

# Super Mario Sunshine FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Jun 3, 2004

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S U P E R M A R I O S U N S H I N E  
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Nintendo GameCube  
FAQ/Walkthrough, Version 1.0  
Last Updated - 31/05/2004  
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Thank You.

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INTRODUCTION  
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Hello and welcome to the Super Mario Sunshine FAQ/Walkthrough. This text document will provide you will a full walkthrough for all the episodes for all the areas, and also where to all the shines and blue coins.

I bought Super Mario Sunshine on it's day of release (4th October 2002 in the UK) for a cool 40 quid, and needless to say I loved it. I didn't really enjoy Super Mario 64 for the N64 (not sure why; however after playing this I'm tempted to pick it up again and give it another go) so I wasn't quite sure if I was going to enjoy this one, but I really did. It's just a very fun game to play, as just around all Mario's are. And as you may know, it's freaking HARD in places, proving that this game isn't just for kids. For example my mate Rob kicked his GameCube console across his bedroom because he was got frustrated on one of the special stages. =D

I hope you are enjoying this game as much as I did, and I hope this guide becomes of use to you in one way or another.

- Reyn

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TABLE OF CONTENTS

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1. Version History
2. Game Overview
  - 2.01. Story
  - 2.02. Characters
  - 2.03. Basics
  - 2.04. Controls and Moves
  - 2.05. Power-ups
3. Walkthrough
  - 3.01. Delfino Airstrip
  - 3.02. Delfino Plaza
  - 3.03. Bianco Hills
  - 3.04. Ricco Harbour
  - 3.05. Gelato Beach
  - 3.06. Pinna Park
  - 3.07. Sirena Beach
  - 3.08. Noki Bay
  - 3.09. Pianta Village
  - 3.10. Corona Mountain
4. Blue Coins
  - 4.01. Delfino Plaza
  - 4.02. Bianco Hills
  - 4.03. Ricco Harbour
  - 4.04. Gelato Beach
  - 4.05. Pinna Park
  - 4.06. Sirena Beach
  - 4.07. Noki Bay
  - 4.08. Pianta Village
  - 4.09. Corona Mountain
5. Shine Checklist
6. Secrets and Unlockables
7. FAQ's
8. Conclusion and Special Thanks

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1. VERSION HISTORY

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| Version 1.0 - 31/05/2004 |

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The first complete version of this FAQ. Everything is complete.

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2. GAME OVERVIEW

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2.01. Story

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This is the story of Super Mario Sunshine. Note that these are lifted directly from the game's manual, and is not my own words.

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

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

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

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

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

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

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

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

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

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2.02. Characters

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These are the characters of Super Mario Sunshine.

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Mario  
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Mario is back in another adventure, this time in a different land and with a new ally in the form of the FLUDD pack. He sets out to clean up the polluted Isle Delfino, and to find out who has done it and why they are impersonating him.

-----  
FLUDD  
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Created by Professor E. Gadd of Luigi's Mansion fame, the FLUDD pack is a water shooting device that Mario uses to aid him throughout this adventure. FLUDD is an acronym for something, but I cannot remember what. :/

-----  
Princess Peach  
-----

Peach, tired from her many years of being kidnapped by Bowser, comes to Isle Delfino with Mario for a holiday. Until Mario gets framed of course. Played.

-----  
Toadsworth  
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Peach's steward. Does nothing but sit like a pretty boy and moan occasionally in this game. Rumours going around the Mushroom Kingdom say that Toadsworth can breakdance and down a pint in 4 seconds, however these are unconfirmed.

-----  
Shadow Mario  
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The game's baddy, who is impersonating Mario (and isn't doing a grand job as he is somewhat blue and transparent) for some unknown reason. Armed with a paintbrush, he has polluted the entire island with paint and slime.

-----  
Piantas / Nokis  
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These guys are the residents of Isle Delfino. Pianta's are the large guys with the trees growing out their skulls, and Noki's are little shrimps. Talking to these during the game often provide helpful information.

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### 2.03. Basics

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Here is a quick explanation of the game basics of Super Mario Sunshine.

-----  
The overall aim  
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You play as Mario in a full 3D world, and your aim is to collect Shine Sprites.

By collecting more Shines you open up more areas within Delfino Plaza, and eventually you get to go into the last area and fight the final boss. You don't have to get all 120 shines to complete the game, you just need to complete the first 7 episodes in all the different areas of the game. You get Shines by completing episodes within the areas, and by during other events in the plaza.

## ----- Gameplay Basics -----

Within the game there are different things to collect. Shine Sprites, the main item as mentioned above, is used to open new levels and proceed through the game. There is also coins. The regular sort are gold coins, which recover health and give you a 1-Up Green Mushroom when you get 50. There are 240 blue coins hidden everywhere in the game, which can be traded in for Shines ten at a time. A list of their locations can be seen toward the end of the guide. The last sort of coin are red coins, which feature in certain episodes and once you collect all eight, the shine sprite will appear for the taking.

You have a life meter in the top right of the screen, which when fully depleted means you lose a life and you have to start the episode over again from the start. The other thing that appears on the screen is your water level. More about this is discussed in the next topic...

## ----- FLUDD -----

The FLUDD pack is a water backpack that is used to aid Mario in this adventure. There are different types of nozzles you can use with it for different purposes. You also have a water meter in the bottom right corner of your screen. You use water when you use the FLUDD pack and once the water is gone, you cannot use the FLUDD. You can restore your water level via getting into a body of water and pressing the R button and it will fill back up (or you can collect bottles of water). You have two nozzles at a time; one is always the squirt nozzle. You start with the hover nozzle as the alternative, which can be replaced with another nozzle collected from a nozzle box for a short amount of time (until the end of the episode for example). Here are the different nozzles you can get -

### Squirt Nozzle -----

This is the standard nozzle and is always available for you to use. It is just like a hose that is used for cleaning and to douse objects. To use it, press the R button and use the analog stick to direct it. You can run while squirting by pressing the R button down slightly, and to aim better with the squirt nozzle, go into first person and then aim with the analog stick and use R to squirt. Other moves can be seen in the Controls & Moves section below.

### Hover Nozzle -----

This is the default alternative nozzle, and by pressing the R button Mario can however for a short amount of time. This is great for long jumps and squirting objects on the ground.

### Rocket Nozzle -----

You will need to collect this, and note this isn't available from the start. Press and hold the R button to build up the power, and by releasing Mario

will blast up into the air.

#### Turbo Nozzle

-----

You will need to collect this, and note this isn't available from the start. By pressing and holding down the R button you can dash away at high speed across land and water. You can also jump while using this nozzle. You can keep going as long as you have water in your tank.

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#### Swimming

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When in water, you can swim by holding a direction and pressing the A button. To go toward the surface, press the A button whilst not pressing any direction. To dive, press the B button. Also in water the life meter will change to an air meter, which will decrease over time. When you run out of air, Mario loses a life. To refill this meter, either get to the surface for air or collect coins.

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#### Yoshi

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Yoshi, first featuring in the epic Super Mario World, is back in this game and now in 3D! You hatch Yoshi's from eggs. To do this, you have to bring them the fruit as shown in the thought bubble floating by the egg. Once you do that the Yoshi will hatch. When you ride Yoshi, a Juice meter will appear in the bottom right corner to replace the FLUDD water meter. This decreases slowly over time, and when you spit juice. You can refill this meter by eating more fruit. If the juice meter runs out, the Yoshi will disappear.

To spit, use the R button. It works in the same was as the FLUDD's squirt nozzle. Yoshi's hate water and if touched, the Yoshi will disappear.

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#### Guidebook

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Pressing the Z button during gameplay opens up the Guidebook. This is a map and a log of the Shines that you have collected. You can move the curser around with the analog stick, and you can select objects on the map by pressing the A button. There are the different areas to select (the ones that you have visited so far), information about the Noki's and Pianta's (select their images) and you can see your total shines and such by pressing the Shine sprite image on the right labelled 'TOTALS'. Also when highlighting the different areas you can see your highest coin score and how many blue coins you have collected from that area at the bottom. To exit, press the Z or B buttons.

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#### Saving

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There are four different ways you can save your game - You can press Start and save there, and you are prompted to save when you collect a Shine, a blue coin or a new nozzle.

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Here are the controls for just Mario -

Control Stick	- Move Mario
C Stick	- Move camera
A button	- Jump
B button	- Talk / Pick up object / Dive
Y button	- First Person View
X button	- Switch FLUDD Nozzles
L button	- Center camera view to behind Mario
R button	- Use FLUDD pack
Z button	- Access Guidebook

-----  
Mario's Moves  
-----

Here is a list of Mario's moves -

Sidestepping  
-----

Pressing and holding down the L button and using the analog stick left and right makes Mario sidestep. Useless, but slightly funny.

Triple Jump  
-----

When running or moving, press A to jump then press jump with Mario touches the ground for another two times (so overall three jumps) makes Mario perform a triple jump, which is a very high jump.

Ground Pound  
-----

Whilst in mid air, pressing the L button makes Mario perform a ground pound. This is great for smashing into enemies or objects, or to land from a high place without being hurt (if you do the move just above the ground).

Side Somersault  
-----

Holding the analog stick to the left or right and pressing the A button makes Mario perform a side somersault. This is higher than a normal jump.

Wall Jump  
-----

To jump off walls, when at a wall press the A button to jump away from it. You can do this again from the wall opposite, so it can be very useful to scale up to the top of adjacent buildings.

Swimming  
-----

When in water, you can swim by holding a direction and pressing the A button. To go toward the surface, press the A button whilst not pressing any direction. To dive, press the B button.

-----  
FLUDD Moves  
-----

Here is a list of moves you can perform with the FLUDD pack (with the squirt nozzle) -

Water Slide  
-----

Squirt some water head of you using the FLUDD pack and then slide onto it by pressing a direction and then the B button. Hold up and Mario will now keep sliding ahead at a very fast speed. This is great when you need to get to places quickly (for some of the blue coins, this move is essential).

Sprinkler Squirt  
-----

Circle the analog stick and press the R button to cover the surrounding area with water.

Back Somersault  
-----

When squirting, pressing the A button makes Mario perform a back somersault.

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Here are the controls for when riding Yoshi -

- |               |                                      |
|---------------|--------------------------------------|
| Control Stick | - Move Mario and Yoshi               |
| C Stick       | - Move camera                        |
| A button      | - Jump                               |
| B button      | - Eat objects, fruit and enemies     |
| Y button      | - First Person View                  |
| X button      | - Dismount                           |
| L button      | - Center camera view to behind Mario |
| R button      | - Spit juice                         |
| Z button      | - Access Guidebook                   |

You can do most of the same moves when riding Yoshi. Also, holding down the A button after jumping means Yoshi can hover temporarily. Very useful!

=====  
2.05. Power-ups  
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Like in all Mario games, Mario can collect items and power ups that will aid him in his adventure. There aren't many in this game, but here is a list of them all.

Shine Sprites - Collecting these opens up new areas and brightens up Delfino



- Plaza. There are a total of 120 shines to collect.
- Golden Coins - Collecting gold coins restores your life gauge. Also by getting 50 coins you get an extra life. Bonus!
  - Blue Coins - Blue coins, found everywhere in the game, can be traded for shine sprites at 10 coins a sprite. There are a total of 240 coins in the game.
  - Red Coins - Red coins, found only in certain episodes, get you shine sprites. Collect all 8 within an episode and the shine is yours for the taking.
  - Water Bottles - These add water to the FLUDD's water tank. A small bottle will replenish half a tank, and large one will fill up the whole tank.
  - 1-Up Mushrooms- Often hidden, these add a life and fill up your life meter and your FLUDD tank.
  - Fruit - Mario can kick and carry fruit, and it has many uses during the game. If Yoshi eats some, then his fruit meter replenishes!

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3. WALKTHROUGH

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This is the walkthrough and is the main feature of this FAQ.

- The walkthrough is presented with Delfino Plaza and its shines, then each of the games areas and their episodes and shines. This is for easy referencing, and you don't have to follow this order. The beauty of Super Mario Sunshine is that it's not that linear, and that you can complete whatever episodes in what order.
- In each area is the eight episodes, followed up the two secret shines and then the 100 Coin shine.
- The 100 Coin Shine walkthroughs are non-linear, showing all the coins that are in that particular episode. This gives you the freedom to choose what coins you want to go for. After each points is a number in brackets; this shows you the amount of coins found in that point. At the end is the total estimated coin amount for that episode.
- Throughout the walkthrough (and other sections like the Blue Coin List for that matter) I say terms like high jump, tall jump, double jump etc. When I say that I am referring to one of the taller jump techniques that is required throughout the game - like the Side Jump, Back Flip and Spin Jump. To find out how to execute these jumps, go to section 2.04.

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3.01. Delfino Airstrip

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After the opening sequence, you start on the airship and you have to clear away this mess. Head down the airstrip around the coloured paint (you can talk to any characters with the B button) to where the Pianta's are at the end. Collect the FLUDD pack that is next to the surprised yellow Pianta. A movie will now play, giving you an introduction to the FLUDD pack and how to use it. After the movie, try it out on the M graffiti on the water tank to your right. Use the first person mode for easier aiming (press the Y button).

After you have mad a mess around, jump into the pool of water and fill up your tank with the R button. Go back to the mess on the airstrip and spray the

mass of slime located in the center of it until it a slime covered piranha plant emerges! Spray him when its mouth is open three times and he is done for. For better aiming, go into the first person view (Y button) and take him down. Once he is defeated, the mess clears away and you can collect the games first shine!

After this, a cutscene will cut in showing you that Mario is being held responsible for messing up the island. It is your job to clear it up, and to find out who is behind all this!

-----  
Returning to the airstrip  
-----

Once you have completed the game (defeated the last boss) then you can return back to the airstrip area. Collect 10 coins from around the plaza and go to the bell tower next to the blue coin hut (South West corner) and talk to the dancing Pianta next to the boat. He will take you to the airstrip. There, go onward and left to the nozzle boxes. Collect the turbo nozzle from the gray box and ground pound the red button to start the red coin challenge (2:00 minutes). Race down and through the doors of the building round to the opposite side, and you will get the first coin as you go through (1). Follow the coin trail into the sea, and keep following it, where the coins will be found above the first boat (2); above the second boat (3); near the end of the runway in the sea (4); around the buoys (5); under the bridge (6); and on last two are found on the runway (7,8).

Once you have all eight coins, then the shine will appear on the runway.

Blue Coin  
-----

There is a blue coin located in the building. Enter it, then locate the ice cube and melt it, where the blue coin will be revealed. Note that this counts as part of the total for the Delfino Plaza blue coins.

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### 3.02. Delfino Plaza

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-----  
At the start of the game  
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After the cutscene, you start your mission to clean up the island. You may notice that half of the plaza is covered in shadow; the more shines you manage to get, the more lighter it becomes.

Go onward along the market stalls, and turn right at the corner, where you will come across an area covered in brown slime. Start clearing this away, and spray the lump of slime in the middle when you come to it. You will also encounter enemies here, coloured blobs that appear from the slime. Either jump on them or spray them to kill them. When they flash white, they are about to jump at you, so be aware of this. Once you have sprayed the mass of slime enough, another piranha plant will come out from it. Like before, spray him in the mouth three times and he is over and done with. Remember to keep an eye out for those coloured blobs too.

The Grant Pianta Statue will arise again, carrying the Shadow Mario! He will kidnap Princess Peach and run off. Chase after him - go round the corner and along the market stalls the see him. It is vital that you spray and run at the

same time to finish him fairly quickly (run and hold down the R trigger lightly to do this). Keep chasing and spraying, and after enough watering, he will drop the Princess. Approach him, and he will run back to the statue. Go back there and he will paint an M on the statue itself. Spray this to activate the portal to Bianco Hills; jump in to enter!

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Events  
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- 3 Shines - The boathouse to the west is buried under the slime. Defeat the piranha there (6 squirts to the mouth this time) to unlock the entrance to Ricco Harbour, and the Blue Coin trading shop.
- 5 Shines - The lighthouse next to the beach is submerged under more slime. Defeat the piranha here (again, 6 squirts) and the entrance to Gelato Beach is unlocked.
- 10 Shines - Go to the cannon at the North West shore and follow Shadow Mario to Pinna Park. Unlocks the said area.
- 20 Shines - The entrance to Noki Bay will open up. This is located in front of the Shine Gate, where there is a beam of light on the Shine mosaic. Stand on here and look at the sun in the first person view to enter the level.
- 30 Shines - Shadow Mario will appear by the blue coin hut, holding a turbo nozzle. Chase and spray, then collect the nozzle after and save.
- 30 Shines - Shadow Mario will appear on the rooftop behind the jail / courthouse holding the rocket nozzle. Chase and spray, then collect the nozzle and save after.
- Completing Pinna Park Episode 4 - Shadow Mario will appear in the plaza, holding a Yoshi Egg (behind the grand Pianta statue). Chase and spray him. He will leave the egg behind once he is defeated. Make him hatch (give him the fruit displayed in the thought bubble (the fruits can be found on the eastern market stalls) and then you can save the game and use Yoshi!
- Completing every Episode 7 - Upon completing all Episode 7's in all the levels opens up the entrance to Corona Mountain. The area will be flooded at this time, so use the umbrella to the left of the Shine Gate and hover over to the green ledges behind the Shine Gate to reach the cave, which leads to the Corona Mountain area.

-----  
Shines  
-----

1  
Go onto the beach in the East of the plaza. Go to the upper section of the beach (near the lighthouse) and spray the ground around there. A shine image is hidden on the beach and once it is sprayed enough a shine will appear at the green stacks out to sea next to the lighthouse.

2  
Go to the lighthouse and go out to sea, where there are loads of green stacks. Hover between the tops of each and enter the pipe at the end to enter a special stage. Here you have to slide down to the bottom of this giant slide to get the shine. Remember you can jump as you go, so do this on some of the gaps. Also when you reach the chequered stairs area halfway down that goes

left, take a sharp turn left just as you reach it otherwise you will mostly likely fall to your doom. Collect the shine at the bottom to finish.

3

Go to the island out to the east of the beach (it has a tree and a beach on) and locate the golden bird that circles round the island. Spray this bird until it turns into a shine, which is located on the green stacks next to the lighthouse.

4

Enter the cafe to the left of the Shine Gate and talk to the Pianta inside. You have to smash all the crates here within 30 seconds. Simply leap above them and ground pound. You can take more than one out at a time by ground pounding in the middle of two crates that are side-by-side. You will receive the shine when you complete the challenge.

5

Once you have done shine 4 (above) re-enter the cafe and talk to the Pianta again where you can reattempt the challenge. However this time the crates are stacked up on top of each other and you can use a side jump or back flip to get onto the top of the stack of crates, then ground pound them all. Once you have done all four stacks, the shine is yours.

6

Once you have got the turbo nozzle, equip it and smash through the doors of the building to the left of the Grand Pianta statue, where a shine is located inside.

7

Once you have got the turbo nozzle, equip it and go to the jail / courthouse building in the North East of the plaza, and smash through the doors between the two Pianta's to enter a special stage. Here, use the turbo nozzle and race onward. Jump over the gaps as you go. Make sure that you jump at the very end of each ledge (look for the red line as an indicator). On the final jump, you need to jump at the very last minute to get the shine.

8

Clean the bell in the tower to the left of the Grand Pianta statue. To do this climb onto the nearby rope and bounce up to the building next to it, and on the ledge spin jump and hover onto the top of this small tower. From there you can clean the bell by going into first person and spraying it. The shine, once you have cleaned the bell, will appear inside the tower. To get it enter the manhole that is on top of the building opposite the tower and walk underground across and into the tower.

9

Go to the west side of the plaza, to where the river meets the sea. Here, at the arch, is a hole in the ceiling (there is a coin there if you look). You get into this hole by riding the boat that comes through here and jumping up into it. You will then enter a special stage. You have to get 8 red coins in this pinball board like game. You through the arch and go right, into the base of this chute and jump on the ejector there to be boosted up into the play area, on the right. You then fall into one of the compartments, and go round the back and appear at the start again. However if you miss the compartments you will fall straight to the bottom, fall, and lose a life.

You will get three coins on the way up the chute. There are coins in the top box, the two opposite each other at the top left and right, and also at the bottom left and right compartments, making up the 8 coins. The bottom central one (the one with loads of pins above it) has no coins. You can

influence where you go here fairly easily, making this stage much easier.

To get to the bottom compartments, launch out from the ejector directly in the middle and don't touch any directions. You will land on the pins in the center of the board, and from here, you can hover over to the left or right bottom compartments. Holding left after launch lands you in the top left compartment, and holding right lands you in the top middle compartment. To reach the top right compartment, you need to hold right and then hover over after launch. Once you get all eight, then the shine will appear in the central lower compartment. Don't press an directions after launch to land on the above pins, then drop down and collect the shine.

