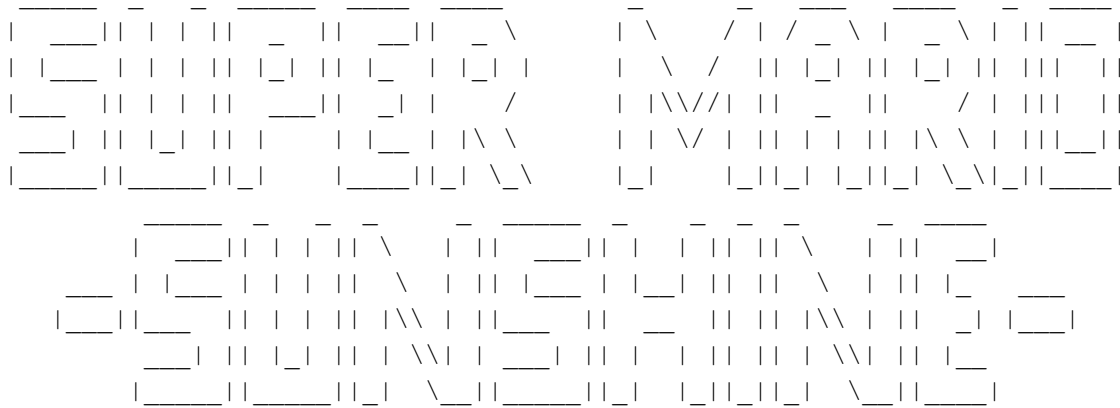


Super Mario Sunshine FAQ/Walkthrough

by CVXFREAK

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Super Mario Sunshine (US/Japanese version)
Nintendo GameCube

A FAQ/Walkthrough by cvxfreak and King Kool
Version 1.00 (Complete)

June 17, 2007

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NOTE: For Blue Coin locations, please seek other FAQs on Super Mario Sunshine. This FAQ/Walkthrough deals strictly with mission objectives.

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1. INTRODUCTION

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cvxfreak's Introduction:

We all know the name 'Mario'. If you don't, every Nintendo, wait, no, every *VIDEO GAME* fan gets to hit you with an axe five times. Super Mario Sunshine is the latest Mario game by Shigeru Miyamoto for Nintendo's newest console, the GameCube. It takes the formula of Super Mario 64 for the Nintendo 64 and adds many new features, improved graphics and a brand new storyline. It does what Super Mario World did to Super Mario Bros. 3: add more to an already great game.

Note that for now, this FAQ covers the Japanese and North American version of the game. Unlike Super Smash Bros. DX and Sonic Adventure 2: Battle, there are NO language options to switch the game between Japanese and English. When the game comes out in the U.S., I'll either rent or buy it (probably buy) and make any necessary additions or changes to the walkthrough. I don't speak Japanese, so when making a walkthrough, I have to use my own judgment on naming the item.

King Kool's Introduction:

Well, cvxfreak called me in sometime in either late November or early December, and he asked me if I would help him with finishing his FAQ. I'd never tried to write a FAQ with anyone before, so I was dipping my FAQwriting quill into uncharted territory. I helped him cover all the basic Shines that he did not cover. I hadn't done any real intense FAQ writing in a while, being at college, so this was a good challenge.

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2. FREQUENTLY ASKED QUESTIONS

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Q: Is Super Mario Sunshine just Super Mario 64 with a water pack and Shines instead of Stars?

A: Nope. Super Mario Sunshine is MUCH more than that. It takes the Super Mario 64 formula and improves on it with better, shinier and cleaner graphics and adds innovations brand new, like the water cannon, and from Super Mario World (such as riding on Yoshi).

Q: When does this game come out?

A: This game came out in Japan on July 19, 2002 and in the North America on August 26, 2002.

Q: Does this game have language options like in Super Smash Bros. DX/Melee?

A: No, the game is in full Japanese text, but the voices are still in English.

Q: Where can I get the Japanese version of this game?

A: Try www.ncsx.com or www.play-asia.com.

Q: So is Luigi in the game?

A: There are rumors that after getting all the Shines, Mario can find Waluigi holding Luigi in a cage. If Mario saves Luigi, we can play as Luigi. I cannot confirm nor deny the rumor, but Miyamoto's done some interesting things lately when it comes to gaming, so let's all hope.

Q: How many Shines are there?

A: It has been confirmed that there are 120 Shines in the game overall, the same amount of Stars as in Super Mario 64.

Q: What are Shines?

A: They are the like the Stars in Super Mario 64. What they do is that they grant light to Delfino Island. But since the watery Mario imposter took them and scattered them throughout the worlds, Mario must save them to put light back in Delfino Island.

Q: How do I recover health?

A: Simply collect coins to recover your health. Yellow Coins, Red Coins and Blue Coins recover health. Unlike Super Mario 64, you cannot use water to recover your health.

Q: What are some differences between the Japanese and U.S. versions?

A: The missions go by STORY in the Japanese version and EPISODE in the U.S. version. Gelato Beach in the U.S. version is known as Mamma Beach in the Japanese version. Noki Bay in the U.S. version is known as Mare Bay in the Japanese version.

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3. BASICS
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A. CONTROLS

Here are the controls for Super Mario Sunshine. Some of these buttons have 2 functions.

A BUTTON:
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Jump (Press A 3 times to do a Super Jump)
Swim in water while moving Control Stick

B BUTTON:
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Dive

C-Stick:
=====

Move the camera

X BUTTON:
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Change Water Pack between hose and jet pack

Y BUTTON:
=====

Zoom camera

Z BUTTON:
=====

Access Map as well as SHINE and Coin information

R BUTTON:
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Shoot water out of Water Pack

L BUTTON:
=====

Hold and move Control stick to have Mario sidestep

Control Stick:
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Move Mario

D-Pad:
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Used only to navigate the menu

B. DISPLAYS/MENUS

This section is for people playing the Japanese version with no knowledge of Japanese. Not all menu options are listed here since I'm afraid I'll do something wrong. :/

PAUSE MENU

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(This is accessed when you press start in the middle of gameplay)

First option: Continue Game

Second Option: Save Game

---First Option after Saving: Yes

---Second Option after Saving: NO

Third Option (Courses only): Return to Delfino Island

LOAD SCREEN MENU

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(This is the part at the start when Mario has to choose a block to load a save from. Once he chooses a block, he'll be presented 4 options.)

First Option: Start Game

Second Option: Copy Game**

Third Option: Delete Game**

Fourth Option: Score**

SAVE MENU (When a Shine or a Blue Coin is acquired)

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First Option: Save Game and Continue

Second Option: Save Game and Stop Playing**

Third Option: Continue without Save**

CONTINUE SCREEN

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(This screen is accessed when Mario runs out of energy)

First Option: Yes

Second Option: No

**Courtesy of www.planetgamecube.com

C. MANEUVERING

ROPES/CABLES

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Throughout levels and courses are ropes that Mario can grip on in order to get between places. When going on them, don't be afraid to jump since you'll land on the rope unless you toggle the Control Stick. Sometimes there will be an electric ball waiting to shock Mario. If you get shocked, you won't fall off. But jump to avoid it.

SWIMMING

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Nearly every level has water Mario will need to swim in. Swimming is a bit harder than it was in Super Mario 64. It's pretty difficult to dive into the water, and it's hard to know whether you'll end up jumping or not. To swim standard, just tap A and move the Control Stick. Tap A but DON'T move the Control Stick UP and Mario'll end up jumping off the water. To dive, press B and to swim underwater, keep on tapping B. Let go of B and move the Control Stick up to get back to the surface. It is

difficult to get back to the surface.

ATTACKING

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Unlike Super Mario 64, Mario cannot use his fists and feet to battle enemies (he can still pound but that is a sort of slow, inaccurate attack). The Water Cannon will be in charge of attacking. There are 2 ways to attack with it. You can use jet pack Water Pack mode, and shoot water out by jumping and pressing and holding R above an enemy. This tactic is not recommended for bosses, especially paint bosses because they can rise and hit Mario. The second tactic is just shooting water from a distance, which is recommended for bosses but the other strategy is recommended for smaller enemies.

CLIMBING

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This is pretty much self-explanatory. He can climb thick trees and poles, but he can't climb thick ones. Climbing this are crucial because Mario in some cases needs to reach higher places.

JUMPING

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If you jump from a high place, you'll lose health, so when jumping, try to use the jet pack Water Pack function to save you some pain. You can jump across short chasms, and jump on enemies as well, but when you jump on enemies be careful since you might get hurt. Jumping on enemies isn't recommended.

SPEED DASH (by Mark Andrews)

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Spray the ground in front of you with your gun, then dive onto that spot while it's still damp, continue to hold the direction you are sliding, and you will continue to pick up speed until your are going as fast as the super dash. I find this more useful than using the super dash on straight-aways since it uses much less water and you can go just as fast.

D. THE WATER CANNON

Created by Professor Elvin Gadd (who we all know and love from Luigi's Mansion), this tool is important for Mario on his journey to find his impersonator.

There are 2 functions to the Water Pack. The first, when you don't press X, is the water gun function, which you should water directly. This is recommended for defeating enemies from a distance. The other function is the jet pack function. This time Mario can use the water while in the air to clean up faster, but it is more dangerous to attack. This can help him get across big chasms.

Throughout levels are boxes which can enhance your Water Pack as long as the tank is full of water. Red boxes yield little booster packs to if you charge it, Mario can skyrocket into the air into high places. There are also blue boxes but as far as I'm aware, they only refill the tank.

To refill the tank, simply jump into a body of water tall enough and then press R. The tank will refill. Water is basically unlimited, but

try to have full tanks for bosses since if you run off to recharge them, they can get away.

4. WALKTHROUGH

A. Mario Gets Framed

- OVERVIEW:
1. Find the Water Pack.
 2. Clean up the runaway.
 3. Clean up the island.
 4. Chase the Mario imposter
 5. Jump into Story One: Bianco Hills

Watch the FMV, and then the game will tell you to go find a water pack to wash up the graffiti. Run down the runway to a man next to a sort of nozzle. Talk to the man and then the nozzle and the nozzle will speak to you. Watch the water tutorial to learn how to use the Water Pack. Return to the airplane and clean up all the paint. Aim at the different-colored center and a paint-colored piranha plant will come out. Aim the Water Pack hose at the piranha plant and spray it until it dies. When the area clears, grab your first Shine!

Watch the next FMV where Mario gets arrested and tried for the graffiti in Delfino Island. You'll resume control of Mario, where you have to clean up the island. Run forward and turn right. Run passed Princess Peach and Toad to where you have to clean up.

It's like the last battle. Run up and use the Jet Pack method by pressing X and then flying over the middle. Wash off all the paint from the islanders around. When the paint piranha plant surfaces, soak it as much as you can before it returns down. If you run out of water, head out to the ocean to refill the Water Pack. Once you soak the piranha plant enough, someone will go after Peach and capture her!

It's that watery Mario! Chase them! The Mario will leave his prints behind so soak them partially without letting them get away. When you get close enough to them, soak the Mario. You'll be running in circles for awhile so just keep soaking them. Eventually, the Mario will get knocked out, freeing Princess Peach.

Talk to Princess Peach once again and then chase the monster, who will make an "M" mark on the statue it emerged from. It'll jump through, so jump through as well onto the first world after soaking the M.

B. Delfino Plaza (The Hub)

Some of the events in Delfino Plaza happen only after acquiring a certain amount of Shines. Return to this part of the walkthrough after the preview of a level in Delfino Plaza (the Hub in the Japanese version) changes. Since people get Shines at a different pace, this section will be the deciding factor. This is the city level in the game.

