

Sept. 6, 2002 Updated the walkthrough, added some Shines and Blue Coins
Version 1.1 that I missed while playing the game, I still have a lot
more to go, so be patient, I'm working as hard as I can.

Sept. 5, 2002 Pianta Village and Corona Mountain completed, on the
Version 1.0 next several updates, I will add any Shine Sprites I'm
missing and the Blue Coins too.

Sept. 4, 2002 Sirena Beach completed.
Version 0.9

Sept. 3, 2002 Noki Bay completed.
Version 0.8

Sept. 1, 2002 Updated to Episode 6 in Pinna Park, added more Shines
Version 0.7 in Delfino Plaza and updated the Blue Coins section
as well.

Aug. 31, 2002 Updated to Episode 2 in Pinna Park.
Version 0.6

Aug. 30, 2002 Guide updated to Episode 5 in Ricco Harbor and added some
Version 0.5 blue coins along the way, I will add the 1-Up Mushroom
section some time soon.

Aug. 30, 2002 Need some Blue Coins? I've found at least 14 in Delfino
Version 0.4 Plaza. I've also collected 100 coins (there is more than
just 100 coins though) in Delfino Plaza and updated the
guide to Episode 1 in Ricco Harbor.

Aug. 29, 2002 Completed all episodes for Gelato Beach, added one secret
Version 0.3 shine in Gelato Beach, and listed some Shines in Delfino
Plaza, I have not yet get all 100 coins in neither of the
two levels.

Aug. 28, 2002 Completed Bianco Hills.
Version 0.2

Aug. 27, 2002 First version of the guide, updated it to Episode 6 in
Version 0.1 Bianco Hills.

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Controls (0.0.2)
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These controls are from the Super Mario Sunshine Instruction Booklet:

-Camera Controls

-L Button	-Center camera behind Mario
-C Stick (Up/Down)	-Zoom In/Out
-C Stick (Left/Right)	-Rotate
-Y Button	-Fix the camera directly over Mario's shoulder Press Y again to return to normal.

-Move Mario

-Control Stick	-Control speed by altering the tilt angle
	-Sidestep (L + Control Stick Left/Right)

-FLUDD

-Stop and Squirt	-Press R all the way down in and use the Control
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- Stick to direct the spray
 - Squirt on the run -Lightly press R and use the Control Stick to move.
 - Sprinkler Squirt -Rotate the Control Stick + R
 - Back Somersault -Press A while squirting
- NOZZLE
(press X to switch nozzle)
- Hover Nozzle -Press and hold R to hover for a limited time.
Hover in mid-jump to float up even higher.
 - Rocket Nozzle -The Rocket Nozzle is ready for use right out of the box. Press and hold R to charge it up, then go soaring upward in an explosion of water vapor.
 - Turbo Nozzle -The turbo nozzle is also ready for use right out of the box. Press and hold R to charge it up, then take off at high speed! Press A while dashing to jump to out-of-reach places.

(to fill the FLUDD up, press R while in the water)

Moves (0.1.2)

- A Button
 - Jump
 - Triple Jump (Control Stick + A + A + A)
 - Spin Jump (Rotate Control Stick + A)
 - Side Somersault (Control Stick Left + Right + A)
 - Wall Kick (Jump toward a wall A -> A -> A...)
 - Swim Faster
 - Ground Pound (A + L)
- B Button
 - Talk
 - Pick Up
 - Throw (Aim with Control Stick and throw with B)
 - Open Door
 - Pull (Grab with B and tilt the Control Stick to pull)
 - Body Slam (A + B)
 - Front Somersault (while sliding, press A)
 - Dive
 - Slide (B + Control Stick)

-Special Moves

- Jump and Hang
 - Press A near a rope or a cliff's edge
 - Climb (Control Stick or A)
 - Let go (B)
 - Hang (B)
- Super Whirl Jump -Press R while hanging to spin, press A to let go.
- Grab -Use A to jump onto trees and metal screens
- Revolving Gates -Press B on a gate

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- Yoshi Moves (Find Yoshis in Yoshi eggs. Bring fruit to these eggs to hatch them)

- Saddle up -A Button (near Yoshi)
- Ground Pound -A + L Button
- Spit Juice -R Button
- Dismount -X Button
- Jump -A Button
- Swallow -B Button (can swallow enemies, fruit)

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 Characters (0.0.3)
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-Mario

The famous plumber in red hat with the letter M on it, and a mustache. Mama Mia! Its-a me! Mario! The man in red and blue clothing in this game is on a vacation and heading off to Isle Delfino, which is known for its beaches and sunny days. In his past adventures, he has always have to go after the princess, Peach, and save her from Bowser. Whoa? No Bowser this time! But Mario's goal is to clean the whole island, what to clean? the paint and sludge you see scattered around the island and save Peach, of course.

-Peach

The Princess of Mushroom Kingdom, when is she going to ever stay out of trouble and be a loyal princess for once? But it is always fun to rescue a princess from evil.

-Toadsworth

He is a butler to Princess Peach. Toadsworth tag along with Mario and Peach to Isle Delfino for some vacation too! and he brought some other Toads along with him.

-Piantas

One of the tribes in Isle Delfino, they are big, friendly creature with big snout and they come in various color.

-Nokis

Another one of the tribes in Isle Delfino, they are more smaller than the Piantas and they have "pucker" lips and more nicer.

-Shadow Mario

There is little know about him, he has a paintbrush in his hand and he is polluting the island with smudge and paint, why? and who is this imposter? you are about to find out!

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 Walkthrough (0.0.4)
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 ~Mario's Vacation Gone Wrong~

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

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

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

have gone horribly wrong...

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

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

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

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

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

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

-IMPORTANT

- | | |
|----------------|---|
| -Coins | -Collect them to restore health |
| -Blue Coins | -Regain 2 health points |
| -Red Coins | -8 in each level, and each restores 2 health points |
| | -Collect all 8 coins with one life to get a Shine Sprite |
| -Water Bottle | -Fill up FLUDD's tank, small bottle fill up the tank halfway while the large bottle fill it all the way. |
| -1-Up Mushroom | -Get one of these magical mushroom to get back a life. They'll also fill Mario's life meter and FLUDD's tank. |

Turn on your Nintendo GameCube with the Super Mario Sunshine disc inserted

An FMV (movie) starts as soon as you turn it on, you will see a plane high up in a clear sky. Inside the plane are Mario, Peach and Toadsworth, they are all watching the radar and it shows an island shaped of a dolphin, and a special "commercial" shows islanders welcoming you to Isle Delfino, in the background, you will see a dark figure of a person jumping around. Peach gasps and looks over at Mario, but she sees that Mario is dreaming about food, then she looks over at Toadsworth and he is also dreaming, but about resting on the beach, then she shook her head.

The plane lands too hard on the airstrip and Peach sees a figure of what to be look like Mario himself in the heat, then she blinks and sees if its a mirage or not, the figure disappears. Toadsworth will ask you to look around and Peach tells you to be careful. For the first time, you get to control Mario now!

Delfino Airstrip (0.1.4)

Go around and talk to the Toads if you want, but they don't say much, talk to the pink islander here and her friend is trapped in the goopy smudge, you need to save her friend! Continue up ahead and look behind the yellow islander, you will find a FLUDD (Flash Liquidizing Ultra Dousing Device) that you will carry on your back for the whole game, you use this to spray any goop, or smudge, or paint, or whatever you call them and you can kill enemies as well.

Right in front of you is a letter M on each of the two blocks, test the FLUDD machine and spray water on the M's to clear it up. Go back to where the large goopy pool is and squirt some water in the middle of the pool and a Piranha Plant, covered in goop, emerged from the pool. It won't do much, so, don't worry about a thing and spray water at it from a distance, you can damage it a lot more if you spray it when the mouth is open. After that, you can help clean the islander that was stuck in the goop if you want, grab your first Shine Sprite here.

After you pick it up, two policemen will come to you, then the next thing you know is you are in court and you are being charged for polluting the island. The next scene shows that you are being held in jail and FLUDD will talk to you about Shine Sprites and their power on this island. What is your punishment? clean up the whole island, the WHOLE island of Isle Delfino.

Delfino Plaza (0.2.4)

Tourists get off the ferries here, in Isle Delfino's largest city. Attractions include the Shine Gate and Grand Pianta Statue.

-Delfino Plaza

You are ordered to go to Bianco Sqaure and clean up the mess. You can buy fruits here if you have enough coins if you want. Continue ahead and you will meet up with Toadsworth and Peach. Behind them is a building, inside you will see a blue coin, go behind the building to the right behind Peach and switch to a Hover Nozzle and float yourself to the little hole, walk in and collect your first Blue Coin! If you collect ten of these, visit the boathouse in Delfino Plaza.

You will see a pool of brown and white smudge up ahead, clean up the smudge, a bubble look-a-like enemy will show up from various places and it will get ready to pounce on you when it turns white. You can kill them by squirting water at them. Squirt water in the middle of the pool and another Piranha Plant will appear, do the same strategy you did with the first Piranha Plant you killed earlier.

A scene will start after that, Toadsworth will tell Peach to look atop the statue. You will see Shadow Mario standing on the top of the statue, then he will jumps down and capture Peach, you have to go rescue her now! Run after Shadow Mario and slightly press the R button to squirt water while running at the same time, you know you hit him when he turns red, continue doing this until he fall. He tells you that the device you have is not fair, then he will be on the run again, continue to chase him until he stop at the statue and paint the letter M on one side and jump through it, go after him.

100 Coins Shine - There are at least 82 coins in both underground passageways, spray at the wanted Mario poster to get a coin, smash open crates, spray water at any OPEN window you see and there are 6 out in the ocean.

-* Break the Crates in 30 seconds

In Delfino Plaza, inside one of the shops on the land across the pond is a little mini-game where you have to break at least 10 crates in 30 seconds to get a Shine.

-* Break the Crates in 30 Seconds (Part 2)

In the same place, but the crates are stacked up instead of next to each other, double jump for the double-stacked crates and back somersault for the triple-stacked crates. I do not have a good strategy, but I jumped on the double-stacked crates and then jump on the triple-stacked and break all of them down and do the same for the other triple-stacked set and then do the final two double-stacked crates.

-* Shine in the Tower

Get a coin, you can get one by spraying water at any sketch photo of Mario you see on the wall, then go across the pond and get on the roof. On one of the roof is an islander, he will toss you if you pay him a coin, do so. He will swing you to that tower with the Shine inside.

-* Shine the Bell

This Shine took me a while to get it. Stand in front of the hut where you exchange the Blue Coins, look up and to the right, you will see a tall bell tower, across from it is a building with a flag on it. Get on the flat-roof next to the building with the flag on it and perform a triple jump while on it and once Mario reach the highest peak of that triple jump, start hovering and go toward the flag. Once you are on the roof, hover from there to the bell tower, wash the slime off the bell with your FLUDD. The Shine will appear in the cage below the bell tower and you have to use one of the underground passageway to get to it, the closest one is the manhole on the top of the building in front of the hut where you exchange the blue coins.

-* Pinball Game

Get on the ferry that is in the pond area and once it take you to the tunnel where the entrance/exit is, you will see a coin underneath the tunnel and a hole leading up. Once you reach that spot, jump and start hovering and you will be taken into a mini-game of Pinball! There are 8 Red Coins in this obstacle course and to send yourself in the course, Ground Pound on the red square and you'll be sent flying and you will have to control yourself to where you want to go. Once you get all 8 Red Coins, the Shine will appear in the middle section of the obstacle course.

-* Sliding Game

From where you first start in Delfino Plaza, where the policemen dropped you off at, turn left to the beach and you will see several platforms in the water and a green pipe on the tallest one, jump or hover from platform to platform until you reach the tallest platform, jump in the pipe to start a sliding game, all you have to do is slide and only jump when you see a gap and slow down when you reach the skinny slide toward the end.

-* Shiny Bird!

There is an island with a Pianta on it and a fire going on, flying around the tree is a golden parrot or bird. The best way to get this Shine is to climb up on the tree and look around for that golden bird, then start squirting water at it until it drops a Shine, but you have to travel far to get this Shine though.

-* What's Under the Sand?

Go to the beach close to the lighthouse, turn left and see that red building? (not the one with the green shutters, the one to the left of that) now, see that gray brick that divided the house in half? the artwork of a Shine is beneath the sand, keep spraying water until you clean the artwork very good and a Shine will appear.

-* Shine in the House!

There is a Shine in the house to the left of the Grand Pianta Statue. Correct me if I'm wrong but Shadow Mario will appear with a nozzle in his hand after when you get 40 Shines. Another chasing game! But Shadow Mario seems to be running even further distance now and you have to chase him from roof to roof while squirting water at him. Whenever he falls, he will give up the Turbo Nozzle! Try using it to bash in through the swinging doors in the house to the left of the Grand Pianta Statue.

-* Atop the Bell Tower!

There is another bell tower in the plaza, if you stand facing the Grand Pianta Statue, look to the right and up in the air, you will see a bell tower. When you get the Rocket Nozzle, get on the building with the bell tower on it and launch yourself up there. Shine the bell really good until a Shine appear, but how in the world are you going to get up there? Drop down on the ledge below the bell tower and charge the rocket to get on the roof, finally, get on the highest point of the roof and charge the rocket up again.

-* Clean the Shine Sprite!

Once you have the Rocket nozzle in Delfino Plaza, head over to the Shine Sprite tower and launch yourself on top of it and then get on the ledge where the large Shine Sprite is. Squirt water at it with FLUDD and wash the smudge off really good until a Shine appear. You will have to use the rocket nozzle to get this Shine by the way.

Bianco Hills (0.3.4)

This lush community of villas is located at the foot of Corona Mountain. Its famous windmills spin peacefully in the gentle sea breezes.