10

Clean the bell in the tower to the right of the Great Pianta Statue. Get the rocket nozzle and equip it, then go over and rocket up the tower and land next to it. Spray and clean it, and then get onto the top of the tower (you may have to rocket from a nearby building to do this) and then rocket up on top to get the shine that is high above.

11

Rocket up onto the top of the North East lighthouse with the rocket nozzle. Now rocket up again whilst on top and at the highest point, ground pound and if done correctly you should smash the top of the lighthouse and release the shine. Now rocket up again to collect it.

12

Rocket up to the shine in the Shine Gate using the rocket nozzle and clean it to release the shine. Now rocket onto the top of the Shine Gate and rocket up again to get the shine high above.

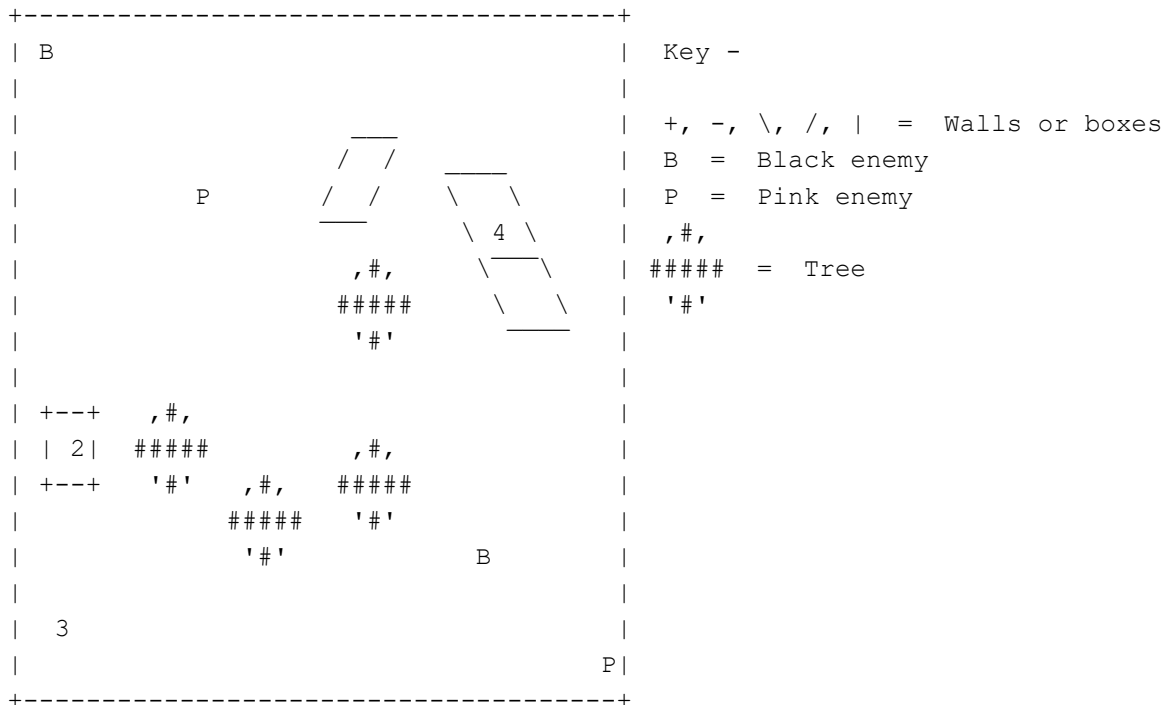
13

Get a normal golden coin and go over the cafe area that is to the left of the Shine Gate. Use the umbrella tops here to bounce up on to the cafe rooftops, where a Pianta is standing. Face him straight on and talk to him, where you have to pay one coin for him to throw you. He will chuck you directly behind him and into a building, where a shine sprite is located.

14

Equip the rocket nozzle, and go to the North West of the plaza. From the cannon, swim out to sea along the cliff and rocket up to the trees above. Go across the trees to reach a ledge with a pipe - enter this pipe to go to a special stage. In this special stage you have to collect eight red coins. However there is no way to refill your FLUDD tank, so you need to conserve water as much as you can. Here are the locations, and a handy ASCII map to give you more of an idea where to find them -

- 1 - Spray the burning Pianta that is running around the trees and boxes area, and then talk to him.
- 2 - On the small block to the side of the area (see map for location.).
- 3 - Go to far corner and fall down the hole next to the watermelon block. The coin is down here (see map for location).
- 4 - Go to the tallest block (4 on the map) to make the red bird fly away. Now go onto the top of the tree closest to this block and go into first person view and spray the bird until it changes into a red coin.
- 5,6-Labelled B on the map, these are black enemies that you need to spray with water from a far to startle, then jump on their bonces to get the coin. There are two in this area, check the map for locations.
- 7,8-Labelled P on the map, these are pink enemies that when you jump on them give you a coin. There are two in this area, check the map for locations.



The shine will appear once you have collected all eight red coins, on the block to the right of the diagram above (next to the 4 on the diagram). Remember not to waste much water throughout and you will be fine here.

15

Completing the game (defeating the final boss that is at the end of the Corona Mountain area) rewards you with a shine. See the end of the walkthrough if you are having trouble with this one.

16

100 Coin Shine. Like throughout the levels in the game, collecting 100 coins here bags you the 100 Coin Shine. Thankfully, this is one of the easiest areas in the game to get 100 coins in, and also has 2 methods. One is just getting the coins from the plaza itself, and the other (a more cheaper way) is to get them from the airstrip. I will go through both methods and you can decide with is better for you.

METHOD 1

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

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

Now make your way to where the cannon is where you go to Pinna Park. Next to here is a another sewer lid, enter it via butt slamming. Walk down it to get 9 coins that are in a line. Now exit at the next lid, where you should

be on a building next to a crate. Drop down the side nearest the sea. Run down towards where the cannon is - except on the way stop after you hover over the canal gap, where there is another sewer lid. Enter it, and walk down it. Turn on the next left, and left again, and go straight ahead. Collect the coins to the end of the passage, then turn 180 degrees, and turn down the next left for another line of coins.

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

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

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

METHOD 2 - (NOTE - THIS CAN ONLY BE DONE AFTER THE GAME IS COMPLETE)

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

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

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

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

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

OVERALL COIN TOTAL - 144

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

I recommend that you stock up on lives before attempting this one, because it takes a while and is quite tough. Hatch and ride Yoshi over to the canal mouth on the west side of the plaza, and wait until a boat goes out. Jump on the boat, ride it over to the island and jump across onto it. While you wait for the next boat, grab a fruit from the tree to keep Yoshi going and when it arrives jump across onto it. Ride it over to the girder structure by Grand Pianta Statue (it is still out to sea, of course) and eat the fruit here to keep Yoshi alive. A final boat will eventually come round the other side, which will take you to the island off the eastern coast. Spit Yoshi's juice out at the moving yellow slime on the pipe, and enter.

Out of the frying pan, and into the fire (or however that saying goes). If you thought that getting here was tough, then you will have a hard time here. In this special stage, you have to ride the lily pad down this river channel and collect the red coins as you go. You move the lily pad in the same way as you would normally, but remember that you are constantly going in the direction of the water flow. It's very hard, and there is a high chance that you will miss most of them. Thankfully, once at the end you can get back to the start area via the red sides of the channel. This takes a while as you will have to walk back (otherwise Mario will most probably kick the bucket) but it's worth it to get an extra shot of those few coins that you missed. After you get all eight of the red coins (and after a few trips back and forth, I imagine) then the shine will appear at the end. Phew!

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 3.03. Bianco Hills  
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To unlock this area, chase Shadow Mario at the start of the game after you have stopped him from kidnapping Princess Peach.

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 Episode 1 - Road to the Big Windmill  
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Head up the path, and on the decent, slide down on your belly and collect the coins as you go. Use either the rope or the log to cross the river. Now jump down onto the path to the right and follow it round the white dividing wall. A simple jump to the head will dispose of those weird bouncing enemies you may encounter. At the end of the path is a giant wooden wheel that blocks your way; jump on the green ledge and then onto one of the parts that stick out to ride over it to the other side of the wall. Carry on following the path and you will encounter more brown slime; take a left at the edge of the lake and clear the slime away to reach the origin of those slime balls; another pile of slime. Spray this until a piranha plant comes from it. Again, spray him when the mouth is open and keep an eye out for those coloured blobs. After three mouthfuls of water, he is defeated and a shine is left for you to collect!

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 Episode 2 - Down with Petey Piranha  
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Follow the path and cross the river. The door through the dividing wall on the right is now open, so proceed through it. Go onward and tackle the slime here. Go left and head toward the giant windmill (so you are going past where the last piranha boss was located) and at the bridge, jump and hover over the gap. Take the twisting path that goes up and around the windmill. Spray the slime on the ground to clear a way for you, and avoid the slime balls as they



roll down (they cannot be destroyed, so just be out of their way). When you get nearer the top, gaps will be in your way - jump and hover over the first two. On the third, with vines also in your way, jump and hover out away from the windmill, around the vines and back onto the path. Carry on a little to the end of the path.

Talk to the Pianta if you want, and then jump onto one of the platforms on the end of the windmill propellers. What a view! Ride it to the top and jump to the top of the windmill, where Petey is sitting. The roof caves in, and you have to fight him inside the windmill!

When he opens his mouth, continually spray it with water until he falls back. Jump onto his stomach and perform a ground pound to injure him. Do this three times and he is defeated. If you don't deal with him when his mouth is open, he will spew out a load of slime, which you don't want. Also watch out for the small coloured blobs as you go. After he is defeated, he leaves behind a shine left for the taking.

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Episode 3 - The Hillside Cave Secret  
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Head up the path and cross the river. Go right through the archway in the dividing wall, and turn left to the small side of the lake that's left of the bridge. Jump onto the rope here and travel across it. Head across all the platforms and ropes to the ledge at the opposite side. Go across the ledge and do a backflip/side jump onto the rope above, then into the cave in the hill next to here. You enter a special stage.

Jump up the moving blocks (stay in the middle as much as you can) onto the green platform at the top. Ground pound the right nail three times for a 1-Up Green Mushroom, and the left one for a coin. On the orange blocks, take your time when crossing them - you may find it useful to adjust the camera angle to a suitable position here. At the large rotating blocks after, pop the camera to an angle overhead so you can see Mario all the time, and move past each block as it goes underneath. Jump onto the stars as the point is facing you, and be sure to collect the 1-Up Green Mushroom above the second star. Run and jump off the point of the star and go get the shine!

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Episode 4 - Red Coins of Windmill Village  
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You will have to get eight coins to get the shine here, and note that it only takes place on the left side of the dividing wall (the one with the buildings). Go up the path and cross over the river. Go to the left, where the two buildings are, and jump up the ropes that are in between them and collect the red coin (1). Jump up to the top rope and head right on the roof, where there will be another red coin (2). Jump over to the propeller platform, then over onto the top of the dividing wall, and grab the coin on the arch (3). Run across the top of the wall and get the coin in the archway next to the bells (4). Continue to follow the wall round and you will reach the very top area, and go across to get another red coin at the end (5). A whirlwind enemy might bother you at this point; to avoid its attacks, jump as soon as you hear it spinning.

Head across the rope and jump over the red wheel along the way, and there is a red coin on the other side (6). The next red coin is situated between the two sails next to here; jump and hover over to the nearest sail and land on the plank that is attached underneath. Now jump and hover over to the plank on the

other sail, collecting the red coin along the way (7). Note that you can move the wooden plank by spraying the sails with water, so if you are having trouble do this. Now jump and hover over to the building with the two towers, then wall jump between them to get the level's final coin (8). The shine will appear on the tallest platform, which is next to the river. To get here, jump over to the tallest tower on the building and take the rope attached up.

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Episode 5 - Petey Piranha Strikes Back  
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Head up the path and over the river. Stay in this area (on this side of the dividing wall) and head to the edge, by the cliff wall, where a mass of slime is. Clean it all up to free a trapped Pianta. Clean him off, then stand behind him and talk to him so he throws you up to the cliff ledge above. Clear the slime, and go right to the small ledge and jump up to the higher left ledge and onto the one above. Clean this area of slime, and go to the fence at the top. Run into one of those pink creatures; it will stick on your nozzle, and you can fire these when pressing the R trigger. Go to the part of the fence that's broken (the middle) and fire it at the sleeping Petey opposite in the first person view.

He will wake up and take off to the area behind you. To defeat him, spray water or fire one of the pink things at him when he is hovering still to make him fall to the ground. Now approach him and do the same as you did the last time you fought him; spray a continuous flow of water into his mouth when its open, then ground pound his stomach as he lies there. Watch out for his new moves though; a headbutt and a tornado projectile. These are easy to dodge, but I still recommend that you keep at a reasonable distance to avoid getting hit. Once you ground pound him, he takes off again. Do this three times and he's a goner, leaving a shine for you to collect.

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Episode 6 - The Secret of the Dirty Lake  
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As always, head up the path, across the river and through the doorway in the right wall. Go onward here and left a little to the lake, and jump on the lilly there. Face backwards and fire water out of the standard squirting nozzle to move the lily across the lake. You are going to the cave that is behind the windmill. The lilies will disintegrate after a short while, so board another that is nearby. When you get to the cave, head across the logs and high jump into the cave, and enter the special stage.

Walk ahead and observe the blue and red platforms. They alternate in rotating, so jump onto one of the colours as it has just finished spinning, then onto the opposite colour as that has just finished spinning and so on to get through this section. Jump and over the spinning star (collect the 1-Up Green Mushroom on the way) and wall jump off the blue wall onto the cube. If don't manage it, then use the orange pad by the arrow below as a means of getting back up. When the cube takes you across, stay in the middle of it at all times as it rotates (no jumping is advised here). Jump off at the yellow area once it ends, then head past these triangles when the one nearest just passes you. The cube after will take you up, and like the other one, it will rotate as it goes. Stay in the middle to avoid falling to your doom. Try and grab the 1-Up Green Mushroom on the way also (it arrives at the left hand side - look out for the shadow).

The last section is more of those alternating, rotating red and blue platforms. Start off with the red platform when its close enough and when it has just

done its rotation, and work your way over. Don't rush and don't worry about backtracking if you are stuck and you will do fine. A shine awaits you at the end.

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Episode 7 - Shadow Mario on the Loose  
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Very easy. Simply chase him and squirt water while doing so until he falls. If you manage to lose him, then check on top of some of the buildings on the left side of the divide - he sometimes goes up there, and listen out for his music when you are close. Approach him when he is felled, and shine it up!

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Episode 8 - The Red Coins of the Lake  
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This red coin episode is on the right side of the dividing wall this time, the one with the windmill and the lake. Head up the path, across the river and through the door on the right in the wall. Go onward to the lake and left a little, and go on to the lily. Take the lily out into the lake and grab the coin above it (1). Head back to where you came from, and go to the other side of the bridge and go across the ropes and platforms across the lake. Get the red coin on the way (2). At the other side, go onto and across the green ledge to just past the arrow signpost, and jump onto the propeller platform nearby. Cross the rope and grab the coin here (3). Jump off about halfway onto the propeller platforms to the left (next to the trees) and get the red coin on the rope here too (4).

Side jump or back flip back onto the long rope and continue to the platform at the end. From this point onward, you may be bothered by those whirlwind enemies; jump just when you hear them spin to avoid their attack. Anyway, carry on up another rope for another coin (5), and left at the end across the small rope. At this platform covered by the Pikey, either lure it out so it lies flat ready for a good ground poundin', or skip out this platform by hovering straight over to the rope on the left that connects to it. Go across this rope for a coin (6), and the final rope of this circuit has a coin situated high above it (7).

To get the final coin, do high jump and hover over to the platform nearest the windmill. The coin is over this rope here (8). The shine appears in the alcove in the face of the windmill. From here hover over or travel up the windmill then use one of the propeller platforms, then hover across to the alcove to get this shine. Phew!

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Secret Shine 1  
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Complete Episode 3 - The Hillside Cave Secret first, then enter reattempt it again. The special stage will now have a red button, and when ground pounded, a red coin challenge will begin, giving you 1 minute to get all eight coins.

Grab the coin on the left as you go up these moving blocks (1). Four coins are now situated at the corners of the orange blocks area; use the hover nozzle to easily make it across to each one (2-5). The remaining three coins are on the three stars either side of the cube area; perform a high jump and hover over to each one (6-8). Once you have them all, the new shine will appear at the end of the level.

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Secret Shine 2  
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Complete Episode 6 - The Secret of the Dirty Lake first and do the level again. In the special stage, ground pound the red button to start a red coin challenge where you have to collect all eight red coins in 1:30 minutes.

Hover over and collect the red coin that is above the red platforms (1) and get the next one above the spinning star (2). Hover over to the cube, and to save time, you can jump off earlier and hover to the other side as it moves. Collect the red coin in between the triangles (3) and proceed on to the cube. As it ascends, watch the shadows to determine the locations of the next two coins (4,5). The final three are at the last area of blue and red platforms - two are at opposite corners, and the other in the middle (6-8). Use the hover nozzle to make this part easier. The new shine will be at the end once you get them all.

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100 Coin Shine  
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The best episode to get 100 coins is on Episode 8 - The Red Coins of the Lake. This isn't that tricky to get coins in, and it's very possible to more than 80 coins before going up the rope system that is over the lake.

- Around the level are baddies disguised as plants. They are hidden in the ground on their own or in a circle of plants, and when you approach them they spring up and attack you. Jump on them for one coin, but better still, spray them into a wall to get 3 coins. They are located around the buildings by the river, or around the grey dividing wall. (10+)
- Around the level you may notice a circle of plants with pink leaves. After you have disposed of the baddies disguised in those circle, stand in the middle and do a 360 spray. This will spray all the plants so they open up, and when they all open up, you will receive 6 coins. There are 3 circles before the dividing wall, and 2 after it. These coins are essential to get. (30)
- Spraying one of the beehives gives you a coin after it falls (the beehive is located on a tree after the dividing wall). (1)
- Getting Yoshi and eating the bees at the beehives at the location above earns you a coin per bee. There are 3 to a beehive, 2 beehives, 6 bees. To get extra coins, fire Yoshi's spit at the beehives until it falls. This will add another coin, and a load of bees will follow you. I think its best to run around in circles and tap B so you avoid the bees better, but there is still a chance that you will get thrown off still. There are about 10 bees here but you need to collect the coins quickly as they disappear fast. Now do that same with the other bee hive on the other tree to get more coins. Yay.

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

- Spraying the tall propeller platforms around the dividing wall may give you a coin - not all of them do though. Spray the rotor part until it spins really

fast and until a coin appears on top. (2+)

- There are black enemies with yellow petals on top. To kill these, spray them from a distance when they are not buried in the ground. When they are dazed, jump on top of them to get a coin. (3+)
- There are several standing caterpillars (Pikey's) around the level - wait until they fall over and then jump on them - this results in a coin per baddie. (2+)
- After the dividing wall there are several trees, with black baddies on them. Some of these trees have a coin on top them already, whereas some others you have to spray the centers to get a coin. There are 5 trees that produce the coins here (5)
- The following load of coins are located on top of the lake, in sets of 4. One set is on the right side of the lake, another is to the right of the windmill, around the back is another set, and on the left side of the windmill is another set. These are easy coins to get and I HIGHLY recommend that you collect them. :P (12)
- There is a line of four under the mesh like bridge over the lake (on the way to the windmill). To get under there, bounce off one of the ropes below. (4)
- Over the lake is a system of ropes that connect some of the high platforms together, with many of the ropes having coins above them. To get up there, go to the ledge on the right side of the lake (where the first special stage level in this world is) and use the nearby platforms and ropes to make your way up there (towards the big windmill if that helps). There are 25 coins here, but they are tricky to get (especially with those ANNOYING wind baddies that tend to knock you off the platforms), so I would advise you to seek out the other coins first. (25+)
- SHINE LOCATION - It's on one of the windmill platforms next to the grey dividing wall. APPROX COIN TOTAL - 160+

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3.04. Ricco Harbour  
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To unlock this area, get three shines and head over to the boathouse to the west of Delfino Plaza, which is buried under the slime. Defeat the piranha there (6 squirts to the mouth this time) to unlock the entrance to Ricco Harbour, and also the Blue Coin trading shop.

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Episode 1 - Gooper Blooper Breaks Out  
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Run ahead to the ramp that leads to the red and black ship. Do a high jump and a hover onto the mesh cage ahead, and collect the four coins here. Go onward to the arrow signpost, and to the ledge that's right of it. Jump over to the moving platform that is carried by the crane, and get off at the other side. Jump onto either meshed wall and climb to the top. Jump on to the ceiling to hang from it, and swing right, then onward and head through the door at the far left, by hanging on to the door and pressing the B button - you will now flip through to the other side. Hang onto the ceiling again, and drop down onto the ledge ahead and below.

