

Super Mario Sunshine Delfino Plaza Walkthrough

by Bluberry

Updated to v1.3 on Sep 20, 2002

insert ASCII text art here
it has to be good

x

"Super Mario Sunshine" for the Nintendo Gamecube
Delphino Plaza FAQ/Walkthrough

By: bluberry

Version 1.3

Last Updated:9/20/02

Public E-Mail Address: penguinonepostal@yahoo.com

AIM: "Bluberryteripper"

LOOK AT THE INTRODUCTION FOR COMPASS INFORMATION!!! PLEASE!!!

See Section 3.11 for info on how to go back to Delphino Airstrip

```
MM      MM   AAA   JJJJJJJJ  OOOOOO  RRRRRR      !!!!
MMMM  MMMM   AAA     JJ    OO    OO RR   RR      !!!!
MM  MM  MM  AA  AA     JJ    OO    OO RR   RR      !!!!
MM      MM  AAAAA   JJ    OO    OO RRRRRR      !!!!
MM      MM AA   AA   JJ    OO    OO RR  RR      !!!!
MM      MM AA   AA  JJJJ     OOOOOO  RR   RR      !!!!
                                           !!!!
                                           !!!!
SSSSSS PPPPPP   OOOOO  IIIIII  LL    EEEEEEE RRRRRR  SSSSSS  !!!!
SS      P    PP  OO   OO   II   LL    EE     R    RR  SS
SSSSSS PPPPPP   OO   OO   II   LL    EEEEEEE RRRRRR  SSSSSS  !!!!
      SS PP      OO   OO   II   LL    EE     RR  RR      SS  !!!!
SSSSSS PP        OOOOO  IIIIII  LLLLLL EEEEEEE RR   RR  SSSSSS  !!!!
```

I warned you.

Table of Contents

To find a section, press Ctrl+F. Type in the full title of the desired section (e.g. "0.Introduction") and press Enter/Return. Click "Find Next" until the desired selection comes up. Commas mean the section is left to be done.

- 0.Introduction
- 1.Level Access through the Plaza
- 2.Area Overview
- 3.Game-Altering Events
- 4.Blue Coins
- 5.Delphino Plaza Shines
- 6.Delphino Airstrip Shines
- 7.Secrets
- 8.Miscellaneous
- 9.Hall O'Fame
- 10.Wall O'Shame
- 11.Legal Crap/Hosting this FAQ
- 12.Version History

0.Introduction

This is an FAQ/Walkthrough that covers the Delphino Plaza and Delphino Airstrip areas of Super Mario Sunshine. Nothing else. It's also my second FAQ, but I am too lazy to have posted my other yet. IMPORTANT: In the walkthrough, I frequently use compass direction (N,W,E,S). To see a map of Delphino Plaza, press "Z" and then highlight Delphino Plaza and then press "A". Presuming that up is North on that map, it's the map I used.

So Basically:

Shine Gate: North
Beach: East
Bianco Hills Entrance:South
Docks, Cannon: West

Also if you see this FAQ anywhere but

www.gamefaqs.com
www.neoseeker.com/www.gcseeker.com
www.thegnn.com

then e-mail me.

1.Level Access through the Plaza

Level 1 - Bianco Hills

After entering Delphino Hills for the first time, a sludgy Piranna Plant is waiting at the south end of town. Defeat him and Shadow Mario comes along. Chase him and spray him until he opens Level 1.

Level 2 - Ricco Harbor

Collect three Shines and open Level 1. A sludgy Piranna Plant will appear on the West side of town. Defeat him to open Level 2 and the Blue Coin-Shine trading shop.

Level 3 - Gelato Beach

Collect five Shines and open Level 1. A sludgy Piranna Plant will appear on the Northeast side of town, on the beach. Defeat him to unlock Level 3.

Level 4 - Pinna Park

Collect 10 Shines and open Levels 1-3. Shadow Mario captures Peach and takes her to a far-off island, Pinna Park. A cannon appears in the Northwest part of town. Enter it to get to Level 4.

