Super Mario Sunshine FAQ/Walkthrough

by Sasha Slutsker

Updated to v4.6 on Dec 28, 2002

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Super Mario Sunshine	
FAQ/Walkthrough	
Version 4.6	
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*Note: To get to all places with a Code press Control + F. Then, type in the code and press Enter twice. This makes finding a level quicker.

////	I.	Introduction	\\\\\\

I have contributed a few FAQ's to GameFAQs, but this is my first BIG one. It is meant to help people who are stuck in Super Mario Sunshine. I hope you enjoy it! (If you are reading this from Cheat CC, please contact me at Sasha@thegnn.com)

//// II. Version History

Version 4.6 (??? KB) 12/27/02
-Changed beginning ASCII art
-Took out Pianta ASCII art
-Changed Version History format
-Added to the Yoshi Secret Trick

Version 4.3 (102 KB) 12/4/02 -Major Update. Added a Boss FAQ. (25 Sections.)

Version 3.9 (95 KB) 11/25/02
-Added an Ending Section. (24 Sections.)

Version 3.7 (94 KB) 11/23/02
-Asked a mega question in Ricco Harbor. (Sent in.) (23 Sections)

Version 3.6 (93 KB) 11/23/02
-Added a hint for Hard Blue Coin #1 for Delfino Plaza.
-I added more to a couple sections, including Noki Bay. (23 Sections)

Version 3.5 (92 KB) 11/21/02
-Added a hint for Hard Blue Coin #2 for Delfino Plaza.
-I'll work on more hard blue coins later. (23 Sections)

Version 3.3 (91 KB) 11/14/02 -Updated Legal Info. (23 Sections)

Version 3.2 (90 KB) 11/11/02
-I fixed an error with the ultra secret trick.
-I also added a user submitted tip for 100 coins in Delfino Plaza. (23
Sections)

Version 3.0 (89 KB) 11/6/02
-This is a big update.
-I went through the FAQ, trying to go into more detail throughout it.
-I also added a "tough blue coin section" which has a chance of
evolving into a full one eventually.
-Expect additions to this later. (23 Sections)

Version 2.8 (86 KB) 11/5/02-Added more information for Yoshi and THE TRICK.-Expect more in the next update. (22 Sections)

Version 2.6 (85 KB) 11/3/02

-Added a Yoshi section which is... almost complete. -Expect more characters in the next version. (22 Sections) Version 2.4 (82 KB) 11/1/02 -Added a secret. -Added to the FAQ section. -Added to the sites list. -Also, added a few characters. (21 Sections) Version 2.0 (82 KB) 10/29/02 -Added a tip for Sirena Beach that was sent in. -Added Characters and FAQ. -Fixed a few spelling errors. (21 Sections) Version 1.8 (80 KB) 10/26/02 -Added an "FAQ" section. -Also, added a tip for Pinna Park 100 Coins that was sent in. (21 Sections) Version 1.6 (79 KB) 10/24/02 -Added Characters to the "Characters" section. -Made a clarification on the hint added in Version 1.10 -Also, took the "0" off of the version number. (20 Sections) Version 1.50 (79 KB) 10/23/02 -Added a picture at the end and added a Character's Section. (20 Sections) Version 1.10 (75 KB) 10/21/02 -Added a Secrets Section. -Added an easier Way to beat Sirena Beach, Episode 1 that was sent in. (19 Sections) Version 1.00 (73 KB) 10/18/02 -Started FAQ. The FAQ is complete with all 120 shines. (18 Sections) _____ //// III. Characters \\\\\\ _____ Name: Mario When: All Game Who : The guy you control and the main guy. How do you not know him? Name: Yoshi When: From Unlocking him (See Events) until the end. Who : Mario's Dino dude. He rides him and uses him to spray things. Name: Peach When: All Game Who : The one who goes with Mario on the vacation. Get's kidnapped. (Again.) Name: Shadow Mario When: All Game Who : The main enemy. He kidnaps Peach and looks just like Mario. But who is he? Name: Toads When: All Game

This game starts out with Peach and Mario going to an island. (For Vacation.) When they get there, they find that the island is infected with disgusting goop! Mario then finds FLUDD. This stands for Flash Liquidizer Ultra Dousing Device. Then, you take control of Mario with FLUDD and easily destroy a Piranha Plant. (Check Section XV if you are having trouble beating him.) Then, you get put on trial. Mario is accused of vandalizing the island! It turns out the true vandal was someone who looked just like Mario.

SHADOW MARIO

Now, Mario must get the Shine Sprites (120 in all) to fuel the village and destroy Shadow Mario. But who is Shadow Mario? I guess you will just have to find out...

//// V. Controls		\\\\\
Jump	- A	
Talk	- В	
Dive	– B	
Butt Stomp	- A+L	
Camera View	— Ү	
Switch FLUDD nozzle	- X	
Squirt Water	– R	
View Data	- Z	
Change Camera Angle	- C	
Yoshi		
Flutter	- A + A	
Tongue/Eat	- В	
Squirt Juice	- R	
//// VI. Events		

These are the events that happen in the game. (Only five of the levels

are here because two of them don't open up from an event. Please check those levels to see how to get there.) Also, some of these can be done in a different order.

Event 1 - Bianca Hills Opens up

After you have you have the first shine, (Section XIV) chase Shadow Mario while spraying him. After that, defeat a Piranha Plant and you've got the first level!

Event 2 - Ricco Harbor Opens up

Get three shines. Then, defeat the Piranha Plant you see. This should open up another level. Ricco Harbor!

Event 3 - Gelato Beach Opens up

Get five shines. Defeat the Piranha Plant you see. A lighthouse will appear. It is your entrance to another level... Gelato Beach!

Event 4 - Pinna Park Opens up

Get ten shines. Then, chase down Shadow Mario. You will see the canon open up. It is you entrance to Pinna Park!

Event 5 - Get Yoshi

Beat Episode Four in Pinna Park. Chase down Shadow Mario. Yoshi will require you to get here a fruit from now on.

Event 6 - Get Turbo Nozzle

Get 25 shines and get Yoshi. Chase down Shadow Mario. The Turbo Nozzle might not be as useful as the Rocket Nozzle, but it is still very useful.

Event 7 - Noki Bay Opens up

Get 20 shines. Look into the light... Look into the light...

Event 8 - Get Rocket Nozzle

Get 30 shines and the Turbo Nozzle. Chase down Shadow Mario. The Rocket nozzle is so useful. It is also the final "thing" you get.

Event 9 - Corona Mountain Opens up

Beat Episode Seven in all Seven levels to start a flood. Swim your way to the place behind Pianta Village. Enter the cave.

Beat Corona Mountain and Bowser. Then, after watching the ending, go back to Ricco Harbor. To the left is a boat that will take you back to Delfino Airstrip. (Don't actually enter the level. Go to the left.)

//// VII. Bianca Hills (Code 1001) \\\\\\

This is a pretty easy shine. But hey, this is the first level shine you CAN do. I suggest you get used to the controls here as this episode is easy and it is your first chance to try to do so. Basically, follow the arrows and you won't have a problem. Start by going strait, and then go onto a long wire. Cross it. (If you fall off press A twice to jump back up.) Go strait and turn left at the arrow. Then, go along the path until you see a Piranha covered in goop. (He is like the first one you fought.) Squirt him in the mouth until he dies. A bridge will appear and so will your shine.

Episode 2 - Down with Petey Piranha

This is the first REAL boss battle, but it is incredibly easy. Go to the place you were for the first shine. This time, go on the bridge. Follow the path up the mountain. (You will have to jump and hover across the gaps.) When you get to the end, you will see a windmill. Hop onto one of the platforms attached to the windmill. When you get to the top, jump onto the ceiling. You will be warped to you first boss battle.

This piranha plant doesn't look like the others (he is actually green), however the idea is almost the same. You still spray him in the mouth. However, when you spray him enough, he will fill his tummy. Then, he will fall and you have to butt stomp on his fat tummy. He will then shrink. Do this three times and he will die. Wash away the small goop left for a shine.

Episode 3 - The Hillside Cave Secret

This should be your first Secret level. Get ready to experience one of the best parts of Super Mario Sunshine! During secret levels, Water Mario takes away your FLUDD. No more hovering! Instead, you have to beat the levels classic Mario style. It's very fun and you'll have a blast.

To get to this particular secret level you must first enter a cave. To find it, you have follow the arrows. Basically, go to the place you battled the Piranha in Episode 1. (Do not go on the bridge.) Go to the right and you will see a cave above a bunch of grass. Cross on the tight-wire to get there. You can run up normally or you can get to the tight-rope and back flip onto it. Then, jump off the tight rope, into the cave.

After watching Shadow Mario steal your Water Pack, you get warped into a big level with a palm tree at the end. (There's a shine next to the palm tree, but who cares about that.) Anyway, at the beginning, jump over all the tall moving platforms. Stay in the center so that you don't have to worry about how they move. After you get to the top, you will see many orange blocks moving around. I usually take the left side, but it doesn't really matter. Just wait until it right in front of you and jump/walk onto it. Once you get across this, walk across the strait platform with the many big block moving around. However, start walking right after the first big block passes you. Then, stop right above the second big block (It won't push you off if you do this) and wait for the third block to pass. Then, take a run for the end. Now, you have reached a moderately hard jumping section. Jump onto the first star easily. Now, stand on the edge and wait for two edges to match up. This is when you should jump. It might take some practice, but you'll be able to do it. Then, jump onto the last platform and snag the shine!