1. Paint appears all over the pier, so go there, which isn't far from the Bianco Hills entrance. Hurt the piranha plant this time by aiming water in its mouth. When it dies, a new building will be revealed. Inside are a pair of bears that question you about something. If you have 10 BLUE COINS, select YES (HAI) twice to get a SHINE! There is also an M symbol. It leads to Ricco Harbor.

Thanks to "d 0 w n e r" for the tip.

2. This is gotten after getting a few Shines. On the beach of Delfino Island just a few seconds from the Bianco Hills entrance is another piranha plant you have to clean up. A Lighthouse will emerge from the paint once it's cleaned out. On the tower is another entrance to a new course. Check out the walkthrough for Gelato/Mamma Beach.

3. After collecting about 5 or so Shines, you should see some islands over by the Lighthouse. If you manage to get on all of them, you'll see a pipe on one of them. Go down into a special course, much like the slides from Super Mario 64 except much harder. Slide down, and then jump and swerve to the left when it gets bumpy. Then make a giant leap of faith all the way down to the bottom, and when Mario's shadow hits the bottom press L and A to pound the ground. Run over to the SHINE to win it!

4. Later in the game, around the island between Bianco Hills and Mamma Beach is a man who is burning up... literally. Soak him with water (you'll be on a goose chase for a while) but once he's extinguished, he'll reward you with a Blue Coin.

5. Go to the spring behind the giant tower with the painted star on it and soak the star from there. Once it's cleaned out, a SHINE will appear atop the volcano. Unfortunately, I don't know how to get there yet but when I do, I'll put it in the walkthrough.

6. Once you acquire 10 Shines, there will be an ominous looking submarine in the dock near the entrance to Ricco Harbor. As you approach the submarine, you'll see a cut-scene where the imposter Mario kidnaps Peach in the Bowser-like submarine! Get on the little cannon nearby to shoot to Pinna Park! Check the Pinna Park walkthrough for more information.

7. You can get 2 more Blue Coins. Run down to the right of the Ricco Harbor entrance and you'll see an X. Soak it so a Blue Coin appears on the statue of the entrance to Bianco Hills. Grab it, and soak the X on that statue to get a Blue Coin at the previous X location.

8. By now, you should have more than 10 Blue Coins to exchange for a SHINE. So go to the hut near Ricco Hills entrance and exchange them for a SHINE.

9. Look for a man atop the buildings in Delfino Island. Give him a COIN and he'll catapult you into a building with a SHINE!

10. Near the cannon is an area where you hear a SHINE. On top of that building is a crate. Pound it to reveal an M graffiti. Then wash it away for a Blue Coin. I'm not sure how to get that SHINE right now, so bear with me.

11. You can get another SHINE. Simply go into the building you can enter near the cannon. Inside, talk to the man and then you'll have 30 seconds to pound each crate. If you finish the job before 30 seconds, he gives you a SHINE! If you fail, leave the building and enter again for another try.

12. After acquiring around 15 Shines, go back to the place where you pounded the crates for a SHINE. The owner will challenge you once again, and the challenge will be tougher. It is recommended that you don't completely pound all the crates so you can use them to get to higher crates. You'll get another SHINE. If you fail, leave the building and enter again for another try.

13. Return to the crate man's hut to do yet another crate challenge. As before, start with the higher ones and work your way down. You'll get another SHINE for your efforts. However, it'll be a BLUE SHINE.

14. After collecting 20 Shines, you'll see the light shining in on a mark on the ground in Delfino Island. Get in within the light, and press Y to have Mario get a close up view. Look up in the sky to access Mare Bay.

15. After collecting 30 or so Shines, look in every nook and cranny, and in every sewer system for 100 COINS. Soak open windows and wanted signs. There are also stashes of hidden coins in sewers under the sandy area behind the entrance to Bianco Hills. Pound on the sand everywhere until you fall into a sewer. There are coins in that area. 100 COINS gotten and a SHINE will appear in a pier near the Bianco Hills entrance. Jump on a passing ship and then jump to get the SHINE!

16. After collecting 100 Shines, we will need to clean the bell next to the Ricco Harbor entrance. Get on the building diagonally across from the bell tower. Then get on the long building behind that and triple jump to the top of the top of the building next to a flag. Then, hover to the bell, clean it and a SHINE will appear. To get it, get into the sewer system atop a building nearby (near the building where you were catapulted in to get the SHINE). Then run down under the bell tower and jump to get the SHINE!

17. Shadow Mario will have a Yoshi Egg in his possession right after you defeat Pinna Park, Story/Episode 4. Run to Delfino Square (near the entrance to Bianco Hills). Then chase him all around and soak him until he drops the Yoshi egg. Now feed Yoshi a banana from the fruit stands. You can now play as Yoshi. If Yoshi dies, another egg will appear in Delfino Square.

18. With Yoshi, you can get a Blue Coin! Run to the rooftop beside the place where Mario's trial took place. Jump onto the roof, and use Yoshi's juice to get melt that yellow stuff away!

19. One SHINE after getting Yoshi, Shadow Mario will return with a turbo nozzle. The Yoshi egg is on the roof of the building with the SHINE locked inside. Feed it a banana and chase Shadow Mario around. Have Yoshi spit juice out into Shadow Mario. He'll drop the turbo nozzle. Grab it.

20. You can get a SHINE now that you got the rocket nozzle. With the turbo nozzle, go to the house with the SHINE trapped inside. Turbo through the double doors and grab the SHINE!

21. Another Shadow Mario chase. (>_<) Well, hatch Yoshi and chase him so he drops the rocket nozzle. Defeat Shadow Mario to get the rocket nozzle.

22. Go to the dirty bell after getting the rocket nozzle. Rocket to the bell, clean it and then rocket to the sky to get the SHINE.

23. Go to the area behind the SHINE Gate after cleaning the bell (it's that big start in Delfino Island). Clean the SHINE Gate and skyrocket on top of it to get the SHINE!

24. After defeating Shadow Mario in each of the worlds, Delfino will become flooded. Go to the little spring behind the SHINE Gate and go

through the open area. It'll lead to Corona Mountain.

C. Bianco Hills

GETTING TO THIS AREA:

To get to this area, go into the "M" graffiti on the statue. It is the first course Mario visits.

DESCRIPTION OF THIS AREA:

This is like a lake-side village. There are many a folk here, and there is a large tower in the area. There is also a lake with a lot of coins, and a windmill. In the high areas are a lot of trees and a big chasm.

ENGLISH COURSE DESCRIPTIONS

1. Road to the Big Windmill
2. Down with Petey Piranha
3. The Hillside Cave Secret
4. Red Coins of Windmill Village
5. Petey Piranha Strikes Back
6. The Secret of the Dirty Lake
7. Shadow Mario on the Loose
8. The Red Coins Of The Lake

After earning a SHINE, you'll be warped back to Delfino Island. So hop back in to continue getting more Shines. If you ever want to return to Delfino Island is the middle of a mission, then just PAUSE and then choose the last option.

EPISODE/STORY 1: Road to the Big Windmill

Our goal is to reach the area the imposter Mario's at (although he'll be gone by the time we reach where he's at; don't worry about him now). From the starting point, run up the pathway and collect all the coins. When you have the option to go two ways, take the left path and water some of the paint you see. When you see an "M" graffiti sign a little ways forward, shower it and when it's gone, you'll get a Blue Coin! Continue until you see a watermill. Jump onto the higher ground left of it and jump on a platform so it brings you to the other side. There, you'll see a paint bath and a piranha plant you need to defeat. Use the same strategies before, except attack it from a distance because it can be deadly. Once it is defeat, land will rise and you will get your second SHINE!

EPISODE/STORY 2: Down with Petey Piranha

Our goal is to reach the top of that tower where the piranha plant (a much smaller one) is guarding our 3rd SHINE. Follow the path back to where you got the last SHINE. As you attempt to go there, someone will fling paint at you. When you reach the broken bridge, have Mario cross it using the rope support. As you approach the tower, paint balls will roll towards you so avoid them. Use the jet pack Water Pack to clear the paint. Be sure to rotate the camera often because it can hurt you if you

don't. When you reach a big gap as you scale the tower, use the jet pack Water Pack function to get you across. When you get to a gap with 2 vines blocking your way, jet pack Water Pack around it. Passed that is an M that you should wash for a Blue Coin. After that, get on the lift. When the lift approaches the top, jet pack Water Pack your way onto top of the tower and watch a cut-scene.

BOSS: Petey the Piranha

This boss is resistant to water, so you must use special force to defeat him. When it opens its mouth to shoot paint out, shoot water inside. Repeat the tactic until it falls on its back. Get on its belly and pound the belly (A + L). It'll get up again, so repeat the pattern twice to defeat it at last.

Grab the SHINE and you'll return to Delfino Island.

EPISODE/STORY 3: The Hillside Cave Secret

Our goal is to go inside a little cave near where we got the first SHINE here, so go there now. Right passed the watermill is a cable Mario should cross, over a few pillars to get to the cave. The third cord has an enemy that can shock Mario, so be very careful and jump over it (Mario will land on the cable). When you're on the second to last pillar, jet pack Water Pack your way across. Follow the arrows and triple jump to the cable above. From there, enter the cave.

Now we have classic Super Mario 64 gameplay to overcome. Jump across the moving blocks. It shouldn't be too hard at all. You'll get to small moving blocks after that. Just move through them when they touch other blocks. When you're passed that, wait until those big blocks clear, and then run for it. If you run for it, you shouldn't get thrown off. You'll then run into rotating Stars. Jumping on them isn't too hard. Passed those is another SHINE!

SECRET SHINE:

Return to this level after completing it. In the first green platform will be a red switch. Pound it and Mario will have a minute to get the 8 Red Coins that appear throughout this obstacle. Grab the 8 Red Coins in order to get another SHINE!

EPISODE/STORY 4: Red Coins of Windmill Village

Our goal is to collect 8 Red Coins like in Super Mario 64 to earn our next SHINE. Run forward and you should immediately see a Red Coin. After the watermill you should see a wall with an X. Above the X to the left is a Red Coin. To get there, backtrack passed the watermill to a brown fence. Near there is a cable to climb which leads you a top a hut. On top is a Red Coin. From there, jump back to the pillar you just came from and then cross the cable to get another Red Coin. Walk across the white stone through a small tunnel to get the fourth Red Coin. Nearby is an M. Watch the wing cloud and jet pack Water Pack the M to get another Blue Coin. Upon getting it, SAVE THE GAME with the top option. Then go right for the next Red Coin. From there, cautiously cross the cable for the next Red Coin.

Next, jet pack Water Pack your way to the next Red Coin above the hut. Be careful, or you'll have to go all the way back again. The next one is in the building across. The SHINE will appear in the tallest pillar down from where you found the 7th coin! Get it to end this story.

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EPISODE/STORY 5: Petey Piranha Strikes Back

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Our goal is to find that paint area and defeat that piranha plant. Go towards where you acquired the first SHINE in this level. On your way you'll see the paint mess. Try to clean up all of it, especially the citizens. At the northern most mud mess is an M sign you can clear for a Blue Coin. In the hills passed one of the locals, is more mud to clean up. To get there, backtrack to the area where a rope is below another rope. On top of the hut nearby is a red box. Inside is a booster cannon to get Mario up high places. When you get atop the hill go forward to find the piranha plant. See the little pink things? Suck one up and shoot it at the piranha plant to wake it up. Follow it to the ground. Then, when it opens its mouth, shoot water into it like the last boss. Then pound its belly. It'll flee to another area, so follow it. If it goes to a higher area just climb a building and then soak it from a distance. Once the boss is defeated, grab the SHINE!

