

Super Mario Sunshine FAQ/Walkthrough

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Super Mario Sunshine
Game by Nintendo
Walkthrough by Invader Hera

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1. Story

I just typed up the story found in the instruction manual, so I don't take credit for it.

"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 horrible 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!"

2. Controls

ORDINARY CONTROLS

Start: pause the game

Control stick: move

C-Stick: control the camera

A: jump, press it more than once right after landing to jump higher, swim up in water

A+L: ground pound

B: pick up things, throw things, talk, when running you can press B to slide, swim down in water, flip revolving gates, make Yoshi eat things

X: switch between two FLUDD nozzles, get off of Yoshi

Y: look around

L: center camera behind Mario

R: hold to use current FLUDD nozzle, in water you can fill up your FLUDD's water tank, also used to spray juice when using Yoshi

"FANCIER" STUFF

Jumps: run forward then turn around quickly and press A to do a very good jump OR you can spin the control stick and press A to make Mario jump and spin in the air

Jump far from a tightrope: hang from a tightrope and hold R and you can make yourself spin, then press A to jump off

Wall jump: jump into a wall and press again to wall jump, you can go pretty high doing this is certain areas

Spray in a circle: spin the control stick and press R to spray water quickly all around

Get places quickly: spray water in front of you, then run and press B to slide on the water, you can go very far like this

3. Characters

Mario: Mario is, obviously, the main character. The inhabitants of Delfino Island think he is the one messing up their island, so Mario has to clean it up with the help of FLUDD and stop the one who is really making the mess.

Princess Peach: She's the princess of Mushroom Kingdom and the one always getting kidnapped, so what do you expect is going to happen to her in this game?...

Shadow Mario: Shadow Mario is the real one dirtying Delfino Island, but the islanders mistook him for Mario. Of course, you'll have to play the game to find out who he really is...

4. Items

1-Up Mushrooms: I just call them extra lives, and that's exactly what they are. (Sometimes, repeating something that got you a blue coin, such as spraying a certain object, will get you an extra life, and every fifty normal coins will also get you an extra life.)

Coins: Coins (the yellow ones) are found all over and by hitting or spraying certain objects. They replenish one unit of health, and 100 will get you a Shine Sprite.

Blue Coins: These coins are harder to find. There are 240 in all, and every ten brought to the boathouse in Delfino Plaza will get you a Shine Sprite.

Fruit: Fruit is used to hatch Yoshi eggs and sometimes a few other things. The durians are the only ones you can't carry, but you can kick them places.

Hover Nozzle Box: Jump on this blue box if you want the hover nozzle (and don't already have it).

Red Coins: Sometimes you have to get eight red coins for a Shine Sprite. In some places, there is a time limit in getting them.

Rocket Nozzle Box: Jump on this red box for the rocket nozzle, used for...well...rocketing up to high places.

Shine Sprites: These are the main items you collect. There are 120 in all and can be found in completing episodes, getting 100 coins in an area, and other ways, too.

Turbo Nozzle Box: Jump on this grey box for the turbo nozzle, used for running fast and on water (which lets you break through certain doors).

Water Bottles: Water bottles are used to refill some or all of FLUDD's water tank.

5. Enemies

NOTE: Most enemy names I got from a strategy guide, which I mentioned in the copyright stuff, or the game itself. Most aren't the English names. This list doesn't include bosses.

Bird: I don't know any name for this, and I'm not giving it one (unless you'd like to call it a crappy bird. Ha ha, I'm so lame.) This bird flies around...um...dropping...goo. Squirt it with water for coins and extra lives. Squirt it enough and it will hit the ground and die.

Blue Spider: I only remember seeing these on the lake of Bianco Hills. Spray one with water, then, jump on it to spring high into the air.

Bullet Bill: These are bullets. There are ordinary ones that just hit the ground and explode, but ones with red on the front follow you. Spray them with water to blow them up. (Spraying a gold one gets you more coins, and spraying a rare blue one gets you an extra life.)

Chain Chomplet: These are miniature Chain Chomps. They have a fever, so they're burning hot to touch. They also get mad when you spray them a bit with water and attack. Spray them enough to cool them down.

Chuhana: This is the red Cataquack, the one that, when it throws you, also hurts you. Water stuns it, but eating it as Yoshi or flinging it into the air with the help of a Dune Bud can kill it.

Dango: This is like a pile of Hamkuri. Nock the smaller ones down with water, then, jump on the big one to kill them.

Dango Flower: This looks like a pile of Sanbo Heads, but it can't come after you. It can smack the ground, though, making it easier to jump on and kill. You can more coins, though, if you jump on it when it's upright.

Denki Nokonoko: These are also called electro Koopas. The blue ones can throw their shell and electrocute you. Spraying it with water or jumping on it while its shell is off will kill it. With the red ones, hit the opposite side of the screen they're on to kill them.

Doro Kuri: These mean, green flying things steal Mario's hat, making him lose health. When it's low down (like after attacking or being sprayed with water), jump on it to kill it (and get your hat back if you need to).

Gesso: Also known as Bloopers, these are squid that can shoot ink.

Jump on them to kill them.

Goro: Sometimes these are found rolling down hills. Watch out because they can roll over you. Supposedly, if you ground pound one, you can kill it.

Gust: These are annoying wind things that like to push you off high places. Yoshi can eat them.

Ham Kuri: Ham Kuri are weak, little things that are like little round things with feet. Jump on its head to kill it. Supposedly, if you jump on three in a row, you'll get an extra life.

Iga: These are balls of rolling, orange goop. Don't touch them. Don't spray them either because it makes them bigger.

Mamae Gesso: I only remember these (which look like round, white things) jumping out of the water in Ricco Harbor. You can't kill them, but you can spray them to make a temporary platform.

Moe Kuri: These are Hamkuri with fire. Spray it with water, then, jump on its head to kill it.

Name Kuri: These are the things that usually come out of goo. Spraying them with water is the easiest way to kill them. Get rid of the goo, or else they won't stop coming.

Name Kuri (with wings): This actually looks like a Hamkuri with wings. Jumping on it when it's low down will kill it.

Neji Bomb: These bombs blow up after a few seconds of walking around. Spray it to turn it blue so you can safely pick it up and throw it.

Paihana: This is the blue Cataquack. It can throw you into the air, but it won't hurt you. Water stuns it, but eating it as Yoshi or flinging it into the air with the help of a Dune Bud can kill it.

Pakkun Flower: Sometimes, these piranha flower-type things pop up out from goo. Spray it with water until it pops to kill it.

Sanbo Head: These are those orange, round things with pink flowers on their head. They look like ordinary flowers until you get close. Jump on it or push it into a wall with water to kill it. (The second method gets you more coins.)

Tamanoko: These are only in one episode of Pinna Park. They look like giant Yoshi eggs at first. Spray them with water until they get up, then, have it try to jump on you, but land in the sand so it gets stuck on its back. Then, ground pound it to kill it.

Tobi Fish: I think these are also called Cheep Cheep. They can pull you down into the water, making poor Mario run out of breath. Supposedly, if you jump on them, you can kill them.

Wire Trap: These are the things found on tightropes. Just jump over them.

Yellow Spider: Usually, these yellow spiders can be killed by hitting the other side of the screen they are on. You can get blue coins from them.

Yunbo: When you get close to these blue things, they hide in their flowers and throw stuff. Squirt it from a distance to stun it, then, jump on it to kill it.

6. Walkthrough/Shine Sprite Locations

A. Delfino Airstrip

Once you get FLUDD, you'll learn how to use it. So, go to the goo and spray the center area until the Gatekeeper pops out. Spray it in the mouth three times to kill it. Get the Shrine Sprite, and there will be a cut scene.

SPRITE LOCATIONS

Found the red switch. You have about 2 minutes to get all 8 red coins. The turbo nozzle helps. They can be found on land, on the water, and over the boats. When you get them all, you get a Shine Sprite.

B. Delfino Plaza

At the beginning, there will be another big mess to clean up. Watch out for the Name Kuri that come out of the goo. You can just spray them with water. Anyway, spray the bigger part like before to get the Gatekeeper thingy to pop up. Spray it in the mouth three times to kill it. Shortly after, poor Peach will be grabbed by Shadow Mario. Chase him and spray him with water until he lets her go. Follow him back to the statue that rose up, then, spray the graffiti. Now you can get to Bianco Hills from here.

Later, there is another Gatekeeper you need to get rid of when you have three Shine Sprites. This one takes 6 hits, though. After, you can get to Ricco Harbor.

With five Shine Sprites, there will be another Gatekeeper to defeat.

After three hits, it will release more Name Kuri. After getting them out of the way, you can spray it in the mouth three more times. After, spray the graffiti to get to Gelato Beach.

At ten Shine Sprites, Peach is kidnapped again. At the red cannon thingy is a cut scene. Go in the cannon to get to Pinna Park.

After finishing Episode 4 of Pinna Park, you'll have to chase Shadow Mario and spray him with water for a Yoshi egg. Give it the fruit it wants to hatch it. With Yoshi, you can go on top of a building and have Yoshi eat the pineapple blocking a red pipe. Go in the pipe to get to Sirena Beach.