Secret Shine #1 - Head back in Episode 3 again, head into the Hillside Cave and you'll be taken into an obstacle course, there is a red switch on the first platform and once you Ground Pound on it, you'll have to collect 8 red coins in a minute.

Secret Shine #2 - Go in Episode 6 and grab the turbo nozzle before going into the cave, Ground Pound onto the red switch and you have to collect 8 red coins within 1 min and 30 seconds.

-* Road to the Big Windmill (Episode 1)

Go up ahead on the road and get on the rope and walk on it to the other side. Drop down on the lower ground and go straight for the spinning wheel, jump up on the ledge to the left of it and get on one of the fans of the wheel to reach the other side. Clean up all of the paint here, a wall will rise, some trees will grow. Watch out for some enemies lurking in the paint and watch out for the rolling mud. Head to where the rolling ball of mud come from and you will see a pit, squirt some water in there and a Piranha Plant will rise, kill it with your weed spray and you will get your first Shine here.

-* Down with Petey Piranha (Episode 2)

At the beginning, you will see a Piranha Plant sitting on top of a tall structure, I believe its name is Petey. Run up ahead and walk across the rope, you don't have to use the spinning wheel anymore, turn right up ahead and clean up all of the smudge here but Petey will throw some mudball at you. Go up to the bridge and hover over it and clear up the road of smudge and dodge the rolling

mudball until you reach the top. You can easily hover across the first two gaps, the third gap, you have to jump out to the right far enough for you to hover yourself around the vines to the next ledge with an islander and a gondola, there is also another one of those "M" graffiti on the wall. Get on the gondola and jump on the platform with Petey on it.

The platform will begin to crack and break, making Petey and you fall to the bottom of the building. Whenever Petey opens its mouth, start spraying water in it and Petey's body will fill up and he will fall on his back, and an arrow will appear pointing on its belly. Jump on the belly and perform a Ground Pound (A + L) on his belly to damage him. Do this two more time and you will get your second Shine.

-* The Hillside Cave Secret (Episode 3)

Go back to the same area, but this time, you have to use the rope and platforms that are standing in the pond. Take your time from rope to rope and watch out for the electrical object on the last rope. Get on the platform and hover over to the ledge and run towards to where you see a sign with an arrow pointing up, perform a jump here to get on the rope and enter the cave.

This is sort of like a little mini-game in the cave, take your time from block to block, passing the large moving blocks, jumping from spinning star to spinning star, and at the end, grab your third Shine for this level.

-* Red Coins of Windmill Village (Episode 4)

The first 8 coins are easy to get, when you get on the first rope, jump higher on the rope above you, you will see red coins scattered everywhere, grab the first 8 red coins you can get. Get on the rope with the red electrical ball on it, jump over it and you will see a coin on one of the structures with sails on it, hover over to it and grab the red coin in the air. Hover over to the next structure and you will see a red coin on top of a building, jump over to it and then jump again to grab the tenth and final coin and a Shine will appear. Get on the rope and jump over the red electrical ball whenever it gets close to you. Grab your fourth shine at the end.

-* Petey Piranha Strikes Back (Episode 5)

Go to where you got the 10th red coin at and get on the rope to the hillside in the back, jump from ledge to ledge until you reach the top. An islander is trapped in the smudge in this area, save him and go towards the very far back until you see Petey. One of those pink FLUDD-sucking creature will latch onto the nozzle of your FLUDD and this will wake Petey up and guess what! Petey can fly!! Spray water at him to knock him down and spray some in his mouth and stomp on his belly. He will fly again and go to a new location, spray him down and do the same belly pounding process. The fifth Shine will appear after the smudge dissolves.

-* The Secret of the Dirty Lake (Episode 6)

Go to the tower where Petey's first location was, go up halfway and you will see a cave with polluted water pouring out. Jump and then hover over to the cave and you will be in another one of those obstacle course. You may have trouble on the rotating blocks, but the rest are easy to get through. Grab the 6th shine at the end of this course.

-* Shadow Mario on the Loose (Episode 7)

Easy-to-get Shine here, all you have to do is chase Shadow Mario around while spraying water on him. Slightly press the R button to start spraying and run after him, sometimes he will do the wall jump, but he will always be on the ground, unless you caught him on a building somewhere. You will know that you hit him when he turns red. Whenever he fall and give up, grab your 7th shine.

-* The Red Coins of the Lake (Episode 8)

Red Coins are scattered everywhere in the lake, and you have to collect 8 of them. Have the islander with the mustache toss you up in the air to get on one of the palm trees, up ahead is a red coin sitting in the air, above the rope, you have to jump to get it. 2 more are by going underneath the bridge, you have to hover yourself to the one sitting above the 4 gold coins. Get up the hill to where the cave is.

Get on the rope and get on the structure, hover yourself down to the lower structure and get on the rope from there, you can get the Rocket Nozzle here if you want, it will help. Get the 4th red coin on the rope. On the next rope up ahead, watch out for the red electrocuting ball on the rope, jump over each one until you reach the 5th red coin at the end and then get on the structure, quickly leave the structure and get on the rope to the left, because of the wind enemy, look around and you will see the 6th and 7th red coins which you can easily get. Hover yourself over to the farthest structure and get on the rope to get your 8th and final red coin and a Shine will appear in the windmill, hover yourself over to the alcove and grab your 8th shine for this level.

Gelato Beach (0.4.4)

The isle's largest beach sprawls under perfect blue skies. Have a swim, enjoy a famous smoothie, and bask in the glow of the Shine Tower.

Secret Shine #1 - Go to the Sand Bud that is behind the bird nest tower, water the Sand Bud and a formation of stairs will descend and you will see a row of coins, as soon as the stairs form, spray at the wall and you will see an art of a Shine, quickly wash off the sand before it returns to a bud.

Secret Shine #2 - Go back in Episode 1 again after you complete it, Ground Pound on the red switch and you'll have to collect 8 red coins within a minute in this obstacle course.

-* Dune Bud Sand Castle Secret (Episode 1)

The scene will show a little stem scattered around on the beach and this gives you a little hint. Go to the beach and try watering the plant and a formation of a sand will appear, and if you water another, a different formation will appear, some will sink. Go to where you see a boat on the edge of the beach and there is a plant nearby, water that plant and a formation of a sandcastle will appear, but you have a limited time, run through the sandcastle, and yet, you will be in another one of those obstacle course.

This is pretty much of a straight course, just run and don't stop,

why? because if you stand on one of the many sand blocks too long, the block will dissolve. At the end, well...you know what to do, quickly jump from block to block until you get the first Shine at the top of the sand sculpture.

-* Mirror Madness! Tilt, Slam, Bam! (Episode 2)

A Pianta will tell you to look at the top of the tower, you will see a caterpillar called Wiggler, unless it has a different name in this game, and three mirrors around the tower. Also, the Pianta tells you that this Wiggler sitting on the top of the tower could endanger the legendary Sand Bird egg. To get up there, you can water the plant in front of the beachhouse and get yourself on the roof and hover from tree to tree until you reach the first mirror with a Plungelo on it, squirt at him and the mirror will tilt, you have to get on the high side and perform a ground pound, this will send the Plungelo off, do the same for the other two mirrors, but it has more Plungelos on it, take your time on each one until you get all of them off the mirrors. Grab the 2nd star on the beach where the sandcastle used to be.

-* Wiggler Ahoy! Full Steam Ahead! (Episode 3)

Whoa, this Wiggler is a lot larger than I thought, and even more uglier. Anyway, there was a reason why those Sand Buds are in the sand. Whenever Wiggler is nearby, water the bud and it will form into a sand formation and this will knock Wiggler upside down, while he is on his back (or her?), you will see an arrow pointing downward on his underside, get on its underside and Ground Pound on where the arrow is pointing to damage Wiggler.

After Wiggler turns over, he will run around more faster, for this part, water the same Sand Bud and Ground Pound on him, and for the third time, spray water at the Sand Bud in front of the house or on the little island where you see a little Noki. After you perform your third Ground Pound on him, Wiggler will dissolve and then your third Shine will appear, grab it.

-* The Sand Bird is Born (Episode 4)

The egg in the tower has hatched! but no bird? Get on the mirror to the right of the tower or where the three Plungelos was before you completed Episode 3, then get on the high side and hover yourself to the hill behind it and follow the path to the very top of the hill and guess what? You have to get 8 coins on a bird that is made of sand blocks. Don't worry, the blocks doesn't dissolve, run around and get all of the 7 coins on the bird quickly before it begins to turn, when it does, get on the neck part of the bird, because it barely move and you'll be safer there. Wait a while and while you are facing the bird's head, look out towards the left wing and you will see a tower with the final red coin on it, jump on that tower and grab the last red coin and your 4th Shine after that.

-* II Piantissimo's Sand Sprint (Episode 5)

Get on the beach and you will see a purple Pianta, but it look more of a costume as you can tell, who is this II Piantissimo? He will challenge you to a race, a scene will show a flag at the top of the hill, that is your destination. You can try jumping from tree to tree then get on the mirror and hover yourself on the hill and run up the hill, but you won't get near the time of 35:00, you would probably get around 35:20 that way. There is a quicker way, and its sort of cheating, but hey! it beat the time!

Run behind the house and back somersault onto the ledge with the mirror on it and follow II Piantissimo to the narrow passage where he perform the wall jump, do the same but II Piantissimo take the path, and you can cheat by cutting across the steep hill and get to the flag before he does.

-* Red Coins in the Coral Reef (Episode 6)

Go left and run along the beach, you will see a coral reef up ahead. Your goal here is to collect all 8 Red Coins, some coins are wide open and easy to get, some are in a school of fishes and some are hidden in the coral. Watch out for the Gooper that is swimming around. The Shine will appear on top of the rock, jump up to grab it.

-* It's Shadow Mario! After Him! (Episode 7)

Chase after him while squirting your water gun at him, he will probably hang around where the base of the bird tower is and sometimes does the wall jump in the narrow passage to reach the hill where the slide is. Grab the shine whenever he give up.

-* The Watermelon Festival (Episode 8)

There is a Watermelon Festival going on right now. Go to the beach house on the far shore where all the watermelon are, to win the prize, you have to have the biggest watermelon. There are watermelons on the lower ground, but they aren't big enough, the biggest of them all is sitting on top of the hill where the flag is, and you have to roll it down the hill and roll it to the beach. The trouble is...there are too many enemies and if the watermelon hit one, it will pop. To kill those enemies, you have to lure them to one of the Sand Buds and then stung the enemy first, then water the Sand Bud then a formation of a sand will send the enemy flying and kill them, once you kill all of the enemies (a lot), start rolling the watermelon downhill and roll it slowly across the boardwalk to the host. Grab the shine and have a big glass of Watermelon Smoothie for celebration.

Ricco Harbor (0.5.4)

Isle Delfino's port city is home to boats of all sizes and a thriving tourist trade. The fish market has the freshest seafood for miles around.

100 Coins Shine - There are at least 37 coins in the manhole, 4 in the fountain, 7 on the ship, 7 out in the sea, and I lost count on how many are up on the beams. There is at least 4 or 5 on the edge of the beam, which you have to drop down into the sea. 7/8 more above the lighthouse, use the rocket nozzle here.

Secret Shine #1 - Complete Episode 2 first, then head back into the cave to be in another race, but you have to complete the lap in 40 seconds or under to win this Shine.

Secret Shine #2 - After completing Episode 4, head back in the hole on top of the lighthouse and Ground Pound on the red switch to make 8 red coins to appear and you have to collect them all in under 1 min and 30 seconds to win a Shine.

-* Gooper Blooper Breaks Out (Episode 1)

The two Piantas standing in front tells you that something is fishy going on up on the far side of the harbor. Go straight ahead and jump on the cage to the top, hover yourself over to the boat and get on the beam to get to the other side. You have to jump and grab onto the cage and go from gate to gate until you reach the outside part of the cage and get on the edge of the beam with a Pianta on it, his/her brother is standing on the platform straight across from him and he gave out a little hint that his/her brother can throw people. Go over to that platform via the beam and have the Pianta throw up...but guess what? he doesn't have the "power" yet.

Talk to the captain that is looking up at the propellar, he said something about spinning the propellar will raise the sub up. Stand in front of the propellar and get busy squirting water at it until the sub is at its highest peak, another Blue Coin and now you have a way to get across the polluted water. Get on the submarine and run across it, and then get on the moving platform and jump up on the cage, head over to the high ground and get rid of those squid enemies. Head over to the crates at the far end of the high ground

You will see a tentacle sticking out of the crate, yank on it to start a boss battle. Another classic enemy! Gooper Blooper! Just stay a good distance away from him and whenever its swing its tentacles at you, run over them to squash them and grab one of the tentacles and press B and tilt your Control Stick back to rip the tentacle off, do the same for the other three. Gooper Blooper will have nothing left to attack with, see that cork in its mouth? Yank on that too! Whew...Oh no? another form? With that cork out Gooper Blooper will now spill ink around him, do the same process with the tentacles and the mouth. Grab the first Shine for this level.

-* Blooper Surfing Safari (Episode 2)

Behind you is a port with 3 bloopers, each with their own color. There is a speed difference between them, get on one and take the path where all the coins on the water are and reach the tunnel at the end. Inside is a mini-game and you have to reach a time of 45 seconds or less to win a Shine. All you have to do is not to hit the wall or an obstacle in the course and you'll be fine.

-* The Caged Shine Sprite (Episode 3)

Go up the ramp and get on the crane to get on the other side of the boat then get on the beam to get on the cage. Flip to the other side and get on another crane up there, and when the crane take you to the other cage, jump on it and flip to the other side again and hover yourself over to the beam. Head towards the elevating platform and hover to the scaffolding, then head over to another crane and jump from cage to cage and then on the caged platform. From the platform, hover over some gaps and finally, get the rocket nozzle.