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EPISODE/STORY 6: The Secret of the Dirty Lake

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Our goal is to get to that open cave near the tower, so go there now. When you get to the big water area, do not jump in because the water will hurt you. Scale the path that leads to the tower and on you're way the entrance to the cave should appear. Jet pack Water Pack your way across into the cave. Try to get on the log so the water doesn't injure you. Get the item in the box which gives Mario a new type of boost.

Now go through the cave to end up in yet another obstacle course. This one is a little difficult, so you MUST be quick when it comes to jumping on other platforms. There's not much I can help you with here. Just watch the patterns of the platforms and hope you make it across to the SHINE. When you get to the spinning cube, simply walk up to stay on instead of jumping.

SECRET SHINE:

Return to this level after completing it. In the first green platform will be a red switch. Pound it and Mario will have a minute and the half to get the 8 Red Coins that appear throughout this obstacle. Grab the 8 Red Coins in order to get another SHINE!

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EPISODE/STORY 7: Shadow Mario on the Loose

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Our goal is to chase the imposter Mario. As with the first chase, soak it as you chase it. Soak it until it falls, and then approach it so it gives you a SHINE! Consider it a reward, of sorts.

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EPISODE/STORY 8: The Red Coins Of The Lake

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Our goal is to, once again, collect 8 Red Coins in the level in order to get another SHINE. As you use the super boost pack (from the red box) to get to those high pillars, watch out for that cloud that can blow Mario

off the platforms. Look for the X graffiti, but make sure you have the booster. Soak the X, causing a Blue Coin to come from the other X. Boost your way up and grab the coin before it vanishes, and soak the other X so another Blue Coin appears where the original X was. You get 2 Blue Coins, so save!

There are 2 Red Coins on the 2 pillars above the water area (not near the tower) and there are 2 more on the water. Over the water on a cable is another Red Coin. To access the highest of the pillars near the tower, scale it and then get on the spinning platform. Then jet pack Water pack your way across to the pillar with another Blue Coin. Then go halfway across the cable and spring your way to the Red Coin. The rest of the coins are up across really high cables, so get there by boosting your way on there. The SHINE appears in a little nook at the top of the tower, so go there to claim your SHINE!

100 COINS

Now that all the stories are complete, you should choose one of the courses to find 100 coins. I prefer the final course, Story 8, because it's the course I've seen with the most coins so far. Once you earn 100 coins (Yellow Coins, not Red Coins), you will be rewarded with a SHINE.

D. Gelato/Mamma Beach

NOTE: This course is called Gelato Beach in the U.S. version and Mamma Beach in the Japanese version. Otherwise, the courses are identical.

GETTING TO THIS AREA:

After acquiring a few Shines, run to the beach area and there should be a paint site. Soak it and defeat the piranha plant to uncover a lighthouse with an "M" on it. It takes you to Mamma/Gelato Beach.

DESCRIPTION OF THIS AREA:

This is the resort-like area. This is smaller than other areas, and is relatively low. There is a coral reef to the west and an island to the south, as well as a tower. There are 3 large wobbly mirrors, and these penguin-like creatures that spring Mario into the air.

ENGLISH COURSE DESCRIPTIONS

1. Dune Bud Sand Castle Secret
2. Mirror Madness! Tilt, Slam, Bam!
3. Wiggler Ahoy! Full Steam Ahead!
4. The Sand Bird Is Born
5. Il Piantissimo's Sand Sprint
6. Red Coins In The Coral Reef
7. It's Shadow Mario! After Him!
8. The Watermelon Festival

After earning a SHINE, you'll be warped back to Delfino Island. So hop back in to continue getting more Shines. If you ever want to return to Delfino Island is the middle of a mission, then just PAUSE and then choose the last option.

EPISODE/STORY 1: Dune Bud Sand Castle Secret

Our goal is to find that flower we saw in the preview of the level. Run forward across the water and to the left. You'll see the flower from there. Go to the farthest flower and water it until a castle emerges. Then walk through the castle to be transported to yet another obstacle course. Run forward over the falling sand blocks. Run forward passed all of them until you have to climb. Climb the mountain of sand blocks hugging the middle until you see the SHINE! Grab it to end this story!

SECRET SHINE:

Return to this level after completing it. In the first green platform will be a red switch. Pound it and Mario will have a minute to get the 8 Red Coins that appear throughout this obstacle. Grab the 8 Red Coins in order to get another SHINE!

EPISODE/STORY 2: Mirror Madness! Tilt, Slam, Bam!

Our goal is to get the Wiggler to wake up. You'll see a couple of scenes with the light shining on mirrors. Our goal is to blind Wiggler to get him to wake up and fall off the SHINE he's blocking. By any means get on the moving mirrors and eliminate every enemy there. The best way to eliminate those little wigglers is to soak them onto the edge and get on the highest part of the mirror and pound at the highest point in the mirror. It may take awhile but it'll eventually happen. The SHINE will appear on the beach. Claim it!

EPISODE/STORY 3: Wiggler Ahoy! Full Steam Ahead!

After blinding Wiggler, he's a little pissed off at you right now. So now we have to fight him.

BOSS: Giant Wiggler

Run forward and Giant Wiggler will be running in circles. See the leaf on the ground? Soak it so it causes Mario to rise, when Giant Wiggler's near. Then he'll fall to the ground. Now climb on him and pound him on the scale the arrow is pointing at. Then he'll become much, much angrier. Repeat the strategy of soaking the pedal when Giant Wiggler runs nearby and pound his belly. Then he'll get really pissed off. He can start climbing real high. After that happens, he'll return to his normal pattern. To defeat him, move to the small area where you claimed the last SHINE. Then when Giant Wiggler cruises through the area soak the little lead to injure it yet again. One final pound will defeat it. Your reward is another SHINE, in the same area where you claimed the last one.

EPISODE/STORY 4: The Sand Bird Is Born

See that hole underneath where Giant Wiggler was? Go there but jumping on the mirror that used to have the 2 monsters on it and jet over to the umbrella which can spring Mario into the hole. He'll un up in another obstacle course. Here, get on the wobbly platforms and collect all 8 Red Coins. Jumping or using the Water Pack to hover might kill Mario so try not to use them. There are also several Blue Coins on the clouds so try

to get them. When the platforms get really steep, jump on a cloud as quickly as you can before Mario falls down. When the platform becomes steep, make sure you have 7/8 Red Coins. When on the cloud, wait until the platforms swing right by you before jumping back on. Now wait for the platforms (which is really a bird) to climb to the top of the pillar for the 8th Red Coin. Now grab the SHINE! Thanks to PlanetGameCube's FAQ/Walkthrough for telling me how to get the 8th Red Coin!

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EPISODE/STORY 5: The Sand Bird Is Born
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Your goal here is to talk to the little skull kid, and he'll challenge you to a race (similar to Koopa The Quick in Super Mario 64). It is advised that before starting the race, you experiment on how to get to the destination so you can follow that path later and win the match easier. If you use this strategy, try to get the super boost pack in that little area to the right. It'll skyrocket Mario to the top in the area, which can easily beat that skull kid. Go to the guy in purple seen the preview, in front of you. Then he'll challenge you to a race. Run to the wall below the goal area and boost your way up, which can beat the kid. Your prize is a SHINE!

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EPISODE/STORY 6: Red Coins In The Coral Reef
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Our goal here is to collect 8 Red Coins again. This time when you start, and island will appear behind Mario, and 5 Blue Coins are in the area as well (4 underwater within the vicinity of the area). To get the Blue Coin in the area, get on the swing and spray Mario's jet pack. When he's high enough, stop spray and the swing will take Mario to the Blue Coin. Now run across the beach to the Coral Reef. Underwater hidden in the reef are 8 Red Coins. Search for them; they're not hard to find at all. Once you find all 8 Red Coins, you'll get a SHINE! Grab it atop the rock!

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EPISODE/STORY 7: It's Shadow Mario! After Him!
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In this story, you'll simply have to chase Fake Mario again. It isn't that hard to catch him. Just soak him and chase him until he falls down on his face so you meet him, just like the last few encounters with him. Grab the SHINE from him!

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EPISODE/STORY 8: The Watermelon Festival
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Go to the beach area in front of the Coral Reef. There, kill every one of those red enemies by luring them near those little leaves. Then soak the leaves so sand castles emerge and kill them. Once they're all dead, return to the area where the race with that kid finished. There is a melon-balloon there. Roll it down the long path down to the enemy-free beach. Once down there, push that big melon-balloon down the bridge to that hut. Be very careful. If the balloon makes contact with any enemies or sharp items, it'll pop and you'll have to return to the area where the race ended to try and get another melon-balloon. Once the melon-balloon from the race goal is in the hut, Mario will get a SHINE as a reward! When getting the SHINE, try not to touch the razor beneath.

This course requires 100 coins to get a SHINE. Select STORY 8, and break the melon as many times as you can for some Shines. Then collect all the coins scattered throughout the course, by killing/pounding some of those duck creatures as well. There are 2 Blue Coins to be gotten as well. You can get them by powering FLUDD with the gray nozzle, which boosts Mario forward in great distances. That gray box can be found in a small area beside the race goal. Near the beach entrance is a painting of a triangle. Soak it for the Blue Coin to appear at the other triangle painting. Use the Speed Boost Water Pack to get over there quickly, and repeat the pattern with the other Blue Coin.

E. Ricco Harbor

DESCRIPTION OF THIS AREA:

This is a port like area with a lot of beams and a tower. There are several buildings, but other-wise this dock is full of ships and a lot of water, as well as crates. We can assume that Isle Delfino does some trading with the Mushroom Kingdom.

GETTING TO THIS AREA:

After acquiring a few Shines, there will be a paint site at the pier left of the Bianco Hills entrance. Defeat the piranha plant again and then a hut will appear. The "M" on the hut leads to Ricco Harbor.

ENGLISH COURSE DESCRIPTIONS

1. Gooper Blooper Breaks Out
2. Blooper Surfing Safari
3. The Caged Shine Sprite
4. The Secret of Ricco Tower
5. Gooper Blooper Returns
6. Red Coins On The Water
7. Shadow Mario Revisited
8. Yoshi's Fruit Adventure

EPISODE/STORY 1: Gooper Blooper Breaks Out

Our goal is to clean up the mess seen in the level preview and to destroy King Calamari, whom we all know and loathe from Super Mario RPG. Run up the slide and onto the cage, and to the left is a lone crate. Pound it for a Blue Coin. In the square area, press B to get on the other side. Clear the paint, and the M graffiti and then grab the Blue Coin. Get back out and run back down the slide nearby to see another M graffiti which you should soak for another Blue Coin. To the left of the caged area is the paint to clean up and nearby is yet ANOTHER M graffiti to clean up for a Blue Coin. Clean up the paint around the area and you'll uncover ANOTHER M graffiti. Clear it for another Blue Coin. Once that area is clean, get onto the water nearby and you'll see the REAL disaster. As with Bianco Hills, paint water can be hazardous so be very careful.

What we need to do is get near the start of the game to a moving crane. Then from there, jump onto a set of bars, and use those Super Mario World door gates to get to the other side. You should make it to the top. Then jet pack Water Pack your way to the other moving platform, and

jump to the back of the course area. From there, run toward the very back where you have to fight another boss. Simply hold B and push down on the Control Stick to pull the tentacle there away.

