

Super Mario Sunshine 100 Coin Shine FAQ

by Crazyreyn

Updated to v1.9 on Jun 13, 2004

S U P E R M A R I O S U N S H I N E
1 0 0 C O I N S H I N E F A Q

Nintendo GameCube
100 Coin Shine FAQ, Version 1.9
Last Updated - 13/06/2004
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| Legal Notice |
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<http://www.gamefaqs.com>
<https://www.neoseeker.com>
<http://faqs.ign.com/>
<http://www.cheats.de>
<http://www.cheathappens.com>

You will find the latest versions here. I'm sorry, but these are the only sites that I am allowing to host the FAQ. This way, its easier to update my guides, and not get outdated email from sites that don't regularly update the FAQ's. If you DO see this FAQ on a site other than those above, then please contact me straight away.

+-----+
| Contact Details |
+-----+

If you see a fault of ANY kind or you want to contribute some data to me, then either email me at crazyreyn_faqs@hotmail.com OR speak to me on MSN Messenger on crazyreyn_faqs@hotmail.com, or on AIM at Crazyreyn. If you are emailing me, then please have the subject title as '100 Coin Shine FAQ' or something similar, otherwise it will not be opened. Full credit will be given in due course.

Or feel free to ask me any questions you wish, comment on this FAQ, ask if you want this posted on your site etc. then do that same as above.

If you could, rate this FAQ so I can get some feedback.

Thank You.

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INTRODUCTION

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Hello and welcome to the 100 coin shine FAQ. This FAQ will show you how to get 100 coins in each of the worlds to get the 100 coin shine. I am writing this as several of worlds in the game are hard to get 100 coins with, so I will tell you in-depth where the coins are and strategies of how to get them.

By the way, this is my first FAQ and I hope all goes well... :P

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Searching -

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1. VERSION HISTORY

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+-----+
| Version 1.9 - 13/06/2004 |
+-----+

Small update; changed the legal notice, changed formatting here and there.

+-----+
| Version 1.8 - 30/01/2004 |
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Updated legal notice, corrected grammar and spelling throughout, and added an additional method for Noki Bay.

+-----+
| Version 1.7 - 20/08/2003 |
+-----+

Updated the list of sites that can host the FAQ; changes the Conclusion and Special Thanks section; and corrected errors here and there.

+-----+
| Version 1.6 - 10/06/2003 |
+-----+

ANOTHER change in format! This time I think this format is gonna stay this way, me thinks me likes it. If you have any comments about, contact me and we will duke it out. I have also added more info about those beehives in Bianco Hills.

+-----+
| Version 1.5 - 30/05/2003 |
+-----+

Format change, and an extra way to get coins from bee-hives in Bianco Hills.

+-----+
| Version 1.4 - 12/04/2003 |
+-----+

Very small updates - added that blue coins don't add to your coin total, I've centralized the '100 coin shine faq' ascii art at the beginning, and added IGN to the list of sites that can have this faq posted on their site.

+-----+
| Version 1.3 - 29/03/2003 |
+-----+

Some small updates, such as some ASCII art at the start of the faq, the odd change in grammar and spelling throughout the guide and an extra strategy on Noki Bay that several people have notified me about.

+-----+
| Version 1.0 - 01/03/2003 |
+-----+

The first version of the FAQ.

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2. HINTS AND TIPS

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If you have trouble finding coins and such, use these hints and tips. I would in fact advise you to read them before using guide, so you can follow my terminology.

- First of all, know the game. Not like inside out, but so you know the moves and game mechanics well. This will help a lot. And also actually complete the episode before the getting the coins on it so you know what to watch out for.
- Learn how to side jump, back flip and do a spinning jump like a pro, as you need them quite a lot.
- Look everywhere. I have told you were they are, but if you find that you cannot find them, look in the area I have pointed you in and you should find them a treat!
- Use the brackets at the end of each point wisely. Go for the coins that are not to hard and time taking, yet offer quite a lot (I will also advise you on these).

- Red coins do not add to your coin total.
- Blue coins do not add to your coin total.
- Don't die, or enter a special stage. This will mean that you will lose the coins in that episode, which you don't want.

3. COIN LISTS

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The layout will be as so - I will introduce the area, and the episode that I am covering that I find to be the best level to get 100 coins in. IT WILL NOT BE IN THE FORM OF A WALKTHROUGH, but as a list of just about all the coins you can possibly get in the episode. I have done it this way to give you a bit of freedom so that you can see what coins you want to get, as some coins are harder to get than others. At the end of each point in the list is a number in brackets (eg. (2)). This shows the amount of coins covered in that point. If there is a plus, it means that there are at least that amount of coins, if not more. I hope you find that this will give you freedom so that you can collect what coins what you want to collect, and make it more fun also. :)

(The list, by the way, is in a sort of order anyways).