Level 5 - Gelato Beach

Unlock Yoshi by clearing Level 4-4. Hatch him, then ride him to the pipe on the South rooftops. Eat the large pineapple blocking the pipe, and enter Level 5.

Level 6 - Noki Bay

Collect 20 Shines. A rainbow will appear in the town center. Stand in the rainbow and look at the sun to enter Level 6.

Level 7 - Pianta Village

Collect 30 Shines. Shadow Mario will appear with a Rocket Nozzle. Chase him down to unlock the Nozzle. Obtain it, and then stand right behind the Shine Gate, to the East side. Blast to the top, and go down the pipe to infiltrate Level 7.

UNTESTED - "Here's how to get to Pianta Village at start...Do a side

somersalt from the back of the big Shine Gate, to wall jump, and hover onto the white curved platform next to the big shine thingy. Next do a triple jump and hover around to the top of the gate. Now you can enter Pianta Village :)"

-Sockapal

UNTESTED - According to EthanJS, you can get the Rocket Nozzle in another level, choose "Exit Area" from the pause menu. This should let you enter Level 7 early. You could also get some Shines early, but what's the point?

Level 8 - Corona Mountain

Clear the Shadow Mario chasing Episode (7) in every world. The whole Plaza floods, and the newly opened entrance to Corona Mt. is shown in a cutscene. Enter Level 8 and rescue Peach! The reason I care is because you're 15 minutes away from unlocking "pimpin Mario".

2.Area Overview

Delphino Plaza is a mid-size area, but with a huge amount of stuff to do. It doesn't have any bosses. One very important thing to note is that by butt-stomping the sewer grates, you can enter the sewers, which is both convenient and required. Also, keep an eye on the lawnchairs after you get 30 Shines...

Delphino Airstrip is a frickin' small area, with only 2 Shines. And.. um.. C'mon filler bunny... Oh yeah, if you get 100 coins here, the Shine counts as Delphino Plaza's 100 coins.

3.Game-Altering Events

I consider it to be a game-altering event if it effects the game in an important, permanent way. That said, there are 12 in all:

Event 1:Defeat the Bianco Hills gatekeeper
Happens:As soon as you do it.
Effects:Shadow Mario appears

Event 2:Defeat Shadow Mario for the first time
Happens:Immediately after event 1
Effects:Opens Level 1, Bianco Hills

Event 3:Defeat the Ricco Harbor gatekeeper
Happens:After obtaining 3 Shines and at least entering Bianco Hills
Effects:Opens Level 2, Ricco Harbor

Event 4:Defeat the Gelato Beach gatekeeper
Happens:After obtaining 6 Shines and at least playing Bianco Hills
Effects:Opens Level 3, Gelato Beach

Event 5:Shadow Mario kidnaps Princess Peach
Happens:After obtaining 10 Shines and unlocking Levels 1-3
Effects:Opens Level 4, Pinna Park

Event 6:Yoshi Appears
Happens:After "Shine Getting" Episode 4 in Pinna Park
Effects:Opens many new areas, particularly Level 5, Sirena Beach

Event 7:Noki Bay sunlight/rainbow appears
Happens:After getting 20 Shines
Effects:Opens Level 6, Noki Bay

Event 8:Steal Turbo Nozzle from Shadow Mario

Happens:After getting 25 Shines, and Yoshi

Effects:Opens up a few new areas

Event 9:Steal Rocket Nozzle from Shadow Mario

Happens:After getting the Turbo Nozzle and 30 Shines

Effects:Opens new areas, particularly Level 7, Pianta Village

Event10:Huge-ass flood

Happens:After defeating Shadow Mario in all 7 levels

Effects:Opens Level 8, Corona Mountain

Event11:Rescue Peach

Happens:After clearing Corona Mountain and it's boss

Effects:The ferry to Delphino Airstrip is available in the SouthWest corner of town, on the dock

Event12:Collect 120 Shines

Happens:If you need me to tell you...

