more, including a coin switch at the waterfall view.

The shine annoyingly shows up on top of the red clam (not the one with the secret). You can take some shortcuts, but there's no way around the fact that you'll have to use the rope maze.

15. Noki Bay Blue Coins

I used to hate this, but I'm finding it fun this time around.

#1 Above the ocean (1)

This one is behind the starting platform and above the ocean at jumping height. The arrangement of floating platforms is different in every episode; in some you can jump and hover to it, in episode 1 you can ride a boat to it, but you can just get below it and jump no matter what the episode.

#2 Above the ocean (2)

This is also above the ocean at jumping height, and it's sort of near the wall jumping section you don't need to spray for it to appear, which is next to the mudboat shop. I wish I had a shorter description of that. Anyways, you can swim over to it and jump to get it. Or ride a mudboat or hover from platforms or spring to it... most things work.

#3 Beneath the waterfall

Go to the mudboat shop.. Once you're there, look for a coin trail going down under the water; it'll be near the Hover Nozzle box and right next to the waterfall (it's there in episode 1 too, just take out the waterfall part). Follow it down to a blue coin, only getting the gold ones when needed. If you go all the way to the bottom you can also get a 1-up.

#4 O (1)

You can only get this in episode 6.

You can use the Turbo Nozzle to make this easy (it's where 12 is, but only in episode 6), so do yourself a favor and do that. I THINK I've done this without, but I can't seem to now (sleepy/out of practice/don't remember how) and I'm not even positive I have.

Once you get the Turbo Nozzle, go to the O that's at the base of the area you explore in episode 1. Wash it off to make a blue coin appear at the mudboat shop. Use the Turbo Nozzle to get to it.

#5 O (2)

You can only get this in episode 6.

Get the Turbo Nozzle again. This is the same as 4, just reversed.

#6 The top of the big shell

This should be easiest to get in episode 6, with all the tightropes and such, but I find those ropes confusing. Anyway, you need to get on top of the shell that had the secret in episode 6. Once you get to the shell, just backflip and hover to get on top of the shell.

As soon as I stupidly said that episode 6 made this confusing, I had sealed my fate. I must now write how to do it in other episodes. Use the floating spring platform to get on a half-clam, spin jump + hover to one in the distance, jump to the half-clam two away from you, spin jump + hover at the peak and grab onto the half-clam almost directly above you, repeat the last step after jumping to the next half-clam, backflip to the next and then spin jump + hover to the shell.

Aha! You probably thought you were done, but there's no blue coin here! From the top of the shell, look at the wall above the area between the two wall jumping mazes you use in episode 2. Look at the bottom, look at the base where the wall forms a backwards J shape, then look up. You may or may not see an alcove with a blue coin in it. If you didn't, keep looking, this time without my help (in case it's confusing). If you did, jump and hover all the way over to it.

#7 Hidden Rocket Nozzle

This can only be gotten in episodes 1, 2, 6 and also 7 if you're adventurous enough to not need the spring, due to the fact that the Rocket Nozzle/spring isn't there in the other episodes. Why is beyond me.

Follow the path of episode 1 until you get to the base of the hill with an up arrow at the top of it. Here, look for a ledge above your strangely tiny head and backflip onto it. Facing the closest wall, look right to find platforms sticking out of the wall. Jump and hover over to the closest one, then to the next.

This one has a spring on it. Jump off it and to the left (still facing the closest wall) to another platform. If, however, the spring shrinks from your spraying it, just pick it up with B and drop it again and it will grow.

Anyhow, backflip and hover over to the next platform, then to the next, then to the next. Here, in an alcove, is the Rocket Nozzle. Get it, save, stand below the vertical coin trail above this platform (don't get the blue coin in the easy-to-reach alcove yet) and charge. Jump right before the launch for a boost and you'll be rocketed into a blue coin that took me more paragraphs that it should have...

#8 Above the Rocket Nozzle

This can be gotten in any episode, but you'll need to do some fancy out-of-the-way hovering for it in episode 7.

Get on the platform with the Rocket Nozzle (see 7) to find a blue coin in the alcove above the one that may have the Rocket Nozzle. Do a simple backflip for it, but as soon as you get it, unless you're very careful, you're punched all

the way back to the waters behind the starting platform!

#9 An edge near the scale

Get next to the higher of the two scales, but stay on the ledge. Now, some of the edge of the ledge is tiled. The tiled part of the edge is on the side closest to the scale. Now, walk very slowly off the edge so you grab onto it and shimmy over to the alcove. Don't move even a bit forward, though, or you'll get flung off and you'll have to do this part over again (this will only happen once, though).

The only actual reason to get in the alcove is because Mario gets tired and will let go of a ledge after a while. Anyway, there's another alcove at a higher level, right after the turn in the wall. Backflip and hover out of your alcove and into the higher alcove, then spray the wall above the end of the path you were shimmying across earlier, not ahead of you, to make a large alcove with a blue coin in it appear. I assume you have the logic and skills to jump over to it...

#10 A wall jumping section near the scale

From where 9 was, jump into the alcove on the higher level and walk slowly off the edge to grab on once again. Shimmy over to one of the two next small alcoves (you don't need to bother spraying the brown square to make a third) and get up. This is just so you don't fall later. Walk off again and shimmy all the way to the alcove at the end and wall jump all the way up and into a blue coin.

#11 More alcoves near the scale

From the second scale, follow the path you would take in episode 1 until you get to the up arrow, which is around the same level as the wheel of the second scale. Drop down onto a small ledge even closer to said wheel to find another edge with an alcove along it. Don't hang on the edge. Instead, spray the end of the edge-path to reveal a large alcove with a blue coin in it. Hover over to it, no hanging necessary!

#12 Below the waterfall view

Follow the path you take in episode 1 until you get to, well, basically the end. Once you get to where the red cannon was, drop down to the level below for an easier view, then look for an alcove in the wall underneath the waterfall view (or nothing view if this is episode 1). Once you find it, jump and hover into it. There's a blue coin here, along with a 1-up in an ice cube! You can get rid of ice cubes by spraying them for a while.

#13 Wall jumping maze (1)

This cannot be gotten in episode 1.

Go the first wall jumping maze of the path you would take in episode 2 (spray the brown square to make it appear) and wall jump your way up to the top of the maze. You can clearly see that there's a blue coin in a part of the maze, but there's no way into it... if this was 2D. Fall off the edge and hover into the coin.

#14 M on a wall near two mazes

This can be gotten in every episode, but you need to use fancy jumping in episode 1.

Follow the path you'd use in episode 2 until you're at the spot between the two wall jumping mazes. There's an M on the wall. Wash it off for a blue coin. To get to this spot in episode 1, which there is no reason to do other than challenge or writing a walkthrough, use the floating spring platform and a lot of spin jump and hover combinations.

#15 Wall jumping maze (2)

This cannot be gotten in episode 1.

Follow the path you would take in episode 2 until you get to the second wall jumping maze. Get to the top of the maze to find the blue coin in an alcove. This one is harder than its counterpart in the first wall jumping maze. I managed to get to it by wall jumping off the very wall that was pushing me out and hovering to it, but that's probably not the intended way...

It's not clear exactly what the intended route is, but I'd guess that it's this: go to the hallway section (the point after the first wall jumping section), jump towards the alcove with the blue coin and hover over to it.

#16 Ancient Noki King's jar (1)

Due to a strange invisible wall, you cannot get this in episode 1.

Follow the path you take in episode 2 all the way to the tomb area at the very end; just don't get the shine. Well, if it's not episode 2 it will be a 1-up and you should get that. But anyway, spray the top one of the two largest jars for a blue coin.

#17 Ancient Noki King's jar (2)

This is in the same location and uses the same method as 16, just spray the top of the other large jar.

#18 The Maze (1)

Go to the wall jumping section you don't need to spray for it to appear (it's near the boathouse) and wall jump into the hallway. Follow it to an alcove and backflip into the opening to get launched by a trampoline you can't see. Now walk off the edge, on the side of the alcove you were just at is. Fall until you see a wall with a step coming out the base of it and hover onto the step. Now wash the bottom left part of the wall to make a blue coin appear.

#19 The Maze (2)

There are two ways to get to this (though they meet up pretty quick). I believe you're supposed to follow the path of episode 2 until you get out of the first wall jumping maze, look at the down arrow and follow it onto the hallway below and, from there, take the hallway to a brown square. This is where they meet up.