From here, you can take the hard way or the easy way. The hard way is you have to use the trampoline to get yourself up to the top of the cage. The easy way is...since you have the Rocket Nozzle now, go to the ship at the beginning of the level (the black ship) and get on the beam, then get on the green platform with the arrow on it, then hold down R to boost the rocket up. Once launched, Mario

will be hanging on the cage, head for the "flip gate" and press A, grab the Shine inside.

-* The Secret of Ricco Tower (Episode 4)

The secret is at the top of the tower. Get across the ship and hover over to the port. Take the left side of the tower and do the wall jumping in between the two columns until you reach the top, there is a blue coin on one of the platforms up there.

Inside is the first obstacle course for Ricco Harbor, it does look simple, doesn't it? wait until you go through all of them. Most of time you have to run on one side of the block and jump on the next one before it sent you down or you don't have to jump to the next side of the block. There is a 1-Up Mushroom halfway on the next set of rotating blocks.

-* Gooper Blooper Returns (Episode 5)

To get up there, go across the boat and do the wall jumps on the columns and hover yourself over to the high ground. Run down to where the Blooper was and look down in the water, you can see some boats and logs, get on one of the boats and then get on the platform with the Rocket Nozzle. Launch yourself up until you clig onto the cage and then press A to be in another battle.

Ah, the Gooper Blooper. Same battle as the last time, but the platform is so small that you can't keep your distance and Gooper Blooper will swing it tentacles around, so, you are going to have to do a little jump-roping. When he swing his tentacles at you, stomp on it and grab it with B and yank it until it rips off, do the same for the other three tentacles, and then go for the cork and yank on it until it rips off. Gooper Blooper will come alive again, do the same battle process as before.

-* Red Coins on the Water (Episode 6)

Head over to the same place where you were at the beginning of Episode 2, it looks like you'll be going Blooper Surfing again! But this time, Ground Pound on the red switch and you have to collect all 8 red coins within. 7 of the 8 are on the water, the 8th coin is a little higher than the rest and you have to jump to get it, the Shine will appear on the dock, you have to jump onto the dock while surfing on the Blooper.

-* Shadow Mario Revisited (Episode 7)

Another Shadow Mario chase! Most of the time you will chase him on the beams, and you have to be very careful up there and whenever he does the back somersault to get on a higher beam, do the same, don't do anything else or you'll have to climb all the way back up there. Whenever he give up, grab the Shine off him.

-* Yoshi's Fruit Adventure (Episode 8)

From the nearby manhole (Ground Pound to get down there) and go to the very last manhole and then jump. You will see an Yoshi egg up ahead and this Yoshi wants a durian fruit.

Head back to the crane that elevates the platform, get on the platform and then get on the crane, and from the crane, get on the first fruit tower up ahead. Get on the very top and then Ground Pound on the switch to make a fruit come out, if its not a durian, then get on the 2nd fruit tower and do the same until a durian come out. A durian looks like an oversized pineapple without the green leaves on

on the top. Once you see the durian, kick it over to the Yoshi egg and a purple Yoshi will hatch.

Take Yoshi to the far edge of the market and you will see two fishes jumping, squirt juice at either one and then get on the platform. It will take you to the platform up ahead, get on it and then flutter over to the palm tree on the ledge, eat the fruit while you are there, Yoshi will turn pink. Jump back on the blue platform and then spray the juice at the fish, jump on the platform up ahead, and do the same for the next platform. Jump on the next blue platform that is closeby and then spray the Yoshi juice at the fish for another raising platform, do the same for the last fish. Once you are on the platform with the Shine in the cage, spray some Yoshi juice at the yellow stuff to get rid it. Dismount Yoshi (press X) and then get inside the cage to get the Shine.

Pinna Park (0.6.4)

The park boasts everything from a Roller Coaster to the Clam Cups. The view from the Ferris Wheel is magnificent.

100 Coins Shine - The best episode to do this is Episode 2: The Beach Cannon's Secret. On the far right side of the beach at the beginning of this episode is a mole in a cannon shooting 3 Bullet Bills at you, those Bullets are 2 coins a piece and once in a while a Golden Bullet Bill will be shot. All you have to do is spray water at Bullet Bill and it will blow up, the Golden Bullet Bill holds 8 coins.

Secret Shine #1 - Complete Episode 2 first, and then return back in Episode 2, and drop into the cannon again. Ground Pound on the red switch nearby and you'll have to collect 8 red coins within 1 minute to win a Shine.

Secret Shine #2 - After completing Episode 6, head back in again and go back into the same course, Ground Pound on the red switch nearby and then 8 red coins will appear, collect them all within 2 mins to win a Shine.

-* Mecha Bowser Appears! (Episode 1)

When you arrived in Pinna Park, go inside the actual park. You will see Shadow Mario up ahead, chase him until you get to the pond. Watch the scene and a large mechanic Bowser will rise from underwater with Shadow Mario on it. This Mecha Bowser blows fire from its mouth and shoots missile from its chest.

A Noki will talk to you and put you in a roller coaster. Now, this is sort of a toughy, while on the roller coaster, collect the missile on the way and watch out for Bullet Bill, if one is coming at you shoot water at it to kill it. When you get close to Mecha Bowser, shoot a missile in its mouth and it will take some damage for that, watch out for Bullet Bill from both ways and you CAN shoot water in Mecha Bowser's mouth to stop the fire-blowing.

After you hit Mecha Bowser 3 more times, the machine's head was all that left and the battle ended then. The head opens up and you will see Peach and Shadow Mario, Shadow Mario jumps out and removed

the mask and its....huh? Baby Bowser? Mama Peach? Bowser's son? strange man in white coat gave him that brush? Professor E. Gadd? that old crone from Luigi's Mansion? what in the world is going on here? After the conversation, Baby Bowser and Peach used the hot air balloon to get over to Corona Mountain.

-* The Beach Cannon's Secret (Episode 2)

Go to the far end of the beach to the right and you will see a mole in the cannon, shooting Bullet Bills and Bob-ombs at you. Once you get close to the cannon, it will start shooting Bob-ombs, spray water at any one of them and get behind it and press B to pick it up while its stunned and throw it back at the mole, do this two more time to get rid of the mole and jump in the hole to be in an obstacle course.

This course is a little more difficult, you see different blocks disappearing and reappearing and you get the idea that you have to run over it quickly before the block that you are on disappear! The next set has 4 trampoline-like platforms which you have to bounce your way up to the top. The next set has four blocks in a row, and they disappear one after another, you have to be very quick on this one. The next step is the same as before but it has 5 blocks this time. Grab the Shine at the end.

-* Red Coins of the Pirate Ship (Episode 3)

You have to collect 8 Red Coins in the vicinity of the Pirate Ships. Two of them are in the air where the pirate ships are swinging. There are several on the cage high above the ship, you have to get on the second ship and wait until it reaches it highest point or so and hover from there to the cage above. Grab the Red Coin on the higher cage up above, you can get that one by performing a back somersault. There is a box-like cage up there and you have to hover around it to be able to get on the ramp at the top. Another red coin is at the very top of that ramp. You will see a red coin straight across, but you have to be on that beam below where the cage with the blue coin inside is. Do a back somersault and hover yourself until you cling onto the cage and get in the cage by pressing A, grab the blue coin inside and there is another flip gate on the side, flip to the other side and climb yourself to the top and grab the red coin up there. The last one is UNDERNEATH the ramp. This may take you a long time to complete. The Shine will appear on top of the ramp where one of the red coins was.

-* The Wilted Sunflowers (Episode 4)

Go to beach where all the sunflowers are, they are wilted because there are mysterious eggs laying around the beach. Those looks like Yoshi eggs! Spray water at any one of them and ...huh? darn...no Yoshi yet...but a Koopa. Wait for the Koopa to come towards you and when it gets ready to pound on you, move out of the way and the Koopa will be on its back. Ground Pound on its belly to kill it, do the same for the other Koopas. The big Koopa in front of the big sunflower takes two Ground Pound.

-* The Runaway Ferris Wheel (Episode 5)

Go to the Ferris Wheel and get behind it, you will see a lot of puzzle here, and its sort of frustrating. I like the set up though. There is no time limit or anything here, so, take your time.

The hard way is up through all those cages and everything, the easy way is get on the pirate ship, then get on that ramp where you got

the Shine in Episode 3 and hover yourself over there. Drop down in the hole below the sleeping Koopa and you'll be on the rope, jump yourself high enough to cling on the cage so that you'll be below the snoozing enemy, press A, and you'll knock the enemy off and the Shine will appear. Simpy get on top of one of the carts on the ferris wheel and when you reach the top, hover yourself over there, finally, grab the Shine.

-* The Yoshi-Go-Round's Secret (Episode 6)

The Yoshi Egg is found behind the hut behind the Clam Cups, but in order to make it hatch, you have to bring the banana to him. The banana is located on the ledge, take a left when you are FACING the hut and go up the ramp, you will see the banana on the ledge below at the edge of the ramp. To make it orange, go around the hut and stand in front of the X mark (or where it used to be) and have Yoshi jump and eat the fruit hanging on the branch. The head over to the missing Yoshi on the merry-go-round.

Oh great! Another obstacle course! The first set is easy to run across and then jump on the platform. On the next set, your goal here is to get on that blue Yoshi-skinned block, so, jump from block to block until you get on the blue block, once you get on the other side, do the same but get on the red Yoski-skinned block this time. The last set may frustrate you, get on the block in front of you and get off it at the end before it disappear, do the same for the next one. Perform a back somersault to get on the next block, from this one, do the wall jump to get on the top and then get on the elevating platform, jump from there to the next set of block when the elevator reaches its highest peak, then grab the Shine at the end.

-* Shadow Mario in the Park (Episode 7)

Another one of those episodes where you have to chase Shadow Mario down while squirting water at him, you will get a Shine whenever he gives up.

-* Roller Coaster Balloons (Episode 8)

This is a very fun mini-game, but thats just my opinion. You will have to pop all 20 pink Baby Bowser balloons to get a Shine. You will be riding on the roller coaster, and to pop the balloon, you have to shoot water rocket at it, Good Luck!

Noki Bay (0.7.4)

Steep cliffs and sea beds are what the Nokis call home. The huge waterfall and three soaring towers resonate with mystic history.

Secret Shine #1 - Go to the shore opposite from the one closest to you from the starting point, you can do this one in any episode. Spray the block on the wall and a maze will form, and you have to wall jump to the green area at the top, go left until you reach the end. Look down and you will see another block, spray it and a tall corridor will appear, hover down and then wall jump your way up in the tall corridor, go into the path to the left and follow it to the end. Look around and you will see, yet, another block to spray at, go over and in the large space, you'll be shot into the top of the area and a golden bird will be flying around, spray it down for

a Shine.

Secret Shine #2 - Complete Episode 6 first before doing the obstacle course again. Ground Pound on the red switch nearby to start a challenge where you have to collect 8 red coins within 1 minute and 30 seconds.

-* Uncork the Waterfall (Episode 1)

Go to the formation of stairs up ahead and go up until you reach a little puzzle here. To get yourself up on the next ledge, you have to squirt water in the pot to weigh it down. Up on that ledge, you will see a stone with a glyph on it on the wall, squirt water at it to get a coin.

You will come up to a huge gap, clean up the orange and yellow slime on the wall to make a ledge appear, go over it until you see another slime on the wall, clean that one down too to make another ledge appear, jump across two more ledges up ahead until you see some more slime you can clean down, keep moving up ahead until you reach a bigger ledge with slime all over it, clean it up, including the slime on the wall to make another ledge appear. Get on the lever and spray water in the bucket to raise yourself onto the new ledge. Go up the hill while cleaning off the slime and then jump on the wheel. Perform a back somersault up here and hover to get on the high ledge up above.

Clean off the octopus-slime on the wall to make a new ledge appear, go across it and spray down another slime on the wall. Get up on the ledge and go to the Noki with the springboard nearby to get on the ledge above, spray down the slime off on the ledge close to the cannon.

Hover down to that ledge and the mole will start shooting Bob-ombs at you, spray water at one of them and get behind it and pick it up with B, and throw it back at the mole, do this 2 more time and the cork from the waterfall will pop, sending the mole and the cork itself away and the waterfall will be running again.

-* The Boss of Tricky Ruins (Episode 2)

Talk to the Noki kid here and he'll tell you that his grandpa is further down ahead. Jump from platform to platform until you meet up with grandpa. Up above him is a stone block with a glyph on it, spray water at and a maze will appear on the wall.

Start by wall jumping until you reach the left side of the maze, and then continue doing the wall jumping until you reach the top and go all the way to the right until you reach the back end. Do some more wall jumping here until you reach the top. Get on the ledge with the Bloopers, by the way, there is an M sign on the wall up ahead.

Spray on another block to make another maze-like structure appear, wall jump until you reach the ledge on the right, go right and then drop down and perform a back somersault to get over the wall and go right again, do some more wall jumping here. Once at the top, go right and up the steep hill and do the wall jumping one more time until you reach the ground with the Gooper Blooper on it.

This is the same battle as before, first, squirt water at the Gooper

Blooper to make it swing its tentacles at you, jump when it does and then stomp on one of his tentacles to flatten it and then grab it by pressing B and pull it until it snap off. Do the same for the other 3 tentacles. Once you pull all 4 off, head for the mouth and grab it with B again and pull it until it snap. Gooper Blooper will come alive again, do the same process as before. Once Gooper Blooper is sent flying off the ground, jump down in the hole and grab the Shine once you reach the bottom.

-* Red Coins in a Bottle (Episode 3)

This is an easy episode for red coins, all you have to do is press R and you will float around. There are a total of 8 Red Coins in here, at least 2 are on the ground, the other 6 red coins are in the air. Use the regular (gold) coin to refill your meter. The Shine will appear at the bottom of the bottle.