BOSS: Gooper Blooper
At first, after revealing him, wait for him to launch a tentacle at Mario. Then, when it misses Mario, step on one of the bulb area and then hold B while pulling the tentacle away from the body. Eventually it should come up. King Calamari will be too hurt to attack you, so run to his mouth and pull it from its socket. King Calamari will evolve and recharge, so repeat the pattern above, and King Calamari will die, revealing another SHINE!

EPISODE/STORY 2: Blooper Surfing Safari

From the start, go to the dock to the right. Ride on of the squid, and follow the line of coins to a cave area. Inside, you'll have to get on a squid and surf around in a circle. Be fast, but also be careful. You cannot hit any walls or obstacles while surfing the squid or else you'll get a miss. The reward for completing the race is, of course, a SHINE. If you do not get a SHINE, then you have failed, and you must try again. The time of the goal is 45 seconds.

SECRET SHINE:

Return here and finish the race in under 40 seconds for another SHINE!

EPISODE/STORY 3: The Caged Shine Sprite

This is fairly hard to explain. As in the preview, you must get inside that yellow cage to get the SHINE. Fine a way to get atop the cranes and in one area, there should be a Water Pack booster (Red Box), which can take Mario atop high places. Then, get on the green platform with the arrow beneath the cage (you can get there by getting on a moving platform from the docked boat). Then, super boost your way up so Mario hangs from the cage. Look for the door, press A beneath it and grab the SHINE! This will take some time, but you should be able to figure most of it out.

EPISODE/STORY 4: The Secret of Ricco Tower

Our goal is to get into Ricco Tower. To get there, we need the high jump Water Pack boost. Swim out to the ocean near the entrance to the Squid race room. There should be a Red Box there. Grab the booster and then return to the tower area. Near by are tall pillars. Boost Mario up there and enter the tower. At the very top of the tower, boost yourself to get several coins including a BLUE COIN (power the boost up, jump halfway and then boost to get the BLUE COIN)! There is another BLUE COIN on a support beam nearby. Now enter the tower.

Now we are at another obstacle course. By now, you should know that

timing should be correct. When the platforms are spinning, run to the top-side as it spins to avoid falling. Now when you get to the spinning platforms after the 1-UP Mushroom, things get harder. Jump across the moving platforms. Then proceed across some more spinning platforms. Grab the SHINE at the end!

SECRET SHINE:

You'll have 1:30 minutes to get another SHINE. Grab all 8 RED COINS. Be careful, and you'll be able to use your Water Pack this time. This is pretty difficult. So you can always try later.

EPISODE/STORY 5: Gooper Blooper Returns

Well, King Calamari is back for another battle. To get there, find the rocket boost box (Red Box) and then boost your way from that platform so Mario is hanging on some grating. Then go to the door and press A to battle him.

BOSS: King Calamari II

The difference from this battle is that the arena is smaller. And Mario can get knocked off. He is also much more relentless than before. At first, after getting to him, wait for him to launch a tentacle at Mario. Then, when it misses Mario, step on one of the bulb area and then hold B while pulling the tentacle away from the body. Eventually it should come up. King Calamari will be too hurt to attack you, so run to his mouth and pull it from its socket. King Calamari will evolve and recharge, so repeat the pattern above, and King Calamari will die, revealing another SHINE!

EPISODE/STORY 6: Red Coins On The Water

From the starting position, head backwards to the floating logs out in the water. You should see Big Daddy out there with all his bloopers. He's got a new challenge for you; collect all the red coins within the time limit. I personally recommend grabbing one of the green ones; they have a nice manageable speed.

Take a hard left and go between the buoys. Follow the coin trail. There should be the first one. Keep slaloming along with the coins, and 2 and 3 should go by. Keep on the trail of coins and go between the two supports near the rocket boost. There's number 4.

Spin around and continue to follow the coins. 5 is not far off. 6 is in the air near the submarine (jump to snag it). Squeeze underneath one of the red platforms to get the seventh. The last coin is between the two ships.

Just watch out; even AFTER you finish, you're still on an outta control Blooper. Crash after you got all 8 red Coins, and prepare to be angry.

EPISODE/STORY 7: Shadow Mario Revisited

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What's that in the distance? It's that brush-wielding mustachioed impersonating bastard! After him!

For this, I reccomend doing a running squirt, and getting right up into him. Sometimes, he'll just croak almost immediately. Otherwise, he can really slippery. He gets up onto the high girders suspended over the harbor. He does this (and you can too) by getting to the top of the smokestack of the ship nearest the starting position. From there' side somersault towards the nearest girder and hover nozzle your way to the girder.

Once you're up there, he probably won't try to come down, so it's just a matter of staying on the beams.

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EPISODE/STORY 8: Yoshi's Fruit Adventure

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This puzzle is irritating as hell. It's not too difficult, but it takes a lot of attempts. The only thing more frustrating than this shine is the computer crash that erased the first draft of the strategy for this Shine... grrr....

Anyway, enough misdirected rage. Where you first fought Blooper is now a Yoshi Egg. He wants, of all things, a durian. Well, there's very little food around here that isn't seafood, but fruit is still readily available in the twin silos with the faucet. Get on top of the silos by leaping from the nearby crane to the top and stomp on the raised button. Eventually, a durian will come out. Kick it to the Yoshi, and he'll chomp it up.

This is where it starts to get really frustrating. Stand near the edge of the sidewalk overlooking the sea. You should see these red fish leaping in the air. Spray them with Yoshi's puke and they'll turn into platforms. Yes, that's exactly what you, and no, I'm not on drugs. Well, not many drugs.

Anyway, ride the platform until it starts to blink, then get the hell off it and reach the platform. The next puzzle consists of squirting the fish with the puke and hopping to the next platform before the platform sails away. Just make sure you hit them at the right height, else the platform will become inaccessible and useless. There's no use belaboring this puzzle because most of the time, you're just either able to pull off or you aren't.

Do this until you see one you can jump to behind you and to the right. Jump to it, and use the fish to get the next highest one. From here, DO NOT HIT THE FISH YET. You can see the Yoshi-Break-Yellow-Slime Shield from there. Puke really far and hit it to dissolve it. Now, activate the fish-platform, CAREFULLY dismount off of Yoshi, and ride it until you can side-somersault and hover-nozzle up to that platform. The rest is cake. Just try not to fall, as that will mean you have to start ALL over again, including making Yoshi appear.

F. Pinna Park

GETTING TO THIS AREA:

After acquiring 10-20 Shines, the fake Mario will capture Peach and run to a maroon cannon beside the Ricco Harbor entrance. Use the cannon to blast to the Pinna Park island.

DESCRIPTION OF THIS AREA:

This is a theme park, and a beach. Moving forward, there are rides in this area that bring Mario to higher places, and there is also a lot of water in this area.

ENGLISH COURSE DESCRIPTIONS

1. Mecha-Bowser Appears
2. The Beach Cannon's Secret
3. The Red Coins of the Pirate Ships
4. The Wilted Sunflowers
5. The Runaway Ferris Wheel
6. The Yoshi-Go-Round's Secret
7. Shadow Mario In The Park
8. Roller Coaster Balloons

EPISODE/STORY 1: Mecha Bowser Appears

Our goal is to find the Mario imposter here. Run forward up the small staircase through the arch opening in the wall. You'll see a cut-scene with imposter Mario and then you'll have to chase him! He runs to a small pool where he summons a giant... Bowser. You'll watch a few more cut-scenes. You'll then be on an amusement park right with a rocket on Mario's Water Pack!

BOSS: Mech-Bowser

Your goal is to launch a rocket at the Bowser thing. Mario will get hurt on the ride, so be careful, and listen to the to the Water Pack when the Bullet Bills comes toward you from behind or ahead! To prevent from getting hurt, launch a rocket and then launch water at it. When Bowser comes into view, aim the rocket and then press R. When you launch enough rockets at it, the Bowser-thing will die!

Then you'll see a few... revelations, and a familiar face from Super Mario World 2: Yoshi's Island. Once the scene is finished, grab the SHINE in the pool!

EPISODE/STORY 2: The Beach Cannon's Secret

Go to where the guy in the little cannon is throwing Bomb-Ombs and Bullet Bills. Then soak a Bomb-Omb it throws, press B and then throw it back at the little mole. Do this several times to gain access to the entry to the obstacle course. In this obstacle course, run fast enough to avoid the vanishing platforms (by jumping before the first platforms appear). The SHINE is at the end!

EPISODE/STORY 3: The Red Coins of the Pirate Ships

There are Red Coins in the area where you fought Bowser, specifically near the Pirate ships. Grab all 8 Red Coins (check everywhere in that

area since they're more obvious this time than before). There are 2 in the cage near the top of the leftmost point the Pirate Ships can go, and a few in the green areas near that. Pound the ground to defeat those electric turtles crawling under the green cage. A SHINE will appear, so go grab it!! I couldn't have gotten this mission without the help of Svge 0828.

EPISODE/STORY 4: The Wilted Sunflowers

This episode/story is pretty easy compared to the rest of the game (and compared to that last mission!). Run to the beach area and soak all the eggs. Wait for them to pound you and then when they're on their backs, pound on their bellies. Once all the eggs are gone, grab the SHINE!

EPISODE/STORY 5: The Runaway Ferris Wheel

Entering the park, you can see the Ferris Wheel is not under the best of conditions. It looks more terrifying than anything else, and there's an ElectroKoopas that's asleep at the switch.

Go left past the big fountain and up the brick walkway. You should see a little dude there telling you that the ElectroKoopas are up to no good. From there, hop onto the blue grate. There are a couple of red grates around there. When you squirt them with water, they turn vertical for a short time. Spray them to get onto the next blue grate. Spray the next red grates to get onto the next blue grate.

Climb up to the floor, where you should see a stomp monkey bar gate. Don't use that just yet. First, climb onto the grate again, and punch the ElectroKoopas from the underside. Now return and use that stomp gate, then use the wall punchy gate. There should be an ElectroKoopas you can punch, and after that, more red grates. Spray them, but this time STAY ON THEM. they'll swing back in and you can climb up.

From back here, you can knock out the ElectroKoopas. return to the red grate and spray it, so it faces the rest of the grating. Continue up until you reach another monkey bar kick gate. Hop up, and use the rope to spring up to the kickgate on which the mischeivous ElectroKoopas sleeps on. Kick it, and he'll fall into the ocean and kill all the fish...

The shine appears on top of the Ferris Wheel. From where you are when the shine appears, jump down to the slightly lower platform to the RIGHT, and jump to the ascending Ferris Wheel car. It will take you to the top.

EPISODE/STORY 6: The Yoshi-Go-Round's Secret

aybe you noticed the Yoshi-Go-Round sitting in the park. Maybe you also noticed that there's a Yoshi missing from the ride. Maybe you also noticed that that ride is more sedate than a sloth on methodone... but, that's another game.

Anyway, what do you do when a puzzle is missing a piece? You find the piece. Head right until you find a Pianta-looking tree with a fruit hanging from it's nose like a massive tropical snout. Spray it to get it down, then present it to the Yoshi egg behind the tree.

Now, alls you gotta do is bring the Yoshi to the Yoshi-Go-Round, and you'll be transported to the secret level.

This secret level is one of the cooler ones, but it's not the easiest. Jump between the blocks while they're mostly flat on one side to get past them easily. Stomp the second nail down for a 1UP. You'll need it.