Good luck hunting down those coins :P

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3.01. DELFINO PLAZA
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This is the easiest area in the game to get 100 coins in, and also has 2 methods. One is just getting the coins from the plaza itself, and the other (a more cheaper way) is to get them from the airstrip. I will go through both methods and you can decide with is better for you.

Method 1

- An absolute must in this level is to explore the sewer system fully. When you begin the area, there is a sewer lid right in front of you (in front of the Bianco Hills / Pianta statue). Butt slam it to enter the sewer, then follow these directions - (Note at any point you get confused, follow Squit100's fantastic underground map on the Super Mario Sunshine FAQ list on GameFAQs) -

Forward, then left, the next right, round the corner. Collect the 9 coins in this area, then go north to another area with 9 coins. Go back to the last area, and exit straight ahead. Take a left, right at the end, round the corner and collect the coins. Go back round the corner to where the sewer lid is, and go straight on. At the end go left round the corner, then the next right. Check the area for 9 coins, then another one that links to it for another nine. Now back to the straight, carry on down it. Turn right and collect the line of coins further up. Then go back, and escape from using the sewer lid at the corner.

Now make your way to where the cannon is where you go to Pinna Park. Next to

here is a another sewer lid, enter it via butt slamming. Walk down it to get 9 coins that are in a line. Now exit at the next lid, where you should be on a building next to a crate. Drop down the side nearest the sea. Run down towards where the cannon is - except on the way stop after you hover over the canal gap, where there is a another sewer lid. Enter it, and walk down it. Turn on the next left, and left again, and go straight ahead. Collect the coins to the end of the passage, then turn 180 degrees, and turn down the next left for another line of coins.

Now make your way out of the sewer system, and to the beach next to the light house and market stalls. On the beach there is an umbrella on it with no one underneath it. Stand there, then take a few steps to the sea, then a few towards the lighthouse. Butt Slam, and if you are in the right position, you should go into a secret sewer. Here are 8 coins and an extra life. Overall, by searching through all the sewer system you will get most of the coins you need. (99)

- To get the final coins, walk out to sea from the beach and collect the 6 coins.

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| SHINE LOCATION - It's located over the platform in the sea, opposite the |
| Pianta statue, you will see it. To get to it, swim out to it, then either |
| use the rocket FLUDD pack, or get on one of the boats that come near by, |
| then hover onto the platform. |
+-----+
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Method 2

(NOTE - THIS CAN ONLY BE DONE AFTER THE GAME IS COMPLETE)

This method involves going into the airstrip to get the 100 coins you need for the shine. To start off, you need 10 coins for the boat to the airstrip. The easiest way to find 10 coins is to either get them from the underground system, or by going to the beach opposite the market stalls. Here, go out into the sea to collect the ring of six coins and root the secret sewer place for coins (the location is described near the end of method 1).

Once you have your 10 coins, make your way to the airstrip (the boat near the blue coin trade hut and speak to the dancing Pianta in shades).

There, run and collect the grey FLUDD pack over on the left. Using the speed pack, follow the trail of gold coins down towards the building and through it. When you are through the other side, stop and look down the runway. You see an obscene amount of coins and orange baddies. Collect the line of coins. Then kill all the orange baddies, by jumping on their heads, and be sure to collect the coin they each leave behind (there are 14 baddies here, 14 coins).

Now you will resume that coin path to the right of those water tanks. Using the speed pack, follow the path of coins, until you come back onto the airstrip. If you miss some coins (which you are bound to) repeat the path or go swim for them. You can also get another 2 coins by washing the M signatures off the tanks on the airstrip. (144)

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+-----+
| SHINE LOCATION - On top of the tall water tank on the airstrip. To get |
| there, side jump or back flip onto the smaller tank next to it, then side |
| jump or back flip onto the tall water tank. |
+-----+
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OVERALL COIN TOTAL - 144

(Note - After collecting the 100 coin shine on the airstrip, you will return to the plaza, and you will still have the same amount of coins. So if you want to max out the coin record for the plaza to 999 coins, just repeat getting the coins from the airstrip).

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3.02. BIANCO HILLS

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The best episode to get 100 coins is on Episode 8 - The Red Coins of the Lake. This isn't that tricky to get coins in, if you know where to look (heh). It's very possible to more than 80 coins before going up the rope system that is over the lake.