-* Eely-Mouth's Dentist (Episode 4)

Go to the very top of the level where you were in Episode 1 with the cannon and a little mole in the cannon. You will meet up with Grandpa up there. Jump into the waterfall and you will drop down in the hole.

Go to the very bottom, you will see purple bubbles down halfway. Remember that there are a lot of coins on the ledges around the eel. When you hit the bottom, the eel will spring up, opening its mouth. You will see that its teeth are black and gooey, help the eel by washing the teeth off with your FLUDD, you will notice one of the teeth is finished when you see sparkle around it, keep doing this until all teeth are sparkly clean and a Shine will appear on the floor at the bottom.

-* II Piantissimo's Surf Swim (Episode 5)

Remember that runner in Gelato Beach? whoever get to the flag first win. II Piantissimo appear again in this level! Get on the rope to the ledge up above and meet up with II Piantissimo again. He will challenge you to a race to the flag. The cut-scene will take you to the flag, you know its across the bay. The most direct and easiest way is to CUT across the bay, don't swim or you'll waste some time.

-* The Shell's Secret (Episode 6)

The Grandpa will tell you that there is something else going on in the level, go to the sturcture in the middle with the stairs made out of clams. Halfway up, you will see a Noki, he will tell you that you have to use the rope to get up there, where? Lets find out. Get on the rope and head down to the other end, jump over the electrical object on the rope. Get up on the next one and get to the other side while jumping over two more electrical objects. While you are at the end, jump up as high as you can and hover over to the clam platform. There are two ropes you can get on up here, take the one with the electrical object and jump over it and reach the other side of the rope, jump up two more ropes and you will see a cave on one of the structures.

Inside is another obstacle course. In the beginning, wall jump your way up to the top. The next set has a narrow spinning platform and a spinning sqaure, jump over those two and do the side jump to reach the moving platform up ahead, jump over the next two moving platforms. You will see a pole, climb up on it and jump off it onto the platform above. You will see a steep red hill with the arrows pointing up, run up the hill until you reach the top. Perform a

back somersault to get on the next platform. The next part, this is where you have to do a back somersault towards the wall and jump from it to get onto the ledge above. To get on the next ledge, do a simple wall jump, but you have to tilt the control stick towards to the ledge, this may take a couple tries, but you'll get it. The next set has two spinning blocks, one is slow and the other is fast, get over both of them. Make your way to the top until you reach the next spinning block, grab the Shine at the end.

-* Hold It, Shadow Mario! (Episode 7)

Another one of those episode where you have to chase Shadow Mario throughout the level. This chase may take you awhile to take Shadow Mario down since hes doing a lot of wall jumping, (how come I didn't think of those shortcut before?) just keep chasing after him while squirting water at him until he give up. Your reward? A Shine of course.

-* The Red Coin Fish (Episode 8)

Another Red Coin level, but this one take place underwater. You will see regular coins and red coins made up into a fish, head to that particular fish and collect most of the red coins as you can before the fish expands. Don't worry, just stay with the coins until the fish form again. Once you get all 8 Red Coins, go to the very bottom of the bay to get another Shine.

Sirena Beach (0.8.4)

The gentle lapping of the sea accompanies spectacular sunsets and romantic dinners beneath starry skies. The four-star Hotel Delfino has it all.

Secret Shine #1 - Complete Episode 2 first, and then go back in the same episode and do the same obstacle course, but Ground Pound on the red switch enarby to start a challenge. Collect 8 red coins within 1 minute and 30 seconds to win a Shine.

Secret Shine #2 - After completing Episode 4, head back into the casino again and play the mini-game, Ground Pound on the red switch to start a challenge where you have to collect 8 red coins within 1 minute to win a Shine.

-* The Manta Storm (Episode 1)

You will see blue-yellow goop up ahead, you have to follow it to where it came from, talk to the hotel owner in front of where the source for the goop is. He will tell you that the hotel vanished and an manta ray enemy did it and it was paper-thin manta ray, huh?

Back in the beach, you will see the manta ray coming in from the ocean while pouring goop on the beach. Here come a boss battle, a lot of people say this is the hardest boss battle ever, well, to me...its a lot different and the opposite. Start shooting water at the manta from far away and it will divide into two..two divide into 4 and 4 divide into another set of 4 little mantas. Start walking/running from the square to the outside then make your way around the beach, don't cut in between where all the ELECTRICAL sludge is, just keep spraying water at the little/big mantas until all of them are little pink mantas, do the "water gun" spray, in which

you rapidly press the R button and this will save some time, until you kill a lot of miniature pink mantas, a Shine will appear in front of the beach.

-* The Hotel Lobby's Secret (Episode 2)

Go up to the front of the hotel and talk to the hotel owner there, he will tell you that the hotel is full of ghosts and he will take you inside. You will see Boos all over the hotel, there are pink and white, the difference between them is the pink will turn into platform once they are sprayed at. Do so and it looks like you can form a stairs to the second and third floor. Your goal here is to go to the third floor. Once you reach the third floor, spray at the pink Boo in front of the statue and jump into its mouth to be in another obstacle course.

At the beginning of the course, you can stomp or ignore the enemies and somersault onto the block above, use the flying enemy to get across the gap, do the same for the next two gaps. Once you reach the platform with bricks, all you have to do is jump and break the brick with your muscular head, do some wall jumping to break the bricks you can't reach, finally, wall jump your way up to the top. Next set has sand blocks, once you stand on one, it will dissolve and disappear, but it will reappear in about 5 seconds. Run over them quickly until you see some colored blocks up ahead. Ground Pound on the first set of watermelon blocks until you reach the bottom and then get on the spinning block that will take you to the sandcastle, jump from the bottom to the top then down to the bottom and jump over the gap, grab the Shine at the end.

-* Mysterious Hotel Delfino (Episode 3)

Go back in the hotel again. Inside, go pass the middle section and then talk to the man on the left side of the stairs, he will tell you about the water damage in the restroom, go in the restroom and at the last stall, you will see water on the wall from above, get on the ledge and somersault up there, you will end up in another room, talk to the lady here and she will tell you about the painting. Squirt water at the paint until you hear a chime, you will see a figure of a Boo, jump through the painting to the other side of the wall.

Go in the back corner of the room where the Nokis are running around, you will see 4 panels, spray water at it and it will flip, you have to spray it until it stop on the Boo side, do the same for the other 3 panels until all 4 are on the Boo side, the closet will open up, go into the next room. You will see two pink Boos, spray both of them so that they turn into platforms, use the platforms to jump through the panel in the ceiling. In this room, squirt water at the bookshelf and walk through it into the following room.

Go to the tile that is colored lighter than the others and you will fall through the tile into the room below. Break either one of the crates and grab the pineapple, go through the door to the left of the sleeping Boo, in the next room, go downstairs and take the pineapple to the Yoshi egg in the lobby. Jump on Yoshi and go up the stairs to the very top floor of the hotel where you see a Shine floating above the pool, but you can't get to it yet.

Go into the room to the left of the pool, jump on the bed to go through the panel above. Take the path without the sleeping Boo, at the insection, take the path straight across from the

sleeping Boo. Eat the sleeping Boo up ahead, and then you will see two more Sleeping Boos, eat the one on the left and continue down at the end of this path. You will see a crack on the floor, Ground Pound on it and you will end up in the room with the pool and a Shine above it.

-* The Secret of Casino Delfino (Episode 4)

Head up to Hotel Delfino and talk to the owner, he will talk about the casino and then he will take you inside. From the front of the hotel, head over and stand in front of the stairs and look to the left, you will see a Pianta standing in front of the door, go over to him and he will take you to the casino.

In here, you will see two slot machines, you have to spray water at them to make it roll. Get all 7s on both machines and a curtain will rise in the back, revealing another game you can play. Spray at any tile and you will see part of the picture on the back side, spray all of them until you solve the puzzle, the game will rise, revealing the pipe behind it. Jump in and you will be in another obstacle course.

In this obstacle course, go through the first set of blocks, but don't let it push you over the edge. Get on the spinning block and jump onto the platform with some moving blocks, again, don't let it push you over the edge. Jump on the spinning block after you get through it. The next set has moving logs, jump from log to log until you get on the spinning log, there is a 1-Up on the spinning log. Get on the giant block at the end, it will spin too. Grab the Shine at the end.

-* King Boo Down Below (Episode 5)

Head up to the hotel and talk to the owner, he will tell you that the casino and the hotel is closed, because there are creepy sounds coming from the basement. Once you are in the hotel, head over to the same guy in front of the blue door and he will take you down there.

In the middle of the room is a roulette wheel, you will see a purple tile, Ground Pound on it to start a boss battle. You will battle with King Boo, below him is a slot machine, spray at the slot machine to make it spin, if you get 3 fruits in a row, King Boo will throw some fruits out in the field, look for the red pepper and throw it in King Boo's mouth, to spice it up some more, find a pineapple and throw it in King Boo's mouth and it will damage him, do this 2 more times and the battle will be over, your reward? a Shine!

-* Scrubbing Sirena Beach (Episode 6)

You will see Sirena Beach covered in a lot of goop...A LOT! and they are electrical, so, don't step in it! You will be given 3 minutes to clean up the mess, HURRY HURRY HURRY! don't be a slacker! Once you hear a chime confirming that you cleaned up the mess clearly, go back to the Pianta and he will give you a Shine.

-* Shadow Mario Checks In (Episode 7)

Go to the hotel and the owner will tell you that a troublemaker is in the hotel and he looks just like Mario, hey, I know who this troublemaker is, I bet you do too! Chase Shadow Mario around in the hotel while spraying water at him. When he fall and gives up, he will leave a Shine behind.

-* Red Coins in the Hotel (Episode 8)

Go to the hotel for the last time and talk to the hotel owner and he will take you in. You will see a new red switch, Ground Pound on it, you will have to get 8 red coins within 5 minutes.

- 1) right in front of you
- 2) go in the back and go in the women's room, the coin is in there.
- 3) go in the men's room, somersault up into the second floor, spray water on the painting then jump through it, the red coin is in this room.
- 4) go back to the lady's room, where you jumped through the painting, jump on the bed through the hole above, go in the back of the room into the pool area, the 4th red coin is in here.
- 5) exit the pool, then the room into the large room, you will see the 5th red coin up ahead.
- 6) go through the door (next to the pool) and jump on the bed to get in the attic, now take the path to the right from where the janitor is facing and then take another right (first right) and go all the way back in the area with 6 coins, Ground Pound through the cracked floor into a room, spray the wall with posters on it (one of them reads DOLPHIC), you will see a hole in the wall, jump through it and grab the coin in the following room.
- 7) go back in the previous room and Ground Pound through the light colored tile, the 7th red is hidden in the little alcove.
- 8) go through the door and the final red coin is behind the desk in the back of the large room. The Shine will appear in the lobby.

Pianta Village (0.9.4)

The ancestral home of the Piantas was built in a giant tree as protection against wild beasts. Giant mushrooms thrive beneath the village.

Secret Shine #1 - Head back into Episode 8 after you complete it. Go to the top of the giant tree in the middle of the village by jumping from platform to platform. Once you get on the platform with a sun image on it, stand on the image and look up at the sun. Shoot water at it to reveal the Shine image and the Shine will appear.

Secret Shine #2 - Complete Episode 5 first before heading back into for a secret Shine. Once you are back in the obstacle course again, Ground Pound on the red switch nearby, 8 red coins will appear and you'll have to collect all of them under 1 minute and 30 seconds for a Shine.

-* Chain Chomplets Unchained (Episode 1)

There are 3 Chain Chomps hopping around the village, in the middle of the village is a little pond, stay around here and look for any one of the fiery Chain Chomps that is running around and lead it to this pond, but first, you must spray water at it to cool it down. When its black, grab the tail end and make the Chain Chomp face to the pond and let go, it will go in the pond, do the same for the remaining 2. The Shine will appear on top of the mushroom.

-* II Piantissimo's Crazy Climb (Episode 2)

Go across the bridge and you will meet up with II Piantissimo again, he will race you to the flag. When the race start, if you do the run method, you won't beat him or get the flag in time, whatever shortcut you take, it won't work. Another method is to do the slide-jump, which is you keep running and then press B to slide, then press A to jump. Keep doing this method and you will beat out II Piantissimo, your reward will be a Shine.

-* The Goopy Inferno (Episode 3)

You will go through this episode without FLUDD. Start by going right under the tree, then jump over the small creek and through the yellow fungi until you see a Pianta standing next to a hole, talk to him and he will tell you that the hole will lead you to the mayor.

Jump down in the hole and perform a Ground Pound, you will cling on the ceiling, go straight ahead until you see a gate, get on it and punch it, it will take you to the next set of ceiling, jump on the ceiling before the gate fall. Continue down until you see a line of coin leading down, drop down and you will be on the swing, get on the green mushroom, then walk across the rope to the next green mushroom, to the left, you will see a 1-Up on the mushroom, after you obtain it, get over the next two red mushroom until you get on the one with the green mushroom on it. Jump on the green mushroom and then cling onto the cage, go up and cling on the ceiling, continue up ahead and then get on the gate, punch it to get on on another set of ceiling up ahead. Cling onto the ceiling and head towards to the lone coin in the middle of the area, and press A here, you will flip onto the other side, do some wall jumping to reach the top.

Once you reach the land on the top, jump from dry area to dry area until you reach the area with some platforms leading upward, jump or somersault until you reach the top with the mushroom on it, and looky here! FLUDD! put it on your back and then somersault to get on the golden mushroom, wash the mayor off and then talk to him, he will give you a Shine.