Effects:All the villagers talk differently, satisfaction/bragging rights

4.Blue Coins

Obtainable at the beginning: (x10)

- 1.In the jail cell in the southeast portion of town. To get in, jump in the water, swim to the south end, and hover through the hole.
- 2.Jump in the Sewer grate just south of Level 1's entrance, and head North. Keep going North. Once you're under the canal, you'll have to move a bit and right, but just go North. At the end, there is a small circular room the size of a sewer grate with the Blue Coin.
- 3.Go in to sewer grate a slight bit to the west of shine gate. Head East, then North as soon as you can. You'll eventually come to the southernmost of three lakes that are north of the Shine Gate. You'll have to move a bit left and right to find the bath to the bottom of the middle lake, where the Blue Coin is.
- 4.On the west side of town, there are three parts of land. At the North, there's the one where you shoot off to Pinna Park. At the South, there's the Blue Coin hut (eventually) and the Airport ferry (eventually). In the middle, on the south side of the canal, there is a small bit of land with a sewer grate on it. Stomp in, head West, then head South at the first opportunity. Keep following the tunnel, and the Blue Coin shall be assimilated.
- 5.Get on the building slightly West of the entrance to Sirena Beach and make sure the blue bird is in the air. Spray 'im down, quickly run to his body, and revel in your newfound richness.
- 6.Get to the Northwest Rooftops. Jump around on them to make sure the blue bird is up, hose him, and loot his corpse before he gets back up.
- 7.There is a huge tower in the Northwest corner of the map. Get there and clear the "M" graffiti on the North end to get the Blue Coin.
- 8.On the west side of the map, one tower has a wooden box on the platform South of it smash the box, clean the "M".
- 9.Slightly to the east of the Shine Gate, there is a wooden box on a lower platform. You don't need me to tell you what to do.

Obtainable after opening Bianco Hills: (x2)

- 10.On the east side of the statue used to enter Level 1, and on the very Southwest docks, there are "X" graffiti's. Spray one, and run to the other to get your coin.
- 11.Repeat number 10, just do it the other way.

Obtainable after defeating Shadow Mario the first time: (x4)

12. Talk to the chick in the Southeast of the center of town, and then put 3 bannanas in her basket. To get bannanas, go the Fruit Mart on the East side of town and steal 'em. Afterwards, talk to her.
13. Talk to the chick in the Northeast of the center of town, and then put 3 pineapples in her basket. Get papples at the Fruit Mart. Talk to her when you're done.
14. Talk to the chick in the Northwest of the center of town, and then put 3 durians in her basket. To get a Durian, go the Southwest side of town, and try to take the fruit to the North. You can't. Spray it to the edge of the canal, look at the street across the canal with the durian between you and the street, run at the fruit, and press B right before you hit it. It should go flying to the end of the street. If you aimed at a building, it will bounce off it into the canal. Now spray it up the hill to the East, and into the basket. Repeat ad nauseum. If you kick it into the basket from 40+ feet away, you have Official bluberry Permission (kiddies, learn now that it's the only permission that matters) to yell "GOOOOOOOOOOAAAAAAL!" Talk to her again when you're done.
15. Talk to the chick on the lonely island way out on the West ocean of Delph Plaza, and then put three coconuts in her basket. Wait, that sounded wrong. Ah, never mind... Just hit the tree right next to her for a while until a coconut falls, put it in, rinse, lather, and repeat. If you want to save time, position Mario so he's looking at the basket with a coconut between them. Spray the coconut, and it will either go into the basket or be stopped by the basket, instead of rolling into the water. When it's over, (don't worry, fruit grabbing is done for) talk to her.

Obtainable after Gelato Beach is opened: (x1)

16. On the East beach, there is a burning man running back and forth. Save him, and then engage in conversation with him, to get the Blue Coin.