- Around the level are baddies disguised as plants. They are hidden in the ground on their own or in a circle of plants, and when you approach them they spring up and attack you. Jump on them for one coin, but better still, spray them into a wall to get 3 coins. They are located around the buildings by the river, or around the grey dividing wall. (10+)

- Around the level you may notice a circle of plants with pink leaves. After you have disposed of the baddies disguised in those circle, stand in the middle and do a 360 spray. This will spray all the plants so they open up, and when they all open up, you will receive 6 coins. There are 3 circles before the dividing wall, and 2 after it. These coins are essential to get. (30)

- Spraying one of the beehives gives you a coin after it falls (the beehive is located on a tree after the dividing wall.) (1)

- Getting Yoshi and eating the bees at the beehives at the location above earns you a coin per bee. There are 3 to a beehive, 2 beehives, 6 bees. To get extra coins, spit Yoshis spit at the beehives until it falls. This will add another coin, and a load of bees will follow you. I think its best to run around in circles and tap B so you avoid the bees better, but there is still a chance that you will get thrown off still. There are about 10 bees here but you need to collect the coins quickly as they disappear fast. Now do that same with the other bee hive on the other tree to get more coins. Yay.

Yoshi is found at the start of the level to your right; make note of what fruit he wants, then go to where the beehives are and there fruits on the ground around that area. Grab the fruit he wants and go back to the egg to get Yoshi. Be sure not to go into any water when you are riding him... but you knew that, right? Thanks to 'Standwielder_Jotaro' (a.k.a - Zaro) for this information. (30)

- Spraying the tall windmill platforms around the dividing wall may give you a coin - not all of them do though. Spray the rotor part until it spins really fast and until a coin appears on top. (2+)

- There are black enemies with yellow petals on top. To kill these, spray them from a distance when they are not buried in the ground. When they are dazed, jump on top of them to get a coin. (3+)

- There are several standing caterpillars around the level - wait until they fall over and then jump on them - this results in a coin per baddie (2+)

- After the dividing wall there are several trees, with black baddies on them. Some of these trees have a coin on top them already, whereas some others you have to spray the centres to get a coin. There are 5 trees that produce the coins here (5)

- The following load of coins are located on top of the lake, in sets of 4. One set is on the right side of the lake, another is to the right of the windmill, around the back is another set, and on the left side of the windmill is another set. These are easy coins to get and I HIGHLY recommend that you collect them :P (12)

- There are a line of four under the mesh like bridge over the lake (on the way to the windmill). To get under there, bounce off one of the ropes below. (4)

- Over the lake is a system of ropes that connect some of the high platforms together, with many of the ropes having coins above them. To get up there, go to the ledge on the right side of the lake (where the first old school level in this world is) and use the nearby platforms and ropes to make your way up there (towards the big windmill if that helps). There are 25 coins here, but they are tricky to get (especially with those ANNOYING wind baddies that tend to knock you off the platforms), so I would advise you to seek out the other coins first. (25+)

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| SHINE LOCATION - It's on one of the windmill platforms next to the grey |
| dividing wall. |
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APPROX COIN TOTAL - 160+

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2.03. RICCO HARBOR
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The episode I will be covering here is Episode 3 - The Caged Shine Sprit. This is one of the hardest, most annoying levels to get coins on, as they are spaced out everywhere, and there are those wind enemies that knock you off platforms in certain places. I would really advise you to cover ALL the points below. (NOTE - When I refer to the blue girder system, I mean the blue girders that are located over the water around the yellow shine cage).

- When you start, there are some crates behind you to the left. Smash them all to get 3 coins (3)

- Butt Stomp a sewer cover (one near where you begin) and totally explore the sewer system. It's very linear, so no need for directions. Make sure you jump up all the exits and they are lined with coins. This will earn you 38 coins - very easy to get and THEY ARE ESSENTIAL. (38)

- At the red / black boat located next to the tower surrounded by girders, do a side jump / back flip on to the tall black funnel on the boat. Look towards the yellow cage area, and you will see a moving crane that moves a platform in an arc. Hover onto the top of the crane and stand on the tip to bag 8 coins. Then travel to the base of the crane to get another 4 coins. (12)

- Next to the big oil slick in the middle of the level is an orange platform with a blue arrow on it. Dive under this for four coins (4)

tower use the rocket pack again to collect a vertical line of seven coins (9).

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| SHINE LOCATION - Next to the fruit dispensing device (near the fountain and |
| helipad). |
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APPROX COIN TOTAL - 120+

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2.04. GELATO BEACH
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The episode for this one is Episode 8, The Watermelon Festival. Getting the 100 coin shine in this level is tough, so get all the coins that are here.

