

THE OFFICIAL GUIDE FROM

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THE OFFICIAL
Nintendo
PLAYER'S GUIDE

The Official Nintendo Player's Guide

SUPER MARIO SUNSHINE™



BRIGHT IDEAS

Mario's vacation turns into an adventure after a look-alike smears slime all over the paradise of Isle Delfino.

Thanks to the pros at Nintendo Power, you'll have every strategy, secret and tip under the sun to help Mario clean up.



STAFF LIST

Publisher
T. Kimishima

Associate Publisher
Yoshio Tsuboike

Editor in Chief
Scott Pelland

Senior Editors
Jessica Joffe Stein
Jason Leung

Writers
Alan Averill
Jennifer Villarreal

Copy Editor
Steven Tobias

Assistant Production Manager
Machiko Oehler

Production Coordinators
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Mayumi Colson

Strategic Layout and Design
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U-Craft
Jumpin' Jack Yushi
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Nobuhiro Watanabe

V-Design, Inc.
Yoshi Orimo
Sonja Morris

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Jessie Schutzenhofer

Production Assistant
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Game Consultant
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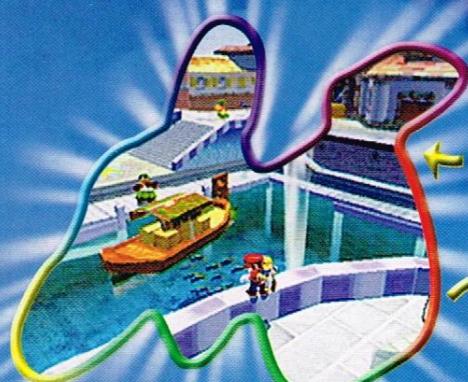
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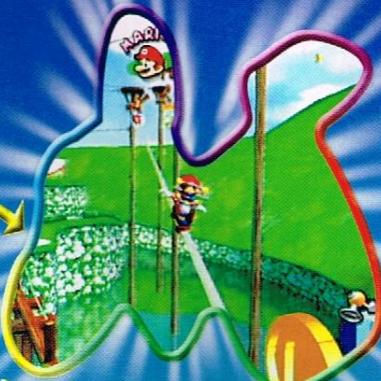
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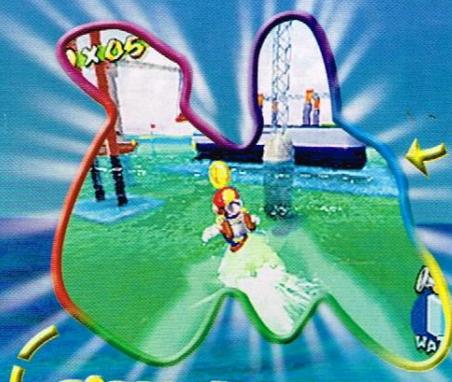
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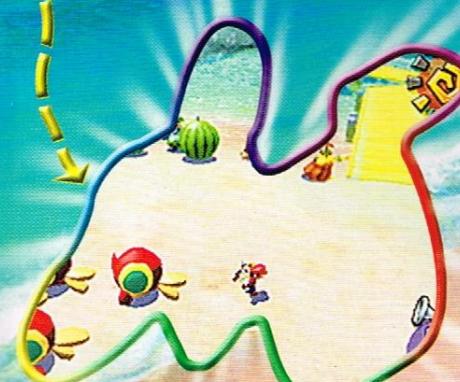
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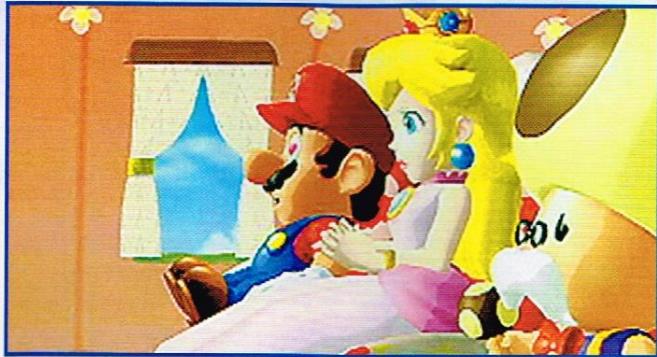
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A SHINY, NEW STORY

WHAT WAS SUPPOSED TO BE A RELAXING GETAWAY FROM HIS USUAL WORK OF RESCUING THE PRINCESS SOON TURNS INTO YET ANOTHER ADVENTURE FOR MARIO. WHEN PRINCESS PEACH, HER ROYAL COURT AND MARIO TOUCH DOWN AT THE VACATION DESTINATION OF ISLE DELFINO, THEY DISCOVER THAT THE SUNNY PARADISE HAS BEEN VANDALIZED WITH GALLONS OF GOOP. FROM THERE, THINGS GET REALLY MESSY FOR MARIO . . .



FLUDD

To clear his name as well as the sludge polluting the island, Mario straps on a newfangled gizmo called FLUDD. Short for Flash Liquidizer Ultra Dousing Device, FLUDD lends hints and hydropower.



Mario

Framed for polluting Isle Delfino, Mario gets to the bottom of things by getting down and dirty on an adventurous cleanup mission.

Toadsworth

Far from his home in the Mushroom Kingdom, Princess Peach's longtime steward comes along on the vacation and he's brought plenty of his wise advice, too.



Toad

A rainbow assortment of mushroom-capped Toad attendants has accompanied Princess Peach on her vacation, and they'll tend to you with helpful info.

ISLE DELFINO IS SMOOTHERED IN SLUDGE. AND THE SLIMY POLLUTION HAS CAUSED THE ISLAND'S MAGICAL SOURCE OF ENERGY, THE SHINE SPRITES, TO VANISH. ACCORDING TO EYEWITNESS ACCOUNTS, THE VANDAL IS THE SPITTING IMAGE OF MARIO. AND A QUICK TRIAL WRONGLY FINDS THE MUSTACHIOED HERO GUILTY OF GOOPING UP THE ISLAND. SENTENCED TO CLEAN THINGS UP, MARIO SETS OFF TO WASH AWAY THE MUCK AND STOP THE REAL CRIMINAL. NOBODY MESSES WITH MARIO'S VACATION.



Shadow Mario

Bent on ruining Mario's vacation, the mysterious Shadow Mario has done his dirty work while posing as the plumber. The impostor has sullied both the island and Mario's good name.

Princess Peach

Princess Peach is no stranger to being kidnapped, and she plays damsel in distress a few times on Isle Delfino. It's one role she can't seem to take a vacation from.



Noki

The local Noki islanders used to inhabit coral reefs before they took up residence on Isle Delfino. Dressed in seashells, the Noki are smart and timid.

Pianta

Isle Delfino is inhabited by the Pianta people. Many of them make their living selling fruit, which is considered quite a delicacy by Mario's pal, Yoshi.



CONTROLLING MARIO

MARIO'S STILL GOT MANY OF THE ACROBATIC MOVES HE ACQUIRED IN SUPER MARIO 64, THOUGH YOU'LL PERFORM THEM SLIGHTLY DIFFERENTLY. MARIO IS A CHAMPION JUMPER, AND HE'S INCREDIBLY NIMBLE, TOO.



Basic Controls

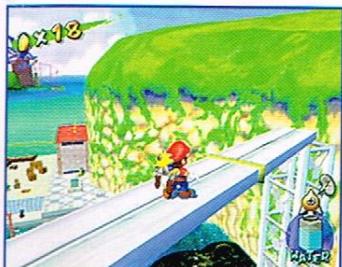
MOVE CAMERA BEHIND MARIO

WALK AND RUN



WALK & RUN

Use the Control Stick to move Mario in any direction. Mario walks when you push lightly on the Control Stick and runs when you push the Control Stick more firmly. On narrow walkways, it's best to move slowly.



CHECK THE MAP

USE FLUDD, REFILL FLUDD

FIRST-PERSON VIEW

CHANGE NOZZLE

JUMP & SWIM

TALK, SLIDE, DIVE & PICK UP ITEMS

ROTATE AND ZOOM CAMERA IN & OUT

SIDESTEP

Hold down L and move Left or Right with the Control Stick to sidestep. The move is best used in conjunction with a spray of water from FLUDD to attack an enemy.



DIVE

Press the B Button repeatedly to dive into the water. Press A to swim forward and up. Use the Control Stick to choose your direction. Alternate between A and B to stay beneath the water while moving forward at a brisk pace. On the surface, use A to swim.



Pay attention to your blue Life Meter, which appears only when you're underwater. Be sure to return to the surface with the A Button before the meter becomes empty!



Jump, Mario Jump



NORMAL JUMP



Use the A Button to jump. If you time your jump correctly, you can stomp certain enemies by landing on them!



TRIPLE JUMP



+ A THEN A THEN A

To perform a distance-covering Triple Jump, run then hit the A Button three times in a row. The second jump is higher than the first, and the third jump is very high.



SPIN JUMP



+ A

Rotate the Control Stick then jump with A to perform a Spin Jump. The Spin Jump can reach greater heights than the regular jump can. You can use the Spin Jump to shake off the gunk that sticks to Mario as he tries to clean up Isle Delfino.



GROUND POUND



+ A

Jump in the air with A, then hit L to perform a Ground Pound. You can break crates with the move. You can also save yourself from damage if you use a Ground Pound right before you hit the ground after a long fall.



WALL KICK



THEN

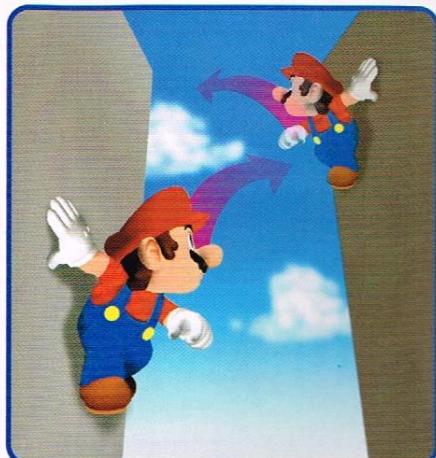
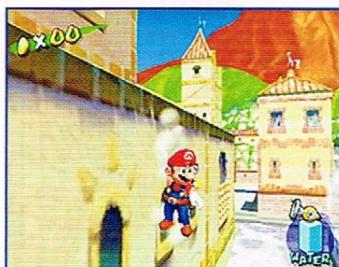


THEN



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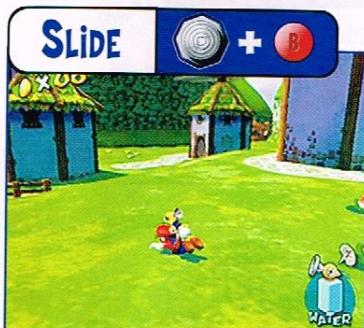
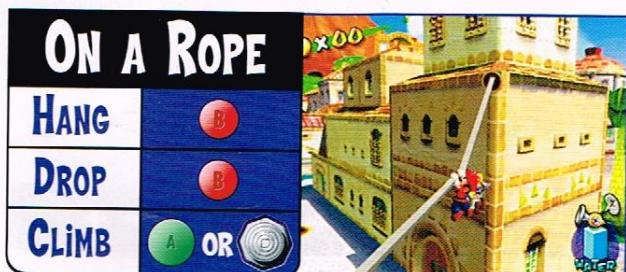
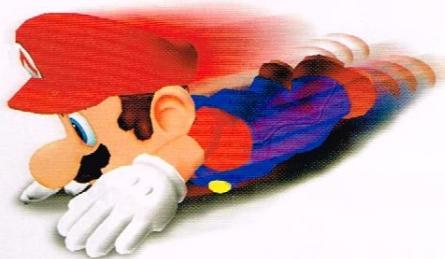
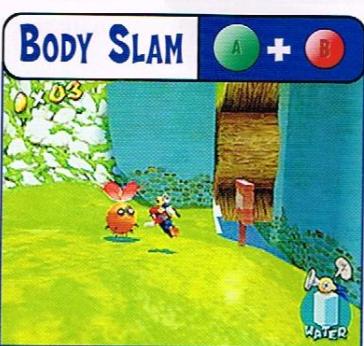
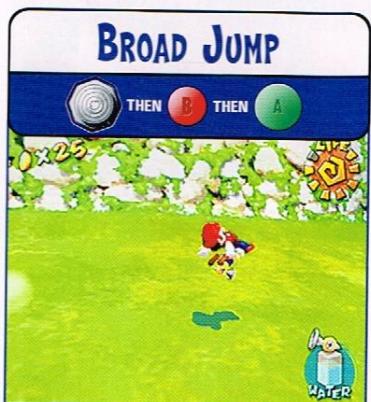
Jump up to a wall, then hit A just as you make contact with it. Mario will reverse directions and gain a little height as he pushes off of the wall. If two walls are close together, you can Wall-Kick from one to the other to get to a higher area.



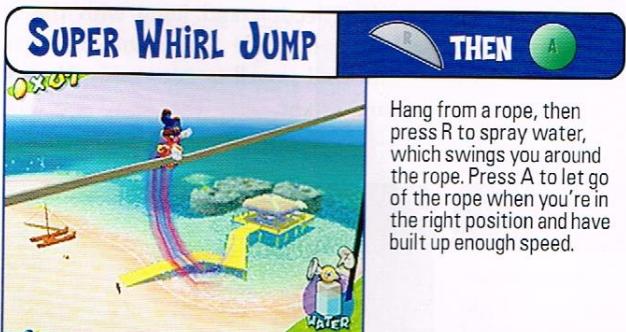
Mario's Other Moves



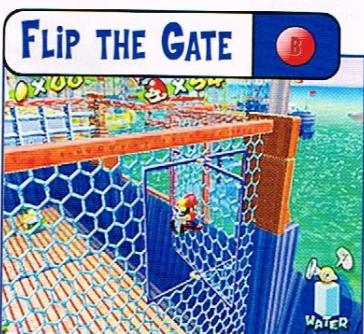
You can pick up items such as fruit with the B Button. To put down items, press B again. To throw items, run or aim with the Control Stick, then press B.



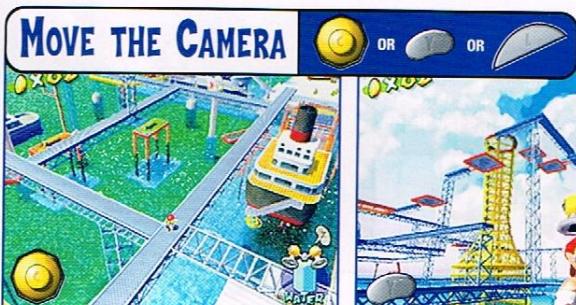
Run, then press B to make Mario slide. Hit A plus B to jump into the air then slide, which makes a good attack. Sprinkle water first to slide faster and farther. Repeatedly press B to continue sliding, or alternate B and A to hop and slide—both actions will allow you to cover a lot of ground very quickly.



Hang from a rope, then press R to spray water, which swings you around the rope. Press A to let go of the rope when you're in the right position and have built up enough speed.



Press B when you're hanging on a grate door to flip it to the other side. If you're standing on top of a grate door, try a Ground Pound to make it flip around. If you're hanging from the bottom of a grate door, use A to make it (and you) flip up.



You can manipulate the camera with the C Stick. Push Left or Right to swing the camera around Mario. Push Up or Down to zoom the camera in or out. Hit Y to switch to an over-the-shoulder Mario Cam view. Hit L to bring the camera directly behind Mario. When you have to make a tough jump, change the camera to see what's around you or to aim at an enemy.

Yoshi Has Moves, Too!

After you tackle Episode 4 in Pinna Park, you'll be able to rescue Yoshi from Shadow Mario in Delfino Plaza (see page 21 for more info). To ride Yoshi, locate a Yoshi Egg in a level, then feed it the fruit it is thinking of to make it hatch. Yoshi doesn't appear in every level—when he does appear, you'll probably need his help. Yoshi disappears when he hits large pools of water, so be careful!



GROUND-POUND

A

THEN



Yoshi can Ground-Pound whenever he's airborne, including when he jumps with A. Hit L when in the air to make Yoshi flip around and slam the ground with all his might.



SPIT JUICE



You'll use Yoshi's juice the same way you'd normally spray water, which you can't do when you're riding Yoshi. Yoshi must keep eating fruit to stay juiced up. His juice affects some enemies and items in interesting ways. When the Juice Meter is empty, Yoshi will disappear.

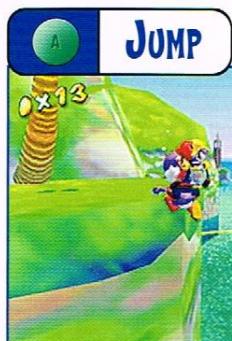
MOVE

CLIMB DOWN

EAT



Yoshi can eat fruit—and enemies.



JUMP



Press A to jump. Press and hold A to jog a short way through the air in Yoshi's signature style. Press R to spit juice as you move.

FLUDD Advisory

Mario's newest toy is the water-spraying backpack called FLUDD (Flash Liquidizer Ultra Dousing Device). You can use FLUDD to do all kinds of cool stuff—fight enemies, clean up graffiti, hover, move things and more! Two nozzles, the Squirt Nozzle

and the Hover Nozzle, are available on FLUDD from the beginning of the game, and you can find the two additional nozzles later in the game. FLUDD sometimes speaks to Mario, and it always gives good advice.



Press X to switch between the two available nozzles. You can have only two different nozzles equipped at a time, and the Squirt Nozzle is always occupying one slot. You can change the nozzles at any time, even in mid-flight.



SQUIRT NOZZLE

FLUDD's main attachment is the Squirt Nozzle—it's always available for use. Use it to spray water at enemies, goop, windows, birds and anything else you think needs a good dousing. There are plenty of different ways to use the Squirt Nozzle.

SQUIRT



MARIO CAM SQUIRTING



SIDLE SQUIRT



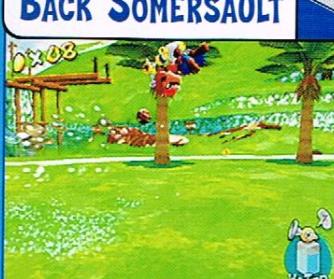
RUNNING SQUIRT



SPRINKLER SQUIRT



BACK SOMERSAULT



Press and hold R to squirt while standing in one place. Hold R down halfway and move with the Control Stick to run and squirt at the same time.

Rotate the Control Stick then press R to sprinkle water all around Mario. Jump first to perform the move in the air. Either way, it's great for cleaning up large areas or hitting several enemies.

Hold L then move left or right with the Control Stick to sidestep, then press R to perform the Sidle Squirt. Try the move against large, non-mobile enemies.

Hold down the R Button all the way then press A to perform a Back Somersault. Use the move to maneuver, not to attack enemies.



HOVER NOZZLE



The other nozzle you have at the beginning of the game is the Hover Nozzle. It's extremely useful for moving around, saving Mario from falls and reaching high areas. Try jumping from up high or performing a somersault, then hover to reach new heights.



TURBO NOZZLE



After you have 25 Shine Sprites and have unlocked Yoshi in Delfino Plaza, you'll be able to take the Turbo Nozzle from the Mario impostor in Delfino Plaza. The Turbo Nozzle allows Mario to run or swim very, very quickly. It's a little hard to control Mario at Turbo Nozzle speed.



ROCKET NOZZLE



To open the Rocket Nozzle in the Delfino Plaza overworld, you'll need to have the Turbo Nozzle and 30 Shine Sprites. The Rocket Nozzle allows you to shoot up into the air on a stream of pressurized water. Try walking just before you rocket up to control the direction of your ascent.

FILL 'ER UP!

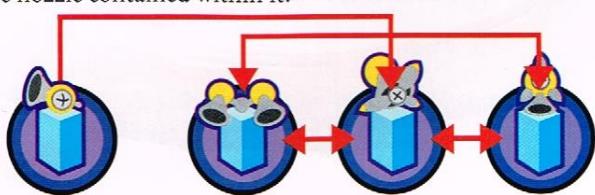


Jump into any fairly deep body of water then press R to refill FLUDD's water tank. If you happen to see a spray of water coming from a pipe or tank, you can walk in front of it to make your tank automatically refill. Don't let your tank go empty at an inopportune time! Luckily, there's plenty of water in the levels, so you'll always have a good supply of ammo.

FLUDD Warning!



FLUDD can have only two nozzles equipped at a time. The Squirt Nozzle is always equipped, so if you want to use the Rocket Nozzle, you have to give up the Hover Nozzle. The same goes for the Turbo Nozzle. If you want to switch nozzles, locate the boxes with Gadd Industries's logo on it. Blue Boxes contain Hover Nozzles, Red Boxes contain Rocket Nozzles and Gray Boxes contain Turbo Nozzles. If a box is transparent, you can't use the nozzle contained within it.



BASK IN THE SUNSHINE!

SUPER MARIO SUNSHINE IS A PRETTY COMPLEX EXPERIENCE, BUT THE GAME PLAY FLOWS IN A SIMPLE PATTERN. AS YOU'RE PLAYING, YOU'LL NOTICE TRENDS IN THE WAY THE GAME PLAYS.



Shine On!

Delfino Plaza is the overworld, or hub, from which you will reach the rest of the worlds. After you pick up FLUDD and get your assignment, you'll be released into Delfino Plaza to begin your adventure. As you clean up areas and clash with Mario's shadowy doppelganger, you'll unlock the Rainbow M doors and other entryways that allow you to access new areas on Isle Delfino. The levels in the game are called Episodes. Each Episode has a name. When you complete the set task in an Episode, you'll earn a Shine Sprite. Walk over to the Shine Sprite to pick it up and exit the Episode.



Delfino Plaza has plenty of Shine Sprites, but you won't be able to reach them all at the beginning of the game. You can eventually purchase some in the boathouse.



Quick Play

You'll jump into Mario's latest adventure pretty quickly after you've acquired FLUDD and battled a few Piranha Plants. After a while, you'll see that the game play generally follows a pattern—jump into a world, finish an Episode, collect a Shine Sprite, repeat. At the start of the game, you'll follow the basic steps below.



Chase the fake Mario to the Great Pianta statue. The villain will paint a puffy Rainbow M on the statue and disappear through it. Rainbow Ms act as doorways to new areas.

STEP 1 GET FLUDD



Pick up FLUDD at the far end of Delfino Airstrip. Clean up the pollution to earn your first Shine Sprite.

STEP 4 GET A SHINE SPRITE



Every area has eight Episodes. Complete an Episode to earn a Shine Sprite. Shine Sprites are Isle Delfino's main source of power, and they've gone missing because of the pollution.

STEP 2 TOWN IN TROUBLE



Clean up more goop to reveal Shadow Mario, who will scoop up the princess. Spray the impostor to save the princess.

STEP 5 BACK TO TOWN



You'll have to reenter the Rainbow M each time you want to play a new Episode. As you progress, you'll sometimes see new cut scenes that show new problems in Delfino Plaza. Sort them out to open new areas and earn new items.

Shine Sprites

Mario can find 120 Shine Sprites in Super Mario Sunshine. You need only 50 to meet the final boss, but you'll get a different ending if you can round up all 120 Shine Sprites. Each regular area has eight Episodes, and you can replay two for a total of 10 Shine Sprites per area. You'll also earn a Shine Sprite in an area if you can collect 100 coins in it. Trade in your Blue Coins at the boathouse to earn even more Shine Sprites. The cost is 10 Blue Coins per Shine Sprite.

LOCATION	COLLECT 100 COINS	BLUE COIN	
Delfino Airstrip	2	Delfino Plaza	1
Delfino Plaza	16	Bianco Hills	1
Bianco Hills	10	Ricco Harbor	1
Ricco Harbor	10	Gelato Beach	1
Gelato Beach	10	Pinna Park	1
Pinna Park	10	Sirena Beach	1
Sirena Beach	10	Noki Bay	1
Noki Bay	10	Pianta Village	1
Pianta Village	10		
Subtotal	88	Subtotal	8
		Subtotal	24
		GRAND TOTAL: 120	



Shedding Some Light

You can use the Official Super Mario Sunshine Player's Guide from Nintendo Power as a walk-through to explain every step of the game play process, or you can use it to deliver information just when you need it. Each area is listed in the order in which you'll encounter it, with its eight Episodes also listed in order. To aid you in your quest, we've provided maps with detailed item info.



For all of the Blue Coin locations, see page 112. Check out each area to view maps that will help you locate items, places and more.



Useful Items



Shine Sprite

Shine Sprites were once plentiful on Isle Delfino. They fled when Shadow Mario dirtied up the island.



Water Bottle

Some enemies drop Water Bottles when defeated. Pick them up to restore your water supply.



1-Up

Extra chances, called 1-Ups, are hidden in many areas. If you exit an area and return, the 1-Up(s) within will have reset.



Yellow Coin

Yellow Coins restore one of Mario's health points. Collect 100 in an area to earn a Shine Sprite. For every 50 you collect in an area, you'll earn an extra life.



Blue Coin

Blue Coins restore two of Mario's health points. You can trade 10 Blue Coins for one Shine Sprite at the boathouse.



Red Coin

Red Coins also restore two of Mario's health points. In some Episodes, you'll need to collect eight Red Coins to earn a Shine Sprite.

BEAUTIFUL iSLE DELFINO

MAP KEY

SHiNE

 Shine Sprites numbered 1 through 8 correspond to the Episode number that contains them. Each of the eight Episodes in every world contains one main Shine Sprite.

No FLUDD

 To recover certain Shine Sprites—usually the ones you win in the secret levels—you won't be able to use FLUDD.

SHADOW MARIO

 Sometimes you must chase Shadow Mario and spray him into submission. If you have to catch him to win a Shine Sprite, he'll appear on the map by the appropriate Shine Sprite.

RED COIN

 In certain levels, you must collect eight Red Coins to win a Shine Sprite. The locations of all eight Red Coins will appear on the map.

??? SHiNE

 In addition to containing one main Shine Sprite per Episode, every world features two secret Shine Sprites. They're represented by three question marks on the game's Totals screen, and you usually have to replay a secret level to find them.

YOSHi

 After you've completed Episode 4 in Pinna Park and retrieved the Yoshi Egg in Delfino Plaza (see page 21), you'll be able to find a Yoshi Egg wherever his face appears on the map.

FRUiT

 When you find an egg, you can hatch the Yoshi who's inside by feeding him the fruit he's thinking of. The locations of the various fruits appear on the maps.

ROCKET NOZZLE POWER-UP

 The Rocket Nozzle Power-Up symbol represents the red box containing the nozzle that allows you to blast off.

HOVER NOZZLE POWER-UP

 The Hover Nozzle Power-Up symbol represents the blue box containing the nozzle that allows you to hover.

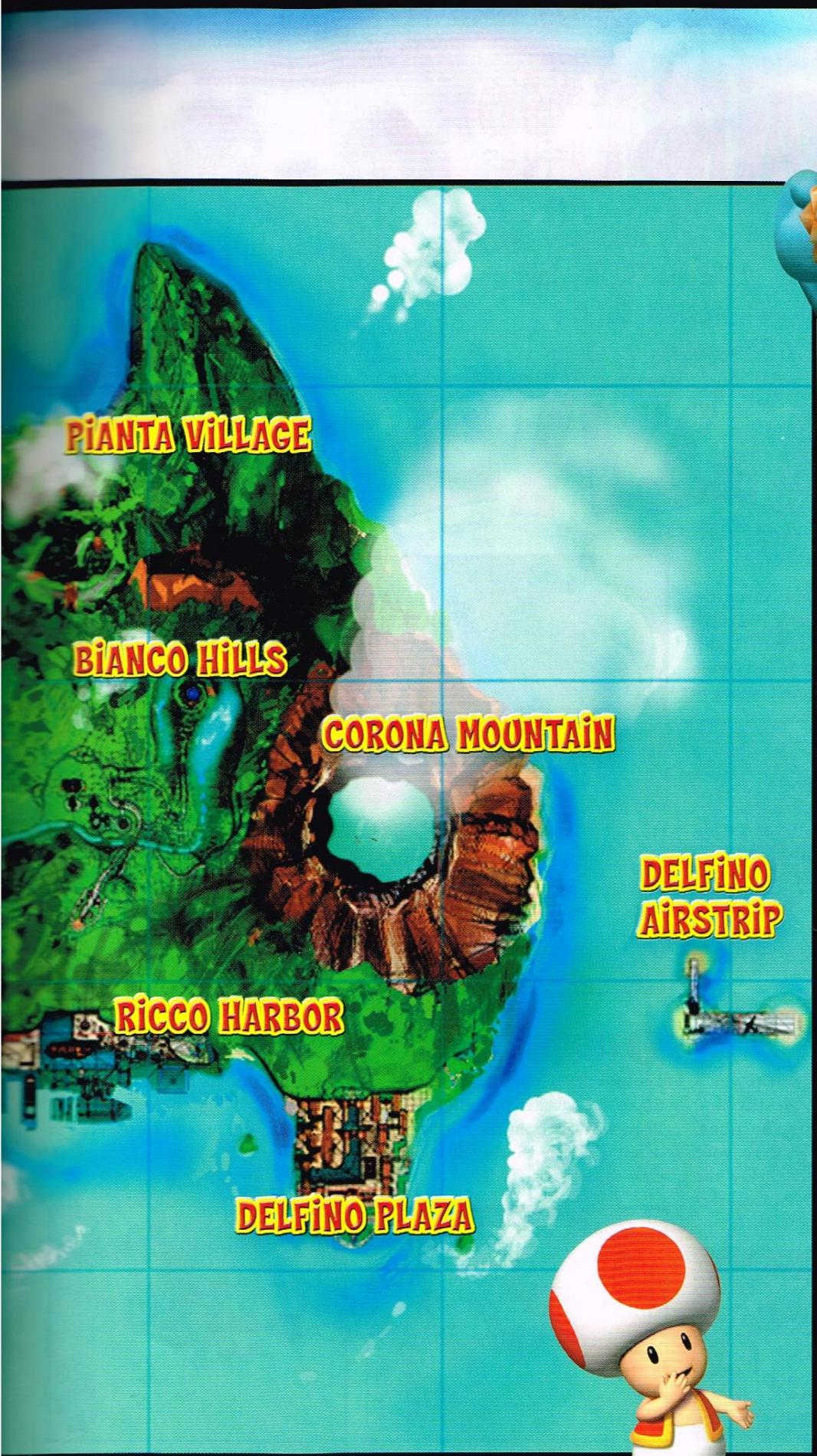
TURBO NOZZLE POWER-UP

 The Turbo Nozzle Power-Up symbol represents the gray box containing the nozzle that gives you a speed boost.

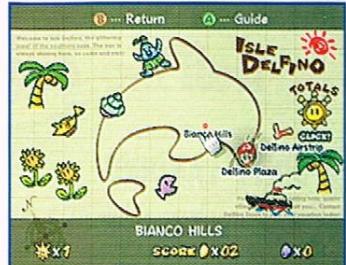
1-UP

 You can stock up on extra lives by warping back to a level and grabbing the 1-Up Mushroom. The 1-Up locations are revealed for only Delfino Plaza and the secret levels.





Your Guide Book



Press Z to open your Guide Book, which contains both maps of the areas you've visited on Isle Delfino and information about the areas and natives. You can also use it to check out your Shine Sprite and Blue Coin totals.



DELFINO AIRSTRIp

THE BEGINNING OF SUPER MARIO SUNSHINE FINDS MARIO AND PRINCESS PEACH IN-FLIGHT, HEADING TO ISLE DELFINO. THE PAIR THINK THEY'RE ABOUT TO EMBARK ON A VACATION, BUT IT'S ACTUALLY ADVENTURE THAT AWAITS THEM . . .



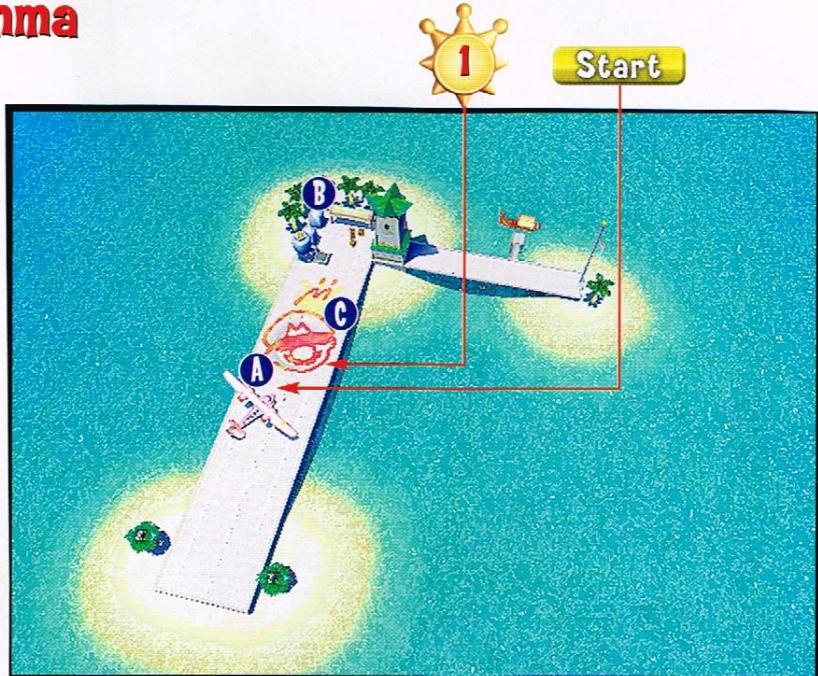
1 Delfino Airstrip Dilemma

A DIRTY LANDING

The princess's plane skids to a stop halfway down the airstrip because there's a big, slippery mess at the end of the runway. Everyone gets out to investigate, and Peach's butler, Toadsworth, asks Mario to do something. At first Mario hasn't got an item. Walk around the airstrip and be sure to talk to everyone you can. Try not to slip in the muck!



If Mario happens to get covered in paint, use a Spin Jump to clean him up. You can also wash away the paint in the water.



B FIND FLUDD

Near the tanks at the far end of the airstrip, you'll find FLUDD. The gadget scans Mario to identify him, then introduces itself and explains its functions. Pay attention to FLUDD's short tutorial so your learning period is as short as possible. Spray the M-shaped graffiti on the tanks to earn coins and practice with FLUDD.



C CLEAN AND CLEAR

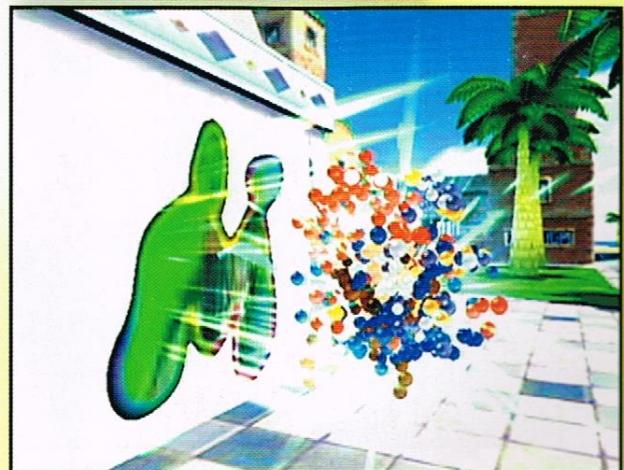
Look for the Pianta stuck in the goo, then spray him with FLUDD to rescue him. Shoot some water into the center of the pollution. A muck-covered Piranha Plant will rise from the mire. Spray water into its open mouth three times to defeat it. A Shine Sprite will appear after you've destroyed the plant. Collect it to clear the level.



DELFINO PLAZA

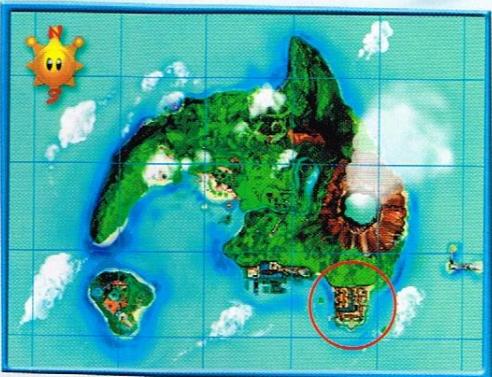


Welcome to the home of the Shine Gate

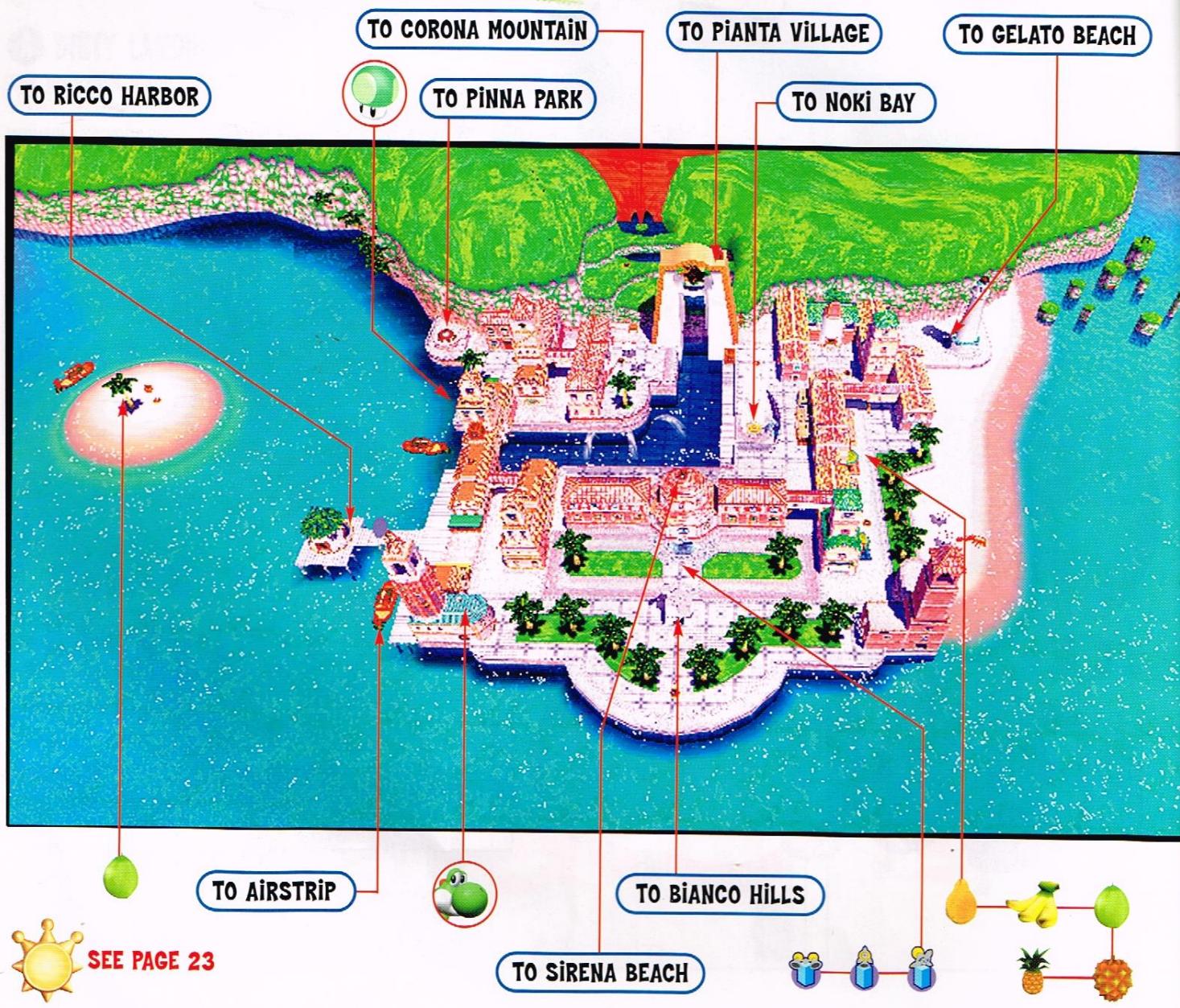


DELFINO PLAZA

THE FIRST STOP AFTER YOUR INCARCERATION IS DELFINO PLAZA, THE BUSTLING CENTER OF ACTIVITY FOR ALL OF ISLE DELFINO. FROM THIS CENTRAL HUB, YOU'LL ACCESS EVERY OTHER AREA IN THE GAME.



Welcome to Delfino Plaza



SEE PAGE 23

DELFINO PLAZA

YELLOW COIN TOUR

Don't try to get 100 coins until you have at least six Shine Sprites and the boats are running in the plaza, or your hard work will go to waste—you won't be able to reach your Shine Sprite reward! Try the manholes for lots of underground coins. Spray the wanted posters and green birds for more coins. Use the boat across from the statue as a lift to reach the Shine Sprite you earn.



1-UP MUSHROOM TOUR

Four 1-Ups are hidden in Delfino Plaza. Two are in the underground tunnels. One manhole is hidden—check out the screen shots to locate it. Another 1-Up is underwater in an alcove near the entrance to Pinna Park. You'll earn the final 1-Up when you put out the fire on the island with the Green Pipe (the bonfire will disappear after you defeat the boss in Corona Mountain). The other three 1-Ups are available every time you reenter Delfino Plaza.



UNDERGROUND



Delfino Plaza Event List

EVENT 1 POLLUTED PIRANHA BATTLE

After you've won the first Shine Sprite at Delfino Airstrip, you'll be released at Delfino Plaza and ordered to clean up the sludge. Begin your Isle Delfino cleanup near the center of town. Spray the brown goo until a Piranha Plant emerges. Water its mouth three times to reveal the Great Pianta Statue.



CONDITION: GET FIRST SHINE SPRITE AT AIRSTRIP



EVENT 2 SHADOW MARIO CHASE

Atop the Pianta Statue stands Shadow Mario, the real cause of all the pollution. The transparent criminal snatches Peach. Chase Shadow Mario, spraying as you go, until you knock him down and the princess is safe. The fake Mario will run off again—follow him back to the Pianta Statue, where he'll paint a Rainbow M and jump into Bianco Hills. Spray the M to follow him.

BIANCO HILLS IS OPEN!



CONDITION: DEFEAT POLLUTED PIRANHA



EVENT 3 BOATHOUSE BLUES

Another pile of goop coats the dock where the boathouse used to stand. Lure out and defeat the Piranha Plant—as before—to release the boathouse. The boathouse contains both another Rainbow M doorway (which leads to Ricco Harbor) and a shop where you can purchase Shine Sprites with Blue Coins.

RICCO HARBOR IS OPEN!



CONDITION: GET THREE SHINE SPRITES



EVENT 4 CLEANING LIGHTHOUSE

Delfino Plaza continues to be plagued with pollution, this time in the lighthouse's former location. Draw out and defeat the Piranha Plant to release the lighthouse and open the Rainbow M entryway to Gelato Beach.

GELATO BEACH IS OPEN!



CONDITION: GET FIVE SHINE SPRITES



DELFINO PLAZA

EVENT 5 PRINCESS IN TROUBLE

Shadow Mario kidnaps Princess Peach once more, and this time, you can't do anything to help her immediately. To save her, you'll have to continue your Shine Sprite search. Approach the spiked boat then jump into the cannon to reach Pinna Park, another essential spot for you to search.

PINNA PARK IS OPEN!

CONDITION: GET 10 SHINE SPRITES



EVENT 6 SHADOW MARIO AND THE YOSHI EGG

If you earn a Shine Sprite in Pinna Park's Episode 4, Shadow Mario will appear again, this time carrying a large egg. Spray the fiend into submission once more to rescue the egg. If you bring the egg the fruit it requests, Yoshi will hatch out of it! Ride Yoshi to the rooftop across from the Pianta Statue and press B to coax the dino into eating the giant pineapple that blocks the entrance to Sirena Beach.



CONDITION: AFTER PINNA PARK'S EPISODE 4



SIRENA BEACH IS OPEN!



YOSHI IS AVAILABLE!

EVENT 7 LOOK INTO THE LIGHT

Once you have 20 Shine Sprites, you can walk to the Shine Sprite pattern near the inlet and the Shine Gate. Press the Y Button and look into the sun to enter Noki Bay. You need only 20 Shine Sprites to enter Noki Bay—you don't need to have Yoshi, the special nozzles or any other extras.

NOKI BAY IS OPEN!

CONDITION: GET 20 SHINE SPRITES



EVENT 8 TURBO NOZZLE

After you've unlocked Yoshi and earned 25 Shine Sprites, another Shadow Mario event will unfold. Chase him as usual, spraying as you run, until he's down and willing to hand over the Turbo Nozzle.



THE TURBO NOZZLE IS AVAILABLE!

CONDITION: GET 25 SHINE SPRITES & MEET YOSHI



EVENT 9 ROCKET NOZZLE

Once you have unlocked the Turbo Nozzle and collected 30 Shine Sprites, Shadow Mario will appear in Delfino Plaza again. Knock the Mario impostor down to earn the Rocket Nozzle. With your new nozzle's power, you can reach the Red Pipe atop the Shine Gate. Jump inside the pipe to enter Pianta Village.



THE ROCKET NOZZLE IS AVAILABLE!

CONDITION: GET 30 SHINE SPRITES & GET TURBO NOZZLE



YOU CAN REACH PIANTA VILLAGE

EVENT 10 THE FLOOD

To reach Corona Mountain, you must complete Episode 7 in every area. When you've accomplished that feat, a flood will fill Delfino Plaza with water, making it impossible to go anywhere but up. Just behind the Shine Gate is a cave. Enter it to reach Corona Mountain and the big boss battle.

CORONA MOUNTAIN IS OPEN!

CONDITION: COMPLETE EPISODE 7 IN EVERY AREA



EVENT 11 NEW THREADS

After you defeat the Corona Mountain boss, you'll return to a much drier Delfino Plaza. Talk to the man near the boathouse and pay him 10 Yellow Coins to take a ride back to Delfino Airstrip, where a Red Coin challenge awaits you. Talk to the sunglasses man to get a pair of shades and a snappy new shirt. If you don't defeat the boss, you'll start over in the dry, non-flooded Delfino Plaza.

THE AIRSTRIPE IS REOPENED!