Hover onto the moving platform and then onto the platform after with Pianta's on. Jump down onto the yellow submarine next to here, and spray the jumping enemies to turn them into stepping stones, enabling you to cross over to the other side safely. Collect the three coins here. Wait until the crane assisted platform next to here is low enough, then jump onto it and ride it up. Jump under the mesh, collect the coins and drop down onto this area here. Dispose of the three octopuses by jumping on their noggins and refill your water tank at the fountain. Head down this area toward the coloured crates that are at the end, and grab the tentacle that is sticking out one of them with the B button. Hold on to it and pull it back until it snaps off, to reveal the cause of the oil in this area - Gooper Blooper!

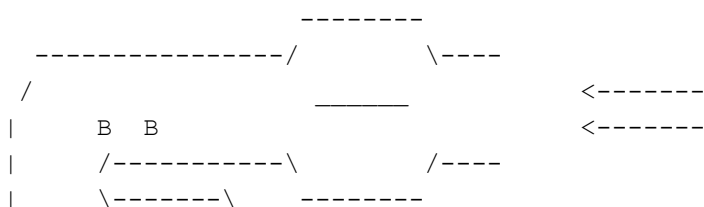
To defeat this oversized Blooper, wait until it attacks you with its tentacles and grab one of them shortly afterward before he withdraws them. Drag it back until it snaps. If you having trouble grabbing hold of them, then you can jump on the tip of it to flatten it and hold it still for a short while. Snap off its tentacles at the front, then spray the oil around its mouth to clean it off. Grab hold of the cork in its mouth and pull it back until he is injured. If you get hit while you do this, then take out another tentacle or two and try again.

After hurting it and pulling the cork out, it will come back and spit some more oil out. Clean away the oil if its in the way, and repeat what you just did to say goodbye to Glooper Blooper! He will leave a shine in his wake.

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 Episode 2 - Blooper Surfing Safari  
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Turn around and head across the logs to the left and onto the wooden platform. There is a choice of three bloopers here; the green one of the slowest, medium is average, and the pink is the fastest. I recommend that you choose the green blooper for now, so you can get used to the controls and handling, so choose a faster blooper later when you feel more comfortable. Anyway, to ride one, simply walk into the one of your choice. You automatically accelerate; to go slightly quicker hold Up, and to go slightly slower hold Down. The A button allows you to jump. Another thing to note is that when you hit an obstacle, you die instantly, so watch where you are going.

Anyway, following the coin trail to reach an oil surrounded cave at the other side of the area. Inside is a racing course, where you have to race against time to get a shine. Jump onto a blooper and away you go. Remember not to touch any walls or obstacles, and that going on dry land slows you down to a crawl. The course itself isn't that hard; after the first corner watch out for the two rectangle blocks (the first is on the inside of the corner so take the outside), watch out for the moving block on the forth corner and the large rectangle that is on the straight after that, and use the dry land at some corners (notably the last area of twists and turns) if you are going to fast. There is also a shortcut you can try out - after the revolving walls and the two ducking blocks, after you go round the corner you can jump over the wall that is ahead. Be sure to jump when you are still on the water, and not on the land just before the wall otherwise you're brown bread. ;) Check the below ASCII for a better insight into this short cut.



	B		
			Key
	\-***---\		---
	-***---/		B - Block
	/		* - Where to jump over the wall
	/-----/		
	VV		

Simply completing the course gets you a shine. If you having real problems, then change the colour of the blooper that you are riding. You will get the shine when you return back to the starting area.

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Episode 3 - The Caged Shine Sprite  
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Go right onto the grey ship. Get to the other side by either riding the crane across underneath, or by a high jump and hover onto the girders above. On the other side, dispose of the octopus and jump on to the moving platform. Jump on to the mesh wall and climb up to the door at the top (watch out for the yellow spider as you go) and flip through to the other side. Jump on to the crane when its arrives, and onto the mesh opposite, where you climb right and up to another door which you flip though. Jump onto another crane, and jump of at the other end onto the platform. Take the two octopuses out and take the platform at the end upward to the blue girder system on the right.

On the girders, follow the sign posts and squirt the octopuses off as you come across them. At the end is a somewhat clear white girder that extends to the roof of a building; go across and destroy all the crates to the right. This reveals a manhole cover, so if you fall off the girders later you can take the sewer from the manhole at the start or by the red and black bridge up to here. A handy shortcut. Anyway, head back to the blue girder system and turn right and go onward to the arrow signpost and a crate. Use this crate to jump onto the crane. Ride it to the opposite side and jump onto the mesh wall. Head through the two doors and you will reach a platform. Go across the girder here, and jump over the gaps as you go. If you fall between the gaps then wall jump to head back up.

At the end of the girder are two octopuses. Go left and you will notice a nozzle box; this gives you the rocket nozzle, which you don't really need at this point (and the hover nozzle is more useful in a moment) so just ignore it. Use the white trampoline here up to the girder above, and go left at the end and up another two trampolines. Now follow the girder round and take the final two trampolines up and into the yellow cage, when the shine is being held.

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Episode 4 - The Secret of Ricco Tower  
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Head onto the red and black ship ahead, and jump on top of the mesh cage. Go onward and use high jumps to reach onto the ship's black funnel. From here, turn towards the tower to your left and perform a high jump and hover over to the plank that is nearest the tower entrance. It is easily makeable, trust me. Now jump across and enter the tower, where a special stage will begin.

This stage is constructed mainly of rotating platforms. Stay on the middle of them at all times (so the edge is in the middle when you cross over) to avoid falling off to your doom. When jumping between them, make sure that the angles are near enough flat to make it easier. After this wall jump between the two walls to bag your ass a 1-Up Green Mushroom. The green cogs after are treated the same as the other platforms - stay in the middle as much as possible. However these move from side to side slowly, so make sure that they are close enough before jumping.

The nails on the green platform contain just a few coins, so I wouldn't bother ground pounding them. The final stretch consists of those rotating platforms that you saw at the beginning, but at somewhat horrendous angles. Follow the plain of staying in the middle and you should be alright. You may find adjusting the camera angles will help you on some of them. The shine, as per usual, is at the end of the level.

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Episode 5 - Glooper Blooper Returns  
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Glooper Blooper is back for another ass kicking in this episode. This first thing you have to do is head over to the helipad, where he is located at. The easiest and simplest way to get there is by swimming. Jump into the drink on the right side of the red and black ship and swim straight onward past the yellow submarine, where you will come across the base of the helipad. Head across the logs here and grab the rocket nozzle in the middle. To use the rocket nozzle, hold down the R trigger until it has fully charged and let go to be propelled straight upward. Do this standing where you are and you will hang on to the mesh ceiling above. Collect the coins if you happen to be low on health, and make your way to either end and flip through the door with the A button to arrive on the helipad.

Glooper is the same as when you first fought him, but with a new attack up his sleeve; he spins around in circles, swinging the tentacles along also. Simply jump over these to avoid being hit. If you forgot how to beat him, then here is what to do - wait until it attacks you with its tentacles and grab one of them shortly afterward before he withdraws them. Drag it back until it snaps. If you having trouble grabbing hold of them, then you can jump on the tip of it to flatten it and hold it still for a short while. Snap off its tentacles at the front, then spray the oil around its mouth to clean it off.

Grab hold of the cork in its mouth and pull it back until he is injured. If you get hit while you do this, then take out another tentacle or two and try again. After hurting it and pulling the cork out, it will come back and spit some more oil out. Clean away the oil if its in the way, and repeat what you just did to say goodbye to Glooper Blooper! Another shine for the collection!

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Episode 6 - Red Coins in the Water  
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Another Blooper surfing episode, however this time you have to collect eight red coins on the waters of the harbour within 2 minutes! Go over to the wooden Blooper platform behind you on the left, and choose the Blooper that you most prefer. Remember that green is slow, yellow is of a medium speed and pink is the fastest. I recommend that you take green, as you will have more control of the Blooper to collect the coins with (they are quite easy to miss) and you will have more than enough time anyway.

As you being, look out for the start of the coin trail to your left, near the



green buoys. Follow this trail to earn three of the red coins. Now the trail disappears at this point; so head right to the far end of the area, where the trail appears again, with a red coin on the edge of where a group of green buoys are. The next four are - inside the supports of the platform next to the oil surrounded cave; in midair next to the yellow submarine; under the red platform that is next to the red and black ship; and in-between the two small boats next to the grey ship at the start of the level.

Once you collect them all, you will see the shine appear at the Blooper platform, then you gain control again straight after, so be aware of this. Surf back to the platform and jump into the shine itself to complete the episode.

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Episode 7 - Shadow Mario Revisited  
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You will have to chase and spray Shadow Mario around the level here, like all other Episode seven's. He will run onto the black and red ship ahead of you, then onto the funnel and up to the blue girder system. Remember to run and spray at the same time (lightly press the R button as you go) to make this episode easier. Once you have stopped him, talk to him and collect the shine he leaves behind.

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Episode 8 - Yoshi's Fruit Adventure  
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NOTE - You will need to have completed Episode 4 of Pinna Park before you can complete this episode. You can still enter, but Yoshi will not be there, so you cannot go further. Once you have completed that episode and got the Yoshi Egg from Shadow Mario in the plaza, then you can attempt this episode.

Enter the manhole here and exit at the last manhole at the very end, where the market stalls are. Look at the Yoshi egg next to the stalls, and the fruit will be a Durian (a brown spiky thing). Head back down this area where there will be a fruit dispensing machine on the edge (it has 'Fruits' written upon it, and has a yellow tap). Double jump off the building opposite (or one of the fruit tanks) and hover onto one of the fruit tanks, then ground pound the tank with the higher nozzle to make a fruit pop out the tap. If it's not the one, then hover over to the other side and ground pound there to dispense another (they alternate sides each time you ground pound the nozzle). Only three fruits at a time will be dispensed, so either wait until the fruits already out disappear, or chuck them into the sea and keep going until you get a Durian.

When you get one, kick it over to the Yoshi Egg to hatch him. Ride Yoshi to the edge by the market stalls, where the fish are jumping up. Spit juice at one when it's at its lowest point to turn it into a platform that will take you over to the metal platform on the other side. At this platform, go left onto the ledge and eat the fruit on the tree to change Yoshi's colour. Now go back onto the platform and spit at the next jumping fish. It will still turn into a platform but will travel vertically instead, making your ascent up to the highest metal platform here far easier. Make your way to the platform at the top and spray the yellow slime on top of the mesh cage to dissolve it. Dismount off Yoshi and enter the cage to get the shine.

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Secret Shine 1  
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Complete and replay Episode 2 - Blooper Surfing Safari, and go to the cave to enter the race course. This time complete the course under 40 seconds to win the secret shine. I would take the yellow or pink Bloopers (which are faster than the green Blooper) and remember to use the shortcut and tips that I have supplied in the Episode 2 walkthrough (scroll up a few times bucko :P).

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Secret Shine 2  
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Complete and replay Episode 4 - The Secret of Ricco Tower, and re-enter the level's special stage. Ground Pound the red button to start the red coin challenge - you have 1:30 minutes to complete it in. The first and second coins are above the second and fourth rotating platforms. Use the wall jump between the two walls to get the two red coins at the very top. The fifth is situated in the middle of the green cogs - hover over to get this one. The last three are all above the final bunch of rotating platforms - the second, fourth and fifth platforms to be exact. Remember that you can use the hover nozzle throughout and it will be as easy as pie! The secret shine appears when you collect all eight.

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

- When you start, there are some crates behind you to the left. Smash them all to get 3 coins (3)
- Ground Pound the sewer cover (one near where you begin) and totally explore the sewer system. It's very linear, so no need for directions. Make sure you jump up all the exits and they are lined with coins. This will earn you 38 coins - very easy to get and THEY ARE ALL ESSENTIAL. (38)
- At the red and black boat located next to the tower surrounded by girders, do a side jump / back flip on to the tall black funnel on the boat. Look towards the yellow cage area, and you will see a moving crane that moves a platform in an arc. Hover onto the top of the crane and stand on the tip to get 8 coins. Then travel to the base of the crane to get another 4 coins. (12)
- Next to the big oil slick in the middle of the level is an orange platform with a blue arrow on it. Dive under this for four coins. (4)
- There are plenty of white octopuses in this level (they are on the blue girder system that's high up in the level in various places). Just explore the blue girder system to find them. Jump on them to get 1 coin, and if they are hanging under girders spray them to drop them off. (17+)
- At the grey ship (located next to where you start the episode), there are girders suspended over it. Side jump / back flip on it and collect the 8 coins. (8)
- To the right of the tower (surrounded by girders) and to the left of the

fountain is a white girder high up ish with 7 coins on it. To reach here, work your way up the blue girder system, or boost up there with a rocket nozzle. (7)

- On one of the lower levels of the blue girder system, nearest the tower, you will find a grey arrow sign and a red arrow sign. Beyond that is a moving hook so travel across that and climb the mesh after it. At the top, hop of the girder behind and travel to the end for 2 Coins. After these, do a 180 turn and run back, round the corner, then to the end. Here, drop down to the side (look before you drop) for another 2 coins. While you are doing this, be hasty as those annoying wind baddies will pester you. (4)
- Between the yellow cage and the grey boat (the one near where you started the episode), a few levels up the blue girder structure is a gap with two vertical girders in it. Between the two vertical girders are 7 coins, and using walls jumps between them to collect them. (7)
- When you reach the first springboard on the blue girder system (it will have arrows either side and a red nozzle box nearby) there is a girder that goes along side it (its RIGHT next to the yellow cage). At the end of this girder is 4 coins. (4)
- After jumping up the first springboard, run about halfway along the girder and look to the right - there is a girder below that you can drop down to. Jump down to it, then follow it round the corner, straight along and right at the end. Here is a line of 4 coins vertically going down off the end, which you will need to drop down and collect. (4)
- Near the edge of the level (the red flagged barrier out in the sea) are two lines of coins high up. There are two sets of 4, side by side. Use the rocket pack to collect the coins. (8)
- At the tower surrounded by girders use a rocket pack to get up the platforms surrounding it. One of the platforms has two coins on, then from the top of the tower use the rocket pack again to collect a vertical line of seven coins. (9)
- SHINE LOCATION - Next to the fruit dispensing device (near the fountain and helipad). APPROX COIN TOTAL - 120+

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3.05. Gelato Beach  
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To unlock this area, get 5 shines and head to the lighthouse next to the beach, of which is submerged under more slime. Defeat the piranha here (like Ricco Harbour, it needs 6 squirts to the mouth and the entrance to Gelato Beach is unlocked.

Note: Within this area, the large circle of sand that is connected to the beach is what I will refer to as the 'Spit'.

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Episode 1 - Dune Bud Sand Castle Secret  
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Turn left 90 degrees and wade through the water to the large circle area that is sticking out of the beach (the spit). From here, head onto the beach and spray the first dune bud that you come across (small green leaves). Keep spraying it until a sandcastle appears on the spit behind you. Now head

through the door of the castle quickly before it melts to reach a special stage.

Run across the path of sand quickly, as they dissolve away whilst you are on them, and jump across the gaps as you go. Take a breather at the green platform, and ground pound the bottom left nail three times to receive a 1-Up Green Mushroom. The others have coins. Go across the next path of sand blocks, where you will reach a giant sand castle. Head through the arch and go to the top via the blocks from behind. At the top, on the backend is a 1-Up Green Mushroom, and the level's shine is at the front.

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Episode 2 - Mirror Madness! Tilt, Slam, Bam!  
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Head onward and collect the trail of coins on the beach, which leads to a beach hut. Go round behind the hut and jump up to the ledge, where the bases of the three mirrors are. Go left along the ledge just a little, and jump over on to the tree next to here. Make your way across the tree tops to the first mirror, with a single cataquack on it.

To get the giant cataquack off the mirror, then squirt water at it until it goes to one of the edges, and tries to retain its balance (stands on one leg). When you have done this, quickly go to the opposite and higher side of the mirror and ground pound there. If you did it correctly, then the cataquack would have been launched into the air, and off the mirror. There is no contact needed for doing this.

With the first mirror out of the way, take the tree tops left to the top of a wooden platform, and over another three to a mirror with two cataquacks on it. Again, lore them to the edge and ground pound the opposite side. There really isn't any difference despite you against two; just concentrate on one at a time (however try and get them to be on the same side, otherwise you will upset the balance).

After the second mirror, head over to the ledge in the middle of the tower and go round to the other side to reach the third and final mirror, this time with three cataquacks on. There is no difference here either, just stick to the plan. After all three mirrors are done, the shine will appear on this spit on the beach. Shine get!

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Episode 3 - Wiggler Ahoy! Full Steam Ahead!  
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The giant Wrigger that was sleeping on the tower just woke up, and he isn't a happy bunny. He will charge around the beach in a set pattern, until you flip him over. To do this, you will need to spray one of the dune bugs to they pop up as he goes over them. Once he has been flipped over, you then ground pound the section that has an arrow above it. He starts on the left side of the beach to begin with. I would use the dune bud nearest to where you begin the level (it has a Noki standing beside it). Use the same dune bud again on the second phase as he circles around it, making your job easier.

On the third phase, he gets quicker and goes around more of the beach area. Use the dune bud that is nearest the beach hut as he circles around this one. Be quick after though as he lays down on the water (hover over the water to get there faster). Once you have defeated him, then the shine will appear on the spit on the beach.

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Episode 4 - The Sand Bird is Born  
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Head up to the ledge after the beach (where the base of the tower and the three mirrors are) and spray the dune bud in the cave at the back, to form a set of stairs leading up the green area above. Follow the path, take a left at the junction, and keep going to reach the top of level (a brick area, surrounded by ropes). From here is a trail of coins leading down the slope, toward the tower. Slide down and follow this coin trail, jump onto the pink trampoline and into the hole in the top of the tower to enter a unique special stage...

Wow! You are riding on top of the sand bird, which is circling around a tower. You have to collect 8 red coins in this episode, 7 of which are on the bird itself; two per wing, one in the middle, and one on the head and tail. Some are in the air, too. Just watch your step here, you don't want to be falling off now. After a short while, the bird will rotate round to its side. The best way to stay on the bird is stay on the edge, and slowly walk across onto the side as it rotates. Otherwise you can use your hover nozzle to stabilise yourself. After a short while again, it will rotate back in to an upright position.

Various clouds will pass you by too. These hold items like Blue Coins and the odd 1-Up Green Mushroom. I would try and avoid getting most of these (bar the blue coins, which you can get now or later - see the Blue Coin listing to see the amount here). You can jump on these clouds and wait \_ages\_ for the bird to come around again, but there is little point. When the bird reaches the top of the tower, make sure that you have collected all 7 of the red coins and hover over, where the final 8th coin is. The shine will then appear next to here also.

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Episode 5 - II Piantissimo's Sand Sprint  
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In this episode, you have to race to the top of the level (the bricked area surrounded up ropes) against II Piantissimo. Approach him on the beach when you want to begin racing. You will have to get up to the flag within 35 seconds to win.

Head onward and jump onto the ledge at the back of the beach, and wall jump up the cave at the back of here to reach the grassy section. You can cut across the grass here to the top (but don't go on the steep parts otherwise you will slide down) and touch the flag to win. It's fairly easy. If you are having trouble, then before approaching II Piantissimo go up the ledge behind the beach hut and jump and hover over to the ledge in the cliff where there is a rocket nozzle box. You can use this to jump over the large gaps, and so could provide some help. Once you win, he hands over the shine.

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Episode 6 - Red Coins in the Coral Reef  
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Head left across the beach and enter the water. Swim along to the coral reef (the rocks under the water; left of the Surf Cabana hut out in the sea). The swimming controls by the way, is the A button to swim, and the B button to dive. Six of the coins are situated in the rock channels; swim though all of them to locate them. The last two are with schools of fish that swim outside close to the reef. Apart from drowning, there is no other dangers in this

episode, so its very straight forward. Once you have all eight red coins, the shine will appear on the rock above the reef.

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Episode 7 - It's Shadow Mario! After Him!  
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Chase Shadow Mario, and spray him while doing so. Simple stuff. If you manage to lose him, when he is on the ledge behind the beach. Pot Noodle's are very \_very\_ tasty, might I add. </plug>

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Episode 8 - The Watermelon Festival  
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The aim of this episode is to get the biggest watermelon over to the hut that is to the west of the beach (the hut out on the sea). As you might have guessed the biggest watermelon is located at the top area of the level (the bricked area, surrounded by ropes). Make your way up there. To roll the watermelon, simply walk into it and it will be pushed away from you. Take it across the thin linear walkway (in the direction of the hut you are taking it to) slowly so that it stays on there. When you reach the gap, push it down the hill and onto the beach; as soon as you push it slide down as well, as try and get to the beach before the watermelon does.

The watermelon should survive the fall (it always has done when I do it). When you get to the beach, spray all the nearby cataquacks away. Not content on pissing you off, they will also try and flip the watermelon into the air as well, so it's essential that you keep these guys at bay. Slowly roll it across the beach toward the walkway that goes to the hut, and take regular stops to spray the cataquacks. When you reach the walkway to the hut, roll it across \_slowly\_ toward the hut. When you get there, you are awarded your shine! If the watermelon pops along the way, then go back to the top area, where the watermelon will regenerate so you may attempt it again.