What a great name for a village! Follow the arrows to get the windmill village. (It is on the way to all the previous shines.) This should be your first shine from red coins. During red coin challenges, there are always exactly eight red coins. There are never any more or less. These particular eight red coins are not hard to find. They are all along the roofs found in this area. See the two tight-ropes (where one is above the other?) Well, you have to jump up on those two, and hover onto the rooftop of the small house. From here you can go higher up the roofs and you can hover across into the other area.

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B is where you are when you first get off the tight-rope. (Ignore C for the moment.) A is where you go for about half of the red coins. (They are in that area.) After you get all the red coins, the shine is at the top of the houses. (Or should I say windmills.)

Episode 5 - Petey Piranha Strikes Back

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This battle is actually pretty hard. However, it can be done. Finding the guy is pretty hard since the movie clip is pretty bad. Go to Windmill Village. From there, got to A (Check above map.) After that, go to C and jump onto the green area above. Walk forward and you will see him... sleeping. Wake him up with some water. (I bet he'll love that.) Spray him and he'll start flying. At this point you will have to spray him every time he opens up his mouth (while flying.) When you do that he will fall to the ground. Now, defeat him just like you did in Episode 2. This time, however, after you butt stomp he will go back up into the air. Basically, repeat the process until he is dead. (When spraying him watch out for the jello-like enemies that could attack you.)

Episode 6 - The Secret of the Dirty Lake

This secret is very similar to the one you encountered in Episode 3. To get here, get on the bridge you went on for Episode 2. Go up the mountain, looking at the sides. When you see an opening, jump and hover into it. You might get a little hurt, but it doesn't matter since your health will be renewed. (And deemed irrelevant.)

Get ready for another obstacle coarse. At the beginning, there are many blue and red blocks. The blue blocks will all flip together. Then, the red blocks will all flip together. After the red blocks finish flipping, jump on them. Then, jump on the blue blocks when they finish. Do this to get to the platform. From there, jump on the spinning cube. As the cube spins in different directions, move with it to avoid falling off. At the end you will get to a platform. You can easily cross this. Just jump when the thing comes to hit you. The next spinning cube will go up. Do the same thing this time (you can get the life if you want...) and then jump onto another platform. This is a huge version of the red and blue blocks you saw at the beginning. Cross it to get a shine.

Episode 7 - Shadow Mario on the Loose

You will get VERY used to this soon. However, since this is your first time I will give a little longer description. (Episode 7 is always Shadow Mario.) Basically, just chase him while spraying him. Do this until he falls on the ground yelling. Pick up the shine you earn.

Episode 8 - The Red Coins of the Lake

Most of this episode takes place at the... LAKE! (How did you guess?) Anyway, the red coins are a little harder. However, they are not THAT difficult. Just remember that none of the Episode 8 challenges are required to beat the game. Anyway, with that said, here is how to get the coins.

You can get the Rocket Nozzle but it is definitely not required. (You'll find it at part of the lake.) Want to know the best way to get the red coins here? There is a great strategy I use. See those spider dudes swimming in the water? Get them to throw you up into the air. Land on the tight-wires and you can get most of the red coins there. This is not as hard as it may seem but it is VERY time consuming.

Secret Shine 1 <><><><><>

Note: Do this after you beat the game so that you will have the FLUDD.

Go back to Episode 3. Enter the cave the same way and switch to hover mode. Start the Red Coin Challenge by butt-stomping the red thing. This

is much easier than most of them, but it is still fairly hard. You are given 1:00 to do this, so time is of the essence. Get the first one easily. Then, there are four on the four corners of the red platforms. There are star platforms to the left and right from here. There are two red coins on the right and one on the left. After you get them all, the shine will appear at the end of the level.

Secret Shine 2 <><><><><>

Note: Do this after you beat the game so that you will have the FLUDD.

Go back to Episode 6. You will have to complete this in 1:30. Just above one of the red platforms is a red coin. Get it. Then, continue on as you usually do and you will get to the spinning cube. (However, there is a red coin in the air right before the cube.) Cross using the cube. Here, you will se the third red coin. Get it. While going up on a cube, get two more to make your total five. (These two are the hardest. Keep trying!) The last three are all here. Get them all easily and you get a shine!

100 Coin Shine <><><><><><>

This is pretty hard to get. You will have to search all the nook's and cranny's to find them all. Which episode should you choose? As a general rule, you should always choose Episode 8 since the level will probably have the most coins by then. Also, keep in mind that this is one of the hardest 100 Coin Shines so all I have to say is: Good Luck

//// VIII. Ricco Harbor (Code 1002) \\\\\

Episode 1 - Glooper Blooper Breaks out

This is not THAT hard. It is actually pretty easy. However, there are many things to do and a beginner might not know what to do so I will cover the whole episode in-depth. Before I start, I would like to tell you that Ricco Harbor is a lot different from Bianca Hills. It is mainly water, while Bianca Hills is mainly land. However, the first episode doesn't take place on water (unless you mess up) so that difference is more noticeable later on.

To start, head forward onto the ship. Get on the gate. From here, you can press B if you want to flip through a gate. (If you flip into this area you can get a blue coin - but you don't have to.) Anyway, make your way to the top of this part and flip (if the gate is above you press A, if it is below you press A + L - in this case it is above you so press A.) You should be at the top of the ship. Wait until the bridge gets to you and jump and hover onto it. Get off on the other platform.

Now, you must navigate through a large maze of gates. However, it is MUCH easier than it looks if you know where you are going (and you don't want coins.) Go up to the top of the gates (don't flip onto the top, under the top.) If you don't understand here is a diagram: ----- <--- The top

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A is where you should be. (Under the top.) Go forward and DO NOT TURN until you get to the end. Here, go to the left and flip the gate. Make your way down and you will be on a platform. See the platform across the water? You need to get there. Jump and hover onto the moving bridge. Then, jump and hover off of it, onto the platform.

Look up. You will see a symbol. Spray it to make it turn. If you do this, the boat will rise all the way. (You'll also get a blue coin. Yay.) Jump onto the boat and jump off at the other side, landing on a platform. You will see a platform going up and down. Jump on it while it is going up. Then, when it is at the top, jump onto another platform and make your way to the huge are so high up. Butt stomp (A + L) the box so that you can take the tunnel here the next time. Anyway, keep going forward and you will see a weird looking monster.

This monster is Glooper (Or Glooper Blooper.) Defeating him is pretty easy. Basically, he will attack you and you have to wait until he stops and starts going slowly. At this point, grab one of his paws and pull until you pull it off! Do this to all of his paws and than you have to pull on his nose. Then, will jump up and come back meaner than ever! Do the same thing and he will be destroyed forever, knocked into the ocean. HA! (Actually, he'll be back in a few episodes...)

This is a pretty easy Episode. Go to the right from the start. See the logs? Go onto the logs and go onto one of the dolphin-like tings. (They are called Blooper's.) Ride the Blooper to the left and go strait until the end. Then, turn left again. You will enter a cave.

This cave is where you will take a race. Talk to the man and he will let you choose a Blooper. Choose one and carefully but quickly maneuver yourself around the course. If you get a time that is better than 45:00 you will get a Shine Sprite.

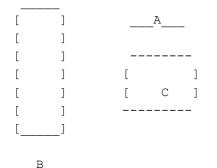
Here is some sent in strategy from hypershadowmanx

Green Blooper - slowest but easiest to handle

Yellow Blooper - good speed and good handling

Pink Blooper - lots of speed but horrible handling

This episode is pretty long and you have to be VERY patient. Also, there are a few ways to do it. I will show you the way that, in my opinion, is the best and easiest way to do it.



B is about where you start. Jump into the water and swim over to A. A is actually a tall gate. Climb all the way up it. At the top, flip the gate (if you are facing C) and jump onto the crane. Ride it to the other side. Then, jump and hover onto the other gate. Flip to the other side and then jump and hover onto the platform. Go left and start walking on the narrow path, spraying enemies in the way.

Now turn left when you are at the end and walk until the end of that. You should see a crane. Jump and hover onto the crane to be taken to the gate. Jump and hover onto the gate. Flip to the other side of the gate and jump onto the next gate. Flip through that gate and jump onto the platform. Go left and jump over a few gaps. Then, get the Rocket Attachment. You can use this to get the shine, should you fall of right now. (If you don't mess up you don't need to use it. The next paragraph will explain what to do if you fall off with the Rocket Attachment.) Go left and go up a bunch of trampolines. Do this until you get to the top. Just drop into the big area to snag the shine.

If you fall off with the Rocket Attachment all you have to do is go to the start and go on the boat you went on for Episode 1. Get to the top of the boat and jump onto the bridge. Then, jump and hover onto the platform. From here, use the Rocket Attachment to rocket yourself up to the gates. Flip the gate and the shine is yours.

Episode 4 - The Secret of Ricco Tower

This is another Secret level! I can't really think of a good introduction, so I'll just explain how to get the shine. To start, jump into the sewer system and come out at the very end (the area you fought the boss during Episode 1.) Here, go over to the exact spot you fought him and turn left. Jump and hover onto the platform. Get the Rocket Nozzle and make your way back to where you exited the sewer system. Now, enter the sewer system and exit at the mid-point. You should see a very big tower. Rocket jump to all the narrow pathways along the way. Then, enter the secret level.

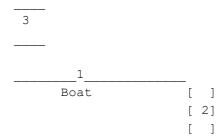
This secret level is very easy so you probably won't need help. Not that I can help you much. After all, all you have to do is maneuver around all the big blocks and all the other stuff. I did it on my first try and you probably will too.