CONDITION: DEFEAT THE FINAL BOSS



Shines in Delfino Plaza

DELFINO SHINE SPRITES CHART

Sixteen Shine Sprites are hidden in and around Delfino Plaza. The map shows the Shine Sprites' locations, and the chart shows any requirements you need to fulfill before you can reach them.

EASY-TO-GET SHINE SPRITES



10 SHINE SPRITES REQUIRED



YOSHI REQUIRED



TURBO NOZZLE REQUIRED



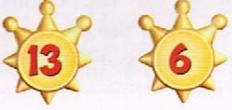
ROCKET NOZZLE REQUIRED



AFTER YOU DEFEAT THE FINAL BOSS



DELFINO PLAZA



1 Shine Sprite in the Sand

A SANDBLASTING

Spray the sand on the beach near the lighthouse to uncover a picture of a Shine Sprite. Yellow sparks will appear if you're squirting the right spot in the sand. Keep spraying until you've totally exposed the picture.



When you've uncovered the picture of the Shine Sprite, a real Shine Sprite will appear on top of one of the islands across from the lighthouse.

2 3 Crate Game

B TWO ROUNDS OF BOXING

As soon as you exit Bianco Hills for the first time, the Crate Guy will open his shop in Delfino Plaza. Pay him a visit and play his box-busting game. Ground-Pound all of the crates in under 30 seconds to earn a Shine Sprite. If you win and revisit him, he'll rearrange the crates and you'll be able to play for a second Shine Sprite.



4 Clean the West Bell

C THROUGH THE TUNNEL TO THE TOWER

If you've unlocked the Rocket Nozzle in Delfino Plaza, strap it on and launch yourself to the top of the west bell tower. You can also reach the top of the bell tower if you don't have the Rocket Nozzle—follow the bell tower's tightrope to the adjacent building and hover from the top of the steeple. When you reach the dirty bell, don't bother squirting it from all sides to clean it. If you spray the same spot long enough, you'll eventually clean the entire bell. Wash away the muck to earn a Shine Sprite. Your prize will appear inside the tower, and the only way to reach it is by using a tunnel. Jump onto the green awning on the building across from the tower, then hop into the manhole on the roof.



DELFINO PLAZA



5 Mario Toss

A ONE COIN REQUIRED

The Pianta on the roof will pick you up and throw you in the air if you pay him one Yellow Coin. The Pianta has the power to toss you into the barricaded window of the nearby tower, which houses a Shine Sprite. Position yourself so that the tower is directly behind the Pianta. Talk to him and accept his offer, then hang on for a quick flight into the tower.



6 The Gold Bird

B BIRD-WATCHING ON THE ISLAND

Swim to the tiny island inhabited by a castaway who's sending smoke signals. Squirt the gold bird that flies to the island—a few hits will turn it into a Shine Sprite. Hover to the tiny islands by the lighthouse to claim your reward.



7 Turbo Dash!

C DON'T BOTHER KNOCKING

If you've unlocked the Turbo Nozzle in Delfino Plaza, you'll be able to use its boost to charge your way through any set of swinging doors. A Shine Sprite shimmers behind the swinging doors on the main floor of the west bell tower, so fire up the Turbo Nozzle and barge in.



8 Lighthouse Roof

A GRAND SLAM

Use the Rocket Nozzle to launch yourself to the top of the lighthouse roof, which is covered by a stone slab. You must Ground-Pound the slab from a great height to turn it into rubble and reveal a Shine Sprite. Stand on the slab and blast off, then hit R as soon as you begin to free-fall to pulverize the slab.

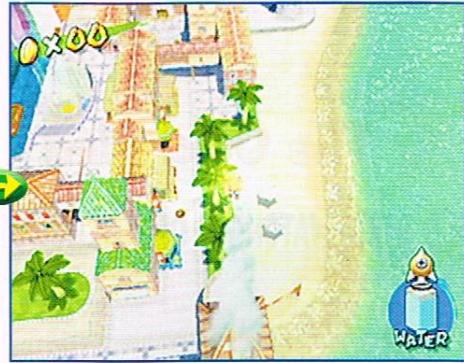


9 Clean the East Bell

B RINSE AND RING

Like the bell in the west tower, the bell in the east tower needs a good washing. Use the Rocket Nozzle to launch to the dirty bell, then clean

it up. You'll earn a Shine Sprite for your efforts, and it'll appear directly above the tower steeple.



10 Shine Gate

C THE SULLIED SHINE SPRITE

The giant Shine Sprite sculpture is the centerpiece of Delfino Plaza's Shine Gate, and it needs a cleaning. You'll have an easier time reaching the mess if you use the Rocket Nozzle to launch yourself from the edge of the ledge by the west side of the Shine Gate (the side nearest the Crate Guy's shop). Clean up the mess, then rocket to the roof to retrieve a Shine Sprite as your reward.



How to Enter the Hidden Stages

DELFINO PLAZA



15 TO THE RED COIN FIELD

Grab the Rocket Nozzle and swim to the cliffside. Power up the rocket, then hit A right before it hits full power so you'll launch into the air. Land on the ledge and enter the warp pipe.



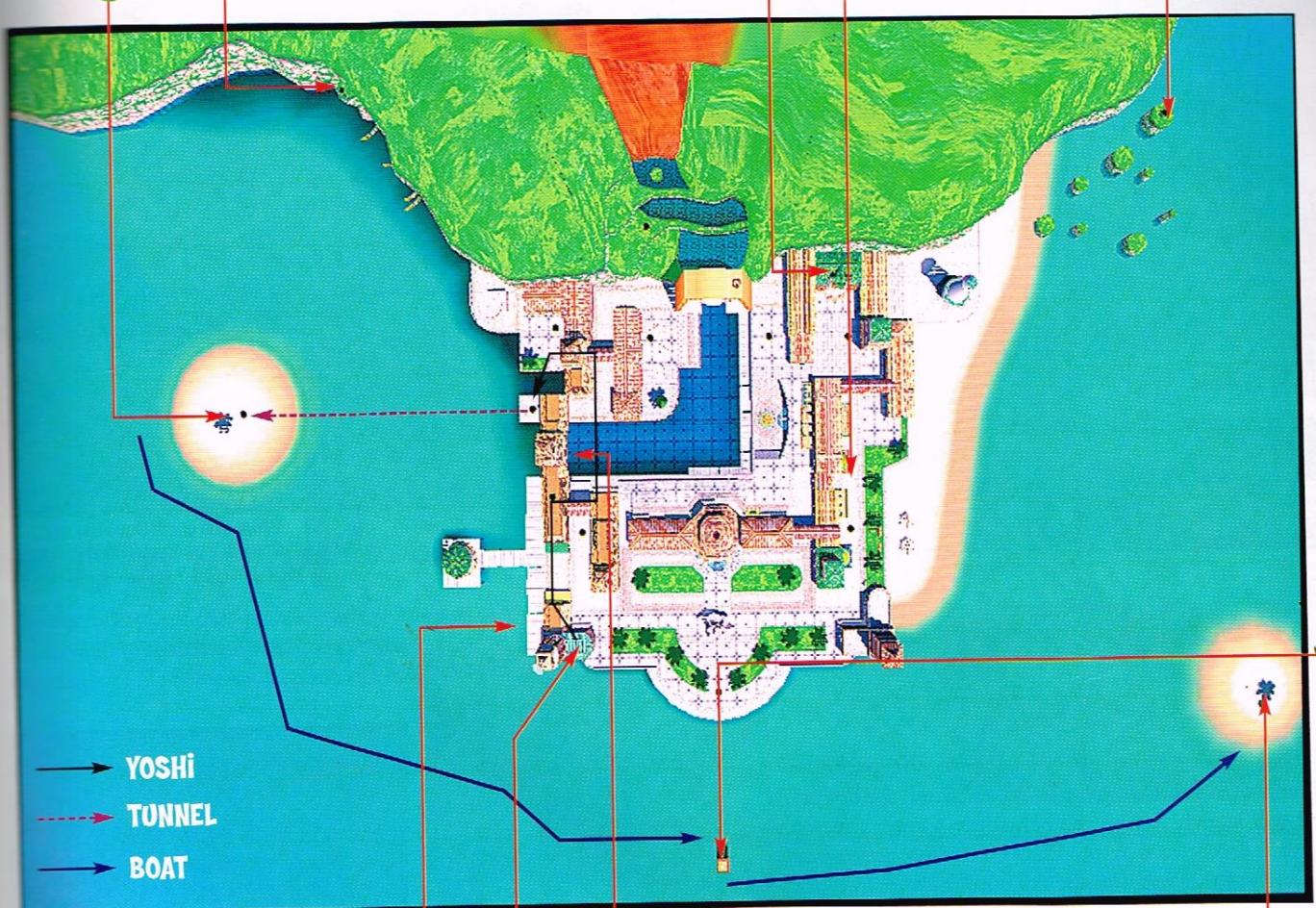
14 TO THE TURBO TRACK

Use the Turbo Nozzle to charge through the police station's swinging doors. Inside, you'll warp to a secret level.



11 TO THE SUPER SLIDE

Use Side Somersaults and the Hover Nozzle to cross the islands. Drop into the warp pipe to play a secret level.



16 TO DELFINO AIRSTRiP

After you've won the final boss battle, a Pianta will appear on the dock. Pay him 10 Yellow Coins to revisit the Airstrip.



12 TO THE PACHiNKO GAME

Stand on the roof of the boat. When it sails under the plaza arch, jump and hover into the Yellow Coin to warp to a secret level.



13 TO THE LiLY PAD RiDE

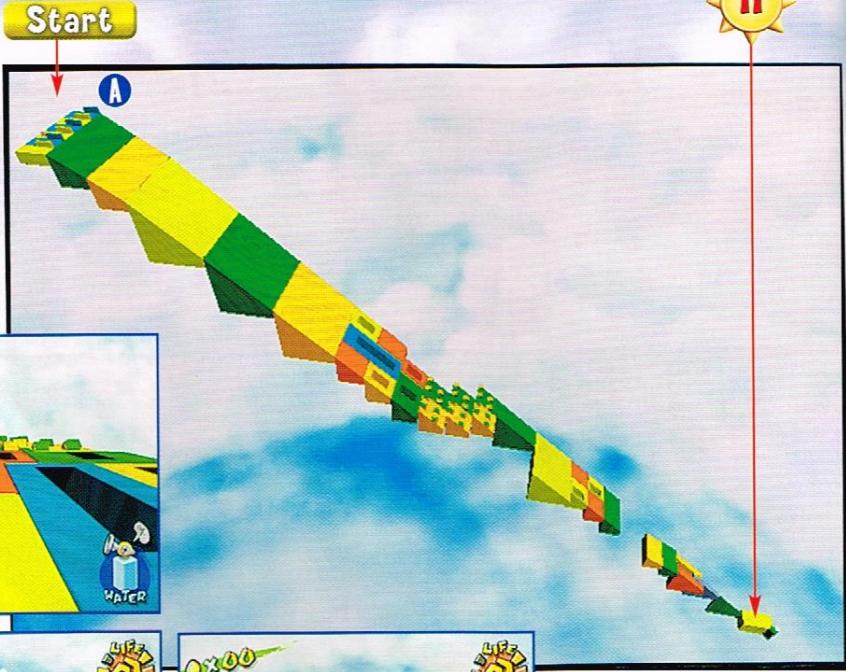
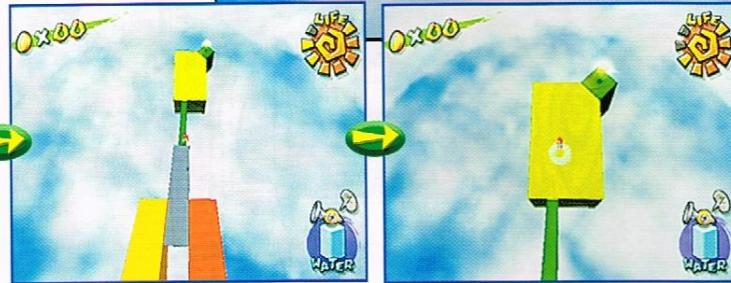
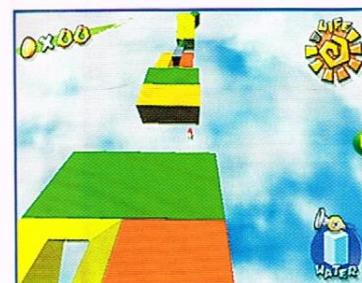
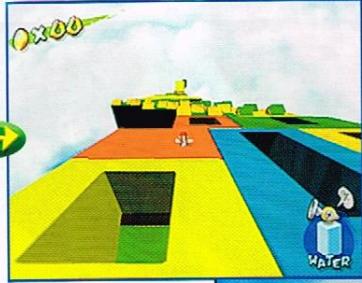
The black and blue paths (indicated on the map above) chart your route. Hatch Yoshi, then ride him to the tunnel that leads to the island. Before you leave the island and hop on the boat, refill Yoshi's Juice Meter by feeding him a coconut. Ride the boat to the tower with bananas on it, then hop off. Jump on the next boat to reach the castaway's island. Use Yoshi juice to open the warp pipe.



11 Super Slide

A IT'S ALL DOWNSHILL FROM HERE

The Shine Sprite sits at the bottom of the slide. Start your downhill run on one of the left tiles to avoid the large gap in the slide's right side. If you oversteer during your descent, you'll head toward one of the triangular ramps. When you hit one, veer left so you can make a solid landing and clear the gap.



Pull back on the Control Stick as soon as you reach the light green block at the bottom of the slide. When you press Down on the Control Stick, you'll skid to a stop.

12 Pachinko Game

1 2 3 4 EASY COINS

Equip the Hover Nozzle, then step onto the pachinko machine's red pad and jump up. When you land, the bouncy red pad will launch you up the ball chute. Center yourself during your ascent to snag the first three coins, then hover to the center of the machine and fall onto the fourth coin.



5 6 7 8 HARD COINS

Always try to land in one of the ball return cups or you'll end up falling through the hole at the bottom of the machine. If you go down the drain, you'll have to start the game over, so use your hover power wisely. Once you've stopped using your hover jets, you won't be able to use them again until you've landed on something. Land on nails or blocks if your hover power is about to give out, then refire your hover jets to continue your flight. The trickiest coins to reach are Red Coins 7 and 8. Land on one of the blue blocks above them, then drop down.



Start

12

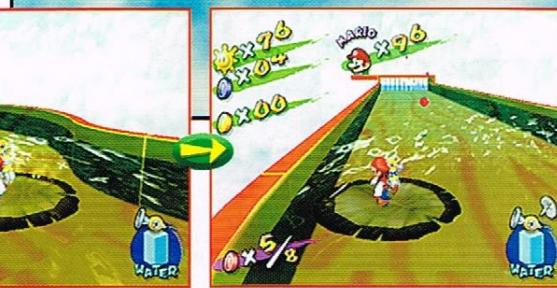
13 Lily Pad Ride

1 2 SQUIRT AND GO

Hop onto the lily pad, then face the camera. Shoot water out of the Squirt Nozzle to set sail on the lily pad and guide your ride into the Red Coins. Keep in mind that the left and right controls are reversed since you're facing the camera as you steer.

3 4 5 6 A DRIBBLE WILL DO

Eventually, the lily pad will sink, so you can't waste a lot of time trying to collect a coin you've sailed by. Use gentle spritzes to jockey the lily pad into position, and avoid hitting the sidewalls at high speeds. If you miss a coin, go for the 1-Up so you'll be able to restart with the same number of lives.



DELFINO PLAZA

Start

7 8 LILY PAD LEAPS

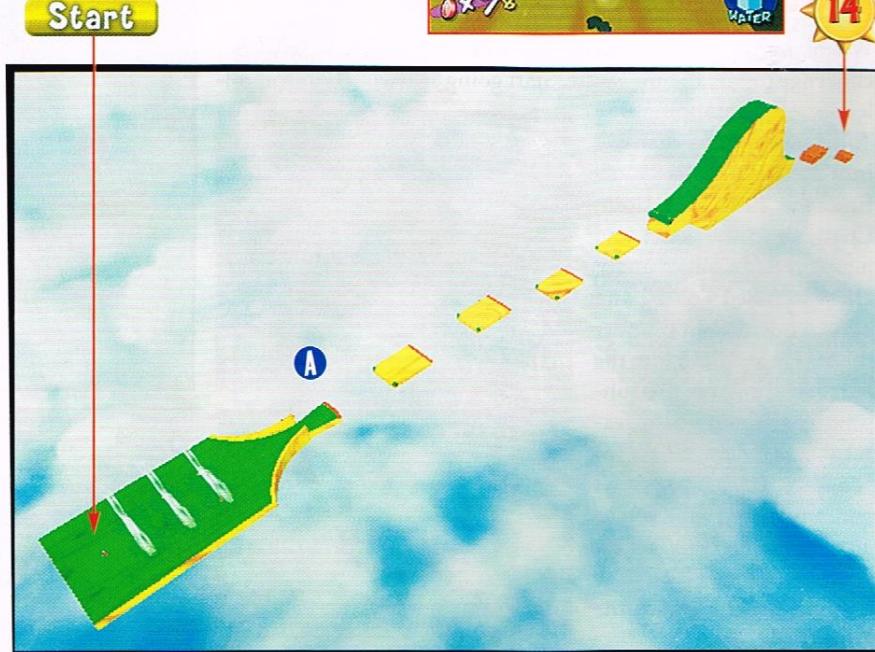
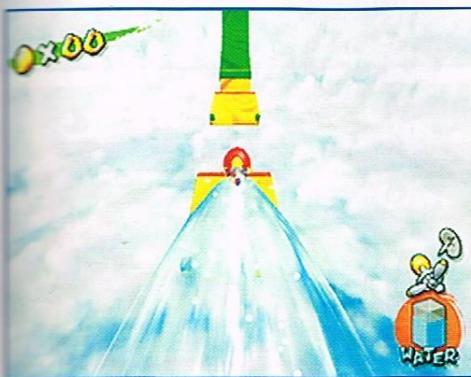
The seventh coin floats high above the stream. As the lily pad sails toward it, perform a Side Somersault to snatch the hard-to-reach coin. Float to the ledge at the end of the stream, then bust out another Side Somersault so you can land on the platform where you'll find the final Red Coin.



14 Turbo Track

A ALWAYS ON THE GO

Fire up the Turbo Nozzle and charge full-steam ahead across the track. Keep using your turbo power and dash in a straight path. Before you reach the red line at the edge of each platform, hit the A Button to jump and clear the gap. When you reach the final block, immediately release the R Button to stop.





15 Red Coin Field

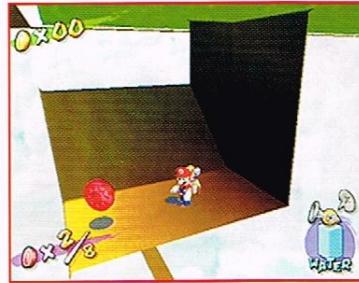
1 2 3 4 5 HUNTING HIGH AND LOW

Trudge through the tall grass to reach the first Red Coin on the platform, then go on a Red Coin safari. The enemies at points 2, 3, 4 and 5 each have a Red Coin. Keep your distance from the blue enemies at points 2 and 5 so they don't hide. Stun them by squirting them from afar, then hop on them. Jump or squirt the orange enemies at points 3 and 4.



6 IN THE HOLE

Use the C Stick to pull the camera out to a bird's-eye view as you head to the far-left corner. From above, you'll be able to spot a pit. If you drop in, you'll find the sixth Red Coin underground.



7 8 ON FIRE AND IN FLIGHT

Red Coins 7 and 8 are constantly on the go. You can win the seventh coin by extinguishing the Pianta who's on fire. You'll win the eighth Red Coin by shooting down the red bird that flies around the field. Take aim from a treetop or platform.

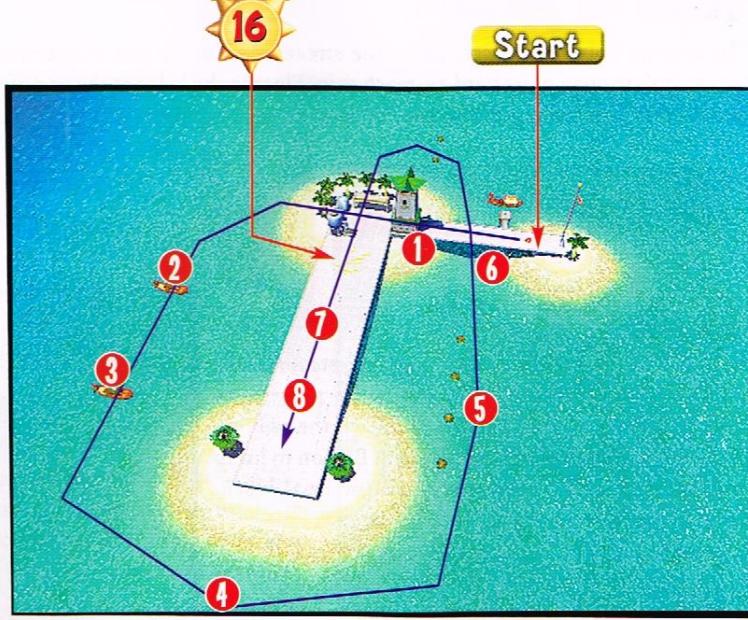
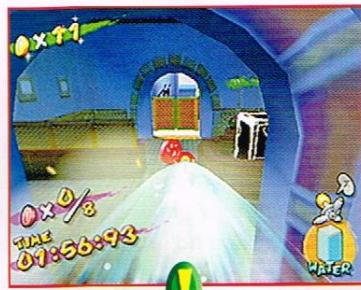


16 Delfino Airstrip

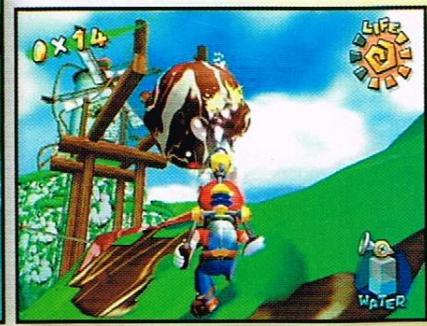
1 2 3 4 5 6 7 8

TURBO-POWERED COIN COLLECTING

When you revisit the Airstrip, you'll be able to play a Red Coin challenge to win a Shine Sprite. Start going after your crimson collection by equipping the Turbo Nozzle and charging into the tower, where you'll find the first Red Coin. Charge into the water and jump for Red Coins 2 and 3, cruise into Red Coins 4 and 5, snatch Red Coin 6 under the bridge and dash into the last two coins on the runway. The Airstrip also features 100 Yellow Coins for you to collect, but you won't win anything if you've already found 100 Yellow Coins in Delfino Plaza, since they both count toward the same challenge.



BIANCO HILLS



Welcome to Delfino's Windmill Wonderland



BIANCO HILLS

THE ROLLING COUNTRYSIDE OF BIANCO HILLS HAS MANY STRUCTURES FOR MARIO TO CLIMB AND EXPLORE. AS WITH NEARLY EVERY AREA, SOME FEATURES OF THE LEVEL WILL CHANGE AS YOU CLEAN UP THE TOWN.



Area Entrance

After you're released from jail, clean up the brown gunk in Delfino Plaza and defeat the Piranha Plant boss to reveal a statue. Chase Shadow Mario until he drops the Princess, then follow him back to the statue. Shadow Mario will paint a Rainbow M on the statue's base, then he'll jump through it. Once you've sprayed the Rainbow M, you'll be able to jump through it to reach Bianco Hills.



ENEMIES



Shoot the poofy flowers with FLUDD, or Body-Slam them, to make them drop coins. Spray them into a wall to get lots of coins.



Blast the small Piranha Plants with a steady stream of water until they explode.

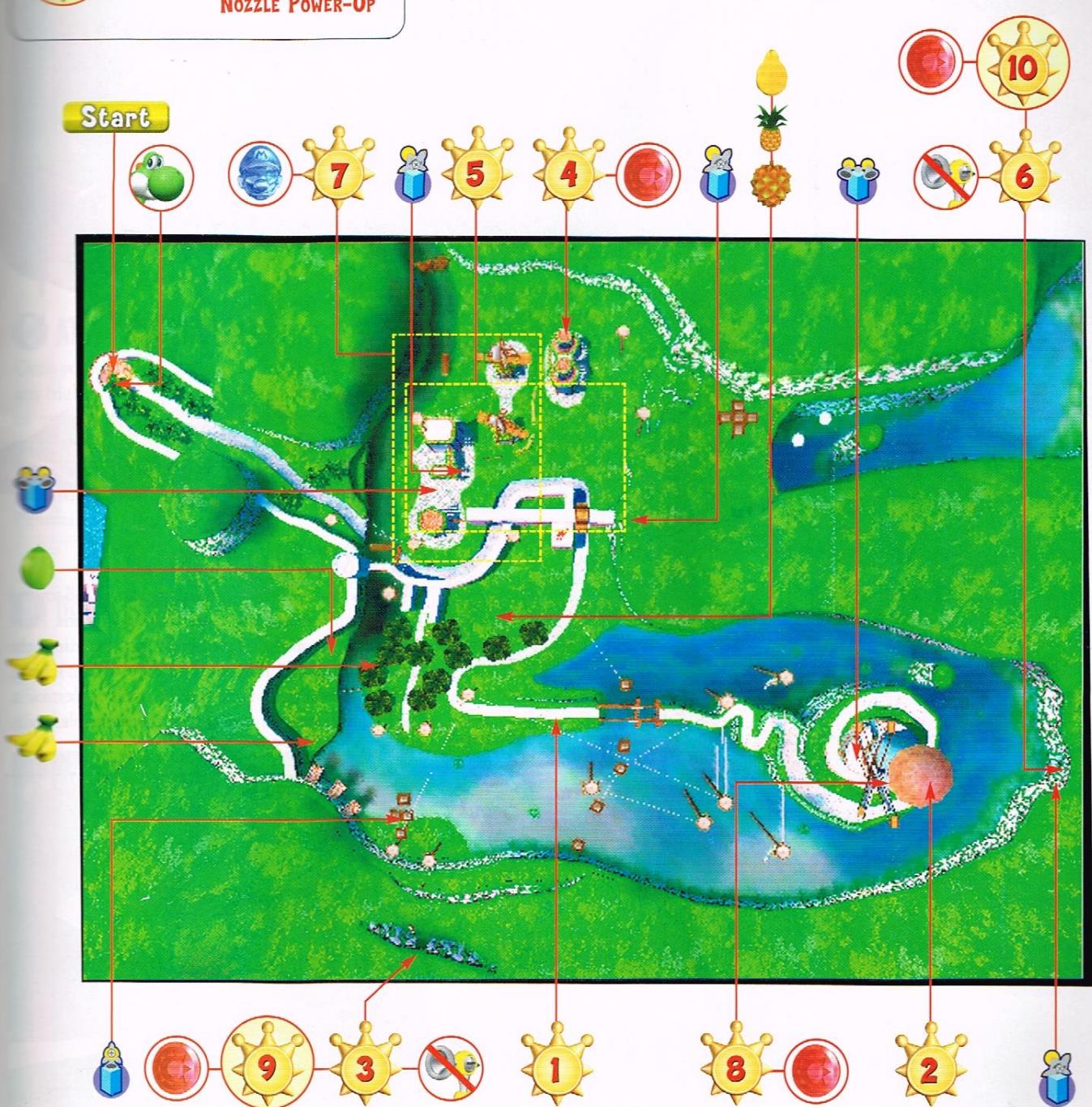


You can't destroy the water bugs. You can jump on top of them, which will bounce you very high into the air.

MAP KEY



BIANCO HILLS

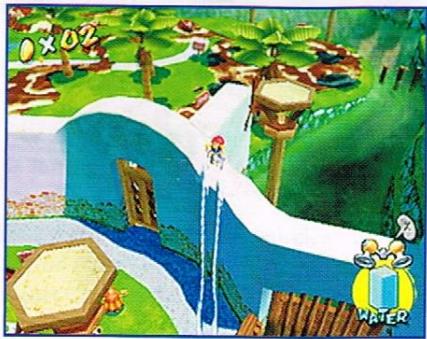




Road to the Big Windmill

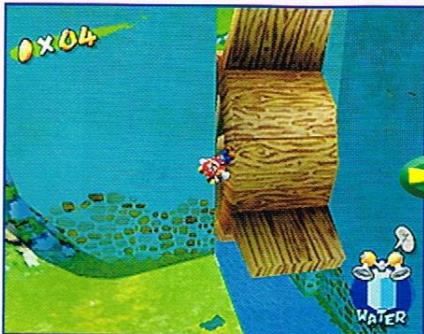
A THE GREAT WALL OF MARIO

Your first priority upon arriving in Bianco Hills is to access the windmill side of the area. Unfortunately, the gate is closed. There are many ways to get over the wall, however. Try climbing on the ropes and jumping over, or do a Side Somersault, Wall-Kick, then hover to the top of the wall.

**Start**

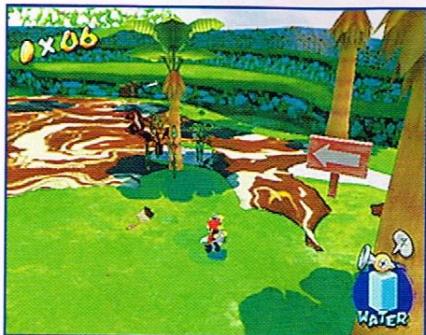
B IT'S THE WHEEL DEAL

If you're having trouble scaling the wall by leaps and bounds, head over to the large, wooden waterwheel at the end of the dry riverbed. Use a Side Somersault to leap onto one of the wheel's spokes, then ride it to the top. Once you're near the top of the wall, jump to safety. Easy!



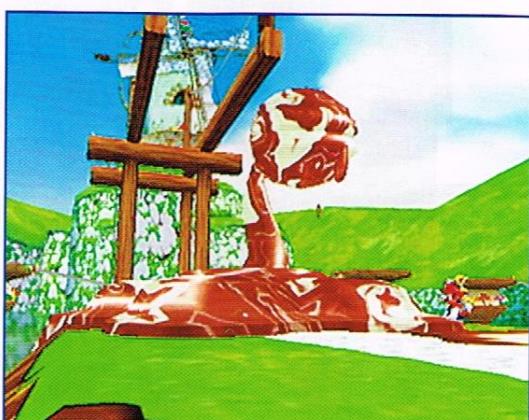
C FREE THE TREES

You don't have to clean up all the yucky paint on the ground, but if you do, you'll free some trees that have been driven down by the goop. The area is an excellent place to practice your Sprinkler Squirt and even some of your jumps, because it's so wide open and messy. If you land in the grime, you'll take a little damage—wash up and find a coin to regain some health.



D DIRTY ROADBLOCK

Follow the trail of brown graffiti up a small hill toward the windmill. Avoid the large, rolling Piranha Plant heads as you make your way up. Spray water into the source of the plant heads, until a Piranha Plant springs up. Shoot water in its mouth three times to destroy it. The hill will rise and atop the newly accessible bridge will be your Shine Sprite reward.



2 Down with Petey Piranha!

BIANCO HILLS

A BROKEN BRIDGE

Retrace your steps from Episode 1 until you find yourself at the bridge. You might not notice at first that the bridge is broken. Use the Hover Nozzle to fly to the other side of the bridge safely. If you wish, you can perform a Side Somersault before you hover to take a slightly higher flight path.



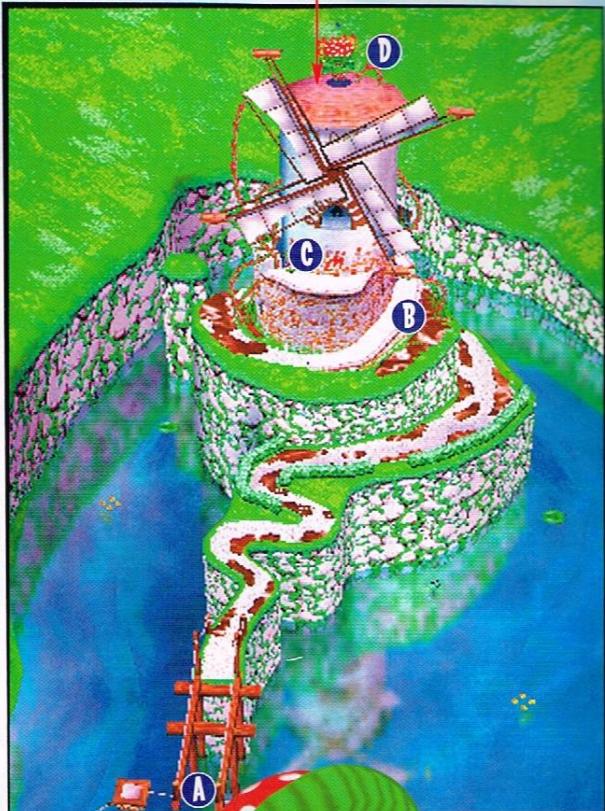
B HOVER CRAFT

The winding road up the windmill is coated in pollution. Spray your path with the Squirt Nozzle, or float and clean at the same time with the Hover Nozzle. Watch for the rolling enemies, and don't touch the red-green-and-white vines! Hover around the vines when they're blocking your path.



C ATOP THE WINDMILL

Once you reach the Pianta and can't walk any higher, wait for the windmill's blades to swing around. There are platforms attached to the blades for you to ride to the very top of the windmill. Jump off the platform and hover over to Petey Piranha.



D DOUR FLOWER

You and Petey will fall through the windmill's roof. Once inside the structure, spray water into Petey's open mouth until his belly button bulges and he faints. While he's down, jump on top of him, then Ground-Pound his full tummy. Attack the flower boss three times to defeat him. You may have to maneuver around Petey to get a good angle for spraying water into his mouth.

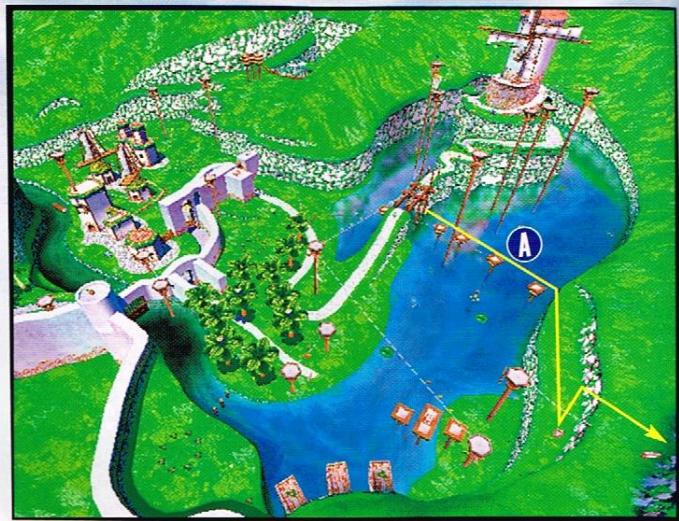


Petey spews pollution shortly after he opens his mouth (if you don't fill it with water first). Clean it up quickly or the small enemies it spawns might hurt you.

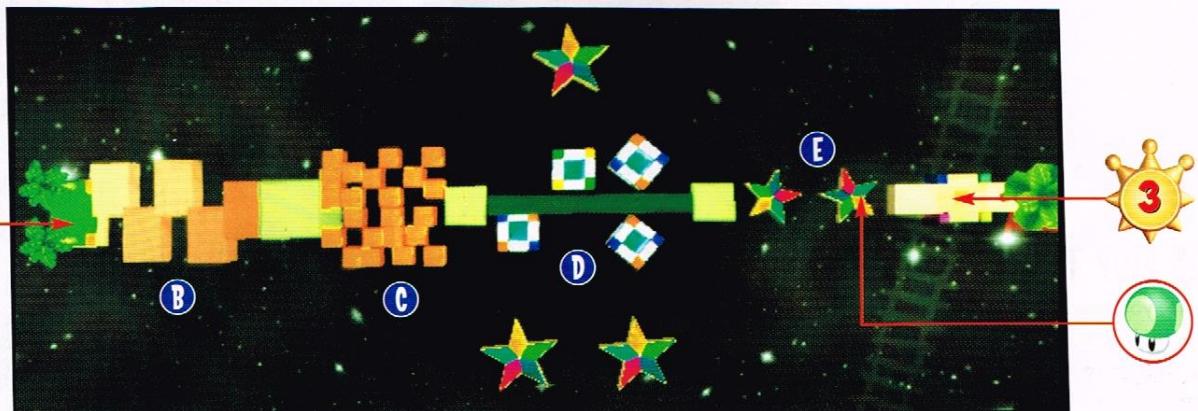
3 The Hillside Cave Secret

A HOVER LANE

One of the most direct routes to the cave is marked on the map in yellow. You'll have to use your Hover Nozzle at point A or you'll never make the long jump. Use a Side Somersault to reach the rope, then hover to the entrance. You can also skip the rope and jump then hover to the cave.

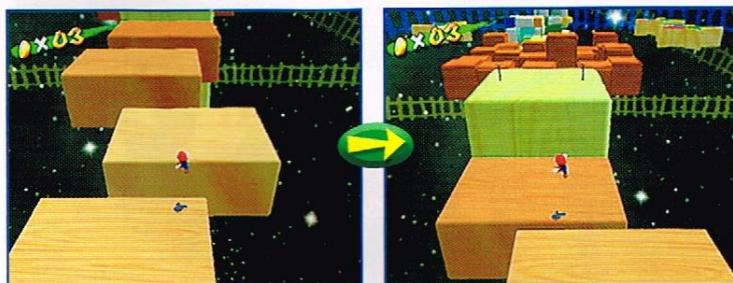


Start



B MIGHT AS WELL JUMP

The first four blocks slide from side to side, and the fifth moves up and down. You can use normal jumps to leap from one to the other. Study the blocks' movements and jump when you know you can land on them.



C STEP BY STEP

The next set of blocks is also in motion. Again, some move from side to side and some move up and down. You'll be safer if you stay on the blocks that move from side to side. If you watch the blocks, you'll see a pattern that will allow you to walk safely across.



D DON'T STOP

Wait until the first giant block passes you and make sure the second block isn't about to cross the path, then run across the bridge. Don't stop, don't even pause. You can belly up to the block, then take off as soon as the path is clear.



E SUPERSTAR

You can reach the 1-Up located on the last star. Wait until you're almost under it, jump once then use a slightly higher second jump to reach it. Just be sure to land on the star! You can also Side-Somersault to the 1-Up.

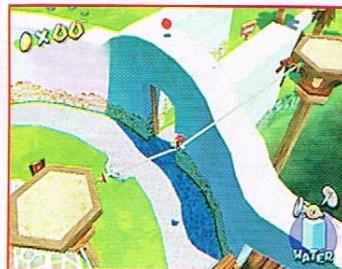


4 Red Coins of Windmill Village

BIANCO HILLS

1 THE WALL

Use the ropes to get to the top of the wall, where the Red Coin rests. Instead of jumping to the wall, try hovering—it's safer.



2 HIDDEN PASSAGE

Continue walking on the wall until you're near the three bells. You'll find the second Red Coin in an odd doorway.



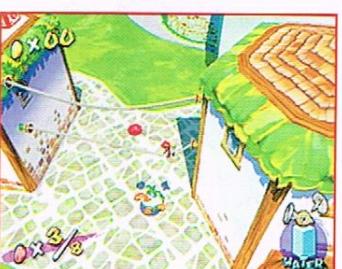
3 HIT THE ROOF

Hover over to the rooftop or jump on the rope to reach the third Red Coin. You can also practice your acrobatic moves there—a Side Somersault into a Wall Kick that moves directly into hovering will get you pretty high up.



4 ROPIN' THE COIN

Locate the double ropes then jump on the bottom one to reach the next Red Coin.



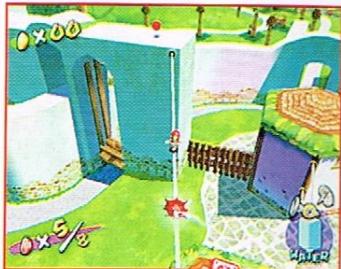
5 ROCKET MAN

Using the Rocket Nozzle is the easiest way to reach the coin on top of the roof. Unlock the nozzle by opening the box on a platform slightly to the right of the Hillside Cave entrance. You can also use the Side Somersault, Wall Kick and hover combo to reach the rope or the rooftop.



6 THE HIGHER-UPS

From point 5, walk across the rope to the next Red Coin. Jump to avoid the sparkly red charge—it will give you quite a shock if it hits you.



7 WATER POWER

As with many of the coins, there are several ways to reach number 7. If you spray water on the windmill's blades, its platform will move and let you ride it until you're close enough to hover to the Red Coin.



8 HIGH TOP

The Rocket Nozzle can get you to both the last coin and the location where the Shine Sprite will appear fastest. If you didn't unlock the Rocket Nozzle, jump from the windmills to the rooftops to reach the coin, then use the rope to get the Shine Sprite—a much harder trick to pull off.



5 Petey Piranha Strikes Back

A WASHING UP

The village is coated in goop. You don't have to clean up the area to reach Petey, but if you do, you'll earn some coins for your trouble. Pick up the Rocket Nozzle if you like using it to reach high places.



B WATER BALLOON GUN

Use the Rocket Nozzle to reach point B, or clean off the Pianta so he can throw you to the ledge. You can also climb, jump and hover your way to point B. Clean up some of the pollution on the hill. Walk over to the break in the fence and use the R Button to pump up the water balloon creatures and to launch them at Petey. They'll pop if they're too full.



C DEFEATING THE FLYING FLOWER

You might want to clean up a bit, to make the area safe because Petey can fly. Spray him to get him down on the ground. Petey's new attack sends a tornado your way. Avoid both it and Petey's head roll and wait for him to open his mouth. Fill him up with water then Ground-Pound his tummy. Repeat the process three times to defeat Petey.



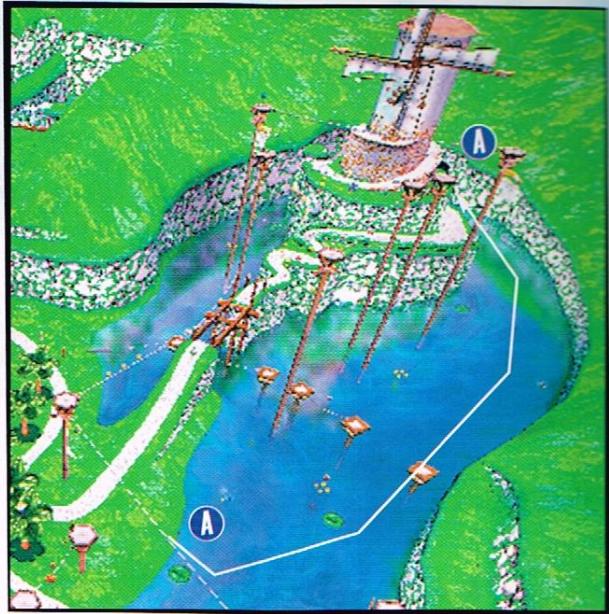


The Secret of the Dirty Lake

BIANCO HILLS

A LEAF BOAT

You can get to the cave in two different ways. The first is to use the leaves as rafts you propel with FLUDD. Follow the white path on the map. The leaves sink after a short time. You can collect coins the same way. The other way to reach the cave is to go near the top of the windmill hill then hover over the water to the logs in front of the cave.



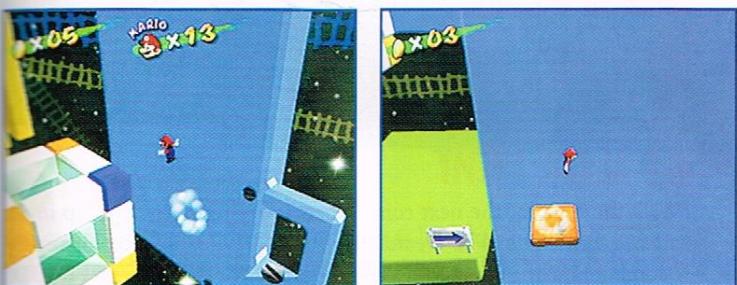
B COLOR THEORY

The blue and red platforms flip over alternately. Wait for the first blue platform to flip, then jump on it. Jump to the first red platform after it flips, then jump to the second blue platform to the left. Continue until you reach the other side.



C THE WIDE GAP

To reach the white block, you'll need to use a Spin Jump or a Wall Kick. Try launching your Wall Kick at an angle. When you reverse direction, you should land on the block. If you fall and land on the green platform, you can get back up by jumping on the bouncy, orange platform at the base of the big, blue block.



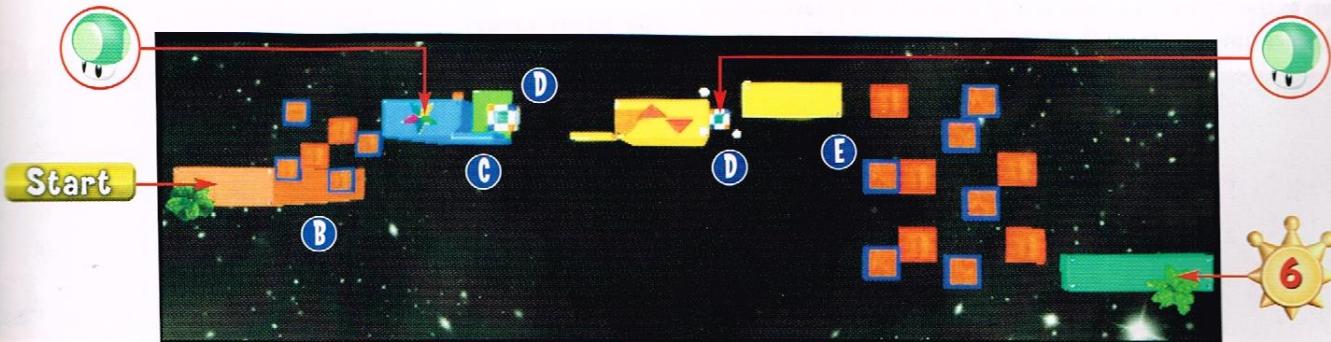
D WHITE BOXES

The two white boxes are similar, but the second's movements are faster and trickier. You don't have to jump as the blocks rotate—walk as they rotate to stay on the side that's pointing skyward.