It's hard to observe from you're current position, but all those blocks are going in a complete circle. Red and black are moving counterclockwise and green and blue are moving clockwise. However, you cannot simply ride them around to the next side. There are blocks prohibiting you from doing so (excpet for the blue one). You need to hop along them to get to the center of the the circle, then hop back out. It's not too complicated, but espimating how far Mario can jump is tricky sometimes.

Once that's all done with, you'll come to a block with an arrow pointing to another block. This means you're going in the right drection (duh). The block will slide into place and slowly blink away, so get the hell off it ASAP.

Jump to the next brick, but watch out: This one doesn't touch the others when it approaches them; it'll just stop, so take that into consideration. Side-somersault and wall-kick (CAREFULLY) up the wall. You'll see a brick ascending and descending. It's not obvious, but you need to get on that brick and jump off it at its apex to make it to the next set of bricks. Now, you simply jump to the Shine, and end this remarkable tame secret level.

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EPISODE/STORY 7: Shadow Mario In The Park

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He's waiting for you... right there at the gates. Chase and spray Shadow Mario as usual. Not too much I can say about that. The path he normally takes is going left around the part, up the wall to get near the Ferris Wheel bottom, around the Pianta tree, then back to the start. There's not too much I can say except for avoid the ElectroKoopas or kill them ahead of time and then concentrate on Shadow Mario. Once he's down, he gives up a shine.

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EPISODE/STORY 8: Roller Coaster Balloons

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Run to the park, and go up to the area where you can enter the roller coaster ride (on a small cliff overlooking the ship area, filled with a group of Delfino citizens). Talk to the people there, and then board the roller coaster. Before the roller coaster makes three trips around the track, shoot all the balloons with the rockets you get (when aiming at a high target, make sure the rocket is slightly higher than the location of the balloon). Once all are shot, you get a SHINE!

G. Noki Bay (Mare Bay: Japanese Name)

GETTING TO THIS AREA:

After collecting 20-30 or so Shines, you'll notice a bright light shining down on a sunspot in Delfino Island in the port. Run there, and have Mario step into the circle. Then, press Y and use the Control Stick

to have him look up. Turn Mario's head and when he sees the sun, he'll be transported to Mare Bay.

DESCRIPTION OF THIS AREA:

There are really high areas in this level, and the water is extremely toxic. There is a big mountain, which takes a while to scale since there are lifts everywhere. The area has a greenish-look to it.

ENGLISH COURSE DESCRIPTIONS

1. Uncork The Waterfall
2. The Boss Of Tricky Ruins
3. Red Coins In A Bottle
4. Eely-Mouth's Dentist
5. Il Piantissimo's Surf Swim
6. The Shell's Secret
7. Hold it, Shadow Mario!
8. The Red Coin Fish

EPISODE/STORY 1: Uncork The Waterfall

Talk to the guy nearby for some information. After he's done talking, you'll see 2 BLUE COINS within the area. Get the nearest one, since the water here will hurt Mario. In the island itself is a set of green steps. Climb them up to an elevator taking Mario up. To get the elevator to move, aim some water at the broken vase nearby to get it to move up. Move forward across all the chasms. Clear all the paint you see so steps form for Mario to climb up even further. Passed all the paint is another elevator, so fill the vase up again.

EPISODE/STORY 2: The Boss Of Tricky Ruins

You arrive to see the water is still polluted. Ugh... ah, well. The little Noki there wants you to talk to his grandpa, who's just up ahead. Skip along the white platforms. Try not to hit the fish, and for the love of Pete, stay out of that water.

Once you reach the old man, he realizes his theory of cleaning the ocean by "uncorking the waterfall" didn't work. Even so, he's grateful to you for the work you've done. For this, he exposes a great Noki secret! When you spray water at the square wall paintings, the cliffside moves in and exposes a path for you. However, the path only stays open for a limited time, so hop to it.

Spray the painting behind the old man with water. It'll open up a path leading high up. Head to the right and wall kick your way up to safe ground. If you aren't fast enough, the stone will begin to slide back into place, and you could be pushed off.

You'll reach the end, and what SEEMS like a dead end, but urn the camera to the right, and you'll see there's a way you can wall kick up. There are some bloopers sitting around, so off them before you attempt this next puzzle.

This one resembles two hooks placed hook to hook. You have to wall kick up the first part, run nown the nength, fall, side somersault, keep running, and wall kcik back up the last part. Unlike the last one. This one fills sequentially, so you can make it very dramatic; the walls

close in on you, but Mario's just ONE STEP AHEAD! Can he make it, folks??

Once you pass this part, don't slack off. Keep running along the path, because this will close up too. You gotta ait till you get to some solid ground before you can relax.

Then again, once you DO reach solid ground, you face a Gooper Blooper! Again? We all know how you have to defeat Gooper Blooper; snap his mouth into his face twice. Tear off his arms with B and make him mostly helpless. I think CVX's description was adequate.

Once he's dead, where he once stood breaks and reveals a hole in the floor. Hope down, and you'll find the Shine of the late Noki king. Hopefully, he will understand your pillagine his grave. And even if he doesn't, who the hell cares?

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EPISODE/STORY 3: Red Coins In A Bottle

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Once you enter the level, the old man greets you. He tells you the source of the pollution is somewhere on the ocean floor. He gives you a bucket to put on your head so you can breathe a lot longer underwater. But, since it's not a tank, it won't last forever. You still need to grab coins to stay alive.

The old man has a bottle which he offers you to practice navigating with FLUDD underwater in. Now, the physics in the bottle are a little odd; sometimes you'll just go racketing into the top of the bottle, and damned if I know why. Also, since you're insde a bottle, and a bottle is hardly the most particular style of map, it's hard to suggest which ones to grab first. I'm just going to list where they all are.

- The first coin is one you can grab immediately on your descent. Just float into it.
- One is on the bottom of the ocean.
- One is at the top of a giant column of coins.
- One floats very near the top of the bottle.
- One floats near the center of the the bottle.
- One floats near the last half of the bottle.
- One sits on a loose stone near the ruins at the bottom.
- One sits inside the small covered spot inside the ruins.

Once all eight are in your possession, you get the Shine Sprite.

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EPISODE/STORY 4: Eely-Mouth's Dentist

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Again, one of the Noki grabs your attention once you enter this level. He gives you the bucket to wear on your head and tells you to climb the rope to meed grampa at the top of the waterfall. So, trek up to the top of the waterfall, why doncha?

Once there, the old man tells you his latest theory; There's a giant eel in the bottom of the sea that has cavities that really hurt... um... Ok.

Once you dive in, it turns out the old man was right. There's a nasty eel at the bottom with many dirty teeth. Y ou spend the entire fight floating over his face with the hover nozzle. His tactics are fairly simple; either suck Mario in or shoot giant bacterias at you.

If he tries to suck you in, hover nozzle and don't let up. If you run low on air, . shoot the bacteria with the hover nozzle; they'll give up a lot of air. The main goal is to clean off all of his scummy teeth, which you can do by hovering over his teeth and blasting them with the hover nozzle. It's really not too difficult.

Once all the teeth are clean, he'll smile and leave you the gift of Shine. A Shine Sprite is its own reward.

EPISODE/STORY 5: Il Piantissimo's Surf Swim

As you enter, you'll notice immediately that the water is now clean! Yahoo! That old guy was right. But, now they all wonder who's the guy dressed up like a Pianta...

Yep, Il Piantissimo is back... that clown never can take a hint, can he? Ah, well. Go up the rope and meet him. The flag he wants you to race him to this time is about where you talked to the old guy in the second episode.

The best thing to do is to take the same initial route he does (along the side of the cliff) and then get ahead of him (you jump further and faster than him). You should be able to beat him by quite a number of seconds, but it only takes a little to beat that clown and take another of his Shines. Who gives this guy Shines anyway??

EPISODE/STORY 6: The Shell's Secret

You return to Noki bay, and you can see the old man waiting for your return again. He tells you there is a portal to another world in the conch at the top of the highest spire. You must enter it to investigate.

To get up there, head to the nearby clam shell stairs until you see the grandson sitting near a rope. The ropes throughout this climb have blue electricity and red electricity running along them. Blue electricity drones forward on a rope, either back and forth or in one direction. Red electricity will hunt you down. Bear this in mind. The strategies for both are to jump over them as far as you can.

From the rope near the grandson, climb up in and get to the rope immediately above it. At the end of this one, spring up high and hover nozzle up to the clam shell near the left of which way you should be facing. Stand on the rope heading for the conch and hop up to the rope nearest it. Up there should be a red electricity thing, so watch out. From that rope, hop up again to the rope connected to the conch.

Inside this secret level, you find yourself starting inside an aquarium. Wall kick out of there, then walk towards the green block. Hop to the yellow one when it lies flat. Stomp the second nail to grab a 1UP.

Up next are some checkerboard looking blocks. Stand close to the end of the platform and try triple jumping to it. It won't ever go all the way in, so it won't pinch you. When you have to jump among two of them, hop to the first when it's almost as far out as it can be, then stay put until the next one is at the same location.

Round the bend and ascend the pole. Get onto the tightrope and jump as high as you can to get to the platform near the end of the rope. Side somersault to the first platform, get on the nail, and side somersault to the next one. Sideways jump to the LEFT off the nail to get to the highest part of that structure.

Conquer the spinning blocks as you have several times in the past. The second one is especially fast, so beware. This next spinning thing is quite strange, but easily overcome. Simply jump onto the platform as it sweeps beneath you. Jump to the last stationary platform and ascend the final spinning block and you're one Shine richer... and quite possibly several lives poorer...

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EPISODE/STORY 7: Hold it, Shadow Mario!
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Here he is again. That blue double is at it again. I think we're all well versed in how to run and shoot at him, so I won't go into that. Shadow Mario runs mainly in the grassy stones near where you had to first ascend to uncork the waterfall. I hope you like wall kicks, because Shadow Mario does, and he does a lot of them. He'll climb the entire thing up to about the top of it, then hop down to the small pool at the very bottom. I don't think he goes anywhere else.

You'll almost certainly have to go through this more than a few times, but once he croaks, he'll bring a little sunshine into your life.

The Red Coin Fish

Once again, you have to wear the bucket, because once again, you'll be heading 20,000 leagues under the sea. Get to the top of the waterfall and talk to the old man. He'll tell you your reward for sawing the entire village is... to trek to the burky depths and collect 8 red coins.

This time, the red coins are manifested in a fish made of gold coins with eight red coins peppered in him. This would make you think that catching them all is a walk in the park, but it's not. He often decided to break himself up into many pieces. Sometimes the coins remain around, but they seem to have an irritating habit of going through the walls...

Make most of your attempts to grab the coins while the fish is constructed. Remember, once you take a good amount of the coins away from the fish, he's very difficult to spot. Grabbing the eighth one might take a few stops for oxygen-giving coins.

At any rate, the Shine will appear at the very very bottom of the map, where the eel once was. Make sure you got enough oxygen to get there.

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EPISODE/STORY 8: The Red Coin Fish
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H. Sirena Beach

GETTING TO THIS AREA:

After collecting Yoshi, go to the top of the one of the buildings

overlooking Delfino Square and you'll see a pineapple in a red pipe. Have the Yoshi swallow the pineapple, and jump into the pipe, to get to Sirena Beach!

DESCRIPTION OF THIS AREA:

This is more of a sunset beach as opposed to the other beach. There's a big hotel, right behind Pinna Park, which houses ghosts, and vacationers.