Episode 5 - Glooper Blooper Returns

You knew this dude would be back. The same guy is actually about the same. However, it is ten times as easy to get to him. All you have to do is take the sewer system to where he was last time. Then, merely jump and hover to the platform with the Rocket Nozzle (the same place you got it for Episode 4.) Now, Rocket up to the ceiling gate. Flip up and the battle begins. I'd explain the whole thing again, but it would be filler (since he is basically the same as last time.) If you want help beating him, go back to Episode 1.

Episode 6 - Red Coins over the Water

This episode is actually very hard. You really have to learn how to control the Blooper's. Anyway, go to the right from the beginning and get on the logs. Butt stomp the red button and the time will start. You only get 2:00:00. Hop on a Blooper and get moving! (Remember that if you hit a boat or something like that then you die.) The first three are easily gotten right on the coin path. After that, on is on the right (on coin path) and one is on the left (on the coin path inbetween two poles.) There is also one near the boat in the air. To avoid crashing only get this one right after the first three.



Red coins are located at 1, 2, and 3. After getting 3 (It is one of the first three) go left and get 1. Then, get 3 and then go all the way right and get the sixth one. Now, there are only two left! Go behind the boat. One is in between to poles and the other, just to the left, is between two boats. After this you have a semi-hard task. Getting all the red coins is not enough, you need the shine. The shine is on the logs. Time your jump carefully to get that shine!

Episode 7 - Shadow Mario Revisited

Same thing as the other one. However, I managed to beat him in two seconds by just spraying him from the start. However, this was probably an accident. Usually, it takes longer. It is very similar to the first one, after all.

This is one of the hardest episodes in the game. Do not feel bad if you can not beat it. It involves being able to jump and control Yoshi very well. To start, take the underground sewer system to the end. You should see a big fruit machine. Jump onto the top of it. When you get there, butt stomp. A fruit should come out. If it the kicking fruit (spikes) than take it to Yoshi. (To do this Episode you need Yoshi. Check the Events list.) Yoshi should be very close to the machine. Once you have Yoshi you can start the hard part!

See those fish going up and down? You need to spray them with Yoshi Juice. Once you do, they will turn into platforms. You can jump on these platforms. Jump on the first one to get across to a regular platform. There is a fruit that will turn Yoshi orange at the right. Go get it. Then, come back. Ride a platform up (by spraying it) and do that again. One more time and you'll be at the top! Spray the cage with Yoshi to earn your well deserved shine!

Secret Shine 1 <><><><><>

This is a pretty easy Secret Shine. It does not take place on an obstacle course like most of them do. Instead, it takes place during Episode 2. Basically, do Episode 2 again... in 40 seconds. Those five less seconds make it much harder, but you'll do it in a few tries. (If you go all out and cut corners when you can.)

Secret Shine 2 <><><><>>

Unlike the first secret shine, this secret shine does take place in an obstacle course. (Scary, isn't it.) Go back to Episode 4 and try to get all the red coins. The hard thing about it is that, while the level itself is incredibly easy, getting the red coins while everything is moving is VERY hard. Look around all the moving blocks until you find it!

100 Coin Shine <><><><><><>

There are actually many options for this. You could try to get them all during Episode 1, 3, and 8. Episode 1 has them all around but it would be hard to get up to 100. (But it is possible.) Episode 3 would get you a lot from the manholes and just lying around. Then again, so would Episode 8. You should probably choose whichever you feel more comfortable with. After that, keep trying and you'll get them all!

////	IX.	Gelato	Beach	(Code	1003)	$\setminus \setminus$	\\\\

Episode 1 - Dune Bud Sand Castle Secret

Go to the left from the start. You should see a little plant that looks different from the others. Spray it with water and a castle will appear. Run quickly to the castle. If you don't go quickly enough, it will disappear. When you are done, you will be transported to a secret level.

This secret level is not too hard but it is really fun. There is a lot of sand here and if you stop on the sand you will fall through. Run across the sand to get to the big structure. Go through the center of the structure and you'll be in the middle. Stop and rest there. Wait for all the sand to come back. When it all comes, exit and quickly go to the left. Make your way up the structure. Then, go to the right for a shine.

This is a pretty easy episode. Actually, all of Gelato Beach (Except Episode 8) is easy. Anyway, there are three mirrors located around the level. These three mirrors have enemies on them. You must kill them all by knocking them off. How? Well, first go to the one with only one guy

on it. Spray him until he loses his balance. Then, butt stomp the other side of the mirror to send him flying! The other mirror have either two or three guys. When you have killed them all, get you shine.

This boss battle is pretty easy, but can get a LITTLE hard at the end. Start by spraying the green plant when the caterpillar comes by. Then, the caterpillar should flip upside down. There will be an arrow pointing at some part of his body. Butt stomp where the arrow points. The caterpillar will get mad (since you hurt him) and flip back up and keep going. Do this again and he will take a new path through the ocean. Flip him again, and he will be upside down in the ocean. Butt stomp him while he is in the ocean to kill him and get your shine.

Episode 4 - The Sand Bird is Born

This is a very fun episode. It is one of the red coin challenges where the first seven are easy to get and the eighth one is the only hard one. To start, go back to where the two mirrors are (the last two.) There are many way to get here but the easiest is to get on the mirror that had three enemies and them jump and hover onto the trampoline. Jump into the opening.

This is not a secret level since you have FLUDD. The first seven red coins are all on the sand bird. (Two on the left, two on the right, one in the middle, one up and own behind you.) After you get those get on the head of the sand bird. Soon, the sand bird will turn. Jump and hover so that you get on the side of the sand bird when it is 90 degrees. Then, when it turns back to regular, jump and hover so that you land safely. Then, jump and hover onto the top of the tower. The last red coin and the shine is here.

This is a race to the top of the mountain. It is very easy since Piantissimo is very slow. To get to the top, go to the area with the two mirrors and head up the narrow passage. (By wall jumping.) Then, go left across the grass to get to the flag. However, first you need to talk to him. He is right in front of you at the start. As long as you do what I told you to do, you'll be fine. When you are done, get your shine.

Episode 6 - Red Coins in the Coral Reef

This red coin challenge is fun and pretty easy. (Did you notice that I've said that for basically every Episode in Gelato Beach.) Go to the left from the start. Dive into the water and you'll see a Coral Reef. All the red coins are here. They can be found on the bottom of the ocean floor, in the grass, or just swimming out with the fishes. None of them are hard to find and they are all there in that small area. When you are done, the shine appears on the rock that sticks out above land for about a centimeter.

Episode 7 - It's Shadow Mario! After Him

Chase Shadow Mario while spraying him. (Like usual.) It really is the same thing each time. When you are done, get you shine.

Episode 8 - The Watermelon Festival

This is really hard and time consuming. Basically, the opposite of all the previous Episodes. Go to the hut at the way left section of the level. The dude there wants you to get him a watermelon. There is one in this section, but it is too small. There is another near the start, but it too is too small. You have to go to the top of the mountain (The goal in Il Piantissimo's race.) Roll that watermelon down to the hut, making sure it does not break. If you can give it to the man he will blend it. Jump into the hole for your well-deserved shine.

Secret Shine 1 <><><><><>>

This is pretty easy. Go back to Episode 1 and get ready for a red coin challenge. After you enter the secret level, flip the red switch to start. The first few are all in a strait line from the start. Then, when you get to the structure there are some on both sides of you and one more in the center area. Then, the final two are on the corners of the structure itself. When you are done, the shine appears at the bottom of the structure.

Secret Shine 2 <><><><>>

This shine is VERY easy if you know what to do. Go back to Episode 6-8. (I recommend 6 even though I did it on 8. There are too many enemies on 8.) Go back to the place with the two mirrors. Spray the plant that makes it go down. Then, go down and spray the sand to reveal the shine symbol. Completely reveal it for a shine.

100 Coin Shine <><><><><><>

Go to Episode 8 and break all the Watermelons as much as you can (to get a lot of coins.) Also, get a coin from every enemy (by spraying it and then jumping on it.) Then, look everywhere for a few more coins and you'll have 100 soon.

If you are reading this from Cheat CC, please contact me at Sasha@thegnn.com

Thank you

//// X. Pinna Park (Code 1004) \\\\\

This guy is VERY easy to beat. To get to him, follow Shadow Mario for a little bit and you'll be there. The whole thing takes place with you on a roller coaster. Shoot the missiles at Bowser's head/body whenever you

get the chance. Four hits should kill him. If you start going in front of Bowser's face, spray the flames to avoid getting burned. Also, you can shoot/spray the Bullet Bills that come behind you. When you kill Mecha-Bowser he will be destroyed and you'll find out a little secret. I won't tell you now. However, it is a major plot twist.

Episode 2 - The Beach Cannon's Secret

To start this, go to the left from the start. You will see a mole in a cannon shooting missiles at you. Get close to it, but not too close. It will start shooting bombs at you. Water the bombs to make them blue. Then, pick them up and throw them at the mole. He will die and you can go in the cannon!

The cannon has a secret level in it. This secret level is not that hard. As you can see, when you start, some block disappear and then reappear. (The Yoshi blocks just stay there.) Look at there patterns for a while and then go for it! You should be able to cross this without too much effort. Then, go up the pole by jumping on the trampolines. At the top, cross the blocks by repeatedly pressing B. When you get to the end, either do this again and try to turn or try jumping and stuff until the turn and then turning and pressing B repeatedly. (That is what I did.) When you do that, you get a shine!

Episode 3 - Red Coins of the Pirate Ships

This is actually pretty hard. To start, go forward and enter the main part of the level. From here, you should see the ships. The first red coin is on the walkway up to the ships. The next two are found on the ships. Jump on the ships and ride them as they get come near the coins. There is one under a gate to you left and one in the gate cage, also to you left. Then, go to the right (of the place where you got two red coins) and you should see two electric things. Butt Stomp to knock them off. Then flip the gate and get another red coin. Now, flip back to the top and go up into a box. Go under the path for a red coin. The final red coin is at the top of the path. (You should jump over the enemies on the way.) The shine is right next to the final coin.