At twenty Shine Sprites, a band of light will appear near the Shine Gate. Stand in the light and look up at the sun to get to Noki Bay.

When you have the rocket nozzle, go to the top of the Shine Gate and go into the red pipe to get to Pianta Village.

After finishing episode 7 of every area, Corona Mountain will open up behind the Shine Gate, and Delfino Plaza will be flooded until you leave and come back. Also, now you can pay 10 coins to a Pianta near the boathouse to get to the Airstrip.

SPRITE LOCATIONS

By the cannon, swim along the side of the island until you find a part of the wall that sticks out. Use the rocket nozzle to get to the top of here. (Jump out of the water right before the rocket fills up to rocket.) Drop into the pipe to get to another area. Kill two Yunbo for two red coins and two Sanbo Heads for two red coins. Put out the fire on the Pianta and talk to him for a red coin. There's a red coin on one of the brown blocks. On a taller one, you'll find a red bird. Spray it with water until you get a red coin. In a hole in the corner of the area, you can find a red coin (It is in a hole on the edge of the area, below the tall grass. Look around in first-person to find it.) Get all 8 red coins for a Shine Sprite.

Use the turbo nozzle to get through the doors not too far from the fruit stands to get to another area (two Piantas are standing on either side of it, in a dead end). Turbo across this area to the Shine Sprite at the end.

Ride a boat under a bridge kind of thing. Jump up into the hole at the coin. You'll get into a different place. Jump on the spring for 3 red coins. You have to get the other 5. Don't fall out the hole in the very bottom or you'll die. It may take a lot of practice, but eventually you'll learn how to get every coin. Once you get all 8, you'll get a Shine Sprite.

On a rooftop near the Shine Gate, pay a Pianta to throw you. If he throws you through the window of the building behind him, you'll find a Shine Sprite.

Rocket up to the bell near the fruit stands and clean it off. Go to the top of the bell tower and rocket up to the Shine Sprite that appeared.

Rocket up to the place behind the Shine Gate. Clean off the giant Sprite to make a Shine Sprite appear. You'll have to use the rocket nozzle from the top of the Shine Gate to get the Sprite.

Use the rocket to get up to the bell near the boathouse. Clean it off to make a Shine Sprite appear. Use a nearby manhole on a nearby rooftop to get to the Shine Sprite, which is beneath the bell.

There's a building with a bell tower near the boathouse. Use the turbo nozzle to break through the door of the bell tower and get the Shine Sprite.

Rocket to the top of the lighthouse. Use the rocket again, then ground pound from high up the top of the lighthouse. A Shine Sprite will appear that you'll have to rocket to.

Spray the beach near the lighthouse until you find a picture of a Shine Sprite. Spray it until it's completely uncovered to make a Shine Sprite appear.

Go into the green pipe near the lighthouse. Slide down the slide (jumping in certain areas helps) to get to the Shine Sprite.

From a small island with a shipwrecked Pianta, you should see a gold bird on the water. Spray it until it drops a Shine Sprite.

Go into the building near the Shine Gate and talk to the Pianta. Break the boxes in 30 seconds for a Shine Sprite. (It's possible to break two boxes at once.)

Return to the building near the Shine Gate after beating the first box challenge, and talk to the Pianta again. You need to break these boxes in 30 seconds for another Shine Sprite. (They're in piles, so it helps to break the top box on the ones with three boxes, then the top ones on all piles until one box is left from each pile, then you can break the rest quickly.)

Some time, there will be boats going around and a Yoshi egg. With Yoshi, get onto the boat that goes by the Shine Gate and ride it to the small island it passes with the woman Pianta. (Unless, you'd rather do it the easy way. Which is jumping to the manhole not far from the red cannon. It's kind of on a balcony kind of thing. Use it to reach the sewer, which leads to the island.) Wait for the next boat. (And eat a coconut from the tree right before so you don't run out of juice. Ride it to a wooden platform out in the ocean. Get on

and eat the banana. Get on the next boat. It will bring you to an island with a pipe. Spray the goo on the pipe to make it go away, then, go in. At this place, the water will kill you, so you have to ride the lily pad. Spray water in the opposite direction to get it moving, then it will go on its own. You need to get 8 red coins (you jump and hover to the two at the end). It helps to spray forward and at an angle to go towards the coins. There's also an extra life along the way. At the end, if you've missed any coins, just run along the edge of the area and try again with a new lily pad. Get all 8 coins for a Shine Sprite.

Get 100 coins for a Shine Sprite. These can be found all over, like in the sewer, in the water, and by spraying green birds, weather vanes, open windows, those pictures of Mario on the walls, and those round signs with the pink faces. The best way to get coins is the sewer, and one manhole is under the sand near the umbrellas. Walk around nearby and you'll eventually find a circular area in the sand where Mario sinks down a bit (and you can see a circle as you walk over it). Also, you can get a Shine Sprite in Delfino Plaza after getting some coins, then, all the coins will be back, and you'll have the same amount of coins as before you got the Sprite.

C. Bianco Hills

Episode 1: Road to the Big Windmill

Enemies: Gatekeeper, Hamkuri, Sanbo Heads, Name Kuri, Pakkun Flower, Goro, Blue Spider

Start by just going forward. Use the tightropes or the waterwheel to get to the other side of the big wall. Past here is the goo. Watch out for the Goro (rolling things). By now, you should know how to kill the Gatekeeper (three squirts in the mouth). After, you'll get a Shine Sprite.

Episode 2: Down with Petey Piranha!

Enemies: Petey Piranha, Sanbo Heads, Name Kuri, Pakkun Flower, Goro, Blue Spider

Go along the path leading up to the windmill. Watch out for Goro. You'll have to hover across a few gaps. Then, ride up on a platform and hover over to Petey. The roof will break and you'll have to fight. Yay. When Petey opens his mouth, he'll spit out goo (so there will be Name Kuri and possibly Pakkun Flowers here). You need to squirt water in his mouth before he spits out goo, then pound his belly when he falls over. Do this three times to get the Shine Sprite.

Episode 3: The Hillside Cave Secret

Enemies: Sanbo Heads, Name Kuri, Blue Spider, Dango Flower, Yunbo, Wire Trap, goo-dropping birds

Go to the lake and cross the tightropes. Just follow the arrows until you get into a cave. This is another one of those areas where you can't use FLUDD. It's pretty easy at first. The only part that may be any trouble is running past the big blocks without getting pushed off. (Don't forget the extra life above the second spinning star.) Past the stars is the Shine Sprite.

Episode 4: Red Coins of Windmill Village

Enemies: Sanbo Heads, Name Kuri, Blue Spider, Dango Flower, Yunbo, Wire Trap, Gusts, goo-dropping birds

You need to get eight red coins in this area. (At the lake, there's a red box. Get the rocket nozzle from it so you can use the other red boxes in the area.) Anyway, three of them are on the big wall. One is on a tightrope between two buildings. On the lower building is a red coin and another one is on the higher building. From the higher building, you can hover to the planks above the smaller buildings and get the red coin in the air. Hover to the next building and get the last red coin. Now you can get the Shine Sprite.

Episode 5: Petey Piranha Strikes Back

Enemies: Petey Piranha, Name Kuri, Pakkun Flower, Sanbo Heads, Yunbo, Blue Spiders

One of the Piantas stuck in the goop will throw you up to a higher ledge if you clean him off. Up here, shoot a Proink at Petey to wake him up, and he'll start flying around. Petey can spit out goo whether he's flying or on the ground, and on the ground, he can create a tornado that throws you into the air.

Knock Petey down with a Proink or by spraying him with water (though, FLUDD says it doesn't work while Petey's moving). On the ground, when he opens his mouth, spray water into his mouth, then, pound his belly when he falls over. Do this three times to get the Shine Sprite.

Episode 6: The Secret of the Dirty Lake

Enemies: Sanbo Heads, Yunbo, Blue Spiders

Don't go in the lake or you'll get hurt. The best way to get to the secret area is by using the lily pads. You have to spray water to move them in the opposite direction. But, the lily pads turn darker until they sink, so go to new ones often. Ride over to some logs. From them, go to the grey box. Open it for the turbo nozzle. Now you can use grey boxes in this area. Anyway, go to the secret place. First, you have to cross moving platforms. The red ones all flip at once, and the blue ones all flip at once. Past them get the extra life on the star, then, do a high jump to get onto the cube (the kind of jump where you quickly turn and Mario does this special high jump). If you miss, then just use the spring thing down here to bounce back up. The cube moves, so try to stay on top, but don't move too fast or you'll side off. Past here, run past the triangles, and make sure you don't get pushed off. Now ride another cube up. Up here are more red and blue platforms. Just take your time and you'll eventually make it to the Shine Sprite on the other side.

Episode 7: Shadow Mario on the Loose

Enemies: Shadow Mario, Sanbo Heads, Yunbo, Blue Spiders, Dango Flowers

Chase Shadow Mario and spray him until he stops running to get the Shine Sprite.