- When you start, turn around and run to the island in the sea that has several large palm trees on it. Climb each tree to get four coins off each one, then use the swing that is hanging off one of the trees. Squirt the nozzle so that you collect the five coins in the swings path. (17)
- On the main beach area and on the large green ledge just up the mountain (the one with the three large mirrors) there are lots of round red baddies with beaks walking around. If you spray one of them, it will be dazed, then quickly jump on it to get a coin. Do this with all these on the beach and the green ledge with each you 26 coins, so it's an essential you do this one. (26)
- There are seven coins under the juice smoothie place (the hut in the water). Just get to the back of it and dive underneath it. (7)
- Popping the watermelons will earn you coins. To pop them, run them into wall or off a cliff. Once they are popped, collect the coin, and go back to where it was before - another will grow in its place, and you can pop it again and again to get coins. After about 7-10 times, you they will not produce more coins. You find one on the west of the beach (near the juice smoothie place), one next to the fruit shack on the beach, and the last one is located at the very top of the area (its the biggest watermelon). To get there, Get to the ledge where you have the three mirrors and spray the bud in that alcove to create a set of stairs. Go up them, take a left at the turn and follow the path. (25+)
- On the beach there is a fruit shack, (located on the right side of the beach) and under the ceiling is four coins. (4)
- On the right side of the area is a ledge in the mountain side, with six coins with a red nozzle box. To get there, use either the rocket pack or hover from the nearby green ledge.
- At the top of the level (where the biggest watermelon is) there are bouncy ropes where green birds hang around. Spray them under they turn into turn into coins. (8)
- By the left most mirror is a wooden umbrella / shack type thing (it has a beehive underneath it). Get on top of it and use a rocket nozzle pack to get the eight coins that are in a vertical line above. (8)
- At the top of the level where the biggest watermelon is, follow the path that heads in the direction of the juice smoothie place. At the end of the path drop down and collect the two coins. (2)

- At the top of the level where the biggest watermelon is, side jump / backflip onto the ropes around that area, and follow the rope in the direction of the juice smoothie place. Jump up to the taller ropes and at the highest one, is 4 coins lined up for you to collect. (4)

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+-----+
| SHINE LOCATION - Where there is a weird circle shape that comes from the |
| south west part of the beach, you will find your shine.                |
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APPROX COIN AMOUNT - 110+

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2.05. PINNA PARK
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Hmm, a cheap method this, but it makes it a lot easier. The episode for this is Episode 2 - The Beach Cannon's Secret.

In this episode, there will be bullets coming from the cannon aimed at Mario. As they are coming towards you, spray them to make them explode and release their coin stash. There are three types of bullet that will be fired from the cannon -

Black linear = 2 coins
Fires in a linear path that doesn't change direction. Very common.

Purple homing = 2 coins
These ones home in on you, so watch out. These are also very common.

Golden bullet = 8 coins
These are rare, but hold lots of coins. Always spray these.

It's best to stay in one position and spray them as they come towards you. Then quickly collect the coins they release (as they disappear quickly) and return to the position you where last, and repeat. Going too close to the cannon means he will stop firing and throw walking bombs instead, so stay at a reasonable distance (but not too far away). This will not take long at all, and the bullets will not stop coming so you can get 999 coins in this episode.

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| SHINE LOCATION - It's located at where you start the level.            |
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APPROX COIN AMOUNT - 0 to 999

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2.06. SIRENA BEACH
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I will be covering Episode 4 - The Secret of Casino Delfino. I will cover it in sections, and I will use some ASCII art to make things easier too. Remember that once you enter the hotel you cannot go to the outside again, and if you enter the casino you cannot return back to the hotel.

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Outside
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- There are three crates to the far left of where you begin - smash all three to earn a coin and an extra life. (1)
- Outside the hotel entrance are huts to the left and right. The right hut has one coin inside it's ceiling and the left hut has two under the ceiling (3)
- In the middle of the area is a stand thing on fire - put out the flame to get one whole coin. You earned it. (1)
- Putting out all the torches either side of the hotel entrance earns you seven coins (and one blue coin if you haven't got it already). (7)
- There is a ledge halfway up the hotel outside. Do a spin jump and then hover to get up there (..just) and then at the front put out the two torches to get a coin from each. (2)

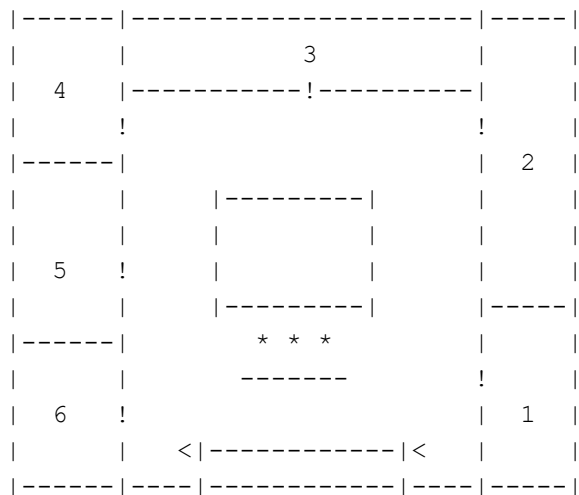
OUTSIDE COIN TOTAL - 14

 Inside Hotel Floor 1

- To the left and right of the entrance are two lines of four coins (8)
- In the center of the floor are four torches - by each of these is a coin (4)
- Hose all the ten torches on this floor to receive a coin each from them.(10)
- On the west side of this floor is a Pianta at a desk. Go behind him to find two coins (2)
- Spray the plant in the ladies toilets to receive a coin. (1)