Go to the right from the start. You should see a bunch of sunflowers. These sunflowers are infected with green turtles that look kind of like Yoshi. Spray these Yoshi imposters (they look eggs) and they will come out. Run away until it tries to smush you. Then, get out of they way so that it turns over. Now, butt stomp it. This will make a lot of flowers and it will also heal a poor sunflower. There are four more eggs that need the same treatment, so get to it! After you are done, you can get a special shine. (Also, Yoshi is unlocked; Check Events.)

Episode 5 - The Runaway Ferris Wheel

There are many ways to get to the top of the Ferris wheel, but the best and easiest way is to do this. First, enter the main level by going forward. Then, go to the right and go around the water. When you get all the way behind the water, take the bridge up to the Roller Coaster. From here, jump and hover to the box that you were at to get the last two red coins during Episode 3. Go all the way and then jump and hover onto the highest ledge. (You should be able to pass the Ferris wheel. Butt stomp the turtle and the Ferris Wheel will slow down and the shine will appear. However, that is not all. Now you have to actually get that shine. You have to jump on the Ferris wheel and let it take you to the top. It might sound easy, but it's not.

From the start, go forward into the main level. Go to the right and go on the path until you see a Yoshi egg. When you do, remember which fruit it wants. I will explain where to find them all.

Pineapple - Under a hut, to the left of the egg
Banana - Drop down from the ledge near the egg
Yellow - On the tree, in front of the egg
Green - Straight forward from the entrance to the main area.

That is where all the fruits are. After you bring the fruit back to Yoshi, he will hatch. If he is not orange, eat the pineapple to make him orange. Take Yoshi all the way around the pool and to the Merry-go-Round (Or should I say Yoshi-go-Round.) Go to the empty space to be transported to a secret level.

This secret level is kind of hard, but not the hardest. To start cross the few turning blocks at the beginning. You will find many moving Yoshi blocks. Jump across them until you get to the last one. This one will take you to the other side. From there, keep jumping until you get to safe non-moving land. Now, go forward a little and jump on the block. It will take you to a big castle of stuff. Go to the left and follow the path to get to a moving block. Jump on it to be taken across. Then, you have to wall jump to get up. When you do, you have to jump across a gap and go on a block that will take you up. Continue on the path for your shine.

Episode 7 - Shadow Mario in the Park

Just chase him like usual. This is really getting very old. You chase EVERY SINGLE TIME. Can't there be an Episode without a chase? I guess not. Have fun.

Episode 8 - Roller Coaster Balloons

This episode is actually very hard. Good luck. To start, enter the main part of the level. From here go to the right of the water and go all the way around it. Go up to the bridge to Roller Coaster. Talk to the guy and he'll let you ride the Roller Coaster. You have to destroy 20 balloons before the Roller Coaster does three laps. You have to time your shots carefully and try not to make too many mistakes. Getting two or three at a time is a must. This will take a LOT of tries. (Unless you're a Mario master.) When you are done, get your well-deserved shine.

Secret Shine 1 <><><><><>>

This shine is acquired during Episode 2. Yep, it's another red coin

challenge. The first six are all above the disappearing blocks. Then, there is one at the trampolines and one at the end where you slide. Get them all and you'll get a shine.

Secret Shine 2 <><><><>>

Go back to Episode 6 for this one. There really are too many of these Secret Red Coin Challenges. Anyway, flip the switch and start the challenge. If you ride the blue and black Yoshi Block's through the wall you will get two red coins. Then, go to the big area. The rest of the coins are all easily found here. After you get all the red coins you will get a well-deserved shine.

100 Coin Shine <><><><><><>

This is pretty easy. If you choose Episode 5, 6, or 8 you'll get them quickly. There are coins lying everywhere and the enemies will give you plenty of coins if you destroy them.

This tip was sent in from Vernon Shaw

Hi, I liked your FAQ, but I have one thing to add. When you get 100 coins in Pinna Park, why not just go to episode 2 and break all of the missiles coming at you. The black and purple ones ore worth 2 coins, and the golden ones are worth 8. It's easy and a lot of fun.

////	XI. 1	Noki	Вау	(Code	1005)	\\\\\\

Episode 1 - Uncork the Waterfall

This Episode is a nice start to one of the best levels in the game. To start, jump across the platforms and then climb up the path. Then, jump into the pit and spray the other pit, causing it to go down, and you to go up. Continue forward, spraying the goop, until you get to the end. Here, spray the wall so that a platform comes out of the wall. Jump onto it and then jump onto the other platform. Jump and hover over the large gap and you'll be on a hill going up.

Spray the wall and a big platform will come out. The best thing to do is to wall jump onto the platform and then onto the land. From there, go to the left, up the big hill. Go all the way up and then wall jump to the top. From here, go to the right and jump across the gaps. Then, go to the very top. From here, go forward to the spring. Spray the spring to make it small and then pick it up.

Jump off the ledge with the spring and put it down. It should be big now. Jump on it to get to the top. From here, go forward to the mole. The mole will try to kill you so throw his bombs back at him. (Like in Pinna Park Episode 2.) This is much harder than when you did it in Pinna Park Episode 2. Try aiming well and jumping to hit him. Don't jump down onto the ledge. When you kill him you will a get a shine. Episode 2 - The Boss of Tricky Ruins

This is a very easy boss. The hard part is getting to him. To start, go forward all the way until you get to land. (Behind the place you went up during Episode 2.) Spray the symbol to open up an "obstacle course." Here, you have to wall jump the sand thing that comes out. Wall jump up and go to the right. Do this until you get to a permanent spot. Here wall jump to get to green fields. Go to the right and you will find another symbol. Spray it and you can do that again! This time, it is a little harder, but not much. Go up and then go to the right. Keep going until you get to the green fields. Here, you will fight.

This is the same guy you fought and beat back in Episode 1 and 5 of Ricco Harbor. The only difference is that there are little enemies walking around. Kill them first, so that they don't get in the way. (If you want more help go back to Section VI.)

Talk to the fisherman and he will let you enter a bottle to "train" in so that you will be ready for you adventures. The controls are pretty simple. You press R to go up and you naturally go down. You need coins for oxygen (water is everywhere.) Some of the red coins are in the air, some are on the ground. They are all easy to find and the shine is simple to get. Now, why do so many people care about this episode? If you go to the bottom and enter the ship-like thing, you will reach a door. Turn the door around and you will see...

A BOOK!

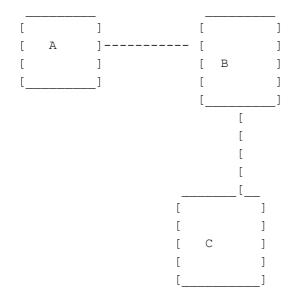
It can be opened. Believe me. It is just there and no one knows why. There have been so many rumors... Sonychamp has said on the message boards that the book says "You have no Life signed Shigeru Miyamoto." If you really do not have a life, you can always try to read it.

The guy will give you the suit again, but this time you have to go to the top like you did during Episode 1. (He gives you a shortcut, though.) When you get to top, talk to the old man and then jump into the waterfall! Get ready to clean teeth.

There are coins on the sides of the level and you will need to use them regularly. Basically, anytime he opens his mouth, you need to spray it with water. (By pressing R.) Keep doing this and his teeth will eventually be all white and shiny. Then, get your well-deserved shine as a reward for cleaning his teeth.

The place the shortcut lead to (even though the shortcut isn't there anymore) is where Il Piantissimo is. Go there to begin the race. He will race you across the water. Just jump and hover as far as you can. Then, swim your way across the water and you'll eventually get there. (Most likely before him if you did everything right.) Then, get your shine as a reward for an easy task.

This is actually a pretty hard secret level. To get here, go across the platforms until you start going up. Here, go left, onto the tight-rope. Go across the tight-ropes jumping on them until you get here.



You should get to A if you normally go on the tight-ropes. From A, go to B. From B, jump and land on a tight-rope to C. C is the entrance to a secret level.

This secret level is actually pretty hard. To start, wall jump up the clear wall. Now walk and jump onto the spinning bar. Jump onto the other side of the level now. Here, go to the left and you should see a brick going in and out. Jump off the wall to get onto it. Then, jump onto safe land. Now, normally jump onto two bricks going in and out. After that, simply jump onto the land.

Here, go up the pole and jump onto the land. Now, go up with the arrows and turn to the right. Go forward and jump up. Wall jump to get to the next ledge. Now, this is the hard part. Jump onto the nail and do a back somersault (Face away from the target and press the opposite direction you are facing + A.) You should land on the ledge. Go around the pits and you will get to a bunch of spinning platforms. Jump onto them and cross the area. Eventually, you will get to a spinning platform (A regular one - not a long one.) Jump up it and go over a few long ones to get the shine.

Chase Shadow Mario just like you always do for EVERY SINGLE EPISODE 7. It is always so easy. Oh well. Chase him down and get yet another shine for your magnificent shine collection.

Episode 8 - The Red Coin Fish

This shine is very easy. You wear the suit and the shortcut is back up. Easily make your way to the old dude and he'll tell you to jump into

the waterfall. After that, you will see a bunch of coins and red coins "swimming" around in a fish shape. Easily get the Red coins for your shine. (Sometimes the red coins and the coins will spread apart and go to different parts of the level.)