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Secret Shine 1  
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This can be found in Episode 1 - Dune Bud Sand Castle Secret. Go to the far end of the area, and up the ledge to where the bases of the mirrors and tower are. Next to the base of the trampoline and a Pianta that talks about the sand bird is a dune bud. Spray this and go down the stairs that are revealed, and spray the wall to uncover an image of a shine sprite. Keep spraying it until a shine comes from it, which you can collect at the very top of the level.

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Secret Shine 2  
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This can be found in Episode 1 - Dune Bud Sand Castle Secret. Make sure that you complete the episode first, then enter the special stage via the sand castle. Ground Pound the red button that is on the platform after going across the first sand path section to start the red coin collecting challenge, of which you have 1:00 minute to complete it in. You will collect three of the coins as you go across to the giant sand castle, two on the front corners (on the orange blocks), one underneath the arch of the sand castle, and the final two on the two opposite towers on top.

Make sure that you make good use of the hover nozzle (as the sand blocks

dissolve, remember?). Once you have collected all the red coins, the shine will appear on the green platform in front of the giant sand castle.

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

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

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

APPROX COIN AMOUNT - 110+

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### 3.06. Pinna Park

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To unlock this area, get 10 shines and head to the North West shore and go to the cannon there. Follow Shadow Mario via the cannon to unlock Pinna Park.

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#### Episode 1 - Mecha-Bowser Appears!

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Go onward, up the steps and through to the entrance to the park. Follow Shadow Mario that is ahead to the pool at the far end of the area, where a cutscene will start. What you have to do is ride a rollercoaster around the track, with Mecha Bowser being more or less in the middle. You have to fire rockets at his head (which are collected while you are on the roller coaster. However he fires bullet bills which follow the track line in front of you and behind you. You can spray these with water to destroy them before they hit you. You can tell when they are coming as they leave a trail of smoke as they go.

At the section of track that Mecha-Bowser throws flames at you, you can squirt water into his mouth to douse them. After about 4 hits to the noggin, Mecha-Bowser is down for the count.

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#### Episode 2 - The Beach Cannon's Secret

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Simply go right across the beach to the cannon at the end. To get there in a flash (and to avoid an onslaught of bullet bills) then squirt ahead of you then dive into the water with the B button and slide all the way there. When you get there, the attack will change from bullet bills to Bob-ombs. Spray a Bob-omb to neutralise it temporarily, and pick it up and throw it at the cannon. Do this three times and the creature within the cannon will be destroyed. Now enter the cannon to reach a special stage.

Jump (there is a gap present!) on to the green and white platform ahead, and observe the platforms ahead. When a platform goes dark it will disappear, so make your way across and whenever a platform that you are on starts going dark get onto another platform ASAP. Afterward go to the crates further on to the right and ground pound the central one to get a 1-Up Green Mushroom. Head back to the tower like structure and bounce up the orange platforms to the top (stay as vertical as you can, as travelling too far means you could fall down.

At the top, there is a line of red platforms that disappear one after another. To get across, watch and wait for the one at the other end to disappear. Wait one second, then run and jump forward. The blocks will regenerate under you, and you will get a headstart so you can reach the otherside easily. If you fall then go back to the tower and head back up. After you get past, you will have to do it again to get to the shine. Use the same tactic of waiting for the final platform to disappear, wait one second and jump onward to get a headstart and to make it fairly easily. DON'T go and get the 1-Up Green Mushroom, as its very hard to do so. Collect the shine at the end to complete this episode.

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#### Episode 3 - Red Coins of the Pirate Ships



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Enter the park. Go right, and follow the signs to the pirate ship ride. Go up the stairs and collect the first red coin on the edge (1). Jump on the first pirate ship as it goes right to collect the coin on the right side (2), and head over the other pirate ship as it swings left to collect the coin on the left side (3). Jump and hover over to the green mesh platform at the other side of the ride afterward. Go to the side where the door in the platform is, and do a tall jump upward and hover straight above you so that you hang onto the mesh platform above. Grab the red coin here (4) and keep going to the door that leads into the mesh box ahead (press the A button). Grab the blue coin (you may as well as you are here) then go out the side door, and climb onto the top of the box to get another red coin (5).

Now head back down to the first mesh platform (the one with the electric enemies underneath) and ground pound those guys off. Ground pound the door at the end and swing across, and collect the coin as you go (6) then enter the door (press the A button). Head through another door above you. Go under the mesh path that leads upward here, and swing across to the end where a coin is (7). Be sure to press the A button under each of the enemies as you go to knock them off. Head back down and go across the mesh path from the top now, and collect the final coin at the top (8). The shine will appear next to here also.

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Episode 4 - The Wilted Sunflowers  
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Head right across the beach to where the "Yoshi eggs" are. Spraying one will awaken and reveal the enemy, who will chase you and jump onto you. As you see it's shadow on top of you, then move away and ground pound it's stomach as it is stuck in the ground (be sure that you do this on the sand - he doesn't sink into the ground whilst on grass). This will revive one of the sunflowers. Do this with all the eggs here to get a shine.

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Episode 5 - The Runaway Ferris Wheel  
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Enter the park. Head onward and left to the pool (where Mecha-Bowser appeared) and go right, taking the orange path that leads to the section behind the Ferris Wheel (there is water running down the walls). Jump onto the blue mesh wall on the right (onto the side closest to the wall) and jump onto one of the green panels. Climb left to the far panel and go up to the top and then spray with the hover nozzle. The panel will flip and you will land upon it. Now quickly hover over and through the other panels left, so that you arrive at the blue mesh box at the far side. Climb on top, and ground pound the door. Climb on to the side wall, go through the door, climb up and right and hit the enemy off the other side. Now go back through the doors and hang on to the other side and take off the enemy on the other side.

☐Head round back to the other side again (the side which Mario is looking at the wall) and climb right to the end. Spray the green panels with the squirt nozzle and climb onto them as they come forward, and remain on them as they go back again. Climb on top here, and climb the mesh here and knock all the enemies off. Climb back and onto the green panels again, and spray with the squirt nozzle so they come forward. Go up onto the blue mesh now (the side that those enemies were on) and go left. Climb onto the ceiling mesh and head up through the door (with the A button). Use the rope ahead to bounce up to the mesh door above, and flip the door round (the A button) so it takes the enemy off, resuming the Ferris Wheel back to normal speed.

To get the shine, go one of the sides and hover onto the one of the carriages. Ride it to the top and jump off, then collect your well earned shine. Phew.

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Episode 6 - The Yoshi-Go-Round's Secret  
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Enter the park. Go right, through the orange arch and up the path, and go up to the ledge behind the weird tree on the right. Check the fruit in the Yoshi egg's thought bubble, and collect the fruit that's displayed there. Go round the park and look for it; check the ledges and round poles for them. Once you have it, then take it back to the egg and it will hatch. Now ride Yoshi up the path, where there is a structure with a pineapple underneath it. Eat this and Yoshi will turn orange. Now go back to the park's entrance and go left now, to where the Yoshi-Go-Round is. One of the Yoshi's on this attraction is missing, so ride Yoshi into the gap (make sure he's coloured orange) and you will enter a special stage.

Go ahead and run over the blue and yellow boxes as they rotate. Stay in the center as much as possible. Watch out for the central yellow box, as that rotates very fast. Go onto the brown platform after, and ground pound the nail furthest away for a 1-Up Green Mushroom. Jump onto block as it comes past, and make your way over to the central blue blocks, then ride it round through the arch to the other side and go over the blocks again to the area afterwards. You can ride the central blue block round fully to get a 1-Up Green Mushroom.

Afterward take the orange block across to the orange block area ahead. Go left and use the moving block to get across the gap, jump up the step and wall jump up to the top. Go right (if you were facing all the orange blocks) and get onto the vertically moving block. At the very top, do a high jump to the block below (and ahead) then proceed onward to the shine.

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Episode 7 - Shadow Mario in the Park  
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Enter the park, and chase and spray Shadow Mario until he falls over. Standard stuff here.

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Episode 8 - Roller Coaster Balloons  
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Enter the park. Go right through the orange arch and follow the path up to where there is a wooden bridge, and take it across to the roller coaster. Talk to the green Noki here to begin this mini game. It's like in the first episode; you ride a rollercoaster round it's track and fire rockets. This time the targets are balloons - 20 of them to be more exact. You will have to pop them all within 3 laps of the rollercoaster circuit also. Some overall advice is to aim slightly below the balloons to hit them, and that you had more than one at once (as the rockets go through balloons and keep going), and if you are at the right angle in certain spots this is possible. Some more particular advice is to fire the first rocket at the balloons to the left (far away, between the buildings) and that you can only really hit the 3 balloons after the first dip using either the rocket you collect when going up the hill and the one after that, so use these two for those particular balloons.

Overall, it's quite a hard task. Replay the level several times to learn where most of the balloons are positioned, and you should do it eventually.

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Secret Shine 1  
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Complete Episode 2 - The Beach Cannon's Secret first then re-enter the episode and enter the special stage. Ground Pound the red button for the red coin challenge to start, which you will have to complete in 1:00 minute. There are 6 coins in the first area alone - one in each corner, and two more or less in the middle. Remember that the platforms here disappear once they go dark and use the hover nozzle to aid you. After head up the tower of bouncy orange platforms and collect the one at the top (7). The last one is at the other side. Again, wait until the last platform as gone, wait one second and jump forward, then run onward to get to the other side in time. Remember that you can use the hover nozzle to help you over if you are a bit lax (8). The shine will appear on the other side.

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Secret Shine 2  
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Complete Episode 6 - The Yoshi-Go-Round's Secret first, re-enter the episode and enter the special stage. The red button is after the rotating blocks at the beginning (ground pound the nail furthest away on this ledge three times for a 1-Up Green Mushroom before doing so though). You will have 2:00 minutes to complete this. There are two coins in the blocks area here; one under the left blue arch (1) and the other under the left black arch (2). Proceed to the orange blocks area at the end of the level afterward. Two coins are in the wall jumping column (3-4), one above the brown brick block in the corner (5), two on the level below the vertically moving block on opposite sides (6-7) and the last above the vertically moving vertical block - you will need to jump up quite high to get it (8).

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

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

Black linear = 2 coins

Fires in a linear path that doesn't change direction. Very common.

Purple homing = 2 coins

These ones home in on you, so watch out. These are also very common.

Golden bullet = 8 coins

These are rare, but hold lots of coins. Always spray these.

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

SHINE LOCATION - It's located at where you start the level.

APPROX COIN AMOUNT - 0 to 999

=====  
3.07. Sirena Beach  
=====

Unlock the Yoshi Egg in Delfino Plaza (completed Episode 4 of Pinna Park), and hatch the egg and mount Yoshi. Get onto the rooftops opposite the Grand Pianta Statue and using Yoshi, eat the fruit blocking the red pipe. Enter the pipe to go to the Sirena Beach area.

-----  
Episode 1 - The Manta Storm  
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Go up the ledge here, right and up the central stairs to the top, where there is a large square patch of electric slime. Talk to the Pianta standing in front of this, and the giant paper-thin Manta will arrive. First off, don't touch any of the electric slime unless you want to lose health. You can still clear it away like regular slime, so do so as you go. You cannot touch the Manta's either. The aim here is to spray the Manta until it divides, and keep spraying it so it divides smaller and smaller where it will just vanish. Use the rotating spray (rotate the analog stick and spray while doing) clear away those Manta around you. Once all the Manta are at the smallest size, then they will turn red and focus their attention to you. Again, rotate and spray to get those around you until they are all gone. If you are in need of health, then clean away areas of slime to uncover coins. Once you have defeated the Manta then the hotel will rise again and the Shine will be above the central torch.

-----  
Episode 2 - The Hotel Lobby's Secret  
-----

Go up the ledge, up the central stairs up to the hotel and talk to the Pianta standing in front of the door to enter. Ignore the white Boo's, and go forward and spray the pink ones that are around the central pole. Doing this will turn them into platforms temporarily, so climb up them to get to the 2nd floor. Get onto the side flooring and spray the pink Boo's here also, and again, climb up to the floor above. At the top floor, hover over into the Boo mouth at the top of the pole to enter a special stage.

Jump onto the path on the right, and jump on and dispose of the three enemies ahead. Jump into the three brick blocks from underneath to get a 1-Up Green Mushroom, and then jump up to the path above. Use the flying creatures as a means to get over the gaps ahead, and then wall jump up the section afterward (clearing away the blocks as you go). Run across the path of sand blocks to the end where its safe (ignore the path that goes lower down). You can ground pound the column of watermelon blocks at the end to get a 1-Up Green Mushroom. To progress, then ground pound the second block across and head down the passage and onto the green cog. Stay in the middle as it goes across as it heads over to the mass of sand blocks. Head straight over the top (watch the gap in the middle) and onward to the shine after it.

-----  
Episode 3 - Mysterious Hotel Delfino  
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Enter the hotel. Go onward to the stairs but don't go up, and instead go left

and enter the bathroom. Go to the end cubicle and stand on the back, then jump straight up here to enter the room on the floor above. Go into the other part of the room and spray the painting on the wall until a Boo appears on it, then jump through it to enter the room next door. Go to the end of the room and spray the shutters on the left so they all show an image of a Boo - they will then open up, allowing you to progress. Go through and spray the pink Boo's and use them as platforms and jump through the hole in the ceiling. In the room above, spray the cabinet at the side and enter the next room, then ground pound the lightest tile to go down into the crate room below. Ground pound the crates until you find a pineapple, then pick it up and exit the room via the door. Jump down the middle to the first floor and give the pineapple to the Yoshi Egg in the corner to hatch him.

Ride Yoshi up to the third floor (take the stairs) and enter the room at the back with the open door, and use the bed to spring up into the hole in the ceiling. In the attic, get to the bottom right corner (so you are above the pool room of the third floor) and eat all the Boo's that are in your path. Take the outside edge round to get to this corner, then ground pound through the cracked tile to enter the pool room. Collect the shine to finish.

-----  
Episode 4 - The Secret of Casino Delfino  
-----

Enter the hotel. Go onward and down the passage next to the left bathroom and talk to the Pianta there to enter the casino. Inside head over to the left side of the casino to where the giant slot machine on the wall is, and start spraying the panels. Line up the panels so they produce three 7's, then go over to the giant slot machine on the opposite wall. Here a spray spins all three of the panels, so you have to keep going until you get three 7's. Once you get triple 7 on both wall slot machines, then the curtain in the center will pull up, to reveal a grid of question marks. Spray these panels to uncover an image of a shine sprite. It gets harder when you get only a few remaining, so stand as close as you can and aim carefully. Once they all show a shine sprite, the grid will move to show a pipe. Go down this pipe to enter as special stage.

Move the camera to an overhead position before starting (it will make this stage a lot easier). Progress past the two cubes and take the cube over to the next area when it comes over to you. At the other side you will have more cubes to get past - cut the corners of the gaps by jumping over the corners if you need to (like when you going to be crushed). There is a 1-Up Green Mushroom on the right hand side, which can be reachable with a high jump. Get on to the rotating cube at the end when it comes over, and stay in the middle while riding it to avoid falling off. Jump on to the wooden stake at the other end, and make your way across the others a rotating platform at the end. Again, stay in the middle to stay on. You will need to perform a high jump on an edge to collect the 1-Up Green Mushroom that is above here as it goes. Use the cube at the other side to ride over to the shine at the end of this stage.

-----  
Episode 5 - King Boo Down Below  
-----

Enter the hotel, and then to the Casino area. Go onward to the roulette wheel (ignore the side coins just before here, only collect the middle one) and ground pound the purple panel to be taken down below to fight King Boo!

King Boo will throw normal Boo's your way (jump on these guys) until you spray water at him, where he will spin a slot machine. Once you have dealt

with the slot machine outcome, spray him again to have another go on the machine. Here are the different possible outcomes that you could receive. To injure Kong Boo then go to the Fruit outcome below (at the end).

? - Random enemies. It's best and is easier to avoid them until they disappear. However you can kill them to get some coins.

Coins - Payday for Mario! You receive some coins.

Koopa - Those weird rounded enemies appear. There are three different like types - the normal sort that wobble around and chase you (jump on enemies these guys), the flying sort (spray them and jump on them) and the ones on fire (avoid and run away! Use the moving sections to gain get increased speed). Either defeat these, or run away from them.

Random - If you get random outcomes (example: two coins and a ?) then you Slots get hampered by loads of water bubbles. They are harmful to touch but when sprayed, they leave water bottles behind which will add water to your FLUDD tank.

Fruit - This is the one you want. Once you get this, fruit will be littered around the area. Grab a chilli (long, red and horizontal) and throw it at King Boo to set his tongue alight. Now grab any fruit and throw it at him to injure him.

Also note that you can stop the different floor sections temporarily from moving by ground pounding the purple panel in that section. Once you have injured King Boo three times (see the fruit outcome above), he will be down and out, and the shine is yours.

-----  
Episode 6 - Scrubbing Sirena Beach  
-----

Clean away 95% of the electric slime on the beach area within 3 minutes to earn your shine. The best tip that I can offer here is to run and spray at the same time (hold down the R trigger lightly) and while you are doing so, move left and right to create a sweeping effect. Clear away all the major sections, then go after the smaller bits that you left behind. It's not too hard if you do it this way. Once you are done, then clean off the four dirty Noki's here (two by the front sunbeds, and two left of the central torch) to receive four blue coins! (you may as well as get them whilst you are here). Note that if only two give you coins, then you must have cleaned off them in the first Episode and got the coins then. Once you are done cleaning, then talk to the Pianta one the beach next to where you began to get the shine.

-----  
Episode 7 - Shadow Mario Checks In  
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Enter the hotel, then chase and spray Shadow Mario. He will go up stairs, round to the base of the stairs going up, then run around that same floor, then down below to the ground floor by jumping down through the hole in the center. He will then repeat this (so he basically only goes up one floor). Watch out for the imitation Shadow Mario's as you go, which are really Boo's (you can tell them apart as they are more clear and lifeless).

-----  
Episode 8 - Red Coins in the Hotel

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Enter the hotel and ground pound the red button ahead. You have to collect 8 coins that are located all around the hotel within 5 minutes.

Grab the first one ahead of you (1), then enter the toilets in the right corner for the second (2). How head into the toilets opposite (the one in the left corner) and go to the end cubicle and jump up through the ceiling and to the room above. Spray the Boo painting on the wall and jump through and collect the coin at the end (3). Exit out the door and go left to where a coin is in front of the lamp (4). Head up to the next floor, where another coin will be more or less central (5). Now head up the attic (go into the room with the open door, jump on bed and into ceiling hole) and go to the left corner where a cracked tile is - ground pound here to enter the room below. Spray the Dolpic poster on the wall and jump through and get the coin here (6). Go back to the room just and ground pound the lighter floor tile into the room below (the crate room) where a coin will be in the doorway (7).

Exit through the door and go to floor 3 and enter the attic again. Go to the corner opposite where you went last (if the last one was top left, then this would be bottom left) and ground pound the cracked tile to enter the pool room. Grab the final coin here (8) and the shine will appear in the bottom floor lobby.

That was the quickest route to all the coins, and if you follow that walkthrough you should get the shine no sweat. If you are confused about some of the coin locations, then below are maps to the 2nd and 3rd floors, with the coins marked by a number (number decided by the order they are collected according to the walkthrough).