The other way that's harder, more annoying, what I used in part of my walkthrough earlier and what I almost always use is this. Go to the area with the golden bird and look for a series of alcoves and steps below you and on the wall where the start of the maze is. Jump down and hover to one, then jump down, wait until you can see the alcove above the wall jumping section that you don't have to spray and hover into this alcove. This is where they meet up. I could've made that shorter...

Once you get there, spray the brown painting to extend the wall jumping section. Wall jump into the first hallway, which is on the left. Follow it to another alcove and spray the higher of the two brown squares here for a blue coin.

#20 The Maze (3)

Extend the wall jumping section of The Maze. To see how, check 19. I wouldn't be so cheap (instead, I'd copy and paste!) if it didn't take two whole paragraphs. Anyways, wall jump to the second hallway, which is on the right, for a blue coin. It's hardly a hallway with how short it is, though.

#21 The Maze (4)

Extend the wall jumping section of The Maze. To see how, check 19. Once it's been extended, wall jump into the fifth and final hallway, which is on the right. Follow it to a blue coin.

#22 The Maze (5)

Extend the wall jumping section of The Maze. To see how, check 19. Once you do, wall jump into the third hallway, which is on the left. Follow it to an alcove that doesn't have any brown squares. Ignore the fact that they don't actually exist and spray the spot of the wall next to where you came out to reveal an alcove with nothing in it. Spray the spot above THAT to make an alcove with a blue coin appear.

#23 The Maze (6)

This is in an alcove with two brown squares that have spirals on them. You can drop to it and hover from a few places, but the easiest is from the alcove where you got 22. Spray the brown square on the right to make a blue coin appear.

#24 The Maze (7)

This is in a strange wall; it's not an alcove, just a wall with a step coming out the bottom of it. You can fall and hover to this from a few places, but the easiest is from the alcove where 23 is. It's location is beneath the alcove where 22 is. Once you're there, spray the top of the wall to reveal an alcove with a blue coin in it appear.

#25 The Maze (8)

This is in a fairly large alcove that you can get to by jumping to it from where the gold bird is, or by doing this. Extend the wall jumping section (to see how, check 19...) and wall jump all the way to the top to get to a step. Backflip from step to step until you get to your destination: an alcove with 6 brown squares. Spray the bottom left one for a blue coin.

#26 The Maze (9)

This uses the exact same method and is in the exact same 25. The only difference is that you spray the top right brown square instead of the bottom left brown square.

#27, 28, 29 & 30

These can only be gotten in episodes 4 & 8.

Jump into the waterfall to be warped to the underwater part of the level and look for a pillar that's almost tall enough to reach the ceiling, but not quite. There's a blue coin on it. There are three other pillars just like this, each with a blue coin.

16. Pianta Village Shines

Just about all the shines here are weird, which is probably why I like this place so much.

EPISODE 1: CHAIN CHOMPLETS UNCHAINED

This level is the home of Piantas, and once you cross the bridge (which is sometimes full of Gustys) and jump over the small fence, you're in the village. Another thing about this level is that it's night on odd-numbered episodes and day on even-numbered episodes, and that the spring is only there at night and the hot tub is only there at daytime.

In this episode, the pets of a lady have escaped and all three of them have a fever. However, the pets are Chain Chomplets and the fever makes them fast, makes them leave behind a trail of burning goop and makes them so hot that you burn if you touch them (or the goop). They also chase you on sight. Wonderful.

Right, now to engage them. Wait for one to go near the lake, then run up near it and spray it until it turns black. It will move very slow and walk away slowly. Wash any nearby goop, then grab and hold their tail (hold B), spin until you and the Chain Chomplet are facing the spring, move away from the chomp a bit, then release B to send it flying into the spring.

Repeat this with the other two chomps to make a shine appear above a mushroom near the spring. Backflip for it.

EPISODE 2: IL PIANTISSIMO'S CRAZY CLIMB

Though this is an easy one, it defies my beliefs about Il Piantissimo in that it's episode 2. He's in episode 5 on both his other ones! But never you mind about that. Instead, focus on beating him on a race. He's at the entrance to the village.

The finish flag is near the top of the furthest giant tree, which is at an angle that allows you to walk up it. Jump over the fence when you start, then turn left. After the turn, spray some water and slide through it. Slide to the hot tub, then jump out of your slide and backflip onto the hot tub. Now dive onto the giant tree, then, still holding forward, jump out of your dive. The tree is slanted enough that this makes you walk a lot faster. When you get next to the platform with the flag, stop for a second (to prevent you from running right off the tree) and then drop to the platform.

With this strategy, you may have to wait a while before your opponent shows up,

but he gives you a shine when he does. I got 00:21:45 on my second try (the first try I accidentally picked exit level) without trying hard, so this should be easy. This is the last episode with him, so give a tearful goodbye to your good friend Il Piantissimo...

EPISODE 3: THE GOOPY INFERNO

This shine is one of a kind. Once you press A to select episode 3, before you get a chance to do anything, Shadow Mario steals FLUDD like he does in bonus stages. Indeed, you do almost the entire episode without FLUDD!

As for what's going on in the episode, the town is covered in goop. The mayor is covered in goop and is on the golden mushroom, and you need to wash him off (FLUDD is right next to the golden mushroom) to get the shine. Cross the bridge.

SHORTCUT (hard):

With the village covered in burning goop, you can't exactly walk over, so don't jump over the fence. Turn right and follow the fence until you get to the stream. Go in and swim to an island in the spring, also covered in goop.

Get on the shore of this small island and spin jump out of the water, staying above the island. You might get hurt, but water will rain off of you and onto the island, making a tree appear. Repeat this until you have a nice safe spot, then stand in the water and spin jump to direction of the part of the path not covered in goop. Hopefully water will drop down on the goop beneath you and make a temporary safe spot.

Backflip and dive over to the not goopy path, then jump to the not goopy grass around the platforms supporting the golden mushroom. Jump up to the base of the gold mushroom (it'll take a few jumps) to get to FLUDD.

INTENDED ROUTE:

Exploring the village isn't exactly an option while it's covered with burning goop, so don't jump over the fence. Turn right and follow the fence. Jump over the stream and keep following the path until you see a gap near the hot spring that has a brown male Pianta next to it. Jump in the gap and ground pound the gate. You're now at the village underside.

Follow the path of coins and take the obvious route, avoiding the Electrokoopa and the three spiders, until you get to a large sideways grate. Go over to it to grab on, then press B to make it move. Once it stops, press A to jump into another ceiling made of grating.

Avoid the enemies and follow the path to the vertical coin trail and drop through it to land on a swing. Jump off and onto the green and black mushroom. Take the tightrope to another, then turn left for a 1-up or right to keep going.

Once you take the one that doesn't lead to a 1-up, you'll arrive at a red mushroom. Take the next rope to another with a green 1-up-shaped mushroom on it. These are actually springs. Use it to jump into the nearby grating.

Climb up to near-top and jump to the ceiling to hang onto it, then monkey over to another large sideways grate. Use B to punch it and you over to the other side of its rail, then jump off (and to the ceiling) again once it stops.

Keep following the path, avoiding enemies, until you get to a panel on the

ceiling. Press A to flip. Wall jump out of here; you're in the village! Jump over the goopy parts until you get to the steps with the golden mushroom on top. Jump up the steps to FLUDD!

ONCE YOU GET THERE:

You're now at the base of the golden mushroom. Get on the same step as it but not in its shadow, then backflip and hover to get on the golden mushroom, where the mayor is. Wash him off and talk to him. He'll give you the generic Pianta 'whew you saved me thanks a bundle' message, but a shine rises out from his head once you finish the message.

EPISODE 4: CHAIN CHOMP'S BATH

This episode is similar to episode 1, but there's just the one chomp, it's a Chain Chomp (as opposed to a Chomplet) and you need to send it into the hot spring. To start, go in the village and turn right to find your Chain Chomp chained.

Wash it off to turn it blue and then grab it and let go. Now go to the hot spring, zoom out your camera and wait for the Chain Chomp to come near you (you could also follow it). Once it comes near, wash it off (preferably with a water barrel) and drag it over to the hot spring. This could take a few drags. Once it gets close enough to the water, it jumps in, turns gold and gives you a shine.