E RED, SIGHT AND BLUE

Watch the platforms before you start. Once again, you'll jump from red to blue, but you'll have to backtrack a lot this time. Be careful—sometimes the platforms are very far apart. Try using the Side Somersault to leap, especially at the end.

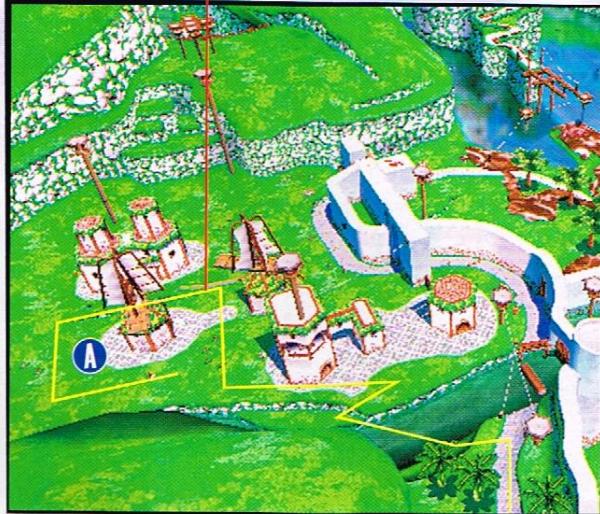




7 Shadow Mario on the Loose

A SHADOW MASTER

Chase the Mario look-alike around the left side of town. He won't cross over to the hilly side, so if you lose track of him, you won't have to search the entire area. The quickest way to douse the villain is to run and squirt at the same time. The Shine Sprite will appear where you stop him.

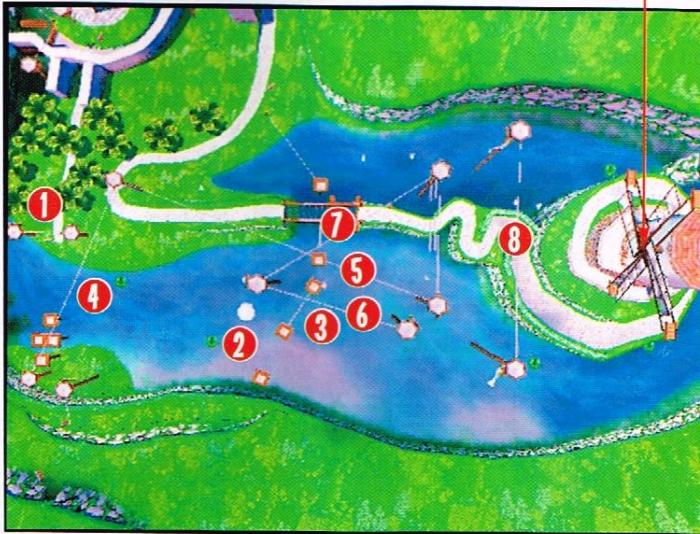


8 The Red Coins of the Lake



1 FROM TREE TO ROPE

Use the ropes at the beginning of the level to jump up to the white wall. Jump across the trees to reach the platform shown in the second picture. You should avoid or attack the blue enemies that live in the treetops. Cross the rope to reach the first Red Coin.



2 JUST LEAF

Use your Squirt Nozzle and a leaf to reach the second Red Coin. Switch to the Hover Nozzle when you leap up to get the coin.

4 AERIAL ENEMY

Walk the rope for the next coin. When you're relatively high up in an area, a faint, ghostlike creature will appear with an accompanying sound of howling wind. Jump when it attacks or spray it with FLUDD.

3 LONG PATH, SHORT HOP

Jump up to the rope on the water's edge then walk and hover across several ropes until you reach the Red Coin.



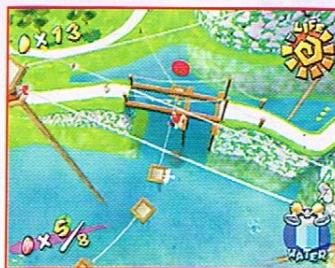
5 HIGH WIRE

After you walk the length of rope that Red Coin 4 was on, head to the top of the platform and take the other rope up. You'll have to jump over several of the sparkly red electrical enemies, and the tornado ghost creatures may haunt you, as well.



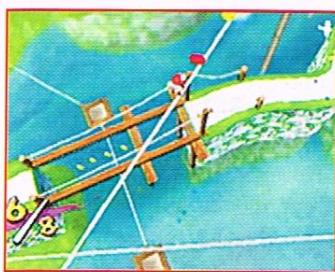
6 HIGHER AND HIGHER

From Red Coin 5's platform, perform a Side Somersault to catch a little air then hover to the nearby platform, which is a little higher than the one you're on. Drop down to a rope and walk across it while trying to avoid the electrical enemies. Use the rope as a trampoline to reach the next coin.



7 ON THE ROPES

Go to the platform at the end of 6's rope. Take the other rope connected to it to Red Coin 7. Again, avoid the ghostly enemy and the electrical charge.



8 GIANT SWING

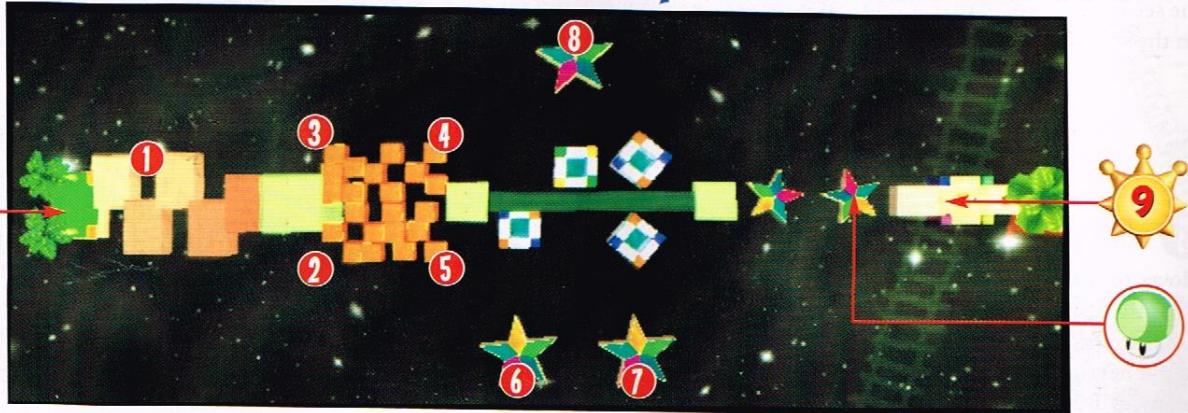
From 7's rope, you can try a Super Whirl Jump to reach Red Coin 8. You can also reach the far platform and hover over to the rope or platform nearest coin 8. If both options are too tough, head up to the top of the windmill and hover over to the rope or platform. Bounce to reach the coin.



The Shine Sprite will appear in the windmill. Go to the top of the structure then ride the platform up. Hover over to the Shine Sprite to pick it up.



9 Red Coins of the Hillside Cave Episode 3 Time Limit: 1:00



1 FLUDD RELIEF

You can revisit many of the secret courses like the one in Episode 3 to pick up an additional Shine Sprite. You have to find eight Red Coins within a set time limit, but you can use FLUDD to help you.

2 3 4 5 FOUR COINS ON MOVING BOXES

Pick up the closest Red Coin on the right then head left to get the next coin. Follow a square pattern so you end up across from the star that coin 6 rests on.



6 7 8 STAR TO STAR

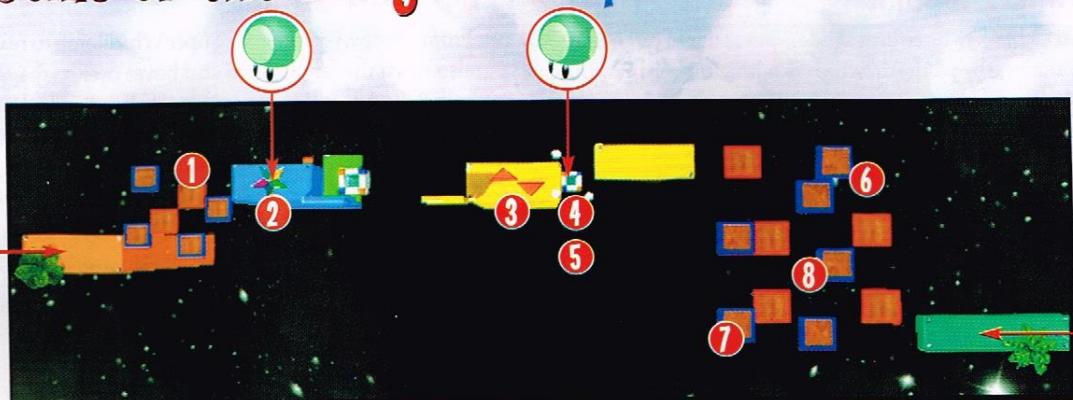
Hover from block 5 to star 6 then hover from star 6 to star 7. From there, use the Hover Nozzle to float to the green square next to the closer unnumbered star. Jump atop the closest white block when it is between you and star 8. The timer will stop after you collect the last Red Coin but you will still have to hover over to the Shine Sprite when it appears. It appears near to where the phantom Shine Sprite resides.





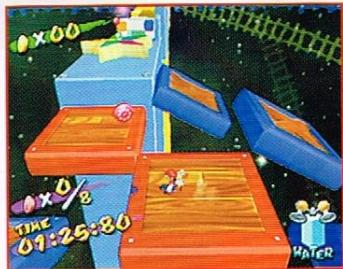
Red Coins of the Dirty Lake Episode 6 Time Limit: 1:30

Start



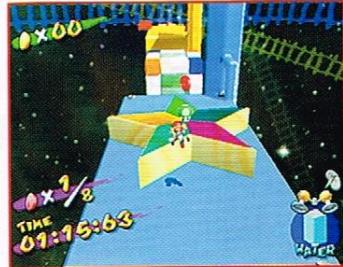
1 NEAT CHEAT

While you should continue to pay attention to the flipping of the platforms, you don't have to worry as much because you can hover everywhere. Grab the first Red Coin and move on!



2 TWO FOR ONE

The star has two treats for you—the second coin and a 1-Up. Jump on the star and grab 'em.



3 LONG WALK

Hover to the white box then ride it until you're close enough to hover to the other side. Rush over to the next coin. If one of the red triangles hits you, hover to save yourself.



4 5 WALK, DON'T JUMP

Snagging two Red Coins is part of the ride on the second white box. Don't jump to reach the coins—just ride as usual and walk into the coins as you pass their shadows. You can't afford to fall off the box!

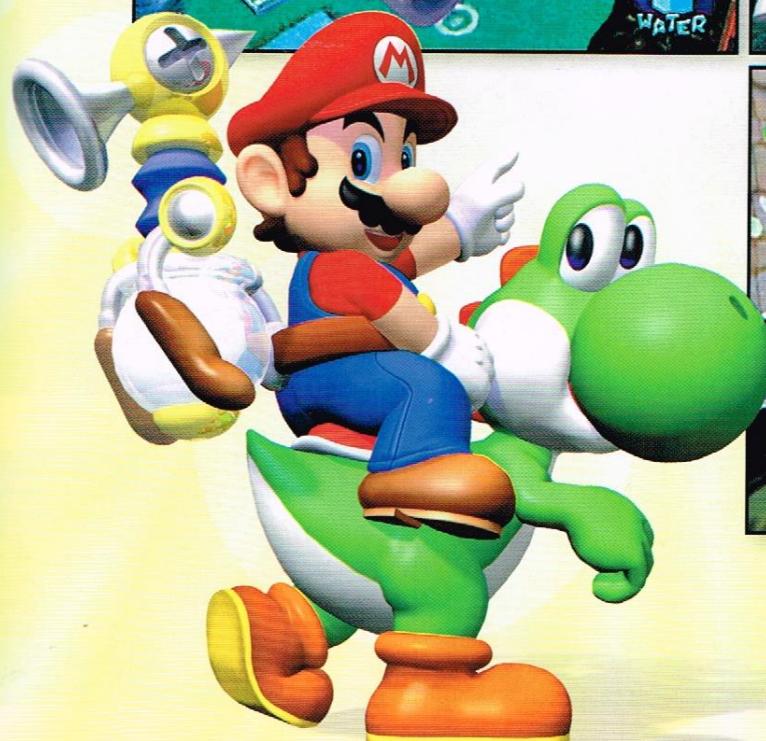
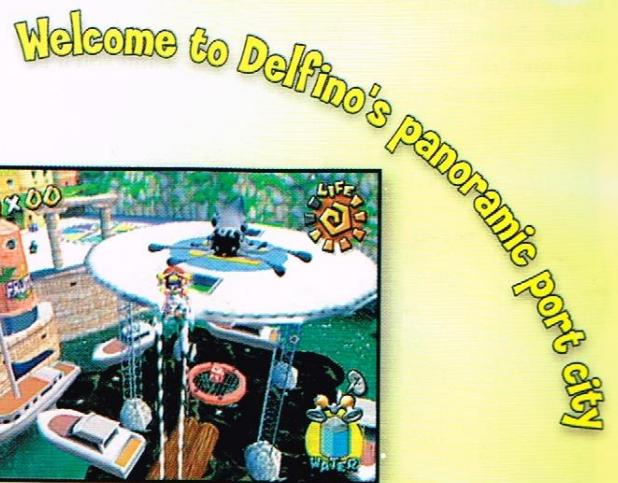


6 7 8 RISKY BUSINESS

Tackle the last three in any order you wish—just make sure you can reach the Shine Sprite once you've earned it. Use the Hover Nozzle to float above the flipping platforms and to reach far-off platforms easily. Be careful, but fast—you should be able to get all three Red Coins in a jiffy.



RICCO HARBOR



Welcome to Delfino's panoramic port city

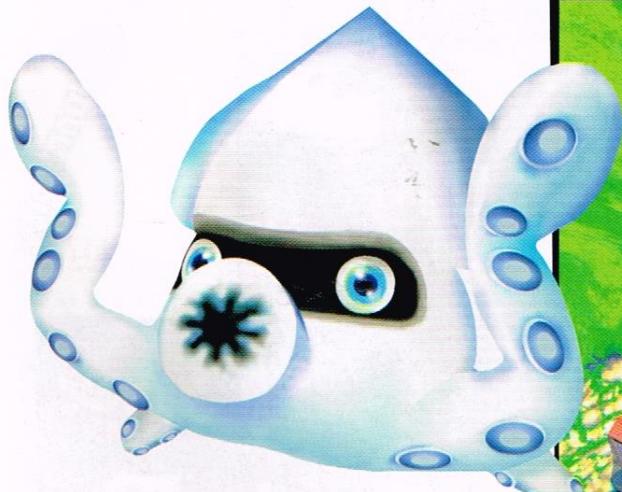
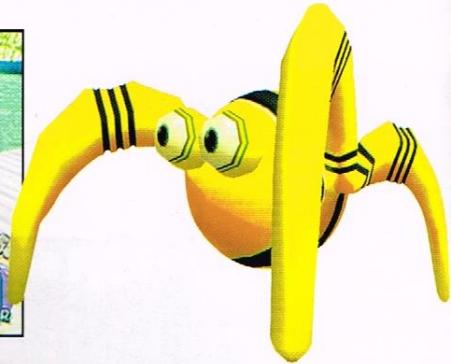
RICCO HARBOR

IF YOU'RE LOOKING FOR FRESH SEAFOOD, RICCO HARBOR IS THE PLACE TO GO. THE RECENT ARRIVAL OF A MONSTER SQUID, HOWEVER, HAS QUICKLY TURNED THE FRIENDLY PORT CITY INTO A VERY UNSAFE HARBOR.



Area Entrance

As soon as you've collected three Shine Sprites, you'll find out that the boathouse on the west side of town has mysteriously disappeared. Slime and sludge have swallowed up the little house on the dock, so clean up the mess and douse the monster that lurks in the goop. After a spic-and-span job, the boathouse will reemerge and you'll be able to enter the portal, which leads to Ricco Harbor.



ENEMIES



Bloopies are squidlike creatures that spit ink. If you jump on one, you'll defeat it and earn a Yellow Coin.



If you spray one of the puffy sea creatures, it will flatten out and temporarily turn into a platform. Use it to cross water.



Cheep-Cheeps hop out of the water. You can spray them out of your way, and Yoshi's juice will transform them into platforms.

Ricco Harbor

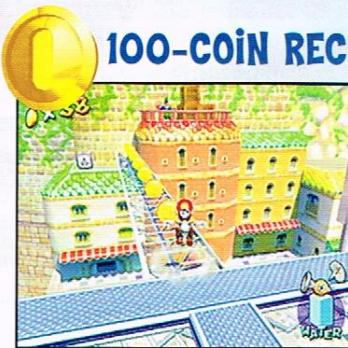
MAP KEY



100-COIN RECOMMENDATION

EPISODE 3

Episode 3 is an easy place to rake in 100 Yellow Coins in Ricco Harbor. When you explore the tunnels, scour the cat-walks and hop on top of the Bloopers, you'll uncover a good chunk of change.



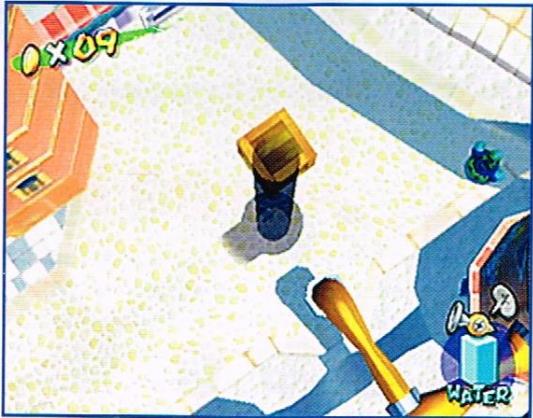
UNDER THE HELIPAD



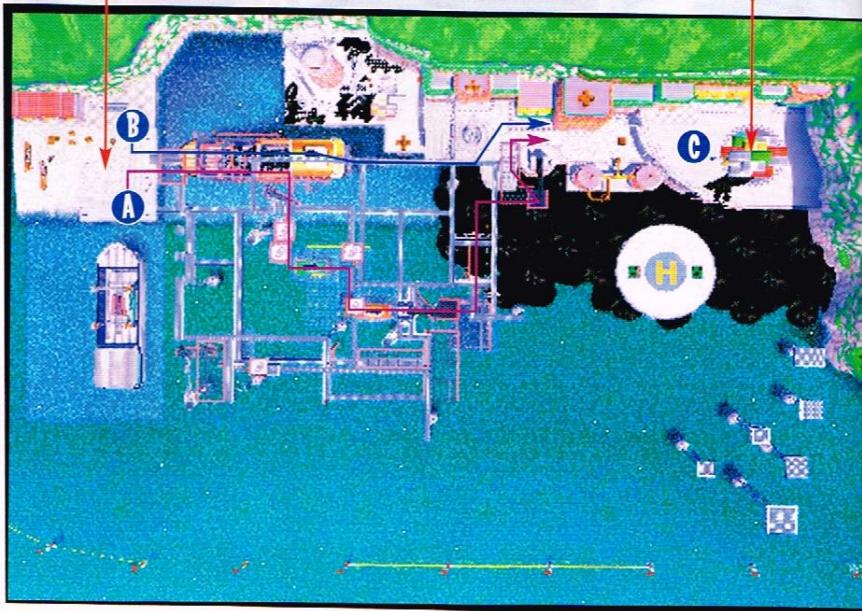
1 Cooper Blooper Breaks Out

TWO ROUTES TO POINT C

You can't use the underground passages to reach the Shine Sprite at point C, since crates block the tunnel exits. Instead, you can use one of two roundabout ways to reach the Shine Sprite. Route B is quicker, but you'll win a Blue Coin if you take Route A.



Start



A ROUTE A

Head up the gangplank of the docked ship, then ride the crane's platform to the green platform. Climb through the chain-link chambers and drop down to the orange platform to ride another crane platform. Hop off at the next platform, then spray the propeller above the sub-

marine to raise the vessel and win a Blue Coin. Cross the sub, then hop your way to the platform that dips into the murky water. The goo is harmful, so ride the platform when it's high and dry, and use it to reach the waterfront plaza leading to point C.



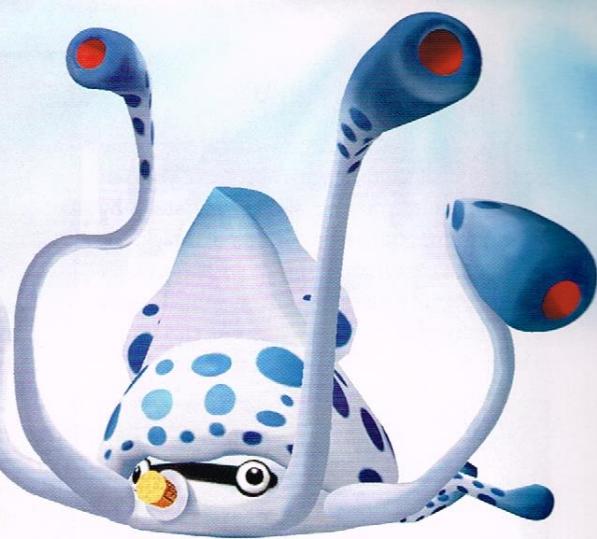
B ROUTE B

If you'd rather skip the Blue Coin and take the shorter route, work your way to the ship's smokestack. Perform a Side Somersault off the top of the smokestack, then bust out another big jump and hover to the catwalk above. Follow the catwalk to the adjacent waterfront to continue your journey to point C.



C COOPER BLOOPER BATTLE

Cooper Blooper the squid hides beneath a pile of freight boxes. Press B to yank its exposed tentacle and get its attention. When Cooper reveals itself, spray its face so its eyes turn red. Jump out of the way when the squid slams down its arms in anger, then Ground-Pound them. While Cooper's arms are temporarily flattened, you'll be safe to run up to its face. Hit B to pull the cork in its snout, then yank it back until it snaps. You can also pull off Cooper's arms if they keep getting in your way. Snap the cork twice to win the battle.



RICCO HARBOR

2 Blooper Surfing Safari

A SURF TO THE TUNNEL

In Episode 2, a passage will open beneath the area where you battled Cooper Blooper. Polluted water blocks the tunnel, and the only way to cross the muck safely is to ride one of the Blooper squids docked at the pier. Pick a squid, hop on its back then follow the trail of coins to the tunnel.



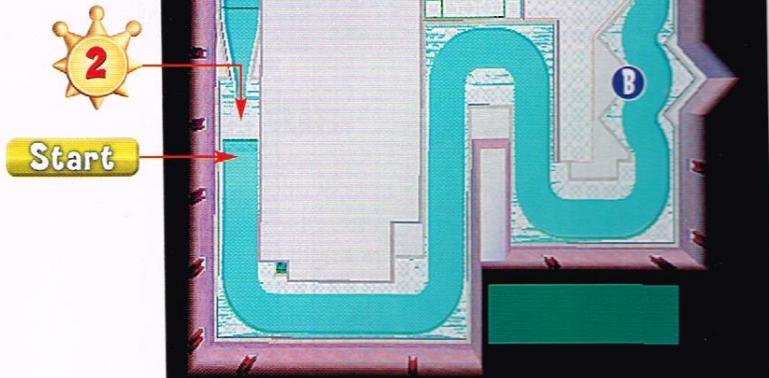
B WAVE RACING

Inside the tunnel, a Pianta will challenge you to Blooper-surf one lap around the waterway. The green Blooper is the slowest squid, the yellow Blooper is average and the purple Blooper is the fastest. Pick your ride then surf your way through the course. Avoid crashing into obstacles or barriers or you'll lose.



C SHORTCUT

If you finish the race in 45 seconds or less, you'll win a Shine Sprite. Save time by taking the wall-jumping shortcuts at point C. Hit A as you approach the bend to hop over the barricade. Make sure that you perform your jump while you're in the water or you'll skid onto dry land and crash.





3 The Caged Shine Sprite

A GET THE HOOKUP

The arrow signs point the way to the Shine Sprite, but it's a tough path. To save yourself some trouble, you can skip a few steps by heading straight to the ship's smokestack. Do a Side Somersault off the top of it, then hover to the catwalk above. Spray the nearby Bloopers so it doesn't knock you off balance, then catch a ride on the striped pole with the hook.



B CHAIN-LINK CLIMB

Ride the hook to the chain-link wall and jump onto it. When you make your leap, make sure that your back is to the chain-link wall, since Mario flips around whenever he jumps from something he's holding onto.



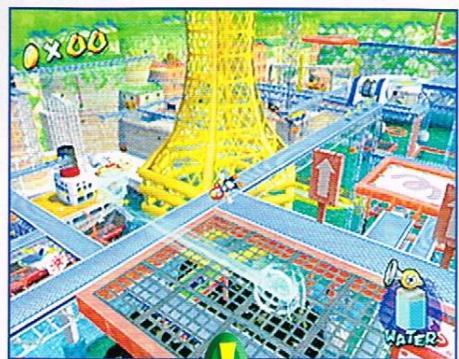
C HOVER NOZZLE AHOY!

Jump from the first chain-link wall to the second one, then leap to the platform and follow the arrow to the stretch of short catwalk beams. Use your Hover Nozzle to cross the gaps and be ready to spray some Bloopers waiting on the other side.



D TRAMPOLINE HOPS

As you head for the yellow tower, strap on the nearby Rocket Nozzle. Along the way, twisting whirlwinds will try to blow you away. Dodge them by jumping as soon as they stop circling you. Bounce off the white trampoline pads to work your way to the yellow tower, then spring inside to find the Shine Sprite.



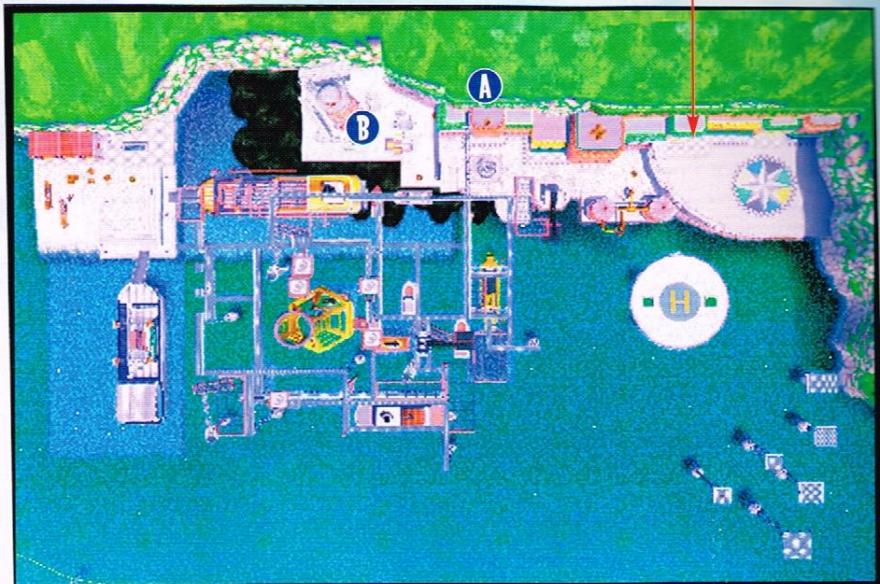


The Secret of Ricco Tower

RICCO HARBOR

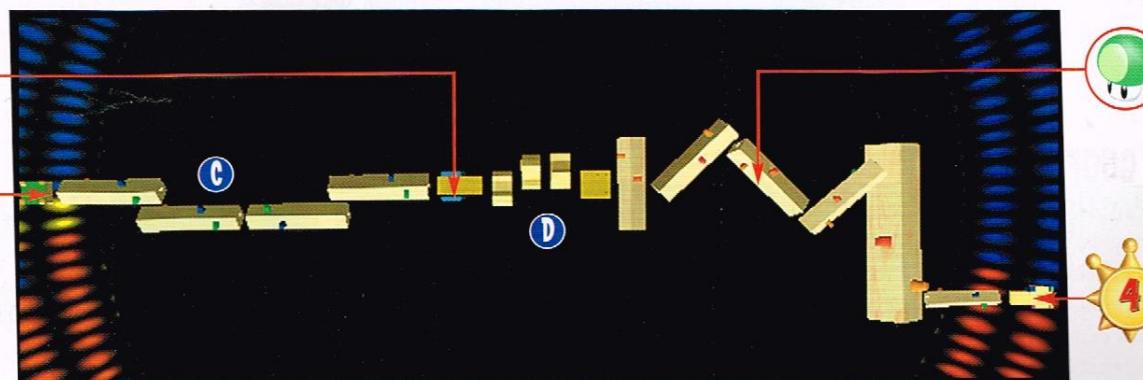
A ROCKET ON THE ROOFTOP

Follow the underground tunnel to the exit at point A, then spring into a Side Somersault and hover over to the rooftop with the crates on it. Continue crossing the rooftops until you find the Rocket Nozzle, which will be your ticket into Ricco Tower at point B.



B TAKE IT TO THE TOP

Using the Rocket Nozzle, blast your way up the scaffolding to reach the top of Ricco Tower. Position yourself beside one of the scaffolding's support legs, then launch yourself into the air. As you fly upward, drift toward the scaffolding so you can land on it. Continue your rocket ride until you can jump into the tower, which contains a secret level.



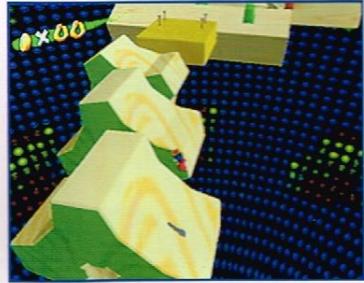
C SECRET LEVEL

Run across the spinning blocks. Try to travel across the most level surface while avoiding the steeper side. When you jump to the next block, make sure that a flat side is spinning toward you so you can stick a solid landing.



D SHIFTING GEARS

Jump to a spinning gear, then run along its surface like you're moving on a treadmill. Continue heading in the direction opposite that of the gear's rotation until another gear floats by. When it's close enough, jump to the next gear.



5 Cooper Blooper Returns

A ROUTE A

You have three main ways of reaching Gooper at the helipad for a rematch. One way to get there is by soaring across the waterfront. Either hover from point A or bounce off the fruit vat's valve knob.



B ROUTE B

You can also swim to reach point D. Work your way to the logjam under the helipad. Cross the logs and jump to the platform. Grab the Rocket Nozzle, then launch yourself straight up to the helipad.



C ROUTE C

If you choose to take route C to reach the helipad, work your way to the platform in front of the yellow submarine. The Pianta on the platform will toss you to the helipad if you talk to him.



D COOPER BLOOPER

You can defeat Gooper Blooper the second time around by using the exact same techniques you used against the squid in Episode 1 of Ricco Harbor. Spray the squid's face so its eyes turn red, then dodge its flailing arms. Immediately after Gooper Blooper slams its arms, Ground-Pound them. With Gooper's arms temporarily out of commission, run up to the squid's face and pull its cork until it snaps. Two cork snaps will permanently disarm the squid and earn you a Shine Sprite.

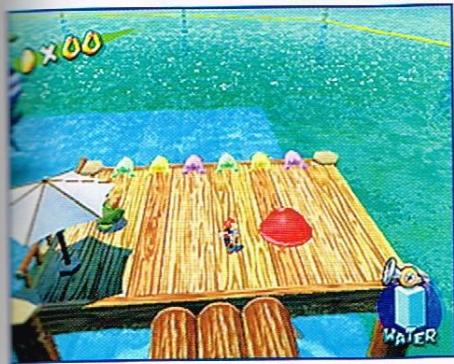


If you need to refill your Life Meter, Ground-Pound one of the helipad grates. Beneath the helipad, you'll find plenty of health-replenishing coins.

6 Red Coins on the Water

A THE RED SEA

At the dock, Ground-Pound the red button. The clock will start ticking and eight Red Coins will appear above the water. Hop onto a Bopper to collect the coins. Use the Green Bopper, since its slow speed will make it easier for you to steer into the coins.



1 2 3 4 5 SURF'S UP!

Follow the yellow path on the map to collect the Red Coins in two minutes.

6 7 8 JUMP!

As you approach Red Coin 6, hit A to jump into it. Continue following the path on the map to gather the remaining coins.



B PIER PRESSURE

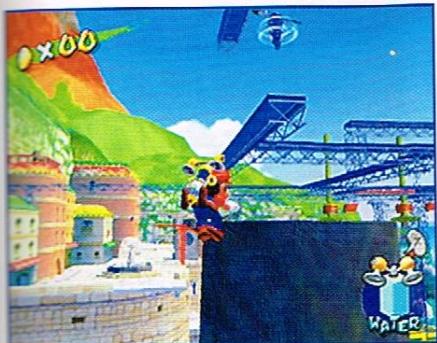
The clock will stop once you've collected all eight Red Coins, but the challenge will continue. To snag the Shine Sprite, you must jump your Bopper onto the dock. Carefully time your jump and steer your Bopper to avoid a crash and disqualification.



7 Shadow Mario Revisited

A SHADOW MARIO AT BAY

With a steady and moderate drizzle, you'll be able to splash Shadow Mario with a few good hits before he flees to the catwalks and follows the path shown on the map to the right. Use the smokestack on the ship to reach the catwalks, then spray the vandal every step of the way.





8 Yoshi's Fruit Adventure

A HATCHING YOSHI

You need Yoshi's help to reach the Shine Sprite in Episode 8. Before Yoshi will appear in the level, you must complete Episode 4 of Pinna Park (see page 71). When you've finished the level, you'll be able to chase Shadow Mario in Delfino Plaza (see page 21) and befriend Yoshi. Afterward, a Yoshi Egg will appear in Ricco Harbor's marketplace. Ground-Pound the top of a fruit vat until a durian pops out. Kick the spiky fruit to the egg to hatch it.



B FISH PLATFORMS

Hop aboard Yoshi for a ride and gallop toward the leaping, orange Cheep-Cheep fish. Press R to make Yoshi spit out juice. If Yoshi squirts a Cheep-Cheep, the juice will transform the fish into a platform. Use the platform to cross the harbor, since Yoshi will dissolve in water.



C PURPLE YOSHI TO PINK YOSHI

Ride the first purple platform you create and hop off at the first platform tower. Jump and flutter to the palm tree on the cliffside ledge, then spray down a coconut. Feed it to Yoshi to make him pink, then return to the platform. The platforms you create using pink Yoshi juice will float up and down, so you'll be able to ride the platforms to the higher towers.



Purple platforms float horizontally, while pink ones move vertically. You'll need to use pink platforms to reach the Shine Sprite, so take a detour to the ledge and feed Yoshi a coconut to change his color to pink.

When Yoshi is pink, you'll be able to use his pink juice to ride up to the Shine Sprite in the cage. Squirt Yoshi juice at the Cheep-Cheeps to transform the leaping fish into pink elevator platforms.

D YELLOW SHIELD

A gold force field prevents you from opening the cage that contains the Shine Sprite. Only Yoshi's juice can break the seal, so have Yoshi spit at it. When the shield is gone, climb in to claim your prize.

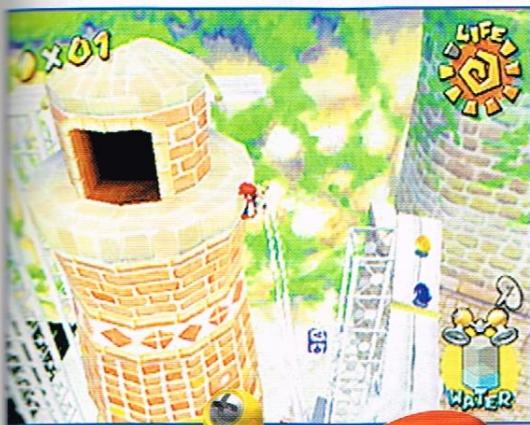




9 Red Coins in Ricco Tower Episode 4 Time Limit: 1:30

A BRING THE HOVER NOZZLE

After you've completed Episode 4, replay the level and revisit Ricco Tower to play the secret stage for Red Coins and another Shine Sprite. The Hover Nozzle will make collecting the coins easy, so don't enter the tower using the Rocket Nozzle. Instead, enter by using the Hover Nozzle to hover from the ship's smokestack to the catwalks and then to the scaffolding.



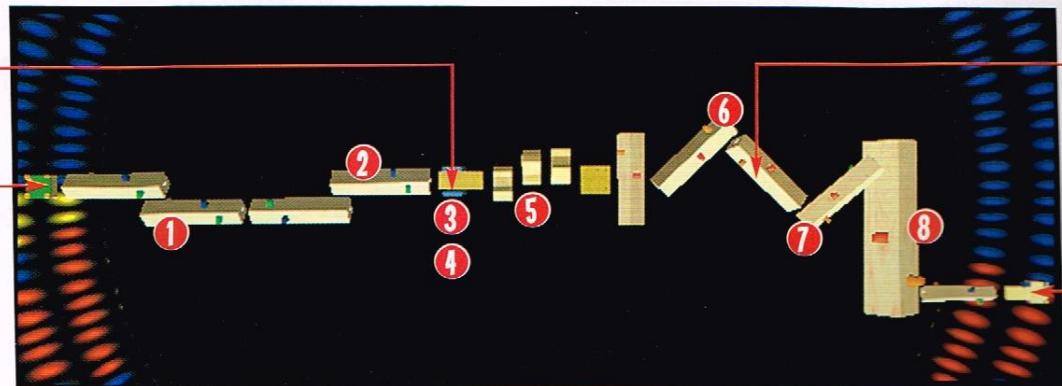
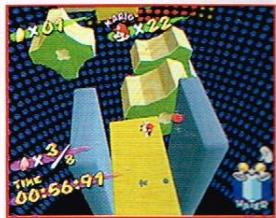
1 2 USE HOVER

Run across the spinning platforms then jump and hover to pocket the coins floating overhead. Line yourself up with each coin's shadow so you know where you should be hovering.



3 4 KICK JUMP

Use Wall Kicks to reach the two Red Coins floating near the tops of the blue walls. Zigzag your way to the top and adjust the camera angle to get a better perspective on each coin's location.



5 SECOND GEAR

The fifth coin floats above the middle gear. Your hover power can carry you straight to the coin, so don't bother hopping onto the first gear. Once you've collected the coin, hover past the third gear and land on the yellow block to continue your Red Coin roundup.



6 7 8 LAST SPIN

The last three Red Coins float above the final stretch of spinning platforms. Race your way across the blocks, and jump and hover to collect the Red Coins.



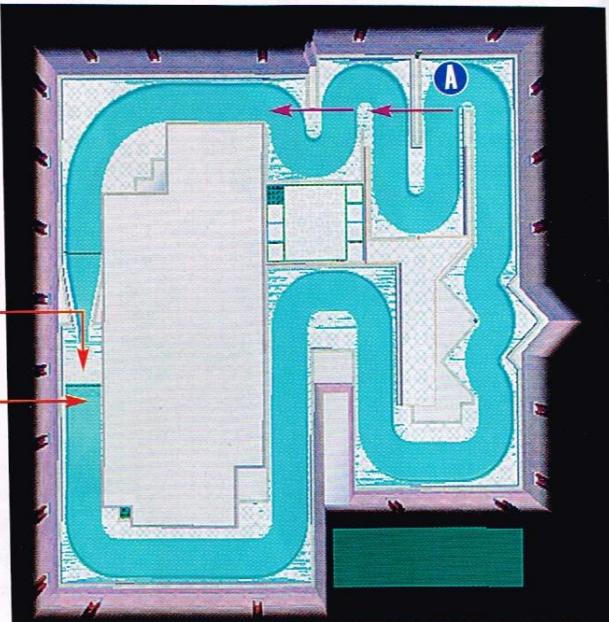
10 Blooper-Surfing Sequel Episode 2 Time Limit: 0:40

A RACING REDUX

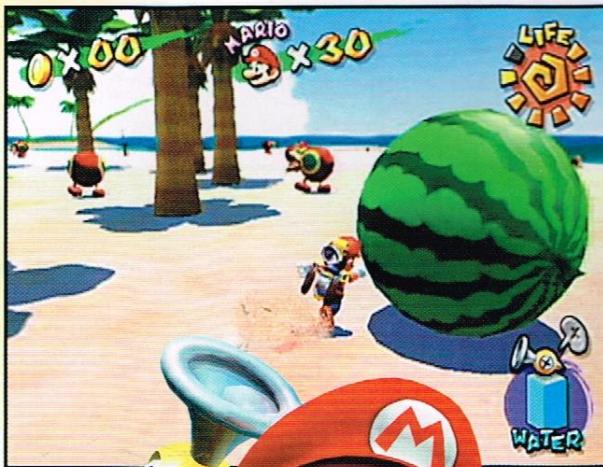
Replay Episode 2 for a second Shine Sprite by finishing the Blooper-surfing race in 40 seconds or less. To win, jump the wall at point A and leap over the wall beyond it. You'll also have enough time to swerve around the second bend instead of leaping over it if wall-jumping isn't your specialty. Press the A Button to catch air, and always jump before you reach dry land or you'll wipe out.



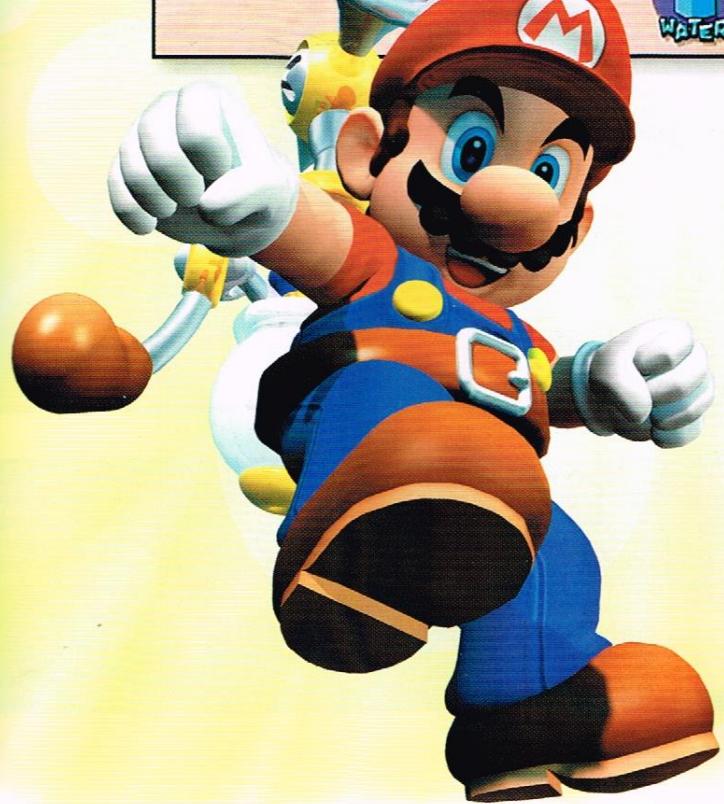
Start



GELATO BEACH



Welcome to Delfino's largest beach



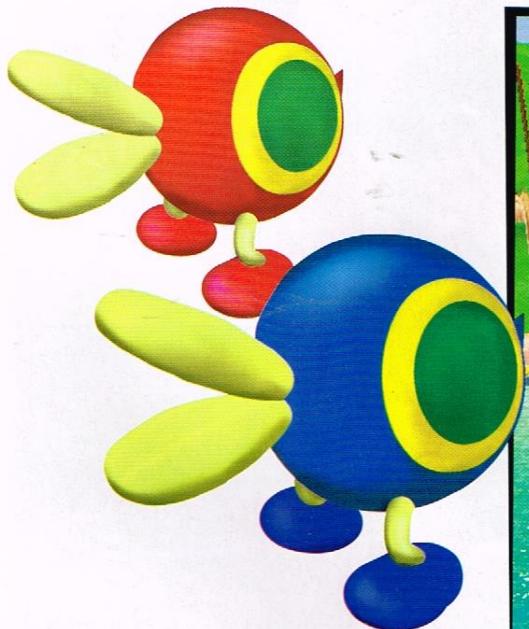
GELATO BEACH

LIFE IS SAND-TASTIC WHEN YOU'RE ON A WARM, SUNLIT BEACH. BUT MARIO'S TROPICAL PARADISE IS INFESTED WITH GIANT BIRDS, ROTATING MIRRORS AND DANGEROUS FISH. IT WILL TAKE MORE THAN LIFEGUARDS RUNNING IN SLOW-MOTION TO CLEAN UP GELATO BEACH.



Area Entrance

After you find five Shine Sprites, you'll be able to enter Gelato Beach. Go to Delfino Plaza's northwest beach, where a puddle of goo has replaced the lighthouse. Spray it with FLUDD until a polluted Piranha Plant emerges, then spray the plant in the mouth three times. Once it's defeated, you'll be able to enter Gelato Beach.



ENEMIES



Blue Cataquacks will toss you in the air but won't harm you otherwise. Use them to reach floating stacks of out-of-the-way coins.



Red Cataquacks will toss you and cause damage in the process. Spray them with FLUDD, then jump on them. You can earn a coin if you do.



The Cheep-Cheeps surrounding Gelato Beach are all invincible. If one bites you, it will pull you underwater.