-* Chain Chomp's Bath (Episode 4)

Go across the bridge and talk to the mayor at the end of the bridge, he will tell you about Chain Chomp and that he needed his bath. Go right and you will see a giant Chain Chomp covered in lava. Take one of the water barrels and throw it at the Chain Chomp, it will turn black, grab the tail end and drag it to the pool in the back of this level. Whenever the Chain Chomp turns red again, just spray water at it with FLUDD until it turns black again, grab the tail end and keep dragging it until you get it in the pool. The Shine will appears above the now golden Chain Chomp.

-* Secret of the Village Underside (Episode 5)

Go across the bridge and you will see a Yoshi egg at the end of the bridge, to make Yoshi hatch, you have to get him a specific type of fruit. You can find it fruit on the fruit tree which is located on the platform close to the pond. Bring it back to Yoshi and then he will hatch.

Take Yoshi and go across the bridge, you will see a row of coin leading downward, go to sky view and you will see a giant mushroom which you can land on below. From the brown mushroom, jump from mushroom to mushroom until you see a platform with some yellow

sludge on it, spray Yoshi's juice on it to dissolve it and then jump down in the hole.

You will end up in an obstacle course full of Pianta called chucksters. They will toss Mario across the gap, but all of them doesn't throw you ACROSS, some throw you backward, some toss you off the side, so, be careful. Go to the pink chuckster and have him throw you across the gap. Go to the big chuckster and make sure he is on the opposite edge of where the gap is so you don't go OVER the next platform. The next guy will throw you high, make sure you are facing the platform above before you talk to him into throwing you up there. Once you land on the platform above, have the guy chuck you across the gap to the next platform. The next platform has a chuckster walking around, wait on the left side of the platform while facing towards the platform to the left, wait for the chuckster to come by and then talk to him, he will chuck you across the long gap and onto the last platform, grab the Shine at the end.

-* Piantas in Need (Episode 6)

The mayor will tell you that some villagers are trapped in burning ooze, and there are 10 of them in the village. You are given 3 minutes to save 10 villagers. Hurry! The first four is right in front of you after you get across the bridge, turn north and you will see another pool of ooze behind a mushroom. Continue north on the road and you will see another pool of ooze, wash off the villager very good as well. From here, go pass the pond while going west and you will see another ooze. There is another ooze up on the hill from here, this is the 8th one so far. The 9th one is up the hill and head west. The last one is on the lower hill towards the east side of the village. Go back to the mayor across the bridge, he will give you a Shine as a reward.

-* Shadow Mario Runs Wild (Episode 7)

Another one of those episode where you have to chase Shadow Mario around the level. But this time, Shadow Mario will leave a trail of burning ooze as he runs, sometimes he will paint his signature, the M's, just keep running after him while squirting water at him and the ooze. The wind enemy will get involved in this, so watch out for them too. Whenever you tackle Shadow Mario, he will leave a Shine behind.

Corona Mountain (1.0.4)

This is not one of those stage that has episodes in it, this is the FINAL stage leading to the last enemy you'll face or the final battle as some of you call it. In the first part of this stage, squirt water to cool down the flames, then hover over to it over the spikes, and then hover over the next spikes. Grab the 1-Up on the next platform. From here, spray over at the next set of flames and wait for the spikes to go down and then land on that platform, hover over to the distinguished flame platform, but hurry before the flame will start firing up again and get on the safe platform with a blue coin on it.

The next set of platforms are getting a little harder, spray over to any one of the closest platform with fire on it and then wait for the spikes to go down, then hover, keep doing this until you reach the end with the water fountain, a crate with the 1-Up inside and a boat.

Get on the boat and use the FLUDD to shoot in the opposite direction to make the boat move, try not to hit any stalagmites, so, the best way to get across the boiling lava is to go slow and take it easy, because there is no given time for this thing. Once you reach the end, grab the rocket nozzle from the red box and launch yourself up while standing on the shadow. Jump from cloud to cloud while going upward until you reach the black cloud.

***** FINAL BATTLE *****

The first part of the battle will have Bowser blowing flames and Baby Bowser shooting Bullet Bills at you. Squirt water in Bowser's mouth to extinguish the flame and then go to any one of the corners and use the rocket nozzle to launch yourself high up in the air until you reach the highest point then Ground Pound all the way back down, this use so much energy that it will knock the tub off balance, do the same for the next 4 corners and the tub will spill over, ending the battle. Did you like playing Super Mario Sunshine? I sure as hell did!

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Baddies (0.0.5)

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-Blooper

One of the old enemies Mario had to face, but they aren't that big of a deal to face, simply squirt water at one and it will be stunned. Run and jump on it.

-Miniature Piranha Plant

They appear in the wooded area in Bianco Hills. They will pop up when you get near them. Squirt water at them until their belly explodes. If you are a little too far away from them, they will spit out an object at you.

-Miniature Plungelo

You see these everywhere on the beach in Gelato Beach. They come in red and blue. When Mario get close to them they will run after you and plunge you high up in the air. You can get a coin by stomping on one and you can kill them if you lure one to the Sand Bud, but you'd have to water the Sand Bud to make the sand formation appear and it will kill them.

-Piranha Plant

A huge plant with venus fly-trap-like teeth, they don't do much but wavering its stem in one spot. You can squirt water at them, but the only way to damage them is whenever they open their mouth, squirt some weed killer in there and they will get stung, do this two more time and they will be gone for good.

-Plungelo

They look like one of Wiggler's abdomens, a large one that is. You see those large creatures wobbling on the three mirrors in Gelato Beach. They are yellow and round and they have plunger-like feet. There is no way to harm them, but you can upset their balance and send them flying in the air by Ground Pound the opposite end of the mirror from where it is.

-Wiggler

Another old enemy that is brought back from the old days. Wiggler seems

to become more of a boss character than just a friendly looking caterpillar that get pissed off when Mario jumps on him. Wiggler still have that type of personality, but it doesn't have that cute little hat with the flower on it anymore. You will find Wiggler napping on the top of the bird tower in Episode 2 of Gelato Beach, and a battle in Episode 3 of the same level.

Blue Coins (0.0.6)

Delfino Airstrip

Blue Coin #1

At the start of this game, when you first pick up FLUDD, he will tell you how to use him and such. After the conversation, look to the left and you will see an M signature, which is signed by Shadow Mario himself, whom you will meet later on. Use the regular nozzle and aim at the M's, squirt water at it and make sure you clean it off really good and you will get your first Blue Coin!

Blue Coin #2

Right where you got your first Blue Coin, look to the right of it, there is another M signature on the blue block, use the regular nozzle and clean the M signature off the block, you will get your 2nd blue coin here.

Blue Coin #3

The only way to get this blue coin is after you beat the final boss of the game. To go back to Delfino Airstrip, there is a boat right close to where the blue coin exchange place is or where the warp to Ricco Harbor is, you have to pay a total of 10 regular gold coins to get back to the Delfino Airstrip. The easiest 10 coins you can sum up is if you jump in any one of the manholes. Pay the man and you will end up in the airstrip. Get on the dock and to the left you will see two blocks. Jump on the one with the Turbo Nozzle and run to where the tall tower is, charge the Turbo up and bust yourself inside the tower. You will see a ice cube, simply switch to the regular nozzle and squirt at it and the ice will melt, grab the blue coin here.

Delfino Plaza

Blue Coin #1

From where you first started in Delfino Plaza (in front of the two police men) go straight ahead, pass all of the fruit stands. Up ahead at the end is what to be a jail with a wanted poster of Mario. If you look inside the jail, you will see a spinning blue coin. But, how do you get to it? Go to the right of the building and around. Take a look at the back of the building and zoom out (C-Stick), you will see a hole which you can go through. Hover over the water and into the hole, run in and grab the blue coin.

Blue Coin #2

In the southern area of Delfino Plaza is a Grand Pianta Statue, one side of the statue has a warp to Bianco Hills. On another one of the sides have an M signature on it, use the regular nozzle and squirt the M signature off really good and you will see a blue coin appear in a different area,

this area is close to where the Blue Coin Exchange place is. You have to use your speed to get this one though.

Blue Coin #3

In the western part of the town, behind the west bell tower is another M signature. Use the regular nozzle and clean off the graffiti really good and you will see a blue coin appear in a different area. This area is happen to be where the Grand Pianta Statue is located, to get this coin requires you to use speed.

Blue Coin #4

From where you started at the beginning of the same (in front of the police men) take a right and jump up onto the higher ground and head straight out to where the pond is, if you look to the right, you will see a crate on the dock, close to where the Shine Tower is. Jump on the crate and perform a Ground Pound (A then L while in the air) on the crate and you will see an M signature on the wall behind it. Clean off the signature with FLUDD and you will get a blue coin for doing that.

Blue Coin #5

On the rooftops, there is a pineapple stuck in a pipe, go to that area of the Plaza. Around there, you will see green birds and a lone blue bird with them. Spray water with a regular nozzle at the blue bird until it drops a Blue Coin.

Blue Coin #6

From the pipe with the pineapple in it, head west and then hover over the gap onto a brown building, then run across the pink section of the building and onto the rooftop where you see a manhole. Close to the manhole is a crate, perform a somersault to get on top of the crate and then perform a Ground Pound on it. Once you break it, you will see an M signature on the building, clean it off and you will get a blue coin for it.

Blue Coin #7

From the crate, head west and jump over the gap onto the brown building, then go across the pink rooftop onto the next building with red roofs with a Pianta on the roof. Around here you will see another blue bird, do the same for the blue bird you squirted down earlier, this one holds a blue coin as well.

Blue Coin #8

Around Delfino Plaza, you will see five different people with a basket beside each. Lets start with the one who want some bananas in her basket. You can find a banana on one of the trees in the southern part of the area where the Grand Pianta Statue is and there are at least four in the market area. Grab whichever you want and carry it around the building, then up the ramp and throw it in the basket. Do this 2 more times and the lady will give you a blue coin for helping.

Blue Coin #9

Straight across from where the lady who ask for banana is another lady with a basket high above her. This one wants 3 pineapples in the basket, go back to the market (turn left and jump down to the lower ground) and take a pineapple from the market (one with spiky leaves on top) and carry it back the same way you took and you have to throw it up high in order to get it in the basket (press B to throw while running)

Blue Coin #10

Straight across the pond is another lady with a basket laying on the

ground. This lady wants 3 durians in her basket. Hover across the pond and head straight for the market. A durian looks like an oversized pineapple with no leave on top, also, this is the only fruit you can't pick up. Kick the durian straight down towards the jailhouse, then turn right and up the first ramp on the right, kick it all the way down to where the pineapple lady is but just a couple feets away from her. Turn and face straight across the pond and take a couple steps back, run and slide (press B) into the durian and you will send it flying across the pond and hopefully it will land on the other side of the plaza. Hover yourself over the pond and kick the durian in the basket, do this 2 more time with the same process.

Blue Coin #11

Head towards to where the Blue Coin Exchange place is and swim across the water to where the island is. On that island is another lady with a basket sitting near her. This lady want 3 coconuts in her basket. You can get one from the market if you want to travel far, plus there is 2 more close to where the Blue Coin Exchange place is. Why do you have to travel where there is a coconut tree sitting on the same island where the lady is? Aim up at the tree and spray the coconut off to make it drop to the ground. Pick it up with B and throw it in the basket. Do this 2 more times and you will get a blue coin for helping out.

Blue Coin #12

Good thing you picked the coconut basket lady last. Why? because there is a manhole on that island too, perform a Ground Pound on it to be in the underground passageway. From there, head straight down the path and turn left and left again and follow the path to the very back and you will find a blue coin.

Blue Coin #13

Take the manhole that is located in front of the Grand Pianta Statue and drop down into the underground passageway. From here, go all the way north to a big area, keep going north and you will be in another area, continue going north until you reach a dead end and you will find a blue coin back there.

Blue Coin #14

From where you find Blue Coin #13, go back through the two big areas down there and ehad south, at the intersection, turn east then north then west. Take a first path heading north (not the one at the end) and continue down to the very back end of this path, another blue coin is hidden in the dead end.

Blue Coin #15

Head over to where the red cannon is (this cannon will take you to Pinna Park) and climb up the tree. Once you reach on top of the tree, hover over to the building with a weathervain on the top of the tower, on one side of that tower is another M signature, signed by Shadow Mario himself. Wash the grafitti off and grab the blue coin after that.

Blue Coin #16

After you complete Bianco Hills, in front of the market, you will see a Pianta on fire, head over there and use a regular nozzle. Start spraying water at this native until you extinguish the fire very good. He will give you a blue coin for saving his life.

Blue Coin #17

Once you complete Episode 4 in Pinna Park, you will have to chase Shadow Mario around Delfino Plaza, but this is worth it, because he is holding

a Yoshi egg. Once you get Yoshi, go up the ramp and jump on the overhang and you will bounce up high in the air, head straight to the top of the building behind where the two policemen are. Behind it, you will see a yellow goop, have Yoshi spray juice on it to dissolve the goop. Jump in the little alcove to get a blue coin.

Blue Coin #18

Its a good thing that you have Yoshi to get Blue Coin #17 and #18 at once. There is another yellow goop on the building. I suggest you take the manhole in front of the Pianta Statue and turn right at the intersection then head north then turn west to the very last manhole at the end. Jump and land on the rooftop. Take a look at the tower with a weathervain on top and you will see a yellow goop on one side of the tower. Have Yoshi spray juice on the goop and it will dissolve. Dismount Yoshi and get on the little sloping on the side of the tower and jump in the little alcove to get the blue coin.

Blue Coin #19

Once you have around 50-60 Shine Sprites, you will see that the Rocket nozzle box and the Turbo nozzle box will be available by the Grand Pianta Statue. Jump on the Turbo nozzle box and equip the nozzle. Head straight to the lighthouse (it has a warp on it that will take you to Gelato Beach) and veer off in the ocean where all the platforms are. On one of the platforms has a door on its side. Make sure you are facing the door and you can be as far away from the door if you want. Charge up the Turbo meter and bash through the door, you will grab a blue coin in there.