Secret Shine 1 <><><><><>

Go back to Episode 2. Go back and spray the first symbol like usual. After you get to the grass (See Episode 2 if you are having problems) do NOT go to the right. Go to the left. Keep going up and you'll eventually get to a Golden Bird. Spray it for a shine.

Secret Shine 2 <><><><>>

Go back to Episode 6. Start the red coin challenge. After you start it, some of the red coins are on the way to the pole. Some are on the ledge near the pole. You can get more on the arrow thing. There are even more on the way to the end. There aren't any real hard ones, just try to do it quickly. (In 1:30:00.)

100 Coins <><><><>

The heart of all the coins lies in the passageways and in the water. Go to Episode 2 and do go to all the secret passageways (there are a lot.) If you want, you can try another episode, but I recommend... well, you know.

Jobson Chelsey needs help! Someone send an e-mail please to help us all with this mystery. (Sasha@thegnn.com)

Hi, my name is Chelsey, I have 119 shine sprites, with only two blue coins to go. but that's not what I'm writing for... In Ricco Harbor there is a man by where you start, he's playing the drums, when you talk to him he say's stuff about finding a Yoshi in Pinna park, and to return to him. I can't figure it out, I've hatched both Yoshi's in Pinna park, which can't be taken from one area to another, I've done it in sequence in all stages, then gone to talk to him. He just says the same thing. I haven't read of anyone else talking about this, so am really confused! If you could shed some light or post it out, to others I would be very grateful.

Someone fix the mystery!

//// XII. Sirena Beach (Code 1006) \\\\\\

Note: To get to Sirena Beach, have Yoshi eat the fruit located on the building, in front of the entrance.

Episode 1 - The Manta Storm

This is the hardest boss battle of the game. There, I said it. It is even harder than the final boss battle. (Not that the final boss is hard.) Anyway, to start go up the center and talk to the Pianta standing in front of a lot of the goop. He will tell you that there was a hotel behind him. Then, a Manta Ray will come and a boss battle will begin.

The way to destroy him is to spray him with water until he splits into two. (Do this by hovering.) Keep doing this and he will keep dividing into smaller parts. Eventually, every enemy will turn purple and the will all come after you. Now, you have to run like crazing, spraying in all directions. It may sound weird, but it works. After you destroy them all, get your well-deserved shine.

There have been many e-mails about this. A lot said you are safe under a hut and I assume that you are. The following e-mails were the first in a series of arguments. Do NOT send anymore e-mails that don't contain NEW information.

Also, "maurice de la bastide" sent in a tip for beating this guy.

"I've discovered another way to beat the electric manta! Just hop an a tree and spray it from above. It may take some time, but its very safe."

I have not tested this method. I am not sure it works. Someone e-mailed me and said it didn't. Please e-mail me if it does not work. If it does, e-mail me that it did. Roobez said this was a way for the method to work.

"If you stand on top of a tree, the mantas will eventually climb/glide up to you. However, if you clean off the 2 hut roofs before starting and then use them to squirt off, you can jump between them, depending on where the mantas are on the beach (they'll stay down there if you squirt from afar) and quickly refill FLUDD in the hotel moat. It's very safe as the mantas won't climb/glide up on the roof unless you get off for a prolonged time. Once you've killed and split up the majority of mantas, jump down and pick off the stragglers."

Episode 2 - The Hotel Lobby's Secret

After Episode 1, the Hotel came back! Yahoo! Guess what? Almost every shine from now on is in the hotel. Anyway, talk to the Pianta to enter the hotel. See the pink ghosts? Spray them to turn them into temporary blocks. Jump on the and spray some more. Keep going until you get to the third story. Once you do, jump into the portal to get into the secret level. (The portal looks like a boo.) This secret level is very fun and interesting. At the start, jump onto the long platform. Go forward and jump onto the next long platform. You should see a bunch of animals moving left to right and right to left. Jump on them to cross the gap. Do this with the last two and you'll be on a platform with a lot of watermelon boxes above. Jump to break them. When you break one, wall jump to break the next. You'll get to the top soon.

At the top you should see a very long path of sand. Run quickly through the sand. Make sure you don't stop anymore. There are a couple jumps at the end. Eventually, you'll get to the land. When you're there, go all the way to the end of the path and butt stomp all the watermelon blocks that are there. You'll get a life and be able to cross the big gap. To cross, you need to jump on the moving and turning block. Jump on it and ride it over to the other side. Go around the pyramid and to the shine.

Episode 3 - Mysterious Hotel Delfino

Go to the Pianta to enter the hotel just like you did last time. This time, you have a long but pretty fun task ahead of you. To start go forward through the hotel and turn left into the bathroom. Jump up on the weird-looking stall. Then, spray the painting and go through it. You will enter a pretty big room. Here, spray the doors that have four parts like this:

[][][][]
[][][][]
[][][][]
[][][][]
[][][][]
[][][][]

Spray all the parts until you see a boo. Then, the door will open and you can enter the next room. Here, spray the pink ghosts to make them temporary blocks. Then, jump up them and get into the next room. Spray the picture to get into the next room. Break through the bottom to get into a room full of boxes. These boxes have pineapples in them. Pick up a pineapple and exit the room. (Any door will work.) Go down a story and give this pineapple to the Yoshi egg.

With Yoshi, go up two stories and then enter the door behind the area with the enclosed shine (that shine will be yours soon.) With Yoshi, jump on the bed to get to the secret upstairs area. Use Yoshi to eat the big ghosts. Keep going until you get to the room under the big weird-looking symbol. Butt-Stomp here for your shine.

To do this, enter the hotel by talking to the hotel dude. The casino is now in operation, so enter it. (Go to the left right before the bathroom.) Here, go to the slot things. Spray them to get three coins, one coin, a ghost, or three 7's. What you want is the 7's. Once you get them, go to the other one and do the same. Then, go to the area that opens up. Spray the wall, trying to get the whole shine symbol to appear. There are 16 blocks and you have to be careful not to flip over the ones you already flipped over when you are flipping them over. Once your done, it's secret time! Everything is moving in this level. Really, there's nothing to explain it's all about practice. If you think about it, what am I going to tell you, move to this block than go to the next and the next one? Just practice the level a lot and you'll beat it eventually.

Episode 5 - King Boo Down Below

Enter the hotel and the casino. You should see a purple block in the center (there is only one.) Butt Stomp it and you will be transported to a boss battle. This is a pretty hard boss battle. (Compared to the others.) There are three spinning circles. Butt Stomp them to make them stomp. Spray King Boo's tongue to make him do a "slots" thing and he'll either shoot out a bunch of enemies, fruits, or coins. The enemies are pretty easy to kill. However, if he shoots out fruits, pick up the red pepper and throw it at him. Then, throw a regular fruit at him to hurt him. Do this three times and he's history! (You get a shine as a reward.)

You have to easily scrub the whole beach in 3:00:00. To do this, run along the sand spraying most of it, than get a lot along the main part. The trick is not to spray it all, just enough to only see some spots. You don't need to scrub ALL of it just A LOT of it. I got in on my first try with :30 left, so it is very easy. Don't worry about it.

Episode 7 - Shadow Mario Checks In

Another Shadow Mario chase. It takes place in the hotel and is pretty standard. However, beware of ghost impersonating Shadow Mario. You can do it, though. It's not actually hard or anything.

Episode 8 - Red Coins in the Hotel

I don't usually use a list, but I will this time. You only have 5:00:00, but time isn't really an issue. (Refer to Episode 3 for explanations on how to get to some of these places.)

Right in front of you
 In the bathroom on the right
 In the room right after the room with the painting of boo.
 In the pool, right after you spray the doors.
 Sitting there, on the third floor.

Ground pound one of the rooms where the ghosts are. (After you jump on the bed.) Don't ground on the one that takes you to the previous shine.

6. Go through the picture and get a red coin.

- 7. Where the pineapple where.
- 8. The room next to the previous coin

When you are done, claim your well-deserved shine.

Secret Shine 1

Go back to Episode 2 and start a red coin challenge. Most of the red coins are straight forward but here our some hints. There is only one red coin on the sand section. Also, there are red coins near the end. Good luck! When you get them all, claim your shine.

Secret Shine 2 <><><><>>

Go back to Episode 4 and you can go for a red coin challenge. It is very straight-forward. Try to go quickly and get all the red coins. When you do, the shine is all yours!

100 Coin Shine <><><><><><>

Go to any Episode except 1 and 6. It is very easy, since there are so many coins in the hotel. You can always play the slots if you have 90 or so. Once you get 100, claim your well-deserved shine!

//// XIII. Pianta Village (Code 1007) \\\\\

Episode 1 - Chain Chomplets Unchained

This is a pretty easy Episode. To start, notice the three Chain Chomplets running around the village. To stop them, you must squirt their tails with water. Then, you have to pick them up and throw them into the lake. Do this to the other two and you'll earn a shine!

Episode 2 - II Piantissimo's Crazy Climb

Unlike the other Il Piantissimo races, this one is actually hard. To start, chase him and jump over the fence thing. While jumping over it, start pressing B repeatedly to go really fast. Chase him all the way to the tree, never falling behind. If you go really fast, you should be able to pass him right before the end. Get a shine as your reward for such a difficult race.

Episode 3 - The Goopy Inferno

It's so sad. This is the only episode where you can't use your water pack for the whole Episode. To start go forward and look at the whole town being covered in goop. Go to the right of the goop and go forward. Ignore the first pit and jump into the second. Go forward and avoid the enemies. At the end, get onto the gate and press B. Drop onto the green mushroom. Keep jumping along until you get to a red mushroom. This will take you up, up, and away! Continue on until you get to a gate. Press B to flip through it. Keep going until you see a coin under a gate. Press A there to flip. Your so close!