Key

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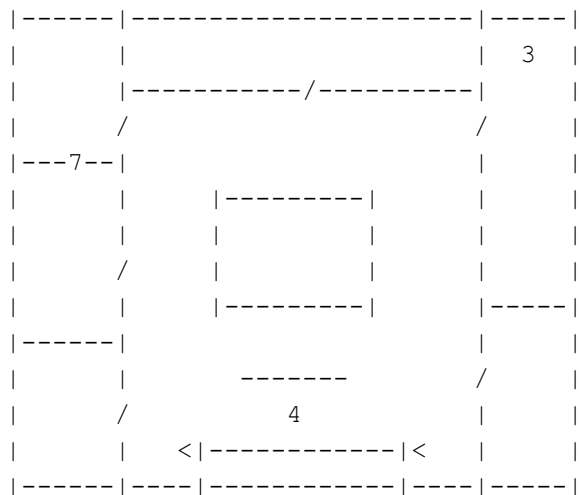
| and - = A wall or barrier

< = Stairs

/ = Door

1,2,etc = Coin number (refer to the walkthrough)

2nd Floor -



3rd Floor -



```

|-----|
|       |           |-----| |-----|
|       /       |       | |       |
|       |       |       | | 8 |
|       |       |-----| |       |
|-----|           |---/---|
|       |           5       |       |
|       /       |       |
|       | <|-----| /       |
|-----|-----|-----|-----|-----|

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-----  
Secret Shine 1  
-----

Complete Episode 2 - The Hotel Lobby's Secret before hand, then replay and enter the special stage. The button is found just after the wall jump section, before the path of sand blocks over to the melon area. You will have 1:30 minutes to complete this challenge.

There are three coins on route across the sand path - the first requires a jump then hover, the second is at ground level and the third requires you to perform a high jump in to it). Get onto the watermelon block area, where a the forth coin will be at the end. Go back and ground pound the second watermelon block across to the passage below. Go down the steps to the bottom one, and hover round the steps to the area under them on the other side (where the ice cubes are). The fifth coin is here. Hover back round to the steps again and ride the cog across to the mass of sand blocks. I recommend that you high jump off the cog to the coin at the front (its high up), and the final two are on either side of the sand blocks. The shine will be located at the end.

-----  
Secret Shine 2  
-----

Complete Episode 4 - The Secret of the Casino Delfino, and re-enter it's special stage. Move the camera back (it helps to see what you are doing) and ground pound the red button, and you have 1 minute to get all 8 coins. The first is in the center of this area here (1) and the next is high up on the 1st cube ride over to the next area, which requires a high jump (2). You will need to do another high jump in the center in this second cube area (3) and there is another high up on the ride over to the giant stakes (4). Three coins are above the stakes here (5-7) and the final coin is above the rotating platform afterward, which is quite high up and requires a high up from one of the edges to get it (8). Now take the cube over to the shine at the end.

-----  
100 Coin Shine  
-----

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

OUTSIDE  
-----

- There are three crates to the far left of where you begin - smash all three to earn a coin and an extra life. (1)



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

OUTSIDE COIN TOTAL - 14

INSIDE HOTEL FLOOR 1

-----

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

INSIDE HOTEL FLOOR 1 COIN TOTAL - 21

INSIDE HOTEL FLOOR 2

-----

```

|-----|-----|-----|
|      |           3      |      |
|  4   |-----!-----|      |
|      | !                   !      |
|-----|                   |  2  |
|      | |-----|         |      |
|      | |         |         |      |
|  5   | !         |         |      |
|      | |-----|         |-----|
|-----|           * * *         |      |
|      |         -----         !      |
|  6   | !         |         |  1  |
|      | <|-----|<         |      |
|-----|-----|-----|-----|

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Key

---

| and - = a wall or barrier

< = stairs

! = door

\* = coin

1,2,etc = Room number

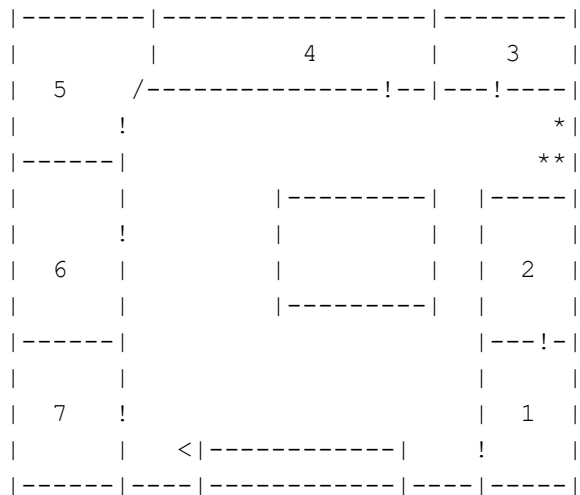
- Hallway, three coins lined up in the hallway (3)
- Hallway, spray the fish tile above the door 5. (1)
- 1 - Spray the lampshade. (1)
- 1 - Spray the fish tile above the door, then collect the coin in the hallway. (1)
- 2 - There are two coins next to the bed. (2)
- 2 - Spray the lamp. (1)
- 3 - Spray the fish tile above the door, then collect the coin in the hallway. (1)

- 4 - There are six coins in the north west of the room, (6)
- 4 - Smash all five of the crates - four of them contain coins. (4)
- 5 - There are three coins in the north west corner of this room (3)
- 6 - There are two coins in the north west corner of this room (2)
- 6 - Spray the lamp. (1)

INSIDE HOTEL FLOOR 2 COIN TOTAL - 26

INSIDE HOTEL FLOOR 3

-----



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

- Corner of the hallway by the only open door. (3)
- 2 - There are ten in the swimming pool (10)
- 2 - Spray the ceiling light (1)
- 4 - Spray the fish tile above the door, then collect the coin in the hallway. (1)
- 5 - There are a line of four coins by the window. (4)
- 5 - Spray the bookcase. (1)
- 6 - By the window and the bed is a total of four coins. (4)
- 7 - Spray the fish tile above the door, then collect the coin in the hallway. (1)

INSIDE HOTEL FLOOR 3 COIN TOTAL - 25

ATTIC

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

- Top Left (6)
- Center (4)
- Middle right (4)
- Near the bottom left (4)

ATTIC COIN TOTAL - 18

OVERALL OUTSIDE AND HOTEL COIN COUNT - 114

SHINE LOCATION - The middle of the first floor hall

While I'm here I'll cover the Casino too, ja?

CASINO

-----

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

- There are a set of slot machines on the left. Butt slam the top of each machine to get a different amount of coins...
  - 6 produce 1 coin each
  - 1 produce 3 coins
 One spews out a blue coin. So that's a total of nine coins. (9)
- There are a set of slot machines on the right. Butt slam the top of each machine to get a different amount of coins...
  - 6 produce 1 coin each
  - 1 produce 3 coins
  - 1 produce 5 coins
 So that's a total of nine coins. (14)
- Spraying the left fountain gives you one coin. (1)
- There is a slot machine on the right side of the casino, where to spin the dials you have to spray into the golden hole. The dials then spin and you get a prize (which comes from the same golden hole). The prizes are as follows-
  - 3 Ghosts = 1 Ghost
  - 3 coins = 3 Coins
  - 3 sevens = End slot machine
 Once you get three sevens, the slot machine is unusable. But as you can have unlimited goes until then, you can get up to 999 coins, but I wouldn't risk it.

CASINO COIN TOTAL (WITHOUT SLOTS) - 24

CASINO COIN TOTAL (WITH SLOTS) - 24 to 999

- TOTAL COIN TOTAL (ALL AREAS WITHOUT SLOTS) - 138

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3.08. Noki Bay

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After getting 20 Shines, go to the center of the plaza and in front of the shine gate by the water is a light shining down on the shine image on the floor. Stand on this image, and go into first person view and look at the sun in the sky to enter Noki Bay.

-----

Episode 1 - Uncork the Waterfall

-----

Go across the floating platforms ahead of you to the platforms that go round the stem pillar. Go up here and onto the suspended gold platform. Squirting the jug opposite will make this platform rise, so do so and then jump on to the ledge and go right. You can spray the brown box on the wall here for a coin. At the gap spray the paint of the wall to reveal a ledge, so take it across, then spray off more paint above for another ledge to appear. Head across. Clear away all the paint here, including the dolphin shaped one on the wall to reveal another platform. You need to get up here via the suspended platform on the left, where like before, you will have to spray the jug opposite to rise upward. Go right across the gaps and up the higher path, cleaning away

paint as you go.

Clean off more paint on the wall, and wall jump between the left wall and the newly created ledge to the area above, which is covered in more paint. Clean it away as you go, and refill your FLUDD tank at the pool by the cliff wall. Wall jump off the cliff and hover over onto the higher ledge to the left and keep going until you reach the cannon. Spray the Bob-omb's thrown out by the cannon and then throw them back as they are disabled (throw at edge to reach) three times to destroy the cannon, uncork the waterfall and earn a shiny shine.

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Episode 2 - The Boss of Tricky Ruins  
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Go ahead across the white floating platforms ahead to the ledge on the far side with the purple Noki. Talk to this old fool then spray the brown box in the cliff above to reveal a series of passages in the cliff face. Wall jump up the passage here, then go right, up, right again then up to the area above. Head up the ledge on the right, and jump on all the Octopuses to kill them. Spray the brown box on the wall here to reveal more passages in the cliff face. Wall jump up and make your way round to the end, where you will arrive at the cliff top, where none other than Glooper Blooper will greet you!

If you have fought against Glooper Blooper in the Ricco Harbour levels, then you should have no problem here as it's the same thing. Defeat the three octopuses before you start fighting. Wait until it attacks you with its tentacles and grab one of them shortly afterward before he withdraws them. Drag it back until it snaps. If you having trouble grabbing hold of them, then you can jump on the tip of it to flatten it and hold it still for a short while. Snap off its tentacles at the front, then spray the oil around its mouth to clean it off. Grab hold of the cork in its mouth and pull it back until he is injured. If you get hit while you do this, then take out another tentacle or two and try again.

If you need health at any time, then climb up of the trees here were there are coins on top. Another thing to bear in mind is to stay away from the edge, especially when pulling the tentacles, otherwise you will mostly likely fall off, and then you will need to get all the way back up here again. When you have defeated him, jump down the hole that he was sitting on to reach the shine room. Clean the two giant jars in the walls to get 2 blue coins (you may as well as do this now while you are here) then collect the shine.

-----  
Episode 3 - Red Coins in a Bottle  
-----

This is where you are inside a bottle, collecting red coins. It acts as sort of practice for the underwater episodes later in this level. To rise use the hover nozzle, and when you are low on oxygen, collect a normal golden coin to replenish it. It's easier to list the red coins that write a walkthrough to this episode -

- At the top of the bottle
- Halfway down the bottle, at the side
- Halfway down the bottle, at the side
- Above the large vertical line of coins (easy to spot)
- Suspended above the bottle's bottom
- On the bed, by the arrow signpost
- In the alcove in the rock formation on the bed
- On a rock behind the rock formation on the bed

The shine will appear in front of the rock formation (on the bed of the bottle).

-----  
Episode 4 - Eely-Mouth's Dentist  
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Take the rope up to the ledges ahead, and go left to the waterfall's source (where the cannon was located in Episode 1), where the old purple Noki will be waiting for you. Talk to him, then jump down into the waterfall to go under water. Dive straight down, and dodge the toxic bubbles as you go until you reach the eel at the bottom. Go inside his mouth and switch to the squirting nozzle, and start cleaning the black teeth until they are clean and white. He will close his mouth at some point and spit you back out. At this point, you will be in need of restoring your oxygen tank, so go to the sides and grab the coins of the ledges. While you do this he will spin around, and when you are done his mouth will open up again, so repeat. Keep doing this until his teeth are clean (it will take a while, but it's the easiest way). When his teeth are clean he will retreat and leave the shine on the seabed.

-----  
Episode 5 - II Piantissimo's Surf Swim  
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Go up the rope ahead of you up to the ledges, where II Piantissimo will be waiting for you. He will race you to the flag on the far side of the level (by where the long chute in the cliff face is). Simply go straight to it; jump and hover in the direction of the flag, and use the platforms and hovering as much as possible to get there. It's fairly easy - just don't go round the houses like the other guy does. When you get there, touch the flag pole to finish, and he will give you a shine for winning.

-----  
Episode 6 - The Shell's Secret  
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Go left across the while floating platforms to the brown bouncy end one and use it to get onto the platform above. Go onto the rope above to the platform opposite, and take the rope connected to that platform across to the stem on the other side, and onto the rope connected to the stem. Bounce up to the platform above. Get onto the small rope and bounce up and when at the highest point use the hover nozzle to get over to the purple shell, or the rope that it is connected to. Enter the shell to enter the special stage, which is perhaps the longest in the game.

Wall jump up and out of the glass case, and onward across the two rotating platforms. Ground pound the nail in the far corner three times to get a 1-Up Green Mushroom. Wall jump off the right wall and onto the moving platform, then across the other two. Climb up the pole, jump off at the top and onto the rope by the slope. Bounce off the rope onto the ledge on the right, and wall jump off the dark side wall up the ledge above, and again for the one after that. To get onto the area above, you will to go to where the gap is at the side and wall jump off the orange wall, then the dark wall and up onto the platform. You will need to jump off the orange wall at an angle, and at about halfway across to make it. Pretty cool, wasn't it?

Go round the corner and across the two rotating platforms. As will all these, stay in the middle to avoid falling to your doom. Ground pound the right nail to get another 1-Up Green Mushroom. At this moving tower structure, get onto

one of the ledges with nothing above it and side jump across to progress upward. After another rotating platform, the shine is yours!

-----  
Episode 7 - Hold it, Shadow Mario!  
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As per usual, chase Shadow Mario and spray him as he goes. This will take you longer than the other Episode 7's as he takes a long trek up the right green cliffs. Stick at it and he will fall, rewarding you with a shine as always.

-----  
Episode 8 - The Red Coin Fish  
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Head to the old Noki in purple at the waterfall's origin (take the rope ahead to the cliffs above like you have done before) and talk to him, then dive down into the waterfall to go underwater. Dive down a little and you will see a mass of floating coins. This is the red coin fish separating, and if you follow it they will come together to form a fish like structure, with eight red coins. When it's like this, simply swim into it to get most of the coins easily. When it separates again, either wait until it comes back together again or go after the coins then. You don't really need to worry about air much either as there are more than enough gold coins to take you through. Overall, very short and easy. The shine will appear at the crater at the bottom of this area.

-----  
Secret Shine 1  
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Go to just about any episode and make your way to the area on the far left (left of the hidden cliff passages that you use in Episode 2). This is an open area, with a cave at the far wall. Here, wall jump up until you enter the alcove on the left, which leads to a passage through the rock. Follow it to the end and when you arrive at the other side, go left along the thin ledge and enter the black hole above. This will send you far up the top of the cliff. Here, climb up onto the top of the tree and enter first person mode. Locate the golden bird that flies around this area and spray it until it transforms into a shine, which can be collected below.

-----  
Secret Shine 2  
-----

Complete Episode 6 - The Shell's Secret and reenter it's special stage. Get out of the glass case and go across the two rotating platforms. Before activating the red button here, ground pound the far nail in the corner three times for a 1-Up Green Mushroom. Now ground pound the red button where the red coin challenge will start, giving you 1:30 minutes to collect all eight coins.

The first is high up on the platform (1), then head up across the moving platforms where the second coin will be above the second one across, with a high jump needed to reach it (2). Climb up the pole and jump off at the very top and hover over to the coin in the air (3). Get onto the rope and bounce up high, then hover over to the flat top of the slope. Go left for the next coin (4). Go right across the top to the ledge, up the next ledge and get the coin in the air there (5). Head up the next ledge, and go round here to the gap and wall jump and hover from orange wall in to the next coin (6). Wall jump off the orange wall again and hover over into the ledge opposite, then go round

the corner and grab the coin in midair with a high jump (7). Go across the white rotating platform here, then perform a high jump on the one after to get the final coin (8).

The shine will be located at the platform after the next white rotating platform.

-----  
100 Coin Shine  
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There are three methods for this level, one for Episode 2 - The Boss of Tricky Ruins (Method 1), one for Episode 6 - The Shell's Secret (Method 3) and one for Episode 8 - The Red Coin Fish (Method 2). Episode 8 (method 2) is MUCH easier and quicker to get the 100 coin shine with, but involves an underwater section which some people may detest doing, so the two other methods is there. Do which one is better for you.

METHOD 1  
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I will be covering Episode 2 - The Boss of Tricky Ruins. This is another tough area to get 100 coins in, with some horrid coins to get. You can miss some coins from the list, but I would aim to get them all. (NOTE - Here I refer to green platforms, on the far right of the level is a system of green ledges and such - I'm referring to them).

- When you begin, look to the left and you should see a line of white floating bobbing platforms, each having one coin on. There are five platforms, a bouncy platform and another white one after that. Collect the coins off the first five platforms, that bounce up into the air to collect the line of ten coins. After that, drop down to the next white platform to get another coin. (16)
- In the boat hire place (next to the waterfall), smash all the crates in and around it to get yourself a healthy seven coins. (7)
- Next to the boat hire place is a boat (fair enough). Get in it, and if you look out to the water you will see a large oval of coins. Moving the boat using your squirt nozzle, direct yourself to them. Remember not to touch the water as it is polluted. This is annoying to direct the boat, but keep at it. (20)
- Where the waterfall is, dive under to the left of it to see a line of coins going down to the seabed. Follow and collect these coins (a total of ten) and there is an extra life at the bottom also. Beware of the fish mind.. (10)
- To the right of the waterfall there is a giant stalk thing with platforms that go all around it. At the top of it, go to the ledge above and to the right is a red arrow sign that's pointing to the right. To the right is a brown tile on the wall, which when you spray reveals an alcove. WITH A COIN! (1)
- If you continue up the green ledges, you will see an arrow pointing left. To the right of this is an alcove, with a brown tile next to it - spray the tile to create an alcove, with a coin. (1)
- When you get high enough up the green ledges (I would say that the sign and two alcoves covered in the last point is a good place) hover over to the bunch of green ledges to the far right. When your there, use a mixture of

side jumps, back flips and hovers to get to the very top ledge. Collect the rocket nozzle box and use it to get the vertical line of coins above the highest ledge. (9)

- Hmmm... Now brace yourself, 'cos this is long. Where the old noki is in the level (to the left of the boat hire), spray the tile above him to reveal a maze that you have to go through. Using wall jumps, take the right route until you get out. Now go left until you reach an arrow on a ledge slightly below you. Drop down to that ledge and below to the left, is a platform that sticks out. Jump down to that. Enter the alcove, and travel down the tunnel inside it. At the end, spray the tile on the wall to make the wall push back. Now wall jump this long vertical gap. Enter the second hole to the left. Follow the tunnel and drop down the chute at the end. There is now an alcove to your right and on the adjacent wall, an alcove with two tiles. Hover to there, then fall down the right hand side to get back to the tile that pushes the wall back. Squirt the tile, and wall jump again. Now enter the 3rd hole on the left, follow the tunnel and drop down, then make your way back to the tile that pushes the wall back again. Squirt and wall jump again, but this time the second hole on the right (near the second and third holes to the left). Follow it to the end and drop out the end. Now go left and fall so that you are at the very bottom of that long vertical shaft. Now wall jump to the hole on the left, and follow the tunnel through, at the end there is an alcove to the top left - go in. You will be propelled up to the very top. Climb the tree ahead and get the coin from the top of it. I would advise that you should do some of this as there are a lot of coins to be had here... so if you find this too hard or whatever, then go to the base of the shaft and wall jump to the left hole at least. (65)
- Go to the maze where the old Noki is, and at the top go right. There will be three octopuses here, so jump on their heads and collect the coins after they are gone. (3)
- After the first maze, spray the tile that is located to the far right of it. This will reveal another maze, with four alcoves (4 coins) along the bottom and 4 alcoves (3 coins) along the top. The bottom ones can be gotten to via side jumps or backflips. The top alcoves are harder to get, however.. jump out of the maze at the top, then hover at the level of the alcoves and manoeuvre yourself into the alcoves. This takes up time, so you \*might\* have to redo the maze activation, but take your time. (7)
- At the end of the second maze, you will run into that big octopus boss again. There are three small octopuses here also, so jump on their heads to get coins, then climb the trees. On the top of each of the two trees are five coins (although you may want to save them in case you get hurt by the boss). (13)
- When the boss has been disposed of, jump down the tunnel it was sitting on. At the bottom, spray the jars that are within the walls to get a coin (and if you haven't got them already, a few blue coins too). Also get the six coins around the shine spite - BUT DO NOT GET THE SHINE HERE!! When you are done, you can exit via the gap in the wall opposite the main jar wall. You will arrive by the waterfall. (7)
- SHINE LOCATION - Travel up the green ledges, to where the arrow sign and two alcoves are. Here, look out to the level and you will see a giant shell with a flag on top ahead of you. Now jump and hover over to it. Get to the top, and cross the rope that connects the two shells together. At the end of the rope is your shine. SHINE GET!
- APPROX COIN TOTAL - 159+