INSIDE HOTEL FLOOR 1 COIN TOTAL - 21

 Inside Hotel Floor 2

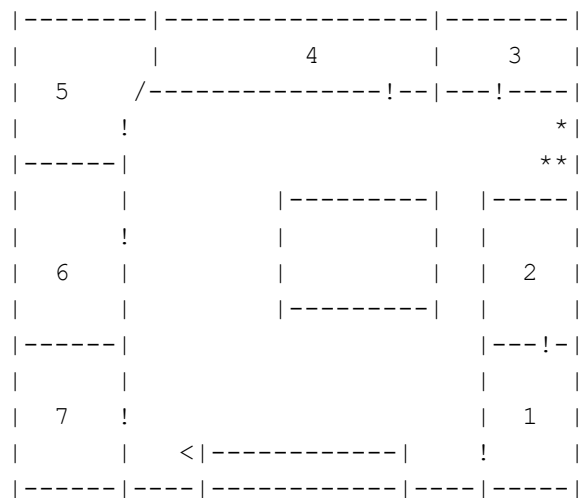


| and - = a wall or barrier
 < = stairs
 ! = door
 * = coin
 1,2,etc = Room number

- Hallway, three coins lined up in the hallway (3)
- Hallway, spray the fish tile above the door 5. (1)
- 1 - Spray the lampshade. (1)
- 1 - Spray the fish tile above the door, then collect the coin in the hallway. (1)
- 2 - There are two coins next to the bed. (2)
- 2 - Spray the lamp. (1)
- 3 - Spray the fish tile above the door, then collect the coin in the hallway. (1)
- 4 - There are six coins in the north west of the room, (6)
- 4 - Smash all five of the crates - four of them contain coins. (4)
- 5 - There are three coins in the north west corner of this room (3)
- 6 - There are two coins in the north west corner of this room (2)
- 6 - Spray the lamp. (1)

INSIDE HOTEL FLOOR 2 COIN TOTAL - 26

 Inside Hotel Floor 3



| and - = a wall or barrier
 < = stairs
 ! = door
 * = coin
 1,2,etc = Room number

- Corner of the hallway by the only open door. (3)
- 2 - There are ten in the swimming pool (10)
- 2 - Spray the ceiling light (1)
- 4 - Spray the fish tile above the door, then collect the coin in the hallway.

(1)

5 - There are a line of four coins by the window. (4)

5 - Spray the bookcase. (1)

6 - By the window and the bed is a total of four coins. (4)

7 - Spray the fish tile above the door, then collect the coin in the hallway.
(1)

INSIDE HOTEL FLOOR 3 COIN TOTAL - 25

Attic

Here it is just a maze, so make your way through it (it's not that hard, so I don't think that ASCII will make much of a difference). Also directions wise, where you start is north.

- Top Left (6)

- Center (4)

- Middle right (4)

- Near the bottom left (4)

ATTIC COIN TOTAL - 18

OVERALL OUTSIDE AND HOTEL COIN COUNT - 114

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+-----+
| SHINE LOCATION - The middle of the first floor hall. |
+-----+
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While I'm here I'll cover the Casino too, ja?

Casino

Remember, once you come in here, you cannot go out.

- There are a set of slot machines on the left. Butt slam the top of each machine to get a different amount of coins...

6 produce 1 coin each

1 produce 3 coins

One spews out a blue coin. So that's a total of nine coins. (9)

- There are a set of slot machines on the right. Butt slam the top of each machine to get a different amount of coins...

6 produce 1 coin each

1 produce 3 coins

1 produce 5 coins

So that's a total of nine coins. (14)

- Spraying the left fountain gives you one coin. (1)

- There is a slot machine on the right side of the casino, where to spin the dials you have to spray into the golden hole. The dials then spin and you get a prize (which comes from the same golden hole). The prizes are as follows-

3 Ghosts = 1 Ghost

3 coins = 3 Coins

3 sevens = End slot machine

Once you get three sevens, the slot machine is unusable. But as you can have unlimited goes until then, you can get up to 999 coins, but I wouldn't risk it.

CASINO COIN TOTAL (WITHOUT SLOTS) - 24

CASINO COIN TOTAL (WITH SLOTS) - 24 to 999

TOTAL COIN TOTAL (ALL AREAS WITHOUT SLOTS) - 138

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2.07. NOKI BAY
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There are two methods for this level, one for Episode 2 - The Boss of Tricky Ruins, and the other for Episode 8 - The Red Coin Fish. Episode 8 IS easier and quicker to get the 100 coin shine with, but involves an underwater section which some people may detest doing, so the other method is there. Do which one is better for you.