EPISODE 5: SECRET OF THE VILLAGE UNDERSIDE

Right. Cross the bridge to find a Yoshi egg. See what it wants, then head to the fruit tree and get it. The fruit tree is on a raised grassy platform near the hot tub. Once you get to the tree, walk into the fruit you want to make it fall, then pick it up and take it to Yoshi.

Cross the bridge back to the level start (on your Yoshi) and look for a vertical coin line in the bottomless pit. Fall through it to land on a green mushroom-spring, which is on a larger mushroom that you should stand on. Jump from giant mushroom to the next with Yoshi's Flutter Jump until you see a pipe-shaped one that has spongy yellow goop in it. Wash it off with Yoshi and then fall into the newly opened pit to be warped to the strangest bonus stage of the game.

This bonus stage consists mainly of chucksters; Piantas that toss you in the opposite direction they're facing while you talk to them. Some will chuck you straight up, but most chuck you backward.

Ignore the first chuckster unless you want an explanation on them. The next chuckster can toss you into a coin or a 1-up if you aim carefully. The third chuckster is the one you need to use. Look straight at the middle of the platform in the distance when you talk to him to get chucked over to it.

No matter which chuckster you choose to talk to here, look straight at the platform in the distance. As for which one, pick the little one when he's closest to the edge and pick the bigger one when he's as far from the edge as he goes.

Here's where it gets crazy (yes, it hasn't yet). Talk to the chuckster here while facing away from the previous platform. He'll say higher twice and then

you will be tossed way up and (hopefully) onto a platform. While you're being tossed here, hold the C-stick basically any direction to make the camera go crazy.

Face the platform ahead and in the distance and talk to the chuckster here to get to another platform. Jump up. There's an arrow pointing right and an arrow pointing left, along with a chuckster that circles the platform. You can talk to him while he's on the right side to get to a platform with a chuckster that will send you into one of three coins or a 1-up, along with another to send you back, but it's not worth it.

Instead, go to the left side of the platform, line yourself up with the line, face the platform in the distance, wait for the chuckster to come and talk to him to (hopefully) be launched to the platform with the shine.

EPISODE 6: PIANTA IN NEED

As soon as you start the level, the village mayor says that 'could you please' help them out again and that ten villagers are trapped in the slime. You must hurry! You have 3 minutes to wash them all off, which means spraying the goop around them, then washing them off. Don't bother talking to Piantas you've washed off until after the shine shows up, as it costs time.

Turn right to find one Pianta, then keep going that way to find a pile of goop with two. There's another villager under a mushroom a little to the left. Now head to the dried out spring to see another guy in the goop. Wash him off and then turn left to the path and back to the area near the village entrance to find a kid in goop.

Make a hard right to the next field of grass, which has another Pianta covered in goop. Washing him off makes 7. This is pretty easy... turn right and follow the path to another Pianta in goop, then turn left to another. The final Pianta is right of the hot spring.

Before talking to the village mayor, which makes the shine appear, talk to all the adult village residents that you scrubbed off for a blue coin each: that makes 8!

Pianta locations:

Pink, male, shirtless, mustached, yellow cap: Right of the hot spring

Orange, female, purple shirt: On the left path, around halfway to the hot spring

Orange, female, wearing glasses: At the base of the steps leading to the gold mushroom, which is in the between the two middle paths

Dark blue, male, white shirt, wearing glasses: Next to the dried up spring

Dark pink, female, white shirt: Right grass field

Pink, female, wearing glasses AND green, male, shirtless: At 3-way split in the path that goes right, middle right or to the rest of the path

Red, female: Just right from the village entrance

Blue, male, child: Middle left grass field

Pink, female, child: Middle right grass field

EPISODE 7: SHADOW MARIO RUNS WILD

This episode 7 has Shadow Mario like always, but this time he leaves behind a trail of burning goop as he runs. Just spray all the time or don't follow his exact steps to counter this. If you chase and spray him like always, you'll get him eventually. Walk up to him for your shine.

When you return to Delfino Plaza, assuming you've done episode 7 in all 7 levels now, Delfino Plaza will be flooded (it was hard not to type FLUDDed; I must be far too used to this game). You'll have to enter Corona Mountain, which has the final boss. You can just exit level to get rid of the flood (how does that work?) and I'm going to do that, but there's not much reason why you should.

EPISODE 8: FLUFF FESTIVAL COIN HUNT

In this episode, 8 red coins are scattered about the level (that's never happened before...). Cross the bridge to the village.

1. Before even jumping over the fence, turn right to the giant tree closest to you. Walk up it and then walk along the giant leaf closest to the bridge to find a red coin at the end of it.
2. Jump off the giant leaf, but still not over the fence. Facing the village, turn left to get to some tall grass. Hidden in it is a red coin.
3. Time for the risky one. Go to the hot spring and look at the nearby giant tree. There's a beehive hanging under the giant tree, and a red coin under that. Run up to the coin, staying as far from the edge as possible, and run back.
4. Now for an easy one! Jump in the hot spring and dive down to the bottom to find a red coin.
5. Now go to the fruit tree, which is on a raised grassy platform in front of the hot spring. In place of one of the fruits is a red coin.
6. To the right of (left from) the hot spring and next to the dried out stream is a bunch of tiny boxes. Ground pound the tallest stack all the way to the bottom for a red coin.
7. Go back to the level start and jump down to the brown mushroom that the giant green mushroom is on to get to the underside. Use spin jumps and hovers and such to get from mushroom to mushroom until you see grating. Cling onto the side of it, flip the panel and climb up top to grab on. You're now standing! You should also see a red coin atop some grating in the distance.

Turn left, jump and hover to some grating, turn right and then jump and hover over to the grating with the red coin on top of it. Now use the magic that is the C-stick along with the wondrous A button to get onto the mushrooms again. Use the giant green mushroom to get back to the level start.

8. Get on a high place near the center tree and look for a purple platform coming out of the center tree. Backflip and hover over to it, then to another

higher up, then to another, then to another. Ignore the swing here and repeat the process one more time to get to a platform with a Rocket Nozzle. Get it and save.

Rocket towards the tree and you'll see another platform coming out of the tree; land on it. Now rocket towards the tree again and, if you aimed right, you can land on top of the tree. Above you is a platform with a picture of a shine on it; get on a leaf and rocket up to it for the final red coin. However, the shine appears on a cloud way off in the distance, which is troublesome.

Two of the five giant leaves have a coin trail on them. Follow the longer coin trail to the end of the giant leaf, where you can see (if you can't, try the other) clouds off in the distance, along with puffy fluffy fluffs. Wait for a fluffy puff of fluff to come near you and then backflip into it. It acts like a pole. Wait for the wind to blow your fluff over to the cloud with the shine. When this happens, jump off and collect your reward for standing my saying puffy fluffy fluff.

PIANTA VILLAGE SECRET SHINE: WASHING THE SUN

Pick episode 8 and make your way to the highest point of the level: the platform on top of the center tree. To see how, look at coin 8 in the previous shine, as the spot to stand in is in the exact same place as coin 8.

Once you're there, press Y to go into first person and then look at the sun. Spray it to slowly make a 2D image of a Shine Sprite appear between you and the sun. Once you spray it enough to complete the picture, a shine appears above your head.

PIANTA VILLAGE SECRET SHINE: THE VILLAGE UNDERSIDE SECRET'S RED COINS

Pick episode 5, get Yoshi and make your way to the bonus stage, this time with FLUDD. Ground pound the red switch to make 8 red coins appear along with a time limit of 1 minute 30 seconds.

1. This is above the second chuckster's head. Bounce off his head three times or spin jump or something.
2. Ignore the third chuckster just like the first two; instead of talking to him, spin jump and hover to the next platform. Here, there's a red coin above a brick. Jump onto the brick and then into the coin.
- 3 & 4. Spin jump and hover to the next platform, then talk to the chuckster here (he'll say higher twice) to get launched up to the next platform. There are two red coins here, both at backflip + hover height.
5. Look behind the platform you're on to see a tightrope a little ways away. It's attached to a floating stump and a small platform. Hover over to the platform and backflip for a red coin.
6. On this same platform is just your average passerby, and he's on fire. Do not help him (though I did manage to help him and still get the shine). Cruel as it is, he gives you a 1-up instead of a red coin and it takes a while to help him. Anyway, get on the tightrope and double jump from the middle of it for another red coin.