ENGLISH COURSE DESCRIPTIONS

1. The Manta Storm
2. The Hotel Lobby's Secret
3. Mysterious Hotel Delfino
4. The Secret Of Casino Delfino
5. King Boo Down Below
6. Scrubbing Sirena Beach
7. Shadow Mario Checks In
8. Red Coins In The Hotel

EPISODE/STORY 1: The Manta Storm

The sun is slowly setting on Sirena Beach. The air is pregnant with the salt of the sea... blah blah blah... it's all polluted. It's polluted like you don't even understand. This time the paint is electrical paint. It'll zap you if you touch it, so watch the hell out.

You'll also notice the paint has consumed the entire hotel. Talk to the Pianta with the burgundy blazer and bowtie. He's the owner of the vanished hotel, and he wants you to help him clean it up. Before he can finish his sentence, the monster he saw take over the hotel in the first place returns, a shadow-thin apparition of absolute pollution.

In my opinion, this guy is the coolest boss in the game. But he's not too easy, so watch out. Before this guy comes, clean up a good amount of the slime, especially on the empty lot where the hotel will soon appear. And try not to get hurt, but if you ARE hurt, only grab as many coins as you need to get back to full health. You will more than likely need those coins for the battle.

The boss may only be a shadow, but he can still push you around a good amount. Try not to get too close to him. Spray him with some water, and he'll divide into two smaller pieces. Each of those pieces divides into three smaller ones, and each of those pieces divides into four smaller ones, and each of THOSE divide into four smaller ones. That makes.... ninety-six little ones. And you thought Marching Milde was bad...

With each smaller piece, they take less water to split again and leave less pollution, but they also get faster. There's no time limit, so if you need to run off and get some coins (check the kiosk or on top of trees) or water (that's all over), go ahead. Eventually, all the little ones left will start aiming for you, but all this means is you don't have to search. Keep squirting and you'll come out on top.

Also, don't waste your time aiming. The opponent is two dimensional. Just hold R down softly and keep moving. And don't worry if the whole map gets covered with goo. It'll get cleaned up.

EPISODE/STORY 2: The Hotel Lobby's Secret

The hotel has been restored, but nobody's being let back in just yet. Talk to the owner again, who's standing at the entrance. He says the hotel is filled with ghosts for some reason. He wonders if you could help. I think this is supposed to be Luigi's job, but, oh well.

There are lots of chosts floating around, but the only ones of real interest to you are the pink ghosts. WWhen you hit them with water, they turn into platforms. To get from the first floor to the second, there are five ghosts at varying heights, so it oesn't really matter where they are when you soak them. Between the second and third is a little trickier. They have to be positioned reasonably close together, or else you have to rely on your hover nozzle. The last ghost should be positioned in front of the totem pole's mouth. Down the hatch!

The course is fairly straightforward for this one. Grab the 1UP in the first brick block past the three enemies. Sandy blocks will collaspe after being stepped on, so tread lightly. Use the fluttering enemies to get across large gaps. Bash the brick blocks to destroy them and run like crazy along the sandy bridges.

Once you get to the rolling gear, remember that it rolls backwards, so try to stay on. A good tactic is not tryng to stay on any one surface for too long; move onto the next part when the slope starts coming. Also Remember that the gear will reverse once it reaches the end, and that there's a gap between that pyramid and the Shine.

----- EPISODE/STORY 3: Mysterious Hotel Delfino

Once you get in, head right for the hotel; there's very little to do outside of it, so get moving.

Tw observations you can make once you arrive: 1. There's a Yoshi Egg that craves a pineapple, but there are none to be found at the fruit bar. 2. A shine sprite lies in the hotel pool, but a zealous Pianta blocks your way for not wearing the right swimwear.

Normally, it's my practice to write why things are happening the wya they are, but nothing you do in this puzzle makes any sense, so I'm just gpoing to tell it to you straight.

Go into the men's room on the lobby and head to the stall that's furthest out. There's water coming out of the ceiling. Jump into it and you'll appear in someone's bathroom. Shoot the painting in their living room and hop through it. Spray the four closet doors until the ghost painting is complete, and walk through.

Spray the ghosts to turn them into platforms, and hop into the hole in the ceiling. Spray the bookshelf and slide beneath it. Stomp on the miscolored tile and break the box nearest to where you landed. Grab the pineapple, and return out the door to the Yoshi Egg.

Go back to the top floor and go through the only open door. Hop on the bed, and get into the vents. From the camera angle the camera should be at when you enter, take the right passage. Follow that down, then take the lower of the two parallel paths. Eat the ghost, and continue left. WWhen you see two sleeping ghosts, eat the one on the right, and continue down that path until you find some tiled flooring with a crack in it.

Stomp on the crack and you'll find yourself in the pool room around the Delfino.

Now grab that Shine. You know you want to.

=====
EPISODE/STORY 4: The Secret Of Casino Delfino
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There's nothing for you in the beach again. Just head right for the hotel. The owner will tell you the casino is now open. The entrance is near the mens room. Mario's been known to throw the dice around a good amount, so go right ahead.

The room has a giant roulette wheel in the center, but you want to fiddle with the two slot machines that are on the sides. The slot machine on the left of the entrance requires you line up the tumblers individually. Stand on the chip and use very light squirts to inch the tumbelers into a 7-7-7 pattern.

The slot machine on the right side is less difficult, but will take longer. Spraying it with water will send all three tumberls tumbling, and the "prize" will be whatever the tumblers turn out to be. You get three ghosts, a ghost will appear. You get three coins, three coins will appear. Seldom will the tumblers mismatch and give you nothing. Once again, you just have to wait for the 7-7-7 pattern to come around.

Once both of them say 7-7-7, the curtains at the back of the room open and reveal sixteen tiles. Behind each of the sixteen tiles is a picture of a shine. You have to squirt them to make them flip over. There's not too much i can say about strategy, since the squares frequently act erratically when you spray them. It's water, not a sniper rifle... just use gentle bursts and be patient.

What's your reward for this? A secret level! This Secret Level may get the award for Second Most Annoying Hoops To Jump Through To Get Here.

Anyway, onto the secret level strategy. Run ans stand to the far right side of the first block, then, as the second block slides along the other way, get to the center, and hop onto the block in the air.

You'll see the next platform. Look to the right and you should see three sliding blocks converging on one point. Once they start to separate, get to that point (and try to grab the 1UP). Walk forward to the end of the platform (you should be able to) and, if the tumbling block is near, hop onto it. Walk slowly, but not too slowly along the block. goo to fast or slow and you'll fall right off it.

There are four floating beams in this part. None of them retract in so far that you can no longer stand on them, so don't worry about that. Hop along, and run along the spinning beam (run against the spinning) and hop onto the final block, a wierdly diagonal tumbler. Just always walk towards the highest corner when it's rising, and try and stay centered any other time. It's just a skip to the Shine!

=====
EPISODE/STORY 5: King Boo Down Below
=====

Once again, the beach holds little interest for you. Return to the casino. You'll notice the owner seems to have something on his mind when shoving you off to the casino...

The worker standing near the entrance say "That color's not normal..." He's right. There's a purple square sitting on the roulette table, while all of the others are the regular colors. Stomp on it, and prepare for the consequences. The floor sinks and takes you into an enclosed roulette like arena.

Nota Bene: You cannot use first-person squirt attack mode in this arena. I dunno why, but you can't.

The floor will be spinning right away to get the arena to stop spinning, stomp on the purple squares again. But this is the least of your problems. A gigantic boo comes from the floor and starts spitting out little boos. Spray him in the face, and the Jackpot tumblers he sits on spin.

There are lots of outcomes, but the one you want to look for is "threee fruits" I know normally that means a menial prize, but in this case, he throws out lots of fruits of all distinctions. Throw a normal fruit at him, and he'll just eat it, happy as a clam. But, if you throw a chili pepper, he'll be burnin' up. Now, DON'T SQUIRT HIM WITH WATER. Throw another fruit of any kind at him, and the unprepared Boo will get smacked. Three hits is all it takes.

What all the tumbler combos do:

Three fruits: Gives you tons of fruit.

Three ?'s: Random enemy spawn.

Three Coins: Coins to fill up your health; this only really happens when you need it.

Three enemies: Six bloblike enemies will hunt you down

Any other non-3-matching combo: Bubbles; shoot them for containers of water

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EPISODE/STORY 6: Scrubbing Sirena Beach
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Enter, and you'll soon see that things are definitely afoot here. Shadow Mario left his mark here. You have three minutes to clean up all the goop.

Now, you don't need to clean up ALL the goop. Tiny slivers of toxic stuff isn't going to hurt anybody. Just so long as there aren't any patches of stuff any bigger than a boogie-board, you'll be fine. Make sure you keep moving (lightly press R!). Uh... throw barrels into big patches of the stuff. Make sure not to miss the goop near the kiosks.

I can't think of much else to say. It's really not that tough. But the reward is the same; A Shine! How lovely.

=====
EPISODE/STORY 7: Shadow Mario Checks In
=====

The hotel has been evacuated, as your doppelganger has just come in with no reservation. Well, you've got a reservation... to kick his butt! (yeah, that was lame...)

This one's a gigantic pain, as EVERYTHING in this damn hotel is blue, just like him! Not only that, the ghosts that parade around are impersonating him and throwing you off the trail. Even worse, he knows where most of those secret passages are, so you can expect him to be

just about everywhere.

If you DO lose him, use your ears. The Shadow Mario music will only play when you are reasonably near him, and the phony Shadow Marios won't make the music play. However the range you need to be in to begin to hear the music is a little vague. If you hear it on one floor, he could be on the floor below or above you in the same spot, just higher.

Once you do find him, squirt him and never let up (except on the stairs, since there's no way to do that well). Once he topples, muscle the Shine outta him. Make that bastard PAY. ...or let him escape again. Either way.

=====
EPISODE/STORY 8: Red Coins In The Hotel
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Once again, the beach holds small interest for you. Just head back to the hotel. Immediately on your entrance, you should see the red coin switch, You have five minutes to snag them all.

The first red coin is sitting right in front of the switch. Try not to miss this one (if that's even possible). The second coin is in the ladies' room. You can go in there; nobody's doing anything...

The third one is in the pool. Hop through the water damage in the men's room, and then on the bed in that room. The red coin is sitting near the back of the pool. The fourth coin is right outside that room in the hall. The fifth one is in the second floor hall.

Return to the water damage in the men's room. Hop through, and squirt the ghostly painting. In the next room is the sixth coin. The seventh and eight coins are near where you found the pineapple. The pink ghosts are missing, so what you need to do to get there is get into the vents, head to the corner of it (The upper left corner, judging on the angle the camera is at when you hit it). In here, shoot the poster of "Dolphic Isle" and it should break. Hop in to grab the seventh coin.

From the room you fell into, stomp through the weak floor and through the trap door. The eighth coin is in the doorway. The Shine appears in the lobby. It's a beautiful thing...

I. Pianta Village (Monte Village: Japanese Name)

GETTING TO THIS AREA:

Once you get the booster pack in Delfino Island, simply boost up to the top of the SHINE Gate, and jump into the pipe.

DESCRIPTION OF THIS AREA:

This is basically a group of buildings Mario can climb, and subterranean tunnels Mario can hang off of.

ENGLISH COURSE DESCRIPTIONS

1. Chain Chomplets Unchained
2. Il Piantissimo's Crazy Climb
3. The Goopy Inferno

4. Chain Chomp's Bath
5. Secret of the Village Underside
6. Piantas In Need
7. Shadow Mario Runs Wild
8. Fluff Festival Coin Hunt

EPISODE/STORY 1: Chain Chomplets Unchained

You arrive in the cool night. Cross the suspension bridge and talk to the lady Pianta to the left of the exit of the bridge. She'll tell you her pets are sick with fevers and cannot be controlled. Then she'll throw you. This must be the Pianta way of saying "Please."