Method 1

I will be covering Episode 2 - The Boss of Tricky Ruins. This is another tough area to get 100 coins in, with some horrid coins to get. You can miss some coins from the list, but I would aim to get them all. (NOTE - Here I refer to green platforms, on the far right of the level is a system of green ledges and such - I'm referring to them).

- When you begin, look to the left and you should see a line of white floating bobbing platforms, each having one coin on. There are five platforms, a bouncy platform and another white one after that. Collect the coins off the first five platforms, that bounce up into the air to collect the line of ten coins. After that, drop down to the next white platform to get another coin. (16)

- In the boat hire place (next to the waterfall), smash all the crates in and around it to get yourself a healthy seven coins. (7)

- Next to the boat hire place is a boat (fair enough). Get in it, and if you look out to the water you will see a large oval of coins. Moving the boat using your squirt nozzle, direct yourself to them. Remember not to touch the water as it is polluted. This is annoying to direct the boat, but keep at it. (20)

- Where the waterfall is, dive under to the left of it to see a line of coins going down to the seabed. Follow and collect these coins (a total of ten) and there is an extra life at the bottom also. Beware of the fish mind.. (10)

- To the right of the waterfall there is a giant stalk thing with platforms that go all around it. At the top of it, go to the ledge above and to the right is a red arrow sign that's pointing to the right. To the right is a brown tile on the wall, which when you spray reveals an alcove. WITH A COIN! (1)

- If you continue up the green ledges, you will see an arrow pointing left.

To the right of this is an alcove, with a brown tile next to it - spray the tile to create an alcove, with a coin. (1)

- When you get high enough up the green ledges (I would say that the sign and two alcoves covered in the last point is a good place) hover over to the bunch of green ledges to the far right. When your there, use a mixture of side jumps, back flips and hovers to get to the very top ledge. Collect the rocket nozzle box and use it to get the vertical line of coins above the highest ledge. (9)

- Hmmmm... Now brace yourself, cos this is long. Where the old noki is in the level (to the left of the boat hire), spray the tile above him to reveal a maze that you have to go through. Using wall jumps, take the right route until you get out. Now go left until you reach an arrow on a ledge slightly below you. Drop down to that ledge and below to the left, is a platform that sticks out. Jump down to that. Enter the alcove, and travel down the tunnel inside it. At the end, spray the tile on the wall to make the wall push back. Now wall jump this long vertical gap. Enter the second hole to the left. Follow the tunnel and drop down the chute at the end. There is now an alcove to your right and on the adjacent wall, an alcove with two tiles. Hover to there, then fall down the right hand side to get back to the tile that pushes the wall back. Squirt the tile, and wall jump again. Now enter the 3rd hole on the left, follow the tunnel and drop down, then make your way back to the tile that pushes the wall back again. Squirt and wall jump again, but this time the second hole on the right (near the second and third holes to the left). Follow it to the end and drop out the end. Now go left and fall so that you are at the very bottom of that long vertical shaft. Now wall jump to the hole on the left, and follow the tunnel through, at the end there is an alcove to the top left - go in. You will be propelled up to the very top. Climb the tree ahead and get the coin from the top of it. I would advise that you should do some of this as there are a lot of coins to be had here... so if you find this too hard or whatever, then go to the base of the shaft and wall jump to the left hole at least. (65)

- Go to the maze where the old noki is, and at the top go right. There will be three octopuses here, so jump on their heads and collect the coins after they are gone. (3)

- After the first maze, spray the tile that is located to the far right of it. This will reveal another maze, with four alcoves (4 coins) along the bottom and 4 alcoves (3 coins) along the top. The bottom ones can be gotten to via side jumps or backflips. The top alcoves are harder to get, however.. jump out of the maze at the top, then hover at the level of the alcoves and manoeuvre yourself into the alcoves. This takes up time, so you *might* have to redo the maze activation, but take your time. (7)

- At the end of the second maze, you will run into that big octopus boss again. There are three small octopuses here also, so jump on their heads to get coins, then climb the trees. On the top of each of the two trees are five coins (although you may want to save them in case you get hurt by the boss). (13)

- When the boss has been disposed of, jump down the tunnel it was sitting on. At the bottom, spray the jars that are within the walls to get a coin (and if you haven't got them already, a few blue coins too). Also get the six coins around the shine spite - BUT DO NOT GET THE SHINE HERE!! When you are done, you can exit via the gap in the wall opposite the main jar wall. You will arrive by the waterfall. (7)

+-----+
| SHINE LOCATION - Travel up the green ledges, to where the arrow sign and |
| two alcoves are. Here, look out to the level and you will see a giant shell |
| with a flag on top ahead of you. Now jump and hover over to it. Get to the |

| top, and cross the rope that connects the two shells together. At the end |
| of the rope is your shine. SHINE GET! |

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APPROX COIN TOTAL - 159+

Method 2

This method covers Episode 8 - The Red Coin Fish. This is easier and quicker than the other one mind. A huge thank you for thaMANSTA and Anton Fors for notifying me about this method. You can get over 100 coins from the underwater section alone, so if you wish you can skip straight there.