7 & 8. Jump off the tightrope and hover back to the platform with all the enemies with underpants, then spin jump and hover to the next platform. There are two red coins at backflipping height. The shine appears on the platform you're on.

100 COINS AT PIANTA VILLAGE

Pick episode 5, as it has a nice Yoshi.

-60: There's a vertical line of coins going down to a bouncy green mushroom; fall through it for 5 coins. Now land on the mushroom the green mushroom is on, then to the red mushroom. Now jump and hover to the closest black mushroom (not the one you came from) and ground pound it to make 20 coins appear. The remaining 35 coins are on the giant mushrooms of the underside.

-73: Those coins were weird, but these might be weirder. Use the giant green mushroom to get back out of the underside, then go to the empty hot spring. Ground pound the middle of it to make 13 coins show up.

-82: Those coins were weird, but this is weirder. There is a Pianta-shaped plant (looks more like stone) next to the empty hot spring, and it gives 1 blue coin and 9 coins if you ground pound its nose.

-101: Get Yoshi the fruit he wants from the fruit tree, then look above you and your Yoshi to find a beehive. There are 3 bees already, but if you spray the hive long enough, it breaks and the amount of bees raises from 3 to 20, and all but the last one give a gold coin. The last one gives a blue coin.

That should be enough, but if it's not, there's another beehive by the hot spring and plenty more besides. I don't recommend the beehive by the hot spring, though, because you can fall off the edge pretty easily.

Once you get your hundredth coin, the shine shows up above the Pianta plant's fist.

17. Pianta Village Blue Coins

This will take more than a few trips. You can get most in all episodes, but you need to eventually explore episodes 3, 5, 6 & 8.

#1, 2, 3, 4, 5, 6, 7 & 8 Piantas in need

You can only get these in episode 6.

Wash off all 10 villagers like normal, then talk to the 8 adult villagers you washed off for a blue coin each.

#9 M on a wall behind you

When you start the level, turn around and look at the wall behind you to find an M. Wash it off for a blue coin.

#10 M in the underside

I have finally broken free of the spell of 'M on a' that I have cast upon myself. Jump down to the underside from the level start, then jump and hover to the next mushroom, then to the next and so on until you get to the grating. Cling onto the the side of it, then flip, then climb up to get on top of the grating. Turn left and hover to some grating in the distance, then look at the ceiling to find an M. Wash it off for a blue coin.

#11 The sign

You can only get this in episodes 2, 4, 6 & 8.

When you cross the bridge, there's a sign next to the fence that reads:

Pianta Hot Spring

---OPEN--

Refresh body
and spirit
with a dip!

Ignore the text and spray the sign to make a blue coin pop out of it.

#12 Giant leaves on a giant tree

From the start, cross the bridge and turn left to get to a giant tree (it's before the tall grass). Walk up it to the top, then walk along the left leaf. Near the end of this giant leaf is a platform with a blue coin on it.

#13 In tall grass

From the start, cross the bridge and turn left. Keep going past the giant tree to get to an area with tall grass. No wild Pokemon will come out, but there is a blue coin next to the tree.

#14 Yoshi and the bees (1)

You can only get this in episode 5.

They were in Bianco, they were in Gelato, and now, the bees return! Get Yoshi the fruit he wants from the fruit tree to hatch him, then look up. There's a beehive hanging from a pole above you. Spray the beehive enough to make it crash and fall. The bees do not particularly like this, but Yoshi likes the bees. Eat all 20 bees that appear for a blue coin.

#15 Yoshi and the bees (2)

You can only get this in episode 5.

This is the same as 14 except that there are 30 bees and the location is different. This time, the beehive is hanging from the giant tree closest to the hot spring. Once again, spray the hive until it falls down, and once again, eat every last bee for a blue coin. You should probably lure the bees away from the edge of the level before feasting.

#16 Blue butterflies

You can only get this in episode 5.

Hatch Yoshi and take him to the fruit tree, then use a spin jump to get on top of the mushroom next to the fruit tree. Here you can see a bunch of blue butterflies. Eat them all for a blue coin.

#17 M on a building

There's a building thing in the right-middle grass patch of the half of the village farthest from the hot spring, and on the side of it facing the level start is an M. Wash it off for a blue coin.

#18 Another M on another building

If it is a building... I'm not so sure. Anyways, the M is on the wall of the platform the fruit tree is on. The exact wall of it is the one facing the level start. Wash off the M for a blue coin.

#19 Spraying the moon

You can only get this in episodes 1, 3, 5 & 7.

Get on top of the golden mushroom with a backflip and a hover, then go into first person with Y and look at the moon. Spray it for a few seconds for a blue coin.

#20 M with FLUDD on it

You can only get this in episode 3.

Contrary to your possible hopes, you still need to get FLUDD in episode 3 no matter how many times you do it. Do so, then wash off the M right under where FLUDD was (and presumably where you are) for a blue coin.

#21 An M covered in goop

You can only get this in episode 3.

Unfortunately for you impatient ones, you still need to get FLUDD back every time you do episode 3. Get FLUDD however you feel like, then wash off the goop near the village entrance until you see/hear the 'you're attacking something' image/sound. Keep spraying that for a minute, it's an M. You get your blue coin quite fast.

#22 Pianta on fire

You can only get this in episode 3.

Get FLUDD, then go to the side of the river closer to the level start to find a Pianta running around. This is understandable, as his backpack is on fire. I'd take it off, but that's just me. Anyways, spray him until his fire is gone and then talk to him to get a blue coin.

#23 The end of the stream

A stream comes out of the pond, and at the end of it, day or night, is a blue coin.

#24 Bridge across the stream

A stream comes out of the pond, and there are two small bridges going across it. Day or night, there's a blue coin beneath the small bridge closer to the edge of the level.

#25 A waterfall tree

How does the water get into the spring and yet still keep falling off the level, you probably don't ask? The answer is, an infinite supply of water comes out of a hole in the center tree (at night only, of course). Night or day, water said hole to make a blue coin come out of it and land in the spring.

#26 Injuring a Pianta's nose

You can only get this in episodes 1, 3, 5 & 7.

Behind the hot spring is a Pianta-shaped plant (it looks more like stone). During the day, water comes out of its nostrils to fill the hot spring. At night, however, you can ground pound its nose to make 9 coins and 1 blue coin pop out.

#27 The top of a giant tree

There's a giant tree next to the hot spring, and if you walk all the way to the top of it, you get a blue coin.

#28 Blue bird

You can only get this in episode 8.

From a high place, jump and hover to one of the platforms coming out of the center tree, then backflip and hover to the next, then to the next and so on until you come to one with a Rocket Nozzle on it. Ignore this and look for a blue bird flying around near here. Spray it until it turns into a blue coin.

#29 Triangle (1)

There's a triangle on the side wall of the hot spring area. Wash it off to make a blue coin come out of a wall near the corner of the village farthest and to the right of the level start. Spray water ahead of you, dive in, slide, jump out at the turn, repeat at the straight and then jump out and turn to the blue coin.

#30 Triangle (2)

This uses the same method and is in the same location as 29, just reverse. Be careful or you could zoom right past the blue coin while you're sliding.

18. Delfino Plaza Shines

SHINE IN THE SAND
Requirements: Nothing

Spray the sand in front of the lighthouse until you hear/see the attacking noise/red thing. It could take a while to find, but it's there. Once you do find it, keep spraying there for about a second or so to complete a picture of a Shine Sprite. A shine comes out of the picture and appears above an island near the lighthouse; use backflips and hovers to get to it.

It's easy to tell if you have this shine, because you can only get it once. In other words, once you finish the picture it will always be there.

SLIDING BONUS LEVEL

Requirements: Nothing

To the right of the lighthouse is a series of small but tall islands in the ocean. Backflip and hover to get onto one, then look for one with a pipe on it. Use jumps and hovers to get to it, then jump in the pipe to be warped to a bonus stage.

You lose two health in my strategy, but it really doesn't matter. The level is a giant slide. Hold forward going down it, and when you get to the turn, jump. Try to land back on the slide (or die, that's always an option). At the next part where there's a gap in the middle, jump again. You can now land on the platform with the shine! That was probably the second-easiest bonus stage.