To get out of this area, wall jump all the way up. Jump to get from here to the mayor. Pick up the water pack and then go to the very top and talk to the mayor. He will say thank you and give you a welldeserved shine.

Episode 4 - Chain Chomp's Bath

Go across the bridge and head to the left. You will see a Chain Chomp there. Wash him off and then grab him. Take him all the way to the back of the level and drop him in the pool. The problem is that on the way, he'll turn red again. To beat him, stand near the pool and wait. When he comes close, quickly hose him down and give him his bath. If you can do this, you get a shine.

This is definitely one of the hardest shines. Not only is it almost impossible to get there, but the level itself is kind of hard. To start cross the bridge and note what fruit Yoshi wants. Go to the back of the village and go to the left of the bath. You'll see a tree with a bunch of fruits on it. Get the one Yoshi wants and bring it back to him. Once you have Yoshi, the hard part begins.

Go back to the start of the level. Jump onto the first platform (under the village.) Get on the part without a spring and jump onto the next platform. Keep doing this, being extra careful. At the end, get an extra life and take the final jump. Spray off the yellow top with Yoshi and jump in the level!

There are many chuckster's in this level. They will throw you whichever direction you talk to them in. Ignore the first two chuckster's. Then, got to the chuckster and get him to throw you across the big gap. Here, there are two chuckster's. Talk to the one on the right and get him to throw you over the gap WHEN HE IS FARTHEST AWAY FROM THE GAP. Then, go to the left and have him throw you up when he is farthest away from the destination. Then, talk to the next guy before the enemies hurt you too much. Also, don't worry about aim since the throw is very easy. The final throw should be done to the left while the guy is in the middle. Time the throw carefully, as this is the hardest one. Get the shine you have earned

Episode 6 - Piantas in Need

This is a very easy level. Especially considering it is following such a hard level. There are 10 Piantas burning around the village. Save them by spraying them. They are all easy to find and doing it in 2:00:00 should not be problem. (Eight of the Piantas will give you blue coins, so be sure to talk to them.) When you are done, get your shine.

Episode 7 - Shadow Mario Runs Wild

Same thing as always except he leaves a red fire trail behind him. It makes him easier to follow. However, try not to step into the fire trail as it stings. When you are done, get your shine.

Episode 8 - Fluff Festival Coin Hunt

This is very hard as the coins are all in hard-to-find spots. I will use the list system to show where they all are.

- 1. Go to the place where you finished the race with Il Piantissimo. Behind it is a Red Coin.
- 2. Go back to the fruit tree and get one there.

underneath a gate. At the end is a coin.

- 3. Go to the grass at the right side of level. Get a coin here.
- 4. Go to the top of the leaves at the start of the level for a coin.5. Go halfway across the bridge and turn right. Jump and hover
- 6. Keep going on the path and you'll exit eventually. Ground pound the boxes to get a red coin.
- 7. Dive into the pool in the center for another red coin.
- 8. Go to the center of town. Jump onto each ledge of the tree here until you get a Rocket Nozzle. Go back down and Rocket up to the clouds. Keep rocketing up until you get to a tree. Rocket up one last time (from the center) and get a final red coin.

Jump onto a cloud and let it take you to your shine. Congratulations! That was hard, wasn't it?

Secret Shine 1 <><><><><>

Go back to Episode 5. Enter it again for a red coin challenge. There are red coins in pretty obvious locations except for a few. There are some to the left and right for the guy near the enemies. Also, there are none in the final area before you get the shine. Get all eight for a shine!

Secret Shine 2 <><><><>>

Go to Episode 8. Go onto the Central tree and look into the sun. Shoot the sun with water to get yourself a shine. That was easy, unlike the Episode itself.

100 Coin Shine <><><><><><>

Go back to... Episode 1. Didn't see that coming, did you? There are coins all around the level. You've got the crates, the mushrooms and simply coins lying everywhere. Getting 100 should not be a problem at all.

//// XIV. Corona Mountain \\\\\\

I have divided Corona Mountain into many sections. Don't ask why.

Corona Mountain Part 1: Flames and Spikes

This is one of the easiest parts of Corona Mountain. (Only the clouds are easier.) However, it is still pretty difficult. To start, switch to hover mode. After you do that, hover over the first few spikes and put out the flames with the water from the hover. (Do this by hovering over the flames until the flames are gone.) Land on this platform. Hover over the spikes once again and land on a platform with a 1-up. At this point you will see a platform with spikes very far away. The trick is to jump of the platform and start hovering while the spikes are still up. By the time you get there the spikes will no longer be there and you can land. Now, jump and hover over to the flames. Put them out and land. Now, use the same spike strategy you used earlier for these spikes. Jump on to the huge platform from here.

See the spikes? You need to jump on them. Remember that you should jump and hover while the spikes are still sticking up. From the platform, jump and hover to the platform with flames, put the flames out, and land safely. Go straight forward and land on the spiked platform. Jump from here and land on a platform with flames. From here, land on the HUGE platform.

Corona Mountain Part 2: The Boat Ride

This is one of the hardest parts of Corona Mountain. It starts on the HUGE platform. First, refill FLUDD using the water pipe. Then, but stomp the box to get a 1-up. After doing all of that, jump on the boat. Switch to the squirting nozzle. Get ready for a hard boating adventure!

Controls:

Go forward - Squirt Back of boat Go right - Squirt the right side of the boat Go left - Squirt the left side of the boat.

It is really hard to maneuver the boat, but you should keep trying! To start, go on the right side of the tall pillar. Then, maneuver around the box by going to the right of it. Go left a little to prevent crashing into the pillars. Maneuver forward until you reach the huge circular platform. Jump of the boat and land on the platform.

Corona Mountain Part 3: Ride the Clouds

This is by far the easiest part of Corona Mountain. Pick up the Rocket nozzle to start. Rocket up to each of the clouds one by one. There is a 1-up in the middle of the clouds. The best strategy for this is to Rocket Jump and them move in the direction you need to go. When you are at the top, rock up to the Final Boss.

Corona Mountain Part 4: The Final Boss

For a Final Boss, these two (Bowser and Baby Bowser) are really easy. Baby Bowser sits in a tub and shoots rockets at you while Bowser try's to burn you with his flames. Run around the circle, dodging their attacks, until you see where the circle branches off into long platforms. At the end of these platforms, lie "flame pads". Rocket and butt stomp on these. The long platform will try to break off once you do this. Jump off of the platform to prevent death. The pool will also overflow for a little bit, but this shouldn't be a big problem. Just remember to jump off really quickly. Do this to the other four long platforms to defeat Bowser and his son. You will get to watch a great ending. Have fun!

//// XV. Delfino Plaza Shines

These Shines are in no particular order.

Shine 1 <><><>

This shine is very easy to get. Go to the Gelato Beach Lighthouse. (To the right of all the shops.) On the sand in front of the level, spray the sand. Keep doing this until you see a shine symbol. Wash the shine symbol off completely to make a shine appear on one of the pillars over the water.

Shine 2 <><><>

This shine is close to the first shine. You know that pillar you actually received the shine on? Well, jump from pillar to pillar until you get to a pillar with a pipe. Enter the pipe. This will lead you to a sliding challenge. It is mainly easy but the jump is pretty hard. Remember to try to curve to the left as much as you can. Get to the end for a shine.

Shine 3 <><><>

For this shine, go to the waterfall in the center of town. Cross the river and go straight. You should see an open door. Go in. Here, you have to break all the crates in 0:30. It is actually pretty easy. After you butt stomp one crate immediately go on to the next. You should be able to do it. Once you do, get the shine.

Shine 4 <><><>

Go back to the place you were for Shine 3 and do it again with the boxes in much harder places. Go for the high ones first and then do the rest of them. When you are done, get your shine.

Shine 5 <><><>

Go to the rooftops near Shines 3 and 4. You will see a Chucker who will chuck you for one coin. Talk to him and give him a coin. He will chuck you to a shine. (It could take a few tries.)

Shine 6 <><><>

Go to the Southern portion of the map. Go to the west and swim out. Hose down the Golden bird for a shine.

Shine 7 <><><> Hop onto the boat going around the center of town. When it goes under a bridge, jump and enter a red coin challenge. This is a pinball machine. The first three red coins are up on the first jump (in a straight line.) There is one in the center of the machine and two on the sides. There are two more on the sides, but much lower. Be careful not to miss everything or you'll fall through.

Shine 8 <><><>

You need Yoshi for this. Get Yoshi and go to the manhole on the way to Pinna Park. Take it to the far off island. Jump on the boat that is not going back to where you just were. You will get off at an island. Make Yoshi spray the pipe. Jump into the pipe for a red coin challenge. The water will kill you instantly so stay away. (This is pretty hard so be careful and try not to die.)

Note: The rest of the Shines require at least the Turbo Nozzle. (Except 18-41) Please check the events for more information

Shine 9 <><><>

To the left of where you start the game, there is an orange-looking door. Turbo through it to get a shine. (Wasn't that easy.)

Shine 10 <><><><>

Go to the place where the two guards are (in-between the shops and the waterfall.) Turbo through the orange gates to get to a shine challenge. Turbo forward and time your jumps carefully. It is not that hard. When you are done, make sure not to overthrow the shine, and get your reward!