Bianco Hills

Blue Coin #1

From the starting point in Bianco Hills, go straight ahead on the path until you reach the river. Jump in the river and swim around, there is a bright blue coin in the river. You have to dive to get it though. You can get this one in any episode, but the first episode would do you good.

Blue Coin #2

From the starting point, go straight ahead on the path until you reach the river, either swim over to the other side or jump on the log or hover yourself across the river, or use the rope. Once you reach the other side, turn right and jump in the lower ground and go north and run pass the arch that holds the bells. Get up on the higher ground between the arch and the wheel at the end of the path. Look on the wall and you will see an M signature, clean it off with FLUDD until a blue coin pops out.

Blue Coin #3

While you are still on Blue Coin #2, there is another M signature and its in the village. From where you are (facing the wall), turn around and run straight ahead and up the hill where you see the two young Piantas running around and a lady. Talk to the lady and she will give you an attitude and tell you to wash the grafitti off the house. Look at the house and you will see a large M signature, rinse this one off too and you will get a blue coin after.

Blue Coin #4

On that same house where Blue Coin #3 was, look up and you will see two towers on the top of the house. Inside one of the towers holds a blue coin. To get up there, go to where the log is in the river and turn around

to face the town. You will two houses connected by some ropes, jump up on one of them then the one above. Get on the roof and you will see another rope above it, get up on that one and get on the roof of the house. Take a look around the town and you will see two structures that has sail on each and a wooden platform that slowly spins around. Hover over to the closest one then hover again to the next wooden platform and finally, hover over and get on the roof of the house that has two towers, you will see a blue coin inside one. All you have to do is perform a double jump and at the highest point of the second jump, start hovering and grab the blue coin inside.

Blue Coin #5

Hover back on the wooden platform then the next one after that and onto the roof of one of the buildings. From the roof, jump down below the rope onto another roof. If you take a look out at the river, look to the right and you will see another house, but this one has a balcony which you can get onto, hover over there and spray into the hole on the left and surprise!

Blue Coin #6

Head straight for the wheel at the end of the dried river bed and you can either perform a back somersault to get on one of the wheel fins or jump up on the ledge to the left of it and then get on the fin. Get on the roof beside it and look around on one side of the wall, you will see another one of those Shadow Mario signatures which you can clean off for another blue coin.

Blue Coin #7

From the rooftop where the wheel is, head south and get on the rope. Walk across it and get on the roof of a building. Look straight out and you will see two structures with sail on each. Hover over to the first one, then hover again over to the second structure. Look around on the second structure and you will see a blue coin floating in the air. Hover over to it to get it.

Blue Coin #8

Go back on top of the wheel again and head halfway down the wall and look toward the town, then zoom out. You will see two X marks on the wall. Jump down to the front one and clean the X off the wall until a blue coin pop out behind the wall you are spraying at. Look to the left and you will see a wall which you can jump and over onto to go around and get the blue coin in time.

Blue Coin #9

Do the same for Blue Coin #8, clean the X mark off the wall to make a blue coin appear. Jump up on the wall to the left of it and go through the tunnel and jump back down to where the first X mark was, a blue coin is laying there all alone.

Blue Coin #10

From where you were on top of the wall near the X mark, head back to the rover ON that wall and take a second left on one of the smaller walls. Position yourself in front of the windmill and switch to a regular nozzle, start squirting water at the windmill and it will spin faster, after a while, a blue coin will pop up onto the platform.

Blue Coin #11

Jump down off the platform where Blue Coin #10 was and head towards where you see large mudballs rolling down on the land into the lake. Position yourself facing from where the mudball is coming from and go right into

the lake. Swim out to where you see four gold/regular coins sitting on top of the water, somewhere behind that is a lone blue coin sitting on the bottom of the lake, you have to dive down to get it.

Blue Coin #12

From where Blue Coin #11 was, swim out to the shore on the other side (under the bridge) then get on the rope. While on that first rope, jump on it and when you reach the highest point of the second jump, hover over to a bridge-like structure. From here, run up the hill while avoiding sludge ball that Petey keep throwing at you. Once you reach the top of the hill, get on the sloping ramp around the tower while hover over the gaps. Once you get on the ledge with a Pianta, a gongola-like platform and an M signature. Wait...did I say M signature? ah, rinse that signature off the wall for a blue coin.

Blue Coin #13

From the start of the level, go straight down and hover across the river. Take a right and go towards the bridge and then hover across the bridge. Be careful here because Petey will throw mudballs at you, so you have to dodge it. Go up the tower and once you reach the top, face the tower and your back towards the bridge, look to the left and you will see a platform. Go over there and shoot water at it and a blue coin will appear. You can do this in episode 2.

Blue Coin #14

At the beginning of episode 3, head straight down the path and walk across the rope, and take a right here. Head for the bridge and walk across it and up the path. On the path is a Pianta covered in goop. Help him by cleaning the goop off with FLUDD and he will give you a blue coin.

Blue Coin #15

From Blue Coin #14, continue going up the path and get on the gondola to reach the top of the windmill where Petey was. On there is a flower, if you hover over to it, a Pokey-like enemy will rise. To defeat it, you have to jump on its head and a blue coin will appear.

Blue Coin #16

From Blue Coin #15, look out at the lake and you will see several platforms, one of them has a blue coin on it, and its the closest platform, try hovering over to it by either from the top of the windmill or from one of the gondolas and eventually, you'll get it. You can get it by going through a series of ropes and platforms.

Blue Coin #17

Head over to the rope by the lake, get on the rope and jump onto the platform ahead, then get on the next rope. Once you get in the middle, jump twice on it and you'll clign onto the grate above, there are some regular coins and a blue coin up there.

Blue Coin #18

From Blue Coin #17, jump down and head for where all of the trees are and look out in the river, you will see three logs standing, go across them and jump up on the wall. Take a left and you will see three platforms up ahead, get on the last platform and you will see a Pokey-like enemy, jump on its head and it will disappear, leaving a blue coin behind.

Blue Coin #19

From where Blue Coin #18 was, look across the water and you will see a red block on one of the platforms, hover over it and jump on the block

to get a rocket nozzle. Once you have the rocket nozzle equipped, head back into the town and go all the way close to the wall, charge up the rocket nozzle and you will launch yourself up on the ledge above, there is a blue coin laying there. You can only do this in Episode 4.

Blue Coin #20

You can only do this in Episode 5, from the start of the level, get on the very last tree on the right hand side of the path and then get on top of the wall, and then hover over to the next closest wall. If you look on top of the circular pillar, you will see a Pianta on top of it. This one is covered in goop, wash the goop off with FLUDD and he will give you a blue coin after.

Blue Coin #21

Before going up to meet Petey Piranha again, there is a blue coin sitting on one of the platforms below the large field.

Blue Coin #22

In Episode 6, go back to where Petey Piranha was in Episode 5, there are two clouds floating around now. You will notice that if you spray water at either one, the cloud will get bigger. Do so and then jump onto the cloud. Do the same for the next cloud and then jump on that one. There is a platform out in the middle of this area, spray water at it and a blue coin will appear.

Blue Coin #23

From where you were for Blue Coin #22, get back on the large field and then onto the closest windmill, look out at the town and you will see another Blue Coin on another one of the windmills.

Blue Coin #24

There is a lone blue coin in the water. Get on the rope on the shore of the lake and look to the left, you see those four regular coins far away? the blue coin is in the lake close to there, you'd have to dive to get it.

Blue Coin #25

In Episode 7, there is an "O" mark on the back of the building with the two towers. Spray water at it until you clear the grafitti off and a blue coin will appear somewhere else. This blue coin is located in between the two houses towards the front side of the town.

Blue Coin #26

Do the same for the "O" on the building where Blue Coin #25 was, but another blue coin will appear in the area where you washed the O off the building with the two towers.

Blue Coin #27

In front of the town, get on the ropes that connects the two buildings and then get on the roof. On the roof is a box that holds a rocket nozzle inside, jump on it and equip the rocket nozzle. Then launch yourself on top of the building and you will see a wooden pole on the building, if you look up you will see that its a windmill and its holding a rope. Launch yourself up onto the platform and you will see a blue bird flying around. Start squirting water at the blue bird until it drops a blue coin.

Blue Coin #28

From Blue Coin #27, head back to the lake ad go in the area where the trees are, have one of the Piantas throw you up there. Once you are

on top of the tree, hover from tree to tree until you reach the last two trees closest to the ramp that leads up to the tower. Hover over both of the last two trees, you will see the first will spit out a regular coin while the second one spits out a blue coin.

Blue Coin #29

You have to use Yoshi to get this blue coin and this one wants a banana, or else it won't hatch. You can find a banana on the ground where all the trees are in the lake area. Carry it back to Yoshi and then he will hatch. Take him across the river and to the building with the two towers. On the ground is a blue butterfly, if the butterfly isn't there, keep looking around the building. Have Yoshi eat it and it will drop a blue coin. You are better off getting this blue coin in Episode 8, and to get Yoshi, you have to complete Episode 4 in Pinna Park.

Blue Coin #30

While you are still on Yoshi after getting the 29th blue coin, head over to the lake and go in where all the trees are. On one of the trees is a large honeycomb, knock it down and a large swarm of bees will fly after you, simply have Yoshi eat each and every one of them until you reach the last and final bee, eat this one and it will drop a blue coin.

Gelato Beach

Blue Coin #1

At the start of this level, look behind you and you will see another island, head over there and look around. You will eventually see a wooden swing hanging above the water on the side of the island, look up and you will see a line of coin and a blue coin at the end of the line. Get on the swing and switch to regular nozzle and have Mario face towards YOU and squirt water to make the swing move, you have to keep squirting in order to swing higher and you will get a blue coin if you go high.

Blue Coin #2

Stay on the same island where you got Blue Coin #1. On that same tree where the swing is hanging from has a blue coin on TOP of the tree. You have to walk up on it to get up there, you may have to somersault to get on top of it. A blue coin is in the middle of the top part of the tree.

Blue Coin #3

Jump in the water and go behind the island, there is a blue coin laying on the floor of the ocean, you have to dive in to get it. The exact possible location I can give you is...swim under where the middle tree is and its towards Ricco Harbor (you can't swim over to that level though)

Blue Coin #4

There is another blue coin laying on the ocean floor and its in the area between the island with the swing and the coral reef, but its more closer to the island though.

Blue Coin #5

As you swim towards the coral reef, you will see a school of red fish swimming around the reef or out in the middle of the ocean, a blue coin is swimming along with them.

Blue Coin #6

Same as Blue Coin #5, but look around for a school of blue fish, you will see a blue coin swimming along with them.

Blue Coin #7

From the start of the level, go straight across and veer to the right a little and you will see a shanty or a hut or whatever you call them and inside the hut, you will see a blue coin, you can either somersault or hover yourself up there to reach it.

Blue Coin #8

In Episode 1, you will see at least 10 to 15 of those little blue Plungelos walking around on the beach and a lone red Plungelo. Head over to the red one and knock him out with a squirt from your FLUDD and then bounce on its underside, it will spit out a blue coin.

Blue Coin #9

On the roof and if you are facing towards the tower with the bird egg inside, look to the right on the ledge, you will see several regular coin and an M signature. Rinse the signature off the wall to get a blue coin.

Blue Coin #10

From where Blue Coin #9 is, jump down off the ledge onto the beach and head toward the beach. Look at the wall and you will see a triangle grafitti on the wall, rinse it off and a blue coin will appear somewhere else. This blue coin is located all the way across the beach, closer to the watermelon hut. To get it in time run across the beach while pressing B then A to jump and jump again even further.

Blue Coin #11

Same as Blue Coin #10, but the other triangle is on the wall close to the watermelon hut and you have to go back across the beach to where the previous triangle mark was, and do the same speed method to get it in time.

Blue Coin #12

From the beginning of the level, go left and along the beach to the watermelon house. Jump down in the water behind the watermelon house and swim under the section where the umbrellas are, there is some coins and a blue coin underneath it.

Blue Coin #13

From where Blue Coin #12 is, go up the hill with the two mirrors and a tower, but continue going up the hill behind it. There is a bird on one of the ropes at the top of the hill.

Blue Coin #14

In the same area as Blue Coin#13, there should be another blue bird flying around on the rope or sitting on the rope somewhere else, but there is a total of two in this level.

Blue Coin #15

Are you still up there on the hill? Jump on any one of the rope and press Y to look out on top of the rope series, you will see a blue coin sitting on top of one of the poles towards the edge of the level.

Blue Coin #16

While you are still on top of the hill, follow the brick road towards the watermelon house (don't slide down the hill) and hover over the

slope to the next brick road until you reach a little platform separated from the land, look down in the gap and you will see a blue coin laying on the ground at the bottom of the gap, jump down to get it.

Blue Coin #17

This has to be the highest blue coin ever to be reached. This one is located at the farthest and the highest rope line, and its over towards the watermelon house. You have to jump from rope to rope to get up there, hover nozzle and far-view camera works well for this type of stuff, but thats my opinion.

Blue Coin #18

You will get this blue coin if you are in Episode 2, head out to where the sandcastle used to be. Start spraying water in the middle of that area and a shape of a star will appear and a blue coin will pop out.

Blue Coin #19

From blue coin #18, head towards the watermelon house, but look for a shadow on the beach around that area (which happen to be a column of coins up above) and spray around it and a shape of another one of those stars will appear, but its smaller in size. A blue coin will pop out once you reveal the shape.

Blue Coin #20

Head over to the boat that is closer to the starting point and around that boat (on the beach of course) is another one of those hidden stars underneath the sand. Spray it until you reveal the whole shape of it and a blue coin will pop out, grab it.