## METHOD 2

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

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

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- Where the waterfall is, dive under to the left of it to see a line of coins going down to the seabed. Follow and collect these coins (a total of ten) and there is an extra life at the bottom also. Beware of the fish mind. Also, DO NOT touch the water fall as you will go to the underwater section and so because of this, you may not want to do this point. (10)
- In the boat hire place (next to the waterfall), smash all the crates in and around it to get yourself a healthy seven coins. (7)
- Hmm... Now brace yourself, 'cos this is long. Where the old noki is in the level (to the left of the boat hire), spray the tile above him to reveal a maze that you have to go through. Using wall jumps, take the right route until you get out. Now go left until you reach an arrow on a ledge slightly below you. Drop down to that ledge and below to the left, is a platform that sticks out. Jump down to that. Enter the alcove, and travel down the tunnel inside it. At the end, spray the tile on the wall to make the wall push back. Now wall jump this long vertical gap. Enter the second hole to the left. Follow the tunnel and drop down the chute at the end. There is now an alcove to your right and on the adjacent wall, an alcove with two tiles. Hover to there, then fall down the right hand side to get back to the tile that pushes the wall back. Squirt the tile, and wall jump again. Now enter the 3rd hole on the left, follow the tunnel and drop down, then make your way back to the tile that pushes the wall back again. Squirt and wall jump again, but this time the second hole on the right (near the second and third holes to the left). Follow it to the end and drop out the end. Now go left and fall so that you are at the very bottom of that long vertical shaft. Now wall jump to the hole on the left, and follow the tunnel through, at the end there is an alcove to the top left - go in. You will be propelled up to the very top. Climb the tree ahead and get the coin from the top of it. I would advise that you should do some of this as there are a lot of coins to be had here... so if you find this too hard or whatever, then go to the base of the shaft and wall jump to the left hole at least. (65)
- To the right of the waterfall there is a giant stalk thing with platforms that go all around it. At the top of it, go to the ledge above and to the right is a red arrow sign that's pointing to the right. To the right is a brown tile on the wall, which when you spray reveals an alcove. WITH A COIN! (1)
- If you continue up the green ledges, you will see an arrow pointing left. To the right of this is an alcove, with a brown tile next to it - spray the tile to create an alcove, with a coin. (1)
- After the first wall maze, spray the tile that is located to the far right of it. This will reveal another maze, with four alcoves (4 coins) along the bottom and 4 alcoves (3 coins) along the top. The bottom ones can be gotten to via side jumps or backflips. The top alcoves are harder to get, however..

jump out of the maze at the top, then hover at the level of the alcoves and manoeuvre yourself into the alcoves. This takes up time, so you \*might\* have to redo the maze activation, but take your time. (7)

- Where the octopus boss was (the highest green ledge), there are two trees. There is a coin above each of these trees. (2)
- Where the octopus boss was, jump down the tunnel there. At the bottom, spray the jars that are within the walls to get a coin (and if you haven't got them already, a few blue coins too). Also get the six coins around a green mushroom. When you are done, you can exit via the gap in the wall opposite the main jar wall. You will arrive by the waterfall. (7)
- APPROX TOTAL COINS - 100

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

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- There are columns all around the edge of this area - some have either 6 or 7 coins on. There are a total of 6 columns here, be sure to get them. (38)
- At the far end of the level near the bottom is an open area surrounded by large alcoves. There is a large group of these alcoves, with a row of coins within them (either a row of 3 or 6 coins). Be sure to collect these. (36)
- The fish, of which is made of normal and red coins, is located swimming around where the alcoves described above are. Just swim into them to collect them. Sometimes the fish will sort of explode, where the coins will be spread out massively. When this happens just go after the odd coins nearest until it returns to its original fish shaped form. A nice idea is to go from above diagonally into the fish, meaning that you get a load at a time. The red coins don't add to your total so be sure to use no effort collecting them. (30)
- SHINE LOCATION - Where the open area is surrounded by alcoves, is a short column by the areas edge. It is floating above this column.
- APPROX TOTAL COINS - 104
- APPROX TOTAL COINS (BOTH AREAS) - 204

### METHOD 3

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

- Behind you, from where you start, there is a path of 50 coins in the water. EASY!
- Then underneath the waterfall, 10.
- Optional, very easy crates at the panda's beachhouse: 7.
- Wall-jump into the wall cave at the left end of the bay, 21.
- Now comes the tricky part: Onto the spring, up the cliff. Jump across to the green area beneath with the 1-up mushroom behind a boxing glove on a spring. Halfway, use your hover nozzle to enter another cave. You can also reach this cave with the rocket nozzle, standing on the green area with the 1-up

mushroom. You can also reach this cave by wall-jumping all the way to the top after you've sprayed the grey tile near the bottom of the cliff. Coins in cave: 19.

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

- APPROX TOTAL COINS - 107+

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3.09. Pianta Village  
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Once you get the rocket nozzle in the plaza, collect it (it's behind the Grand Pianta Statue) and use it to get behind the Shine Gate. Once behind it, use it again to get on top of the shine gate, where there will be a red pipe that leads to the Pianta Village.

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Episode 1 - Chain Chomplets Unchained  
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Go onward across the bridge and take the path ahead until you reach the base of the giant central tree that is in the middle of this level. At the base of this tree is a pool. Squirt away all the lava from the surrounding paths, and wait until a chain chomplet arrives. Spray at it until it cools down and turns into it's original black colour, then grab it up its chain tail quickly. Pull it back and aim it at the pool at the base of the tree, and let it go and it will be fired into the pool. Do this with all three of the Chain Chomplets to get the shine, which can be collected from the top of a nearby mushroom.

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Episode 2 - II Piantissimo's Crazy Climb  
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Go over the bridge and approach II Piantissimo here. You will have 30 seconds to get over to the tree at the far left of the level, where the flag is on a platform. To get there quickly, waterslide across the paths until you reach the base of the tree (spray water ahead and dive into it, then hold the analog stick forward). Climb up the tree and go right onto the platform and touch the flag pole to finish. You will be rewarded a shine for winning when the other guy arrives.

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Episode 3 - The Gloopy Inferno  
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You will get your FLUDD pack taken away from you from the get go, and the aim of this level is to get to the stranded mayor on the golden mushroom in the middle of the level. Go over the bridge, and go right and round the outside of the level to the back, where there is a pit and a Pianta standing next to it. Fall down the pit and ground pound the door to go under the village, which you have to get around via the mesh. Follow the mesh path ahead, avoiding the enemies as you go until you reach a hanging panel. Climb down onto it, and press the B button to hit it and move it across to the next mesh section. At the other side when it stops, jump off with the A button and WAIT until it has fallen down before continuing (otherwise you run the risk of climbing back onto the panel and then falling to your doom).

Carry on down the mesh path and drop down onto the spring at the end. Jump onto

the mushroom and go across the rope. Go left here to get a 1-Up Green Mushroom at the end, and then back again and go right onto the red mushrooms. Go across the rope and onto the red mushroom with a small green one on top of it. Use this to bounce onto the mesh wall. Go through the door and then up onto the top here to get another 1-Up Green Mushroom, then back down and through the door again. Go up and hang off the ceiling and go across to another hanging panel and take it across to the other side. Wait until it drops, and go onward to the gate in the ceiling. Press the A button here to go through and back up to the top side of the level. Wall jump out of this pit, and go across the bare islands in the lava to the wooden structure. Climb up here and collect the FLUDD pack.

Before going to the mayor, there are three blue coins you can collect only in this episode with the FLUDD pack, so you might as well as get them now. There is signature on the floor where the FLUDD pack was - that's one blue coin. Now drop down and clean up the lava at the front of the level (opposite the starting bridge) where a giant signature is hidden. Spray this for the second coin. To get the last one, go over to the far right over the level where a Pianta is running around on fire. Douse those flames and talk to him to get the third coin. Now head back up the wooden structure, and spin jump then hover onto the top of the golden mushroom. Clean the mayor off then talk to him to receive your shine.

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Episode 4 - Chain Chomp's Bath  
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Head across the bridge and go right to the giant Chain Chomp. Press the B button at the base of the chain tail, where the nail is, to release him. Grab one of the water barrels next to here, and then head over to the far left corner of the level, where the hot spring is. Leave the barrel on the T-Junction that is to the right of the pool, and wait on the rounded fruit tree opposite the hot spring (if you don't then the Chain Chomp won't come near). When it collides into the barrel he will instantly cool down, when you then go over to it and grab its chain tail. Pull it to the hot spring (go round behind it) and it will fall into it. The shine will then appear on top of the Chain Chomp.

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Episode 5 - Secret of the Village Underside  
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Go over the bridge and look at the thought bubble coming from the Yoshi Egg. Remember the fruit and go to the far left corner of the level, to the rounded fruit tree opposite the hot spring. Collect the fruit that Yoshi needs and take it back to the egg to hatch him. Ride him back over the bridge and float over the mushroom below to the side, where there is a trail of coins above it. Now hover across the rest of the mushrooms until you reach the mushroom with the 1-Up Green Mushroom on. Here, spit slime onto the yellow slime on the platform next to here to dissolve it. Jump over to this platform and enter the hole to start the Special Stage.

This stage revolves around the concept of throwing Pianta's to get around. To get thrown, talk to the Pianta. Make sure that you are in line with the place that you wish to go to, as the Pianta will throw you directly behind where you are talking to him, so make sure that you are dead on before talking. Go ahead to the open area. To get the 1-Up Green Mushroom, stand so that you are facing the 1-Up Green Mushroom, and are in line with the two arrow signposts and the Pianta. Talk to the Pianta and you will thrown into the mushroom. Talk to Pianta on the edge to get onto the platform opposite. Talk to the small

Pianta when it's at the edge to go over to the small rectangular platform on the opposite side.

Talk to the Pianta here when it's at the edge, face on, and he will throw you up onto the platform above. Talk to the Pianta here to get over to the opposite platform again - however if some of those enemies get in the way, jump on the nearest ones and get at the correct angle and talk. For the last Pianta, stand on the rectangular box and wait for him to walk to the left side (the side closest to the area where the shine is) and talk to him when he is halfway across (he doesn't stop) and you will be thrown over. Collect the shine.

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Episode 6 - Pianta's in Need  
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Here you have to find, rescue and clean 10 villagers trapped in the slime within 3 minutes. Go right after crossing the bridge and spray the three puddles here (two on the T-Junction and the other to the left of the mushroom) to uncover 4 Pianta's. Go right to the right section where there is a puddle as the base of the mushroom with another Pianta. Waterslide down the far right path and get to the puddle at the back, which is to the right of the hot spring for the next Pianta. Go past the hot spring and round the corner where there is a puddle on the path. Go left here and under the bridge overhead where another puddle is. Follow the path here (as if you were heading back to the giant bridge at the start) and there will be a puddle on the way. The final puddle is in front of the pool at the base of the central giant tree.

Once you have rescued and cleaned off all 10 Pianta's, the timer will stop. Now go back and talk to all the Pianta's that you have just rescued to get EIGHT blue coins! If you repeat this episode again after then they will give you eight 1-Up Green Mushrooms instead. Pretty sweet. To get the shine, go back to the very start of the level and talk to the mayor.

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Episode 7 - Shadow Mario Runs Wild  
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As always, follow Shadow Mario around and spray him as his goes. The only thing that you should watch out for is that he leaves a trail of lava slime as he goes about. Talk to him once he is defeated for a shine.

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Episode 8 - Fluff Festival Coin Hunt  
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Firstly, go left and drop down onto the giant mushrooms below, and head across them to the mushroom next to the yellow slime platform. Here, jump and hover over to the mesh wall on the right and climb on top of it. Go to the end and hover over to the platform opposite and collect the first red coin (1). Now drop down onto the giant mushrooms below and head back to the start of the level (use the green mushroom to bounce back up). Go over the bridge, and as soon as you get off the bridge do a tall jump and hover onto the large tree leaf that hangs here, and collect the coin (2). Drop back down to the village and go over to the large grassy area on the left side of the village, where the third red coin is in the middle (3). Go over to the hot spring in the far left corner of the level and get the coin in the bowl (4), and then go under the giant tree next to here and grab the coin from next to the bee hive (5). Now go opposite the hot spring to the rounded fruit tree, where a coin is hidden underneath it (6).

Now head over to the right side of the level, where the group of crates are. Ground pound them until you get the next coin (7). Now head back over to the rounded fruit tree and jump over to the mushroom opposite. From here, jump and hover over to the platform on the side of the central giant tree. Keep going round and up with tall jumps and hovers until you reach the rocket nozzle box. Collect it, then head over to the giant tree in the far left corner (next to the hot spring). Climb to the top and head across the leaf that heads toward the giant central tree. Here, jump and rocket over to the closest leaf of the giant central tree and head over to the center, where there is a wooden structure. Hover onto the top of this and collect the final coin (8).

The shine will now appear on the cloud far away in the distance! Go onto the leaf that is pointing in that direction and wait until a piece of fluff appears here, hovering over the tip of the leaf. If you watch it when the wind blows, it you go over to the cloud. Get onto one and when the wind blows you will be flown over to that cloud, where you can jump over and collect the shine!

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Secret Shine 1  
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Complete Episode 5 - Secret of the Village Underside and re-enter it's special stage. Ground pound the red button to start the challenge, where you have 1:30 minutes to complete it. It is very hard this one, as you have to be at the right positions for throwing before talking to the Pianta's, and you are against the clock to boot. Stand next to the Pianta in the open area (so that you are in line with him and the two sign posts, and facing in the coins direction) and talk to him to get thrown into the coin and the 1-Up Green Mushroom. However you may find it quicker to bounce on the Pianta three times to get this first coin (1). Get thrown up the pink Pianta on the edge and collect the coin on the box (2). Get thrown over by one of the Pianta's here to the rectangular platform ahead, then thrown up to the platform above.

Jump onto one of the sides and hover over into the two coins on each side (3,4) and then hover over the rope suspended in midair behind here. Bounce high up off this rope to get the coin above (5) then go over the platform that the rope is connected to and high jump to get the coin above here (6). Hover over back to the enemy infested area and get the Pianta to throw you back over, where the last two coins are. These can both be reached by high jumps (7,8). The shine will then appear on the long block here. Phew! Although the way I have wrote it makes it sound not too hard, it really is very difficult and it took me loads of attempts to get this secret shine. Good luck!

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Secret Shine 2  
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Go to Episode 8 - Fluff Festival Coin Hunt and get onto the top of the giant central tree (get the rocket pack from the ledge below and rocket from the leaf of the giant tree in the far left corner of the level). Rocket up to the tall wooden structure in the middle, and go into first person view and spray the sun to reveal an image. Once it is fully sprayed then the shine appears for the taking.

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100 Coin Shine  
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Here I cover the first episode - Episode 1, Chain Chomplets Unchained. This is VERY hard to get the coins on, and you have to cover all the points in this

list... good luck.

- When you begin, waltz over the wooden bridge and make your way over to the base of the big tree on the left (where there is a large patch of grass). Go west from here to see two crates (two coins), then over the path west for three crates (two coins), west again for another two crates (two coins) and lastly, west again, another two crates, another two coins. (8)
- In the center of the level is a HUGE tree (you cannot miss it - lol). At the base of this tree there are loads of crates by the pond. Smash all eleven. (11)
- On the far right hand side of the level is a LARGE AMOUNT of crates, ready to be butt stomped. (20)
- Around the level are tall mushrooms that are on fire. Put these out with the FLUDD pack, then butt stomp it in the center to release a bunch of coins to collect. They all have eight coins to be collected after you ground pound them...

South of the sauna, on a higher ledge.

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

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

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

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

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

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

- At the hot spring (at the base of the big tree in the top left), is a giant Pianta head and arms made of stone. Butt slam it's nose to get nine lovely coins and a blue coin. (9)
- Butt slam the DIRECT middle of the sauna bowl to get thirteen coins! (13)
- SHINE LOCATION - Over the sauna bowl, of which is near the tree in the far corner from where you begin. APPROX TOTAL COINS - 110

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3.10. Corona Mountain  
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Once you have completed all the Episode 7's (the ones where you chase Shadow Mario around) in all seven areas, then you return to Delfino Plaza and the whole place is flooded! Swim over to the left side of the Shine Gate and use the umbrella tops to bounce up and then hover over to the green ledges behind the Shine Gate. Make your way up then follow Shadow Mario into the cave, which will take you to Corona Mountain.

Change to the hover nozzle and go across the platforms ahead when the spikes are withdrawn. Now hover over to the burning platform ahead and douse the flames by hovering over the platform. However watch out, as after a while the flames return again, so never spend too long standing on these types of platform. Go onward past another spike platform and collect the 1-Up Green Mushroom from the platform after it. Hover over the gap here when it's safe and collect the blue coin from the rock here. Progress past the final set of fire and spike platforms to reach a large rock area.

Refill your FLUDD tank via the fountain on the left, and ground pound the crate on the right for a 1-Up Green Mushroom. Now this next section of this level is quite tricky. You have to command the boat to the island of rock on the far side. Jump onto the board and face backward and spray with the squirt nozzle to go onward. Move left and right accordingly to go in the opposite direction. The boat will sink even with the slightest of touches, so keep it as far away from pillars and rocks as much as possible. Use the fountains halfway across if you are in need of a refill. At the end at the island of rock are blue coins that surround it; I recommend that you get these later and just get onto the island.

Pop open the rocket nozzle box and equip the rocket nozzle, and then stand under the shadow of the cloud in the middle of the island and rocket straight upward (you can go through the bottom's of clouds). Put the camera back to an over head view to get a better picture of the action, and make your way up the rest of the clouds. They move in patterns toward the top. If you are low on water, then fall down to the bottom and get the rocket nozzle again to completely fill your tank. At the very top go onto the dark cloud to reach the final boss.

After the cutscene, the boss battle will begin. There are five sections tagged onto the main area here, each with a symbol on. If you rocket up here and ground pound at the highest point, then it will smash on impact, and the section will collapse, so quickly head back onto the main area and continue before you are taken down with it. If you are a little late then you may be able to get back up with a last minute rocket blast. Bowser Jr. will fire Bullet Bills at you as you go. Ignore them. To avoid them, as you approach the section where you ground pound he will fire them and they will be close behind. Build up the rocket nozzle before getting there so that you launch up as soon as you arrive to miss the onslaught of Bullet Bills.

The other danger in this boss fight is Bowser. He will try and scorch you with his flame breath before you reach each section. Either stop and wait for them to stop, spray his mouth or what I do, is just walk straight through them. As long as you have got enough health you will be fine - if you don't get hurt by anything else in the battle then you may as well as do this. Once you have ground pounded all five sections round the main tub area, then the whole place will collapse and the battle will be over. Enjoy the ending! At the end you can save your game (you get a Shine for completing it). Now fully complete the game get the rest of the shines! :D

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4. BLUE COINS  
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This is a list of all the Blue Coins in the game from each area. There are 30 coins in each area (apart from Delfino Plaza and Corona Mountain, with 20 and 10 coins respectively), meaning there is a total of 240 blue coins to collect in the game. With these coins you can trade them in for shines (10



coins per shine). To trade them, go to the building in the South West of Delfino Plaza (the small building that the Ricco Harbour entrance is at) and talk to the racoon at the counter. Happy hunting!

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4.01. Delfino Plaza  
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- 1 [ ]  
Once you have completed the game, go to the Delfino Airstrip by paying the boat guy next to the left bell tower 10 coins. Once there, go onward and collect the turbo nozzle on the left and break through the doors of the building on the opposite side. Inside, spray the ice cube to reveal a blue coin.
  
- 2-3 [ ] [ ]  
There are crosses on the walls of the Grand Pianta Statue and the left bell tower wall. Spray and water slide to each one for a coin at each end.
  
- 4 [ ]  
Douse the flames of the burning Pianta that is to the West of the plaza (he is either on the beach or outside the courthouse area).
  
- 5 [ ]  
Go to the bell tower to the right of the Grand Pianta Statue. Jump into the sea and swim to the back and hover up into the window. The blue coin is inside.
  
- 6-8 [ ] [ ] [ ]  
Three blue coins are in the sewers. However, they are all in different areas to each other - one in the West (under the sea); one behind the shine gate where the green ledges are; and one in the center of the plaza, in front of the shine gate. Enter all the man holes and make your way to these areas and you should find them.
  
- 9 [ ]  
Clean off the Shadow Mario signature behind the crate that's resting on the shine gate.
  
- 10 [ ]  
Clean off the Shadow Mario signature behind the crate that's on top of the building on the West side of the plaza.
  
- 11 [ ]  
Clean off the Shadow Mario signature on the tower resting on a building next to the cannon to the North West.
  
- 12 [ ]  
Spray the blue bird that hangs around the rooftops to the west of the plaza.
  
- 13 [ ]  
Spray the blue bird that hangs around the rooftops near the Grand Pianta Statue.
  
- 14 [ ]  
Collect the turbo nozzle by the Grand Pianta Statue and use it to get to the green stacks out to sea in the North East. Smash through the door in the base of the widest stack to get a blue coin.
  
- 15 [ ]

Hatch Yoshi and ride him to the rooftop of the courthouse in the North East corner. Spit at the moving yellow slime here to get the blue coin.

16 [ ]

Hatch Yoshi and use him to spit at the moving yellow slime on the tower on top of the building next to the cannon in the North West. To get the coin, then either use a rocket nozzle up or use the ledge that goes round the sides to collect it.

17 [ ]

The fruit collector to the left of the shine gate wants three durians (spiky brown fruit). They are located opposite the Blue Coin hut on the west side of the plaza, and you have to kick them to the collector. When it comes to the river on the way, then run up to the durian and jump as soon as you touch it to kick it far ahead, enough to clear it. Once you get all three over to the collector, then talk to her and you will be rewarded with a blue coin. Remember to talk to the collector first before you start taking the fruit however!

18 [ ]

The fruit collector opposite the shine gate (by the flooded pathment) wants three bananas. These are located on the eastern market stalls. Once you have delivered all three, talk to the collector to get a blue coin. Remember to talk to the collector first before you start taking the fruit however!