Episode 8: The Red Coins of the Lake

Enemies: Sanbo Heads, Yunbo, Blue Spiders, Dango Flowers, Gusts, Wire Traps

One of the red coins is a little bit above the lake. You can get it with the rocket nozzle. Another one is on a lower down tightrope near the lake, and another red coin is on a tightrope near the trees. The other five red coins are on higher tightropes. When you get all of them, you'll get a Shine Sprite.

EXTRA SPRITES

In Episode 3, go into the hillside secret area. Pound the red switch and you'll have 1 minute to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.) Don't forget the three coins on the floating stars off to the side.

In Episode 6, go into the secret area. Pound the red switch and you'll have 1 and a half minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.)

Get 100 coins for a Shine Sprite. Episode 3 is a good time to get the coins. You can get many from spraying groups of flowers all at once so they open. Also, you can get many coins from killing Sanbo Heads (you get more coins when you spray them until they hit walls) and by spraying green birds. Also, you get coins from killing Yunbo, Dango Flowers (jump on its head for more coins), on the water, and by spraying the little propellers on those weird tall, skinny platforms.

D. Ricco Harbor

Episode 1: Gooper Blooper Breaks Out

Enemies: Gooper Blooper, Gesso, Mamae Gesso, Gusts

You'll need to uncover the manholes as you find them to get around this area easily. Also, don't go in the oily water. It can kill you pretty quickly. Anyway, forward from the entrance is a boat. On it is an arrow. Get on the moving platform it's pointing to. Next, climb up the fence thing. You can jump to another one from here and hover up to a higher, thin area. From up here, you can get to an area where two Piantas are. Spray the propeller to make the submarine rise, then, cross it before it lowers. When the platform nearby is rising, ride it up, then, use the grating to get over to solid ground. (Actually, there is a much easier way to get here. Go on the red ship. From the very top, do a high jump, where you turn quickly and jump, to get up to the blue ledges. Go forward and jump down and you're already there.) From here, go right and hold B to pull on the tentacle. Now Gooper Blooper will fight you. It can hit you with its tentacles, which it will do on its own and after spraying its face with water, which will get the stuff off. Pull off the four tentacles (It may help to flatten them first by jumping on them.), then, pull on the thing on its face. Now, you'll have to pull off four new tentacles and its face a second time to kill it. Now you'll get another Shine Sprite.

Episode 2: Blooper Surfing Safari

Enemies: Gesso, Gusts

Go to the Bloopers nearby and ride one. If you hit anything, you'll die. Go into the tunnel where the oily water is. Here, you'll have to ride a Blooper through the course. Watch out for moving things. (For some reason, the green Blooper seemed better.) There's this really hard turn that is much easier if you just jump over the low wall in the middle. At the end, go to the Pianta and get the Shine Sprite.

Episode 3: The Caged Shine Sprite

Enemies: Gesso, Gusts, Tobi Fish, Yellow Spiders

Just climb up on those high up ledges. Along the way, watch out for jumping Tobi Fish and the red box that will let you use all the red boxes in the area. Higher up, use the trampolines to get up until you fall into the cage. Get the Shine Sprite.

Episode 4: The Secret of Ricco Tower

Enemies: Tobi Fish, Gesso, Yellow Spiders, Gusts

Go into the opening near the top of the tower. In this area, you'll first have to cross some rotating blocks. Make sure you don't slide off. Then, wall jump to get the extra life, then, cross the cog things. Cross more rotating blocks to get to the Sprite.

Episode 5: Gooper Blooper Returns

Enemies: Gooper Blooper, Gesso, Yellow Spiders, Tobi Fish, Gusts

Go to the logs on the oily water and get to the rocket nozzle box. Use it to get beneath the platform. Go through the gate in the screen to get up to Gooper Blooper. You have to beat him just like you did last time. (Pull off his tentacles, then pull on his face twice to win.) Then, you'll get the Shine Sprite.

Episode 6: Red Coins on the Water

Enemies: Gesso, Yellow Spiders, Gusts

Over by the Bloopers, pound the red switch. You'll have two minutes to get eight red coins by riding a Blooper. When the Sprite appears, jump into it while on the Blooper to get it.

Episode 7: Shadow Mario Revisited

Enemies: Shadow Mario, Gesso, Yellow Spiders, Gusts

Just chase Shadow Mario and spray him with water until you get a Shine Sprite.

Episode 8: Yoshi's Fruit Adventure

Enemies: Gesso, Yellow Spiders, Gusts, Tobi Fish

In the market area is a Yoshi egg. It wants a durian. So get on the fruit thingies nearby and ground pound the switches until a durian pops out.

Bring it to Yoshi to hatch him. Nearby are Tobi Fish jumping out of the water.

Spraying them with Yoshi juice turns them into platforms that move. Use the first Tobi Fish as a platform to ride over to the blue platforms. Nearby is a coconut tree, if Yoshi starts running out of juice. The platforms made from these Tobi Fish should go up, so you can get to higher blue platforms. At the top, spray the yellow thing to get it off the screen. Get off Yoshi and go through the top of the screen to get to the Shine Sprite.

EXTRA SPRITES

In Episode 2, do the race again. If you're fast enough, you'll get another Shine Sprite. (I got less than 40 seconds, so I guess that's how fast you need to be.) Remember, it helps to jump over the low walls in tight turns.

In Episode 4, go into the secret area. Pound the red switch and you'll have 1 and a half minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.) Remember to wall jump to the two red coins above the extra life.

Get 100 coins for a Shine Sprite. I think episode 3 is a good time to do this. You can get many coins on the high up, blue ledges and in the sewer. You can also get coins from boxes, Gesso, and on top of the crane.

E. Gelato Beach

Episode 1: Dune Bud Sand Castle Secret

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack), Tobi Fish

Spraying water on one of the dune buds (little plants sticking out of the ground) will cause a sand castle to pop up. Go in. In these areas, you don't have FLUDD. This is the easiest of these areas. Just run across the blocks of sand, which break up when you step on them. On the pile of blocks are an extra life and the Shine Sprite.

Episode 2: Mirror Madness! Tilt, Slam, Bam!

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack), Tobi Fish, Plungelos

To get the Plungelos off the mirrors, get on a mirror and spray them until they only have one foot on the edge of the mirror. While the mirror tilts towards them, pound the opposite edge to get them off. After knocking them all off, you get a Shine Sprite.

Episode 3: Wiggler Ahoy! Full Steam Ahead!

Enemies: Wiggler

Fear the wrath of the angry caterpillar! (You're scared, aren't you? Admit it!) Wiggler is throwing a temper tantrum and running around the beach. You have to water dune buds to make sand thingies pop up right beneath Wiggler as he runs by to knock him over. (Isn't it convenient that he just happens to run right next to the dune buds?) When he's on his back, pound the part of him with an arrow pointing at it. Wiggler will get even angrier and run around faster, so you'll need to time your dune bud waterings well. Also, he'll run in a different path than before, and you'll have less time to pound his belly. After three hits, he'll die and you'll get a Sprite.

Episode 4: The Sand Bird is Born

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack), Tobi Fish

Under the tightropes is a hill. Slide down it and bounce on the thing the coins lead to to bounce into the hole where the Sand Bird came from. Now you're on the Sand Bird's back. There are 7 red coins on it. Try not to fall off. When it goes sideways, stay on the side of its neck until it stops. Later, jump off onto the top of a tower and get the last red coin. The Shine Sprite will appear.

Episode 5: II Piantissimo's Sand Sprint

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack)

(In this episode, on a ledge on one side of the beach, you'll find the rocket nozzle box. Now you can use the red boxes in this area.) Anyway, talk to II Piantissimo (the creepy guy on the beach). You have to race him to the flag. It's pretty easy. (You pretty much just need to beat 35 seconds.) You'll get a Shine Sprite at the end.

Episode 6: Red Coins in the Coral Reef

Enemies: Chuhana (red Cataquack), Paihana (blue Cataquack), Tobi Fish

In the coral reef are eight red coins. A few follow groups of fish around, and a few you have to look really hard to notice them. Once you get them all, you'll get a Shine Sprite.

Episode 7: It's Shadow Mario! After Him!

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack), Tobi Fish

Chase Shadow Mario and spray him with water until you get the Shine Sprite.

Episode 8: The Watermelon Festival

Enemies: Paihana (blue Cataquack), Chuhana (red Cataquack), Tobi Fish

The biggest watermelon is on the top of the hill. Roll it over to the Surf Cabana without breaking it. Roll it across the path over the water to the Pianta to get a Shine Sprite.

EXTRA SPRITES

Spray the Dune Bud farther from the beach that makes stairs that go down. On the wall that is revealed at the end of the stairs, spray it with water to reveal a Shine Sprite picture so a Shine Sprite appears.

In Episode 1, go into the secret area. Pound the red switch and you'll have 1 minute to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.)

Get 100 coins for a Shine Sprite. Episode 8 is probably best because of all the coins you can get from breaking watermelons and jumping on red Cataquacks after stunning them with water.

F. Pinna Park

Episode 1: Mecha-Bowser Appears!