MAP KEY



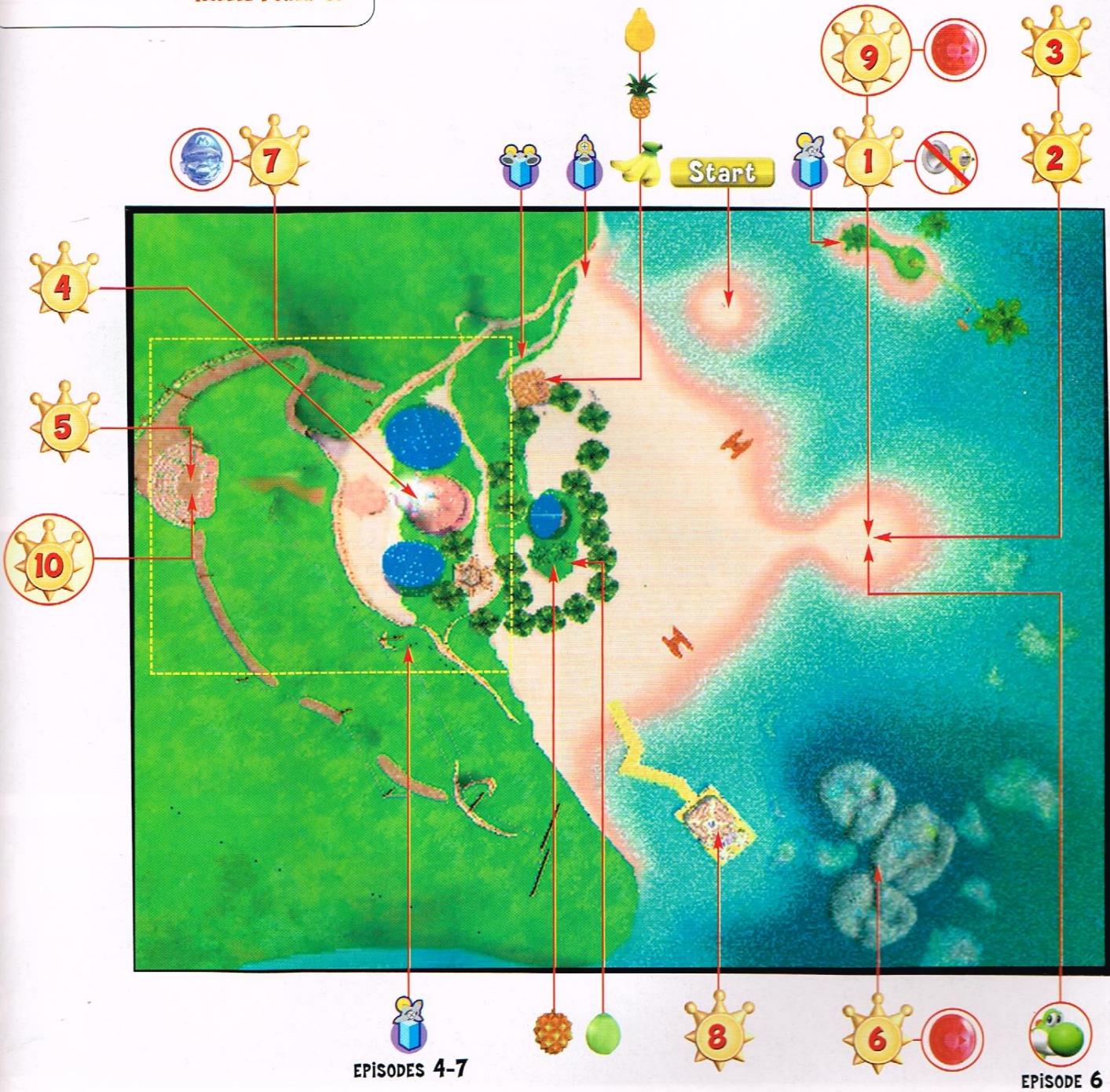
GELATO BEACH

100-COIN RECOMMENDATION



EPISODE 8

Episode 8 is a great place to collect 100 coins. Bring watermelons to the stand and exchange them for Yellow Coins, and don't forget the giant offshore swing.





Dune Bud Sand Castle Secrets

A SAND IN YOUR SHORTS?

Gelato Beach contains plants called Dune Buds that sprout into giant sand sculptures when doused with water. After you get oriented, walk to the middle of the beach (marked "A" on the map) and water a Dune Bud to make a sand castle appear. Run into the castle to reach a secret level. The castle won't stick around for long, so hurry.



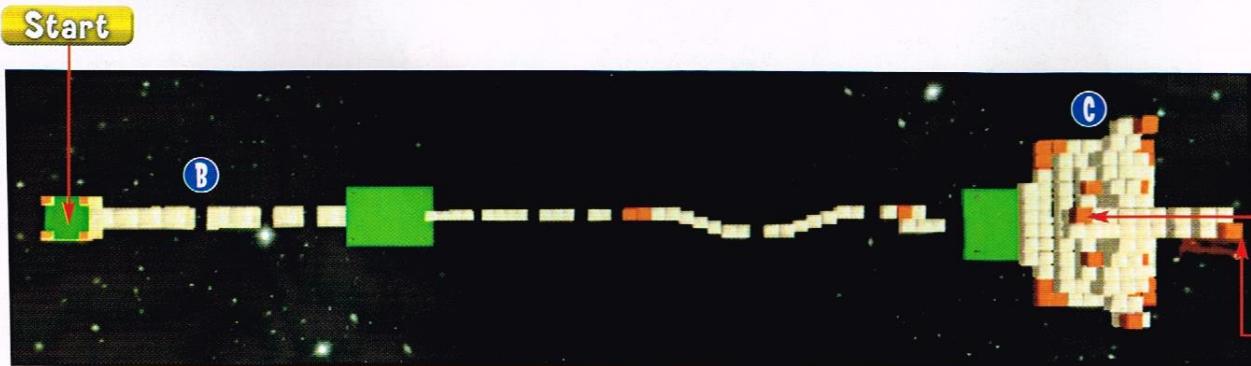
B MOVE FAST

The secret level is built out of unstable sand blocks, so you'll have to move fast. Run in a straight line—jumping when necessary—until you reach the castle section of the level. If you need a breather, stop on a green or orange section.



C CASTLING

It helps to use Side Somersalt jumps to reach the top. If you try to jump and hang off the ledge, the block may collapse before you can pull yourself to safety.





Mirror Madness! Tilt, Slam, Bam!

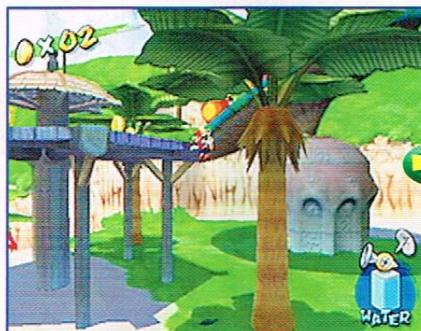
A MIRROR, MIRROR

To reach Mirror A, climb a nearby tree and stand on the top. Do a Side Somersault, then use the Hover Nozzle and float to the mirror. Once you're on the mirror, spray the enemies with water and knock them to the edge. While they're teetering on one leg, pull off a Ground Pound and send them flying.



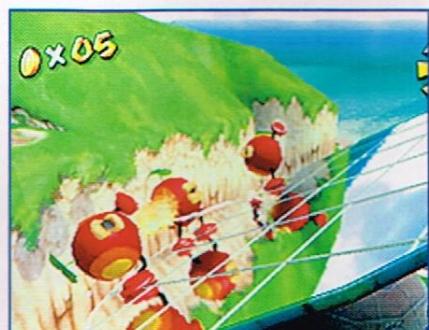
B TAKE TWO

You will use the same strategy of spraying and Ground-Pounding for the second and third mirrors. To reach the second mirror, go to point B and stand next to the house on stilts, then Side-Somersault into a tree. Jump from the tree to the house, then from the house to the mirror.



C THIRD TIME'S THE CHARM

The third mirror is a little tricky. To reach it, go to point C and water a Dune Bud to create a stairway. Climb the stairs and follow the path to the right until you see the third mirror—which is an easy jump-and-hover's length away. Once you clear all three mirrors of enemies, you'll earn a Shine Sprite.





3 Wiggler Ahoy! Full Steam Ahead!

A BUDDING HEROES

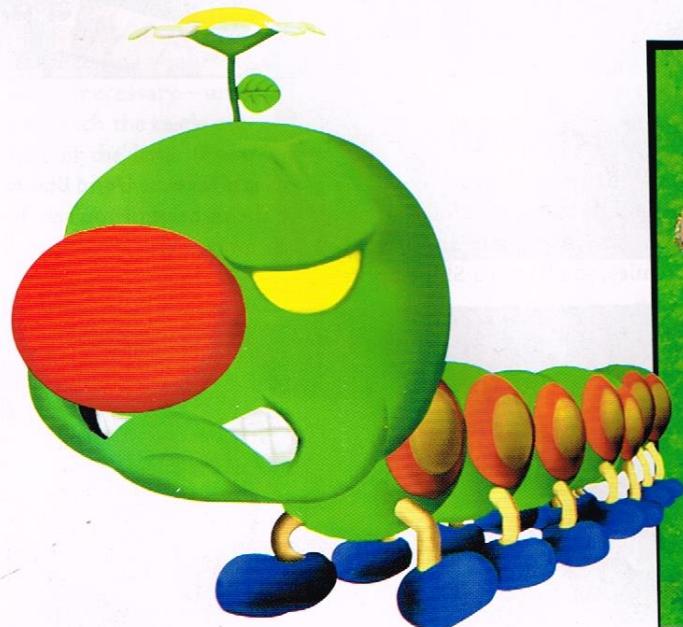
Episode 3 pits Mario against a large, angry caterpillar named Wiggler who is running madly up and down the beach. To put the 'pillar on ice, head for the Dune Bud marked "A" on the map below. When Wiggler gets close, spray the Dune Bud with water to create a pyramid. If Wiggler is nearby, the pyramid will flip him

onto his back. Once his legs are in the air, use a Side Somersault to leap onto Wiggler then hit him with a Ground Pound (be sure to Ground-Pound the segment with the red arrow above it). After Wiggler rights himself and runs away, repeat the process a second time.



B WIGGLER WOBBLIES

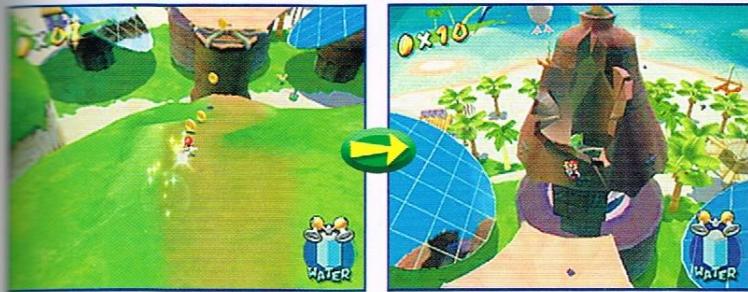
After hitting Wiggler twice, he will change his route. Go to the Dune Bud at point B and wait for the creepy crawler to stomp your way, then spray the Dune Bud and jump on Wiggler a final time. As soon as you do, you'll earn another Shine Sprite.



4 The Sand Bird Is Born

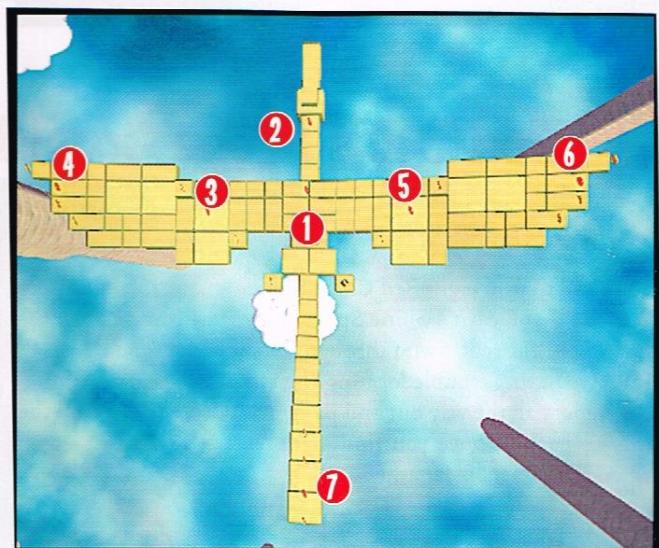
A SLIP AND SLIDE

The Sand Bird hatches between your third and fourth trips to Gelato Beach. To find the newborn bird, go to the Dune Bud you used to reach the third mirror in Episode 2 and spray it to create a staircase. Climb the stairs and follow the path to the left until you reach point A. Slide down the hill (follow the trail of Yellow Coins) then jump off the edge, bounce on the springy platform and leap into the broken building.



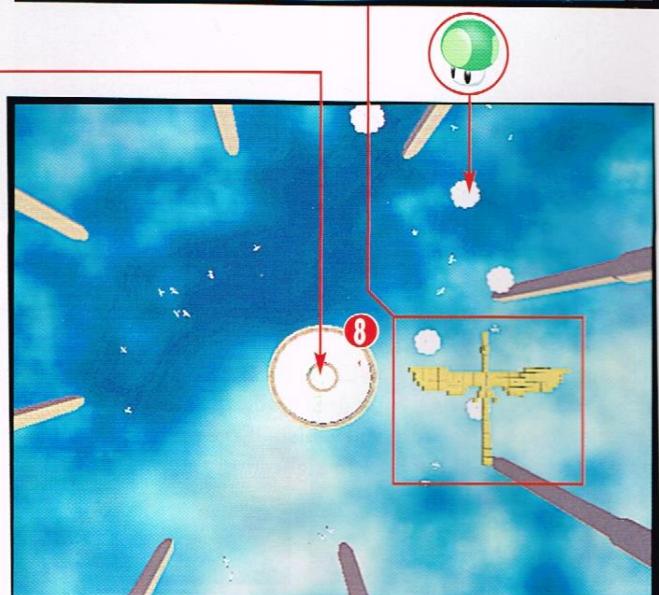
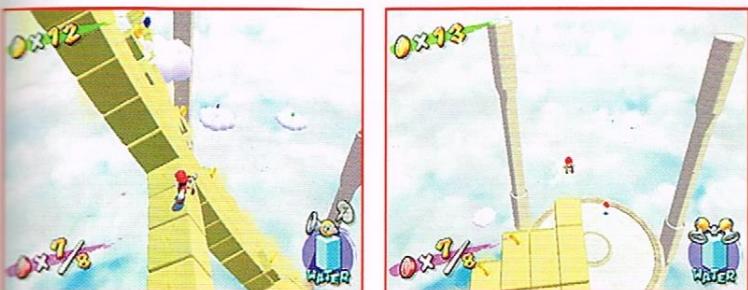
1 2 3 4 5 6 7 RED COINAGE

You must grab eight Red Coins while atop the moving Sand Bird—no easy task. Ignore Yellow Coins, 1-Ups and Blue Coins and focus on the reds. Coins 2, 4, 6 and 7 are the toughest to reach. Walk carefully and wait for the wings to begin moving up before grabbing 4 or 6. You have to jump to reach coins 3 and 7. Make sure that you are standing still when you jump. A single tap of the A Button is enough.



8 EIGHT IS PLENTY

Eventually, and hopefully after you've collected the first seven Red Coins, the bird will roll sideways. Stand on the block where coin 1 used to be and wait for the bird to roll. Move against the roll until you are standing on the edge of the block—the bird will then roll back to its original position. When it does, walk out on the wing and jump to the tower for the final Red Coin.



5 Il Piantissimo's Sand Sprint

A RUN LIKE THE WIND

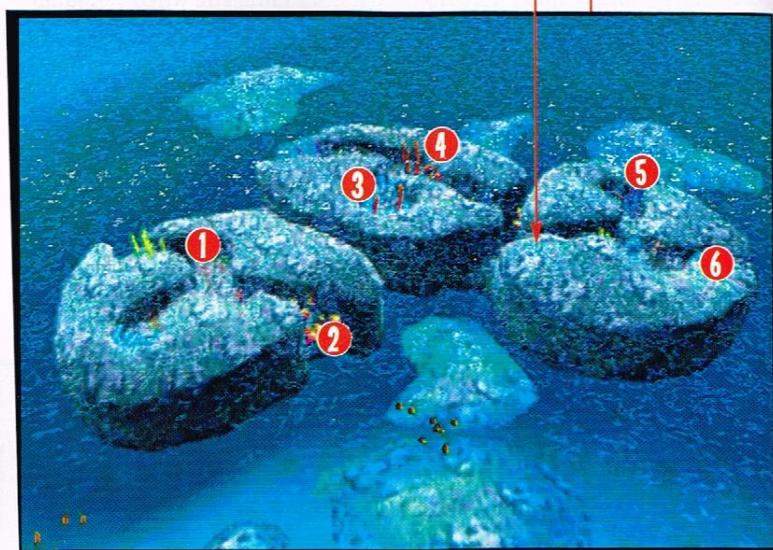
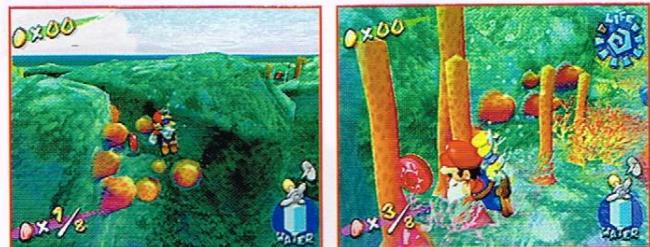
A person dressed in a purple Pianta named Il Piantissimo is waiting for you in Episode 5. When you arrive, the costumed fellow will challenge you to a race. Il Piantissimo is fast, but he makes a fatal mistake at the end. The map to the right shows his path in purple and Mario's suggested shortcut in orange. If you cut up and across the grass after making a Wall Kick (where the staircase-forming Dune Bud used to be), you'll beat him easily. Follow Il Piantissimo the first time through to learn the best route up the beach.



6 Red Coins in the Coral Reef

1 2 3 4 5 6 DIVE! DIVE!

You need to find eight Red Coins hidden in a reef to complete Episode 6 and earn a Shine Sprite. Six of the coins are simply floating in the reef. Swim through the coral and find them all. If you're having trouble locating the red beauties, try zooming the camera all the way out and panning it in a circle. Zoom the camera back in once you find a coin—they're tough to grab when the camera is far away.



7 8 Red Coins 7 and 8 follow the fish

7 8 SWIMMING LESSONS

The seventh and eighth Red Coins are floating with schools of fish. Once you find one, try to grab it quickly—if the fish dive or move near a rock, the coin will vanish. If the coin gets caught in an obstacle, keep the school in sight until the coin reappears, then swoop in and snag it.



7 It's Shadow Mario! After Him!

A THE SHADOW KNOWS

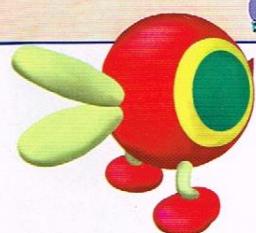
Shadow Mario returns in Episode 7. To claim a Shine Sprite, you need to spray him with water until he surrenders. Use Triple Jumps to keep pace with him, and zoom the camera all the way out unless it blocks your view. Also, hold the R Button lightly so you can run and spray at the same time.



8 The Watermelon Festival

A CATAQUACKASTROPHE

You need a watermelon to enter the festival in Episode 8, but multiple Red Cataquacks block your way. Jumping on a Cataquack will only stun it, but you can hit it with a sprouting Dune Bud to eliminate the menace altogether. Lead a Cataquack over to a Dune Bud, then spray it with FLUDD. While your foe is stunned, spray the Dune Bud and send it flying.

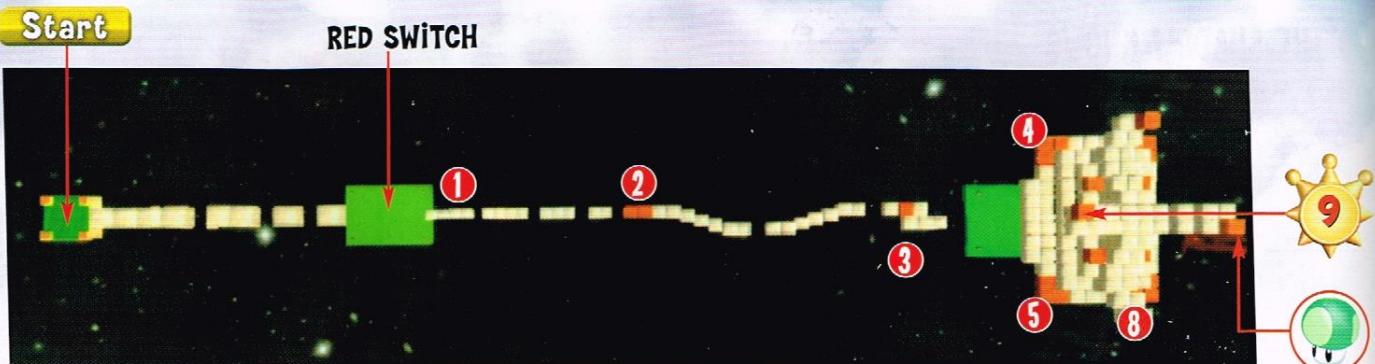


B KEEP ON ROLLIN'

The biggest and best watermelon is located high atop the hills of Gelato Beach. If you push it off a steep edge, the melon will pop—so you'll need to work carefully. Get behind the melon and slowly push it toward the smoothie hut. If you follow the blue arrow located on the map above, you should have little difficulty. If the melon pops, go back up and get another one.



9 Red Coins in the Sand Castle Episode 1 Time Limit: 1:00



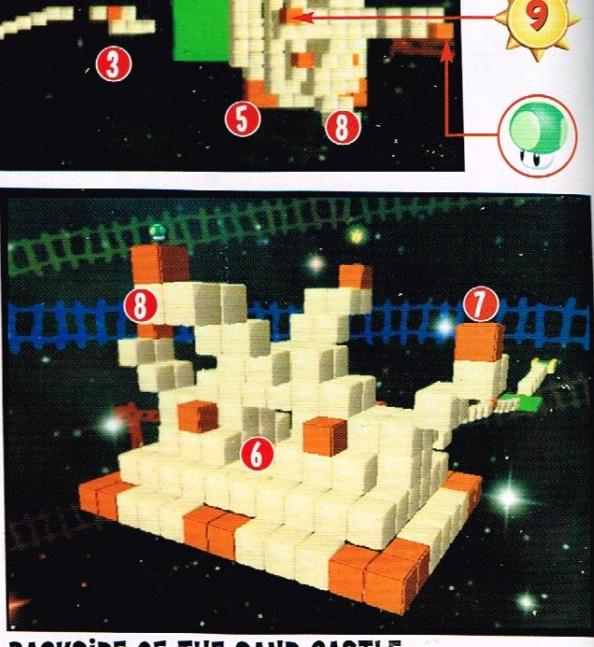
1 2 3 STRAIGHT ON 'TIL MORNING

Red Coins 1 and 2 are easy to get—just run forward. You'll need to jump and hover to reach coin 3. Don't stand too long on a sandy block or it will disintegrate. You can stand on orange and green spaces without fear—but watch the time limit!



4 5 6 7 8 LEAP OF FAITH

Once you reach the main castle, run left and grab coin 4, then hover over the gap you created by stepping on the sand stones and get coin 5. Pan the camera 180 degrees, then run to the middle and get coin 6. Use Side Somersaults to reach coin 7, then hover over to coin 8.

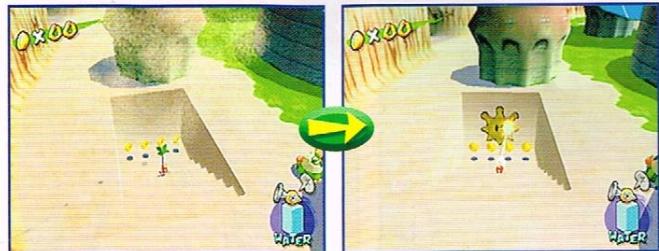


BACKSIDE OF THE SAND CASTLE

10 Sandy Shine Sprite

A WASH YOUR TROUBLES AWAY

To locate the secret Shine Sprite, find a Dune Bud behind the three mirrors and spray it. The bud will turn into a narrow staircase. Spray the wall at the bottom of the staircase to earn the Shine Sprite. You must work quickly or the stairs will vanish.



PINNA PARK

Welcome to Delfino's amusement park



PiNNA PARK

OFF DELFINO'S COAST IS A TINY ISLAND DEVOTED ENTIRELY TO AN AMUSEMENT PARK. MARIO CAN RIDE THE PARK'S ROLLER COASTER, AND HE'LL HAVE A FAIR SHARE OF OTHER THRILLING UPS AND DOWNS, TOO.



Area Entrance

As soon as you have 10 Shine Sprites, an armored ship will appear in the northwest section of Delfino Plaza. When you reach the boat, you'll discover that the captain is Shadow Mario and he's kidnapped Peach yet again. The nearby red turret will become accessible once the criminal has made his escape. Follow him by hopping into the turret, which will blast you like a human cannonball to the park.



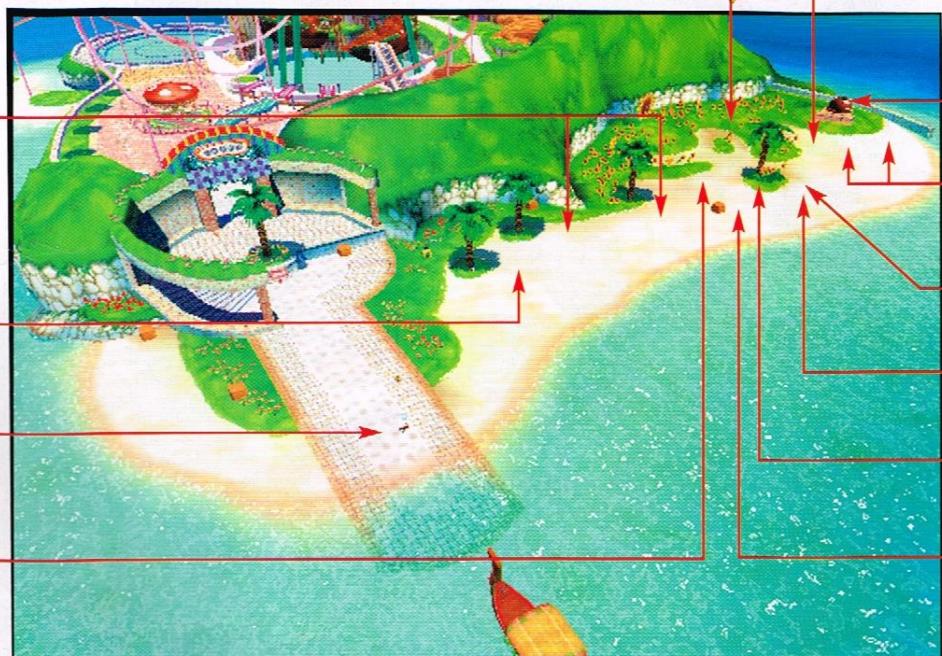
BEACH



Fruits are under the sand. Soak the beach with water to flush them out.



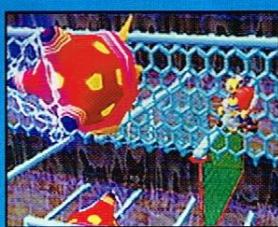
Start



ENEMIES



Blue Electro-Koopas will shock you if you touch their shells. You can short-circuit one by spraying it when it's out of its shell.



Like blue Electro-Koopas, the red ones are electrified. Avoid getting shell-shocked by stunning them with a squirt.



The purple Bullet Bills are homing missiles. Lead them into other targets or shoot water to destroy them.

MAP KEY



PINNA PARK

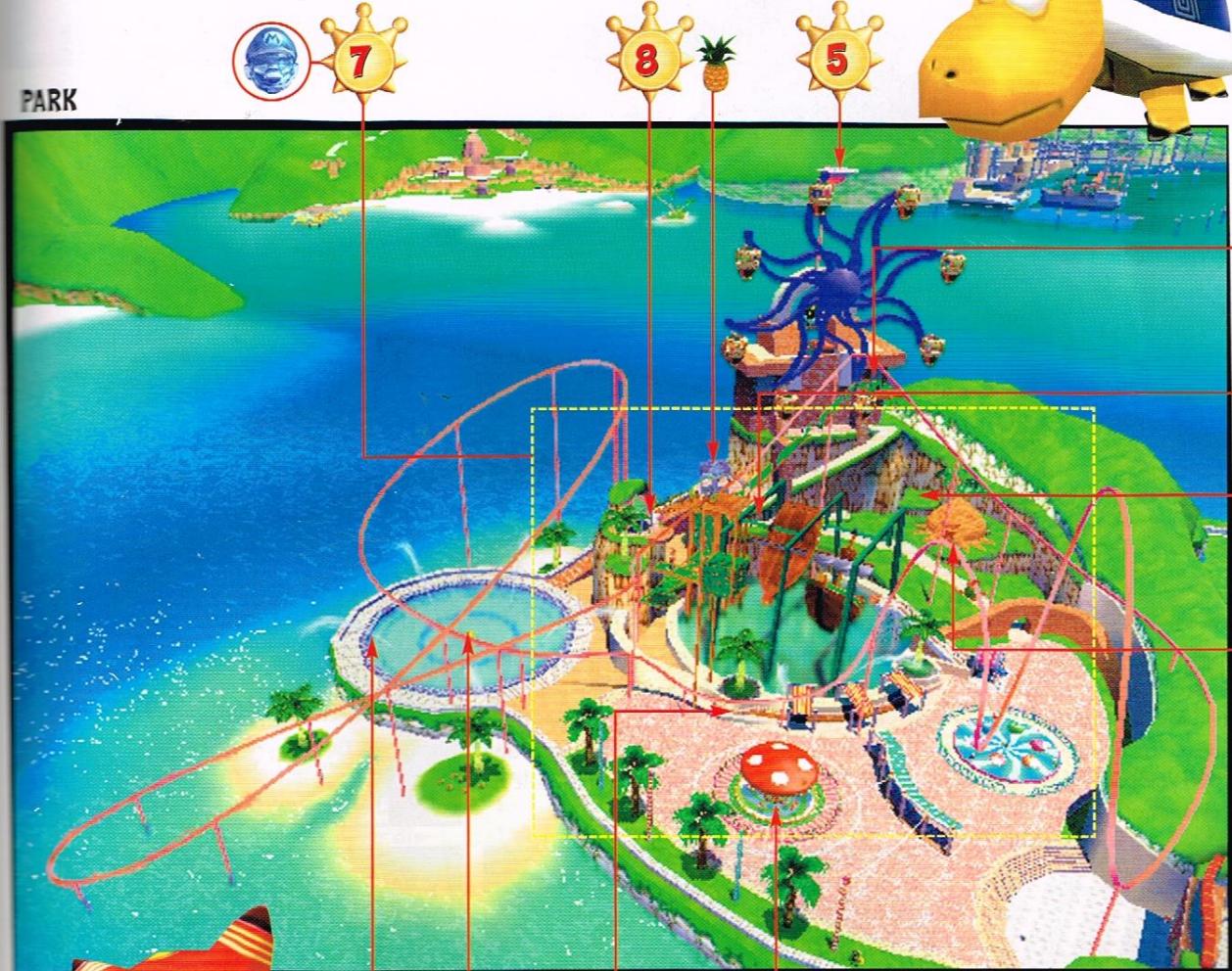
100-COIN RECOMMENDATION



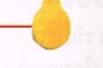
EPISODE 2

Don't destroy the cannon—let it fire Bullet Bills at you. If you spray water at the bullets, they'll turn into coins. The gold Bullet Bills produce the most coins. You can also find a lot of change on the beach by spraying the sand.

PARK



EPISODE 6



1 Mecha-Bowser Appears!

A INTO THE PARK

Walk straight ahead and climb the stairs to enter Pinna Park. Shadow Mario lurks inside, and he'll flee as soon as you set foot on the park grounds. Follow the impostor. You don't need to spray him as you go, and he'll wait for you to catch up with him at the shallow pool. When you meet up, Shadow Mario will part the water and a giant Bowser robot will emerge.



B BULLET BILLS AND A BUCKET OF BOLTS

As you ride the roller coaster, Mecha-Bowser will stay stationed at the pool while Bullet Bills hover along the coaster tracks to blast your car. Fend off incoming Bullet Bills by spraying them, and extinguish Mecha-Bowser's fiery breath when your car cruises in front of the robot. You must fire missiles to turn Mecha-Bowser into scrap metal, and FLUDD can arm up to one missile at a time when you pass by the ammo. Use the R Button to fire, and let your missile fly when you've got a clear shot. Don't waste armed missiles fending off Bullet Bills.



2 The Beach Cannon's Secret

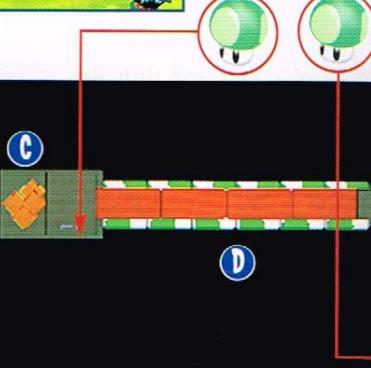
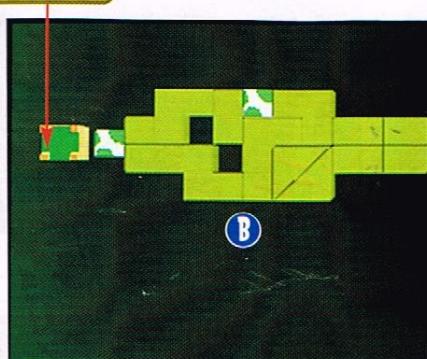
PINNA PARK

A BEACHFRONT BALLISTICS

Dodge the barrage of Bullet Bills and scramble toward the cannon at the far end of the beach. When you're near the turret, the critter in the cannon will stop firing Bullet Bills and start tossing ticking Bob-ombs. If you soak a Bob-omb, you'll temporarily defuse it so that the bomb turns blue. Press the B Button to pick up a blue Bob-omb, then hit B again to toss it at the cannon. Keep tossing blue bombs at the cannon until it blows up.



Start



D

IN THE MIDDLE BOX



B DISAPPEARING FLOOR

Hop into the cannon to enter a secret level with floors that disappear section by section. Keep track of when the floor blocks fade in and out so that you're always walking on solid ground. Spotted blocks never disappear, so use them as rest stops.



C SPRING IN YOUR STEPS

The square pads are bouncy, and they'll spring you into the air when you land on one. Hop on a springy square, then move toward the next pad while you're airborne. Use the technique to work your way up to the gray block.



D SPEED SLIDING

Slide quickly across the orange path before it vanishes from under you. On the second orange path, you'll need to give yourself a head start by taking a running leap and landing just as the blocks reappear. Note the timing of the blocks to pull off the feat.



3 Red Coins of the Pirate Ships

1 TOP OF THE STAIRS

All of the Red Coins are hidden inside the park, not around the beach entrance. Enter the park, then climb the staircase in front of the swinging pirate ships to claim the first Red Coin.



2 FIRST PIRATE SHIP

From the top of the stairs, hover to the first pirate ship. Land on the deck, then head for the stern. As the boat rocks backward and into the Red Coin, jump or hover to claim the booty.



3 SECOND PIRATE SHIP

The second pirate ship swings near the third Red Coin. You can grab it by riding the rocking boat and standing near the bow. Hop aboard by climbing the palm tree at the side of the pool and hovering from the treetop as the ship comes in.



6 ON TOP OF THE CAGE

Flip through the trapdoor beyond the fifth Red Coin to enter the green chain-link cage. Exit through the front door, then scale the outer wall of the cage to reach the Red Coin at the top.



4 UNDER THE WALKWAY

Hover to the roller coaster's boarding zone, then land on the green chain-link walkway. Ground-Pound the electric turtles that patrol the underside of the walkway, then drop through the trapdoor to grab the Red Coin they were guarding.



7 UNDER THE RAMP

Hover back to the cage near the site where you found the fourth Red Coin. Climb up the underside of the ramp patrolled by red Electro-Koopas to find the seventh Red Coin. When a turtle is above you, press A to kick the ramp and send the turtle flying.



5 UNDER THE OVERHANG

After grabbing the fourth coin, flip through the trapdoor at the end of the path so that you're standing directly beneath another green walkway. Do a Side Somersault and hover until you can grab hold of the walkway above. Shimmy to the coin.



8 TOP OF THE RAMP

After you've kicked away all of the Electro-Koopas on the ramp, you'll be safe to walk topside. Head up the ramp to claim the eighth Red Coin and summon a Shine Sprite.



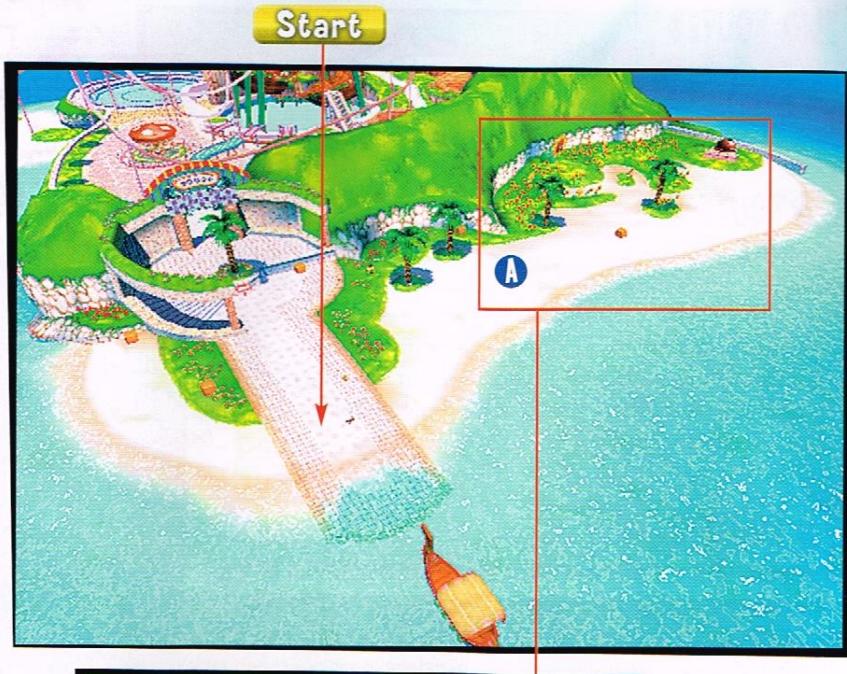


The Wilted Sunflowers

PINNA PARK

A TURTLE TUSSE

They look like eggs but the polka-dotted bulbs are actually the shells of turtles that are gnawing away at the sunflowers' roots. Get a turtle's attention by spraying its shell with water. Lure the awakened turtle onto the sand, then Ground-Pound the turtle's belly after it pounces. Defeat all of the turtles to save the sunflowers and earn a Shine Sprite.



Steer clear of the turtles' shadows. If a pouncing turtle lands in the sand (not in the grass), it'll get stuck upside-down. Ground-Pound its stomach, then stock up on coins from the sunflowers that sprout up.

When you finish Episode 4, Shadow Mario will appear in Delfino Plaza with a Yoshi Egg (see page 21). Once you've saved the egg, Yoshi Eggs will start appearing in various episodes, including ones you've already completed.

5 The Runaway Ferris Wheel

TWO ROUTES

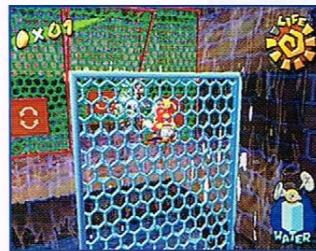
The sleeping turtle at point C has caused the Ferris wheel to malfunction. You have two ways to reach the turtle. Route A is the easy, sneaky way, while route B offers more of a challenge.

A ROUTE A

If you choose to take the easy route, walk to the top of the green ramp in front of the Ferris wheel. Leap off the top of the ramp, then hover to the ledge to the right of the Ferris wheel. Don't worry about getting hit by the ride's spinning arms—you'll fly right through them as long as you hover through the right side of the Ferris wheel. After you land, drop through the hole in the grate beneath the turtle.

B ROUTE B

If you take route B, you can uncover a 1-Up Mushroom by bopping the upper brick that extends out of the lower-left corner of the climbing area. Grab the 1-Up, then follow the five steps detailed below to reach the snoozing turtle at point C.



1 Start your climb to the top of the Ferris wheel by scaling the front of the blue fence. Squirt the green panels to flip them sideways.



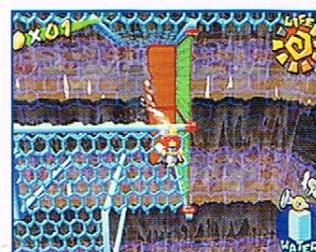
2 Climb to the top of the blue fence and walk across the green panels you've flipped. Work your way to the next blue fence.



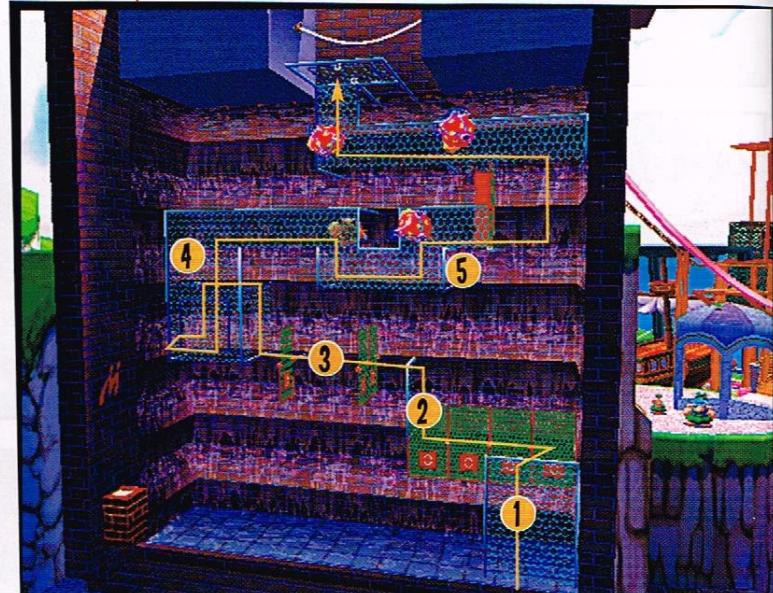
3 While clinging to the blue fence at point 2, squirt the green panels behind it to flip them. Cross the panels to the blue cage.



4 Climb to the top of the blue cage, then pound through the trapdoor. Climb down to the cage's front door, then flip it.



5 Get rid of the Electro-Koopas by pressing B and kicking them when you're on the opposite side of the fence that they're crawling on. At point 5, spray the orange tabs on the side of the green panels to make them swing outward. Use the green panels to bridge the gap to the upper blue fence, and work your way across until you reach the top.



C SHELL GAME

Stand in the center of the tightrope and bounce on it until you're able to grab hold of the grate above. The turtle that's causing the Ferris wheel to go haywire is sleeping on top of the grate. Press A to flip the grate's trapdoor and send the turtle flying.

D RIDE THE WHEEL

When the turtle crashes to the water, it'll splash up a Shine Sprite, which will twinkle above the platform by the top of the Ferris wheel. Hop onto the top of one of the Ferris wheel gondolas to hitch a ride to the Shine Sprite.





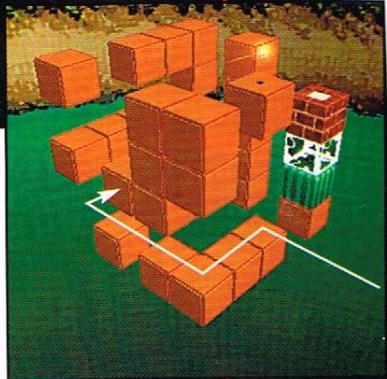
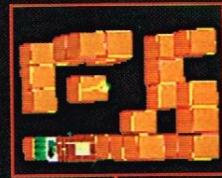
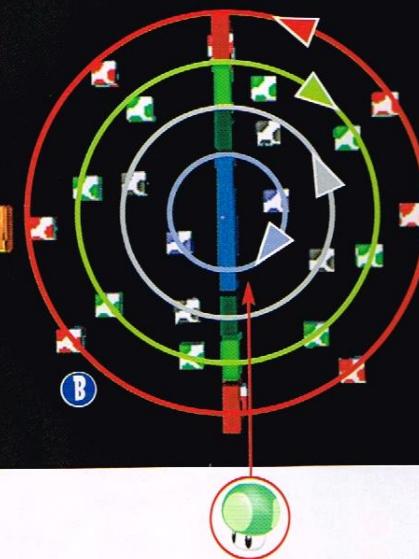
The Yoshi-Go-Round's Secret

A THE MISSING YOSHI

One of the Yoshis has disappeared from the Yoshi-go-round. You can find a replacement Yoshi by hatching the egg behind the Pianta-shaped tree. The missing Yoshi is orange, so make sure that you're riding an orange Yoshi. If you need to change the color of Yoshi, ride him to the Pianta-shaped tree and press B so he slurps up the papaya dangling from the tree's nose. Once you have an orange Yoshi, park him in the Yoshi-go-round's vacant spot to warp to a secret level.



Start

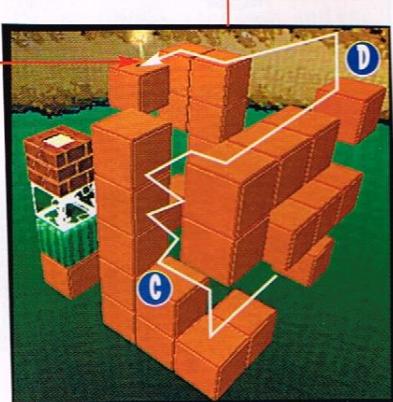


B SPOTTED BOXES

The secret level has a series of spotted boxes, which float along the circular paths shown on the map above. The blue boxes are the only boxes that never float under low overhangs, so they're the only boxes you can ride for a full revolution. Ride a blue box for a full loop to nab a 1-Up, then leap your way across the spotted boxes.

C GETTING YOUR WALL KICKS

Ride the floating, orange block to the block structure, which is detailed in the smaller maps to the right. At point C, use Wall Kicks to zigzag your way up the passage.



D ELEVATOR BLOCK

The block at point D floats up and down. Ride the block as high as it will go, then jump across the large gap and continue following the path on the map to reach the Shine Sprite.