SW BELL TOWER

Requirements: None, Rocket Nozzle helps a bit

In the SW and SE corners of town (press Z to check your map, then press A on DELFINO PLAZA), there is a very tall bell tower, and both bells are dirty. The SE one needs the Rocket Nozzle, but the SW doesn't.

To get on the same level as the bell (so you can clean it), either rocket up with the Rocket Nozzle, or look for a building with a tower nearby. The tower, very conveniently, has two levels you can stand on. Backflip onto one, then to the top, then jump and hover over to the bell.

Now you just have to clean it. Just spray any part of the bell you want. It'll take a long time, but once it finally is clean the shine appears... below you. Jump down from there, use the green, bouncy awning to get on the roof right of the boathouse, then ground pound the manhole cover here to get in the sewers. Follow the path to the bell tower and jump at the end to get the shine.

GOLDEN BIRD

Requirements: ???

It's available early on, but I couldn't find it at the start of the game, and I haven't checked when you first can. Most guides don't list requirements for this shine, so I couldn't check them with another walkthrough. Because I'm sure you care so much, sorry.

There's an island off in the ocean; there are two, but I mean the one in the SE corner. Swim all the way over to it from the beach and look for a golden bird flying around. Once you find it, spray it until it turns into a shine, which, for your inconvenience, will appear on one of the tall islands near the

lighthouse. Swim all the way back and then use backflips and hovers to get the shine.

THE TOWN CHUCKSTER

Requirements: Get your second shine or exit a level after getting your first

First, get a coin. Any coin will do. You can get a coin from one of the big boxes (on a rooftop, at the central docks), you can get a coin from spraying a green bird, you can get many coins from the sewers, you can get a coin from spraying... just about anything.

Now that that's done, go to the Crate Guy's place. If you don't know where that is, it's in the small NW area. Now, use one of the bouncy white umbrellas to get on the roof of the building. Up here is a chuckster. Face him straight on, then talk to him and say yes to be flung into a building with the shine. Don't do this unless you want the shine, though, because there's no normal way out of there...

EDIT: You CAN get out of there! He throws you in through a window quite a bit above the shine and then you fall down to the bottom of the room. You can just barely spin jump into the wall of the top part of the room, wall jump and hover to the open window and make your triumphant escape. Of course, it's probably faster just to get the shine, but it gives a nice feeling of accomplishment.

CRATE GUY'S FIRST CHALLENGE

Requirements: Get your second shine or exit a level after getting your first

In the NW corner of town is a building with an open door. If you go in, you will find the Crate Guy, along with 9 crates. Talk to him and say yes to get half a minute to ground pound all the crates. This is easy.

Once the shine shows up, don't leave the building or it will disappear! It's not a big deal, you just have to do it over again, but still...

CRATE GUY'S SECOND CHALLENGE

Requirements: Get above shine

Return to Crate Guy's building to find that he now has 10 crates in 4 stacks. Talk to him and say yes to get the 30 second time limit again, then use ground pounds on all the crates for an easy win. You can just backflip to the top of the stacks. Break them all for a shine!

Again, don't leave the building once the shine shows up or you have to do the whole thing over.

PACHINKO MACHINE

Requirements: The fruit freighter needs to be moving

Go to the central docks, and look at the ceiling of the archway that's where the water becomes the sea. There's a spot under the ceiling that has a coin, and above that is a hole in the ceiling. Wait for a boat to come near you, jump on it, then jump in the hole in the ceiling to be warped to the second-

hardest... and second-WORST bonus stage. Just because there's a worse one, don't overestimate the quality of this...

The level is mostly cased in glass. You go into the doorway, turn right and get sprung (through 3 red coins) to a spot. Which spot depends on how you came in. If you land on something, you (get a red coin and) can go through a doorway and down a slide back to the start, making a strange maze. However, if you fall, you slide helplessly into a bottomless pit...

1, 2, 3, 4, 5 & 6. Jump into the middle of the spring to be launched through three red coins and onto a nail near two of the doorways, and sort of near a third. You can use your hover to get to the third. Pick one, fall into the red coin, then repeat the process twice to get a total of 6 red coins.

7. Here's a neat trick: once you slide down the slide, ignore the spring and walk up the slide. As long as you keep walking the up where it's going down, you don't slide. Hovering is mostly useless, but it can take you up slopes, and there's a red coin in a doorway that's on level with the slide. Walk up to it and hover up the doorway to it.

8. Sadly, you can't do this for the last coin. However, you can use a ground pound on the spring to make your position more precise. Pound the middle of the spring to be launched onto a nail around the bottom-middle of the area. Hover left and drop to the final red coin.

The shine is sort of like a ninth red coin, as it's also a bit annoying to get. Pound the middle of the spring to be launched onto a nail right above the shine; drop into it.

Oh yes, you can wall jump against the wall and the glass while you're inside the thing. I just discovered that a minute ago and it really helps a lot, since you can control the direction of wall jumps to a small extent.

YOSHI'S BOAT & FRUIT ADVENTURE

Requirements: Yoshi

Once you do this, you're going to miss episode 8 of Ricco Harbor and the pachinko machine and such wonderful things. Hatch Yoshi and take him to the central docks. Wait for a boat to come, then jump on. Always jump on boats with Yoshi's normal jump, as you're less likely to lose Yoshi and have to start the whole thing over...

Wait (im)patiently for the boat to get near the NW island, then jump onto the island. This island has a single coconut tree, which you should use to make sure that Yoshi doesn't starve and disappear, making you have to start the whole thing over. After a very, very long time, a boat will come from the direction of a platform in front of the Grand Pianta Statue. Make sure you get on THIS boat and not the one coming from the central docks.

At least you're moving now. Eventually, the boat will come to a platform with a banana on it. Flutter jump onto the platform, eat the banana, then get on the boat coming in from the SE island. It should be coming in around the same time as when you get to the platform, so be fast or slow. The boat will eventually take you to the SE island, which has a pipe on it. However, there is yellow spongy goop covering the pipe. Have Yoshi spray it, then jump in to be warped to a bonus stage.

Indeed, just getting to the pipe should be enough for a shine, but instead the

pipe takes you to the most brutal and life-taking bonus stage in the game. You start on a safe spot, with a long, long river ahead of you. As a small side note, the river is a river of death and kills you on touch. You have to get on the lily pad and push it with FLUDD. Getting to the other side of this should, again, be enough for a shine, but there are also 8 red coins on the river.

1 & 2. Spray a tiny bit in the direction the safe spot is. The red coins are straight ahead.

3 & 4. This one's a little to the left. Spray right a little to get to it. Don't spray any more for a (hopefully) clear path into the fourth red coin.

5. Now the steering gets tricky. Following the current, the next red coin is straight ahead, but you get pushed left. Spray left a little to push right into the red coin.

6. There's a 1-up ahead. Getting that's too hard, but spray right to push left anyway. You should bump the left wall one or two times; push right (spray left) into the next red coin.

7. The next one is problematic. It's a bit to the right, which is fine, but it's at jump height. Hopefully you'll be fairly slow now. Once you get near under it, backflip for it and then hover over to the edge.

8. Follow the edge to the safe spot, which you can backflip to. Backflip for the eighth red coin.

The shine appears next to you. Now for some strange things about this bonus stage...

- Don't go into the pipe at the end. If you make it to the end without all 8, commit suicide or do one of the below things. The pipe leads out of the level whether you get a shine or not.

- You can walk along the rim of the whole stage, and, if you're stubborn, return to the beginning of the stage after you get to the end to find a new lilypad. You can also get the red coins by hovering across the water, but that's harder than the normal method.

- At the end of the stage is a waterfall. If you fall off the stage and hover into the waterfall so you're between the top and bottom of it, you can hover into the water without dying in any way. This glitch lets you walk underwater and jump-out-of-a-dive for surface-level red coins, along with the 1-up. You can then do a light jump into a wall and wall jump to get out of the water, making for a fairly effective strategy as long as you get coin 7 without it. It is, however, a bit hard to hover into the waterfall.

SW BUILDING

Requirements: Turbo Nozzle

The most southwestern building has doors that you can break with the Turbo Nozzle. Retrieve your nozzle from Bianco Square, then face the doors (they're the brown and green ones) and charge in with turbo to get a shine. Rocket can be a verb, but turbo can't. It's getting annoying.