Enemies: Mecha-Bowser, Moe Kuri, Electro-Koopas (Denki Nokonoko), Bullet Bill, Dango

Go into the park. At the big, circular pool of water is a cut scene, then, you'll be on the roller coaster. When you have a rocket, press R to shoot it. Water is best against the Bullet Bills, though. When near Mecha-Bowser, shoot its head with a rocket. Doing this right before passing in front of it helps you avoid the fire Mecha-Bowser shoots. After four hits, you'll win and there will be a cut scene. Now you can get the Shine Sprite.

Episode 2: The Beach Cannon's Secret

Enemies: Chorobe, Bullet Bills, Neji Bombs, Ham Kuri

There are Bullet Bills getting shot at you at first. The ones with red on them home in on you, but they'll blow up if you spray them with water.

Near Chorobe, he'll start throwing Neji Bombs. Spray them with water so they turn blue, then, throw them back at Chorobe. After three hits, he'll go away, so you can go into the cannon for another non-FLUDD level. First, cross the blocks. When they turn black, they're about to disappear. Past here, bounce up the orange things, then cross more platforms that disappear. The Shine Sprite is past here.

Episode 3: Red Coins of the Pirate Ship

Enemies: Name Kuri (with wings), Dango, Electro-Koopas (Denki Nokonoko)

Five of the red coins are on the green screens a bit above the pirate ships. Knock the Electro-Koopas off the screen by hitting the opposite side. Two are on the pirate ships, and the last one is on the steps leading to the first pirate ship. Get all eight for a Shine Sprite.

Episode 4: The Wilted Sunflowers

Enemies: Tamanoko, Dango Flowers

To kill the Tamanoko, spray it with water until it comes after you. Then, when it tries to attack, if it lands in the sand, you can quickly pound its belly before it can get up. After killing all five, you'll get a Shine Sprite.

Episode 5: The Runaway Ferris Wheel

Enemies: Doro Kuri, Dango, Electro-Koopas (Denki Nokonoko)

Go behind the Ferris wheel. You need to climb up this area. The green screens can be flipped if you go to the top of it and use the hover nozzle. Also, watch out for Electro-Koopas. At the top, hit the opposite side of the screen to knock off the Koopa up here. A Shine Sprite will appear. Ride on the top of one of the Ferris wheel things, then, jump off to get to the Shine Sprite.

Episode 6: The Yoshi-Go-Round's Secret

Enemies: Doro Kuri, Dango, Electro-Koopas (Denki Nokonoko)

Hatch the Yoshi egg near the Pianta-like tree by bringing it the right fruit. You need it to be orange when you bring it to the missing spot on the Yoshi-Go-Round. You'll end up in another secret area, obviously. First, cross the rotating blocks. It helps to jump a lot. Next, cross the moving blocks. If you stand on any except for the blue ones too long, you'll get pushed off. Past here, ride the orange block over. Ride across another orange block, then, climb up onto a higher block and wall jump. To get to the Shine Sprite, you need to jump from the block that goes up right when it's all the way up. Sometimes it helps to press Bas you jump.

Episode 7: Shadow Mario in the Park

Enemies: Shadow Mario, Doro Kuri, Dango, Electro-Koopas (Denki Nokonoko)

Chase Shadow Mario and spray him with water until you get a Shine Sprite.

Episode 8: Roller Coaster Balloons

Enemies: Doro Kuri, Dango

Talk to the greenish Noki near the roller coaster to ride it. You have to shoot all twenty balloons with rockets before the roller coaster goes around three times. Sometimes you can hit several balloons at once. Once you win, you'll get a Shine Sprite.

EXTRA SPRITES

In Episode 2, go into the secret area. Pound the red switch and you'll have 1 minute to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.)

In Episode 6, go into the secret area. Pound the red switch and you'll have 2 minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.)

Get 100 coins for a Shine Sprite. Episode 2 is the best; you can get unlimited coins from spraying Bullet Bills with water.

G. Sirena Beach

Episode 1: The Manta Storm

Enemies: Manta

Don't touch the electric goo. Anyway, talk to the hotel owner and the Manta will come. It is safe under those hut things, but harder to spray it.

You have to spray the Manta to make it break into smaller ones. When they're all tiny, they'll turn purple and come after you more than before. Once you've killed them all you'll get a Shine Sprite.

Episode 2: The Hotel Lobby's Secret

Enemies: Boos, Ham Kuri, Name Kuri (with wings)

Talk to the hotel manager to get inside. Spray the pink Boos to turn them into platforms for a limited time. Use them to get to higher levels. (There are Boos disguised as coins in this area. The spinning ones are the real coins.) Jump into the mouth of the Boo at the top of the totem for another secret area. You can break brick blocks (Try saying that five times fast.) by jumping under them and watermelon blocks by ground pounding them. Anyway, past the Ham Kuri, you'll have to jump on flying Name Kuri to get across the gaps. Then, break the brick blocks so you can wall jump to the top of this area. Cross some sand blocks, then on the next group of blocks, break some watermelon blocks so you can walk over to the cog. Ride it across the big empty space. (Luckily, it spins pretty slowly.) Cross more sand blocks to get to a Shine Sprite.

Episode 3: Mysterious Hotel Delfino

Enemies: Boos

You need to get a pineapple for the Yoshi egg in the lobby. So first go into the men's bathroom on the right. At the far left stall, jump up to get into a room. Spray the painting on the wall until it turns into a picture of a Boo, then jump through. Now, spray the closet until another Boo picture is formed. Go through here, then, spray the pink Boos to make platforms so you can get into a higher room through the hole in the ceiling. Spray the bookshelf kind of thing to move it. Through here, ground pound the different colored tile to flip it so you get to a lower room. Break the boxes to find a pineapple. (That big Boo here is the kind of thing you need Yoshi for. He can eat them. Yummy.) Bring the pineapple to the egg in the lobby to hatch it. Now bring Yoshi to the third floor. Go through the only open door. Bounce on the bed to get into the attic. There's a lot of big, tasty Boos for Yoshi to eat. Once they're out of the way, you can start looking for cracked tiles, which are near groups of coins. Pounding through them brings you to different rooms. One brings you to the pool. Get the Shine Sprite to end the area.

Episode 4: The Secret of Casino Delfino

Enemies: Boos

Talk to the Pianta outside the casino to get in. At the big water-powered slots, spray them with water until you get three 7's on both of them. A curtain rises to reveal tiles. Spray water at them until they all flip to make a picture of a Shine Sprite. Go in the pipe that is revealed to get into another secret area. There are a lot of blocks in this area that can push you off. If they do, you can just stay up against it until you're on the very edge, then jump. Keep trying to push Mario towards ground so he grabs onto the

edge just as the blocks go back. Pretty much just get past some blocks and cross some moving things until you get to the Shine Sprite.

Episode 5: King Boo Down Below

Enemies: King Boo, Boos (and any others that may appear when fighting King Boo)

In the casino, ground pound the purple part of the giant roulette wheel to start a battle with King Boo. (The ground moves and you can stop part of it for a short time by ground pounding the purple part.) Spray King Boo with water to make him spin the slots. Three coins gets you coins, three fruit are fruit, and the others are enemies, which go away if you run into the area under King Boo. When fruit appear, throw a red pepper into his mouth. When his tongue is on fire, throw another fruit to hurt him. You win after hurting him three times and get a Shine Sprite.

Episode 6: Scrubbing Sirena Beach

Enemies: None

You have three minutes to wash off most of the goo. Water barrels help. When you're done, talk to the hotel manager for a Shine Sprite.

Episode 7: Shadow Mario Checks In

Enemies: Shadow Mario, Boos

(Now there are Boos disguised as Shadow Mario, but they are a much lighter blue.) Just chase Shadow Mario like usual and spray him with water until you get a Shine Sprite.

Episode 8: Red Coins in the Hotel

Enemies: Boo

Ground pound the red switch in the lobby. You have five minutes to find all eight red coins. One is right nearby, and another is in the woman's bathroom. There's also one on the second floor, one on the third floor, and one in the pool room on the third floor. There's one in the room after jumping through the Boo picture and one in the room where you found pineapples for Yoshi in Episode 3. The last one is on the third floor, in a room you get to by spraying water on a poster with a Boo picture on it and jumping through. Then, you'll get a Shine Sprite.

EXTRA SPRITES

In Episode 2, go into the secret area. Pound the red switch and you'll have 1 and a half minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.) Don't forget the red coin below the ice cubes right before the cog thing.

In Episode 4, go into the secret area. Pound the red switch and you will have about 1 minute to get all 8 red coins with the help of FLUDD. High jumps really help. You'll get a Shine Sprite once you get all the coins.

Get 100 coins for a Shine Sprite. Episode 7 is the easiest; the doors are open, so you can easily get to every room.

H. Noki Bay

Episode 1: Uncork the Waterfall

Enemies: Chorobe, Name Kuri, Iga, Neji Bomb

The guy at the beginning can tell you what's going on. Don't go in the polluted water or you'll get hurt. Anyway, go up the side of the nearby tunnel. You have to climb up this side of the mountain. You'll need to clean off goo from the walls to reveal platforms and at lifts, spray the pot to make it go up. At a higher arrow, you can just wall jump instead of climb up ledges. (Also, around here, if you climb up some platforms to the right of here, you'll

get to a red box. Open it so you can use the rocket nozzle.) Right after here you should find a springboard, but you don't need it because you can just hover across the gap. When you get to Chorobe (the dude on the cork), he throws Neji Bombs at you. Spray them with water so you can pick them up and throw them at Chorobe. After three hits, you'll get the Shine Sprite.