Note: The rest of the Shines require at least the Rocket Nozzle. (Except 18-41) Please check the events for more information

Shine 11 <><><>>>

Go to Pinna Park. Now, go to the water behind it and Rocket jump up. Now, enter the pipe for a red coin challenge. You can get four for destroying the enemies and one is just lying there. That leave three more. These are kind of hard. For one thing, hose down the red bird to get a red coin. Then, you can save the burning Pianta. (Talk to him for the coin.) Now, go to a pit covered with a watermelon block. Destroy

the block and jump in. You got them all! Congratulations! Take a shine as a reward! Shine 12 <><><><> Go to the tower to the left of the start. Rocket jump up and clean the bell. Then, take the sewer system and pick up your shine! Shine 13 <><><><> Go to the right of the start and Rocket jump up. Clean the bell and get your shine. (It's easy, isn't it?) Shine 14 <><><> Wall jump or rocket the way up the Shine Gate. At the top, spray the Shine Symbol to clean it. You will get a Shine Sprite as a reward. (You need to go to the top and Rocket up to get it.) Shine 15 <><><> Go back to Gelato Beach. Rocket Jump to the top of the lighthouse. Now, Rocket Jump up and butt stomp the symbol to get your shine. (Too many shines like this. Five? Why?) Shine 16 <><><><> Beat the game. Check Events and Corona Mountain for how to do that. (You should also check the walkthrough section.) Shine 17 <><><><> This is the 100 Coin Shine. It is VERY EASY to get if you have beaten the game. First, go to Delfino Airstrip for 10 coins. Then, get a bunch of coins there. Now, go back to Delfino Plaza. You'll still have the coins. Go back to Delfino Airstrip and you'll find that all the coins are still there! Now, you can easily get 100. _____ This tip was sent in. MY WAY IS BETTER IF YOU HAVE BEATEN THE GAME. Skin70 is responsible for this. After getting the turbo booster FLUDD, you can get an EASY 100 coins in Delfino Plaza and build up many extra lives. To the left of where you start is a building with a Shine in it. Use the turbo booster FLUDD to bust through the doors and get it (if you haven't got it already). Save and continue. Now, you start again at the same place in Delfino Plaza. Collect as many coins and extra men as you can (or want to) and use the turbo booster to get the same shine again. It's blue now and doesn't give you another shine point, but it "ends the level" and asks you if

you want to "save and continue". Choose to save and continue. Now, you'll notice when you start again, you have the same ammount of coins

you had before the save and all the coins and extra men in the level reset...you can get the same ones again!!! Do this as many times as needed to build many, many, extra men and get your 100 coins Shine for Delfino Plaza early in the game.

Shine 18 <><><><>

Get 10 blue coins and trade it in for a shine to the Raccoon next to Ricco Harbor.

Shine 19 - 41 <><><><>

See Shine 18.

//// XVI. Delfino Airstrip Shines \\\\\\

Shine 1 <><><>

This is the first shine of the game! After you have FLUDD, you should go back to where you started. Here, fight the Piranha by spraying him in the mouth. Do this until he dies. Once he has died, get you welldeserved shine.

Shine 2 <><><>

You can get this shine only after Event 10 (See Events.) To get it, return to Delfino Airstrip. You should be at a different section. Find the Red Button (It's just to your left) and butt stomp it. This should start a timed Red Coin Hunt. You must find eight red coins in 5:00:00. To get the first one, turbo dash through the doors. It's inside. There are more on this long path to the left (Where you started the game.) Also, under the hut with the first red coin, coin you will find another. To get the rest, all you have to do it go around the airstrip. The rest are all above the mini boats. Get the shine you have earned.

//// XVII. Totals \\\\\

This FAQ covers all 120 shines. Want proof? Here you go.

What	# of Shines
	17
Delfino Plaza Delfino Plaza Blue Coins	24
Level Shines (Including Secret)	77
Delfino Airstrip Shines	02

TOTAL

120

The blue coin FAQ by Myke is excellent for getting all the blue coins. This section is devoted to getting the hard ones.

You'll find a couple hard blue coins over here. The first one will require patience, and so will the second. There is also a cleverly hidden one that is easy to get once you get the turbo nozzle.

Hard Blue Coin 1

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This one requires you to go to the village and pick up a fruit. First, go to the waterfall, and to the right of it is a women. She wants you to bring her a fruit. Go to the village and bring it to her. To dump it into the bucket you will need to either do a triple jump or a wall jump off the wall. The jump will be like this.

[\ [\ [\ [YOU [YOU [Another way to get up there is to go around back. (Using the manhole across from the water.) This, however, is overly difficult and I do not recommend doing this.

James Anthony has this to say.

"I have a WAY easier way to get hard blue coin 1. While you are running towards the basket, jump and chuck it in."

Hard Blue Coin 2

This is very similar to the first one. Go to the manhole in between

Ricco Harbor and Pinna Park. Use it to get to the island. Bring that lady three of the fruits for a blue coin. This is a little easier than the other one, but still requires some patience.

This one is from "simonholey"

I spotted out one thing that could make your life a lot easier when it comes to getting some of those Harder Blue Coins.

With your "Harder Blue Coins" list for Delfino Plaza the second one is actually quite easy to get. You say that you have to do all that manhole work, but you don't need to do that. If you look, there is a tree very conveniently placed right next to the lady on the little island. You can use your FLUDD to spray the fruits off the tree. If you find that they keep rolling off into the ocean, then don't worry, I think that if one falls in the ocean then it appears on the top of the tree Meaning that you can climb up it and just grab it without even trying to knock it down.

This would make getting this coin a lot easier.

I would like someone to verify this. Please! (Please send it to the following e-mail address: Sasha@thegnn.com)

Hard Blue Coin 3

This one is easy once you find it. Get the turbo nozzle and swim around where the platforms are. (Near Gelato Beach.) Break through some of the crates for this blue coin.

I was thinking that I couldn't do the hard blue coins without mentioning Corona Mountain. It has NINE very hard blue coins. They are all together so I will do them all at once.

Hard Blue Coins 1-9!

Ride the boat to the final platform. Ride around the platform trying to pick up the nine blue coins. The easy way to do this is to jump of every time, catching a blue coin each time, but also dying each time. This take a lot of patience, but is easier than maneuvering the boat around the circle. Good luck and you're going to need it!

Expect more hard blue coins soon!

//// XIX. Secrets

//////

1. Sunglasses

To get the Sunglasses, merely get 30 shines and talk to the guy (with sunglasses on) located in every level.

2. Shirt

Beat the game and talk to the guy you talked to for the previous secret. He will give you sunglasses and a shirt.

3. Alternate Ending

Get 120 Shines and beat the game again for a different ending. Hope you like it!

4. Ultra Secret Underwater Yoshi trick

This one is thank the guys of EGM. You probably know this, but this cheat lets you go underwater with Yoshi and easily beat Shine 8 (one of the hardest shines.) Anyway, go to the person with the durians. (Go to the right slightly from the start. Turn underneath the bridge. Go to the left and you'll someone the left with a box.) Go to the left of her and spin jump up the wall and push into it. If you don't land on the wall, but get close, you fall through the building. Get through it and you'll be underwater! Do this with Yoshi to easily make it to the island in Shine 8.

Having trouble finding the place? Here it is:

[]
[]
[Water]
[]
[]
[_]

Lady Wall

Those are all the secrets I have as of now. As I uncover more, I hope to add them to this section. To the best of my knowledge, Super Mario Sunshine does not have any cheat codes so please don't e-mail me asking for any.

////	XX.	Yoshi	\\\\\

This section describes where to find Yoshi in each level. To find him, you have to have unlocked him. (See events.) Once you have, you can go get him.

Delfino Plaza

Yoshi is always of the ledge to the left of where you start. (Near the tower.) The fruits can be found in very obvious locations.

Pineapple - On the waterfall, in font of the start, or in the village Banana - Near the other tower(go on the trees), or in the village - Across the other way, on a roof, or in the village Yellow - Right under the egg (under a roof), or in the village Green Bianca Hills <><><><><> Yoshi is just to the right of you in Episode 8. The fruit locations are coming in a future version. Ricco Harbor Go to Episode 8. Go into the manhole and keep going until you get to the place you fought the boss earlier. Yoshi is there. He always wants the kicking fruit. - The Machine Kicking Fruit All other fruits - The Machine Gelato Beach He is in Episode 6. Go to the place were the Dune Bud Castle Secret was in Episode 1. The egg is there. Fruit locations are coming! Pinna Park <><><><> I'm just going to put the description back here. (From the walkthrough.) From the start, go forward into the main level. Go to the right and go on the path until you see a Yoshi egg. When you do, remember which fruit it wants. I will explain where to find them all. Pineapple - Under a hut, to the left of the egg Banana - Drop down from the ledge near the egg - On the tree, in front of the egg Yellow - Straight forward from the entrance to the main area. Green

Noki Bay

I'm not quite sure where Yoshi is. If you know, e-mail me!

Sirena Beach <><><><><>

Go to Episode 3 and enter the hotel. The Yoshi egg is to the left. He always wants the Pineapple.

Pineapple - Do the level, basically. Check Sirena Beach, Episode 3. All others - On the table, to the right.

Pianta Village

Go to Episode 5. Cross the bridge and you'll see Yoshi. The fruits are so easy.

Pineapple- On the tree. Go forward and to the left.Banana- On the tree. Go forward and to the left.Yellow- On the tree. Go forward and to the left.Green- On the tree. Go forward and to the left.Kicking Fruit - On the tree. Go forward and to the left.

//// XXI. BOSS FAQ \\\\\\

This section outlines how to defeat each boss in the game. For more information, (like how to get to them) check the walkthrough

Piranha Plant (Bianca Hills - Episode 2)

This piranha plant doesn't look like the others (he is actually green), however the idea is almost the same. You still spray him in the mouth. However, when you spray him enough, he will fill his tummy. Then, he will fall and you have to butt stomp on his fat tummy. He will then shrink. Do this three times and he will die. Wash away the small goop left for a shine.