Obtainable after Yoshi is rescued from Shadow Mario (x2)

17. At the Northeast end of town, there is a police station. More North than East. on it is a tower, and behind this tower is some swiggly orange goop. Have Yoshi spray it, then jump in the hole it opened to get the Blue Coin.
18. At the tallest tower in the Northwest part of town, there is some squiggly orange goop. Have Yoshi spray it, and then get off Yoshi. You should see a small path starting on the North side of the tower. Slowly walk up the and enter the area the orange goop was blocking.

Obtainable after the Turbo Nozzle is obtained: (x1)

19. At the Northeast end of the ocean, there are some pillars made of grass and rock. Get the Turbo Nozzle, look for the saloon door style panels at the South-bottom of the middle one, and then blast in with the Turbo Nozzle.

Obtainable after the Delphino Airstrip Ferry starts up: (x1)

20. At the Airstrip, there are saloon style doors on each end of the control tower. Use the Turbo Nozzle (found to the left of your starting position) to break through one of them. Now go into the room you opened, look for the big Ice Cube, and melt it by spraying it. The Blue Coin is inside the Ice Cube.

5. Delphino Plaza Shines

Obtainable at the beginning (x3)

1. Hidden on the North part of the East beach is a Shine. To reveal it's location, spin the Control Stick 360 and then immediately press and hold R. If done correctly, water should be spraying in every direction. Look for the fizzing area. Once you find it, stop doing the sprinkler, and spray it

a lot. Eventually the Shine will appear.

2. Near Shine #1, in the ocean there should be a series of pillars that vary in size. Hover across the gaps, and get to the one with a pipe on it. It takes you to a wooden slide, and at the bottom is a Shine. Just keep in mind you can hover and you'll do fine.
3. In the Southwestern portion of the map, there is a tower with a dirty bell on top. Get to a high roof and then spray the bell. The Shine will appear once the bell is clean (keep in mind this could take 5+ tanks) inside the building. To get it, access the manhole South of the South statue. Head West, and then leave the sewers when you're under the building.

Obtainable after Bianco Hills is open: (x3)

4. At the West side of the large, open area in the center of the town, there is an open door. Go in, play the box smashing mini-game, and win.
5. See #4, except now it's even easier 'cause the boxes are stacked!
6. On the rooftops that make the West wall of the Centre, there is a man who says he's a Chucker and he'll chuck you for a coin. One syllable changed and I'd run like hell, but accept his offer. He'll throw you into the tower with the inaccessible Shine.

Obtainable after opening Levels 1-3: (x2)

7. To get 100 coins easy, fully explore the sewers. Check out the Secrets section to see how you can get 8 more. Spray all the wanted signs, and you should have 100. Now, go to the island described in Blue Coin #15, and jump on the boat that moves away from the canal/Centre. At the end of its path, jump on the platform and Shine Get!
8. Get on the boat moving through the canal. When it moves under the West Centre buildings, there is a suspicious coin under them. Jump into the hatch above the coin, and hover, and go play Pachinko. The 8 Red Coins, in their glory:
 - *On the spring chute.
 - *See #1.
 - *See #1.
 - *Hold left to get the top left.
 - *Hold nothing, with slight adjustment, to get the top one.
 - *Hold right, with adjustment, to get the top right one.
 - *Land on the right slope of the bottom center thing to slide into the lower right coin.
 - *Land on the left slope of the bottom center thing to slide into the lower left coin.Then land in the bottom center thing to get the Shine. That was hard, but you ain't seen nothin' yet.

Obtainable after Peach is taken to Pinna Park: (x1)

9. A Golden Bird will begin to fly around on the Southeast island WAY out. Hose it down for the shine to appear, and then just head for the Wooden Slide pillars to get your Shine.