Blue Coin #21

There is another hidden star and its located over by where the surfboard rack is. At the start of the level, just run straight across the beach and you will see a row of surfboards on a rack. Spray around that area until you heard/see the "pop" mark, and then clear the shape up, a blue coin will pop out.

Blue Coin #22 to #25

In Episode 4, get in the level where you are on the sand bird, there are at least 4 blue coins flating around. All of them are on the cloud, you can get 3 blue coins before the bird tilts, and one more after when it tilts back.

Blue Coin #26

From the start of the level, turn right and head for the red box sitting on the ledge, jump on it to get a rocket nozzle. Go behind the hut close by and jump up on the ground where the tower sits, towards the left side is a wooden structure. Launch yourself on top of the structure and look up, you will see a row of coin and a blue coin at the very top. Launch up high again and grab the blue coin.

Blue Coin #27

Don't go anywhere from Blue Coin #26, look on one of the trees that are closest to the tower and you will see a miniature blue sleeping Plungelo sitting on top of the tree. Squirt water at it to wake it up and squirt again to make it flip over, run over to it and jump on its underside, it will spit out a blue coin.

Blue Coin #28

Come back to Episode 6 after you complete Episode 4 in Pinna Park. You will see a Yoshi egg laying on the beach where the sandcastle was. It

will hatch when ti bring him the fruit it wants. Take Yoshi over to where the yellow goop is near the hut and have him spray the goop away with its juice. Dismount Yoshi (press X) and spray the new sandbud until it forms a new sand formation of a footprint, in the ditch lies some coins and a blue coin.

Blue Coin #29

Remember doing that one blue coin where you have to knock a beehive down and eat all of the bees and the last bee to be eaten leave behind a blue coin in Bianco Hills? Same thing in here, the beehive is located on a wooden structure next to the tower.

Blue Coin #30

Take any fruit and bring it over to the watermelon house, but somersault on top of the house and you will see a sharp blade that acts like a blender. Toss a fruit in it and a blue coin will pop out.

Ricco Harbor

Blue Coin #1

At the start of this level, look to the left and you will see a Pianta with a sunglasses on him, and a building stands next to him. Look up on the side of the building and you will see an M signature on the wall, clean it up with FLUDD to get a blue coin.

Blue Coin #2

If you can get on top of that building where Blue Coin #1 was (try somersault-wall-kick combination to get a higher jump), you will see another Shadow Mario signature on the side of the cliff, wash this one down to get a blue coin as well.

Blue Coin #3

From the start of this level, head straight across and onto the ship, jump off the ship and onto the ground where you see the lighthouse. Hang around the lighthouse and look on the ship, another one of those darn M signature that you have to wash down.

Blue Coin #4

While you are still hanging around the lighthouse, look in the very back of that area and you will see a lone crate sitting in the corner, get on top of it and perform a Ground Pound on it, you will receive a blue coin for it.

Blue Coin #5

Obviously there is black goop (or ink) around the lighthouse, use the regular nozzle (or hover if you want) and clean the sludge up, at one area you will see an M signature on the ground. Aim the nozzle towards the ground and wash it off for another blue coin.

Blue Coin #6

Still hanging out by the lighthouse? good. Go to the Pianta that is jumping up and down on some crates. Stand on it and face the wall opposite from where the Pianta is facing and look to the left a little to another section of the wall. Start spraying at the wall and you will see a blue lining, keep spraying at it and a blue shine will appear and of course a blue coin will pop out.

Blue Coin #7

Head back on that ship you were just on and stand on top of one of those "flip gates" and Ground Pound on it to be inside the cage. You will see black goop all over the ship floor, clean it up and in the middle section of the floor is an M signature, wash it down to get, of course, a blue coin.

Blue Coin #8

Get back on top of the cage and look across the sea, you will see a crane moving left and right close by and if you look up, you will see a blue coin just sitting there. Make your way up there and grab that blue coin.

Blue Coin #9

From Blue Coin #9, there is a blue coin sitting on the beam above you, you'd have to get back on the boat and hover up there (try it from the top of the pipe)

Blue Coin #10

Get onto the top of the pipe of the ship and look back towards the building where Blue Coin #1 was and look up, you will see several red cages, if you cling on those someway, and get onto the beam up there, you will see a blue coin nearby.

Blue Coin #11

If you look down at the lighthouse from up there, you will see a blue coin sitting on one of the wooden beams around the lighthouse, hover down and get on the beam to get the coin, or you can perform a wall-kick between the two columns to the left of the lighthouse to reach up there.

Blue Coin #12

Look out across the sea and look for that green platform with an arrow pointing to the left, see it? now, there is an orange platform with the same arrow. Underneath that orange platform is a blue coin sitting on the floor of the sea, get it!

Blue Coin #13

Make your way on top of where all the metal beams are and if you reach the farthest side (towards the ocean) and in the middle section (close by where the crane raising and lowering a red cage) and you will see a line of coin and a blue coin along with them, just drop down to get it.

Blue Coin #14

From where that crane raising and lowering the red platform, you will see another platform with 2 Piantas on it and a propellar nearby. Have yourself in front of the propellar and spray it to make it spin, this will raise the submarine. Keep spinning the propellar until a blue coin pop out.

Blue Coin #15

When the submarine sits on the water, run across it and then hover across the water to get on the platform up ahead. Look to the right and you will see an elevating platform, wait for it to get out of the water and then get on it and somersault onto the cage above. While you are still on top of the cage, look around the ground where the buildings are and you will see a fountain. Sitting on top of it is a blue coin.

Blue Coin #16

There is a Pianta standing close to the fountain (looking up at the buildings) and if you talk to him, he will point out that there is something to wash down off the building. Take a look at the buildings and you will see something familiar, wash it down to get a blue coin.

Blue Coin #17

Get on top of the buildings (try the back somersault-wall kick combination) and drop down off the building where the crates are (with a manhole underneath) and you will see an M signature on the wall, wash it down to get a blue coin.

Blue Coin #18

From where Blue Coin #17 was, behind you is a stone platform leading out to where the helipad is, get on it and look around, you will see several high platforms, hover over there to get on the lowest platform and then get on the cliff, and then to the next cliff, there is an M signature on the wall. Wash it down to get a blue coin.

Blue Coin #19

Make your way back on the helipad again and get on one of the platforms out in the sea. Keep going from platform to platform until you reach the one with an M signature on it, wash it down for another blue coin.

Blue Coin #20

You can only find this in Episode 2 of this level, go to the last sailboat and look around, you will see a blue coin floating in the air nearby, you can hover over to it to get it.

Blue Coin #21

There is another one in Episode 2 of this level, get on any one of the squids and near the entrance of the tunnel is a blue coin, you have to jump to reach it though.

Blue Coin #22

One of the spiders in Episode 3 inside the black boat holds a blue coin if you kill it (get on the other side of the fence and punch it off the cage with B)

Blue Coin #23

Another one of those spiders in Episode 3 holds a blue coin, do the same strategy as above to get a blue coin.

Blue Coin #24

There is a rocket nozzle on one of the platforms where the high beams are. Head over to the lighthouse and get on the very top of it, if you look up you will see a row of coins and a blue coin on top of it, you may have to jump before you launch yourself up there to be able to reach it.

Blue Coin #25

In Episode 4, get the rocket nozzle first and then get on the green platform with an arrow on it, look up and you will see that you are underneath a large cage. Launch yourself up there and you will cling onto the cage, go to the flip gate and bring yourself in the cage. A lone squid will come after you, all you have to do is spray water at it and it will stun it, jump on it to kill it and a blue coin will pop out.

Blue Coin #26

In Episode 6, head over to the market where Gooper Blooper was. There is a basket with some fishes in it, spray water at it and a blue coin will appear.

Blue Coin #27 & #28

There are two X marks in Episode 7, one on the lighthouse and one

on the building close to the market. For the one from the building to the lighthouse, you have to use the Turbo nozzle and for the one from the lighthouse to the building, you can either use the rocket nozzle to get up on the higher ground or use the sewer.

Blue Coin #29

In Episode 8, find the Yoshi egg and bring the fruit it wants with you. Around the market, you will see a flock of blue butterflies, eat all of them for a blue coin.

Blue Coin #30

Bring Yoshi back to the lighthouse and on it is a spider, have Yoshi eat it for a blue coin.

Pinna Park

Blue Coin #1

Head right onto the beach and get to the area close by to the cannon, there is a blue star sprite hidden underneath the sand, you have to wash the sand down until the whole image of the blue star sprite is being uncovered, a blue coin will pop out.

Blue Coin #2

Head back a little more to where you see a lone basket on the sand close by to a tree, in between is another hidden blue shine sprite, wash the sand away and uncover the image to get a blue coin.

Blue Coin #3 & 4

There are two blue butterflies in this area. Once you beat Episode 4 in this level, Yoshi will appear, return to the beach area and Yoshi will want a specific fruit. To find it, just spray little droplets of water all across the beach, some coins will pop out, and so does the fruits. Bring the fruit it want to him and then Yoshi will hatch. Have him eat the two blue butterflies (look around near where the sunflowers are).

Blue Coin #5

Once you enter the park, stand around and press Y to be in a different camera view and look around for a blue bird. When you see one, spray water at it until it drop a blue coin.

Blue Coin #6

From the starting point of the park, turn right and you will see a Clam Cups section, get in the middle of it and simply spray water at any clam and its shells will open. One of them holds a blue coin.

Blue Coin #7

From Blue Coin #6, take the stairs that leads to the Pirate Ships, just drop off at the edge of the stairs and you'll be in the water, look under the stairs and you will see a blue coin floating in the air inside the cage, all you have to do is jump and hover in one spot to reach it.

Blue Coin #8

Close by is a orange wall with an archway in the middle, on one side of the wall has an M signature. Wash it down for a blue coin.

Blue Coin #9

Go up the hill from where Blue Coin #8 was and you will see a big tree

off the path, on it is an X mark, wash it down and a blue coin will appear somewhere else. This blue coin is located right across the little pond.

Blue Coin #10

There is another one of those X mark where Blue Coin #9 came from, but the 10th blue coin will appear where the big tree is.

Blue Coin #11

From where the big tree is, continue going up the path and you will see a tent or a gazebo of some sort and look out for a blue bird in this area. Simply spray water at it until it drops a blue coin.

Blue Coin #12

Stand on top of the gazebo and look across, you will see another gazebo and a blue coin sitting on the ledge behind it, simply hover over there to get it.

Blue Coin #13

Drop down to where the enemy is with little enemies on top of each others. Simply switch to the regular nozzle and start spraying those little enemies away and when you flip the big enemy over, Ground Pound on its underside and it will go away, and so will the little enemies too and a blue coin will appear.

Blue Coin #14

Jump back up on the wall and onto the ledge, you will see a triangular shaped graffiti on the wall, spray it down and a blue coin will appear where the ferris wheel is.

Blue Coin #15

Do the same for #14, just wash the graffiti down and the blue coin will appear where the graffiti was for blue coin #14, but you don't have to run down the path to get it. Look for that cliff and hover over to it and then drop down onto it, its a lot quicker going that way.

Blue Coin #16 & #17

On top of the ferris wheel (you can access there by the ramp where the Pirate Ships are) are two circle graffittis, spray one down and the other circle graffiti is located on the other side of the ferris wheel.

Blue Coin #18

There is a cage sitting in the air by the ship, make your way up there, and then you can either perform a triple jump or a back somersault and hover yourself up until you cling onto the cage. Head over to the flip gate and get yourself in the cage (press A) and grab the blue coin in there.

Blue Coin #19

Get on top of the cage and look around the Pirate Ships, there is a blue coin sitting on one of the beams, hover over there to get it.

Blue Coin #20

This blue coin is hard to get, and if you are standing on the cage-box, this one is sitting on the wooden platform above you. Watch the 2nd Pirate Ship and wait for it to go up-side down, quickly get on it and then jump back and start hovering, eventually you will land on top of the wooden platform.

Blue Coin #21

From where Blue Coin #20, look across the ship and you will see a blue coin floating in the air near the ramp. Hover over to where the bottom of the ramp is (its closer that way) and make your way up the ramp and then drop off the edge where you see a blue coin.

Blue Coin #22

There is an M signature on the wall in the beach area behind where you battle Mecha-Bwoser. Wash it down to get a blue coin.

Blue Coin #23

Go to the machinery work behind the ferris wheel (you can get there if you get on the brick road from where Blue Coin #22 was) and you will see a brick sitting on the side of the wall, above it is another M signature, wash it down for a blue coin.

Blue Coin #24 to #29

You can only get those 6 blue coins in each basket that are scattered out on the beach in Episode 2. The first 5 farthest from the cannon is where you have to lure the sensor-controlled bullet bill (purple) to the basket. The one basket closest to the cannon is the one you can easily break open.

Blue Coin #30

In Episode 6, Make Yoshi hatch in the park and head over to the beaches to the left of where you fought Mecha-Bowser.

Noki Bay

Blue Coin #1

From the starting point, look to the left and you will see a boat close by and a blue coin floating in the air. Hover over to the boat and then you have to use the regular nozzle to steer the boat. Take your time and grab the blue coin out in the water.

Blue Coin #2

Still in the boat? there is another blue coin floating above the water, but it is over towards the land where the "rock maze" is.

Blue Coin #3

From where Blue Coin #2 is, get on the land and head right to where the hut is with a raccoon inside. Stand on the edge of the dock and look in the water, you will see a line of coin and you can barely see a blue coin down there, dive in and grab it.

Blue Coin #4

Make your way up to the top of the mountain side and up on the top is a weird cut in the wall, spray water at it and a blue coin will pop out.

Blue Coin #5 & #6

While you are still running around on the top of the mountain, there is a ledge with some rocks in the wall, spray at them rocks with your FLUDD and two blue coins will pop out.

