

SUPER MARIO SUNSHINE™



INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

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You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
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U.S. \$1.50 per minute

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MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

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EVERYONE

Comic Mischievous



Nintendo

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Produced by the Isle Delfino Tourism Bureau

Welcome to

lovely Isle Delfino!

It's time for **FLUDD**
and me to **shine!**

What, you ask,
is Isle Delfino?


It's the **sun-drenched island resort** on
everyone's must-visit list, of course!

What can Mario
do on the island?

Mario's latest adventure is filled with action galore!
Mario **runs**, **swims**, **slides**, and **wall-jumps**
to the highest heights. With **FLUDD** strapped to his
back, Mario **drenches** enemies, solves puzzles,
and even takes to the skies! Oh, and **Yoshi's**
back, too, so saddle up!

I am
FLUDD.



For more on Mario's moves  Pg. 16


For more on FLUDD  Pg. 22

Mario's Mission

It's up to Mario to clean up the mess on **Isle Delfino**, **solve puzzles**, and **defeat enemies** in order to gather the scattered **Shine Sprites**. Plus, he's got to reveal who's behind the **M** **mystery!**



Shine Sprite

For more on game play  Pg. 30

~Mario's Vacation Gone Wrong~

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

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

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

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

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

Pianta **Noki**

Isle Delfino Residents



8

Mario



"Who could this mysterious figure be? He looks just 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!

Princess Peach

Princess of the Mushroom Kingdom



9

Toadsworth

Peach's longtime steward.



Toad

Peach's attendant



Using the Controller

Camera Controls

Pg. 17

L Button

Center camera behind Mario.

C Stick

Change camera position



Rotate

Zoom in

Zoom out

Y Button

Fix the camera directly over Mario's shoulder. Press **Y** again to return to normal.

Z Button

Guidebook

Pg. 31

START / PAUSE

Pause game. Pg. 15

Control Stick

Move Mario

Control speed by altering the tilt angle.

Pg. 16

When riding Yoshi Pg. 27

R Button

Using FLUDD

Normal Nozzle **Squirt**

Stop and squirt!

Press **R** all the way in and use to direct the spray.

Squirt on the run!

Lightly press **R** and use to move.

X Button

Switch Nozzle

Hover Nozzle **Hover**

Press **R** all the way in and use to move.

For more nozzle information Pg. 22

When the tank's empty...

Stand in water and fill up with

A Button

Jump, Swim Faster

Pg. 18

Ground Pound

A +

B Button

Talk, Pick Up, Dive

Pg. 20

Slide

+ **B**

Getting Started

Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card (sold separately) into the console, close the cover, and turn the POWER Button ON. On the Super Mario Sunshine title screen, press START/PAUSE to continue to the file-select screen.



Beginning a Game

Insert the Memory Card into Memory Card Slot A, then follow the on-screen instructions to create a file for this game. Press **A** to confirm your choices.

File-Select Screen



•Playing for the first time

Use **Z** to select a file block then press **A**.

Select START from the menu screen and press **A** again.

•Continuing a saved game

If you save a game that you're playing, you will be able to continue that game by choosing the file block containing the saved data the next time you play.



Move

Jump

About saving Pg. 15

- To save game data, there must be at least **7 free blocks** on the Memory Card in Slot A.
- Once you have saved a game, the game can be continued from that point at any time. Make sure the Memory Card with the saved Super Mario Sunshine game data is properly inserted into Slot A.

•Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

Copying Saved Game Data

On the file-select screen, you can copy or erase saved game data. Select the file block that contains the saved game data that you want to work with, then select Copy or Erase from the menu that appears and press the A Button to confirm your choice.

- Once saved game data is erased, it cannot be restored. Be careful when erasing game data.

Score

Choose a file block containing saved game data, then select Score from the menu. Choosing Score allows you to check the number of coins and Shine Sprites you've collected up to that point. (Pg. 29.)