7 Shadow Mario in the Park

A PURSUIT IN THE PARK

Shadow Mario will run around the boxed zone that is shown on the map to the right. He'll run past the blue Electro-Koopas, and they'll slow you down if you get zapped by their shells. You'll have an easier time chasing Shadow Mario if the Electro-Koopas aren't in your way, so you might want to clear them out of the park before taking up the chase.

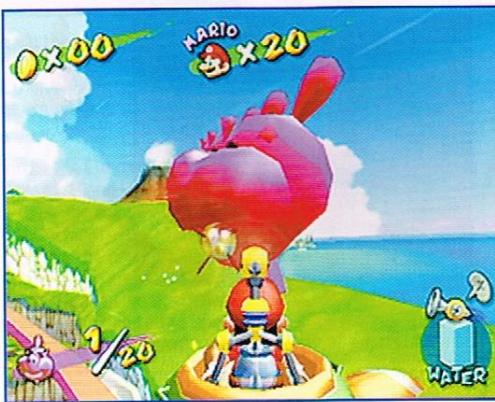


8 Roller Coaster Balloons

● BALLOON

A BALLOON BLAST

At the roller coaster boarding zone, talk to the green-clad Noki, who'll invite you to ride the roller coaster for a balloon-popping game. The prize for winning is a Shine Sprite, so accept the challenge. To play the game, ride the roller coaster and shoot down all 20 pink balloons in three laps or less. The coaster car will pass through 33 missiles for you to fire, so make every shot count. Aim for clusters of balloons, since one shot can pop multiple targets.

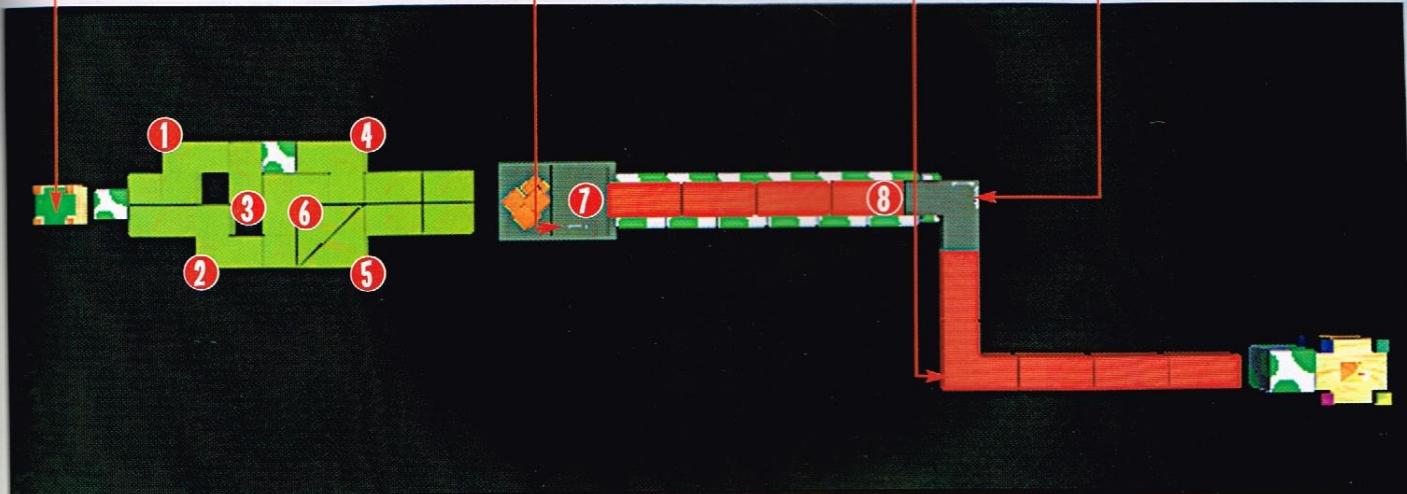


9 Red Coins in the Cannon Episode 2 Time Limit: 1:00 PINNA PARK

Start

IN THE MIDDLE BOX

9

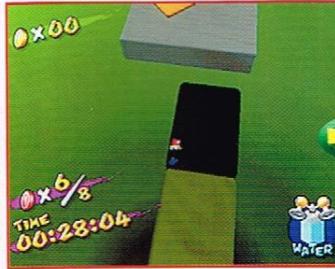


1 2 3 4 5 6 VANISHING ACT

You can collect the Red Coins on the vanishing blocks efficiently by following the suggested order mapped out above. Hover to cross the disappearing blocks safely. If your Hover Nozzle is sputtering



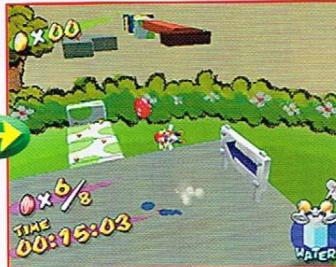
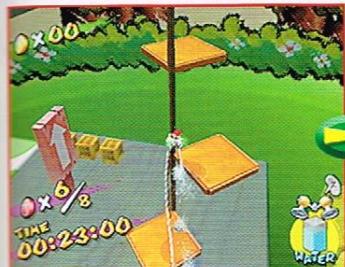
out while you're above a dark green block, land briefly then quickly hover. When a block turns dark green, it's about to disappear.



Keep hovering if a block vanishes from under you. If you manage to stay airborne long enough, the block will reappear for you to land on.

7 BOING, BOING, BOING, COIN!

Bounce your way up the trampoline pads. You'll have an easier time navigating the springy steps if you bounce then hover to the next higher pad. Work your way to the block at the top of the trampoline pads, then perform a Side Somersault to snag the Red Coin floating overhead.

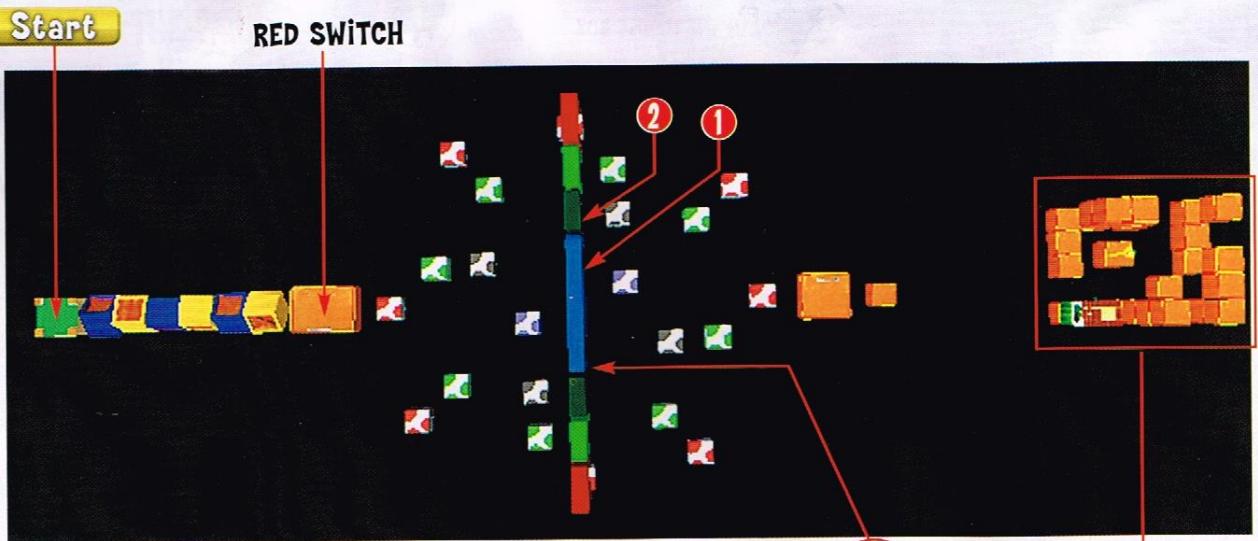


8 SLIDING INTO THE HOMESTRETCH

Hover across the disappearing walkway just as it begins to fade, then land when the path reappears completely so you can maximize your time on solid ground. As soon as you touch down, slide to the end of the pathway. The final Red Coin sits at the end of the path, and you'll be able to slide into it.

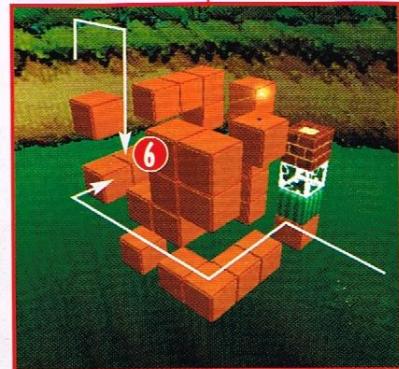
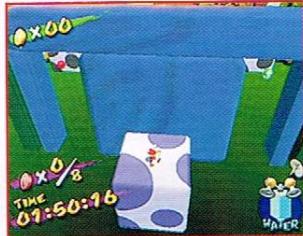


Red Coins in the Yoshi-Go-Round Episode 6 Time Limit: 2:00



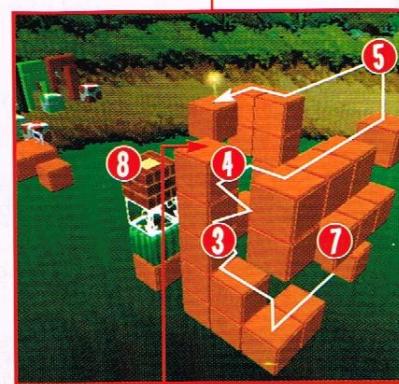
1 2 BLACK AND BLUE BLOCKS

Ride the blue-spotted block through the gateway to grab the first Red Coin. Once you're on the other side of the wall, jump and hover to a black block and ride it through the gateway to get another Red Coin.



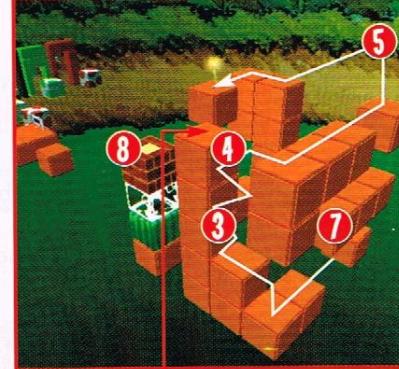
3 4 KICKS FOR COINS

As you Wall-Kick your way through the vertical passage between the two stacks of blocks, you'll fly through the third and fourth Red Coins. At the top, head down the row of three blocks then jump onto the elevator block.



5 6 7 NEW COINS ON THE BLOCK

Ride the elevator block to its highest point, then perform a Side Somersault to snag the fifth Red Coin. Jump down to the lower level to pick up the sixth coin, then jump the gap to grab the seventh.



8 BRICK BLOCK

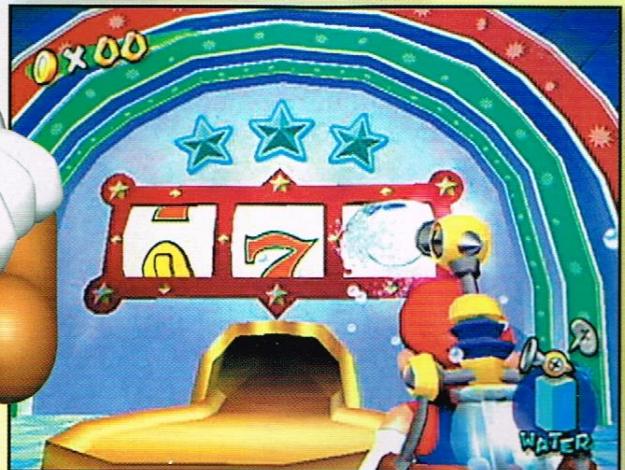
From the seventh Red Coin, retrace your steps back to the Wall-Kick area where you snagged the third and fourth coins. When you reach the top, jump to the brick block. After you grab the eighth Red Coin, you'll be able to jump to the Shine Sprite.



SIRENA BEACH



Welcome to Delfino's grand hotel and casino



SIRENA BEACH

LOCKED IN A STATE OF PERPETUAL SUNSET, SIRENA BEACH IS THE SEASIDE HOME OF HOTEL DELFINO. THE HOTEL WILL BE HIDDEN THE FIRST TIME YOU HIT THE BEACH, BUT YOU'LL SOON BE EXPERIENCING ITS HAUNTED HOSPITALITY.

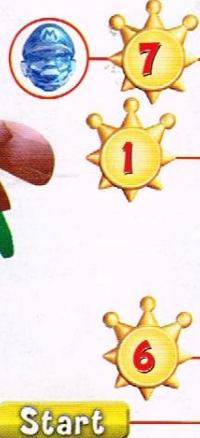


Area Entrance

You need Yoshi to enter Sirena Beach. To get Yoshi, you'll need to complete Pinna Park's Episode 4, then chase Shadow Mario to get the Yoshi Egg from him. Feed the egg the fruit it requests, then ride Yoshi to the rooftop directly across from the statue in Delfino Plaza. After Yoshi eats the pineapple blocking the way, you'll be able to enter the red pipe that leads to Sirena Beach.



BEACH



ENEMIES



Stomp Boos to defeat them and earn coins. You can also avoid them—just pay attention when they blink into transparency.



If you spray pink Boos when they're in the correct position, you'll create platforms that you can climb.

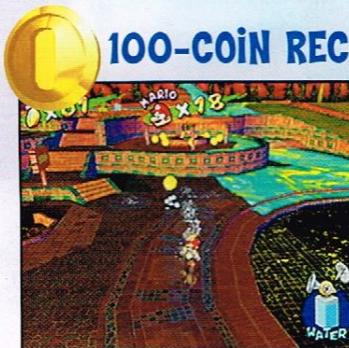


Use the little blue and pink fliers as stepping-stones to cross wide gaps. They'll disappear after you jump on them.

MAP KEY



SIRENA BEACH

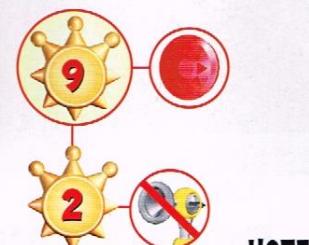
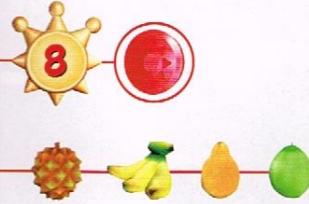
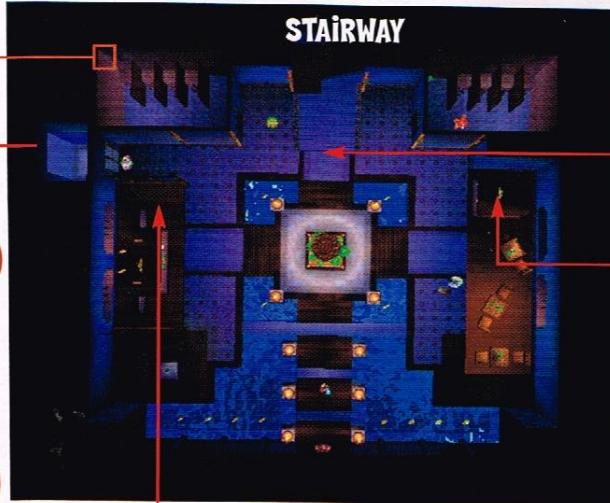


100-COIN RECOMMENDATION

EPISODE 1 or 4

It will take a long while, but you can get 100 coins by spraying the ground and goo in Episode 1, which you can do before you speak to the hotel manager. If you have a lot of patience, try the slot machines in Episode 4.

HOTEL 1F



HOTEL 2F



□ HOLE TO THE NEXT FLOOR



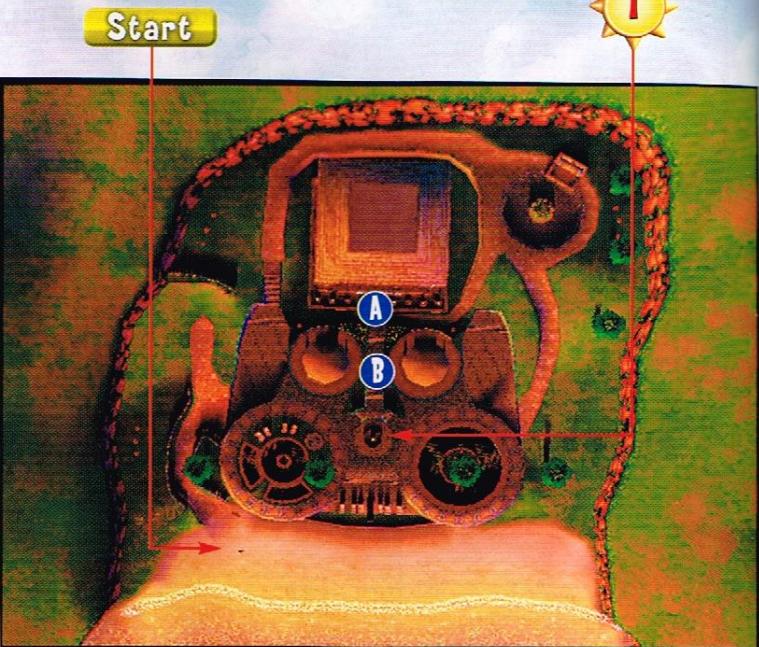
1 The Manta Storm

A RAYS OF LIGHT

Talk to the Pianta hotel manager at point A to make the manta ray boss appear. Spray it from a distance as it approaches. It will start to break into smaller mantas. Jump and hover to avoid and attack the rays. If you want to pick up 100 coins in this episode, clean up the gunk then spray the entire ground—grass, sidewalks, paths—to find additional coins to augment the 40 plus coins that are out in the open. It takes a long time but isn't tough.

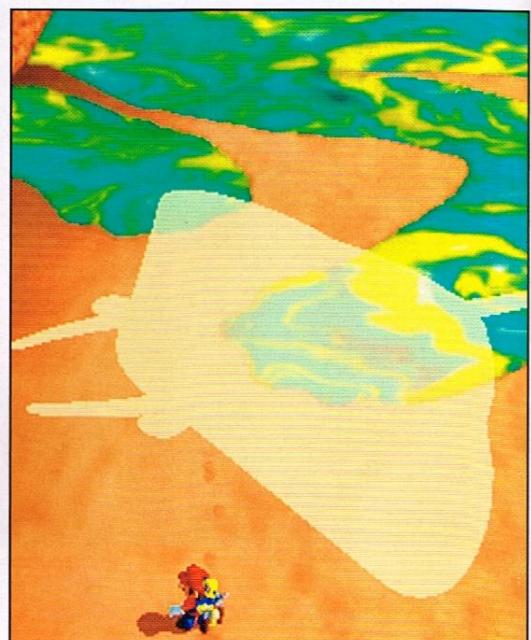
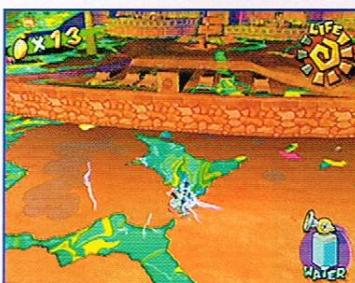


From your starting point in Episode 1, run left to locate the three crates. In the middle crate, you'll find a 1-Up.



B MANTA SPRAY

You can spray the manta-shaped light creatures with the Squirt Nozzle or the Hover Nozzle. Because they drop slime everywhere and can skate over any surface you can reach, it's safer to hover as often as possible. If you stay around point B, you'll have a handy supply of water and health-restoring coins to keep you going.





The Hotel Lobby's Secret

A THE BIG BOO MOUTH

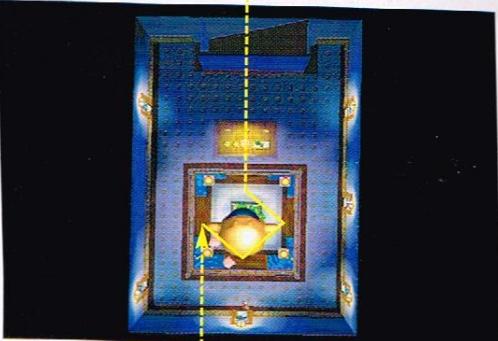
Enter the hotel. Spray the pink Boos to make steps that you can ascend to the third floor of the hotel. The Boos don't stay in platform form for very long, so be careful. Spray a few Boos at a time, jump and hover until you reach the highest Boo platform, then spray a few higher Boos and repeat the process. Jump off the pink Boo platforms on the third floor, then, from the safety and stability of the floor, jump and hover to enter the large, golden Boo statue's mouth.



HOTEL 3F



HOTEL 2F



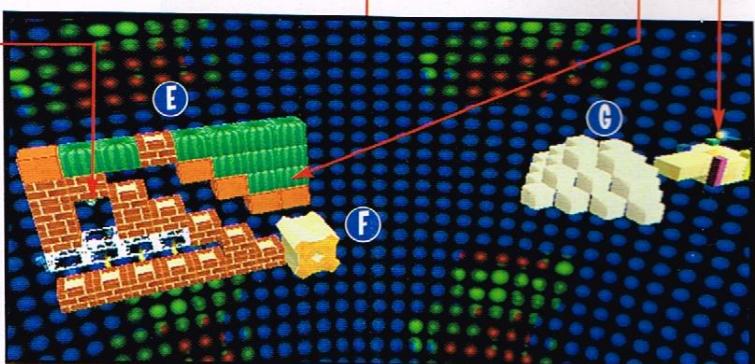
HOTEL 1F



ENTRANCE

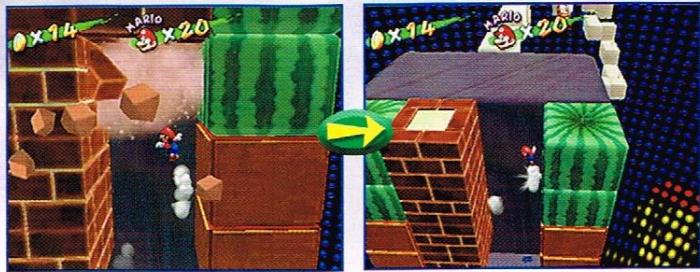
B ENEMY AID

Use the flying enemies as stepping-stones to reach the far-off platforms. Jump on top of them and keep going—they disappear almost immediately.



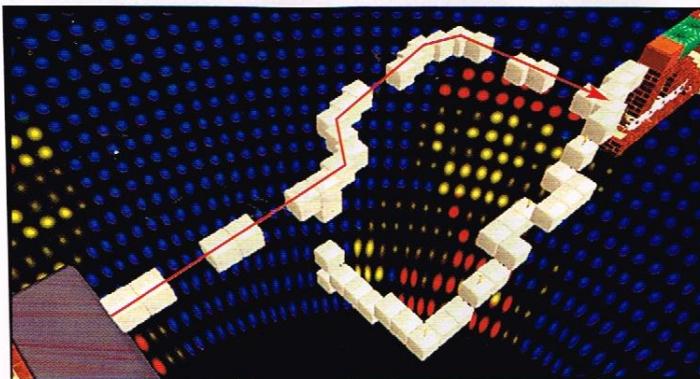
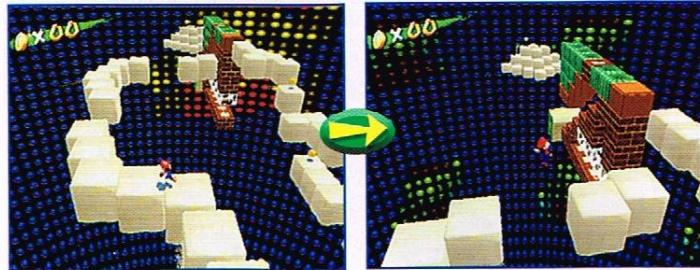
C BREAKIN' TOO

You can break the brick blocks with your head. Using A, jump right into the blocks, just like in the old days. Use the Wall Kick to go higher and higher, breaking bricks as you rise. You'll fall every time you hit the bricks, so keep Wall-Kicking back up.



D THE LONG, SANDY WALK

The sand blocks begin to crumble the second you step on them. Run as quickly and as smoothly as you can across the twisting walk. You might want to change the camera angle when you reach the curve and gap near the end, but you'll have to be quick about it.



3 Mysterious Hotel Delfino

A SECRET OF THE RESTROOM

A man will tell you that there is a leak in the men's restroom. Jump up into the water to reach the second floor. You'll end up in a tub inside one of the guest rooms.



E THE BREAKS

Ground-Pound to break the watermelon blocks. Squish the three at the end to snag the 1-Up hidden inside the third. Drop to the gear block directly below, or climb back across the watermelons and squish down to the brick walkway, then jump across to the gear.



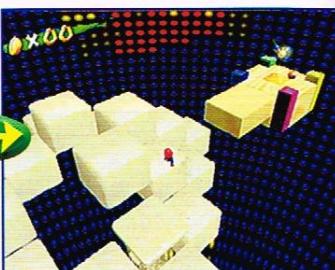
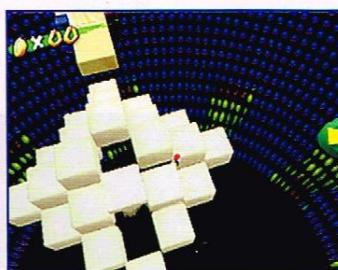
F STEEP GEAR

The gear-shaped block spins slowly as it floats over to the sand pyramid. The wider sides are very steep—be careful that you don't walk to them too early or you'll fall. You have to walk calmly to survive the ride. Again, you might want to change the camera angle.



G SAND CASTLE IN THE SKY

You have to climb your way to the opposite side of the sand pyramid. Resist the urge to climb to the top—the hole in the center is too easy to tumble into. Try making your way closer to the base—but not at the very bottom, where there aren't any blocks to save you if you lose your balance.



B PICTURE OF BOO

The woman occupying the room you've entered through the bathtub has a bad feeling about your sudden appearance—and her creepy picture. Spray the picture to reveal a portrait of Boo. Jump through the portrait to continue.



C A PUZZLING DOOR

The kids in the next room have been spooked by the Boos that appeared from the closet. Flip the sections of the closet door with FLUDD until you've got a complete picture of a large Boo. The doors will open when you've completed the puzzle.



D PINK STEPS

Spray the pink Boos to create steps to the ceiling. Jump up through the hole in the ceiling to a room on the third floor.



E SHELF LIFE

Spray the rattan bookshelf in the Noki's room. It will flip up and let you walk underneath it to the next room.



F FLOORED

Locate the tile that looks slightly different from the rest, then Ground-Pound it to drop to the floor below. Smash a crate to reveal a pineapple. Pick it up then head down to the first floor.

G SLUMBER PARTY

Give the pineapple to the Yoshi Egg, then ride Yoshi up two sets of stairs (follow the green path on the map if you're not sure where the stairs are) and enter the room marked G. Jump on the bed to go through the hole in the ceiling.

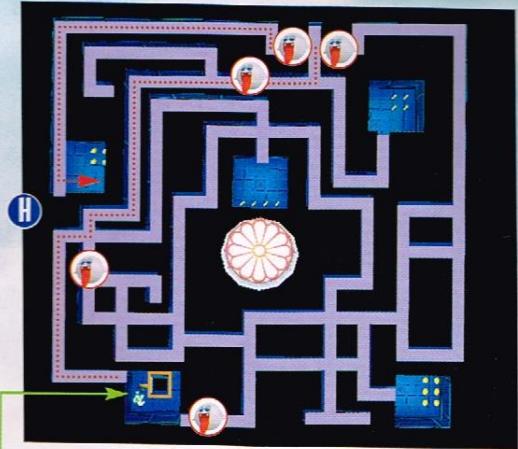


H ATTIC ANTICS

Follow the dotted, red path in the attic to reach point H. Yoshi can eat the small and large Boos to clear his path. Ground-Pound the crack in the floor at point H to pick up the Shine Sprite in the pool room. If you choose to search for coins or secret passageways, and you happen to fall through the floor, use a Spin Jump to get back up to the attic.



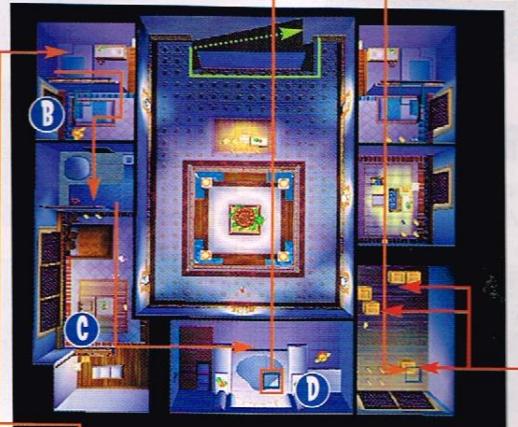
SIRENA BEACH ATTIC



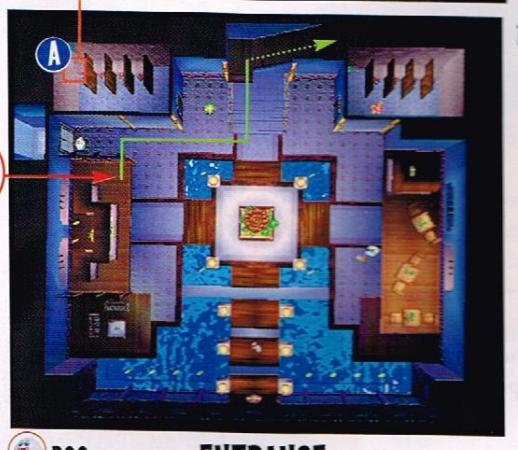
3F



2F



1F



ENTRANCE

4 The Secret of Casino Delfino

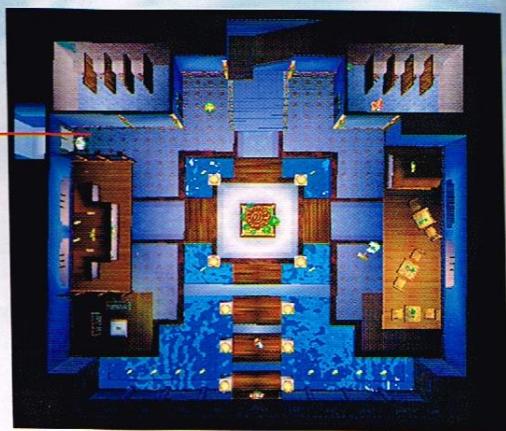
1F

A HIGH ROLLIN'

Play both giant slot machines until you get three 7s on each machine. You'll have to spray individual blocks on one side and the machine as a whole on the other side to get triple 7s. The red curtain will open to reveal another puzzle. Spray the tiles until you complete the picture of a Shine Sprite. Behind it is the entrance pipe.

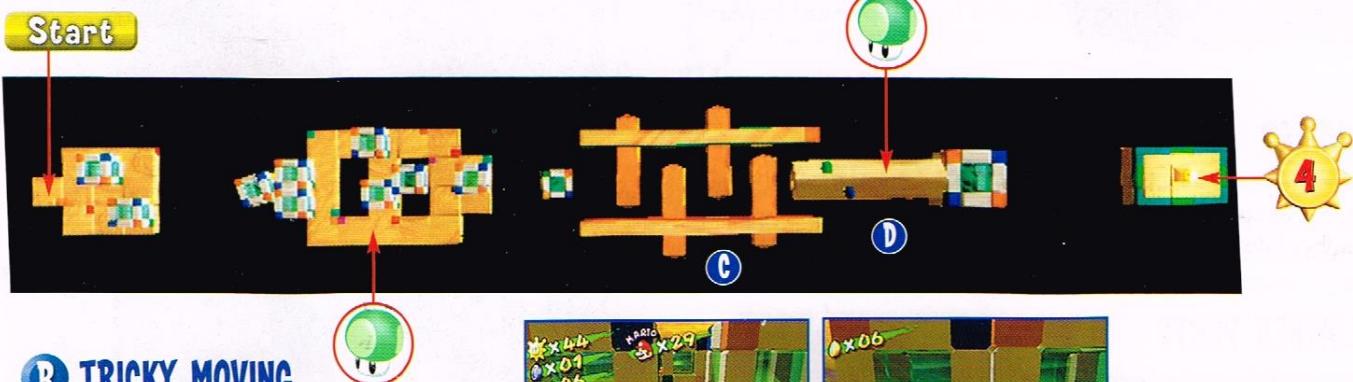


TO CASINO
A



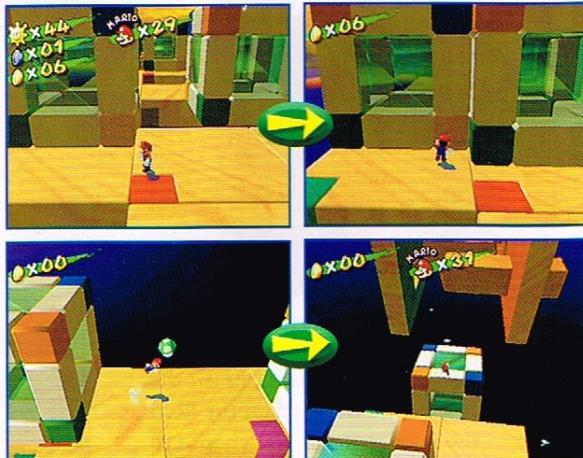
ENTRANCE

Start with the top of the picture and move your way down as you complete it. You'll probably make a few mistakes before you complete the picture.



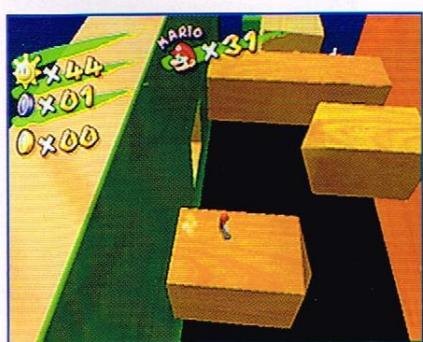
B TRICKY MOVING

The blocks' movements at point B are very tricky. Walk along the left edge and wait for the block to move forward. Run after it until you reach the middle walkway, then turn right onto the walkway and grab the 1-Up. Run back across the walkway to the left and stay on the left side. Walk to the end, avoiding the block if you have to, and jump on the moving white block that bridges the gap.



C JUMP TO IT

The yellow blocks are pretty safe—they never recede all the way into the walls. Move with them and jump across the gaps from one block to the next when they're in a good position.



D FAST BREAK?

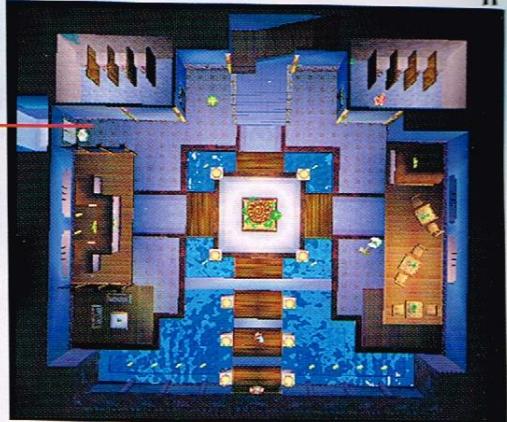
The long block is rotating at a brisk pace. It's not worth it to jump for the 1-Up. Run across the block, pushing the Control Stick in the direction opposite to the block's rotation, to make it to the end. Ride the last white cube to the Shine Sprite.



5 King Boo Down Below

A PURPLE POSE

Enter the casino, then find the purple block on the giant roulette wheel. Ground-Pound the block to enter King Boo's lair.



ENTRANCE

B DETHRONE KING BOO

You can't control the camera below the casino. To control the height and direction of your spray, press all the way down on the R Button then use the Control Stick. Spray water on King Boo when he's clutching the slot machine to make him play a round. He'll spit Boos at you until you spray him. If question marks come up, enemies will appear to attack you. If coins come up, you'll earn coins. If fruits come up, toss a red pepper at King Boo then toss another fruit at him. Repeat the process three times to defeat him.



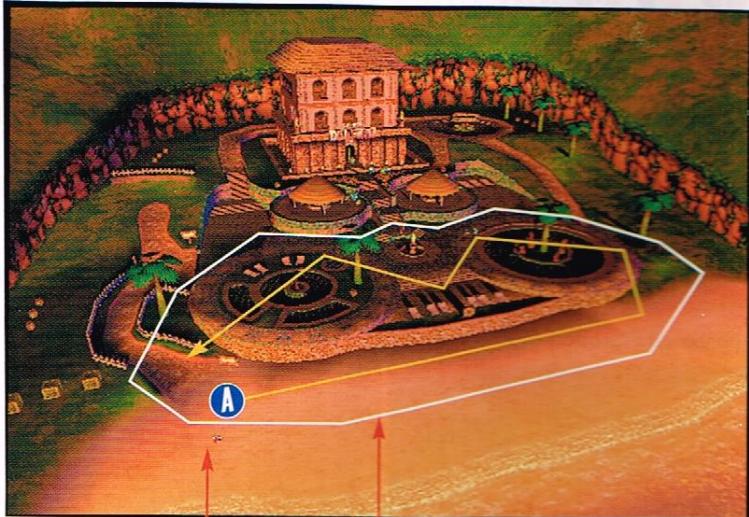
Ground-Pound the purple block to stop its row from spinning. If the battle runs long and you're low on water, burst the bubbles that King Boo blows.



6 Scrubbing Sirena Beach

A THE FAST AND THE FURIOUS

You have three minutes to clean the beach. The goop is contained within the area that is shown in white on the map. Follow the yellow line for the most efficient cleaning path. You can toss the barrels at the goop to clear large areas at a time. You can also clean the entire beach with FLUDD or a combo of FLUDD and barrels.



Start



7 Shadow Mario Checks In

A ME AND MY SHADOWS

As usual, you must chase Shadow Mario, spraying him as you run. The fake Mario gets faster and faster and you're sure to lose sight of him. Some of the Boos are masquerading as Shadow Mario. The fakes are a slightly lighter color and they don't have giant paintbrushes in their hands, either. Shadow Mario confines his sprint to the first, second and third floors, often using the stairways. He never goes in the attic.



8 Red Coins in the Hotel

1 2 NO REST IN THE ROOMS

Jump on the big, red switch. Snag the Red Coin directly in front of you, then head to the women's restroom on the right to locate the second Red Coin. Run across the men's restroom then jump up through the leaking water (see page 82 for more) into the room above.

3 ON THREE?

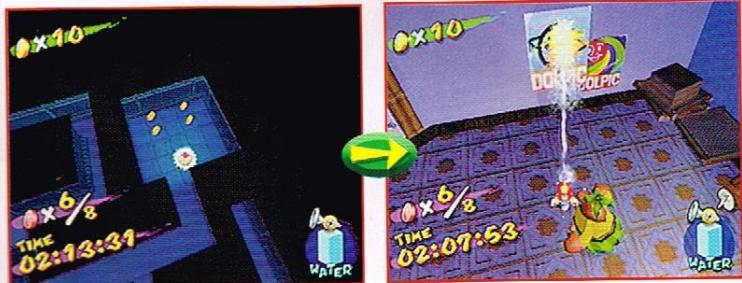
Run to the bed in the room. Jump on it to go through the hole in the ceiling. Remember which tile you came through. Run into the pool room to collect Red Coin 3. Go back down through the tile to the bedroom.

4 5 6 EASY MONEY

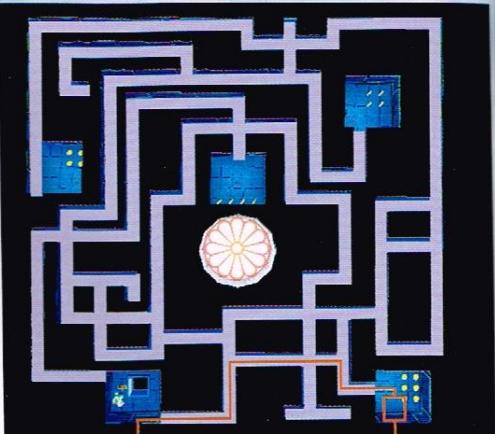
Run through the room to get Red Coin 4. Run out the door and across the floor to coin 5. Run up the stairs to the third floor, where you'll find coin 6. Head to the room with the open door.

7 8 U-ROLL JUMP

Jump on the bed to reach the attic. Follow the yellow path to the area with six Yellow Coins. Ground-Pound the floor to reach the third floor. Spray the poster with the Boo scribbled on it to break through to the next room. Jump through the hole and pick up coin 7. Jump back through the poster and Ground-Pound the odd tile. The last Red Coin is in an alcove.



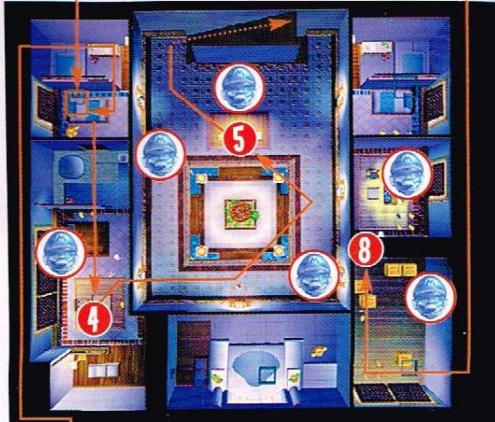
ATTIC



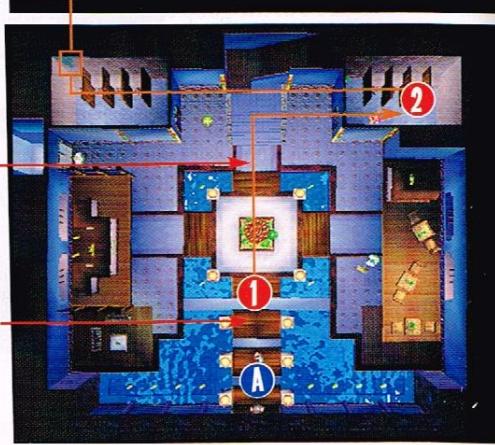
3F



2F



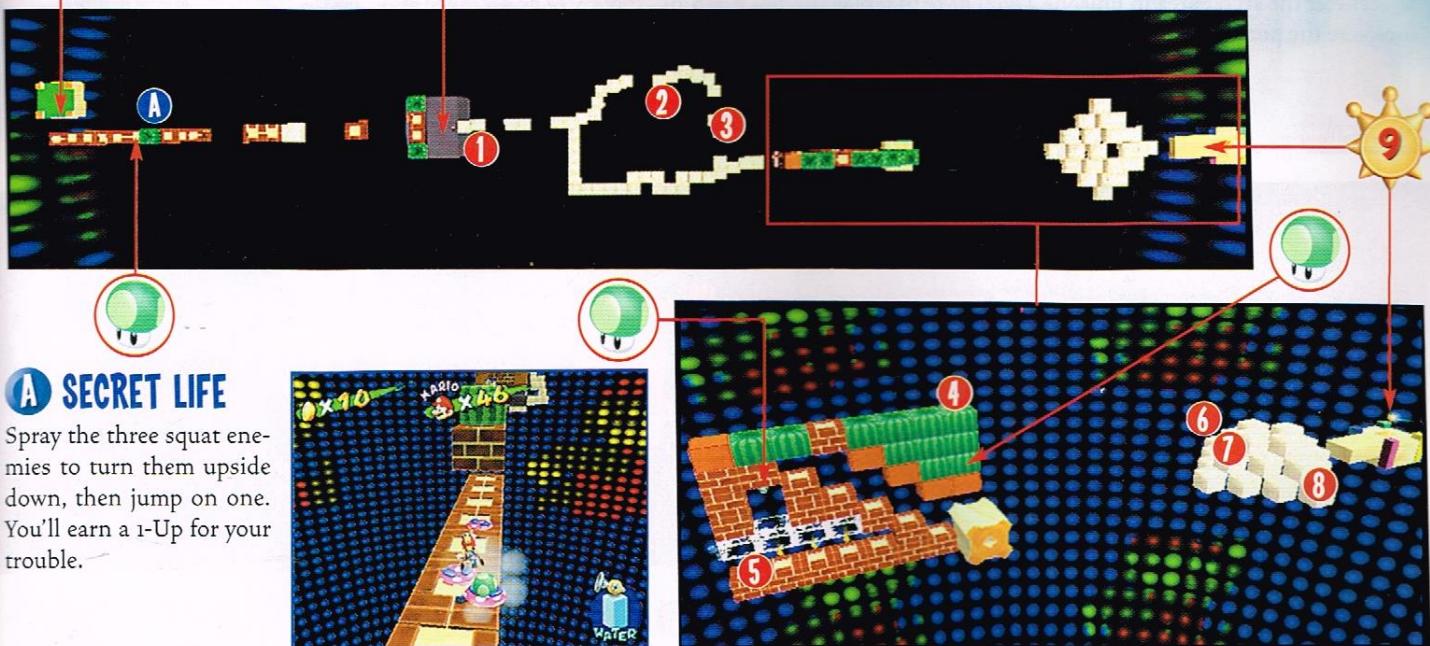
1F



9 Red Coins in Boo's Big Mouth Episode 2 Time Limit: 1:30

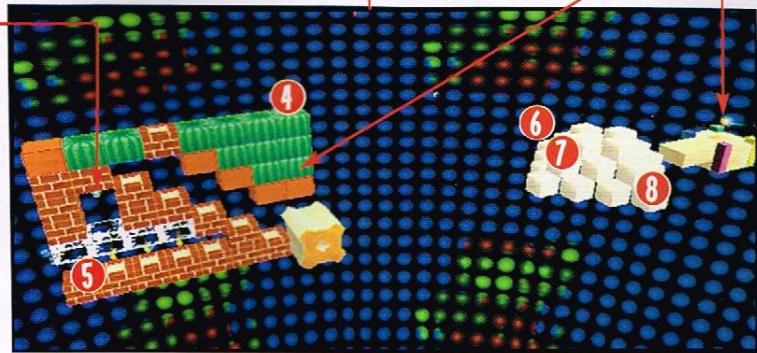
Start

RED SWITCH



1 2 3 SECRET LIFE

Spray the three squat enemies to turn them upside down, then jump on one. You'll earn a 1-Up for your trouble.