Obtainable after Yoshi is hatched: (x1)

10. Get onto the platform described on Shine #7 AVEC YOSHI. To get to the Blue Coin 15 island, use the sewer described in Blue Coin 4, but DON'T GO SOUTH. Keep going West. Anyhoo, from Shine #7's platform, there is another boat you can board to get to Shine #9's island (why should I retype anything?). There is a pipe covered in orange goop here. Have Yoshi clean it, and jump in. In this minigame, you have to use the lily pad to get the 8 Red Coins. They're all along the path, except for one in the air near the end and one at the end. If you miss one, you're supposed to be screwed. However, if you jump on the red wall, you can get back to the start and mop up the rest of the Red Coins as many times as needed with a new lily pad. Oh, BTW, the water kills you instantly. Once you FINALLY beat it,

sigh of relief get the Shine. Now you have seen somethin'.

Obtainable after stealing the Turbo Nozzle from Shadow Mario: (x2)

11. Turbo through the saloon style doors under Yoshi's egg to find a Shine.
12. Go through the saloon style doors in front of the police station (see Blue Coin #19), and play the Waterslide minigame. Just Turbo down so you don't miss any jumps, and make sure not to overshoot the star.

Obtainable after stealing the Rocket Nozzle from Shadow Mario: (x4)

13. Rocket to the top of the lighthouse in the Northeast corner of the map. Rocket up and do an ass-slam at the apex of the Rocket to break the top of the lighthouse, and release the Shine. Rocket up one last time to get it.
14. Rocket up to the bell in the Southeasternmost part of the map from the platform. Clean it, and the shine appears way above the tower. Jump back down to the platform, backflip to the narrow ledge 10 feet up, Rocket to the top of the tower, and then Rocket from the tower to get your Shine. If you haven't obtained Shine #3 yet, this is an easier way of cleaning it.
15. Rocket up to the grassy ledges behind the Shine gate, and clean off the huge Shine Logo. Once that's done, Rocket to the top, but instead of entering Level 7, get the Shine.
16. Past the cannon used to enter Level 4, there are 5 Palm Trees sticking out of the wall. Rocket up to number 3, then from 3 to 4, then from 4 to a pipe. To Rocket while in water, jump right before the Rocket finishes charging. In this area you must collect 8 Red Round Circular Objects:

*Hose down the red bird.

*Look at all the brown blocks. A red coin is on one of em.

*Defeat all 4 enemies.

*Defeat all 4 enemies.

*Defeat all 4 enemies.

*Defeat all 4 enemies.

*Rescue the burning Pianta.

*In the farthest area from the TALL brown block, there is a pit partially obscured by a Watermelon block (use overhead view to see it). Break the block, jump in, change the camera angle so you don't jump off to your doom, and then grab it.

The Shine appears atop the HUGE brown lock. Rocket up. If you're out of water, backflip to the smaller block, up to the Shine.

Obtainable after Delphino Plaza is flooded: (x1)

17. Rescue Mistress Pea... er... Princess Peach. Hah, could you imagine that?
Peach: "Mario, you've been a very naughty boy...."
Mario: "Mama, Mia!"

Obtainable after 10 Blue Coins are collected, and after Level 2 is opened: (x24)

18. Trade 10 Blue Coins for a Shine inside the building where the Level 2 entrance is.
- 19-41: See #18.

6. Delphino Airstrip Shines

Shine x2

1. Defeat the Goopy Piranha Plant

It's the first shine you get. Can't miss it, literally.

2. Obtain all 8 Red Coins within the time limit

Obtain the Turbo Nozzle, butt-stomp the switch, and go nuts with turbo. The Red Coins are in these locations:

- *Inside the small room that had Blue Coin 20 and two saloon doors you gotta Turbo Dash through.
- *Where there are 2 large boats paralell to each other are. It's on top of one.
- *See #2.
- *In the Ocean, along the path of coins.
- *Near the three boats next to the bridge, it's part of a three coin string.
- *Under the bridge, where the four rows of three coins intersect.
- *On the airstrip, which has along row of coins and 20+ Goombas. Are those supposed to be Goombas? They don't look like Goombas...
- *See #7

7.Secrets

*Creepy Sunglasses Guy

The creepy sunglasses guy appears after you get about 20 Shines. He can be found in these areas (if you know any more, send 'em in.)