Anywho, there are three little chain-chomplets wandering around the village. They're red-hot, and leaving trails of searing hot paint. Splashing them with some water helps them cool, but only for a few seconds. Keep your distance when spraying them. If they see you, they may run after you.

If they're chilled out, hold the B button while standing behind them to grab hold of the little feller's tail. You can't drag him anywhere, but you can pull the tail out and snap it (release B), so he'll go flying to wherever you point him to. Try to snap them towards the center of the village, to the spring near the tallest structure in the village.

Repeat this process three times and the fully chilled chomplets will give you a Shine.

EPISODE/STORY 2: Il Piantissimo's Crazy Climb

He's waiting for you... just like always. And as always, he challenges you to a race. Why? Because he's got problems. He once again forces you into a race to the tip of the fallen tree near the end of the village.

This time, he is a formidable foe. You cannot win this one on your feet. If you notice, he has a new tactic for this race; he will dive on his belly and hop back to his feet. It's a move not entirely unsimilar to one Mario does. You need to do that to get ahead of him.

If it looks like you're gonna lose, don't even bother talking to him at the end. All he'll do is take away one of your lives. I'd like to see the explanation behind THAT. "Oh, you lose, so now you must DIE." Ugh.

EPISODE/STORY 3: The Goopy Inferno

This is probably one of the least conventional Shines to get. Not only does Shadow Mario swipe FLUDD for this one, there is superhot paint EVERYWHERE. Everything inside the low fence is fairly deadly, so don't even bother trying to "brave the heat." You will NOT make it out alive.

The real problem is that the mayor of the village is stranded on the top of the golden mushroom with no way down. It's also where that fink Shadow Mario left FLUDD. There's a way to get there, but it isn't easy. (BTW, to avoid the ghosts on the bridge, just jump erratically.)

Run around the village perimeter on the right side (the lefthand side is blocked with slime) and go all the way around until you see a brown

Pianta standing near a pit. He says he thinks it leads to the mayor, and it's as good a guess as any. Hop on down and stomp on the floorgate.

I'm sure at this point, you're somewhat familiar with the monkey-bars style stuff. But watch out around here. While the enemies seldom attack, a single hit will make you fall off. When you reach a vertical gate, hop onto it and punch it. It should slide along, but once it reaches its destination, get back onto the ceiling. The platform will eventually fall.

Eventually, you'll see a swing suspended below a column of coins. Drop down directly where the coins are and you should hit the swing. Jump to the mushrooms and continue jumping until you see a big 1Up-ish looking mushroom. It's a springpad that will bring you right back to the monkey bars. Try to side-somersault into it, as that will give you the momentum to get all the way to the monkey bars.

There's another sliding grate thing. Before you send it along, try and look down towards the destination. Don't send it off if you can see the yellow spider thing is near. After that, it's not too far till you reach another ceiling gate. Hit A to kick up (NOT B, as I did that before and it dropped me into infinity).

Wall kick out of that pit. Now, you're in the center of the inferno. You should see some rough spots of unpolluted land that you can get through. They lead to the scaffolding surrounding the mushroom the mayor is standing on. Ascend it and grab FLUDD back from where Shadow Mario left it.

However, you can't get to the mayor from that position. You have to go back down and get to the neighboring platform. There's a platform directly to the right (relative to the direction you stand when you enter the level). Climp up that, and get on top of the tree. Stand on the end of the frond and extinguish the fire on top of the near mushroom.

All it is now is a hop, a hover, and another hop and hover, and you've gotten to the mayor. Spray his off real good. He'll give you the Shine as thanks.

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EPISODE/STORY 4: Chain Chomp's Bath
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This one is similar to the Chain Chomplets you dealt with in Episode 1. However, this guy is as big as a dump truck. He also doesn't leave paint in his wake. The same principal of "spraying is good, but bathing it better" applies, but first, you gotta get him off his chain.

You should find him near the corner of the map. Go to the brass bracket holding his chain in place and press B. Now, he's free. Cool him down with either spraying (but that takes time) or toss a water-filled barrel at him (but that's fairly difficult).

Either way, once he's cooled, he becomed controllable. Press and hold B to grab his tail and use the Control Stick to walk backwards and drag Chomp back with you. Your goal is to drag him into the circular pool at the end of the map.

You should know that he doesn't stay cool long enough to drag him entirely across the map with any proficiency. What you should do is

stand near the pool and wait for the Chomp to come by, cool him off, and then drag him a much shorter distance to a chilly bliss.

In any case, once Mr. Chomp is doing fine, he'll let the sun-Shine in.

EPISODE/STORY 5: Secret of the Village Underside

A new arrival has come to Pianta Village. A Yoshi egg has come here. You'll pass it once you leave the bridge. Note what fruit it wants, and retrieve them on the small tree on the platform near the fountain where you extinguished the big chomp.

Feed the Yoshi the fruit and mount him. Walk to the left (relative your entrance position) and look over the edge. You should see a red mushroom down there. You gotta jump down to that. It might seem pretty dumb at first... and that's because it is. Just try not to oversteer or go too far.

While down here, you simple need to jump to each mushroom. For a majority of them, you gotta hover jump. One in the middle of the jumping is easier if you double jump in place, then hover vertically to the next mushroom.

Eventually, you'll pass where you've already been in Episode 3, and you'll come to a Yoshi barrier (the type he needs to puke on to get rid of). I reccomend you puke on it from the last mushroom and dissolve it from there. Once it's gone, it's a hop into the hole to come to the next secret level.

In this secret level, there are lots of Chucksters. These guysn will throw you if you talk to them. To get the 1Up in the air of the first platform, talk to the Chuckster so he'll be facing directly opposite it, and don't interfere with your trajectory with the stick.

Talk to the pink Chuckster straight on, and he'll throw you to the next platform. Talk to the blue Chuckster when he's as far back as he'll walk, and he'll chuck to the next platform. Make sure the next Chuckster is facing towards where the last platform was, and he'll chuck you up to the next guy. Avoid the irritating enemies and talk to this next chuckster directly to his face, so he'll throw you to the next part. The final chuckster HAS to be on the leftside of the block, standing about on the crack in the floor. Have him throw you towards the only thing left to throw you at.

Now, don't get frustated after the Chucksters toss you in odd ways because you weren't facing exactly perpendicular. Get frustrated after they do it fifty-four times. Truly, you have to talk to them exactly on angle, or else they'll throw you into the oblivion. But, you gotta get by this one to play the others, so get crackin'.

EPISODE/STORY 6: Piantas In Need

Once you enter, the mayor will grab your attention. He says there are ten Piantas buried in muck, and you need to clean them off before time runs out. Five of them are nearby the entrance (two of them in one pile), two are over towards the left of the village, one is near the spring (the drained one), one is near the undrained spring, and one is on the leftmost road leading to the undrained spring,

One thing to remember is that none of them are on higher ground. Don't go climbing too high; you won't find anyone. Once all ten Piantas have been cleaned, return to the start and talk to the mayor. He'll give you a box of chocolates. I mean, a Shine.

EPISODE/STORY 7: Shadow Mario Runs Wild

Once again, Shadow Mario is coming around to terrorize the good citizens and try to pin it on you. This time, when he runs, he leaves trails of that hot paint behind him. Also, it seems like he doesn't move quite so fast, so you can keep up fairly well by simply running and spraying at him. It'll extinguish most of the paint, and it'll eventually extinguish him. Also watch out for the Boos that chase you throughout the fight. Just make a few erratic turns and they'll miss you. Eventually, Shadow Mario will cry Uncle and relinquish a Shine Sprite.

EPISODE/STORY 8: Fluff Festival Coin Hunt

J. Corona Mountain

It's hot here... but Mario's faced hotter. It's a wild obstacle course between here and the end of Corona Mountain. The first part consists mainly of jumps between sets of spikes and sets of torches. For the spikes, wait for them to have been out for a small while, then hop and hover to them. For torches, you can hop to them at any point, but make sure that you spray them well with your hover nozzle. When you see the white steam, it's OK to land. Near as I know, they don't ever rekindle, but they certainly won't so long as you don't dilly-dally.

I don't think I should have to explain what will happen if you touch the lava pit below...

Anyway, once you pass all those spikes and flames, there's a place to fill up your water, and a box with a 1UP inside. Between them is a little boat sitting in the lava. It's your only way across, so you'd better learn to like it. It's a little tricky; shoot forward with FLUDD and the boat will move backwards, and shoot backwards and the boat will move forwards. However, shoot to the left, and the boat moves left. Shoot to the right and the boat moves right. Then again, sometimes it doesn't feel like it goes that way. Just be really gingerly with the controls. One hit--ANY hit--will sink you.

Once you get to the next island. You'll see you've reached a dead end of sorts. There's a shadow of the cloud above you, and places to refill your water... and a Rocket Nozzle. Stand under the cloud shadow and blast off. You have to keep blasting off to get to the next cloud. After the first cloud, the next three are stationary, arranged in a triangle, the next set has four spinning in a circle (wait for one to go above you), the next set are pairs of two moving in and out from the center (wait for one to head out to the furthest it goes out the blast off), and the last cloud is stationary. Blast up to the dark cloud to see the final boss.

FINAL BOSS STRATEGY: Bowser's Bathtub

Yep. It's Bowser. Bowser's sitting in this giant bathtub filled with green water. It has five points along its rim, like a star. Each of the five points has a "fire" emblem on them, which means you have to do a super stomp to defeat him. Since you still have the rocket pack, this shouldn't be too difficult.

Bowser will be breathing fire, as he normally does. One way to avoid it is to rocket pack over it, if you're feeling adventurous. That move could easily send you into the bath or over the edge. If you're not feeling safe, just run in the other direction.

Sometimes, Bowser will jump up and do a cannonball in the tub, tipping it around a bit. You can't break it while it's tipped, so don't even bother. Just wait it out.

Baby Bowser's got a war ship in there, and he's often firing missiles at you. But to be honest, they aren't too fast and they seldom factor in to this fight.

One thing to keep in mind is: Once you smash the floor with the "fire" emblem on it, it'll break apart, trying to take you down with it. Well, that's fire emblem pride for ya... (That pun was awful. I'm sorry) You can't let yourself be taken down with it. Hop back to the tub, or, if need be, rocket boost.

It sure isn't the toughest challenge you've faced in this game, and it's not the most satisfying either, but it's the conquest of Mario over evil, and what else could you ask for?

And with that, the game is completed. That battle was a pussy battle, but hey, Nintendo cut you a break. Hopefully, Super Mario 128 (confirmed!) will have a better ending battle! :)

=====

5. ITEMS, ETC.

=====

A. ITEMS

RED COIN

=====

8 of these appear during certain stories. Like Super Mario 64, 8 of these collected will create a SHINE.

YELLOW COIN

=====

This coin appears in all Mario games. In Super Mario 64, you needed to collect 100 coins for a star. In Super Mario Sunshine, it's still 100. Collect 100 of these for a SHINE. They also heal one little part in Mario's health, and restore air underwater.

BLUE COIN

=====

These coins are special in a sense that collecting them will let you save. If you collect 10, take them to the hut you cleaned up with the bear inside (the hut Ricco Harbor entrance is on) and ask them to exchange 10 Blue Coins for a SHINE.

SHINE SPRITE (YELLOW)

=====

These are like the Stars from Super Mario 64. They grant light to Delfino Island. Grabbing these ends an Episode/Story.