STRANGE POLICE STATION

Requirements: Turbo Nozzle

The police station, which is near the lighthouse, also has doors you can break with the Turbo Nozzle. Get said nozzle, then turbo (I hope that works) into the doors to be warped to a bonus stage. This may just be the easiest bonus stage.

Switch to the Turbo Nozzle, then hold R. Keep going, just jump a tiny bit before all the gaps. Halfway through you get a water refill, and the last platform has the shine. Make sure you stop holding R on that platform, or you'll die.

SE BELL TOWER

Requirements: Rocket Nozzle

Get the Rocket Nozzle from Bianco Square, then head to the SE bell tower. Rocket up to the place where you can stand next to the bell (you can do this from the rooftops below) and clean the bell. This could take a while, but once the bell is clean, a shine appears... way above you.

Charge your rocket and jump backwards off the tower at the last second, then hold forward when you rocket. This can get you to the top of the bell tower. Now just rocket from below the shine to get it.

LIGHTHOUSE'S COMET STONE

Requirements: Rocket Nozzle

Get the Rocket Nozzle from Bianco Square and go to the base of the lighthouse. Rocket up to the near-top of it, then backflip to the very top of it. There's a stone up here that has a picture of a comet on it. Rocket up and, at the peak of your jump, ground pound to do a flaming ground pound into the comet stone. Doing this breaks the stone and a shine appears high above you; rocket into it.

CLEANING THE SHINE GATE

Requirements: Rocket Nozzle

Get the Rocket Nozzle from Bianco Square, then get on top of the Shine Gate like you would if you were going to Pianta Village. Now, get on the center of the gate and walk off the edge of the gate that's facing Sirena Beach. You should grab onto the edge. Press B and don't do anything to land on a place you can stand next to the giant Shine Sprite statue.

Now, clean it. It could take a while, but the spinning of the giant shine will help hypnotize you during this time. Once every piece of goop is gone, a shine appears high above the Shine Gate. Use the Rocket Nozzle to get back on the Shine Gate, then get under the shadow of the real shine. Rocket for the shine.

SEARCH FOR THE RED BIRD OF HAPPINESS

Requirements: Rocket Nozzle... technically you don't need it, but really, use it

Get the Rocket Nozzle from Bianco Square and go to the cannon, then look for a tree growing out of the wall (the part of the wall with nothing but ocean near

it). Jump in the ocean, get under the tree, charge your rocket, jump at the last second and rocket straight up to get on the tree. Use spin jumps or rocketing to get from treetop to treetop and finally to a ledge with a pipe on it. Go in to enter a bonus stage that threatens to take the title of strangest bonus stage from the chuckster stage.

The entire level is full of tall grass, which you can basically see through if you angle the camera to be above your head, and there are 8 red coins scattered about the level.

1. This bonus stage actually has two characters, both of them possibly stranger than the chucksters. One of them is a yellow Pianta, and his backpack is on fire. Spray him until the fire goes out, then talk to him for a red coin as a reward. If you talk to him again, he swears never to hide anything again, which makes you wonder why. Did the red coin set him on fire or something?

2 & 3. There are two single-segmented blue Pokeys in this level, both of which give a red coin when defeated. One is in a corner of the stage, one is not. To beat one, spray it from a distance and then jump onto it or slide into it.

4 & 5. There are also two single-segmented Pokeys in this level, and both of them also give a red coin. Once again, one is in a corner and one is not. Defeat them by sliding into them or jumping on them, don't risk spraying them. They might get pushed off the level...

6. This is on a brown block that's not next to the other brown blocks. Backflip on the block, then jump for the coin.

7. There are some pits in this level. Most of them are tiny, but one near the edge has a watermelon block in half of it. Fall down this pit to find a red coin. To get out, wall jump out.

8. As I said before, there are two characters in this level. The second of the two wears glasses and a white hat and says that he's 'been searching for the red bird of happiness for' 'some 38 years now'. That's rather sad. Now, the red bird of happiness is actually a red bird, which is actually a red coin in disguise. You can find it flying around near the four trees and the three block-archway things, and occasionally perches on one of the said block things. Spray it enough to turn it into a red coin.

The shine shows up on the tallest block-archway thing.

RED COINS AT THE AIRSTRIP

Requirements: You need to have entered Corona Mountain at least once

This shine actually counts towards the shine total for Delfino Airstrip, since that's where you get it.

Once the flood is gone, there's a boat at the docks that the boathouse is on. Next to the boat are three Piantas. The brown male Pianta and the female Pianta should be ignored, but the third is the boat captain from Delfino Airstrip that you probably don't remember. Talk to him. He'll take you to Delfino Airstrip if you give him 10 coins, which you can find easily enough in the sewers. Get your 10 coins and say yes to go to the airstrip. Here, get the Turbo Nozzle and then ground pound the red switch to make 8 red coins and a time limit of 2 minutes.

1. Turbo boost through the coin trail here (on land) and through the double doors to run right through a coin in the building. Keep holding R to turbo out

the other end of the building.

2 & 3. By the way, keep holding R until you get all 8 (unless you missed coin 1). Anyway, keep going straight and into the ocean. Follow the coin trail and jump over the two boats that are in the middle of the coin trail. There's a red coin above each boat, you should get each mid-jump.

4. This is still in the coin trail, near two fish.

5. When you get to the floating green and yellow things, the trail zigzags. Keep right for the red coin.

6. The coin trail keeps going under the bridge near the boat you came here from, complete with a red coin.

7 & 8. Keep following the coin trail past the boat and eventually back onto land. Jump at the step and go through the very long straight of the coin trail; there are two red coins in it.

The shine appears above the giant shine (with no eyes) painting on the airstrip.

100 COINS AT DELFINO PLAZA

Requirements: Varies, but you need to have entered Corona Mountain at least once if you want to go to the airstrip

It's quite convenient to get this right after the previous shine, as you'll come out of that with a lot of coins. Indeed, you can get 100 coins at the airstrip alone from following the coin path and swimming a bit. That's the easiest way. If you come a bit short, the coins stay in your pocket after getting a Delfino Plaza shine, allowing you to get up to 999 coins here! But anyways, I feel obligated to do this without doing that or going to the airstrip (you should go there, though).

Oh yeah, and the shine shows up above the water tank if you get your hundredth coin at the airstrip.

-27: These are in the main section of the sewers. Ground pound the manhole cover closest to the boathouse that is NOT on a rooftop, and turn up (left from Mario's perspective) to go into a coin trail of 9 and into a square area that has 1 coin with 8 around it. There's a duplicate square area from turning up (left from Mario's perspective) again, and the same direction of turn takes you to a blue coin from there.

-37: Go back out the same manhole cover you came, then go on the roof that has a manhole cover on it that's near the boathouse and look for a large crate. Ground pound it for 1 coin, then pound said manhole cover to go in the sewers again. Walk in the direction of the cannon for 9 more coins. Come out the manhole cover (I'm getting tired of typing manhole cover) close to the cannon.

-55: Jump and hover over to the platform between the boathouse docks and the cannon area and ground pound the manhole cover here to get in a different section of the sewers. It's small, but explore it thoroughly for 1 blue coin and 18 coins.

-83: I am not done with these sewers yet! Go to the area outside Corona Mountain to find another manhole cover. Pound it and follow the path for 10 coins, then take the turn to find two more square rooms that have 9 coins each

in them. Even further past these rooms is a blue coin.

-91: I can't get 100 coins just in the sewers, but I can come close! Go to the beach, there's a manhole cover hidden under the sand. You can just ground pound at random, or you can find it by spraying the sand. It's near the white umbrella closer to the lighthouse. Anyway, it leads to a room with 8 coins and a 1-up.

-94: Alright, I'm done in the sewers. Go to the police station area and look for 5 wanted posters showing Shadow Mario. Spray the 3 that aren't in the dark for a coin each.

-97: There are 3 more Shadow Mario wanted posters (spray them for a coin each) if you turn right from the archway fork in the NW area (coming from the cannon area).

-98: There's an open window on the wall of a building that's under the archway of the police station area. Spray it for a coin.

-100: On the wall of a building in the SE corner of town is another Shadow Mario wanted poster. Spray it for a coin, then look for something else peculiar hanging from another building in this corner. It appears to be a sign with a red smiley face on it that says 'BENVENUTO!'. Spray it for another coin.