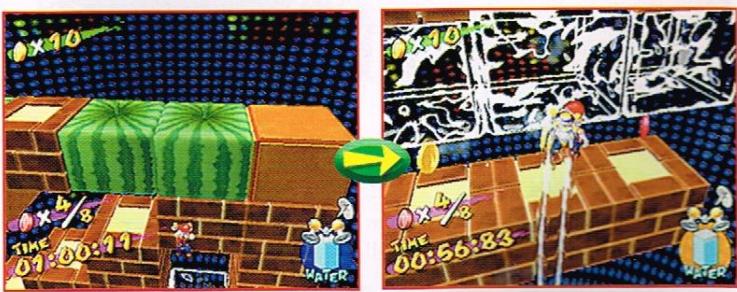
1 2 3 SAND DOOM

Hit the red switch. Hover to the first coin then land on its sand block. Jump up and hover to the next row of blocks immediately. Run or hover across the blocks and use the last block before the gap as another jumping-off spot. Land on coin 2, run to the second-to-last block in its row, adjust the camera, then step on the last block. Side-Somersault to catch some air then hover to coin 3.



4 5 COLD AS ICE

Run down the line of bricks and watermelon blocks to reach coin 4. Double back and jump, then hover underneath the ice blocks to reach coin 5. You can also run to the yellow block at the end of the row that coin 4 is in. Hang from its edge, drop, then hover to coin 5. Run to the opposite end of the row then break the brick block to reach the moving gear block. Ride it to the sand pyramid.



6 7 8 HOVER BROTHER

From the moving gear or from the base of the sand pyramid, perform a Side Somersault then hover so you're high enough to reach Red Coin 6. Jump or hover over to coins 7 and 8, taking great care not to fall into a hole or off the pyramid in your haste. You might want to use the hover function as a safety measure as you try to pick up coins 7 and 8.



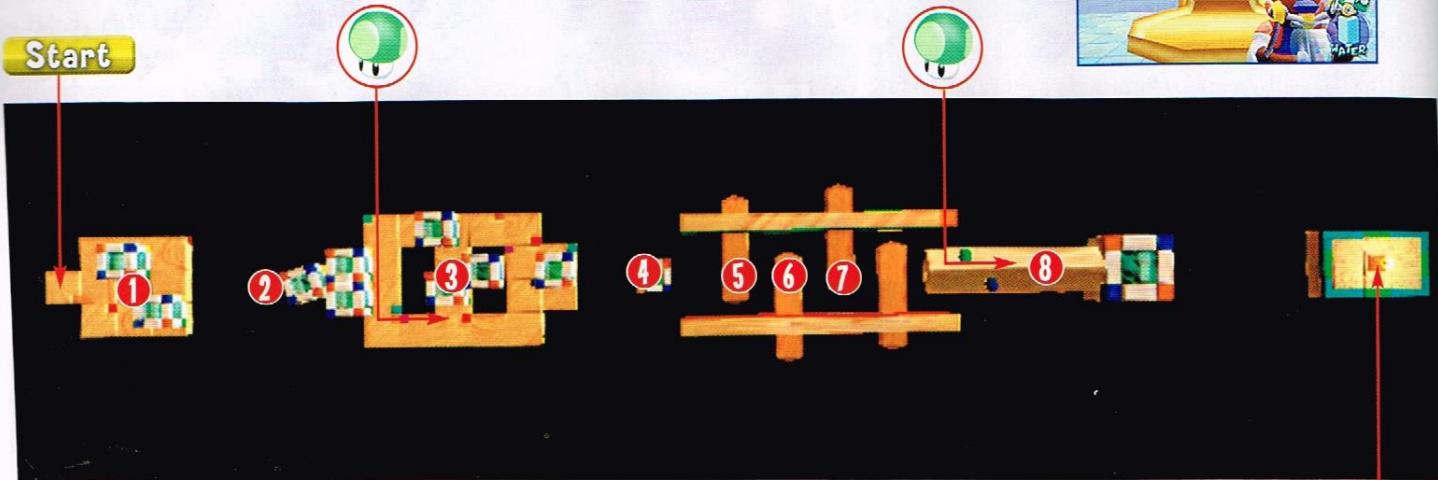


Red Coin Winnings in the Casino

Episode 4 Time Limit: 1:00

A LUCKY SEVENS

To reenter the secret area in Episode 4, you have to replay the slot machines (get three 7s on each) and complete the puzzle. See page 84 for more info.



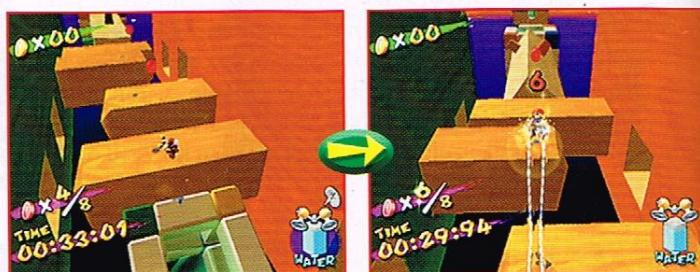
1 2 SWITCH IT UP

Don't hit the switch until you know the suspended block is on its way toward you and the two sliding blocks are about to open a small path directly in front of you. Plan your moves so you don't waste any time. You'll have to jump to reach both coins. The first appears between the sliding blocks, the second in the gap that you ride the suspended block across.



5 6 7 TRIPLE THREAT

When the block is really close to the yellow peg, Side-Somersault then hover to fly through coins 5 and 6. Side-Somersault again and hover to 7. Don't push it—if you don't think you can get 5 and 6 with one hover, land and repeat the process.



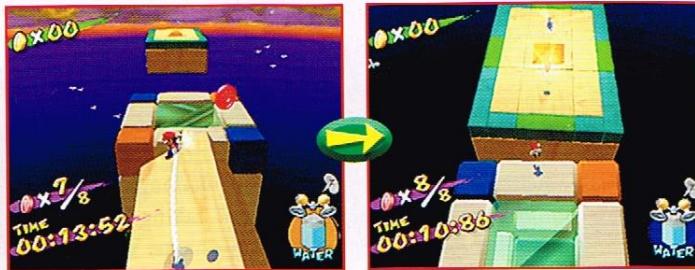
3 4 SPEED THROUGH

Hover across to Red Coin 3 if you have the chance, or run around to get it. Speed over to the next suspended block. Jump and hover to the coin then jump and hover to the yellow pegs.



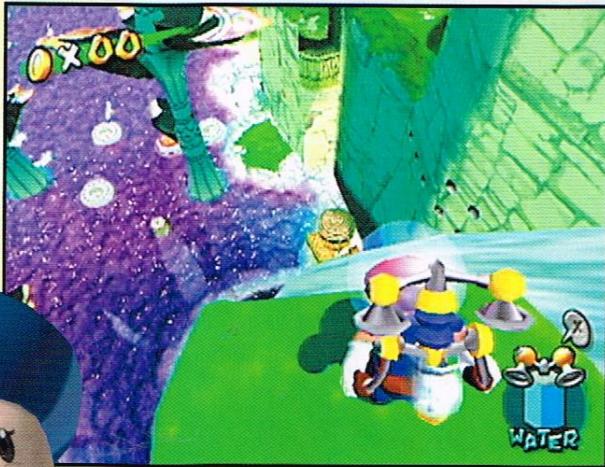
8 LAST ONE

You'll need to do another Side Somersault and hover combo to reach the last coin from the swirling block. Be careful and don't go for the 1-Up until the timer stops.



NOKi BAY

Welcome to the marine homeland of the Nokis



NOKI BAY

THE SUN OF ISLE DELFINO SEEMS LIKE A DISTANT MEMORY IN NOKI BAY. IF YOU'RE AFRAID OF HEIGHTS, BRING ALONG SOME EXTRA COURAGE—NOKI BAY IS FOR VERTICAL VIRTUOSOS ONLY.



Area Entrance

You must trigger the Pinna Park event before accessing Noki Bay. You don't have to go to Pinna Park, but you must walk to the Bowser boat. You must also possess at least 20 Shine Sprites. After you meet the requirements, a shaft of light will appear by the dolphin fountain in Delfino Plaza. Enter the shaft of light, press the Y Button and look at the sun to enter Noki Bay.



ENEMIES



When enemies emerge from the ooze and attack, it's best not to step on them. Use FLUDD to teach them a valuable lesson.



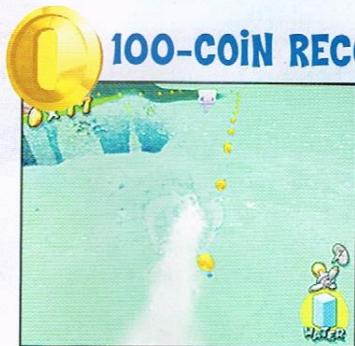
You can't defeat the Cheep-Cheeps, so your best strategy is to avoid them. If they grab you, they will drag you to the bottom of the sea.



Spray the Bloopers with FLUDD to stun them, then jump on them. They'll usually give up a coin when defeated.

NOKI BAY

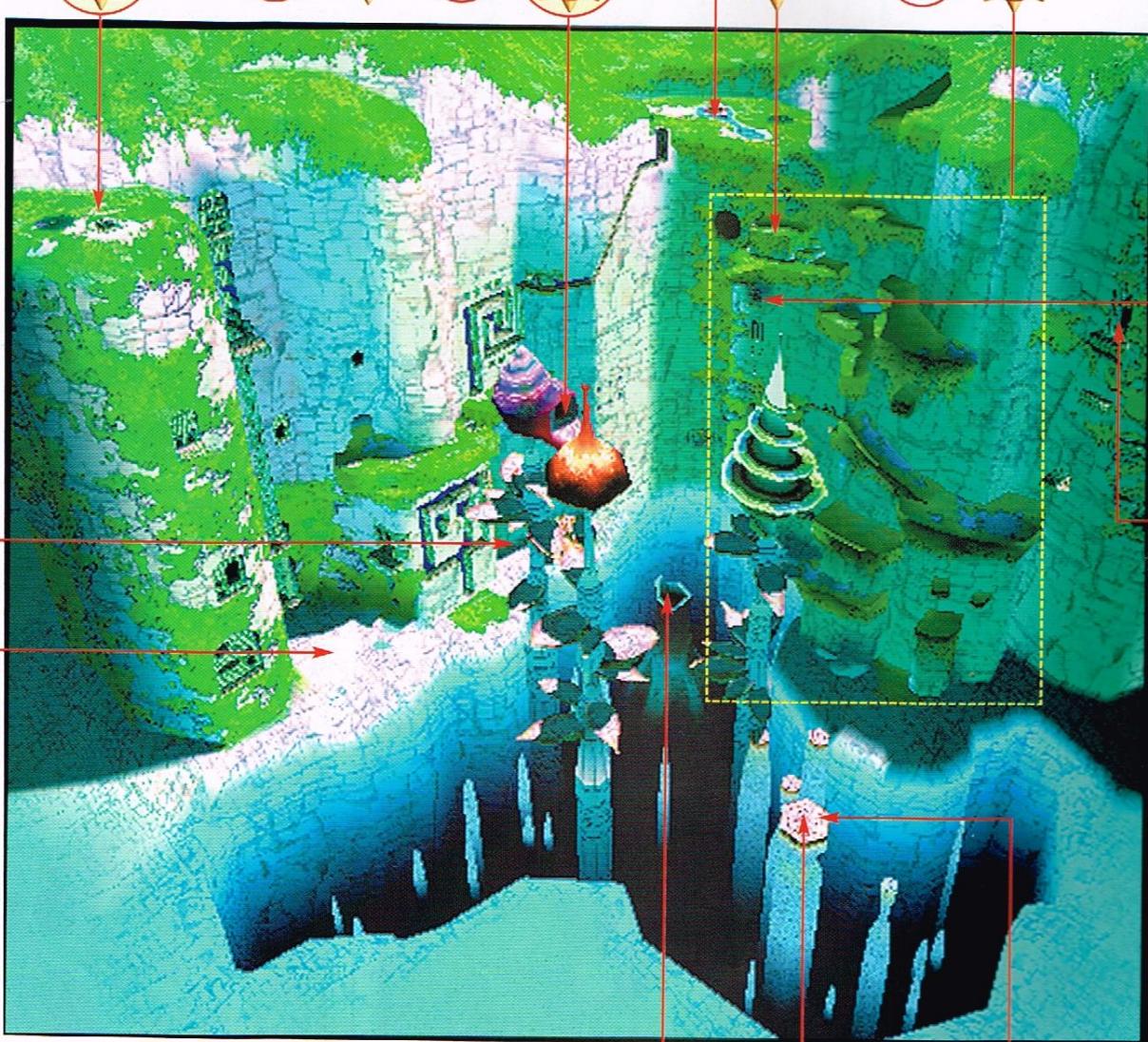
MAP KEY



EPISODE 6

Many of the coins in Episode 6 are lined up on top of the water. Don't forget the coins near the Rocket Nozzle and inside the cliff walls.

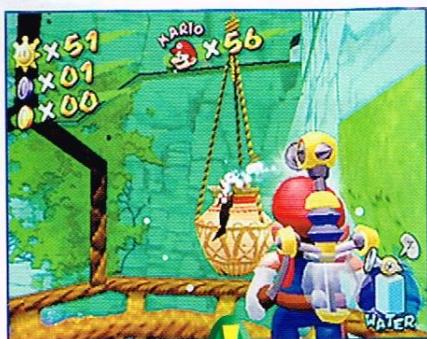
UNDERGROUND



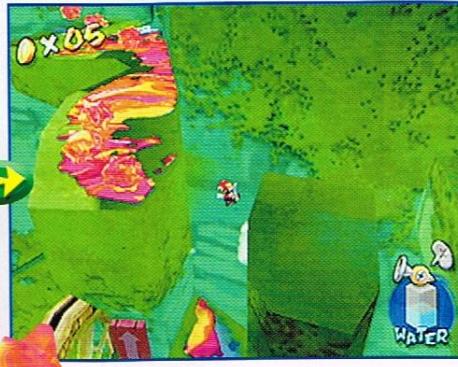
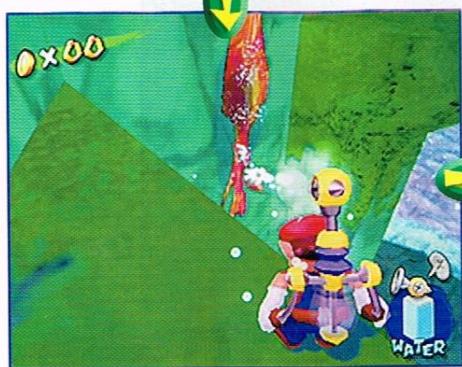
1 Uncork the Waterfall

A UP AND ATOM

Noki Bay is a far cry from the sunlit shores of Isle Delfino—avoid the ocean water at all costs or you'll take damage. Head for the spiral stone steps directly in front of your starting position and start climbing by using Side Somersaults and the Hover Nozzle. When you find goo shapes on the cliff face, spray them with water. They will dissolve and reveal a new ledge so you can continue your journey.



To use the scales, stand in the basket and spray water into the jar. Water is scarce at the top of the cliff. Spray the jar only until you start moving—it will take you the rest of the way.



B SPRING HAS SPRUNG

When you reach the top of the second pulley system, follow the ledge to the arrow sign. Spray the octopus-shaped paint blob on the cliff wall, then Wall-Kick to the top of the ledge you've created. Hop across the ledges to the bird-shaped blob. Spray it, then follow the ledge to the springboard. Spray the springboard then drop it by the pond. Spring up the ledge.



C THE FULL MONTY

The boss of Noki Bay's first episode is Monty Mole, and he attacks from behind the controls of a cannon. Spray the Bob-ombs that he tosses at you until they turn blue, then pick them up and throw them back at him. Don't jump when you throw them or you might fall off the cliff—and it's a loooong climb back to the top.



2 The Boss of Tricky Ruins



NOKI BAY

A WACKY WALLS

Go to point A and speak with the old Noki. He'll spill the beans about the history of Noki Bay and how to operate switches. Spray the switch just above your head to open cracks in the mountain, then Wall-Kick up the cracks. You must work fast or the mountain will collapse on itself. At the top of the mountain, spray a second switch and Wall-Kick anew.



B COOPER BLOOPER: PARTY POOPER

Cooper Blooper returns for another go-around, and this time he's much faster. Spray the black goo around his mouth, then stand a fair distance away and spray him in the face. When he swings his tentacles at you, jump and do a Ground Pound—then race in, grab his mouth with the B Button and pull back on the Control Stick. Repeat the process once more to defeat him.



C THE SHINING

Leap into the hole that Cooper Blooper was covering. You'll fall into a room with a Shine Sprite and some coins. Be sure to spray the large jars—you'll earn a Blue Coin each time you do.



3 Red Coins in a Bottle

A GO INTO THE BOTTLE

The old Noki will give you a special helmet and place you in a bottle. Don't worry, it's not as bad as it sounds. Use the Hover Nozzle to maneuver around the bottle and collect Red Coins. Use Red or Yellow Coins to refill your health meter.

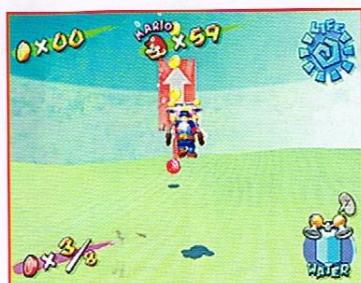
1 2 3 FREE FALLIN'

Coins 1 through 3 are floating in the middle of the bottle. If you're having trouble locating them, go as high up as you can and get a bird's-eye view.



4 5 6 BOTTOM OF THE BOTTLE

Three coins are resting near the bottom of the bottle. One is inside the blocklike structure, while the other two are in plain site.



7 8 WATERY DEPTHS

Go to the arrow sign board—it will propel you into the air, where another Red Coin is waiting. The final Red Coin is at the very top of the bottle. It's easier to go above the coin and drop down on it than to try and get it while moving upward.



4 Eely-Mouth's Dentist

B THE WHOLE TOOTH AND NOTHING BUT

Jump up to the ledge where you fought the boss in Episode 1 and speak to the old Noki. He'll tell you to dive into the waterfall. When you do, you must clean the teeth of Eely-Mouth, a giant eel with serious oral hygiene problems. Drop down close to Eely's maw, then use the Hover Nozzle to clean the rotting teeth. Don't try to move too quickly—turn in slow circles and clean whatever tooth happens to be nearby. If you run low on health, grab some coins from the nearby ocean ledges.



5 Il Piantissimo's Surf Swim

NOKI BAY

A SPEED DEMON

Il Piantissimo wants another race, and the odds are in your favor. As soon as the race starts, leap into the water and use the Hover Nozzle while you tap the A Button. If you follow the yellow line on the map to the right, you'll beat him with no trouble at all.



6 The Shell's Secret

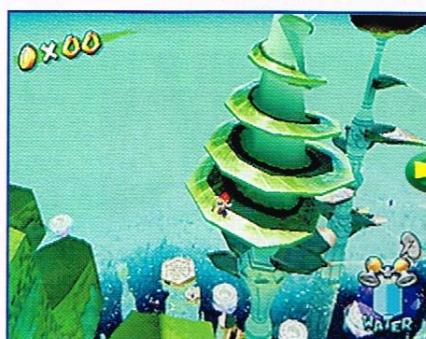
A TWO ROADS DIVERGED . . .

As soon as you appear in Episode 6, you'll meet the old Noki. He'll tell you about a secret passageway that has appeared in a conch shell far above the water, then he'll suggest that you get there by walking on a series of ropes. If you take his suggestion, you'll be in for a long, long climb—but you'll eventually reach the shell.



B SHORTCUT CITY

If you're the type of gamer who likes a shortcut, you can skip most of the ropes altogether. Climb the cliff like you did in Episode 1. When you reach the top of the second wheel, jump to the spiral-shaped shell, then walk on the rope that leads to the conch. Jump to the next rope, then bounce to the conch.



C SPIN DOCTORS

The Noki Bay secret level is tough—take your time and move the camera to get the best angle for each task. When you first arrive, use Wall Kicks to get out of the box, then jump to the green block. Wait until the yellow block is horizontal, then leap on it and jump to the red board.



D WALL WALLOPED

There is a large gap at the end of the red board. You must do a Side Somersault into the wall (approach the wall at a 45-degree angle), then Wall-Kick over to the multicolored block that is sliding in and out. If you stand on the orange end of the sliding block, you won't be pushed into space when it retracts.

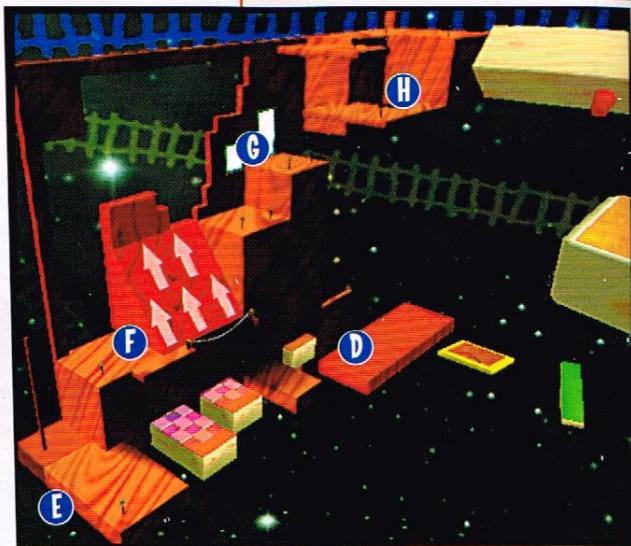
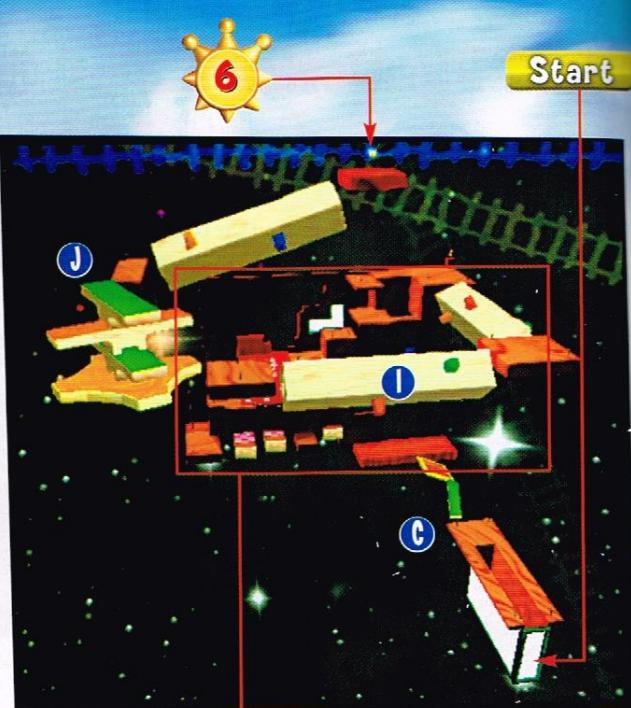


E IM-POLE-ITE

Your next challenge is a tall pole. Climb until you're almost at the top of the pole, then turn so Mario's back is facing the next platform. Press the Control Stick toward that platform and leap to safety.

F SLIP AND SLIDE

Next, you'll encounter a red, sloped board with white arrows. Don't worry about jumping—just run to the top of the board. Be careful! The top edge is very narrow and it's easy to fall off. If you slip, aim for the rope that stretches across the bottom.

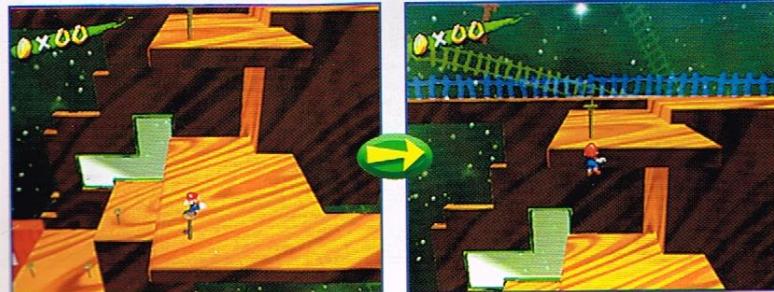


G IT'S A LONG WAY DOWN

When you reach the area with a green-lined window, prepare yourself for another Wall Kick. Do a Side Somersault into the wall and Wall-Kick up to the next platform.

H NAILED

You can reach the next platform only with a Side Somersault, but you'll need a boost first. Climb onto the nail at the far end of the board before attempting the jump.

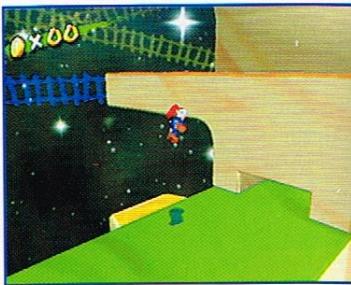


I BLOCKHEADS

Your quest is almost at an end. You must cross a plain-colored block that is spinning left to right. Run across it at a top-right angle, keeping yourself near the side that is rolling toward the top. Reverse directions for the following block.

J FINALLY!

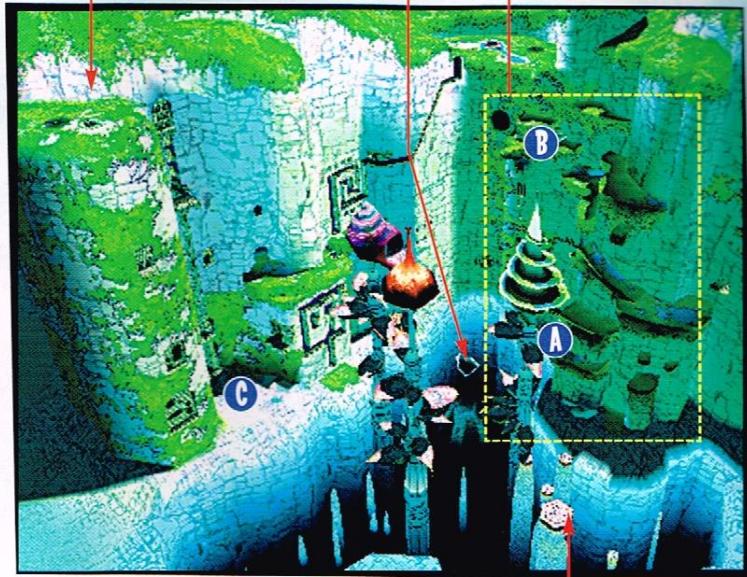
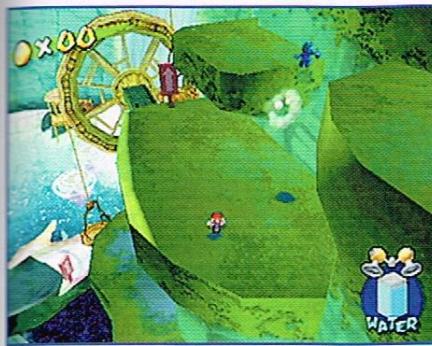
One jump left! Position yourself underneath the platform that holds the Shine Sprite and perform a Side Somersault. Make sure that you're well positioned—you don't want to start over.



7 Hold It, Shadow Mario!

A SHADOWY FIGURES

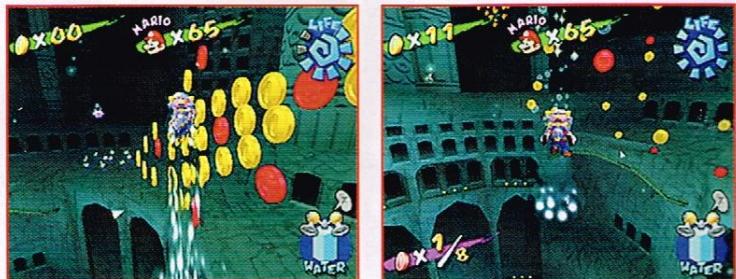
Shadow Mario will lead you on a wild chase up and down the cliff that you used in Episode 1. Use Wall Kicks to make your way up the cracks in the cliff after your evil twin. Don't use the jars to climb up the mountain—use a combination of Side Somersaults and the Hover Nozzle. If you don't spray Shadow Mario quickly, he will leap back down to the bottom and start the chase anew. Use a Ground Pound when you follow him off the cliff to avoid damage.



8 The Red Coin Fish

B SOMETHING'S FISHY

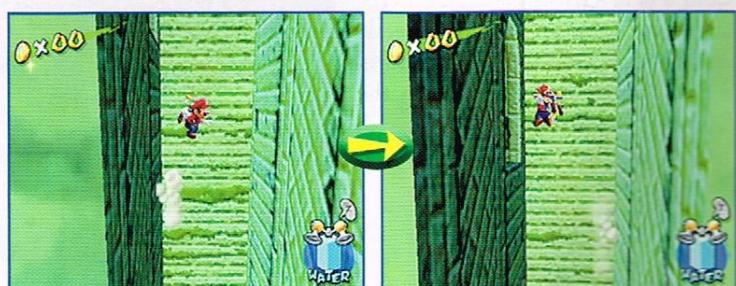
Remember your tooth-cleaning trip to the bottom of the sea? It's time to pay Davy Jones's locker another visit. Talk to the old Noki on the top of the cliff, then dive into the waterfall. There will be a fish composed of Yellow and Red Coins. Chase the fish and collect the coins, using the Hover Nozzle to steer. If the fish breaks apart, wait a few moments until it comes back together.



9 A Golden Bird

C WAVE TO THE BIRD

Go to point C on the above map (where you finished the Il Piantissimo race). Enter the narrow nook in front of you and Wall-Kick up to a doorway. Enter the doorway, then walk down the passage until you emerge on a small cliff face. Jump to the open passage and walk—you'll be tossed upward. When you land, spray the nearby golden bird for a Shine Sprite.



Sometimes the bird will fly away before you can spray it. If that happens, switch to the first-person view and wait for it to return.



10 Red Coins on the Half Shell

1 2 COIN COLLECTING

Use a Side Somersault and the Hover Nozzle to get coin 1. Repeat the process for the second Red Coin. It's easy to overlook the first one if you're in a hurry, so take a second to get oriented before you take off.

3 STICK AND MOVE

To get coin 3, you must climb to the top of the pole, leap off and use the Hover Nozzle. It's the only way to reach it—even Side Somersaults and Wall Kicks will leave you short.



4 5 HOVER LOVER

Run to the very top of the arrow-adorned red block to grab coin 4. Once you have it, race to the green-lined window and perform a Side Somersault. If you activate your Hover Nozzle at the apex of the jump, you can grab the fifth coin without missing a beat.



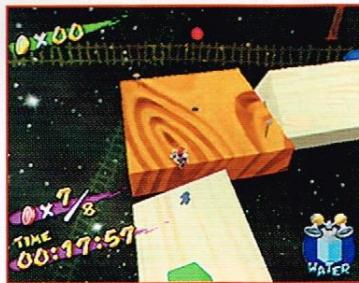
6 SPIN CYCLE

Coin 6 is in a tricky place, but there's an easy solution. Stand directly under the coin's shadow and perform a Spin Jump. If you miss it on the first try, fall down and try again.

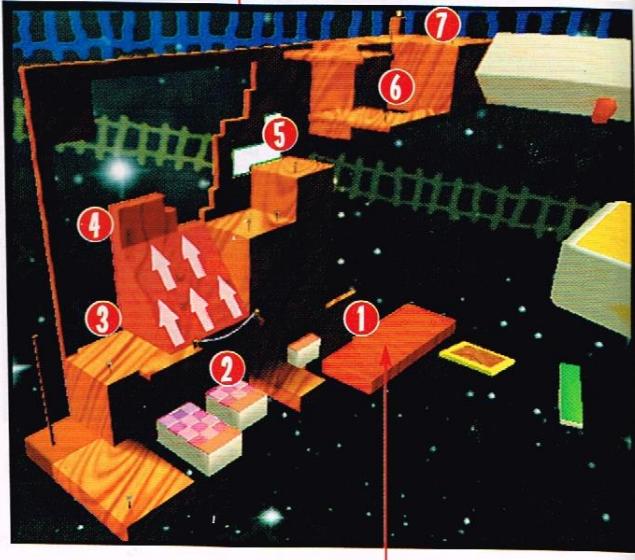


7 8 MOVE IT!

Coins 7 and 8 are easy to find, and you can grab them with either a Spin Jump or a combination Side Somersault and hover. Make sure that you haven't spent too much time collecting coins 1 through 6—you'll need about 15 seconds to grab coins 7 and 8.



Episode 6 Time: 1:30



RED SWITCH



PIANTA VILLAGE



Welcome to the ancestral home of the Piantas



PIANTA VILLAGE

BUILT ON A GIANT TREE WHICH BRANCHES AWAY FROM SOLID GROUND, THE ANCESTRAL HOME OF THE PIANTAS IS THE SITE OF THE POPULAR FLUFF FESTIVAL. THE VILLAGE IS ALSO KNOWN FOR ITS REFRESHING HOT SPRINGS, BUT MARIO WON'T HAVE TIME TO RELAX.



Area Entrance

The Rocket Nozzle is your ticket into Pianta Village. Once you've unlocked the Rocket Nozzle in Delfino Plaza, strap it on and head to the Shine Gate. Launch yourself to the top of the gate and land on the roof of the arch. A red warp pipe juts out of the right side of the arch's roof. Jump inside the pipe to teleport to Pianta Village.



ENEMIES



Scuttle Bugs and Electro-Koopas patrol the village's underside. Dodge the creatures if you're hanging on the netting, or stomp them if you're walking on top of the netting.



Orange Pokeys lurk in the tall grass. You'll win more Yellow Coins if you jump on a Pokey's head while the critter is standing straight up.



Wind blows across the wooden bridge. If you're riding Yoshi, slurp up the gusts. Otherwise, dodge them as you make your way across the bridge.

PIANTA VILLAGE

MAP KEY

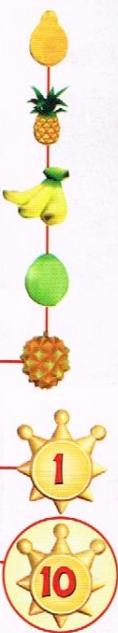
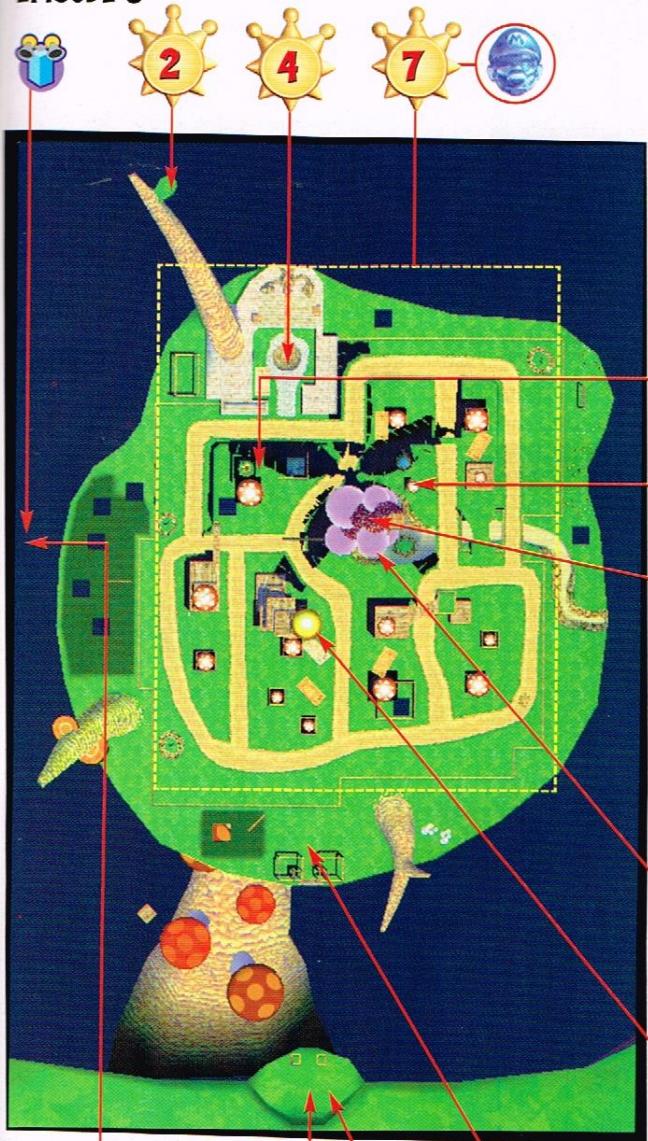


100-COIN RECOMMENDATION

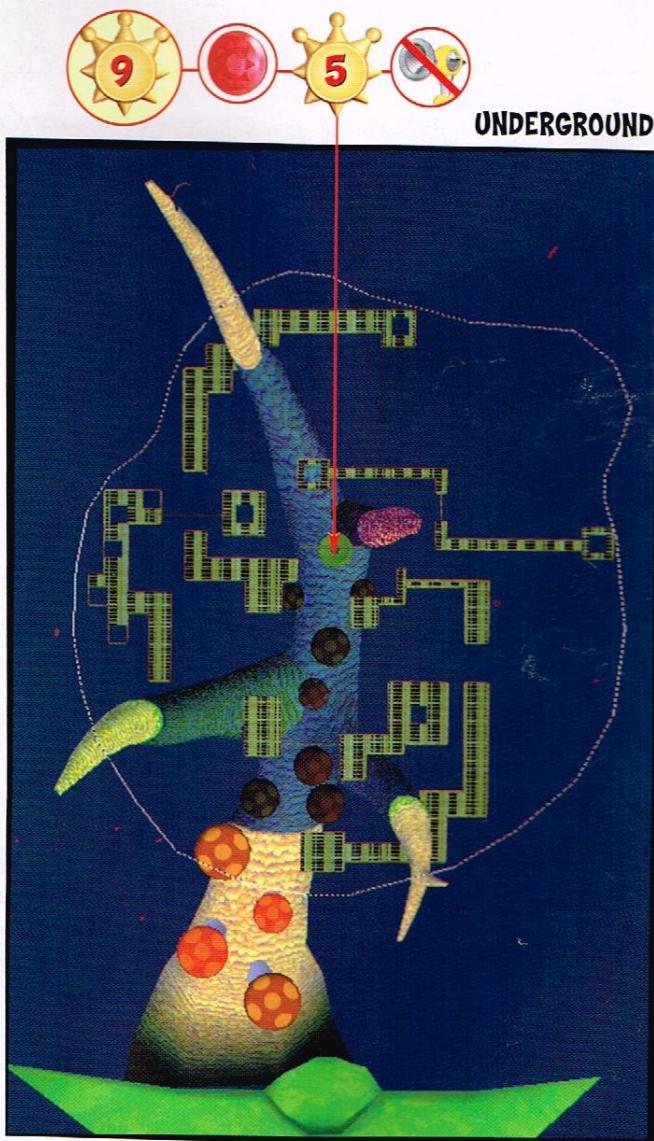
EPISODE 1

Extinguish the flames on the mushrooms, then pound their caps to uncover Yellow Coins. You can also pump out plenty of coins by performing the Ground Pound inside the concrete basin and on top of the nose of the Pianta-shaped tree.

EPISODE 8



EPISODE 8



UNDERGROUND



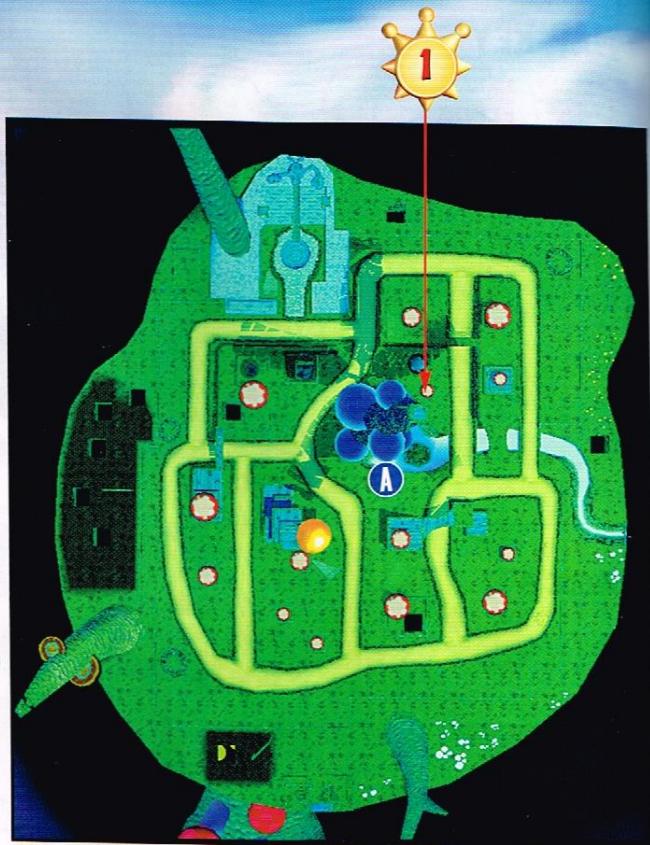
EPISODE 5

1 Chain Chomplets Unchained

A PETS IN THE POND

When a Chain Chomplet scurries its way near the pond at point A, soak the runaway pet until it turns blue. Before the Chain Chomplet has a chance to heat up, press the B Button to grab its tail. Keep the B Button pressed down while you move the Control Stick to point the Chomplet's head at the pond. Pull back on the Chain Chomplet's tail, then release it to

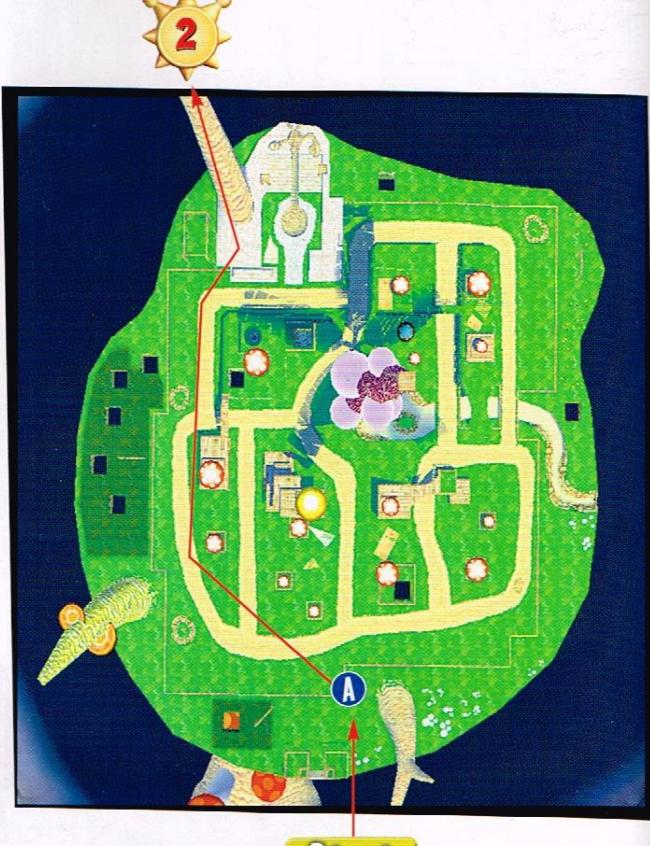
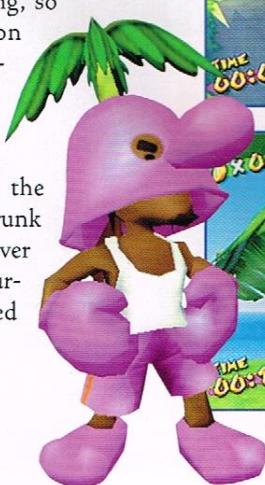
launch the pet into the pool. Dunk all three Chain Chomplets to win a Shine Sprite.



2 Il Piantissimo's Crazy Climb

A THIRD RACE

Speedy Il Piantissimo will challenge you to a race. The finish line is at the top of the tree at the back of the village, so cut through the center of town to reach it. Sliding is faster than running, so tap the B Button rapidly as you follow the red path shown on the map to the right. When you reach the tree, run up the trunk and use your Hover Nozzle to give yourself a little speed boost.



3 The Goopy Inferno

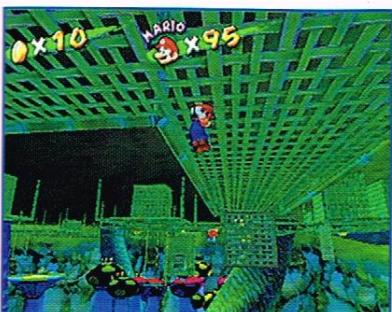
A TO THE UNDERGROUND

Shadow Mario swipes FLUDD from you at the beginning of the level. Since molten goop has flooded the village, you must go underground at point A to work your way to FLUDD near point F.



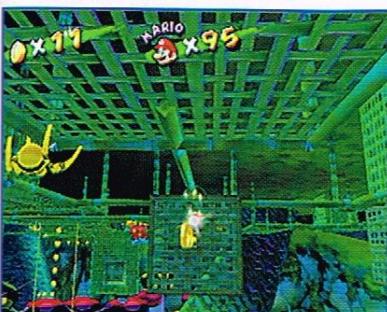
B HANGING AROUND

Once you're under the town, hang from the netting and work your way to the panel at point C. You'll have an easier time spotting and dodging enemies if you press Up on the Control Stick while using the C Stick to steer.