Options

On the file-select screen, choose Options to work with the following game settings. Use **Z** to choose a setting and **A** to make your selection.

Rumble

Turn the Controller's built-in Rumble feature ON or OFF.

Sound

Change the in-game sound settings to Stereo, Mono, or Surround.



The Game Screen

Collected Shine Sprites

Collected Blue Coins

Collected Coins

Recover Shine Sprites to move to **new stages**.



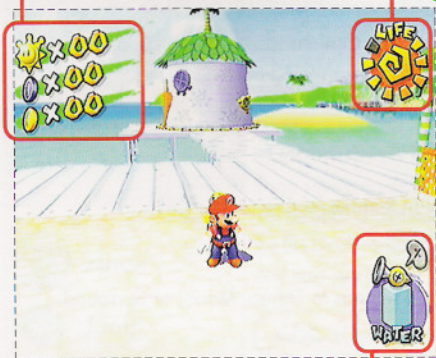
Collect coins to **recover health**.



Blue coins are very rare.



Pg. 29



FLUDD's Water Meter

Look here to see which nozzle (Pg. 22) is in use and how much water is left in the tank.

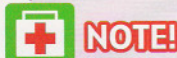
Switch Nozzles

X

Refill Tank Press R while in water.

Mario's Life (Health)

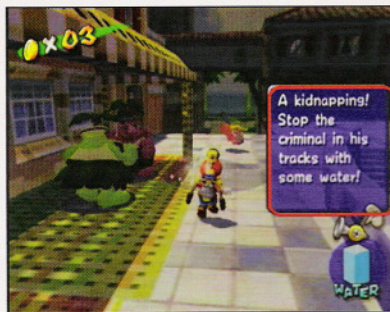
When Mario takes damage, the health meter drops. When the health meter reaches zero, one life is lost. When all lives are gone, the game ends.



To recover health...



...collect coins or other items.



A kidnapping! Stop the criminal in his tracks with some water!

Hint Window

From time to time, FLUDD will give some helpful game tips. Don't miss 'em!

Pause Screen and Saving

Press START/PAUSE during game play to pause the game.

Continue

Choose return to the game.

Save

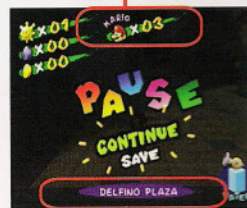
Save while paused!

A game can be saved **anytime** the pause screen is available.

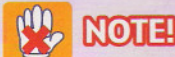
Leave the Episode

Leave the current episode and return to Delfino Plaza.

Mario's Lives



Current Episode's Title



Do not remove the Memory Card, press the POWER Button, or reset the game while saving. Doing so may erase saved game data or cause damage to the Memory Card or the game console.



Mario's Moves

One Step at a Time

Walk, Run Tilt  in any direction.

Tilt the Control Stick a little to walk, a lot to run.



When there's not much space, be sure to watch your step.



Sidestep



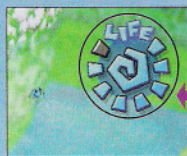
In the Water

Swim Tilt  in any direction.

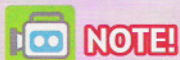
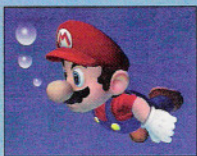
Press **A** repeatedly to swim faster.

Dive **B**

Press **A** repeatedly to move toward the surface.





Be sure to come up for air before the **life meter** reaches zero, or else!



Camera Controls

Changing the camera's position may make progressing through the game smoother and faster. So be brave, experiment with the camera, and see Super Mario Sunshine from whole new perspectives.

Use  to look around.

Press **Y** to stand in one place and look around with . Try looking in every direction to discover the unexpected. Press **Y** again to return to normal view.

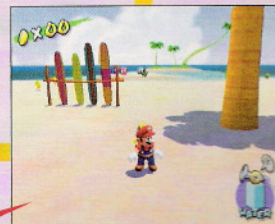


Mario Cam



L

Center the camera behind Mario.