- *Delphino Plaza: In a lawnchair on the east beach, away from the lighthouse.
- *Bianco Hills: Near the first bunch of palm trees. (thanks to: Sockapal)
- *Ricco Harbor: Chillin in a corner to the left of your start position.
- *Gelato Beach: Under a tree near the surf cabana. (thanks to: EvanBean7)
- *Pinna Park: Under tree #2 on the beach. (thanks to: EvanBean7)
- *Pinna Park: Inside the Park, pimpin the ladies under the first tree to your left. (thanks to: EvanBean7)
- *Sirena Beach: Unavailable. (thanks to: EvanBean7)
- *Noki Bay: Unavailable. (thanks to: EvanBean7)
- *Pianta Village: Only during sunlight, right over the bridge. (thanks to: RTaylor661)

*Sunglasses

The creepy sunglasses guy gives you a pair of sunglasses after you obtain 30 shines, if you want 'em. They actually do dim your vision.

*Hawaiian Shirt

The creepy sunglasses guy gives you a Hawaiian Shirt to go along with your sunglasses if you've defeated the Final Boss. Yeah... Now you can call Mario "pimpin Mario", although it would be funnier if it was the Technicolor Dreamcoat...

*Secret Sewer Entrance

Go to the East beach, and find the two lawnchairs. To the East of the Northernmost one, keep jumping until you hear a "clink" noise, like jumping on a sewer grate. Once you locate the area, butt-stomp it to enter a secret portion of the sewers, where you can find 8 coins and a 1-Up mushroom.

*999 Coins

Obtain about 100 coins in the sewers. Then take the ferry to the Airstrip. Obtain about 100 coins here. Click exit area, and repeat until the game stops recording coins!!

8.Miscellaneous

If you have the dope on where the Creepy Guy is (see secrets) or the secret way to access Pinta Village, tell me at penguinonepostal@yahoo.com. To anyone I know, just use my real address.

9. Checklists

Blue Coin Checklist

- 1. Jail Cell
- 2. Canal Sewers
- 3. Lake Sewers
- 4. Ocean Sewers
- 5. Northwest "M"
- 6. West Box "M"
- 7. Canal Box "M"
- 8. South Blue Bird
- 9. Northeast Blue Bird
- 10. "X" Graffiti 1
- 11. "X" Graffiti 2
- 12. Southeast Center Fruit Mission
- 13. Northeast Center Fruit Mission
- 14. Kickin' Fruit Mission
- 15. Tropical Island Fruit Mission
- 16. "I'm on Fire!!"
- 17. Police Station Goop
- 18. Tower Goop
- 19. Turbo Pillar
- 20. Ice Kube

Delphino Plaza Shine Sprite Checklist

- 1. Hidden on the Beach
- 2. Wooden Slide
- 3. Southwest Bell Cleanin
- 4. Box Smashin
- 5. Stacked Box Smahin
- 6. Chuckster Mania
- 7. Pachinko Machine
- 8. Golden Bird
- 9. Lilypad HELL
- 10. Waterslide!
- 11. Turbo Charged Entrance
- 12. On the Lighthouse
- 13. Field Mini-Game
- 14. Clean the Shine Gate
- 15. Southeast Bell Cleanin
- 16. 100 Coins
- 17. Rescue Peach in Corona Mountain
- 18. Blue Coin Trade
- 19. Blue Coin Trade
- 20. Blue Coin Trade
- 21. Blue Coin Trade
- 22. Blue Coin Trade
- 23. Blue Coin Trade
- 24. Blue Coin Trade
- 25. Blue Coin Trade
- 26. Blue Coin Trade
- 27. Blue Coin Trade
- 28. Blue Coin Trade
- 29. Blue Coin Trade
- 30. Blue Coin Trade
- 31. Blue Coin Trade
- 32. Blue Coin Trade
- 33. Blue Coin Trade