19 [ ]

The fruit collector to the right of the shine gate wants three pineapples. There are located on the eastern market stalls. To get them into the basket, you will have to either throw them up or bounce off Mario off the collector three times and land on the rim of the basket, so you can drop it in. Once you have taken all three to the collector, talk to her to get the blue coin. Remember to talk to the collector first before you start taking the fruit however!

20 [ ]

The fruit collector on the island to the west of the plaza wants three coconuts. Thankfully they grow on the tree next to here, so spray them off and dunk them into the basket. Once you have given over three then talk to the collector for a blue coin. Remember to talk to the collector first before you start taking the fruit however!

=====  
4.02. Bianco Hills  
=====

1 [ ]

Go to the end of the river on the left side of the dividing wall - its on the bed.

2 [ ]

Clean off the Shadow Mario signature on the behind of the building that is on the left side of the dividing wall.

3 [ ]

Clean off the Shadow Mario signature that is on the dividing wall (its left side; near to where the huge cog is).

4 [ ]

Clean off the Shadow Mario signature that is on top of the dividing wall.

- 5-6 [ ] [ ]  
There are two crosses on either side of the dividing wall (one in the left enclosed section, the other is on the opposite side). Start with the one on the right side - clean it off, then go left and onto the top of the wall here, through the small arch and drop down into the enclosed area on the right to where the other cross is (and the coin). Now clean this one and wall jump out and over to the other side to collect the other coin.
- 7 [ ]  
Spray the turbine of the tall platform that is next to the dividing wall (right side) that is in the river.
- 8 [ ]  
Where the two giant wind sail's objects are (on the left side of the dividing wall) a coin is to the side of them.
- 9 [ ]  
In the left area in the far end is a building with two towers on top of it. A coin is housed in the right tower.
- 10 [ ]  
A coin is on the bed of the right side of the lake.
- 11 [ ]  
There is a tall green stack to the right of the path that goes up the giant windmill - spray the top of it to reveal a coin.
- 12 [ ]  
Clean off the Shadow Mario signature that is at the end of the path that surrounds the windmill.
- 13 [ ]  
Episode 3 onward - Go to the base of the windmill and clean the dirty Pianta there. Talk to him after for a coin.
- 14 [ ]  
Episode 3 onward - On top of the windmill is a Pikey (where Petey Piranha was in Episode 2). Get up there, and kill him by luring him to attack, then as it lays there jump on him. He leaves a blue coin behind.
- 15 [ ]  
A blue coin is on the last of the wall platforms over the lake. You can get to here by either going across the rope system that is above the lake, or by hovering over from the windmill.
- 16 [ ]  
The building on the left side of the dividing wall next to the river has a balcony. Get onto it and spray the left alcove to get the coin here.
- 17 [ ]  
Episode 4 onward - in the West cliff (left side of level) is a cliff with a blue coin. To get up here, either use a rocket nozzle or hover over from one of the nearby buildings.
- 18 [ ]  
Defeat the pikey on the brick ledges that are on the right side of the dividing wall (south west corner, opposite the river mouth). Lure it to attack then jump on him to get the coin.
- 19 [ ]

Episode 4 onward - under the mesh bridge at the lake. Use the rope underneath to bounce up, then swing over to it.

20 [ ]

Episode 5 - On the tower that is on the dividing wall is a dirty Pianta. Use a spin jump to get up, then clean him off and then talk to him to get the coin.

21 [ ]

Episode 6 - Get the rocket nozzle (on the building by the river), then go to the left area and head to the far end where the green ledges are. There are tall propeller platforms here; use a rocket nozzle to boost up by the left one, where the coin is located underneath it's top side.

22 [ ]

Episode 6 - Head over to the green ledges at the back of the left area of the level (where Petey Piranha was the second time you saw him) and rocket nozzle on to the top of the platforms in a cross formation. The coin is on top.

23 [ ]

Episode 6 - Head over to the green ledges at the back of the left area of the level (where Petey Piranha was the second time you saw him). Get up there and use the clouds beyond the fencing to get to the green stack (spraying these clouds increases their size if that helps). Spray the green stack (hover over it) to get the coin.

24 [ ]

Episode 6 - On the right side of the area, next to the lake is a formation of trees. Spray the top of the tree nearest the lake for a coin.

25 [ ]

Episode 6 - On the left side of the lake (left of the bridge) is a single coin by the water. This is the start of a trail that goes down onto the lake bed, so follow it and the blue coin is waiting for you at its end.

26-27 [ ] [ ]

Episode 8 - There are two O's on the left side of the level - one is on the two tower building, the other is on the house by the river. Water slide between the two.

28 [ ]

Episode 8 - There is a blue bird in the left area. Head up to the highest propeller platform (take the rope from the two towered building) and spray it to get the coin.

29 [ ]

Episode 8 - Get Yoshi (egg at the start and fruit is around the trees on the right side of the wall). Go to the left side of the village and search around there for a blue butterfly. Eating it will result in a coin.

30 [ ]

Episode 8 - Get Yoshi (egg at the start and fruit is around the trees on the right side of the wall). Go to the trees and spit at the bee hive that is closest to the lake. Now eat all the bee's (run away from swarm and turn around quickly, eat one then run off again is a good method) to get the coin.

=====  
4.03. Ricco Harbour  
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- 1 [ ]  
Clean off the Shadow Mario signature on the side of the garages to the left of where you start.
- 2 [ ]  
Clean off the Shadow Mario signature on the cliff above the garages to the left of where you start.
- 3 [ ]  
Clean off the Shadow Mario signature on the side of the red and black ship (next to the tower).
- 4 [ ]  
Clean off the Shadow Mario signature that is on the floor of the mesh cage of the black and red ship (ahead from where you start). It is hidden; to find it you have to clean away the oil from the floor.
- 5 [ ]  
Clean off the Shadow Mario signature under the oil at the base of the tower.
- 6 [ ]  
Fully raise the yellow submarine by spraying the fan while on the platform.
- 7 [ ]  
Ground pound the crate that is at the base of the tower (next to the red and black ship).
- 8 [ ]  
Go to the base of the tower and spray the slanted wall (next to the construction items, sorta level with the Pianta) where a blue shine sprite image appears. Keep spraying for a blue coin.
- 9 [ ]  
Go to the red and black ship and head onto the top of the funnel. Hover over to the moving crane from here, where a coin is at the other end.
- 10 [ ]  
Go to the red and black ship and head onto the top of the funnel. Above is a girder with a blue coin on the end. Jump and hover over to it and collect.
- 11 [ ]  
Under the red platform that has an arrow on top. You will have to dive under water to collect it.
- 12 [ ]  
There is a coin above the fountain in the upper left area.
- 13 [ ]  
Clean off the Shadow Mario signature in the upper left area; on the building opposite the crane base.
- 14 [ ]  
Clean off the Shadow Mario signature in the upper left area; above the rooftops, it is on the cliff face. You can get there from the blue girder that leads off the blue girder system.
- 15-16 [ ] [ ]  
There are X marks on the building in the upper left area, and one on the tower in the lower left area. First, unblock both manholes near to these two X marks. Spray the upper X and water slide to the X at the tower. Now spray

the tower X and take the sewer via the man holes (water slide through the sewer, exit at the end manhole and collect your coin).

17-18 [ ]

Episode 2 - Ride the Blooper. There is a coin by the oil surrounded cave (you will have to jump for it) and the other is next to the yellow barrier at the edge of the area.

19-20 [ ] [ ]

Episode 3 - On the black and red ship opposite to where you begin are yellow spiders, two of which yield yellow coins. Ground pound the one that is on the ceiling of the mesh cage, and for the other, punch the one off the front of the mesh (get to the opposite side and press the B button) for both coins.

21 [ ]

Episode 3 - At the end of the highest girder above the red and black ship.

22 [ ]

Episode 3 - Grab the rocket nozzle (red platform just before you go onto the blue girder system OR before you reach the trampolines of the blue girder system OR under the far helipad) and head to the tall vertical girder to the right of the level. Rocket boost up along the side of this and collect the blue coin in the trail.

23 [ ]

Use the rocket nozzle to get up onto the platform at the side of the tower, where a blue coin is located.

24 [ ]

Use the rocket nozzle on top of the tower, where there is a blue coin high above it.

25 [ ]

Use the rocket nozzle to onto the platforms in the far right end corner (next to the helipad) where one of these platforms has a Shadow Mario signature on it. Clean it for a coin.

26 [ ]

Clean off the Shadow Mario signature on the cliff at the far end of the level (on the ledge). Use a rocket nozzle to get here, or visit in Episode 8.

27 [ ]

Episode 4 - Enter the yellow cage (where the shine was housed in Episode 3) and kill the octopus for a coin.

28 [ ]

Episode 8 - Go to the market in the far left upper area and spray the fish bucket in the middle for a coin.

29 [ ]

Episode 8 - Hatch Yoshi and eat all the blue butterflies around the market.

30 [ ]

Episode 8 - Hatch Yoshi and go to the area left of the red and black ship (the base of the tower). Use Yoshi to eat the yellow spider off the wall for a coin.

=====  
4.04. Gelato Beach  
=====

- 1 [ ]  
From where you begin, head behind you to the island with the big trees. Climb the big tree with the swing on to get a coin at the top of it.
- 2 [ ]  
Use the swing hanging from this tree to swing into the blue coin. To swing, get onto it and use the normal nozzle to push it.
- 3 [ ]  
From this island, you can see a coin on the sea bed. Direction - look at Ricco Harbour, then to the right.
- 4 [ ]  
Swim out from the island with the swing tree and head in the direction of Pinna Park. There is a coin on the bed when you are in line with the spit.
- 5 [ ]  
Among the school of blue fish swimming around in the sea. Just keep exploring and you will find them.
- 6 [ ]  
Among the school of red fish swimming around in the sea. Just keep exploring and you will find them.
- 7 [ ]  
Episode 1 - Head onto the beach and locate the lone red cataquack. Spray it then jump onto its belly for a coin.
- 8-9 [ ] [ ]  
There are triangle symbols on the cliffs at opposite ends of the beach. To get their coins easily, water slide between the two.
- 10 [ ]  
Go to the beach hut on the right side of the beach and bounce off the seats on to the mesh ceiling. The blue coin is in the center.
- 11 [ ]  
Go underneath the hut out to sea that is to the left of the beach, and swim under into the enclosed area. A blue coin is here among the yellow ones.
- 12 [ ]  
Spray the hidden shine image on the beach (by the beach hut; by the rack of surfboards) for a coin.
- 13 [ ]  
Spray the hidden shine image on the beach (by the brown boat near the spit in the center of the beach) for a coin.
- 14 [ ]  
Spray the hidden shine image on the beach (left side; by the wooden path that goes out to the sea hut) for a coin.
- 15 [ ]  
Clean off the Shadow Mario signature on the ledge at the cliff on the right side of the beach. Get onto the ledge behind the beach and hover over to this ledge, then clean the signature for a coin.
- 16-17 [ ] [ ]  
There are two blue birds at the top area (that is surrounded by ropes). Spray

them until they change into blue coins.

18 [ ]

Head onto the rope system at the top of the level. From here, look left and you can see it on the end of a rope nearby. Take the rope you are on along the cliffs then take it back across the hills on the long rope to the end where the coin is.

19 [ ]

Go to the top area and follow the path that goes across the hills. Head to the end (jump over the gaps as you go) and drop down, where a coin will be behind the stack.

20 [ ]

Go onto the rope system at the top of the level and take it to the very far end that is high up (near to where the sea hut is) where there is a coin trail above it (and a blue coin at the top). Bounce up to collect it.

21 [ ]

Episode 2 onwards - Spray the hidden shine image on the spit that leads off the beach (where the castle was located in Episode 1).

22 [ ]

Episode 2 onwards - Collect the rocket nozzle (there are boxes located at the far right side of the beach, and on the ledge in the right cliff) and go top of the wooden structure next to the tower. Rocket up the coin trail above here to get the blue coin at the top.

23-26 [ ] [ ] [ ] [ ]

Episode 4 - Enter the sand bird special stage, and you will notice that clouds pass you by as you ride this bird. There are four coins to be had here, and the clouds are located -

- On the left wing as you start
- In the middle soon after that
- In the middle just before the rotation
- On the right wing after the rotation

27 [ ]

Episode 6 - There a blue cataquack sleeping in the tree next to the wooden structure (next to the tower). Squirt him out of the tree, drop down and squirt him on the ground and then to jump on his belly to get the coin.

28 [ ]

Episode 6 - Collect a fruit from the beach hut on the right side of the beach and take it over to the sea hut on the left side of the beach. Drop the fruit into the blender on the roof for a coin.

29 [ ]

Episode 6 - Hatch Yoshi (the egg is on the beach and the fruit is around the trees or in the beach hut) and spit at the moving yellow sline on the beach (next to the beach hut) then at the dune bud for the blue coin.

30 [ ]

Episode 6 - Hatch Yoshi (the egg is on the beach and the fruit is around the trees or in the beach hut) and spit at the bee hive hanging from under the wooden structure next to the tower and then eat all the bees for a coin. (a good strategy is to run away from swarm and turn around quickly, eat one, then run off again).

=====



4.05. Pinna Park

- =====
- 1 [ ]  
Spray the hidden shine image on the beach (right side; between the basket and the tree, in front of the sunflowers) for a coin.
- 2 [ ]  
Spray the hidden shine image on the beach (right side; between the cannon and the tree, in front of the sunflowers) for a coin.
- 3-4 [ ] [ ]  
Hatch Yoshi on the beach (once he is unlocked of course; the egg will be next to the tree on the right side of the beach. You will get the fruit by spraying random locations on the beach, however the fruit only appears once!) and use him to eat the two blue butterflies.
- 5-10 [ ] [ ] [ ] [ ] [ ] [ ]  
Episode 2 - There are baskets on the beach, six containing blue coins. To smash them open, you will have to lore a bullet bill in by standing nearby to them so that they hit the basket, leaving the coin for the taking. They are located -  
- Two are on the far left side  
- One in the middle, next to the wall / cliff  
- One next to the sunflowers  
- One in the middle of the beach  
- One by the outside entrance to the park
- 11 [ ]  
Enter the park, and go to the merry go round near to where the entrance is. Spray the green clam to make it open up, where there is a blue coin inside.
- 12 [ ]  
Clean off the Shadow Mario signature on the orange archway on the right side of the park.
- 13 [ ]  
Clean off the Shadow Mario signature at the back end of the park - on the wall next to the tree (by the sea).
- 14 [ ]  
Clean off the Shadow Mario signature on the side wall of the area behind the ferris wheel.
- 15-16 [ ] [ ]  
There are two X's in the park - on the strange tree on the right side of the level, and the other on the white wall between the two pools. Waterside between the two to get them in time.
- 17-18 [ ] [ ]  
There are two triangle symbols - one on the ledge by the pirate ride and the other at the ferris wheel wall. You will need to QUICKLY run between the two to get their coins.
- 19 [ ]  
Round the back end of the park next to the pool is a pit with a stack of enemies piled on top of each other. Spray them off from top to bottom and then jump on the bottom large enemy to get the blue coin here.
- 20 [ ]

There is a blue bird by the park entrance. Spray it until it changes into a coin.

21 [ ]

Under the staircase that leads up to the pirate ship attraction is a blue coin. You will have to enter the pool, swim under the support then jump and hover up to collect it.

22 [ ]

In the mesh box next to the pirate ship ride; get onto the mesh path under and get through into the box via the door underneath.

23 [ ]

On the end of the top structure of the pirate ship ride. Get onto the mesh structures nearby and then make your way over the green bars where the blue coin is located in the corner.

24 [ ]

There is a blue bird around where the rollercoaster entrance is (behind the pirate ship ride). Spray this bird until it changes into a blue coin.

25 [ ]

Go to where the rollercoaster entrance is, then hover round behind this stack to the ledge round the back. A coin is here.

26 [ ]

High up above the first pirate ship (on the ride). The best way to get this one is to get onto the high mesh walkway next to here (where the Episode 3 shine is) and drop down a little then hover over into the coin.

27 [ ]

Above the mesh box (next to the pirate ship ride) is a wooden platform with a coin on. Wait on the mesh box until the pirate ships do a full rotation. When they do, jump onto the boat's bottom and then quickly do a high jump and hover over onto the wooden platform.

28-29 [ ] [ ]

Get onto the top area of the ferris wheel (jump onto one of the ferris wheel carriages and ride up to the top). There are O symbols at either side here, where you have to run quickly between the two to reach them.

30 [ ]

Episode 6 - Hatch Yoshi and go to the side beach area and gobble up the blue butterfly around there for this blue coin.

=====  
4.06. Sirena Beach  
=====

1 [ ]

Outside the hotel, spray the upright stone slab at the front area (by the sunbeads).

2 [ ]

Outside the hotel, there is a blue coin on the sea bed out on the far right. Swim out and follow the cliff and you will come across it.

3 [ ]

Outside the hotel, there is a coin in the inside the roof of the right hut in front of the hotel.

- 4 [ ]  
Outside the hotel, spray the flower bed in the far right corner for a coin.
- 5 [ ]  
Outside the hotel and in front of it there are torches, and on the left side, spray the torch second from left for a coin.
- 6 [ ]  
Outside the hotel, there is a blue coin round the back on the ledge halfway up. Use a spin jump to get up there.
- 7 [ ]  
Episode 3 onward - Enter the hotel and go to the 3rd floor. Spray the ceiling light in the middle and then collect the coin that falls from it (which lands on the central pole).
- 8 [ ]  
Episode 3 onward - Spray the lamp in the corner of the 3rd floor for a coin.
- 9 [ ]  
On the 3rd floor, in the left corner room, spray the Dolfic posters and head through. There is a blue coin in the corner.
- 10 [ ]  
In the same room as Coin 9 (above), spray the brown wardrobes here in the corner for another coin.
- 11 [ ]  
Episode 3 - Get Yoshi. Head back up to the crate room (where you got the pineapple from) and eat the Boo that is blocking the doorway, then head through. In this room is a blue coin in the corner.
- 12 [ ]  
Episode 3 - Get Yoshi and eat up to the attic. Eat all of the Boo's here that block the passageways and head to far corner where a blue coin is (take the outside route to get there).
- 13 [ ]  
Episode 3 - After Coin 12 (clearing away all the Boo's in the attic with Yoshi) ground pound through the tile on the left from where you start. IN this room spray the black picture for a coin (there is a hidden shine image there).
- 14 [ ]  
After Coin 14, ground pound the table within this room and collect the blue coin here.
- 15 [ ]  
Episode 4 - Go to the crate room (to get here, go to the attic and ground pound through the corner tile of the room above the crate room, then ground pound through the lighter tile to get into the crate room itself) and once you are in there, then ground pound all of the crates for a coin.
- 16 [ ]  
Episode 4 - Go up to the attic and defeat the Boo up there (jump on him) for a blue coin.
- 17 [ ]  
Episode 4 - Enter the Casino and ground pound the slot machines on the left

for a coin.

18 [ ]

Episode 4 - In the Casino extinguish the right torch at the end of the room for a coin.

19 [ ]

Episode 5 - Enter the Casino and turn around as soon as you enter. Clean off the Shadow Mario Signature on the wall for a coin.

20-23 [ ] [ ] [ ] [ ]

Episode 6 - After cleaning away all the electro slime, clean all the dirty Noki's (there is two in front by the sunbeds, and two to left of the central flame structure) then talk to them for coins. Note that if you only get two coins from the four Noki's here, then you have already got their coins after cleaning them off in Episode 1.

24 [ ]

Episode 7 - Clean off the Shadow Mario signature on the wall to the right of the hotel (this is outside, of course).

25-26 [ ] [ ]

Episode 7 - There are two X's inside the hotel, on the 2nd and 3rd floors. Don't get confused when spraying the one on the 2nd floor, as they both are located in the corridors and not in rooms. Rush between them using the stairs to get them.

27-28 [ ] [ ]

Episode 7 - There are two triangles on the 1st and 2nd floors. Spray the one on the 2nd floor to start with and simply drop down through the center of the room and collect the coin. For the one when spraying the 1st floor triangle, you will have to wall jump then hover off the central pole to get up the above floor quick enough to get the coin.

29 [ ]

Episode 7 - Clean off the Shadow Mario signature on the wall next to the pool room door (3rd floor).

30 [ ]

Episode 7 - Clean off the Shadow Mario signature up in the attic; in the middle by the ceiling light.

=====  
4.07. Noki Bay  
=====

1 [ ]

Episode 1 - Go behind you when you begin and hover over to the boat. There is a coin next to here.

2-3 [ ] [ ]

Go up the right green cliffs up to where the second jug pulley combo is. There at the side, drop down and hang off the edge and shimmy left to the end. Spray here to reveal an alcove with a blue coin. Now carry on going to next side of the cliff (take a stop off at one of the alcoves here otherwise Mario will get tired and fall) then wall jump up the column at the end, where there is a blue coin at the top.