Some of those coins were a bit obscure, so here are some other tips. Spray any Shadow Mario wanted posters you see, spray any of those crazy red smiley faces you see, spray any open windows you see, ground pound that one big crate (there are two, but I mentioned one already), green birds turn into gold coins if you spray them enough, and those spinny things on the rooftops give a coin if you spray them.

The shine appears on the platform in the sea in front of the Grand Pianta Statue, which you can get to from one of the two boats that go near it or with the Rocket Nozzle.

19. Delfino Plaza Blue Coins

This will include the 19 blue coins in Delfino Plaza and the 1 blue coin at Delfino Airstrip. It won't include the final 10 at Corona Mountain.

#1 A locked up blue coin
Requirements: None

The building in the SE corner of town, judging by the grayness inside and the barred windows, is probably a jail. There is, however, an open square on the backside of the building (I guess they had the fact that Piantas can't swim in mind) that you can hover into, thus letting you into the jail. You'll find a blue coin in here, which makes you wonder what it did to get in there.

#2 In the sewers (1)
Requirements: None

This blue coin is at a dead end of the sewer tunnels that's under the water of the central docks. This is connected to the sewer areas you can get to the easiest from the manhole cover...
in front of the Grand Pianta Statue.
between western and central docks.
at the marketplace.

There are other connected manhole covers, but those are closest.

#3 In the sewers (2)

Requirements: None

This blue coin is also at a dead end in the sewer tunnels. This dead end is under the area you can get to Corona Mountain from (the area that makes the waterfall that eventually goes into the ocean), and the closest manhole covers are...

at the central docks, near the path to the police station area.
outside the Crate Guy's building.
at the area where you can go into Corona Mountain.

Again, those are just the closest connected manhole covers. The turn into the area with the blue coin goes right past the Shine Gate, if it helps.

#4 In the sewers (3)

Requirements: None

This is, once again, at a dead end in the sewers. However, it's in a section you can only get into from the manhole covers on the NW island and on the tiny area between the western docks and the cannon area.

To get to the blue coin from the small area between the western docks and the cannon area, turn (from Mario's perspective) left, right to the blue coin. From the island, turn right, right to the blue coin.

#5 M blocked by a crate (1)

Requirements: None as far as I know

Get onto the actual dock part of the central docks and look for a large crate. Ground pound it to reveal an M, which you can wash off for a blue coin.

#6 M blocked by a crate (2)

Requirements: None as far as I know

Get onto the rooftops in front of the boathouse that have a green awning attached to them to find another large crate. Ground pound it to reveal another M, which you can wash off for another blue coin.

#7 M on the side of a tower

Requirements: None as far as I know

Get onto the most northwestern collection of buildings and look at the side of the closest tower building to see an M. Move closer to it, then wash it off for a blue coin.

#8 Blue bird (1)

Requirements: None

Get onto the rooftop right of (facing Bianco Square) the one with the pipe that's either plugged by a big pineapple or that leads to Sirena Beach,

depending on how far you are. Now, look for a blue bird flying around and spray it until it turns into a blue coin. When it falls to the ground, go get it.

#9 Blue bird (2)

Requirements: None

Get onto the NW building (Crate Guy's) and look for a blue bird flying around. Spray it until it turns into a blue coin, which will fall to earth. Grab it!

#10 X (1)

Requirements: Defeat the goopy Piranha Plant at Bianco Square

On the side of the Grand Pianta statue is an X. Wash it off to make a blue coin appear to the left of the boathouse, on the W docks. You don't have to, since this is so early they made it easy, but you can spray some water ahead of you and slide through it until the turn to get to the blue coin faster.

#11 X (2)

Requirements: Defeat the goopy Piranha Plant at Bianco Square

This is the same as its counterpart, just reverse. In other words, spray the X to the left of the boathouse (it's painted on a building) and run over to the blue coin that comes out of the Grand Pianta Statue.

#12 Three coconuts

Requirements: After getting your first shine, get another or exit a level

Swim to the NW island to find that it has a coconut tree, a female Pianta, a basket and a manhole cover on it. You can ignore the manhole cover, but the other three are of interest. Talk to the Pianta to learn that she wants three coconuts. Spray the coconuts from the coconut tree until one doesn't fall into the ocean, then grab it, stand on the rim of the basket, face the hole in the basket and press B to drop it in. Repeat twice to make her all happy, then talk to her for a blue coin.

#13 Three bananas

Requirements: After getting your first shine, get another or exit a level

From Bianco Square (the area with the Grand Pianta Statue), go up the slope leading to the central docks to find another female Pianta next to a basket. Talk to her to find that she's craving three bananas. Once you find a banana, stand on the rim of the basket, face the hole and press B to drop it in. Repeat twice and talk to her for a blue coin. A good spot to find bananas is... at the banana stall of the marketplace.

#14 Three pineapples

Requirements: After getting your first shine, get another or exit a level

To the right of the Shine Gate is another lady who wants fruit; pineapples. However, her basket is a bit high up. Get your pineapple from the pear/pineapple stand of the marketplace or wherever you feel like, then bring it to the basket. To get the fruit up to the basket, either throw it, bounce off her head three times, triple jump, spin jump or backflip and triangle jump. I recommend the spin jump off her head. Once it's in the basket, repeat twice and talk to her for a blue coin.

#15 Three durians

Requirements: After getting your first shine, get another or exit a level

To the left of the Shine Gate is another Pianta (talk to her) who wants more

fruit, and she's next to a sideways basket. The fruit she wants are durians. The ones you can't carry. The ones you have to kick. And there's a problem with that... the only durians in town are across the water.

Sometimes there's a glitch where the durians are way too bouncy and pop up above your head if you so much as tiptoe into one. If this happens, enter and exit a level. It worked for me.

Anyways, the durian you kick over to that sideways basket shouldn't be from the coconut/durian stall in the marketplace. It should be from under a green awning near the boathouse, as the two durians there are right across the river.

As for actually getting the durian over, kick it to the right, then close to the edge of the river, then position yourself so you're facing the area across the river and dive into the durian to send it flying over there. After that, kick it over to the ramp. Here, you can kick it up many times up to the top or riskily dive into it again, sending it to the top of the ramp, or (hopefully not) into the water. Once it's at the top of the ramp, kick it into the basket. Repeat twice and talk to the Pianta for a blue coin.

#16 Flaming Pianta

Requirements: 6 Shine Sprites

After you get your sixth shine, the Pianta with the mushroom backpack will be running around the beach on fire. If this is during the flood, though, he'll be on a roof near the boathouse. Similarly, he'll be near the police station after the flood. Wherever he is, spray him until his fire is put out and talk to him to get a blue coin.

#17 Spongy yellow goop (1)

Requirements: Yoshi

Get Yoshi the fruit he wants to hatch him, then take him to the roof of the police station, so you're behind it's tower. On the tower is some spongy yellow goop; spray it with Yoshi's... well, you know... to get rid of it and reveal a hole in the wall with a blue coin in it.

#18 Spongy yellow goop (2)

Requirements: Yoshi

On the side and near the top of the tower that the M in 7 was on is some more yellow spongy goop. Get Yoshi the fruit he wants to hatch him, then take him to a roof near said tower and spray the goop to reveal a hole in the wall with a blue coin in it. There's a very thin walkway going around the tower that leads to the hole.

#19 Double doors of an island

Requirements: Turbo Nozzle

To the right of the lighthouse is a series of small but tall islands. The second-widest of them, you may or may not have noticed, has double doors built into it. I don't know how they managed that, but turbo boost into them for a blue coin.

#20 Delfino Airstrip's ice cube

Requirements: You need to have entered Corona Mountain at least once

Get 10 coins from the sewers or somewhere, then talk to the boat captain at the western docks and say yes to be taken to Delfino Airstrip. Get the Turbo Nozzle here, then turbo boost through the building's double doors, then stop that

speediness and examine the inside of the building to find a blue coin encased in an ice cube. Spray the cube until it melts, then grab the coin.

20. Corona Mountain Blue Coins

#1 The standard route

Corona Mountain is the inside of a volcano, the platforms consisting of a few safe spots, platforms that shoot out spikes, and flaming platforms. It also has flaming Cheep Cheeps, which is odd. Anyways, there's a blue coin on the third safe spot (you start on the first).