Blue Coin #7

On the cliff is a hole in the wall and another one next to it, but on a different cliff, spray at the "empty" parts in the cliff and two holes

will appear and a blue coin will appear too.

Blue Coin #8

Below where Blue Coin #7 was is a ledge and if you spray the wall down there, a hidden blue coin will pop out.

Blue Coin #9

From Blue Coin #8 is another ledge next to it with two rocks on the wall, get on the ledge and spray the rocks to get a blue coin.

Blue Coin #10

From Blue Coin #9, look up and to the left and another ledge has a hole in the wall with a blue coin inside, jump up there and get in the hole to grab it.

Blue Coin #11

There is a bronze block formation on the cliff and if you spray it, a long passage will appear, you have to do some wall jumping here and get in the right side of the formation and look around, you will see some rocks, behind them is a blue coin.

Blue Coin #12

Get back in the formation from where you got Blue Coin#11, but get in the left side of it and at the end of the passage is a blue coin.

Blue Coin #13

There is an M signature on the wall on the left side of the cliff area, wash it down for a blue coin.

Blue Coin #14

Make your way up the cliff and once you get on the second scale, lift your way up and head up, at the top is a rocket nozzle box, equip the nozzle and look up around for a blue coin, charge it up to reach it.

Blue Coin #15

From Blue Coin #14, this one is in the hole above where the rocket nozzle box is, a blue coin is tucked in there.

Blue Coin #16

After you beat the mole in the cannon, look across and you will see a small ledge, get on it and take a good look for a blue hole inside the hole underneath you. You have to drop down and hover at the right time to reach it.

Blue Coin #17

You can only get this blue coin in Episode 2. Go up the cliff until you reach the second scale and on the edge of the ledge is a narrow path, hug the wall and go down until you can't go any further, spray the wall and a hole or a hidden part of the cliff will appear with a blue coin inside.

Blue Coin #18

From where Blue Coin #17 was, there is another "path" you can take, and at the end of the path, you have to do some wall jumping here to get to the top for a blue coin.

Blue Coin #19

Make your way up the cliff and pass the second scale and when you get on the "wheel" for the second scale, you will see another path which you can take. Go to the end of the path and spray the wall to find

another hidden area, a blue coin will appear.

Blue Coin #20

There is a purple Noki in this level in Episode 2, on the wall is a block, spray it with FLUDD and a formation of a maze will appear. Wall jump your way up and take a right where you see a blue coin.

Blue Coin #21

From Blue Coin #20, form the maze structure again and make your way to the end of the structure and spray the wall at the end to make an new area appear with a blue coin.

Blue Coin #22 & #23

After you battle the Gooper Blooper, a hole will appear with a shine at the bottom. Drop down in there, but look around the room for two big pots, spray both of them for 2 blue coins.

Blue Coin #24 & #25

Remember those 2 grafittis in which you have to spray down and a blue coin will appear someplace else? same thing in here. This has to be the hardest one though, because you have to use the boat to get the coin in time...unless you got the turbo nozzle equipped somehow. This event occur in Episode 6.

Blue Coin #26

In Episode 6, there is a blue coin tucked in the hole in the wall on the cliff which you can hover to from one of the shells in the middle of the bay, but this may give you some tries to get the blue coin. If you know an easier way to get it, please email me and I'll post it here.

Blue Coin #27 to #30

You can find the last 4 blue coins in Episode 8 of Noki Bay, all of them are on the pillars. You have to float high in the sea to get a good look for them.

Sirena Beach

Blue Coin #1

From the start of the level, go to the right side of the beach (facing the hotel) and go underwater, there is a blue coin near the wall.

Blue Coin #2 & #3

On the right side of this level there are two natives and they are covered in goop. Help them wash off the goop with FLUDD and you'll be rewarded a blue coin from each one.

Blue Coin #4

Out in front of the hotel in Episode 2 is a small rock facing towards the ocean, if you spray it, a blue coin will pop out.

Blue Coin #5

Go behind the hotel and on the left side is a circle of yellow flowers, spray around them and a blue coin will appear.

Blue Coin #6

If you extinguish the flame off of the second torch from the left in front of the hotel, you will get a blue coin.

Blue Coin #7

Get on the balcony of the hotel (outside) and follow it to the back of the hotel, a blue coin is sitting there on the ledge.

Blue Coin #8

One of the huts in front of the hotel holds a blue coin in the ceiling, this hut is located to the right of the hotel.

Blue Coin #9

In Episode 2, when you are inside the hotel, go up to the third floor and go around the aqua room until you see a lamp, spray it for a blue coin.

Blue Coin #10

In the hotel in Episode 3, go up to the third floor and go to the light in the ceiling, spray it and a blue coin will pop out.

Blue Coin #11

Go up in the attic section of the hotel and there is a blue coin sitting at the end of the path on the left side of the maze (take the path near the sweeping Pianta)

Blue Coin #12

If you take the room with the poster that said "DOLPHIC" on it in Episode 3 of this level, there is a furniture nearby, spray it for a blue coin, also, this room is located on the third floor.

Blue Coin #13

In the same room as #12, but spray the DOLPHIC poster and go through the hole into the next room, a blue coin is sitting beside the bed, grab it.

Blue Coin #14

Get Yoshi to hatch and then head to the room where the crates are (most of them holds a pineapple in each) and a large sleeping Boo. Eat the Boo and then grab the blue coin behind it.

Blue Coin #15

Go back up in the attic and in the left part of the maze (take the path near the sweeping man) and in one section of the floor at the end of the maze, Ground Pound through it and you will end up in a lady's room. Spray at the mirror and a blue coin will pop out.

Blue Coin #16

In the same room where Blue Coin #15 was, get on the table and Ground Pound through it and you will appear in a different room, you will see a blue coin in here.

Blue Coin #17

In Episode 4, go back up in the attic and go around through the maze to look for that lone ghost, have Yoshi eat it or beat it somehow and it will drop a blue coin.

Blue Coin #18

In the room where the giant Boo was, one of the crates holds a blue coin, but this one coin will appear in Episode 4.

Blue Coin #19

In Episode 4, go in the casino and head over to the slot machine on the left side of the room and go pass the gray Pianta (two stools down

from him) and Ground Pound on the stool, a blue coin will pop out.

Blue Coin #20

In Episode 4, from where Blue Coin #19 was, head over to the fountain on the right side of the room and spray it for a blue coin.

Blue Coin #21

In Episode 5, go back in the casino and look behind you. You will see an M signature on the wall, wash it down for a blue coin.

Blue Coin #22 & #23

In Episode 6, where you have to clean the goop up in a limited time. There are two Noki natives in the goop, I'm not sure if the location is random, but look in the right side in front of the hotel for them. Wash the paint off them with FLUDD, you will get a blue coin from each native.

Blue Coin #24

In Episode 7, there is an M signature on the wall towards the right hut in front of the hotel, wash it down for a blue coin.

Blue Coin #25 and #26

Another one of those two grafitti marks where you have a limited time to get the blue coin. Those two marks are triangle shaped and you have to be in the hotel for this one. One of the marks is over by the bar in the first floor and the other mark is on the second floor. To get it quickly, just perform a wall jump off the pole in the middle of the room and hover up to the second floor.

Blue Coin #27 and #28

Same thing as #25 and #26, but those marks are Xs instead of triangle. Find them in the hotel in the second and third floor, spray both of them for two blue coins.

Blue Coin #29

In the hotel in Episode 7 on the third floor, there is an M signature painted on the wall near the stairs, wash it down for a blue coin.

Blue Coin #30

In Episode 7, go in the attic and go in the middle section of the maze, an M signature is signed on the wall, wash it down for a blue coin.

Pianta Village

Blue Coin #1

Before you go across the bridge, look behind you and on the wall, you will see an M signature, wash it down for a blue coin.

Blue Coin #2

Go across the bridge and turn left and get on the large tree which you can walk on and then take the branch, there is a blue coin nearby on the platform.

Blue Coin #3

From the exit of the bridge, take a left and go along the edge of the village until you are in an area with tall grass, just weave around in

the grass, there is a blue coin in the area.

Blue Coin #4

One of the trees near the tall grass area has a blue coin sitting on top of it.

Blue Coin #5 and #6

There are two grafittis in a shape of triangle in here, one is located on the wall near the bath area and the other grafitti is located towards the right side of the village. Spray one of the marks down and the blue coin will appear for a limited time, hurry!

Blue Coin #7

Go to the right side of the village and you will see a river, at the end of the river is a blue coin, grab it!

Blue Coin #8

Still swimming in the river? good. Head upstream and look for a blue coin underneath the bridge.

Blue Coin #9

There is a tree that holds variety of fruits, but on that platform its on has an M signature painted on the wall, wash it down for a blue coin.

Blue Coin #10

Near the bridge is a building that is made out of wood. On it is anoter M signature, wash it down for a blue coin.

Blue Coin #11

Near the wooden house, there is a green and pink Piantas nearby, drop into the hole and then Ground Pound on it, you'll go through the flip gate and hang on the ceiling. Go on the panel and punch it, but you have to quickly jump on top of the ceiling because there is an M signature on the ceiling, wash it down for a blue coin.

Blue Coin #12

This is a neat trick, look around for a golden mushroom. You have to jump up each ledges and then somersault to get on the mushroom. Once you are on top of the mushroom, look up and look for the moon, switch to the regular nozzle and spray at the moon, a blue coin will pop out.

Blue Coin #13

After you go through the underground stage in Episode 3, once you get ahold of FLUDD, there is an M signature on the floor underneath the golden mushroom, wash it down for a blue coin.

Blue Coin #14

Don't finish Episode 3 yet! Go south towards the bridge while washing the goop away, there is an M signature on the ground in the area between the bridge and the golden mushroom.

Blue Coin #15

There is a blue Pianta that is on fire in Episode 3, go extinguish the fire off him and he will give you a blue coin for rescuing him.

Blue Coin #16

In Episode 3, in the very back of the village is a statue of a Pianta, Ground Pound on its nose and a blue coin will pop out along with other regular coins.

Blue Coin #17

Once you get Yoshi in Episode 5, knock down the beehive sitting on the structure by the bridge and eat up all of the bees and once you eat the last bee, a blue coin will appear.

Blue Coin #18

While you are still on Yoshi, head over to the bath area (for the giant Chain Chomp) and go behind the large palm tree. There is another beehive there, have him knock it down and eat up all of the bees.

Blue Coin #19

More Yoshi stuff! There is a flock of blue butterflies flying around the red mushroom next to the fruit tree.

Blue Coin #20

In Episode 5, there is a hole in the tree in the middle of the level, spray in it for a blue coin.

Blue Coin #21

There is a wooden sign in front of the bridge, spray at it for a blue coin, this only appear in Episode 6.

Blue Coin #22 to #29

In Episode 6, you have to rescue at least 10 Piantas from the goop, and you will receive a blue coin for rescuing each one of the eight Piantas.

Blue Coin #30

In Episode 8, go to the tree in the middle and jump from platform to platform until you reach the one platform with a rocket nozzle box, look around for a blue bird, spray it down for a blue coin.

Corona Mountain

Blue Coin #1

There is a lone blue coin on the third platform where it is safe. You have to extinguish the flame and then hover to get to it.

Blue Coin #2 to #10

When you get on the boat farther down in the level, there are at least 9 blue coins floating around on top of the lava near the stalagmites before you go up the clouds.

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Secrets (0.0.7)
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There is no secret in the game as of yet, but if you get at least 120 shines, people say a new secret level opens up, and some say Waluigi will appear, I can't prove anything as of now, but if you have any little secret or something, I'll be glad to add it on here and credit you for it, but as long as it is true and not made up.

10th Shine:

After you get 10 shines, a strange "turtle" submarine appear in one of the ports, I have not get on the boat yet, because I'm busy completing other stuff.

20th Shine:

You will see a sun ray shining on the ground in front of the Dolphin statue, stand in the light and look up at the sun.

40th Shine:

In Delfino Plaza, after you catch down Shadow Mario, he will give up the Turbo Nozzle.

Pinball Game:

In Delfino Plaza, get on the ferry in the pond area and once it take you to the tunnel entrance/exit, you will see a coin underneath that tunnel and a hole leading up. Just jump and hover up in there and you'll start a pinball game. Get all 8 coins and a Shine will appear in the middle section of the pinball machine.

Yoshi:

After completing Episode 4 in Pinna Park, you will see a cutscene back in Delfino Village, Shadow Mario holding an egg...a large egg. This location is in the same place where the Grand Pianta statue is. Guess what? another chasing game! Run after Shadow Mario while spraying water at him until he give up. He will give you the....YOSHI EGG! Yoshi would want a specific fruit so that it will be hatched. You can change the color of Yoshi by eating a certain fruit.

- | | | |
|------------------------|---|---|
| Pineapple, Eggplant(?) | - | Orange Yoshi |
| Coconut, Banana | - | Pink Yoshi |
| Durian, Pepper | - | Purple Yoshi |
| Empty Juice | - | Green Yoshi (limited time, can't do much) |

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Credits (0.0.8)
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Nintendo - For making and publishing this game, and also having it available in the US

Shigeru Miyamoto - what is a Mario game without him? Big thanks to him.

CVXFREAK - for telling me how to get to the 10th coin in Episode 4 of Bianco Hills, and getting through Episode 2 in Gelato Beach.

CMoriarty - for helping me on some shines, blue coins, and the 6 coins in the ocean, and for making me laugh.

The people at the Super Mario Sunshine board for getting me through some blue coins and episodes, and the people who messaged me as well. Thanks!

[?] - this could be you if you care to help me out on anything in this document. You'll receive a big pat on the back.

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This game is rated (E) Everyone (Comic mischief)

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