4 [ ]

Head back up to the second jug pulley combo, but instead head up to the ledge

above (the same level as the wheel) and climb along the ledge. Again, squirt at the end to reveal an alcove containing a blue coin.

- 5 [ ]  
Go up the green ledges on the right side of the level. Head up and go across to the stone ledges on the far right and use the blue spring up and then use high jumps up to where the rocket nozzle box is. Use the rocket nozzle up from this ledge to get the blue coin high above it.
- 6 [ ]  
See Coin 5 - There is a coin in the alcove above the Rocket Nozzle box. It is important that you get this one after coin no. 2 as you get fired out back to the area below once you collect it.
- 7 [ ]  
Episode 1 - Go to the boathouse in the corner of the area (next to where the waterfall should be) and dive under water next to here and follow the coin trail down. At the end of this coin trail is a blue coin. Watch out for the fish here though. =\  
[ ]
- 8 [ ]  
Episode 2 - Head left across to the cliff face and reveal the hidden passageways there (like what you have to do normally in this episode) and head straight up (ignore the turning) then hover out and left to get the blue coin in the middle of these passage ways.
- 9 [ ]  
Episode 2 - After the first set of passage ways (see above) and before heading up the second set (to the right) there is a Shadow Mario signature on the right wall (on the same ledge as where the three Octopuses are).
- 10 [ ]  
Episode 2 - Reveal the second passage way set and wall jump up the top part of it. There is a blue coin in the alcove above; back flip out and then hover into it (or over the alcove then drop down and hang onto the edge then climb in to get it).
- 11 [ ]  
Episode 2 - After heading up the first set of passageways in the cliff, head left and down onto the ledge with the arrow signpost on. Drop down onto ledge below and take the passageway here to an alcove to the left. At the end, spray the wall tile to make a long vertical shaft to appear. Note that this is the basis of the next few shines. From here wall jump up to the first alcove on the left, then spray the upper alcove for a coin.
- 12 [ ]  
Episode 2 - Head back to the shaft (see coin 10) and wall jump up to the first alcove on the right, where a blue coin is.
- 13-15 [ ] [ ] [ ]  
Episode 2 - Head back to the shaft (see coin 10) and wall jump up the second alcove on the left, then follow the passage round and go down onto the ledge. Spray the wall on the left for an alcove containing a blue coin. From here, look to the adjacent cliff wall and below for an alcove with 2 brown squares. Fall and hover over to this, then spray the right square for coin; now jump across to the small ledge opposite and spray the top here for another blue coin.
- 16 [ ]  
Episode 2 - Head back to the shaft (see coin 10) and wall jump up to the

second alcove on the right. The blue coin is at the end.

17-18 [ ] [ ]

Episode 2 - Head back to the shaft (see coin 10) and wall jump up to the top. Head up the stone ledges to the wall of brown squares; the bottom left and top right squares have blue coins.

19 [ ]

Episode 2 - Go to the very bottom of the tall vertical shaft (far left of level) and wall jump up the alcove on the left. Follow the passage through to come out to an alcove; head up into the black hole (which shoots you up to the very top) then come forward and drop down the front of the cliff (the same side as the alcove you were just on). You will land onto a ledge; here spray the wall on the left for a blue coin.

20 [ ]

Episode 2 - Go up the right cliffs to where the cannon was in the first episode and drop down the cliff and hover over into the alcove below for a blue coin. You can also melt the ice cube with your FLUDD pack for a 1-Up Green Mushroom.

21-22 [ ] [ ]

Episode 2 - in the shine room, spray the two large jars in the wall to get two blue coins.

23 [ ]

Episode 6 - Go to the far left of the area (take the white platforms across) where a blue coin is located above the water.

24 [ ]

Episode 6 - Go onto the top of the shell - To get there, go left across the while floating platforms to the brown bouncy end one and use it to get onto the platform above. Go onto the rope above to the platform opposite, and take the rope connected to that platform across to the stem on the other side, and onto the rope connected to the stem. Bounce up to the platform above. Get onto the small rope and bounce up and when at the highest point use the hover nozzle to get over to the purple shell, or the rope that it is connected to. Now perform a high jump to get onto the top of the shell, and then hover over into the alcove the opposite cliff face for a blue coin.

25-26 [ ] [ ]

Episode 6 - There are two O's; one by the boathouse, and the other more or less opposite. For this you will need the turbo nozzle to get between the two (I have done it without it, but doing so is HARD). To get it, head up the right cliffs and go to the area next to the waterfall. Here, drop down and hover into the alcove below to find the turbo nozzle box (usually a blue coin and an ice cube resides here, but its a different story for this episode). This will make the two O's very easy indeed.

27-30 [ ] [ ] [ ] [ ]

Episode 8 - Enter the underwater region. There are tall columns in the corners of this area; at their very tops are blue coins (surrounded by yellow ones). There are a total of four to collect.

=====  
4.08. Pianta Village  
=====

1 [ ]

Clean off the Shadow Mario signature on the wall that is behind you when you

start the level.

- 2 [ ]  
There is a blue coin in the edge of the tall grass on the left side of the level.
- 3 [ ]  
Go to the hot spring in the far left corner of the area; ground pound the nose of the Pianta statue here for a load of coins (including a blue one).
- 4 [ ]  
A blue coin is located on top of the tall tree in the far left corner.
- 5 [ ]  
Clean off the Shadow Mario signature on the wall by the small bridge (by the rounded fruit tree in the far left corner of the area).
- 6 [ ]  
Go to the central tree's base, to where the water is. From there spray the hole in the side of the tree (where the water is coming from) to get a coin.
- 7 [ ]  
From the central tree stream is a bridge (located on the right of the level); there is a blue coin hidden underneath it.
- 8 [ ]  
There is blue coin at the end of the stream that comes from the central tree (the end is at the right of the level).
- 9 [ ]  
Clean off the Shadow Mario signature on the wooden building at the front of the level (the sig is facing the starting wooden bridge).
- 10 [ ]  
Climb up the big tree in the bottom left corner and then go across the leaf that goes toward the starting point. The platform there has a blue coin on.
- 11 [ ]  
Clean off the Shadow Mario signature under the level. To get there, where you start go left and drop down onto the mushrooms then follow them across. Go onto the mesh wall on the left, through the door and then climb onto the top. Go onward and at the end hover over to the left area, where a sig is located on the ceiling.
- 12 [ ]  
Head onto the golden mushroom (it's more or less in the centre of the level - in front and left a little of the central tree and is on top of a load of platforms). When you are on top of the golden mushroom, going into first person and spray the moon for a coin.
- 13 [ ]  
Episode 3 - When you get the FLUDD pack back, clean off the Shadow Mario signature that the pack was resting on for a blue coin.
- 14 [ ]  
Episode 3 - When you get the FLUDD pack back, clean up the lava around the start of the level (by the starting wooden bridge) to find a giant Shadow Mario signature on the ground.

15 [ ]  
Episode 3 - When you get the FLUDD pack back, extinguish the flames of the burning Pianta on the right of the level and then talk to him for a blue coin.

16-17 [ ] [ ]  
Episode 5 - There are two triangles in the level, on the side of the wall of the hot spring in the far left corner, and the other at the side of the wall on the far right side. To get to both in time you will need to water slide between the two. You can do it in other episodes, but it's better to do it in Episode 5 because there is nothing to hinder you.

18 [ ]  
Episode 5 - Hatch Yoshi (the egg is located at the start of the level, next to the starting wooden bridge, and the fruit is from the rounded fruit tree). Head to the start of the level and spit at the bee hive hanging from the wooden structure. Now eat all the bee's to get a blue coin.

19 [ ]  
Episode 5 - Hatch Yoshi (see above for details how) then spit at the bee hive underneath the far left giant tree and then eat all the bee's for a blue coin.

20 [ ]  
Episode 5 - Hatch Yoshi (see above for details how) and go to the rounded fruit tree in the far left corner of the level (opposite the hot spring). Jump across to the red mushroom next to the tree, and eat all of the blue butterflies for a blue coin.

21 [ ]  
Episode 6 - After going across the starting wooden bridge, spray the arrow sign post for a blue coin.

22-29 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
Episode 6 - After saving all the villagers, go back and talk to all ten villagers for 8 coins!

30 [ ]  
Episode 8 - Head onto the platforms that surround the central giant tree and head up to the platform with the rocket nozzle pack. Spray at the blue bird that flies around there until it turns into a blue coin.

=====  
4.09. Corona Mountain  
=====

1 [ ]  
Its on one of the platforms on route to the boss. You can't miss it.

2-10 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
At the end, ride the boat out to the island platform (where the clouds hover above). There are nine blue coins that surround this island; use the boat to collect them. Its hard to do (as the boat is a pain to manoeuvre) but it shouldn't take too long to get them all.

=====  
-----  
5. SHINE CHECKLIST  
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This is a checklist that will help you keep track of what shines you have and what ones you need to get. Note that this list is to get all 120 shines; not to simply complete the game (you just need to complete episode 7 for each area to unlock the Corona Mountain). There is also checkboxes with the Blue Coins listing.

#### Delfino Airstrip

-----

- 1. First Shine
- 2. Returning to the airstrip once you complete the game

#### Delfino Plaza

-----

- 3. Shine 1 (as according to walkthrough)
- 4. Shine 2 (as according to walkthrough)
- 5. Shine 3 (as according to walkthrough)
- 6. Shine 4 (as according to walkthrough)
- 7. Shine 5 (as according to walkthrough)
- 8. Shine 6 (as according to walkthrough)
- 9. Shine 7 (as according to walkthrough)
- 10. Shine 8 (as according to walkthrough)
- 11. Shine 9 (as according to walkthrough)
- 12. Shine 10 (as according to walkthrough)
- 13. Shine 11 (as according to walkthrough)
- 14. Shine 12 (as according to walkthrough)
- 15. Shine 13 (as according to walkthrough)
- 16. Shine 14 (as according to walkthrough)
- 17. Shine 15 (as according to walkthrough - complete the game)
- 18. Shine 16 (as according to walkthrough - 100 Coin Shine)
- 19. Shine 17 (as according to walkthrough)

#### Bianco Hills

-----

- 20. Episode 1 - Road to the Big Windmill
- 21. Episode 2 - Down with Petey Piranha
- 22. Episode 3 - The Hillside Cave Secret
- 23. Episode 4 - Red Coins of Windmill Village
- 24. Episode 5 - Petey Piranha Strikes Back
- 25. Episode 6 - The Secret of the Dirty Lake
- 26. Episode 7 - Shadow Mario on the Loose
- 27. Episode 8 - The Red Coins of the Lake
- 28. Secret Shine 1
- 29. Secret Shine 2
- 30. 100 Coin Shine

#### Ricco Harbour

-----

- 31. Episode 1 - Gooper Blooper Breaks Out
- 32. Episode 2 - Blooper Surfing Safari
- 33. Episode 3 - The Caged Shine Sprite
- 34. Episode 4 - The Secret of Ricco Tower
- 35. Episode 5 - Glooper Blooper Returns
- 36. Episode 6 - Red Coins in the Water
- 37. Episode 7 - Shadow Mario Revisited
- 38. Episode 8 - Yoshi's Fruit Adventure

- [ ] 39. Secret Shine 1
- [ ] 40. Secret Shine 2
- [ ] 41. 100 Coin Shine

#### Gelato Beach

- 
- [ ] 42. Episode 1 - Dune Bud Sand Castle Secret
  - [ ] 43. Episode 2 - Mirror Madness! Tilt, Slam, Bam!
  - [ ] 44. Episode 3 - Wiggler Ahoy! Full Steam Ahead!
  - [ ] 45. Episode 4 - The Sand Bird is Born
  - [ ] 46. Episode 5 - II Piantissimo's Sand Sprint
  - [ ] 47. Episode 6 - Red Coins in the Coral Reef
  - [ ] 48. Episode 7 - It's Shadow Mario! After Him!
  - [ ] 49. Episode 8 - The Watermelon Festival
  - [ ] 50. Secret Shine 1
  - [ ] 51. Secret Shine 2
  - [ ] 52. 100 Coin Shine

#### Pinna Park

- 
- [ ] 53. Episode 1 - Mecha-Bowser Appears!
  - [ ] 54. Episode 2 - The Beach Cannon's Secret
  - [ ] 55. Episode 3 - Red Coins of the Pirate Ships
  - [ ] 56. Episode 4 - The Wilted Sunflowers
  - [ ] 57. Episode 5 - The Runaway Ferris Wheel
  - [ ] 58. Episode 6 - The Yoshi-Go-Round's Secret
  - [ ] 59. Episode 7 - Shadow Mario in the Park
  - [ ] 60. Episode 8 - Roller Coaster Balloons
  - [ ] 61. Secret Shine 1
  - [ ] 62. Secret Shine 2
  - [ ] 63. 100 Coin Shine

#### Sirena Beach

- 
- [ ] 64. Episode 1 - The Manta Storm
  - [ ] 65. Episode 2 - The Hotel Lobby's Secret
  - [ ] 66. Episode 3 - Mysterious Hotel Delfino
  - [ ] 67. Episode 4 - The Secret of Casino Delfino
  - [ ] 68. Episode 5 - King Boo Down Below
  - [ ] 69. Episode 6 - Scrubbing Sirena Beach
  - [ ] 70. Episode 7 - Shadow Mario Checks In
  - [ ] 71. Episode 8 - Red Coins in the Hotel
  - [ ] 72. Secret Shine 1
  - [ ] 73. Secret Shine 2
  - [ ] 74. 100 Coin Shine

#### Noki Bay

- 
- [ ] 75. Episode 1 - Uncork the Waterfall
  - [ ] 76. Episode 2 - The Boss of Tricky Ruins
  - [ ] 77. Episode 3 - Red Coins in a Bottle
  - [ ] 78. Episode 4 - Eely-Mouth's Dentist
  - [ ] 79. Episode 5 - II Piantissimo's Surf Swim
  - [ ] 80. Episode 6 - The Shell's Secret
  - [ ] 81. Episode 7 - Hold it, Shadow Mario!
  - [ ] 82. Episode 8 - The Red Coin Fish

- [ ] 83. Secret Shine 1
- [ ] 84. Secret Shine 2
- [ ] 85. 100 Coin Shine

Pianta Village

- [ ] 86. Episode 1 - Chain Chomplets Unchained
- [ ] 87. Episode 2 - II Piantissimo's Crazy Climb
- [ ] 88. Episode 3 - The Gloopy Inferno
- [ ] 89. Episode 4 - Chain Chomp's Bath
- [ ] 90. Episode 5 - Secret of the Village Underside
- [ ] 91. Episode 6 - Pianta's in Need
- [ ] 92. Episode 7 - Shadow Mario Runs Wild
- [ ] 93. Episode 8 - Fluff Festival Coin Hunt
- [ ] 94. Secret Shine 1
- [ ] 95. Secret Shine 2
- [ ] 96. 100 Coin Shine

Blue Coins

- [ ] 97. Shine from Blue Coin trading
- [ ] 98. Shine from Blue Coin trading
- [ ] 99. Shine from Blue Coin trading
- [ ] 100. Shine from Blue Coin trading
- [ ] 101. Shine from Blue Coin trading
- [ ] 102. Shine from Blue Coin trading
- [ ] 103. Shine from Blue Coin trading
- [ ] 104. Shine from Blue Coin trading
- [ ] 105. Shine from Blue Coin trading
- [ ] 106. Shine from Blue Coin trading
- [ ] 107. Shine from Blue Coin trading
- [ ] 108. Shine from Blue Coin trading
- [ ] 109. Shine from Blue Coin trading
- [ ] 110. Shine from Blue Coin trading
- [ ] 111. Shine from Blue Coin trading
- [ ] 112. Shine from Blue Coin trading
- [ ] 113. Shine from Blue Coin trading
- [ ] 114. Shine from Blue Coin trading
- [ ] 115. Shine from Blue Coin trading
- [ ] 116. Shine from Blue Coin trading
- [ ] 117. Shine from Blue Coin trading
- [ ] 118. Shine from Blue Coin trading
- [ ] 119. Shine from Blue Coin trading
- [ ] 120. Shine from Blue Coin trading

For best results, try copying and pasting the list into Word or another text editing program so you can adjust the size, and so you can print it off easier. Oh, and I case you didn't know, the [ ] box is to tick or mark when you have completed the exit.

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6. SECRETS AND UNLOCKABLES

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The Sunglasses man

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This Pianta, found in various locations, can give you a pair of sunglasses or even a Hawaiian shirt according to how many shines you have. If you have 30 shines or more, talk to him and you get a pair of sunglasses (this dims the screen). Once you complete the game (defeat the last boss) then Mario gets to wear a Hawaiian shirt (and looks like a drug dealer).

-----  
Bubba Proof  
-----

You can prevent Bubbas (the red fish that drag you underwater in the most annoying of fashions) by carrying fruit with you when swimming. Instead they just follow you around (and sometimes even pass through you). Thanks to jelly soup for contributing this to the GameFAQs cheats page.

-----  
Accessing Pianta Village from the start  
-----

You get enter Pianta Village from the start by climbing up the shine gate (as the entrance to this area is through a pipe on top of there). When I mean climbing, I mean wall jumping up in the middle, then at the section before the top you perform a tall jump out then hover back round and climb onto the top of the shine gate. There isn't any real point in doing this, but it may interest you.

-----  
Skip Episode 1 of Bianco Hills  
-----

Well not skipping it, but you can miss the shine and go onto Episode 2. Go and do Episode 1, and when the shine appears, ignore it and head up the path to the windmill. Carry on as you would do in Episode 2 - head onto the top of the windmill, face Petey etc and get the shine. Now you have just done Episode 2 and are going onto Episode 3, without doing Episode 1! Nice!

-----  
Strange goings on at the plaza bell tower  
-----

Here are two strange events that I have discovered whilst messing around at the bell tower in Delfino Plaza (the one to the right of the Grand Pianta Statue). These are just strange occurrences and I doubt they have anything to do with gameplay or any secrets.

Use the rocket nozzle to get next to the bell of the bell tower, and you can hear strange cracking noises.

The other one is to stand on the building that is next to the bell tower (it has the banana on) and have the rocket nozzle. Now position yourself so that you can see into the inside of the tower - stand so that Mario has his back turned to the tower and that you are in the middle between the banana and the tower. Now press L to change the camera view to behind Mario and that should do it. Once you have it, use the rocket pack to boost up, and you will see a rocket nozzle pack inside the tower. Strange, huh?

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## 7. FAQ'S

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=====  
-----  
Q. Why is Delfino Plaza all dark?

A. At the start of the game when you have little or no shine sprites the area is dark. However the more shines you get the lighter the place gets. When you get around the halfway mark or when you complete the game then the area is fully lit up.

=====  
Q. Where is the Yoshi egg in Gelato Beach?

A. The egg is located only in Episode 6 - Red Coins in the Coral Reef, on the spit. Fruit can be found in the beach hut on the right side of the beach.

=====  
Q. How do I unlock Yoshi?

A. Complete Episode 4 - The Wilted Sunflowers in Pinna Park. Once you have done the event in Delfino Plaza, Yoshi egg's will appear throughout the game.

=====  
Q. Where is Yoshi in Episode 8 - Yoshi's Fruit Adventure of Ricco Harbour?

A. Yoshi is located in the far left corner, by the market stalls. HOWEVER if you haven't got Yoshi yet then he isn't going to be there (see the above question for details how).

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

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

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

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

Nintendo - For creating this, a brilliant 3D Mario game and for being an awesome games company. Thank you, big N!

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

jelly soup - For contributing the Bubba Proof cheat to the GameFAQs cheats page.

thaMANSTA - For telling me about the extra strategy on Noki Bay. Thanks! His website - [www.manuel.ca](http://www.manuel.ca) (100 Coin Shine Contributor)

Anton Fors - For telling me about the extra strategy on Noki Bay. Thanks! (100 Coin Shine Contributor)

Eab1990 - For telling me that blue coins do not add to your coin total. Thanks! (100 Coin Shine Contributor)

AlexPenev - For telling me that blue coins do not add to your coin total. Thanks! (100 Coin Shine Contributor)

Standwielder\_Jotaro - For letting me know that you can get extra coins by (a.k.a - Zaro) eating bees with Yoshi and how to get extra coins from the beehives. Thanks! (100 Coin Shine Contributor)

Kyle Myers - For spotting a typo. Thanks! (100 Coin Shine Contributor)

Luc Bloom - For contributing another Noki Bay method. Thanks! (100 Coin Shine Contributor)

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

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 Chris Noonan (Merca)  
 Colin Scully (me frog)  
 Tom Hayes (THayes)

And everyone else at the FAQ Contributors board! :)

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

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<http://www.gamefaqs.com/features/recognition/27600.html>

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