To get by the spiked platforms, wait until the spikes go away before standing on them. The spikes barely sticking out means they're about to make a fatal poke, but they won't actually hurt then. For the flaming platforms, just hover over them until you put out the flame. The flame reappears eventually, though.

#2, 3, 4, 5, 6, 7, 8, 9 & 10 Expert boating

Make your way to the wooden boat in the lava (huh) and ride it to the rim of the large safe spot. This is very hard, as the boat will turn if you spray at even a slight angle. But it won't seem so bad once you realize how to get the next 9 blue coins.

There are 5 blue coins between the large safe spot and the pillars, and 4 blue coins between the pillars and the wall. You'll probably have to hone your boating skills more than just using my advice, but...

- To turn, spray the opposite direction you want to turn, and do it from the front half of the boat. In fact, always stay on the front half of the boat.
- Your boat is large. Be conscious of the whole boat.
- Make sure your speed is almost nothing. Lightly tap R once, check to steer, lightly tap it again, so on.
- You can go semi-backwards if you spray forward. This is risky, though.
- Lastly, if your boat dies and you don't, or if you're scared and you only have one blue coin left, and you think you can make it, jump and hover for a blue coin. Yes, commit suicide for your precious blue coins.

21. Corona Mountain Shine

You only get one shine in this level, and that's for beating the game and the final boss...

THE FINAL CHALLENGE

There are platforms with retracting spikes and platforms on fire in this level, with just 6 safe spots.

The spike platforms have three phases that are sort of like a traffic light. If you're on it while there's no spikes, you're fine. If you're on it while you can see some pikes popping out, you should not get on it, but you won't die; just get off. If the spikes are fully out when you jump on the platform, it will be a fatal poke, and the last poke Mario will receive. Well, not really, he has extra lives.

The flaming platforms are simpler. Simply spray them to temporarily put out the flame, which means that as long as you have some hover left, it's fine to go above them. Just hover above them to put out the flame and then drop down.

Get across the first spike platform, then the first flaming platform, then to a safe spot with a 1-up. As long as you don't suck so much you can't get here, that means infinite lives. Get past the next two platforms to a safe spot with a blue coin, then navigate the maze of spiked/flaming platforms to a large safe spot.

Fill up your water here with the sprinklers, then ground pound the crate for a 1-up. Get on the boat and use it to get through the lava river and all the way to the final, large, circular safe spot. For boat pointers, check the section for the last 9 blue coins.

Get the Rocket Nozzle here and save (not that saving helps much here), then rocket up to a cloud. Rocket from cloud to cloud until you go through a dark and stormy cloud, which will warp you to a cutscene where Bowser, Bowser Jr. and Princess Peach are in a hot tub where the water is made of some sort of green stuff.

FINAL BOSS

In this fight, you fight Bowser and Bowser Jr., but you can only attack the platform itself. I'm getting ahead of myself, though. Bowser Jr. will just send Bullet Bills at you, which you can spray to get rid of. The blue ones give 1-ups if you spray them. Also, jumping/falling into the hot tub does one damage and then sends you back to the platform.

Bowser himself is slightly more of a threat. If you're on the rim of the hot tub, he'll use flame breath, usually going the same direction as you. If so, run away. If not, run away. If you're on one of the five parts of the tub sticking out with a picture of a comet, he'll tilt the tub. If the wave of green water hits you, you act like you fell in the tub.

Now for attack. As I said before, there are five parts of the tub sticking out of the rim, each with a picture of a comet on it. Get on a comet picture, charge and rocket up, then ground pound at the peak of your jump to do a flaming ground pound into the section. This makes the section, which you are on, fall into oblivion. Jump up and towards the rim of the hot tub, because you must recover.

A note: don't fall into oblivion yourself. Anyhow, repeat the process of the

flaming ground pound on the four remaining sections to win. The credits end with... oh, like I'm going to say. Well, I am, but not in the walkthrough. Look at the text guide instead. Anyhow, the reward for 100% is...

MAJOR SPOILERS OF THE HIGHEST PROPORTIONS

a picture of a lot of characters. How excellent. I actually like the normal picture better, which is of Il Piantissimo finding the Shadow Mario paintbrush.

22. Checklist

I'm too lazy to make a blue coin checklist, but I will make a shine checklist.

DELFINO AIRSTRIP

The First Shine []
Red Coins at the Airstrip []

DELFINO PLAZA

Blue Coins [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] []

Shine in the Sand []
Sliding Bonus Level []
SW Bell Tower []
Golden Bird []
The Town Chuckster []
Crate Guy's First Challenge []
Crate Guy's Second Challenge []
Pachinko Machine []
Yoshi's Boat & Fruit Adventure []
SW Building []
Strange Police Station []
SE Bell Tower []
Lighthouse's Comet Stone []
Cleaning the Shine Gate []
Search for the Red Bird of Happiness []

100 Coins at Delfino Plaza []

BIANCO HILLS

Road to the Big Windmill []
Down with Petey Piranha! []
The Hillside Cave Secret []
Red Coins of Windmill Village []
Petey Piranha Strikes Back []
The Secret of the Dirty Lake []

Shadow Mario on the Loose []
The Red Coins of the Lake []

The Hillside Cave's Red Coins []
The Dirty Lake's Red Coins []

100 Coins at Bianco Hills []

RICCO HARBOR

Gooper Blooper Breaks Out []
Blooper Surfing Safari []
The Caged Shine Sprite []
The Secret of Ricco Tower []
Gooper Blooper Returns []
Red Coins on the Water []
Shadow Mario Revisited []
Yoshi's Fruit Adventure []

Blooper Surfing Time Test []
Ricco Tower's Red Coins []

100 Coins at Ricco Harbor []

GELATO BEACH

Dune Bud Sand Castle Secret []
Mirror Madness! Tilt, Slam, Bam! []
Wiggler Ahoy! Full Steam Ahead! []
The Sand Bird is Born []
Il Piantissimo's Sand Sprint []
Red Coins in the Coral Reef []
It's Shadow Mario! After Him! []
The Watermelon Festival []

Stairway to a Shine []
Dune Bud Sand Castle Red Coins []

100 Coins at Gelato Beach []

PINNA PARK

Mecha-Bowser Appears! []
The Beach Cannon's Secret []
Red Coins of the Pirate Ships []
The Wilted Sunflowers []
The Runaway Ferris Wheel []
The Yoshi-Go-Round's Secret []
Shadow Mario in the Park []
Roller Coaster Balloons []

The Beach Cannon's Red Coins []
The Yoshi-Go-Round's Red Coins []

100 Coins at Pinna Park []

SIRENA BEACH

The Manta Storm []
The Hotel Lobby's Secret []

Mysterious Hotel Delfino []
The Secret of Casino Delfino []
King Boo Down Below []
Scrubbing Sirena Beach []
Shadow Mario Checks In []
Red Coins in the Hotel []

Hotel Lobby's Secret's Red Coins []
Casino Delfino's Red Coins []

100 Coins at Sirena Beach []

NOKI BAY

Uncork the Waterfall []
The Boss of Tricky Ruins []
Red Coins in a Bottle []
Eely-Mouth's Dentist []
Il Piantissimo's Surf Swim []
The Shell's Secret []
Hold It, Shadow Mario! []
The Red Coin Fish []

The Shell's Red Coins []
Golden Bird of the Bay []

100 Coins at Noki Bay []

PIANTA VILLAGE

Chain Chomplets Unchained []
Il Piantissimo's Crazy Climb []
The Goopy Inferno []
Chain Chomp's Bath []
Secret of the Village Underside []
Piantas in Need []
Shadow Mario Runs Wild []
Fluff Festival Coin Hunt []

Washing the Sun []
The Village Underside Secret's Red Coins []

100 Coins at Pianta Village []

CORONA MOUNTAIN

The Final Challenge []

I have now satisfied the needs of the few people who use this sort of thing.

23. E-mail

Despite that the game came out in 2002, this walkthrough was originally

published in 2011. If you're having trouble with the game and it's not TOO long after 2011, you can e-mail me at pichu.plusle.minun@gmail.com although I don't guarantee I'll be able to answer.

24. Closing

In the closing, the walkthrough is closed.

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