- __34.Blue Coin Trade
- __35.Blue Coin Trade
- __36.Blue Coin Trade
- __37.Blue Coin Trade
- __38.Blue Coin Trade
- __39.Blue Coin Trade
- __40.Blue Coin Trade
- __41.Blue Coin Trade

Delphino Airstrip Shine Sprite Checklist

- __1.Defeat the gloopy Piranna Plant
- __2.8 Red Coins in 2:00

10.Hall O'Fame

Contributors:

- *EthanJS*:Submitted another Pianta Village trick
- *Sockapal*:Pianta Village trick submitted FIRST
Bianco Hills Creepy Guy submitted FIRST
- *EvanBean7*:Gelato Beach, Pinna Park 1&2 Creepy Guys submitted FIRST
Noki Bay, Serena Beach Creepy Guy info submitted FIRST
- *RTaylor661*:Pianta Village Creepy Guy submitted FIRST
- *NoDoubt8662*:First FAQ related e-mail

Nintendo, for developing the good (but not great) game.

Dr. Pepper, for being tasty AND caffienated

Super Monkey Ball 2 and SkyGunner, for being great (buy them, now)

Gamefaqs.com, thegnn.com, and neoseeker.com/gcseeker.com, because if you're reading this, then they put it up.

www.vgmusic.com, for having loads of game music and remixes. Help out their donation thing if you can.

11.Wall O'Shame

Mrs. Eberly: Your dictatorship shall not stand! Learn to shut up or you'll wake up with a knife in your throat, and me leaning over your body going "MUAHAHAHAHAHAHAHAHAHAHAHA!!!"

Sen. Joseph Lieberman

Pepsi Blue: It makes my poop Blue.

Dr. Pepper Red Fusion

Turok Evolution

12.Legal Crap/Hosting this FAQ

This FAQ may not be reproduced without permission, blah blah blah.

Punishable by law, blah blah blah.

I can sue for \$2500, but unless you're Cheat Code Central, I'm not sure I care that much.

I'll let you put it up, just ask! Unless you're Cheat CC.

So you DO want to host my FAQ... I feel special! YAY!

Dances on desk

Yum.. tum tum.. tum dumadi dum da dum..

Anyhoo, just e-mail me. penguinonepostal@yahoo.com

Keep the FAQ current if you do. Or else...

CHEATCC.COM MAY NOT HOST THIS FAQ!!!

13.Version History

September 20, 2002

Fourth Version History

Latest Binge- Unreal Tournament Online Play

Username- "bluberry"

MadSkillz- "Sniper_wolf"

New Pianta Village Entry Trick Added.

Minor Changes Made

September 17, 2002

Third Version History

Just got Metal Gear Solid 2, update shoulda
been done awhile ago... ALL DOG TAGS!!

Minor Changes Made

www.thegnn.com added to site list

September 6, 2002

Second Version History added

Never put up-Phantom Update

ALL SHINES!!!

Creepy Guy Locations added

Pianta Village trick added

Small errors fixed

www.neoseeker.com/www.gcseeker.com added to
site list

September 3, 2002

First Version History added

Table of Contents

Introduction

Level Access

Area Overview

Game-Altering Events

Blue Coins

Delphino Plaza Shines

Delphino Airstrip Shines

Secrets

Miscellaneous

Checklists

Hall O'Fame

Wall O'Shame

Legal Crap/Hosting this FAQ

Version History

Everything new.

You scrolled too far down. If you build it, they will fart. Your parents don't love you and they're shipping you off to Abu Dhabi in exchange for some titty magazines and cigars. Cuban, that is.

This document is copyright Bluberry and hosted by VGM with permission.