Flying Piranha Plant (Bianca Hills - Episode 5)

He is sleeping at the start. Wake him up with some water. (I bet he'll love that.) Spray him and he'll start flying. At this point you will have to spray him every time he opens up his mouth (while flying.) When you do that he will fall to the ground. Now, defeat him just like you did in Episode 2. This time, however, after you butt stomp he will go back up into the air. Basically, repeat the process until he is dead. (When spraying him watch out for the jello-like enemies that could attack you.)

Glooper Blooper (Ricco Harbor - Episode 1)

This monster is Glooper (Or Glooper Blooper.) Defeating him is pretty easy. Basically, he will attack you and you have to wait until he stops and starts going slowly. At this point, grab one of his paws and pull until you pull it off! Do this to all of his paws and than you have to pull on his nose. Then, will jump up and come back meaner than ever! Do the same thing and he will be destroyed forever, knocked into the ocean. HA! (Actually, he'll be back in a few episodes...)

Glooper Blooper (Ricco Harbor - Episode 5)

What I should do here is copy my above post. Really, he's the exact same thing.

Wiggler Dude (Gelato Beach - Episode 3)

This boss battle is pretty easy, but can get a LITTLE hard at the end. Start by spraying the green plant when the caterpillar comes by. Then, the caterpillar should flip upside down. There will be an arrow pointing at some part of his body. Butt stomp where the arrow points. The caterpillar will get mad (since you hurt him) and flip back up and keep going. Do this again and he will take a new path through the ocean. Flip him again, and he will be upside down in the ocean. Butt stomp him while he is in the ocean to kill him and get your shine.

Mecha Bowser (Pinna Park - Episode 1)

The whole battle takes place with you on a roller coaster. Shoot the missiles at Bowser's head/body whenever you get the chance. Four hits should kill him. If you start going in front of Bowser's face, spray the flames to avoid getting burned. Also, you can shoot/spray the Bullet Bills that come behind you. When you kill Mecha-Bowser he will be destroyed and you'll find out a little secret. I won't tell you now. However, it is a major plot twist.

Glooper Blooper (Noki Bay - Episode 2)

This is the same guy you fought and beat back in Episode 1 and 5 of Ricco Harbor. The only difference is that there are little enemies walking around. Kill them first, so that they don't get in the way. (If you want more help go back to that Boss.)

Eeely Mouth (Noki Bay - Episode 4)

There are coins on the sides of the level and you will need to use them regularly. Basically, anytime he opens his mouth, you need to spray it with water. (By pressing R.) Keep doing this and his teeth will eventually be all white and shiny. Then, get your well-deserved shine as a reward for cleaning his teeth.

Manta Ray (Sirena Beach - Episode 1)

Oh the battle about this boss...

This is the hardest boss battle of the game. There, I said it. It is even harder than the final boss battle. (Not that the final boss is hard.) Anyway, to start go up the center and talk to the Pianta standing in front of a lot of the goop. He will tell you that there was a hotel behind him. Then, a Manta Ray will come and a boss battle will begin.

The way to destroy him is to spray him with water until he splits into two. (Do this by hovering.) Keep doing this and he will keep dividing into smaller parts. Eventually, every enemy will turn purple and the will all come after you. Now, you have to run like crazing, spraying in all directions. It may sound weird, but it works. After you destroy them all, get your well-deserved shine.

There have been many e-mails about this. A lot said you are safe under a hut and I assume that you are. The following e-mails were the first in a series of arguments. Do NOT send anymore e-mails that don't contain NEW information.

Also, "maurice de la bastide" sent in a tip for beating this guy.

"I've discovered another way to beat the electric manta! Just hop an a tree and spray it from above. It may take some time, but its very safe."

I have not tested this method. I am not sure it works. Someone e-mailed me and said it didn't. Please e-mail me if it does not work. If it does, e-mail me that it did. Roobez said this was a way for the method to work.

"If you stand on top of a tree, the mantas will eventually climb/glide up to you. However, if you clean off the 2 hut roofs before starting and then use them to squirt off, you can jump between them, depending on where the mantas are on the beach (they'll stay down there if you squirt from afar) and quickly refill FLUDD in the hotel moat. It's very safe as the mantas won't climb/glide up on the roof unless you get off for a prolonged time. Once you've killed and split up the majority of mantas, jump down and pick off the stragglers."

Final Boss (Corona Mountain - At the End)

For a Final Boss, these two (Bowser and Baby Bowser) are really easy. Baby Bowser sits in a tub and shoots rockets at you while Bowser try's to burn you with his flames. Run around the circle, dodging their attacks, until you see where the circle branches off into long platforms. At the end of these platforms, lie "flame pads". Rocket and butt stomp on these. The long platform will try to break off once you do this. Jump off of the platform to prevent death. The pool will also overflow for a little bit, but this shouldn't be a big problem. Just remember to jump off really quickly. Do this to the other four long platforms to defeat Bowser and his son. You will get to watch a great ending. Have fun!

//// XXII. The Ending \\\\\\

This section is devoted to explain what happens at the end of Super Mario Sunshine. It contains major spoilers and I recommend that you only read this if you have beaten the game already.

After Bowser and Baby Bowser (his son) get blown up, (Or whatever happens to them.) you find yourself back on the island. FLUDD is on the ground and says, "I hope I was of assistance..." Then, he gets back up and he didn't die! Mario watches the shine symbol get all pretty. Then, the game shows Bowser telling his son that he should kill Mario one day.

And then the credits roll.

//// XXIII. FAQ \\\\\\

Please read this BEFORE asking me a question.

1. Are there any cheat codes?

No.

2. Why not? I want some!

There aren't any. Stop asking.

3. Is Luigi in the game?

As of now, no. He is most likely not in the game, but who knows what

will happen in the future. 4. How do you open the book? You can't. (For more info check Noki Bay Episode 3.) 5. Pinna Park Episode 8 is hard! Not really a question, but whatever. Keep trying and try to get three at a time. I added to that section, so check it out! 6. Where is Yoshi in Sirena Beach? He is in Episode 6. Go to the place were the Dune Bud Castle Secret was in Episode 1. The egg is there. (I made a section because of this...) _____ //// XXIV. Credits ////// _____ I'm just listing the people who helped. What they did is in the FAQ itself hypershadowmanx Maurice de la bastide James Anthony Roobez simonholey Sonychamp Skin70 Vernon Shaw I appreciate anyone willing to help me with my FAQ. Sasha@thegnn.com I would like to thank: God, My parents and friends, GameFAQs, and Nintendo. _____ //// XXV. Legal Info \\\\\ _____ This FAQ is Copyright 2002 Sasha Slutsker It is currently on: http://www.thegnn.com http://www.gamefaqs.com https://www.neoseeker.com http://www.ign.com This FAQ is protected by US and International Copyright law. It is not public domain. Therefore, you may only use it in it's unaltered format, for yourself and ONLY yourself. You may save it and print it, but you

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contact me. If you are cheat cc, get a life and stay away from me. (That means you Dave A.)

W87;::rXi ,a088Z8Z8Z8000BWWBZ8M i:. ..,... 2M@B ZXX22SX:SMMB0BB088Z8Z2SS7XXZ8@M; .. :M08 8B7B0Z 088B@W7BMMMMMMMMMMB000027rrr8MMB a8ZaWW0MWM@ MMBZ8B0Za2XXr78MMS ,SBMMMBaZB0X 80arirMBMM .M@ MM .MBZ88008Za2XXXBMMM8Xrri;i:700i :WaS:WMBMS M27MZiM 0M80880BB00882280WM0;, ,rWM08a iW2iMMWMM M MM 7M0B000888000008800@MMMMMM8X8Z 7MrMMWWMr MW888000000088888ZZ800BBWa8ZWZ . :8BMWBWMMMMMMMMMMM8ZZZZZ80BBB00B000088800M7 ;28 20222aaZZ8Z88888Z88888888880880BWWBB00000B0M2 ;M8 ZMMM@OaSXaZMMMMMMBaSSS2aaZZZZ88ZBOBBW@MMMMMMMMW .r2M0 BaMMMmr ...:: 8MMMMMMBMMMM8MMMMMMMX XXri rM@W7XMM:rr;r ZMMS ;@:i;r: MW8WMB iZX : iWXOS WWiS227Ma ;XX; i: MZZMM @2,iZrOi 78rMZ.XMMri;X;X .@MBM ,,i: MMX0M@ WBa7. :M, : . ZaiMZi:MMM. . MMMM: i::..MMMMM7 r ,:,0 ,.. ra7:MXZaX@@. .7 MMM; .r.MMM2 8a ,i:: ;SSM@ rS.:.;;, .i a ;MM7 2Mi .:,; X20MM;, ..;Xi. WMM ,,. :.@@, .i,,OMMM@MM ,:,,:.MMMM8 .:,,:2X;B ,,, S27Z .,.. . MMMM@MMMX .,,iiraM ::: iZ787::::,,.. .8MMB@MM ,:iiXMMMMMMMMMMMMM iii aSZMar:,....2MMMMMMMi .iii;2MMW8Za0BBB08@8 .: ii. aZMMMMMMMMMMMMM2 :, .rXX28MM0ZBaZ888ZZZZM.: ,..,. aa80MMMMW@Wi ,,rSZW@MMW2a88Z8ZZ8Z88aM 7 .,::,.2XXr;, :MMMMW08a0@MMM@8Z8ZaZB0Z88Z8Z0B0M70

> Thank you for reading and have a good day

----End of Document----

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