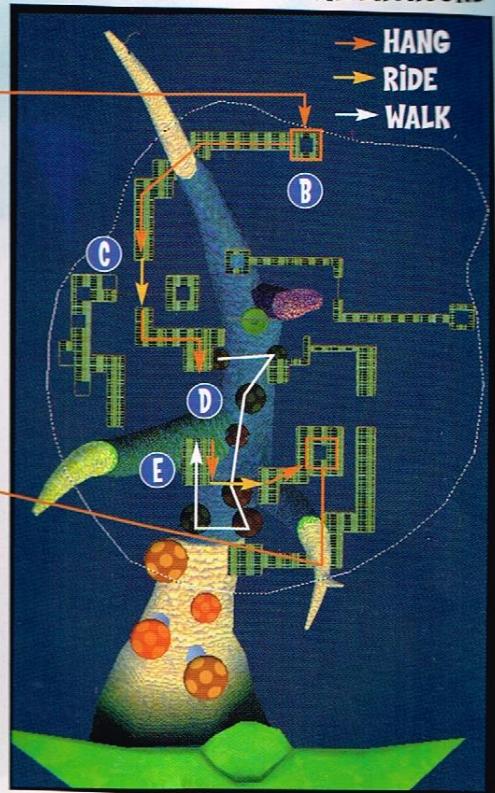
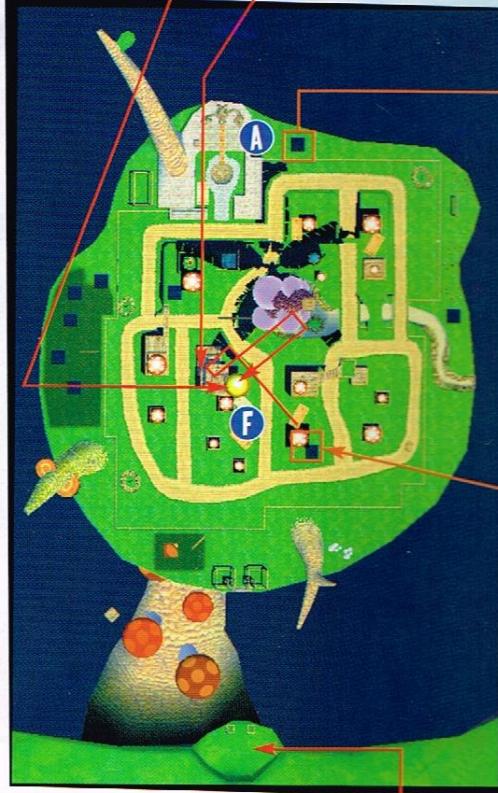


C RIDING THE PANEL

Grab onto the panel, then hit B to go for a ride. The panel will slide forward and it will fall off the track shortly after it reaches the other side. At the end of the line, quickly climb up and hit A to anchor yourself to the netting above.



PIANTA VILLAGE UNDERGROUND



D TAKING A SWING Start

Hang from the netting and shimmy to the column of coins floating between the two ropes. The ropes are connected to the swing below, and you can land on it safely if you line yourself up with the coins and let go.



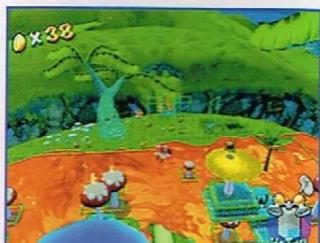
After you land on the swing, follow the white path shown on the map above. Jump from the swing to the nearby mushroom, then cross the tightropes until you reach the panel with the revolving door.

E TO THE TRAPDOOR

Climb the panel at point E, hang and shimmy across the netting above, then ride the next panel. When your trip is over, hang onto the netting overhead and go to the trapdoor. Press A to enter the door, then use Wall Kicks to exit the pit at point F and reach the surface of Pianta Village.

F BACK ON THE SURFACE

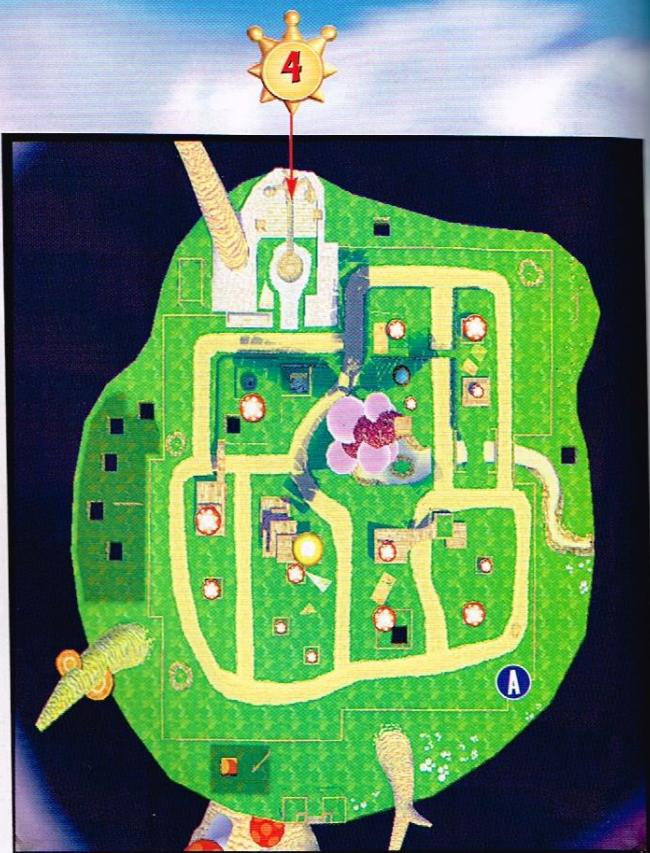
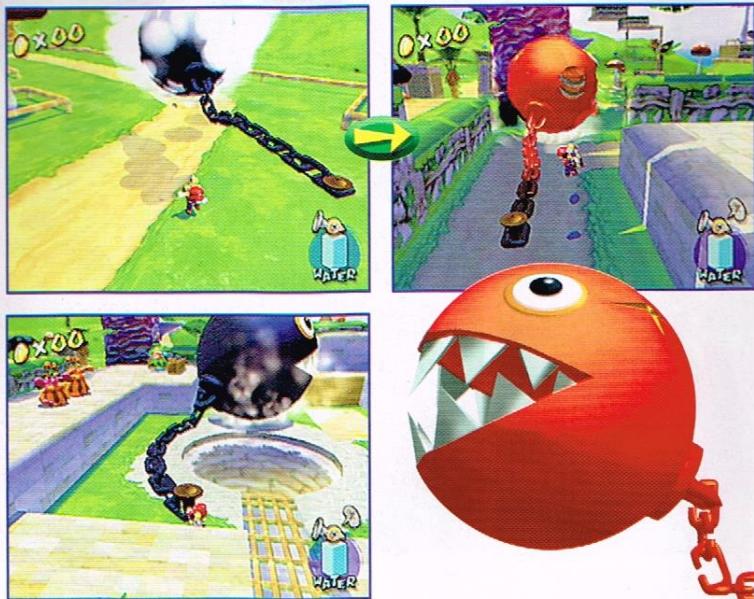
Follow the arrows on the above-ground map. Jump over the slime, then work your way up the platforms to FLUDD. Strap it on, then hover to the tall mushroom tree. Hop up until you can hover to the yellow mushroom and wash the Pianta.



4 Chain Chomp's Bath

A YANKING ITS CHAIN

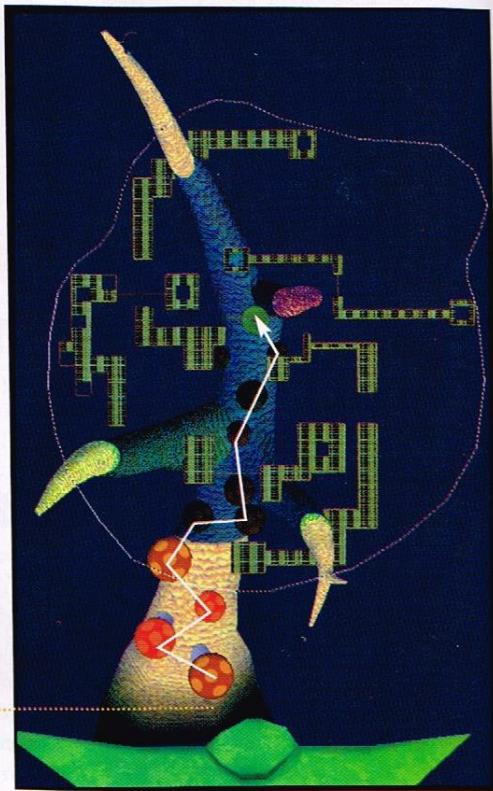
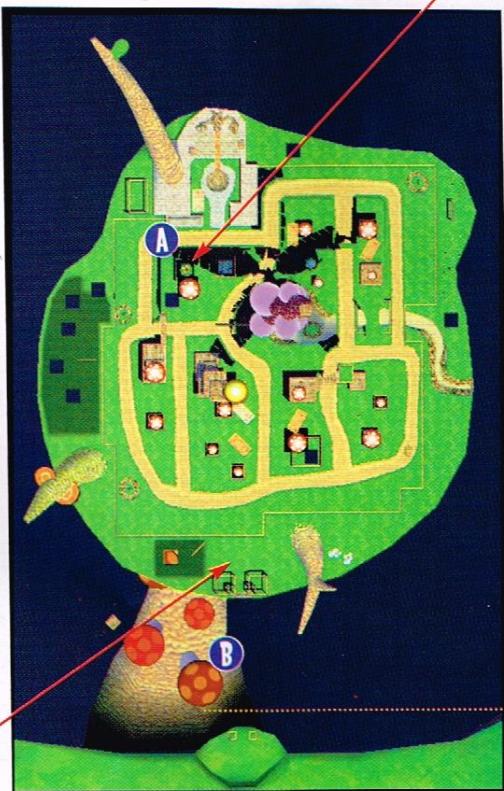
The concrete basin at the far end of town is no longer empty, and it's back in service as the village's hot springs. The red Chain Chomp needs to cool off there, so free the pet by grabbing the stake at the end of its chain and pressing B. When the Chomp trots near the hot springs, spray the beast until it turns blue, then pull it into the pool by dragging it by the chain.



5 Secret of the Village Underside

A FRUIT TREE

Cross the wooden bridge to find the Yoshi Egg, then head to the green bushy tree in the far-left corner of town to find food for the egg. All of Yoshi's favorite fruits grow on the tree, and you can pick one by merely walking under it. Pluck whichever fruit the unhatched Yoshi has a hankering for, then deliver the food to the egg.



UNDERGROUND

B GET THE JUICES FLOWING

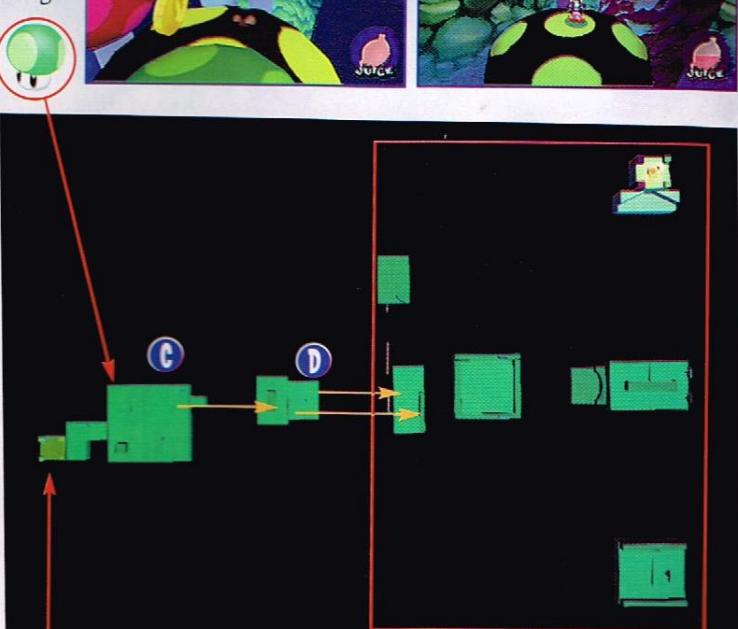
Hatch Yoshi and ride him to the middle of the wooden bridge. Gallop off the bridge, then flutter to one of the mushrooms below. Work your way across the mushrooms and use the white path shown on the map at the bottom of page 104 as your guide. Land on one of the mushrooms with a 1-Up on it, then squirt Yoshi juice at the neighboring platform's wavy, gold force field. When the shield is gone, enter the hole that it was protecting.

PIANTA VILLAGE



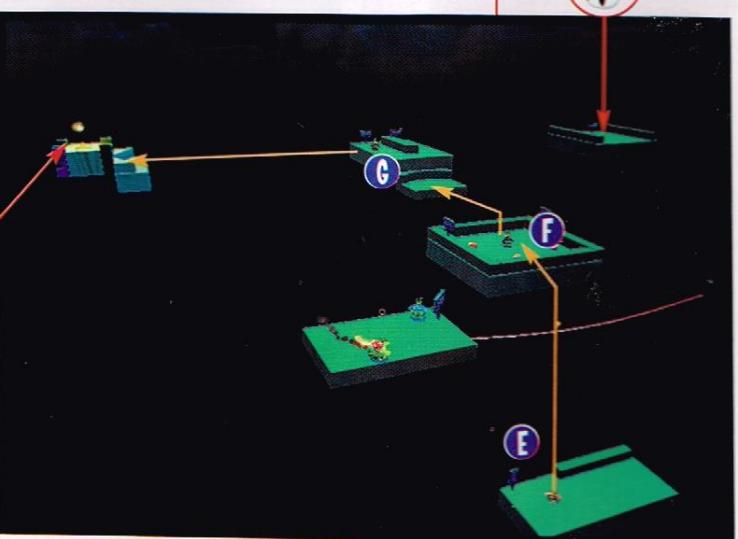
C MEET THE CHUCKSTERS

In the secret level, you'll meet Piantas called "chucksters." When you talk to a chuckster, he'll toss you into the air. You'll need the chucksters' help to soar across the gaps between platforms, and you must stand in a precise spot so you'll land on solid ground. Stand in the exact locations shown in the screen shots for steps C, D, E, F and G to avoid getting thrown into the void. For a 1-Up, talk to the first blue chuckster while standing in the position shown in the upper screen shot. To reach point D, speak with the pink Pianta.



D ONE FOR THE LITTLE GUY

You'll have an easier time clearing the gap at point D if you talk to the small chuckster instead of the larger one. Speak with the small guy when he paces to the edge of the platform.



E ORANGE CHUCKSTER

The orange Pianta walks back and forth to the arrow sign. Line yourself up with his path, then speak to him when he's farthest from the sign.



G PICKING SIDES

If you want a 1-Up, talk to the chuckster when he's on the right side of the block. If you're ready to go to the end of the level, talk to the Pianta when he's on the left side. Pick your side, then make conversation while you're standing near the line that cuts through the center of the platform.

F ENDLESS ENEMIES

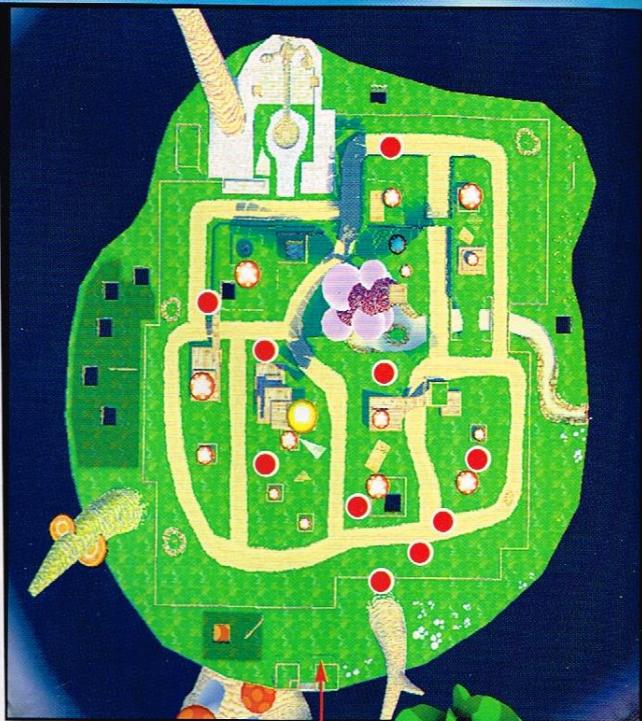
Ignore the platform that's tied to a tightrope until you replay the level for Red Coins. For now, focus on the swarm of enemies. Clear out enough of them so that you'll be able to talk to the chuckster while standing directly in front of him.



6 Piantas in Need

A TEN TRAPPED PIANTAS

Ten Piantas are stuck in puddles of burning ooze. You have three minutes to save them, so race to the trapped Piantas, who are represented by red dots on the map to the right. Spray each orange puddle, then wash the Pianta who emerges from the muck. Clean up the Piantas until they jump for joy, and be sure to speak with them afterward, since most of them will reward you with a Blue Coin. (The clock will stop if you're talking to someone.)



• TRAPPED PIANTAS

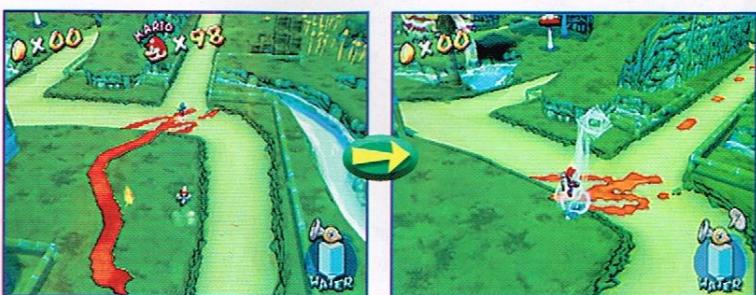
Most rescued Piantas will give you a Blue Coin if you talk to them. Wash off all 10 trapped Piantas and refill your tank at the hot springs. Talk to the mayor at the foot of the wooden bridge to claim your prize.



7 Shadow Mario Runs Wild

A THE FINAL CHASE

Chase Shadow Mario and soak him with your Squirt Nozzle. As he flees from you, Shadow Mario will paint Ms on the ground. A gust of wind will kick up near each M, so stay on the move when you reach a painted letter or you might get blown off course. Keep tailing and spraying Shadow Mario until he falls down and surrenders a Shine Sprite.



Wind gusts tend to generate wherever Shadow Mario paints an M on the ground. You can't defeat or fend off the wind enemies. Jump or run away from the gusts so they don't throw you off Shadow Mario's trail.

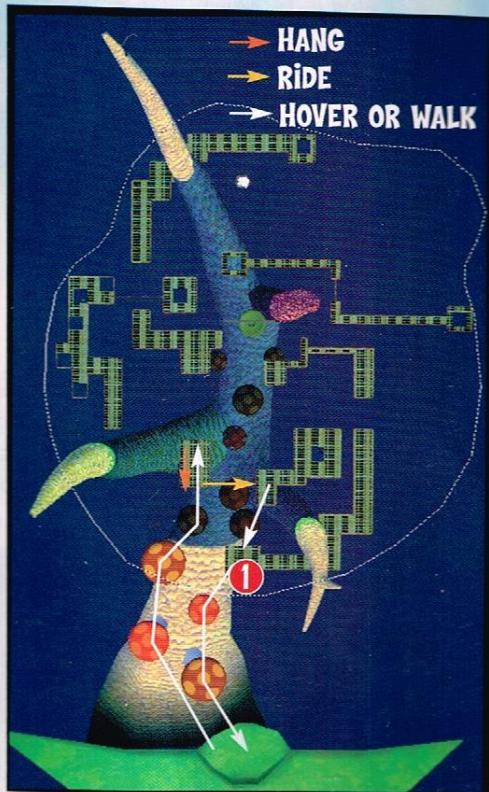
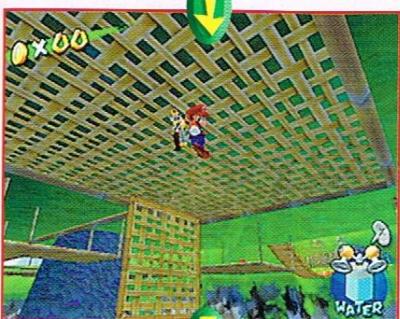
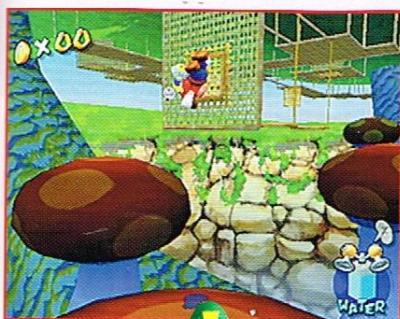


8 Fluff Festival Coin Hunt

PIANTA VILLAGE

1 DOWN UNDER

Follow the path shown on the underground map to the right. Hop off the wooden bridge and hover across the mushrooms. When you board the panel that you must ride, position yourself to the left or right of center. Push Up on the Control Stick as the panel reaches the other side so that you can climb on top of the netting and walk across the catwalks.



2 3 4 5 6 7 RED COINS IN THE VILLAGE

Climb the tree next to the foot of the wooden bridge and walk across a palm leaf to snag Red Coin 2. Grab Red Coin 3 in the tall grass and pick Red Coin 4 from the fruit tree. At the hot springs, take a dip to pocket Red Coin 5 and sneak past the bees to retrieve Red Coin 6. At the big pile of crates, Ground-Pound the boxes to unpack Red Coin 7.



8 SKY HIGH

Hop and hover up the mushroom platforms on the tree in the center of town. Grab the Rocket Nozzle from one of the platforms, then ride the swing. Use the Squirt Nozzle to get the swing moving, then jump onto the cloud. From your perch, rocket straight up to the next cloud above. Take a second rocket ride to reach the palm leaf, then grab Red Coin 8 in the middle of the treetop. To reach the Shine Sprite on the faraway cloud, grab hold of the stem on a piece of floating fluff.

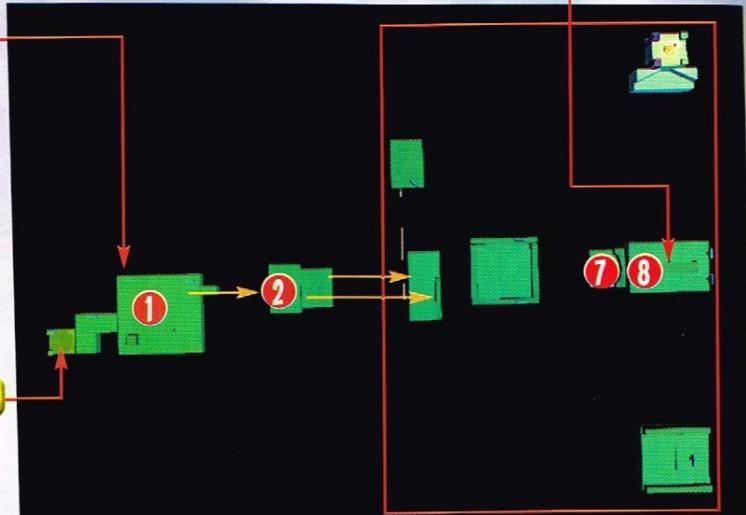


9 Red Coin Chucksters

Episode 5 Time Limit: 1:30

1 2 3 4 COIN TOSS

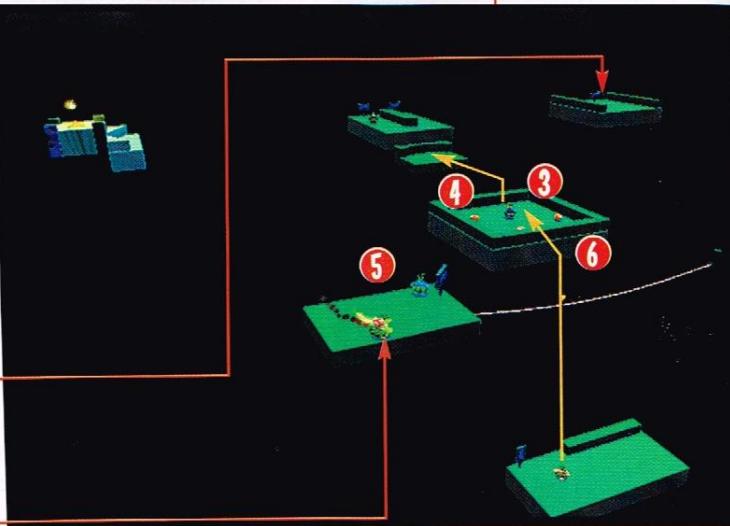
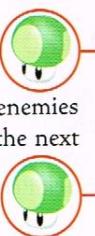
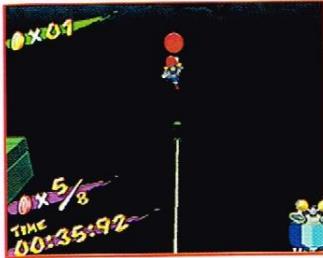
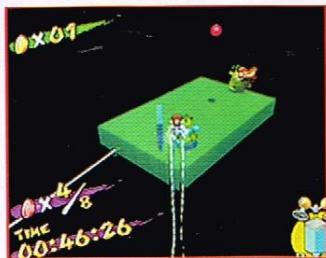
When you replay the chucksters' secret level for Red Coins, follow the steps on page 105 to cross the platforms. Talk to the blue Pianta while standing in the position pictured to the right to reach Red Coin 1. Jump to reach Red Coins 2, 3 and 4.



5 6 THE TIGHTROPE PLATFORM

Start

After Side-Somersaulting into Red Coins 4 and 5, hover across the way to reach the platform that has a tightrope tied to it. Perform a Side Somersault to snag the Red Coin above the platform, then walk to the middle of the tightrope. Bounce off the rope to reach the Red Coin floating overhead.



7 8 DON'T TALK, JUST HOVER

Hover from the tightrope back to the platform with the enemies on it. Instead of talking to the blue chuckster, hover to the next platform to retrieve Red Coins 7 and 8.

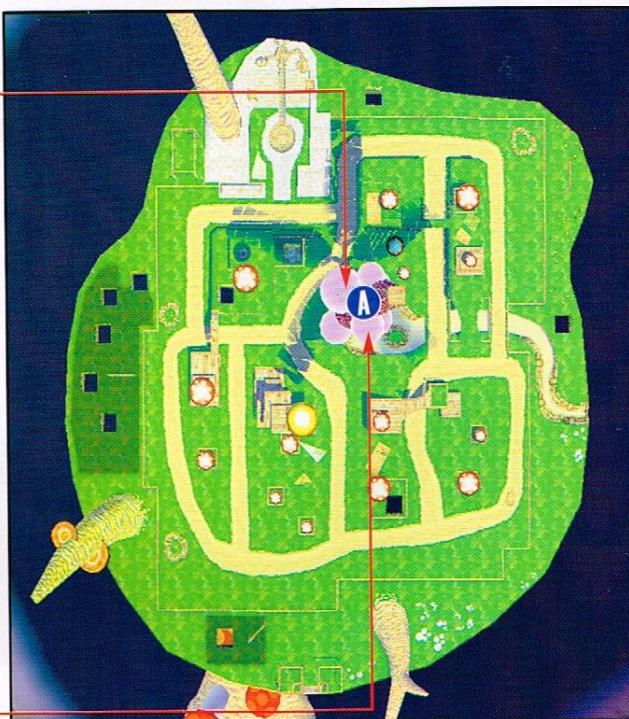


10 Soak the Sun Episode 8

10

A STARING AT THE SUN

Revisit the Fluff Festival and follow tip 8 on page 107 to reach the top of the tree in the center of Pianta Village. Using the Rocket Nozzle, launch yourself to the top of the wooden platform in the middle of the treetop. Stand on the picture of the Shine Sprite that's painted on the platform, then press the Y Button and look at the sun. Spray the sun with water until the image of a Shine Sprite emerges from the glare. When you've fully exposed the image, a real Shine Sprite will appear.



CORONA MOUNTAIN



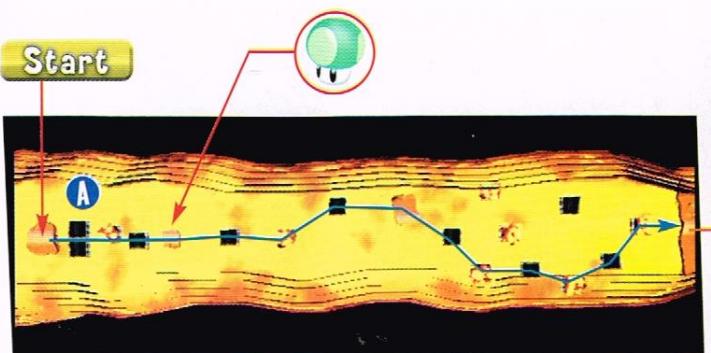
Welcome to Delfino's volcanic hot spot



1 Father and Son Shine!

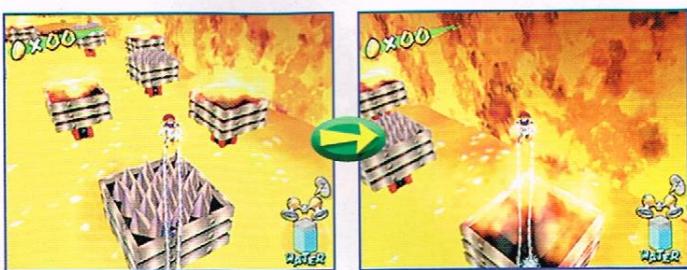
Area Entrance

After you've completed Episode 7 in every area, you'll return to a flooded Delfino Plaza. Make your way to the hilly area behind the Shine Gate. You'll see that the cave's entrance is open. Follow Shadow Mario into the cave to enter the dangerous Corona Mountain, where Peach is being held captive.



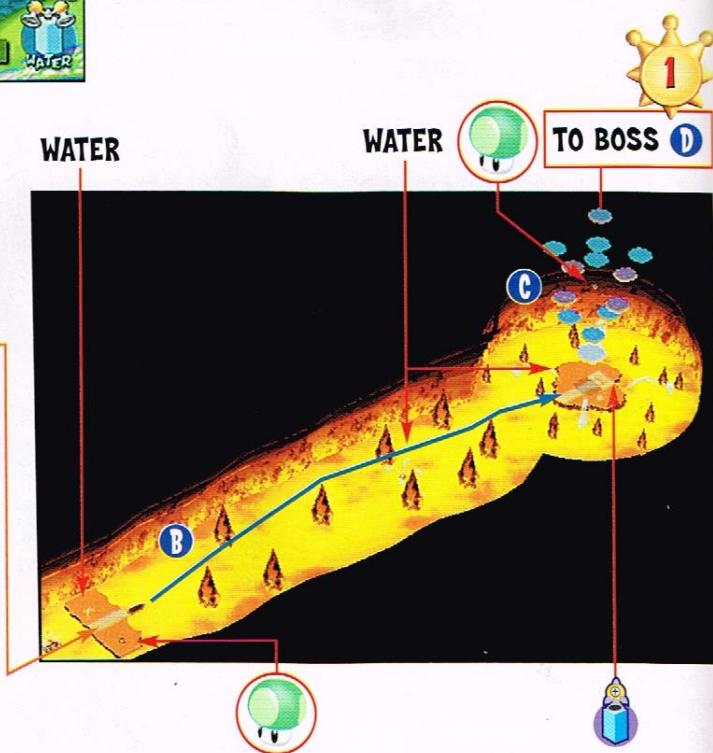
A SHARP AND HOT

The platforms you must use as stepping-stones are booby-trapped with either spikes or fire. Watch the spiked platforms and hover to them just as the spikes recede. Land, then jump off quickly and continue on. Hover over the flaming platforms to cool them off. The flames will stay out for a while but you should keep going, anyway. You have a long, dangerous trip ahead of you.



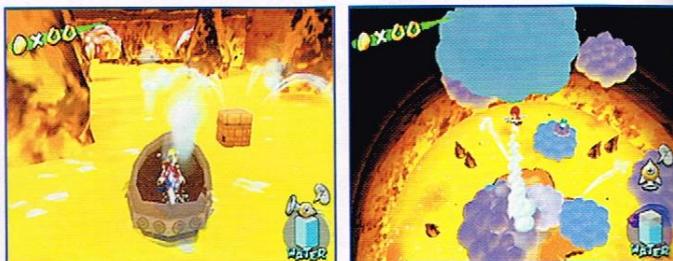
B LAVA SAILING

Use your Squirt Nozzle to direct the boat. If you hit anything, the boat will sink and you'll lose a life. Go slowly unless you've proven your leaf and boat skills to be top-notch in previous areas.



C ROCKET POWER

Pick up the Rocket Nozzle. Use it to climb higher and higher. Aim for the clouds and remember that you can rocket straight through the bottom of the clouds and land on top of them when your rocket power wanes.



D THE HOT-TUBBIN' BOWSER FAMILY

Bowser and his no-longer-disguised son are relaxing in the center of the volcano with poor Princess Peach. Bowser breathes powerful gusts of fire at you, while Jr. shoots Bullet Bills your way. Run to the flame symbol platforms protruding from the hot tub's rim and use the Rocket Nozzle to shoot high into the air. Ground-Pound at the apex of your flight to break the side of the hot tub.

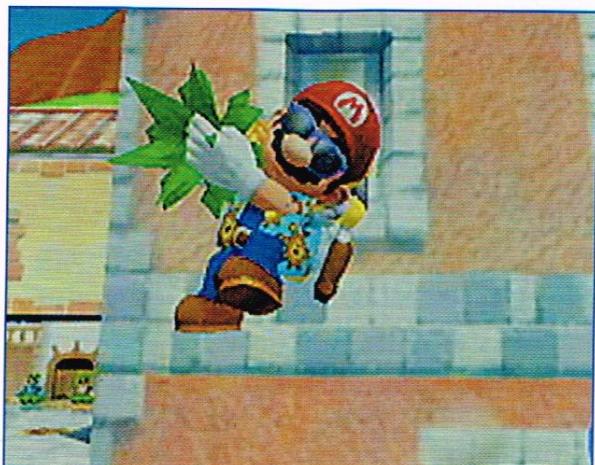


CORONA MOUNTAIN

Side-Somersault or jump to return to the edge of the hot tub before the platforms crumble completely. Destroy all of the flame symbol platforms to defeat Bowser and Bowser Jr. You can spray the Bullet Bills to destroy them—sometimes they drop items. Don't fall into the hot water!

Secret Shine Sprite Shirt

If you talk to the right Pianta in many areas on Isle Delfino, he'll offer to lend you a pair of sunglasses and a happening Hawaiian-style shirt. Delfino Plaza's shades-and-shirt man is on the street with the fruit vendors, lounging under an umbrella by the beach. The man will let you borrow sunglasses any time after you earn 20 Shine Sprites, but you won't get to sport the shirt until after you've defeated the big boss.



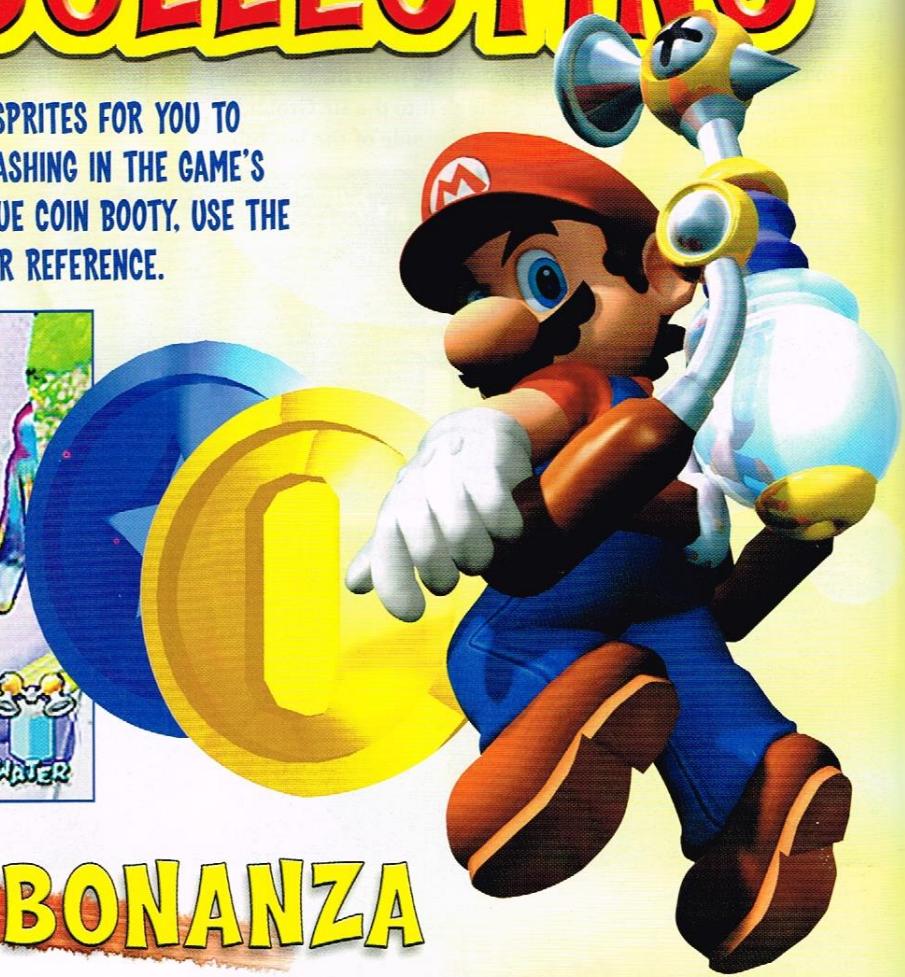
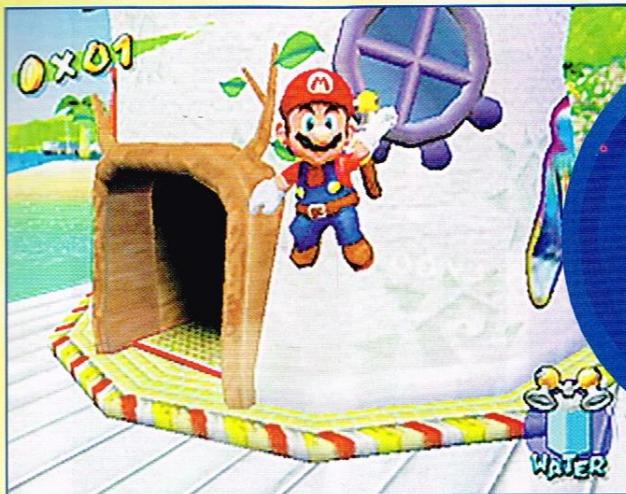
SUNGLASSES PIANTA LOCATIONS

DELFINO PLAZA	FRUITS STREET
BIANCO HILLS	NEAR THE START POINT
RICCO HARBOR	NEAR THE START POINT
GELATO BEACH	BEACH HOUSE
PINNA PARK	NEAR THE START POINT
SIRENA BEACH	NONE
NOKI BAY	NONE
PIANTA VILLAGE	OVER THE BRIDGE (DAY ONLY)



COIN COLLECTING

SUPER MARIO SUNSHINE BOASTS 120 SHINE SPRITES FOR YOU TO FIND. AND YOU CAN EARN 24 OF THEM BY CASHING IN THE GAME'S 240 BLUE COINS. IF YOU'RE LOOKING FOR BLUE COIN BOOTY, USE THE FOLLOWING CHARTS AND TREASURE MAPS FOR REFERENCE.



BLUE-COIN BONANZA

TEN BLUE COINS EQUAL ONE SHINE SPRITE

Over the course of the adventure, you'll be able to find 240 Blue Coins. You can trade in 10 Blue Coins for one Shine Sprite by giving them to the critter who works inside Delfino Plaza's boathouse on the west side of town (the building with the entrance to Ricco Harbor). Delfino Plaza and Delfino Airstrip contain 20 Blue Coins, Corona Mountain has 10 Blue Coins and the game's seven worlds feature 30 Blue Coins each. If you trade in every Blue Coin in the game, you'll be able to earn 24 Shine Sprites.



MAP KEY

CHECK BOX

A description of where you can find the Blue Coin will appear under the location heading.

LOCATION

#	LOCATION	EPISODE
1	Eat the blue butterfly (Yoshi)	1
2	Scribbled M on the wall	1 2 3 4 5 6 7 8
3	Shoot the hidden Shine Sprite mark on the wall	1 2 3 4 5 6 7 8

Each Blue Coin is numbered on the chart. Check the corresponding number on the map to see where the Blue Coin is located.

SCRIBBLED M

Shadow Mario has painted Ms all over the place. If you spray the scribbled M until it disappears, you'll win a Blue Coin.



PAIRS OF SCRIBBLES

For every O, X or triangle in a level, there's a matching symbol. If you wash away one symbol, a Blue Coin will appear at the other symbol.



SPECIAL NOZZLE

If you must use a nozzle other than the basic Hover Nozzle to reach a Blue Coin, a picture of the appropriate nozzle (Rocket or Turbo) will appear.



YOSHI

For some Blue Coins, you'll need the help of Yoshi. He can uncover Blue Coins from blue butterflies, beehives, yellow force fields and more.

Delfino Airstrip, Delfino Plaza & Corona Mountain

COIN COLLECTING

LOCATION

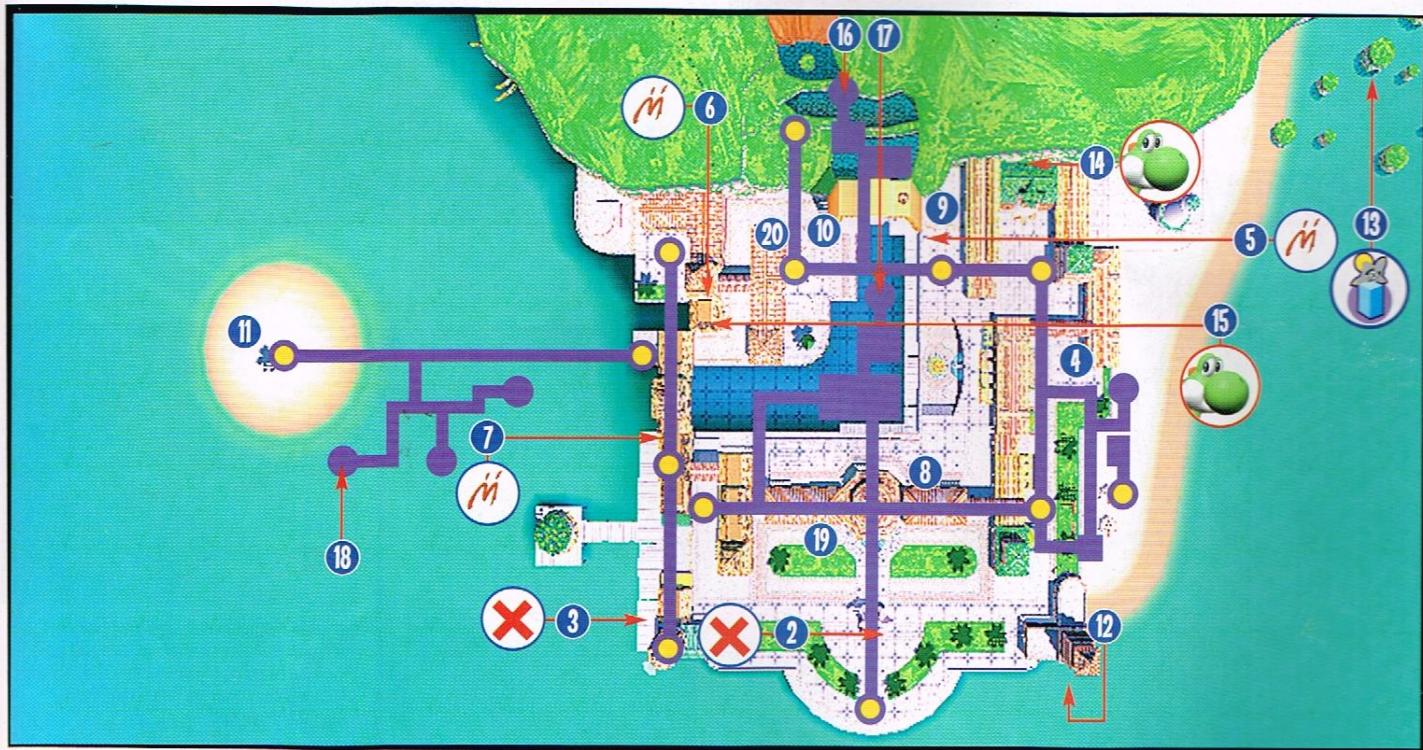
- 1 In the tower when you revisit the Airstrip
- 2 X scribble on the statue
- 3 X scribble behind the west bell tower
- 4 Extinguish the Pianta who's on fire
- 5 Scribbled M behind the crate
- 6 Scribbled M on the wall
- 7 Scribbled M behind the crate
- 8 Throw three bananas into the basket
- 9 Throw three pineapples into the basket
- 10 Kick three durians into the basket

LOCATION

- 11 Throw three coconuts into the basket
- 12 Hover into the back of the bell tower
- 13 Dash through the doors on the island
- 14 Squirt Yoshi juice on the yellow force field
- 15 Squirt Yoshi juice on the yellow force field
- 16 In the tunnel
- 17 In the tunnel
- 18 In the tunnel
- 19 Shoot the blue bird
- 20 Shoot the blue bird

LOCATION

- 21 On the platform in Corona Mountain
- 22 Sail the boat in Corona Mountain
- 23 Sail the boat in Corona Mountain
- 24 Sail the boat in Corona Mountain
- 25 Sail the boat in Corona Mountain
- 26 Sail the boat in Corona Mountain
- 27 Sail the boat in Corona Mountain
- 28 Sail the boat in Corona Mountain
- 29 Sail the boat in Corona Mountain
- 30 Sail the boat in Corona Mountain



8 9 Four Pianta women will each reward you with one Blue Coin if you throw or kick three pieces of a particular fruit into their baskets. Blue Coin 9 is the trickiest; since you must transport the durians across the canal. Kick a durian to the edge of the canal, then slide into it to bop it with your head. When you smack it, the durian will catch enough air to send it flying across the waterway.

1 After you've defeated Bowser at Corona Mountain, you'll be able to revisit the Airstrip by paying 10 Yellow Coins to a Pianta at the southwest dock of Delfino Plaza. At the Airstrip, use the Turbo Nozzle to barge into the swinging doors of the tower. Spray the ice cube inside.

21 You'll be able to find a Blue Coin on one of the few platforms in Corona Mountain that isn't booby-trapped. Use the boat to sail into the level's nine other Blue Coins.

22 23 24 25 26 27
28 29 30

19 20 Keep track of the birds' flight paths. If you shoot down a blue one, you'll win a Blue Coin.