Episode 2: The Boss of Tricky Ruins

Enemies: Tobi Fish, Wire Traps, Gesso, Gooper Blooper

Go to where the old man is. Spray the thing up on the wall move to make the wall so you can wall jump up. Over on the right, wall jump up higher. Spray the thing here. Wall jump up again. Over on the right side, go along here until you can wall jump up to Gooper Blooper. Kill it like usual, then, drop down through the hole revealed in the ground to get to the Shine Sprite.

Episode 3: Red Coins in a Bottle

Enemies: Tobi Fish

You have to get all eight red coins. Get coins if you start running out of air. Use the hover nozzle to move around. It's kind of hard to control. One of the red coins is at the top of a column of coins. If you go to the bottom of that, Mario will go up fast for some reason and hopefully get the red coin. When you get all of them, you'll get a Shine Sprite.

Episode 4: Eely-Mouth's Dentist

Enemies: Eel, Tobi Fish, Wire Trap

Go to the area near the top of the waterfall where the old Noki is. Jump into the waterfall to get to where the eel is. There are purple bubbles that will hurt you if they touch you. If you pop them with water, you can get air bubbles to restore your life meter. Don't touch the eel or get pulled in because it can close its mouth on Mario. Use the hover nozzle to clean off all of its teeth for a Shine Sprite.

Episode 5: II Piantissimo's Surf Swim

Enemies: Tobi Fish, Wire Trap

Go to Piantissimo to race him. Get to the flag in less than 40 seconds to win. Just go straight there (don't go the way Piantissimo does, it's much slower). Win to get a Shine Sprite.

Episode 6: The Shell's Secret

Enemies: Tobi Fish, Wire Traps

You have to climb up the wires to get up to the tower with the purple shell. Go in to get to a secret area. First, you have to wall jump up, then, cross some platforms. You need to high jump and wall jump off of the platform moving in and out of the wall to get to a higher, narrow ledge. From here, you can cross some platforms, then climb up the pole. On the tightrope, you can jump up to a higher ledge. From here, you have to do a bit of wall jumping until you get to a higher area. From here, just cross some moving platforms until you get to the Shine Sprite.

Episode 7: Hold It, Shadow Mario!

Enemies: Shadow Mario, Tobi Fish, Wire Traps

Once again, chase Shadow Mario and spray him with water until you get the Shine Sprite.

Episode 8: The Red Coin Fish

Enemies: Tobi Fish, Wire Traps

Go to the top of the waterfall and jump in to get into the area where the eel used to be. There's a fish made up of coins and red coins, that sometimes breaks up into separate coins. Get all 8 red coins for a Shine Sprite.

EXTRA SPRITES

On the left side of bay is an area where you can wall jump up to tunnel. Go in the hole on the other side to be shot up to a higher place. Spray the gold bird until it drops a Shine Sprite.

In Episode 6, go into the secret area. Pound the red switch and you'll have 1 and a half minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.) Look everywhere so you don't miss any coins.

Get 100 coins for a Shine Sprite. Episode 2 is the best because there are so many coins everywhere.

I. Pianta Village

Episode 1: Chain Chomplets Unchained

Enemies: Chain Chomplets

Don't go in the hot goo. Anyway, when you find a Chain Chomplet (you should wait until they're close to the spring), spray it with water until it turns black. Then grab its tail, aim it towards the stream, pull back its tail and let go. Though, there is another easy way. Stay at the island in the spring. When a Chomplet comes by, spray it with water just a little bit so it gets mad and hops towards you. It'll hop right into the spring. Once all three are in the spring, you'll get a Shine Sprite.

Episode 2: II Piantissimo's Crazy Climb

Enemies: None

Race Piantissimo to the flag in less than 30 seconds to win a Shine Sprite.

Episode 3: The Goopy Inferno

Enemies: Name Kuri, Gusts, goo-dropping birds, Electro-Koopas, Yellow Spiders, Dango Flowers

At first, you don't have FLUDD and have to get past a lot of burning goo. Oh, dear. So go over to the hot spring. Nearby is a Pianta standing near a hole. Drop into the hole and flip the screen. You have to cross these screens. At the vertical ones, press B to move them, then get off before they fall. At one point, you have to jump onto a swing and cross some mushrooms. Bounce on the little, green one to get onto a vertical screen. Eventually, you'll get to a screen you can flip, then, wall jump to get out of the hole. Go along the non-gooley path to get up to where FLUDD is. Hover over to a tall, red mushroom nearby. From there, hover to the top of the yellow mushroom. Clean the goo off the mayor for a Shine Sprite.

Episode 4: Chain Chomp's Bath

Enemy: Chain Chomp

Go to the Chain Chomp and pull the stake out of the ground to free it. It will start hopping away from you. Get a water barrel and wait by the hot spring. When it comes in that direction (make sure you're blocking any path leading away from the hot spring) and throw the barrel at it to cool it off. Pull the end of the chain over to the hot spring so it falls in and you get a Shine Sprite.

Episode 5: Secret of the Village Underside

Enemies: Gusts, Ham Kuri

Get the right fruit from the fat, little tree near the hot spring and use it to hatch the Yoshi near the bridge. Back on the other side of the bridge, jump down to the mushrooms and cross them. At the end, spray the yellow goo with Yoshi juice, then, fall into the hole that is revealed to find the secret area. This area is really annoying. You have to get the Piantas to

throw you to different areas. The first one is easy. At the first group of two, I always have the big one throw Mario when he's standing as far from the next platform as possible. At the next, wait until he is standing in the middle of the platform (the area between the two edges he walks towards), then have him throw you up to another Pianta. It's easy to get to the next platform. Here, wait on the left side on that line dividing the platform into two halves. When the Pianta is on that line and perfectly between you and the Shine Sprite platform, have him throw you. If you are standing at an angle at all, then you'll be thrown far in the wrong direction. So, the Shine Sprite is after here.

Episode 6: Piantas in Need

Enemies: Name Kuri

You have 3 minutes to save 10 Piantas from the goo. Talk to the mayor after for a Shine Sprite.

Episode 7: Shadow Mario Runs Wild

Enemies: Shadow Mario, Dango Flowers, Gusts

Chase Shadow Mario and spray him with water until you get the Shine Sprite.

Episode 8: Fluff Festival Coin Hunt

Enemies: None

There are red coins under the bee hive next to the big tree near the hot spring, in the hot spring, and under the short, fat tree near the hot spring. There's also a red coin in the tall grass, on the big tree near the bridge, and in the big pile of boxes near the little, yellow mushrooms. There is a red coin on top of the screen in the underside. Also, there is another red coin on top of the giant tree in the center of the village. The easiest way here is to climb to the top of the giant tree near the hot spring. High jump and hover from one of the leaves to the center tree. (There's a red box on one of the mushroom things growing out of the big, center tree, but it's not much help.) A Shine Sprite will appear on some clouds. From the big tree leaf closest to the clouds, ride some fluff on the wind over to the Shine Sprite.

EXTRA SPRITES

In Episode 5, go into the secret area. Pound the red switch and you'll have 1 and a half minutes to get all the red coins for a Shine Sprite. (You'll have FLUDD with you this time.) Don't forget the red coins on and near the tightrope.

In Episode 8, the easiest way to the top of the giant tree in the center of the village is to climb to the top of the giant tree near the hot spring. High jump and hover from one of the leaves to the center tree. On the platform in the middle, spray water at the sun so a picture of a Shine Sprite appears. You'll get a Shine Sprite.

Get 100 coins for a Shine Sprite. Episode 1 is the best. You can get many coins from boxes, from ground pounding the nose of the Pianta statue and the bottom of the hot spring, and from putting out the fires on mushrooms, then, ground pounding the tops.

J. Corona Mountain

First, you'll be crossing some platforms. Obviously, don't fall in the lava. Don't go on the platforms when the spikes are up or you'll die right away and hover over the fire ones to put out the fire (though, it will come back). Later, you'll get to a boat. If you hit anything, the boat will sink. Later, you'll get to some land and a red box. Use it to rocket up to each cloud. At the red one, there will be a cut scene, and you'll get to the final

battle. Bowser shoots fire, which you can run away from, and can use a ground pound that shakes the ground. Baby Bowser shoots homing Bullet Bills at you. Blow up the blue ones for an extra life. The green water will hurt you, so stay away from it. You can shoot Baby Bowser with water to stop him from shooting Bullet Bills for a short time. Anyway, at every one of the five corners, use the rocket nozzle, then from high up, ground pound the fire picture on the ground to break it. Get away before it falls (The rocket nozzle can help if you're on a falling part of the ground). Do this to all five corners to win and get a Shine Sprite.

7. Blue Coin Locations

I wrote the episode I found these coins, but they may be in others, too. There are 240. Give them to the critter in the Delfino Plaza boathouse for a total of 24 Shine Sprites (a Sprite for every 10 coins).