SHINE SPRITE (BLUE)

=====

These only appear if you repeat and finish a mission. They end the mission as well.

B. ENEMIES

PIRANHA PLANT (paint)

=====

These enemies spawn from paint after Mario soaks it a bit. When they rise, attack them from a distance with the Water Cannon since the jet pack Water Pack can get you injured quite easily. They succumb to water very easily. Sometimes their mouths need to be open to be effective.

WIND CLOUD

=====

This enemy previously appeared in Super Mario 64. They blow Mario off course in this game as well. They can't be hurt, so just avoid them completely.

PAINT CREATURES

=====

These little critters rise out of paint and turn into paint while fighting off paint piranha plants. Water can easily kill them, as well as pounding them, but they can hurt Mario while attacking bosses, so look out.

SINGLE WIGGLERS

=====

These creatures can be found running over the shining mirrors in Mamma Beach. They are hard to push off, but soak them until they nearly fall and pound on the highest part to get them off.

RED PENGUINS

=====

These penguins hurt Mario if they peck him in Mamma Beach. They resemble their blue counterparts except they hurt you while springing Mario into the air. They are best avoided.

BEEES

=====

Bees reside in some trees and sting Mario if he is on one of them. Avoid them at all costs.

BURROWING FLOWERS

=====

These flowers burrow into the ground and throw nuts at Mario. They

should be avoided since they seem to ignore the Water Pack. It's best to just run away from them.

WIGGLER

=====

Wiggler appear from the sandy ground. Simply avoid them since killing them is too difficult.

CALAMARI

=====

These little squid cannot die through water, so simply pound on them to kill them, and you'll receive a Yellow Coin for your trouble.

WATER SQUID

=====

These squid hang around the water in some courses, like Ricco Harbor. If Mario steps on them, they become flat platforms in the water for a few seconds, which can be helpful if Mario needs to get across water fast. It is unknown whether they can be killed or not.

C. BOSSES

This section is for bosses. They appear in the walkthrough as well but this section is for easy reference for those having trouble with bosses.

BIANCO HILLS

BOSS: Petey Piranha

This boss is resistant to water, so you must use special force to defeat him. When it opens its mouth to shoot paint out, shoot water inside. Repeat the tactic until it falls on its back. Get on its belly and pound the belly (A + L). It'll get up again, so repeat the pattern twice to defeat it at last.

PINNA PARK

BOSS: Mecha-Bowser

Your goal is to launch a rocket at the Bowser thing. Mario will get hurt on the ride, so be careful, and listen to the to the Water Pack when the Bullet Bills comes toward you from behind or ahead! To prevent from getting hurt, launch a rocket and then launch water at it. When Bowser comes into view, aim the rocket and then press R. When you launch enough rockets at it, the Bowser-thing will die!

RICCO HARBOR

BOSS: Gooper Blooper

At first, after revealing him, wait for him to launch a tentacle at Mario. Then, when it misses Mario, step on one of the bulb area and then hold B while pulling the tentacle away from the body. Eventually it should come up. King Calamari will be too hurt to attack you, so run to his mouth and pull it from its socket. King Calamari will evolve and recharge, so repeat the pattern above, and King Calamari will die, revealing another SHINE!

BOSS: Gooper Blooper II

The difference from this battle is that the arena is smaller. And Mario can get knocked off. He is also much more relentless than before. At first, after getting to him, wait for him to launch a tentacle at Mario. Then, when it misses Mario, step on one of the bulb area and then hold B while pulling the tentacle away from the body. Eventually it should come up. King Calamari will be too hurt to attack you, so run to his mouth and pull it from its socket. King Calamari will evolve and recharge, so repeat the pattern above, and King Calamari will die, revealing another SHINE!

D. ENVIRONMENTS

GROUND

=====

Mario can run, jump and dive here. There are coins all over the place, and places to climb.

WATER

=====

Mario can take a swim in this area to get hidden coins and to get to other areas. He can also refill his Water Pack here.

AIR

===

This environment is high, so naturally you'll be hovering. If Mario is too high in the air and lands on solid ground, Mario will lose health.

PUZZLE ARENA

=====

This place is where there are many obstacles to overcome to get to the SHINE at the end. They are usually somewhat challenging, as the platforms usually shift, giving Mario some trouble. Try not to slip off, but if you do, you'll be back at the arena to try again.

BUILDINGS

=====

Around Delfino Island are buildings that house people Mario can talk to. Some buildings can also be towers to scale where boss fights take place, and some buildings are never uncovered until paint is cleared from the wreckage.

SLIDES

=====

The slides in this game are fairly difficulty and require some quick and logical thinking. More than often will slides force Mario to move quickly in a direction, or jump very high to the SHINE below.

=====
6. STANDARD GUIDE INFORMATION
=====

This is all the standard, technical information for the guide thus far. Please follow all these guidelines and respect what this says. If you AIM me, for example, I will not respond back or I if I do, I'll be mocking your stupidity at literature. You've been warned.

A. LEGAL

This FAQ is copyright 2007 by cvxfreak. I own no rights to the game "Super Mario Sunshine." Nintendo Co., Ltd. owns those rights, so if you want to sue the creators for whatever reason (like if your child unfortunately gets killed attempting to fly across the sky in a Water Pack), don't go looking for me.

This FAQ/Walkthrough may be found at:

www.gamefaqs.com
www.ign.com

...among others. But those two tend to have the most up to date versions so be sure to check back to those websites often.

B. CONTACT GUIDELINES

E-MAIL:

Feel free to e-mail me with anything incorrect in the FAQ, or anything that needs to be changed. Please be clear when e-mailing me, and write to me in English, or else I probably won't be able to help you. What I mean by clear is that don't "tA1k lYkE diz!"

AIM/MSN:

No, I don't chat with anyone unless I know them personally, so if you AIM me, and I don't know you, you'll be ignored.

C. CREDITS

Thanks from cvxfreak:

-King Kool for finishing the walkthroughs for me (and for ruining his education... :P)!

-Nintendo and Shigeru Miyamoto for creating this awesome game as well as the Nintendo GameCube!

-Jeff "CJayC" Veasey for hosting this document on GameFAQS.

-Peter Judson at for posting this FAQ on NeoSeeker.

-Stephen Ng for posting this FAQ on GameFAQS.

-Planet GameCube (www.planetgamecube.com) for the never ending previews of this game, which got me excited about the game. Planet GameCube is THE best website for GameCube and GameBoy Advance news that's free, so I suggest you visit the site everyday for the latest GCN/GBA news. If you can, help keep the site up by donating money to the site. It'd be sad to see them go.

-Fellow FAQ authors Colin Moriarty and Myke for letting me know that I've spelt "graffiti" wrong (although Colin spelt it right the first time).

-"d 0 w n e r" for letting me know first where to exchange Blue Coins for a SHINE.

-"SAYUBEMYWIFEY" for letting me know of the Yellow Coins mistake.

-Big thanks to "Alce Nana" for letting me know the name of the island, "Delfino" as well as noticing that the start of the levels are Italian words.

-Mark Andrews for that extra maneuver!

-CyberShell13 for helping me with Ricco Harbor Story One!

-Toby Normoyle for the information on the missions!

-Devin Morgan for letting me know that in the U.S. versions the missions are called "Episodes."

-Nintendo Power magazine for letting me know that Mamma Beach is really Gelato Beach.

Thanks from King Kool:

Mountain Dew - You're always there for me...

My friends and family - You know who you are

The authors and message board posters of GameFAQs.com - don't ever change. Well, change a little bit. But, not too much.

cvxfreak - Whom without his offer, my time would be far more productively used.

D. VERSION UPDATES

JUNE 17, 2007

2.00

cvxfreak here. Just updating a few small non-guide sections that were outdated.

DECEMBER 16, 2002

0.19

King Kool updated a whole lot of the FAQ, so now every mission except

for two are now covered!

AUGUST 27, 2002

0.18

I bought the U.S. version and added course descriptions and changed a few things like boss names. I also made some of the parts of the walkthrough more specific.

AUGUST 26, 2002

0.17

Sadly, some stores didn't get the U.S. version in today. So I decided to update the guide in preparation (and to get ahead of other authors about to send in their guides). So I updated a lot of the information. I also made the guide easier to read, and I also added descriptions of how to get to several areas, as well as how they look like.

AUGUST 25, 2002

0.16

I did a little adding to make this game fit the U.S. version as well. Some of the places have been changed names, etc. So this update dealt with that.

AUGUST 24, 2002

Version 0.15

Updated the walkthrough for Ricco Harbor.

AUGUST 20, 2002

Version 0.14

I finished the walkthrough for Mamma Beach.

AUGUST 19, 2002

Version 0.12

Added a few story walkthroughs to the Mamma Beach section.

AUGUST 13, 2002

Version 0.11

Added the walkthrough for Ricco Harbor, Story Two.

AUGUST 10, 2002

Version 0.10

Sorry about the lack of updates lately. I've been too lazy/pre-occupied/whatever to update the FAQ. Anyway, I recently got a good contribution from Toby Normoyle stating the goals for each little Story in some of the missions. Thanks, Toby, really appreciate it!

AUGUST 4, 2002

Version 0.9

Well, I got off my lazy butt and started adding more to the walkthrough. I also added more specific details to some of the current walkthroughs and sections, like the options menus.

JULY 30, 2002

Version 0.8

I've been progressing slowly... well, I added more information to the FAQ as a whole, such as more e-mail contributions, etc.

JULY 28, 2002

Version 0.7

Thanks to "Mark Andrews" I added another maneuver.

JULY 27, 2002

Version 0.6

Added a few more Shines to the FAQ, progressing it even further.
Corrected more mistakes.

JULY 26, 2002

Version 0.5

No new information walkthrough-wise, unfortunately. It was more of a day to fix errors. Corrected the Yellow Coins mistake. Somehow I had a seizure, which happens once in every FAQ. Thanks to "SAYUBEMYWIFEY" for letting me know about the mistake. And big thanks to "Alce Nana" for letting me know the name of the island. It isn't "Dolphino," it is the Italian Word, "Delfino."

JULY 24, 2002

Version 0.4

Added more and more to the walkthrough outside the courses themselves.

JULY 23, 2002

Version 0.3

Added more stories to the walkthrough and added more to the current sections. Added more to the walkthrough, and added 2 people to the credits.

JULY 22, 2002

Version 0.2

Added the first parts of the walkthrough and all the other gameplay sections, like maneuvering, etc.

JULY 17, 2002

Version 0.1

I created the sections of the FAQ.

E. CONCLUSION

This FAQ is now 99% complete. And for closing comments from King Kool:

I've just spent about twelve days writing my parts of this FAQ, and I'm trying to figure out why. During this period, my finals were happening, and the fates of my calculus and Russian history grades are in doubts right now. I don't think this is to any fault of this writing venture, but it didn't help.

Not only this, but I have to admit, I'm not fond of Super Mario Sunshine. It's certainly not my favorite of the Mario franchise (I'd point to my review, but I still have to write it...). Every other game I've written for, and all those in-progress right now, are all games I thoroughly enjoyed.

Also, since CVX was the first author, that means he gets to choose where we host this. AS a writer, I was GameFAQs exclusive before, since few other websites tickled my fancy (I'm VERY doubtful of IGN, but I don't want this to shine badly on CVX). I couldn't ethically make him not host it on the sites that already had it, of course.

So, I'm writing a guide for a game I don't like for websites I'm unsure of at a VERY inopportune time in real life. What in the hell made me do this?

Well, cvxfreak asked me to. And he's my friend, and a great author. How could I refuse?

End of document.

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