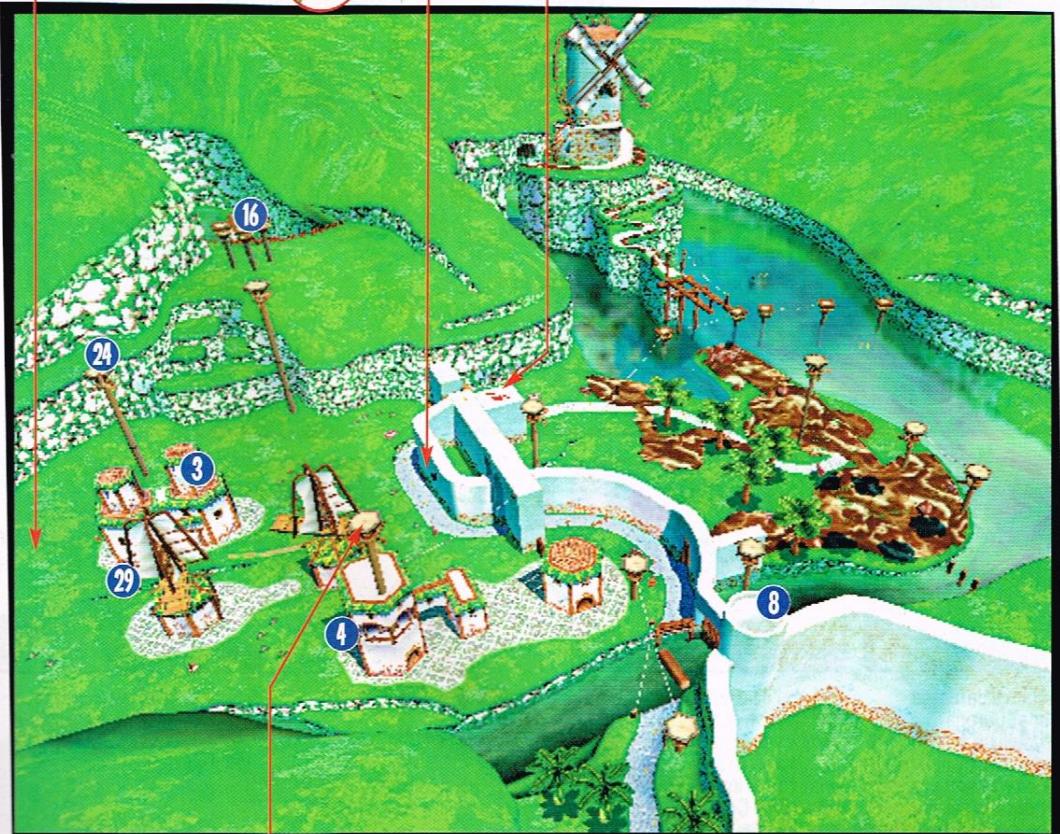
Bianco Hills

#	LOCATION	EPISODE	#	LOCATION	EPISODE
1	Scribbled M on the windmill	1 2 3 4 5 6 7 8	16	On the platform	5 6 7 8
2	Squirt the top of the tall island	1 2 3 4 5 6 7 8	17	Scribbled M on the wall	1 2 3 4 5 6 7 8
3	Rooftop	1 2 3 4 5 6 7 8	18	Scribbled M on the wall	1 2 3 4 5 6 7 8
4	Squirt the second floor terrace's left doorway	1 2 3 4 5 6 7 8	19	Scribbled M on top of the ledge	1 2 3 4 5 6 7 8
5	Top of the tree	3 4 5 6 7 8	20	Squirt water to spin the small windmill	1 2 3 4 5 6 7 8
6	Wash the Pianta (location changes by episode)	3 4 5 6 7 8	21	X scribble on the wall	1 2 3 4 5 6 7 8
7	Beehive	8	22	At the end of the river	1 2 3 4 5 6 7 8
8	Wash the Pianta	5 6 7 8	23	West cliff ledge	3 4 5 6 7 8
9	Defeat the Pokey	4 5 6 7 8	24	Near the top of the tightrope pole	6 7 8
10	Squirt the platform where Petey Piranha was	6 7 8	25	O scribble on the wall	7 8
11	Underwater	1 2 3 4 5 7 8	26	O scribble on the wall	7 8
12	Underwater	7 8	27	Eat the blue butterfly (Yoshi)	8
13	Shoot the blue bird	7 8	28	X scribble on the wall	1 2 3 4 5 6 7 8
14	Under the bridge	6 7 8	29	On the horizontal windmill propellor	1 2 3 4 5 6 7 8
15	Defeat the enemy on the windmill	3 4 5 6 7 8	30	On the platform	1 2 3 4 5 6 7 8

27 BLUE BUTTERFLY



18 *m* 19 *m*



13 BLUE BIRD



24 The Blue Coin floats just below the platform at the top of the tall pole. You can reach it by blasting off with the Rocket Nozzle or talking to a Pianta who'll throw you.

COIN COLLECTING



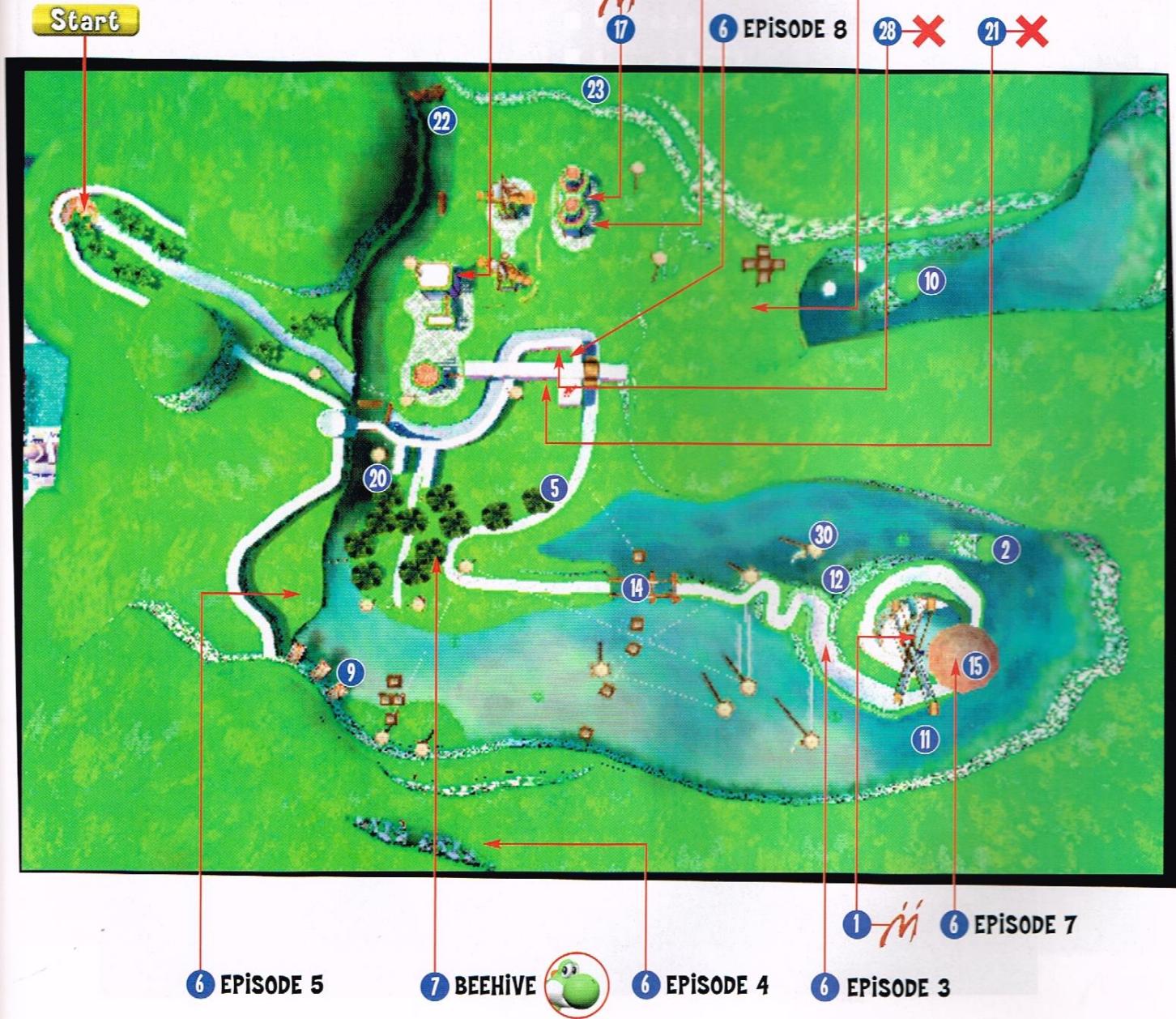
7 Ride Yoshi, then tap the B Button to make him eat the bees. Eat the three bees outside of the hive, then squirt Yoshi juice at the hive until it falls down. When the swarm comes out, slurp up all the bees to win a Blue Coin.



10 After Episode 5, ride the clouds to Petey Piranha's former perch. Land on the platform, then squirt water on the ground to unearth a Blue Coin.



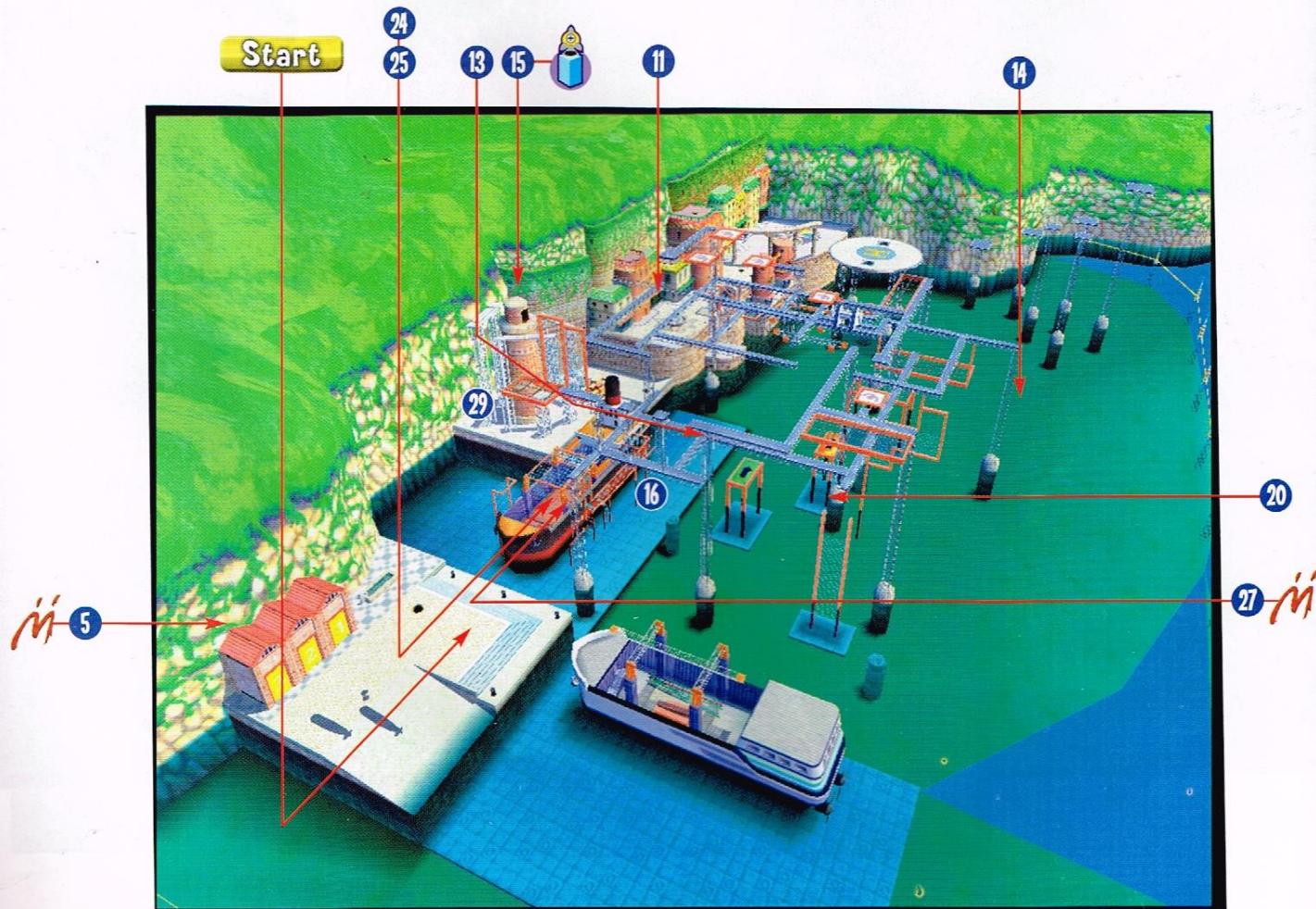
20 Shoot the small windmill with a steady stream of water so that the propeller picks up speed. If you get it spinning fast enough, a Blue Coin will appear.



Ricco Harbor

#	LOCATION	EPISODE
1	Eat the blue butterfly (Yoshi)	8
2	Scribbled M on the wall	1 2 3 4 5 6 7 8
3	Spray the wall to reveal a Shine Sprite picture	1 2 3 4 5 6 7 8
4	Scribbled M on the hull of the ship	1 2 3 4 5 6 7 8
5	Scribbled M on the cliff	1 2 3 4 5 6 7 8
6	X scribble on the wall	6 7 8
7	Eat the spider (Yoshi)	8
8	Scribbled M on the wall	1 2 3 4 5 6 7 8
9	Scribbled M on the ground (under the slime)	1
10	Scribbled M on the cliff ledge	1 2 3 4 5 6 7 8
11	Catwalk	1 2 3 4 5 6 7 8
12	Scaffolding	1 2 3 4 5 6 7 8
13	Catwalk	1 2 3 4 5 6 7 8
14	The side of the catwalk's support tower	1 2 3 4 5 6 7 8
15	Above Ricco Tower	3 4 5 6 7 8

#	LOCATION	EPISODE
16	Top of the crane	1 2 3 4 5 6 7 8
17	Over the water	2 3 4 5 6 7 8
18	Entrance to the Blooper-surfing track	2 3
19	Top of the fountain	1 2 3 4 5 6 7 8
20	Underwater	1 2 3 4 5 6 7 8
21	X scribble on Ricco Tower	1 2 3 4 5 6 7 8
22	Scribbled M on the wall	1 2 3 4 5 6 7 8
23	Scribbled M on a platform	3 4 5 6 7 8
24	Defeat the spider	3 4 5 6 7 8
25	Defeat the spider	3 4 5 6 7 8
26	Shoot the basket of fish in the market	6 7 8
27	Scribbled M on the deck	1
28	Defeat the Blooper in the yellow cage	5 6 7 8
29	In the box	1 2 3 4 5 6 7 8
30	Shoot the propeller to raise the submarine	1



COIN COLLECTING



11 13 Perform a Side Somersault off the ship's smokestack to reach the catwalk, then ride the striped pole to the chain-link panel. Climb it to jump to the upper catwalk.



14 Either fall to Blue Coin 14 or use the Rocket Nozzle to fly up to it. You can launch yourself out of the water if you jump just as your Rocket Nozzle reaches full power.



15 Stand on top of Ricco Tower, then use the Rocket Nozzle to blast straight up. If you rocket high enough, you'll reach the Blue Coin high above the tower.



Gelato Beach

#	LOCATION	EPISODE	#	LOCATION	EPISODE
1	Shoot the red Cataquack then Ground-Pound it	1 2 4	16	Underwater	1 2 3 4 5 6 7 8
2	Spray the sand to uncover a Shine Sprite picture	1 2 4 5 6 7 8	17	In the school of blue fish	1 2 3 4 5 6 7 8
3	Spray the sand to uncover a Shine Sprite picture	1 2 4 5 6 7 8	18	In the school of red fish	1 2 3 4 5 6 7 8
4	Ground-Pound the blue Cataquack in the tree	5 6 7 8	19	Under the smoothie hut	1 2 3 4 5 6 7 8
5	Spray the sand to uncover a Shine Sprite picture	1 2 4 5 6 7 8	20	Ride the swing	1 2 3 4 5 6 7 8
6	Drop a fruit into the rooftop's spinning blades	1 2 3 4 5 6 7 8	21	Top of the tree	1 2 3 4 5 6 7 8
7	Scribbled M on the cliff	1 2 3 4 5 6 7 8	22	Between the ledges	1 2 3 4 5 6 7 8
8	Triangle scribble on the cliff	1 2 3 4 5 6 7 8	23	Spray the sand to uncover a Shine Sprite picture	2 4 5 6 7 8
9	Triangle scribble on the cliff	1 2 3 4 5 6 7 8	24	Ceiling of the beach house	1 2 3 4 5 6 7 8
10	Squirt the shield (Yoshi), then squirt the Dune Bud	6	25	Above the beach house	1 2 3 4 5 6 7 8
11	Shoot the blue bird	1 2 3 4 5 6 7 8	26	Beehive	6
12	Shoot the blue bird	1 2 3 4 5 6 7 8	27	On the cloud in the secret level	4
13	Tightrope	1 2 3 4 5 6 7 8	28	On the cloud in the secret level	4
14	Tightrope	1 2 3 4 5 6 7 8	29	On the cloud in the secret level	4
15	Underwater	1 2 3 4 5 6 7 8	30	On the cloud in the secret level	4

SECRET STAGE OF EPISODE 4



27 28 29 30 In the secret level, you'll ride the mystical sand bird. As it soars through the sky, it'll take you through some clouds that have Blue Coins. After it passes by Blue Coin 29, the bird will fly on its side, so be prepared to reposition yourself.



COIN COLLECTING



13 Use the Rocket Nozzle to reach the higher tightrope. Bounce off the rope to reach the Blue Coin.



17 18 Blue Coins 17 and 18 each travel with a school of fish. The coins are always moving and they'll try to evade you by slipping under the sand.



19 Swim under the smoothie hut to find a Blue Coin. The water level isn't high, so you'll be able to surface for air when you're exploring the underside of the hut.

11 12 TWO BLUE BIRDS



8

Start



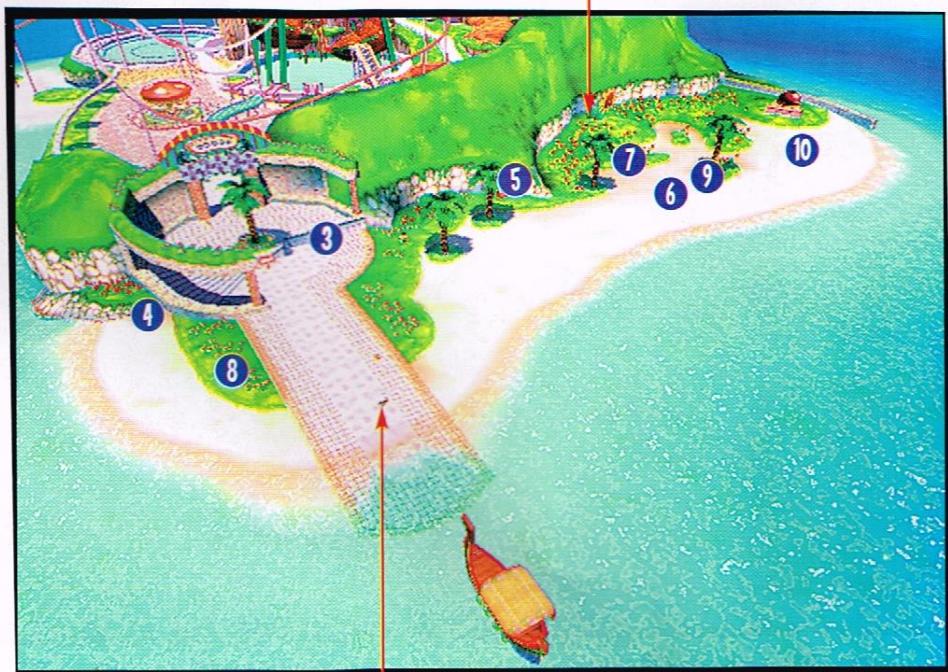
Pinna Park

#	LOCATION	EPISODE	#	LOCATION	EPISODE
1	Eat the blue butterfly (Yoshi)	1 2 3 4 5 6 7 8	16	On top of the cage	1 3 5 7 8
2	Eat the blue butterfly (Yoshi)	1 2 3 4 5 6 7 8	17	Inside the cage	1 3 5 7 8
3	Break the basket with a Bullet Bill	2	18	Under the stairs (jump and hover)	1 3 5 7 8
4	Break the basket with a Bullet Bill	2	19	Inside the green shell	1 3 5 7 8
5	Break the basket with a Bullet Bill	2	20	Scribbled M on the wall	1 3 5 7 8
6	Break the basket with a Bullet Bill	2	21	Scribbled M on the wall	1 3 5 7 8
7	Break the basket with a Bullet Bill	2	22	Scribbled M on the wall	1 3 5 7 8
8	Break the basket with a Bullet Bill	2	23	Circle scribble on the ledge	1 3 5 7 8
9	Spray the sand to uncover a Shine Sprite picture	1 2 3 4 5 6 7 8	24	Circle scribble on the wall	1 3 5 7 8
10	Spray the sand to uncover a Shine Sprite picture	1 2 3 4 5 6 7 8	25	Triangle scribble on the wall	1 3 5 7 8
11	Defeat the enemy	1 3 5 7 8	26	Triangle scribble on the wall	1 3 5 7 8
12	Eat the blue butterfly (Yoshi)	6	27	X scribble on the wall	1 3 5 7 8
13	Behind the roller coaster entrance	1 3 5 7 8	28	X scribble on the wall	1 3 5 7 8
14	Above the pirate ship (use the Hover Nozzle)	1 3 5 7 8	29	Shoot the blue bird	1 3 5 7 8
15	On top of the pirate ship scaffolding	1 3 5 7 8	30	Shoot the blue bird	1 3 5 7 8

3 4 5 6 7 8

Stand on a basket and wait for a Bullet Bill to draw near. When it's about to hit you, jump out of the way and let it destroy the basket. You must guide the purple Bullet Bills to some baskets.

BEACH



BLUE BUTTERFLIES



COIN COLLECTING

PINNA PARK



14 To get coin 14, get on top of the cage near the pirate ships then leap on the ship when it turns upside down. You can also hover over.



16 Climb a palm tree or other tall object and leap to the ship when it's overturned, then quickly Spin-Jump and hover to the top of the cage.

12 BLUE BUTTERFLY

29 BLUE BIRD

23 24 26 ▲



Sirena Beach

#	LOCATION	EPISODE
1	Underwater	1 2 3 4 5 6 7 8
2	Spray the stone tablet between the chairs	2 3 4 5 6 7 8
3	Back wall of hotel (outside, 2F)	2 3 4 5 6 7 8
4	Spray the second torch from the left	2 3 4 5 6 7 8
5	Spray the sunflower garden	2 3 4 5 6 7 8
6	Free a Noki from the pollution	1
7	Free a Noki from the pollution	1
8	Under the hut's ceiling	2 3 4 5 6 7 8
9	Scribbled M on the wall	7 8
10	Free a Noki from the pollution	6
11	Free a Noki from the pollution	6
12	Spray the lamp (3F)	2 3 4 5 6 7 8
13	East room (3F)	3 4 5 7 8
14	Northeast room (3F)	3 4 5 7 8
15	Shoot the bookshelf (3F, southeast room)	3 4 5 7 8

#	LOCATION	EPISODE
16	Northeast room (2F)	3 4 5 7 8
17	East room (2F)	3 4 5 7 8
18	Spray the skylight (3F)	3 4 5 7 8
19	Attic	3 4 5 7 8
20	Defeat the Boo (attic)	4 5 7 8
21	In the crate (2F, southeast room)	4 5 7 8
22	Put out the torch (casino)	4 5
23	Ground-Pound the slot machine (casino)	4 5
24	Scribbled M on the wall (casino)	5
25	Scribbled M on the wall (3F)	7 8
26	Triangle scribble on the wall (1F)	7 8
27	Triangle scribble on the wall (2F)	7 8
28	X scribble on the wall (2F)	7 8
29	X scribble on the wall (3F)	7 8
30	Scribbled M on the wall (attic)	7 8

SIRENA BEACH



EPISODE 6

ii

EPISODE 1



6 7 Finish scrubbing Sirena Beach in Episode 6, then talk to the Nokis you've freed from the goop. You can free the same two Nokis in Episode 1, if you wish. They'll be in a slightly different location.

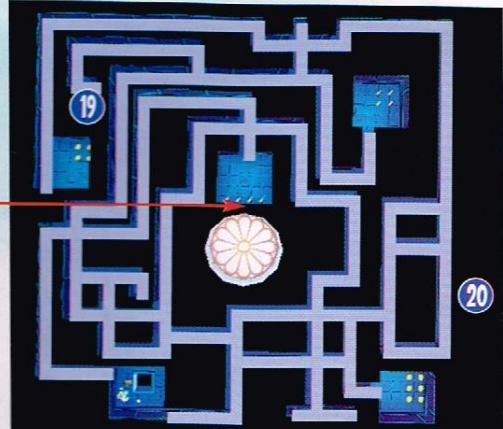


8 The easy-to-miss Blue Coin is just underneath the hut's ceiling. Jump to reach it.

COIN COLLECTING

HOTEL DELFINO

ATTIC



30
m

20

18 Look up to the center of the room from the third floor. Spray the center of the skylight, then jump to the column in the center of the hotel to pick up the Blue Coin. When you want to get the Blue Coins located inside the hotel, try Episode 7—all the hotel's doors are open, and the enemies will leave you alone. The Casino is closed, however.



20 Body-Slam the roaming Boo by hitting B and A at the same time. You'll earn a Blue Coin for your trouble.



26 Don't use the stairs to reach Blue Coin 26—you'll never make it in time. Wall-Kick off the hotel's wooden central column to reach the second floor quickly.

25
m
29
X

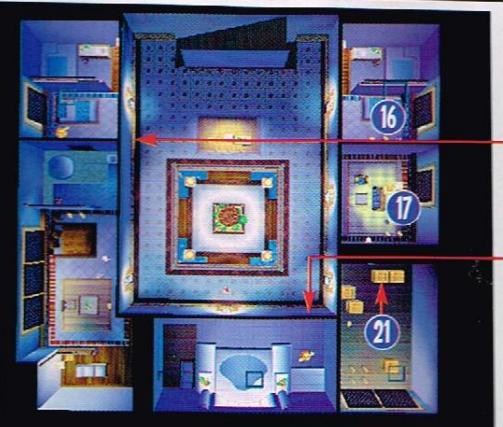
3F



22



23



2F

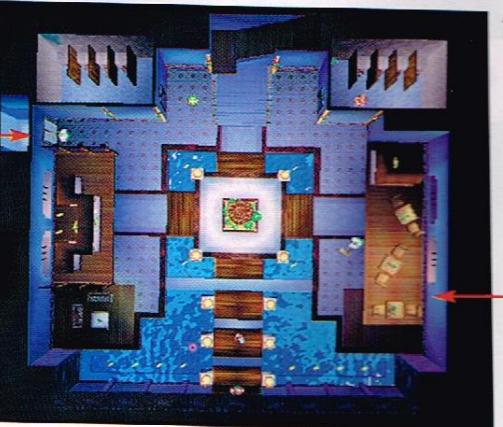
28 X
27 ▲



24

CASINO 22 23 24

m



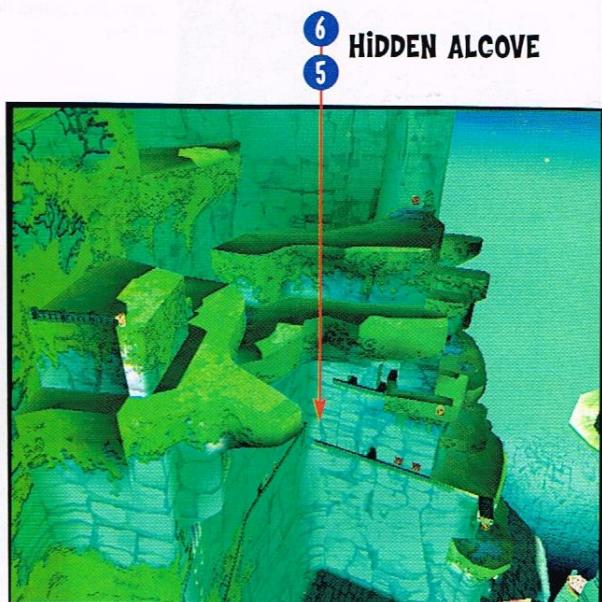
ENTRANCE

Noki Bay

#	LOCATION	EPISODE	#	LOCATION	EPISODE
1	In the alcove (above the Rocket Nozzle)	1 2 3 4 5 6 7 8	16	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8
2	Lower portion of Tricky Ruins	2 3 4 5 6 7 8	17	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8
3	Upper portion of Tricky Ruins	2 3 4 5 6 7 8	18	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8
4	Rocket through the coin trail (above point 1)	1 2 3 4 5 6 7 8	19	Gooper Blooper's Shine Sprite room (spray the jar)	1 2 4 5 6 7 8
5	Hidden alcove	1 2 3 4 5 6 7 8	20	Gooper Blooper's Shine Sprite room (spray the jar)	1 2 4 5 6 7 8
6	Hidden alcove	1 2 3 4 5 6 7 8	21	Surface of the water (use a boat or Hover Nozzle)	1 2 3 4 5 6 7 8
7	Wall-Kick up from bottom nook (right of waterfall)	1 2 3 4 5 6 7 8	22	Surface of the water (use a boat or Hover Nozzle)	1 2 3 4 5 6 7 8
8	Under the Diving Spot (jump and fall, then hover)	1 2 3 4 5 6 7 8	23	Underwater	1 2 4 5 6 7 8
9	Alcove (western cliffs)	1 2 3 4 5 6 7 8	24	Scribbled M on the wall	1 2 3 4 5 6 7 8
10	Alcove (western cliffs)	1 2 3 4 5 6 7 8	25	Underwater	4 8
11	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8	26	Underwater	4 8
12	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8	27	Underwater	4 8
13	Alcove (western cliffs)	1 2 3 4 5 6 7 8	28	Underwater	4 8
14	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8	29	Circle scribble on the wall	6
15	Hidden alcove (spray the switch)	1 2 3 4 5 6 7 8	30	Circle scribble on the wall	6



19 20 25 26 27 28 UNDERWATER



6
5 HIDDEN ALCOVE



Everything is wonderful under the sea, and that includes the Blue Coin harvest. You can collect the underwater coins only during Episodes 4 and 8. From the start point, use the Hover Nozzle to reach the tops of the columns in the murky depths of Noki Bay.



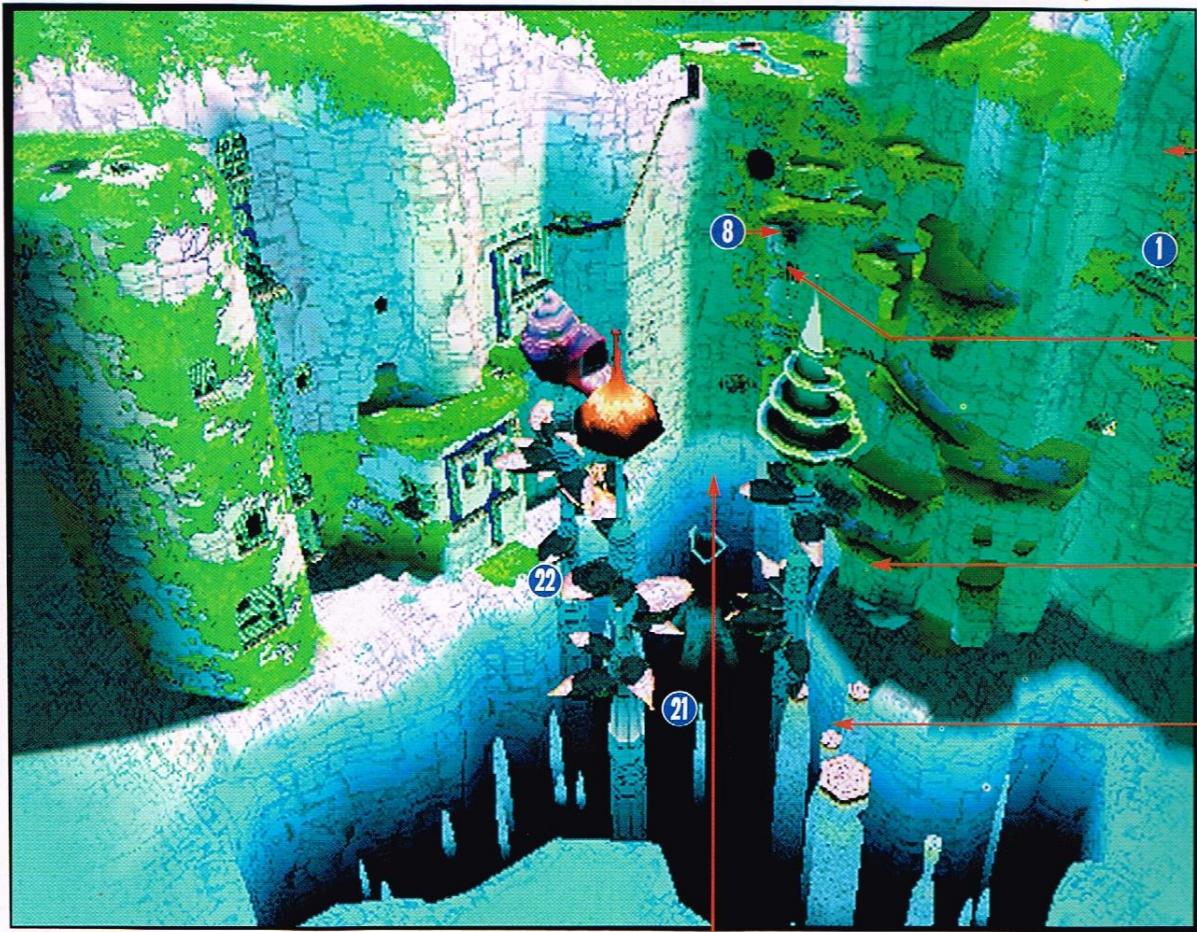
5 6 To find Blue Coins 5 and 6, stand on the ledge next to the highest waterwheel and spray the wall to reveal two cliffside openings. Either jump and hover to one of the nooks or turn right (from the position shown in the shot to the left), walk into the alcove, then hang off the ledge and shimmy across.



9 THROUGH 18 Blue Coins 9 through 18 are hidden within the cliff. Spray the nooks, switches and recesses to reveal some of the coins and passageways. You'll need to rely on tricky maneuvering and acrobatics to work your way to the coins.

Press and hold R to power up the Rocket Nozzle. Spin-Jump so that you are high in the air when the rocket blasts off.

COIN COLLECTING



Press and hold R to power up the Rocket Nozzle. Jump so that you are high in the air when the rocket blasts off.

Start

23 UNDERWATER

Pianta Village

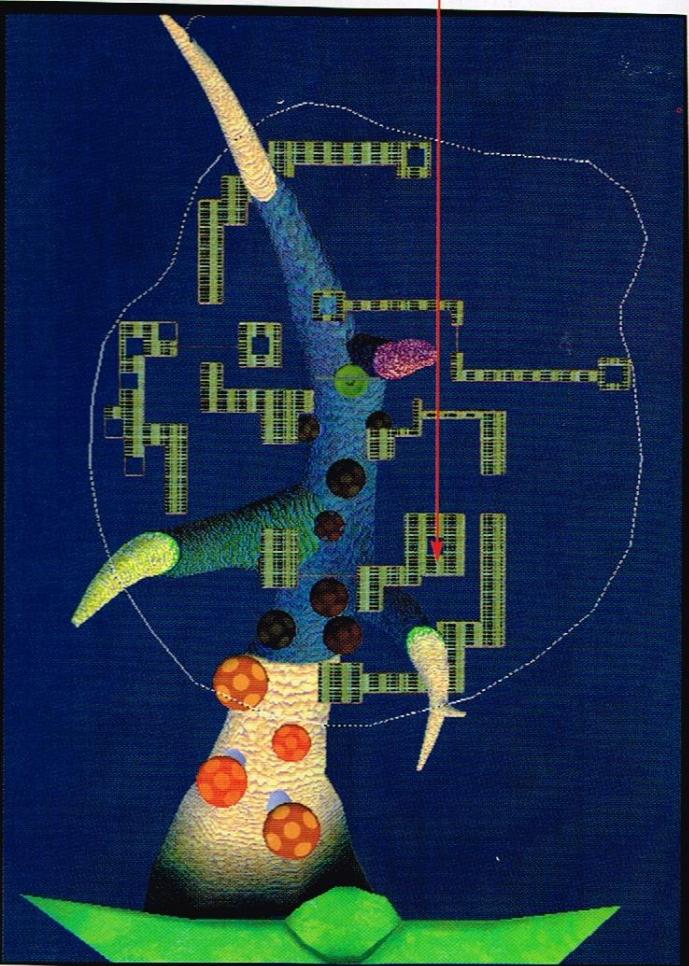
#	LOCATION	EPISODE
1	Shoot the moon (stand on the yellow mushroom)	1 3 5 7
2	Rescue and talk to the trapped Pianta	6
3	Rescue and talk to the trapped Pianta	6
4	Rescue and talk to the trapped Pianta	6
5	Rescue and talk to the trapped Pianta	6
6	Rescue and talk to the trapped Pianta	6
7	Rescue and talk to the trapped Pianta	6
8	Rescue and talk to the trapped Pianta	6
9	Rescue and talk to the trapped Pianta	6
10	Ground-Pound the tree's nose	1 3 5 7
11	Squirt the sign	2 4 6 8
12	End of the stream	1 2 3 4 5 6 7 8
13	In the tall grass	1 2 3 4 5 6 7 8
14	Top of the tree	1 2 3 4 5 6 7 8
15	Under the bridge	1 2 3 4 5 6 7 8

#	LOCATION	EPISODE
16	Beehive (Yoshi)	5
17	Beehive (Yoshi)	5
18	End of the palm leaf at the top of the central tree	1 2 3 4 5 6 7 8
19	Shoot the spout that the waterfall flows out of	1 2 3 4 5 6 7 8
20	Eat all of the blue butterflies (Yoshi)	5
21	Shoot the blue bird flying near the Rocket Nozzle	8
22	Extinguish the Pianta who's on fire	3
23	Triangle scribble on the wall	1 2 3 4 5 6 7 8
24	Triangle scribble on the wall	1 2 3 4 5 6 7 8
25	Scribbled M on the wall	1 2 3 4 5 6 7 8
26	Scribbled M on the wall	1 2 3 4 5 6 7 8
27	Scribbled M behind the starting point in the level	1 2 3 4 5 6 7 8
28	Underground (on the ceiling above the catwalk)	1 2 3 4 5 6 7 8
29	Scribbled M on the platform	3
30	Scribbled M under the slime	3

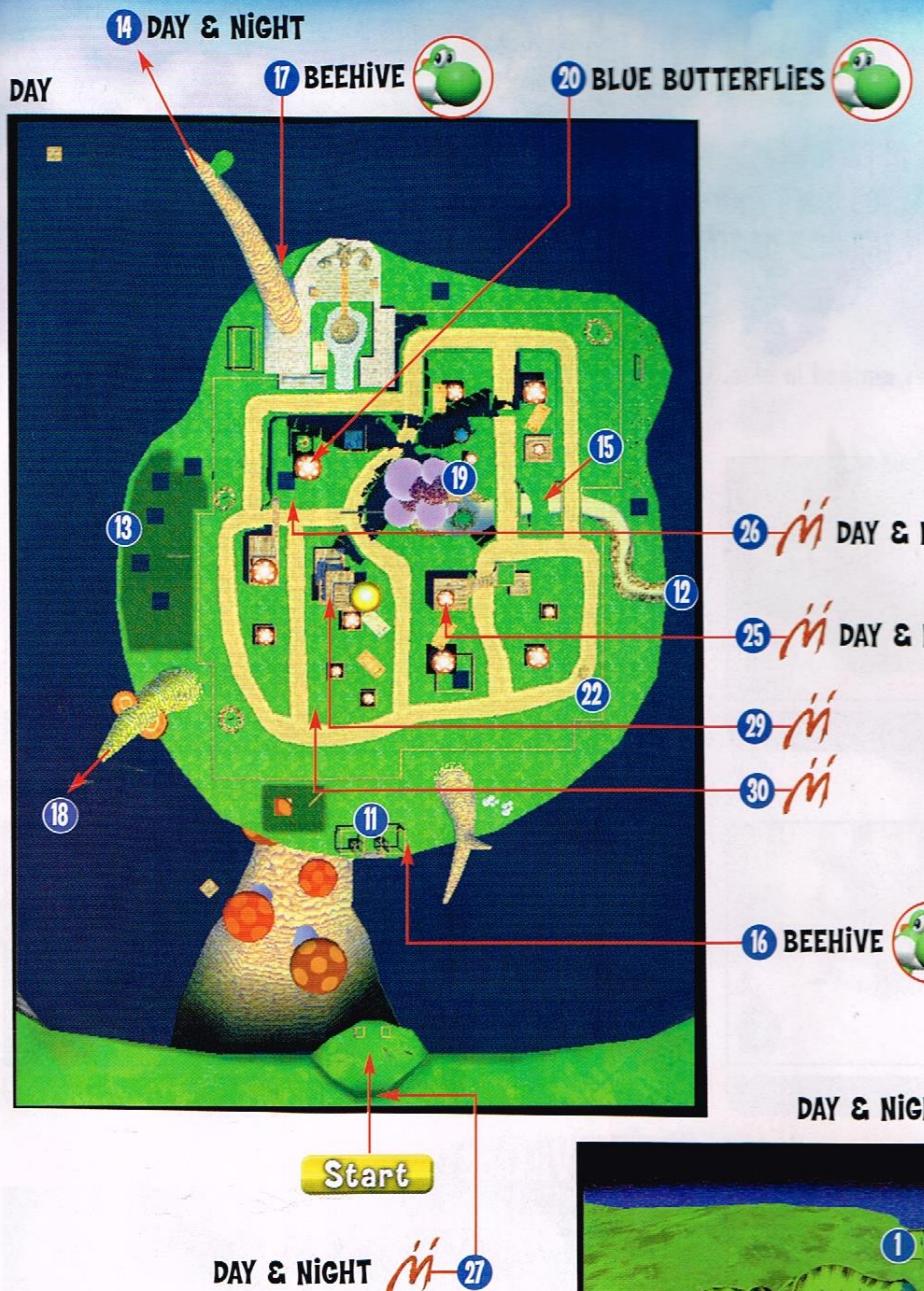
TRAPPED PIANTAS (EPISODE 6)



UNDERGROUND



DAY & NIGHT



28 Enter the hole indicated by the orange box on the night map pictured below. Travel through the underground to find a scribbled M on the ceiling.



1 10 19 Pianta Village's even-numbered Episodes take place in the day. Odd-numbered Episodes take place at night, and that's the only time you'll be able to find Blue Coins 1, 10 and 19.

100-COIN CHALLENGE

YOU CAN EARN AN ADDITIONAL SHINE SPRITE IN EACH WORLD BY FINDING 100 COINS IN ONE OF EACH WORLD'S EPISODES. YOU CAN'T FIND 100 COINS IN A FEW EPISODES, SO CHOOSE WISELY WITH THE HELP OF THE CHART.

You can't collect 100 Yellow Coins in Episodes marked in blue.

BIANCO HILLS

1. Road to the Big Windmill
2. Down with Petey Piranha!
3. The Hillside Cave Secret
4. Red Coins of Windmill Village
5. Petey Piranha Strikes Back
6. The Secret of the Dirty Lake
7. Shadow Mario on the Loose
8. The Red Coins of the Lake



SIRENA BEACH

1. The Manta Storm
2. The Hotel Lobby's Secret
3. Mysterious Hotel Delfino
4. The Secret of Casino Delfino
5. King Boo Down Below
6. Scrubbing Sirena Beach
7. Shadow Mario Checks In
8. Red Coins in the Hotel



RICCO HARBOR

1. Gooper Blooper Breaks Out
2. Blooper Surfing Safari
3. The Caged Shine Sprite
4. The Secret of Ricco Tower
5. Gooper Blooper Returns
6. Red Coins on the Water
7. Shadow Mario Revisited
8. Yoshi's Fruit Adventure



NOKI BAY

1. Uncork the Waterfall
2. The Boss of Tricky Ruins
3. Red Coins in a Bottle
4. Eely-Mouth's Dentist
5. Il Piantissimo's Surf Swim
6. The Shell's Secret
7. Hold It, Shadow Mario!
8. The Red Coin Fish



GELEATO BEACH

1. Dune Buds Sand Castle Secret
2. Mirror Madness! Tilt, Slam, Bam!
3. Wiggler Ahoy! Full Steam Ahead!
4. The Sand Bird Is Born
5. Il Piantissimo's Sand Sprint
6. Red Coins in the Coral Reef
7. It's Shadow Mario! After Him!
8. The Watermelon Festival



PIANTA VILLAGE

1. Chain Chomps Unchained
2. Il Piantissimo's Crazy Climb
3. The Goopy Inferno
4. Chain Chomp's Bath
5. Secret of the Village Underside
6. Piantas in Need
7. Shadow Mario Runs Wild
8. Fluff Festival Coin Hunt



PINNA PARK

1. Mecha-Bowser Appears!
2. The Beach Cannon's Secret
3. Red Coins of the Pirate Ships
4. The Wilted Sunflowers
5. The Runaway Ferris Wheel
6. The Yoshi-Go-Round's Secret
7. Shadow Mario in the Park
8. Roller Coaster Balloons



DELFINO PLAZA OR AIRSTRIP

If you collect 100 coins in Delfino Plaza, the Shine Sprite will appear on the banana platform. Or wait until you've beaten the hot tub boss to get 100 coins easily in the Airstrip, which will count as Delfino Plaza's 100 coins.



Don't Get Soaked!

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