These are points before going underwater to where the red coin fish is-

- Where the waterfall is, dive under to the left of it to see a line of coins going down to the seabed. Follow and collect these coins (a total of ten) and there is an extra life at the bottom also. Beware of the fish mind.

Also, DO NOT touch the water fall as you will go to the underwater section and so because of this, you may not want to do this point. (10)

- In the boat hire place (next to the waterfall), smash all the crates in and around it to get yourself a healthy seven coins. (7)

- Hmmmm... Now brace yourself, cos this is long. To the left of the boat hire, spray the tile above him to reveal a maze that you have to go through. Using wall jumps, take the right route until you get out. Now go left until you reach an arrow on a ledge slightly below you. Drop down to that ledge and below to the left, is a platform that sticks out. Jump down to that. Enter the alcove, and travel down the tunnel inside it. At the end, spray the tile on the wall to make the wall push back. Now wall jump this long vertical gap. Enter the second hole to the left. Follow the tunnel and drop down the chute at the end. There is now an alcove to your right and on the adjacent wall, an alcove with two tiles. Hover to there, then fall down the right hand side to get back to the tile that pushes the wall back. Squirt the tile, and wall jump again. Now enter the 3rd hole on the left, follow the tunnel and drop down, then make your way back to the tile that pushes the wall back again. Squirt and wall jump again, but this time the second hole on the right (near the second and third holes to the left). Follow it to the end and drop out the end. Now go left and fall so that you are at the very bottom of that long vertical shaft. Now wall jump to the hole on the left, and follow the tunnel through, at the end there is an alcove to the top left - go in. You will be propelled up to the very top. Climb the tree ahead and get the coin from the top of it. (65)

- To the right of the waterfall there is a giant stalk thing with platforms that go all around it. At the top of it, go to the ledge above and to the right is a red arrow sign that's pointing to the right. To the right is a brown tile on the wall, which when you spray reveals an alcove. WITH A COIN! (1)

- If you continue up the green ledges, you will see an arrow pointing left. To the right of this is an alcove, with a brown tile next to it - spray the tile to create an alcove, with a coin. (1)

- After the first wall maze, spray the tile that is located to the far right of it. This will reveal another maze, with four alcoves (4 coins) along the

bottom and 4 alcoves (3 coins) along the top. The bottom ones can be gotten to via side jumps or backflips. The top alcoves are harder to get, however.. jump out of the maze at the top, then hover at the level of the alcoves and manoeuvre yourself into the alcoves. This takes up time, so you *might* have to redo the maze activation, but take your time. (7)

- Where the octopus boss was (the highest green ledge), there are two trees. There is a coin above each of these trees. (2)

- Where the octopus boss was, jump down the tunnel there. At the bottom, spray the jars that are within the walls to get a coin (and if you haven't got them already, a few blue coins too). Also get the six coins around a green mushroom. When you are done, you can exit via the gap in the wall opposite the main jar wall. You will arrive by the waterfall. (7)

APPROX TOTAL COINS - 100

These are points underwater where the red coin fish is. To get here, touch the waterfall.

- There are columns all around the edge of this area - some have either 6 or 7 coins on. There are a total of 6 columns here, be sure to get them. (38)

- At the far end of the level near the bottom is an open area surrounded by large alcoves. There is a large group of these alcoves, with a row of coins within them (either a row of 3 or 6 coins). Be sure to collect these. (36)

- The fish, of which is made of normal and red coins, is located swimming around where the alcoves described above are. Just swim into them to collect them. Sometimes the fish will sort of explode, where the coins will be spread out massively. When this happens just go after the odd coins nearest until it returns to its original fish shaped form. A nice idea is to go from above diagonally into the fish, meaning that you get a load at a time. The red coins don't add to your total so be sure to use no effort collecting them. (30)

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+-----+
| SHINE LOCATION - Where the open area is surrounded by alcoves, is a short |
| column by the areas edge. It is floating above this column.                |
+-----+
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APPROX TOTAL COINS - 104

APPROX TOTAL COINS (BOTH AREAS) - 204

Method 3

This is yet another method, submitted by Luc Bloom. This one takes place on episode 6, The Shell's Secret. He found that this was the easiest to work on (I haven't tried it myself however) to get the 100 coins. The following is his own wording..

- Behind you, from where you start, there is a path of 50 coins in the water. EASY!

- Then underneath the waterfall, 10.

- Optional, very easy crates at the panda's beachhouse: 7.

- Wall-jump into the wall cave at the left end of the bay, 21.