DELFINO AIRSTRIP

#1: Use the turbo nozzle to get through the doors of the building. Inside, melt the ice with water to get a blue coin.

DELFINO PLAZA

#2: In the sewer, under the water near the Shine Gate is a blue coin.

#3: In the sewer, under the ocean is a blue coin.

#4: Using the manhole closest to Corona Mountain, you can find a blue coin in the sewer under the water behind the Shine Gate.

#5: On a rooftop near the boathouse, break a box to find an M. Spray it off for a blue coin.

#6: Break the box near the Shine Gate to reveal an M. Spray it with water to reveal a blue coin.

#7: On the side of a tower near the red cannon is an M. Spray it with water for a blue coin.

#8: Spray the blue bird near the previous blue coin for another blue coin.

#9: Spray the blue bird near the tightrope near the boathouse with enough water until it drops a blue coin.

#10: When a Pianta has something on his back that is on fire, put the fire out, then talk to him for a blue coin.

#11: One building near the fruit stands is on the edge of the water. Behind it, above the water is a hole. Go in to find a blue coin.

#12: On a small island is a palm tree and a Pianta. Talk to her and she'll tell you to get her three coconuts and put it in the basket. There are coconuts on the tree nearby. Give her the coconuts for a blue coin.

#13: Near the Shine Gate is a Pianta that wants three pineapples. Throw three pineapples in the basket for a blue coin.

#14: A Pianta near where you go to get to Noki Bay wants three bananas. Put them in the basket for a blue coin.

#15: There's a Pianta near the Shine Gate that wants three durians. You have to kick them over, then slide into them to knock them across the water. Kick them into the basket. Once you bring all three, you'll get a blue coin.

#16-17: Spray the x on the Grand Pianta statue to make a blue coin appear near an x near the boathouse. Go get it before it disappears. From here, spray the x nearby and then run to the Grand Pianta statue where another blue coin appeared.

#18: Near the lighthouse, turbo through the door kind of thing in the nearby pillars of land in the water to find a blue coin.

#19: Above the building near the fruit stands and kind of near the Shine Gate, have Yoshi spray the yellow goo to reveal a blue coin.

#20: High up on a building near the red cannon, have Yoshi spray the yellow goo to reveal a blue coin.

BIANCO HILLS

Episode 1

- #21: Spray the M near the waterwheel for a blue coin.
- #22: Spray the M on the back of the building near the waterwheel for a blue coin.
- #23: Spray the M on top of the big wall for a blue coin.
- #24-25: Get up to top of the big wall using tightropes or the waterwheel. From up here, spray the x in the enclosed area nearby. A blue coin will appear on the other side of the wall. Drop down to get it. From here, spray this x. Hover to the lower wall to the left then drop into the enclosed area to get the other blue coin.
- #26: There's a blue coin at the end of the river.
- #27: Use the tightropes between two buildings, then, hover to a balcony nearby and spray water in one of the alcoves for a blue coin.
- #28: Use tightropes to get to the rooftops. Hover to the planks above the smaller buildings. From one of these, you can hover to a blue coin floating in the air.
- #29: Use tightropes to get to the rooftops. Hover to the planks above the smaller buildings, then, hover to the next building. The blue coin here is in plain sight.
- #30: There's a blue coin underwater in the lake not too far from land.

Episode 2

- #31: On the windmill, right after hovering across the gaps, spray the M to get a blue coin.
- #32: When going up the windmill, you'll see a pillar sticking out of the water to the right of the path. Spray the top for a blue coin.

Episode 3

- #33: On the path to the big windmill, clean off the Pianta, then talk to him for a blue coin.

Episode 4

- #34: On the tightropes a little bit above the lake, jump up under the bridge to grab onto the underside and get a blue coin.
- #35: From the platforms on the blades of the big windmill, you can hover to a high up platform with a blue coin on it.
- #36: Near the big wall is a platform that gives you a blue coin when you spray the little propeller on it with the hover nozzle.
- #37: Between the Proinks and the river, use the rocket nozzle to get to a ledge on the hillside where a blue coin is.

Episode 6

- #38: On one side of the wall, on a higher part is a Pianta. Clean the goo off of him, then, talk to him for a blue coin.
- #39: Rocket up to the platform near where Petey was sleeping in episode 5 to find a blue coin.
- #40: Where Petey Piranha was sleeping earlier, cross the clouds with the hover nozzle, then, spray the top of the pillar to make a blue coin appear.
- #41: There's a Pianta that throws you in the back area of the village. Near her is a tall platform with a blue coin a little bit below the top. Use the rocket nozzle to get it.
- #42: On the highest tightrope, spray the blue bird for a blue coin.

Episode 7

- #43: On top of the windmill, kill the Dango Flower for a blue coin.
- #44: Near the red box near the Hillside Secret place are these brick things over the edge of the lake. Kill the Dango Flower on it for a blue coin.
- #45-46: On two buildings in the village are O's. Spray one to make a blue coin appear for a limited time at the other O. Now spray this O to make a blue coin appear for a limited time at the other O.

#47: There's a blue coin under the water of the lake. It's on the same side as the pillar sticking up.

Episode 8

#48: Spray the top of the trees and one will give you a blue coin.

#49: Have Yoshi eat all the blue butterflies in the village for a blue coin.

#50: Knock down a hive then have Yoshi eat all the bees for a blue coin.

RICCO HARBOR

Episode 1

#51: Straight from the entrance is a boat. Under the goo is an M. Spray it for a blue coin.

#52: On the side of the boat straight forward from the entrance, spray the M for a blue coin.

#53: On the side of the building next to the entrance, spray the M for a blue coin.

#54: Near the lighthouse, spray the M hidden under goo.

#55: Spray the M on the wall of a building near the fountain.

#56: Spray the M above one of the rooftops of a building near the fountain.

#57: Break a box near the lighthouse for a blue coin.

#58-59: Spray the x near the lighthouse, then, run through the sewer. Jump out and get the blue coin. Then, spray this x. Then, it helps to spray water then slide on it, then press B in the air to get to the blue coin in time, which is at the previous x.

#60: Under the water, under one of the platforms out there is a blue coin.

#61: On the crane near the entrance is a blue coin (jump onto it from higher up).

#62-63: There are two blue coins on the high, thin platforms.

#64: From those higher, thin platform on the ocean side, you can drop down the side and fall to a blue coin.

#65: Spray the propeller on the submarine to raise it all the way for a blue coin.

#66: Above the fountain is a blue coin.

#67: From the rooftops, you can hover to a blue coin to the left, which is on those thin platforms up near the top of the lighthouse.

#68: Spray the wall near the lighthouse to reveal a star picture. Spray it for a blue coin.

Episode 2

#69: From the boxes at the entrance, you can get to the roof of the nearby building. Spray the M for a blue coin.

#70-71: Use a Blooper to jump up over the water to get to a blue coin near the ocean edge of the area and to jump to a blue coin above the oily water.

Episode 3

#72-73: On the red ship, hit the screen on the opposite side of the two Yellow Spiders for two blue coins.

#74: On top of the lighthouse, high jump then rocket while in the air to get up to a blue coin.

Episode 4

#75: Kill the Gesso that is where the Shine Sprite was in episode 3 for a blue coin.

Episode 6

#76: Where Blooper was in episode 1, spray a basket of fish for a blue coin.

Episode 8

#77: In this area you can find two Piantas on the platforms just above the water. The older one can throw you to a ledge on the far side of the Harbor

where and M is. Spray it for a blue coin.

#78: On one of the platforms you go to while riding on Yoshi to get the Shine Sprite, there is an M. Spray it with water to get a blue coin.

#79: Have Yoshi eat the blue butterflies for a blue coin. They are where the Piantas are selling fish.

#80: Have Yoshi eat the Yellow Spider on the wall near the lighthouse for a blue coin.

GELATO BEACH

Episode 1

#81: On one side of the beach, you can hover to a ledge with an M. Spray it for a blue coin.

#82-83: On one side of the beach, spray the triangle and a blue coin will appear on the other side of the beach. To get to it quickly enough, it helps to spray water then slide across it. Now spray this next triangle, and get the blue coin back where the other triangle was.

#84: Bounce on a seat in the sand cabana to get to ceiling where a blue coin is.

#85: Use water to stun a red Cataquack, then, jump on it for a blue coin.

#86: On the small island with palm trees, use the swing by spraying in the opposite direction to move and get the blue coin.

#87: Spray water on the beach not too far from the boat closest to the sand cabana, and a star will be revealed. Spray it for a blue coin.

#88: Near the surfboards, spray the beach to reveal a star shape in the sand. Spray it for a blue coin.

#89-90: At the rounded area beneath the tightropes are birds. Spraying the two blue birds enough gets you two blue coins.

#91: At the end of the broken path beneath the tightropes is a blue coin behind a small pillar of land.

#92: On one side of the lower tightropes is a blue coin.

#93: At the end of the path under the tightropes, from the lower tightrope here, you can get up to the higher one. There's a blue coin up here.

#94-97: Under the water are four blue coins. Two are moving with a group of fish, and another one is near a Tobi Fish near the palm tree with the swing.