- Now comes the tricky part: Onto the spring, up the cliff. Jump across to the green area beneath with the 1-up mushroom behind a boxing glove on a spring. Halfway, use your hoover nozzle to enter another cave. You can also reach this cave with the rocket nozzle, standing on the green area with the 1-up mushroom. You can also reach this cave by wall-jumping all the way to the top after you've sprayed the grey tile near the bottom of the cliff.
Coins in cave: 19.

Other area's like the wall puzzle, the post-squid-cave and water-spray-caves still contain some coins but hey, when it's done, it's done!

APPROX TOTAL COINS - 107+

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2.08. PIANTA VILLAGE
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Here I cover the first episode - Episode 1, Chain Chomplets Unchained. This is VERY hard to get the coins on, and you have to cover all the points in this list... good luck.

- When you begin, waltz over the wooden bridge and make your way over to the base of the big tree on the left (where there is a large patch of grass). Go west from here to see two crates (two coins), then over the path west for three crates (two coins), west again for another two crates (two coins) and lastly, west again, another two crates, another two coins. (8)

- In the center of the level is a HUGE tree (you cannot miss it - lol). At the base of this tree there are loads of crates by the pond. Smash all eleven. (11)

- On the far right hand side of the level is a LARGE AMOUNT of crates, ready to be butt stomped. (20)

- Around the level are tall mushrooms that are on fire. Put these out with the FLUDD pack, then butt stomp it in the center to release a bunch of coins to collect. They all have eight coins to be collected after being butt stomped...

South of the sauna, on a higher ledge.

Left of the level, jump from the big tree in the bottom left of the level.

From the big southern tree base, head towards the two mushrooms in the north east. Get up the blue box ahead of here, and look in the direction of the big tree on the left - you should see the mushroom. Now climb the tree and hover onto it.

Go right from the center pond, over the path to a slope. Travel up it, and get onto the small mushroom. Then do a side jump / back flip then hover to the burning mushroom ahead.

Go east from the sauna, and it's there on a higher ledge.

From the center pond, to the north of it there is a smaller mushroom and then a bigger mushroom next to it, of which is alight.

I would *for sure* do all the burning mushroom coins. (48)

- At the sauna (at the base of the big tree in the top left), is a giant Pianta head and arms made of stone. Butt slam it's nose to get nine lovely coins and a blue coin. (9)

- Butt slam the DIRECT middle of the sauna bowl to get thirteen coins! (13)

+-----+
| SHINE LOCATION - Over the sauna bowl, of which is near the tree in the far |
| corner from where you begin. |
+-----+

APPROX TOTAL COINS - 110

*** END OF COIN LISTING***

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4. FAQ'S

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Q. What is a 100 coin shine?

A. In all the worlds in Super Mario Sunshine (apart from Corona Mountain) you to get 100 coins in one of the Episodes.

Q. What are the best episodes to get 100 coins on?

A. These are the episodes that I have covered in this FAQ, of which me personally have found the easiest to do -

- Bianco Hills - Episode 8 - The Red Coins of the Lake
- Ricco harbor - Episode 3 - The Caged Shine Sprit
- Gelato beach - Episode 8 - The Watermelon Festival
- Pinna Park - Episode 2 - The Beach Cannon's Secret
- Sirena Beach - Episode 4 - The Secret of Casino Delfino
- Noki bay - Episode 2 - The Boss of Tricky Ruins
- Pianta Village - Episode 1 - Chain Chomplets Unchained

I will post more FAQ's on next updates, when I get some more questions via email.

5. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+

| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Nintendo - For being one of the best games companies in the world and creating this great game.

Swiftshark - For telling me the site that I used for creating the ASCII text art with. Thank you.

thaMANSTA - For telling me about the extra strategy on Noki Bay. Thanks! His website - www.manuel.ca

Anton Fors - For telling me about the extra strategy on Noki Bay. Thanks!

Eab1990 - For telling me that blue coins do not add to your coin total. Thanks!

AlexPenev - For telling me that blue coins do not add to your coin total. Thanks!

Standwielder_Jotaro (a.k.a - Zaro) - For letting me know that you can get extra coins by eating bees with Yoshi and how to get extra coins from the beehives. Thanks!

Kyle Myers - For spotting a typo. Thanks!

Luc Bloom - For contributing another Noki Bay method. Thanks!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

Robert Lane (Lanerobertlane)
Richard Arnett (Guitarfreak86)
Ryan Harrison (RHarrison0987)
Thomas Carter (Carter12)
Duncan Hardy (Super Nova)
Rebecca Skinner (Karpah)
Martin Dale-Hench (Fox)
Brian Sulpher (BSulpher)
Trace Jackson (Meowthnum1)
Richard B. (Gbness)
Steve McFadden (Psycho Penguin)
Chris Noonan (Merca)
Colin Scully (me frog)
Tom Hayes (THayes)

If I have forgotten you, then please contact me and I'll fix your name up here!