#98: Under the part of the surf cabana with the umbrellas is a blue coin.

Episode 2

#99: On the sand outside the smoothie hut, spray until you uncover the outline of a Shine Sprite. Spray it until a blue coin appears.

#100: On the sand where the episode 1 sand castle appears, spray until you uncover the outline of a Shine Sprite. Spray it until a blue coin appears.

#101: Get a coconut and bring it to the top of the surf cabana (you can bounce on the umbrellas or lead a Cataquack over to throw you up there.). Drop it into the blender for a blue coin.

Episode 4

#102-105: While riding on the Sand Bird, you will pass four blue coins on clouds.

Episode 5

#106: On a platform near the mirrors, use the rocket nozzle to get a blue coin.

#107: Near the tower where the Sand Bird egg used to be, knock the blue Cataquack out of the tree. Stun it with water then jump on it for a blue coin.

Episode 6

#108: Use Yoshi to spray the yellow goo on the Dune Bud. Spray the Dune Bud to reveal a blue coin.

#109: Have Yoshi knock down the hive and eat all the bees for a blue coin.

Episode 8

#110: There's a blue coin on the palm tree with the swing.

PINNA PARK

Episode 1

- #111: In the park, near the entrance are clams. Spray the back of the green one until it opens to find a blue coin.
- #112: Past the clams is an arch. Spray the M on the arch to get a blue coin.
- #113: Near the circular pool of water is a wall near the shore. Spray the M on it for a blue coin.
- #114: Near the circular pool of water is an area with water going down the walls. Spray the M on the wall nearby for a blue coin.
- #115: Under the pirate ships is a Blue Coin surrounded by supports for the platform above. To get it, jump up beneath it and wall jump up to it.
- #116: There's a Dango in this area (pile of Ham Kuri). Use water to knock them off from top to bottom. Jump on the big one and kill it for a blue coin.
- #117: Across the bridge leading to the roller coaster area, behind the area here is a blue coin. (You'll see it to the right when crossing the bridge.)
- #118-119: Spray the X on the big Pianta-like tree to make a blue coin appear on the other side the pool of water beneath the pirate ships. Now spray this X, then, quickly get the blue coin that appears near the big, Pianta-like tree.
- #120-121: There's a triangle around the bottom of the Ferris wheel and another triangle on the wall on a ledge near the pirate ships (it has bananas on it). Spray the triangle below the Ferris wheel, then, get the blue coin that appeared at the other triangle. Spray this triangle, then, quickly get the blue coin that appears at the triangle under the Ferris wheel. (You have to be quick for this one.)
- #122: From the beginning of the roller coaster, you can jump to this climbable thing. Run up it and jump to the blue coin in the air.
- #123: From the beginning of the roller coaster, you can jump to this climbable thing. From here you can get the blue coin on the things supporting the pirate ships.
- #124: From the beginning of the roller coaster, you can jump to this climbable thing. From here, you can jump to another climbable thing. Go through the thing that flips to find a blue coin.
- #125: On your way to the roller coaster is a bridge. Before that is this thing that has a blue bird on it. Spray it until it drops a blue coin.

Episode 2

- #126-131: Lead homing Bullet Bills into six basket-like things to get six blue coins.

Episode 3

- #132: Spray the blue bird near the Yoshi-go-round for a blue coin.
- #133-134: From where the Shine Sprite appears, you can hover over to an upper part of the Ferris wheel. Two circles are up here. Spray one to make a blue coin appear at the other. Spray this circle to make another blue coin appear.
- #135: Above the pirate ships is green fencing. There is a cube of it beneath a wooden platform. A blue coin is up there. Wait on the fencing. As the ship comes to spin completely around (and upside down), jump on it. It will take you up quickly, so quickly hover back to the wooden platform to get the blue coin.

Episode 4

- #136: Near a basket around the middle of the beach, spray water until you find a Shine Sprite outline. Uncover it and spray it for a blue coin.

Episode 6

- #137: Outside the park, spray the beach until you find the right fruit to hatch Yoshi. Have Yoshi eat the blue butterflies near the sunflowers for a blue coin.
- #138: Like the previous blue coin, have Yoshi eat more of the nearby blue butterflies for a blue coin.
- #139: Near the cannon on the beach, spray water until you find a Shine Sprite

outline. Uncover it and spray it for a blue coin.

#140: Have Yoshi eat the blue butterflies on one side of the park for a blue coin.

SIRENA BEACH

Episode 1

#141: Save a Noki girl from the goo. Clean the goo off of her, then, talk to her for a blue coin.

#142: Save the Noki boy from the goo. Clean the goo off of him and then talk to him for a blue coin.

#143: When facing the ocean, swim to the left to find a blue coin in the water.

Episode 2

#144: There's a blue coin under one of the little hut things, on the ceiling.

#145: On the upper part of the back of the hotel is a blue coin.

#146: One of the torches in front of the hotel gives you a blue coin when you spray it.

#147: Outside, to the right of the hotel, spray the flowers for a blue coin.

Episode 3

#148: Go into the woman's bathroom on the right. At the far right stall, jump up to get into a room. There's a blue coin here.

#149: Go into the men's bathroom on the right. At the far left stall, jump up to get into a room. Spray the painting on the wall until it turns into a picture of a Boo, then jump through. Now, spray the closet until another Boo picture is formed. Go through here, then, spray the pink Boos to make platforms so you can get into a higher room through the hole in the ceiling. Spray the bookshelf kind of thing to move it. Through here, spray the picture of the Boo to make a hole in the wall. Jump through to find a blue coin.

#150: In the room where the pineapples were, have Yoshi eat the big Boo. Through here is a blue coin.

#151: Spray the big light on the ceiling of the third floor for a blue coin.

Episode 4

#152: In the room where you found pineapples in episode 4, there's a blue coin in one of the boxes. (You may need to go through the attic to get here this time.)

#153: Kill the Boo in the attic for a blue coin.

#154: There's a blue coin in a dead end in the attic.

#155: On the third floor, spray the lamp near the pool for a blue coin.

#156: There's a room on the third floor you earlier got to by spraying a bookcase to flip it. (It's above the room with the boxes and the pineapples, and it has Dolpic posters.) Spray the bookcase next to the couch leaning against the wall for a blue coin.

#157: From the attic, you can get to a room with a glass table (on the third floor). Spray the mirror on the wall for a blue coin.

#158: In the casino, ground pound the slot machines until you find a blue coin.

Episode 5

#159: In the casino, one of the torches gives you a blue coin if you spray it enough.

#160: In the casino, spray the M above the entrance for a blue coin.

Episode 6

#161: Near the beach are reclining chair kinds of things with a square thing sticking up nearby. Spray the block thing with water to get a blue coin.

#162: Near the previous coin, clean off the Noki then talk to them for a blue coin.

#163: Near the previous blue coin, clean off the other Noki and talk to them for a blue coin.

Episode 7

#164: Spray the M to the right of the hotel to get a blue coin.

#165: Spray the M on the third floor near the stairs for a blue coin.

#166: Spray the M in the part of the attic closest to the center for a blue coin.

#167-168: There's an X on a wall of the second and third floors. Spray one until a blue coin appears for a limited time at the other. Spray this X with water until a blue coin appears at the other X.

#169-170: There's a triangle on a wall of the second floor and the lobby. Spray one until a blue coin appears for a limited time at the other. Spray this triangle with water until a blue coin appears at the other triangle.

NOKI BAY

Episode 1

#171-172: On the left side of bay is an area where you can wall jump up to a tunnel. Go in the hole on the other side to be shot up to a higher place. From here, you can jump to other alcoves. When you shoot those little brown blocks on the wall, something happens. A lot of blue coins are revealed this way.

Also, you can go to the alcove right above where you first wall jumped, where you can spray the block to reveal an area you can wall jump up for a limited time. Many tunnels that lead to the alcoves are revealed along the side.

Anyway, in the top alcove to the right of where the cannon shoots you, you can find two blue coin after spraying the brown blocks.

#173: Around here (see previous blue coin location) are step-like ledges. To the right (if facing the mountain), hover down to a small alcove where a blue coin is.

#174: A bit below and over to the left of the previous blue coin is a blue coin in a larger alcove.

#175: In an alcove to the left of the secret wall jump area that I mentioned in the note for the first Noki Bay blue coin, you can find a blue coin.

#176: Near the previous blue coin is a ledge where you can find another blue coin.

#177: A blue coin can be found in the alcove directly above the one where there was a cannon that shot you up to the top of the mountain.

#178: Higher up above the alcove mentioned with the previous blue coin, you can find another blue coin.

#179: On left side of bay is an area where you can wall jump up to tunnel. Go in the hole on the other side to be shot up to a higher place. Jump to the right to get to a bigger ledge lower down. Spray the M on the wall nearby for a blue coin.

#180: On your way to Chorobe (the mole), near the top are ledges to the right. If you climb up them, you'll get to a red box. Open it so you can use the rocket nozzle. Use it to get to a high up blue coin.

#181: At the previous blue coin, get the blue coin in the alcove above the red box.

#182: Above the second pot that you spray with water to get to a higher ledge (right of the entrance), there's a thin ledge. (There are two, but you should be at the higher one.) Spray the end of the ledge to reveal a blue coin. Climb across the ledge to get to it.

Episode 2

#183: When climbing up the area over to the right of the entrance, you'll see a long ledge which Mario can hang onto the edge of (There's two, but I'm talking about the lower one.). You can get into an alcove, which you can then jump from over to the ledge perpendicular to this one. Spray the wall in the corner to reveal a blue coin.

#184: From the previous blue coin, go along the thin ledge until it ends. Wall jump up to another blue coin.

#185: Go to where the old man is. Spray the thing up on the wall move to make

the wall so you can wall jump up. You can get a blue coin after here.
#186: After the last blue coin is another thing on the wall you can spray to reveal a blue coin. It's easier to get it if you wall jump up, then, hover from the area on the right.
#187-188: Near the Shine Sprite, spray the big pots for two blue coins.
#189: Use the tightrope on the top of the green shell to get to the top of the red one. Get onto the purple shell, then climb up higher on it. Behind here is an alcove in the wall where a blue coin is. Hover over to get in.

Episode 4

#190: At the area near the top of the waterfall, there's an alcove right below here. There's a blue coin here.
#191-194: Where the eel is, you can find four blue coin on top of the tall pillars. (This can be done in episode 8, also.)

Episode 5

#195: Near the waterfall, follow the coins down to find a blue coin (but don't let the Tobi Fish pull you down).
#196-197: This is the easiest time to get the two blue coins on the water.

Episode 6

#198-199: There's an O on the wall to the right of the beginning and an O on the wall near the hut. Spray one to make a blue coin appear at the other. The mud boat helps, especially when getting the blue coin near the hut. (If you're good, you can spray the O from the boat so you'll already be moving towards where the blue coin will appear. This is hard to do, but it's fast when done right.) Anyway, spray the other O to make another blue coin appear.
#200: With blue coin 171-172 (the first in Noki Bay, episode 1) and # 175, I mentioned a "secret wall jump area" (you spray the brown block in the alcove and a tall area is revealed that you can wall jump up). It's in an alcove to the right of an alcove that has a cannon that shoots you to the top of the left side of the area. Anyway, to the left side of the "secret wall jump area" are a few alcoves. One of them has a blank wall, but if you spray on all of it, a couple of holes are revealed. In one is a blue coin.

PIANTA VILLAGE

Episode 1

#201: Spray the M on the wall near the entrance for a blue coin.
#202: There's a blue coin in the tall grass on one side of the village.
#203: There's a blue coin on top of one of the giant trees.
#204: Climb the big tree to the left of the entrance bridge. On the end of a leaf is a blue coin.
#205: There's a blue coin at the end of the stream.
#206: There's a blue coin in the stream under the bridge.
#207-208: On a wall on one side of the village (near short, yellow mushrooms) is a triangle. There's another triangle near the spring that only has water during the day. Spray one triangle and a blue coin will appear at the other. Now spray this triangle to make a blue coin appear at the other triangle.
#209: Ground pound the nose of the Pianta statue near the hot spring for a blue coin.

Episode 2

#210: Spray the M on one of the walls for a blue coin.

Episode 3

#211: Spray the M where you find FLUDD for blue coin.
#212: Uncover an M under the goo kind of near the bridge and spray it for a blue coin.
#213: Put out the fire on the Pianta then talk to him for a blue coin.
#214: From the top of the yellow mushroom, spray water at the moon for a blue

coin. (You can hover to the top of the yellow mushroom from another mushroom nearby.)

Episode 4

#215: Spray the sign near the entrance bridge for a blue coin.

Episode 5

#216-217: Have Yoshi knock down the two bee hives and eat all the bees for two blue coins.

#218: With Yoshi, get onto the mushroom next to the fat fruit tree. From here, eat the blue butterflies for a blue coin.

Episode 6

#219-226: You can get eight blue coins from the Piantas you clean goo off of.

#227: Spray the hole in the big tree in the center of the village (where water comes out at night) for a blue coin.

Episode 7

#228: There's an M on a wall near the center tree. Spray it for a blue coin.

Episode 8

#229: There's a red box on one of the mushroom things growing out of the big, center tree. From here, I saw a blue bird. Spray it until you get a blue coin.

#230: From the top of a screen in the underside, you can find an M above the screen. Spray it for a blue coin.

CORONA MOUNTAIN

#231: There's a blue coin along the path to the boat.

#232-240: Use the boat to get the nine blue coins at the end.

8. Extra Life Locations

I obviously have too much extra time, since I made a list of all the extra lives (1-up mushrooms, if you want to be picky) I found. Besides these, you can get extra lives by getting fifty coins and also by another way. The other way is, for example, you wash off a Pianta and talk to them for a blue coin, if you do it a second time, you'll get an extra life instead of a blue coin. Anyway, about the list, I wrote the earliest episode I found the extra life in. They may be in earlier episodes as well as later ones, too. You can also get extra lives from spraying those goo-dropping birds with water and by squirting blue Bullet Bills (final boss battle) to blow them up.

DELFINO PLAZA

#1: On the boathouse side of the plaza, you can find an alcove underwater with an extra life in it.

#2-3: I think there are two 1-up mushrooms in the sewer.

#4: There's a pipe you need Yoshi to get into (it's on a small island with yellow goo on it). Ride the lily pad to get to an extra life.

BIANCO HILLS

Episode 2

#1: Spray the bells above the white path near the buildings for an extra life.

Episode 3

#2: In the secret area, when you ground pound one of the nails all the way down, you'll get an extra life.

#3: In the secret area, above the second spinning star, a high enough jump will get you the 1-up mushroom.

Episode 6

#4: In the secret area, an extra life is on a spinning star.

#5: In the secret area, you can get this mushroom when riding the second cube up.

Episode 8

#6: In the village, have Yoshi eat all the green butterflies for an extra life.

RICCO HARBOR

Episode 1

#1: Ground pound a box near the second manhole from the entrance for an extra life.

Episode 4

#2: In the secret area, after the first group of rotating blocks, you can wall jump up to a 1-up mushroom.

#3: In the secret area, an extra life is on the second group of rotating blocks.

Episode 8

#4: Have Yoshi eat all the green butterflies not far from his egg for an extra life.

GELATO BEACH

Episode 1

#1: In the secret area, ground pounding a nail all the way down will get you an extra life.

#2: In the secret area, there is an extra life on a pile of sand blocks.

PINNA PARK

Episode 1

#1: Near the circular pool of water there is a brick area with water running down the wall. Jump onto the block sticking out of the wall to break it for an extra life.

Episode 2

#2: In the secret area, break one of the boxes for an extra life.

#3: In the secret area, there's a 1-up mushroom on the second group of blocks that disappear when they turn black.

Episode 6

#4: In the secret area, ground pound a nail all the way down for an extra life.

#5: Ride one of the blue and white blocks for an extra life.

SIRENA BEACH

Episode 1

#1: Ground pound one of the boxes to break it for an extra life.

Episode 2

#2: In the secret area, jump up under one of the brick blocks above the Ham Kuri at the beginning to break it for a 1-up mushroom.

#3: In the secret area, after the first section of sand blocks is an extra life under part of the blocks. It is kind of dangerous to try to get to it, though.

#4: In the secret area, ground pound the watermelon blocks near the cog thing (after the first section of sand blocks) to find an extra life.

Episode 4

#5: In the secret area, there is an extra life at the second group of big blocks you have to get past.

#6: In the secret area, there is an extra life on the spinning rectangular block a little bit before the end.

#7: In the casino, spray the light in the entranceway for a blue coin.

NOKI BAY

Episode 2

#1: There's a ledge above where Chorobe was in episode 1 (that you can use the nearby spring to get up to) that has an extra life on it.

Episode 4

#2: There's an extra life where the Shine Sprite was in episode 2.

#3: At the area near the top of the waterfall, there's an alcove right below here. In it, melt the ice with some water to get an extra life.

Episode 6

#4-5: In the secret area, you can get two extra lives from pounding down some of the nails.

#6: In the secret area, about halfway through is a flame. If you've already gotten the Shine Sprite, then you should have FLUDD. So put out the fire for an extra life.

Episode 7

#7: Near the waterfall, follow the row of coins down to an extra life.

PIANTA VILLAGE

Episode 3

#1: An extra life is on one of the mushrooms in the underside.

Episode 5

#2-4: In the underside, you'll pass three 1-up mushrooms (one on the side of a tree and two on mushrooms) when going to the secret area.

#5: In the secret area, put out the fire on the Pianta near the tightrope, then, talk to him for an extra life. (The second time you go there, you can use FLUDD to hover over to the tightrope.)

CORONA MOUNTAIN

#1: Shortly after the beginning is an extra life.

#2: At the boat, break the box nearby for an extra life.

#3: There's an extra life on a small cloud at the end.

9. Copyright

Nintendo owns Super Mario Sunshine, and I own the walkthrough. I wrote it, after all. I'd like to give credit to the Brady Games Super Mario Sunshine Official Strategy Guide for names of enemies and help with blue coins and Sprites I couldn't find.