Rotate camera around Mario.



Zoom in or zoom out.



When the camera is obstructed by a building, the display will look like this.



A Button Actions

Jump A



NOTE!

Some enemies can be defeated by jumping on them.



Triple Jump




Jump while running, then jump again upon landing. The third consecutive jump will be a forward-flipping, ground-covering super jump!



Spin Jump



Rotate  in a circle one time and press A to perform a high-flying Spin Jump.



Ground Pound A + L

Press L in mid-jump to come crashing down onto enemies and crates, causing major damage.



NOTE!


When falling from high places, try doing a Ground Pound right before landing.

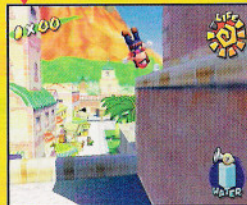
Side Somersault




This jump comes in handy when trying to reach places a standard jump can't or for getting above large enemies.



In this case, face away from the wall and tilt  to the left.



Immediately tilt  back to the right and press A.



Success!



Wall Kick

Jump toward a wall



Jump toward a wall then jump again as soon as Mario makes contact. Perform successive wall kicks between two walls to climb higher and higher.



NOTE!

Never give up! Try pressing A even when sliding down walls!

B Button Actions

Talk B

To talk to a character, stand next to him or her, wait for **B** to appear above his or her head, then press **B** to begin speaking. Press **A** to speed up the text display.



Carry Pick up items with B

Throw Aim with and throw with B

Press **B** when standing next to an item that can be carried, like a piece of fruit or a barrel, to make Mario pick that item up. Carrying things while moving is easy—simply tilt in a direction and get going! To toss an item away, tilt in any direction with and press **B**.



NOTE!

Actions may differ from place to place.

Pull Grab with **B** and tilt to pull.

Open doors **B**

Body Slam

A + B

Press **B** while jumping to fly headfirst into enemies.



Slide

+ B

Press **B** while running to dive into a headfirst slide. In areas covered in liquid, control the direction of the slide with .



NOTE!

Slip-sliding away!

Here's a technique that lets Mario slide in places other than slopes.

Press **R** lightly then tilt to spray water straight ahead while running.



FLUDD Pg. 22

Immediately press **B** to dive and slide across the wet surface! Control the direction of the slide with .

Front Somersault



B

A

While sliding, press **A** to perform a flying forward somersault. This is great for covering ground quickly.

R

FLUDD

FLUDD's Multipurpose Nozzles

In the beginning, FLUDD is equipped with two standard nozzles – the **Squirt Nozzle** and the **Hover Nozzle** (see Pg. 24). FLUDD's abilities change depending on the type of nozzle equipped.



Switching Nozzles

Switch nozzles with



Squirt Nozzle

This nozzle is available from the start.

Use the Squirt Nozzle to clean up graffiti and douse enemies. What happens when other things get soaked? Try it and see!

Squirt Press and hold to squirt water.

- The stream of water will continue for a few moments.

Use to direct the flow of the water.



Running Squirt

Press slightly to squirt, and tilt to move.



This is handy when cleaning up large polluted areas.

22

Difficult Dousing



Switch to the Mario Cam to stand in one place to clean up hard-to-hit places.

Mario Cam Squirting

Press +



Sprinkler Squirt



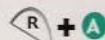
Drench entire areas with this move.



Jump and squirt at the same time!

Press when jumping to squirt, or press when squirting to jump. Squirt while spin jumping and watch as water flies every which way!

Back Somersault



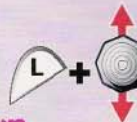
Press while squirting to do a back somersault.



NOTE!

Side Squirt

Tilt Nozzle Up and Down



Use +


while holding down


23



Hover Nozzle

This nozzle is available from the start.

Hover Press and hold  and steer with 

Press and hold  to hover for a limited time. Hover in mid-jump to float up even higher.

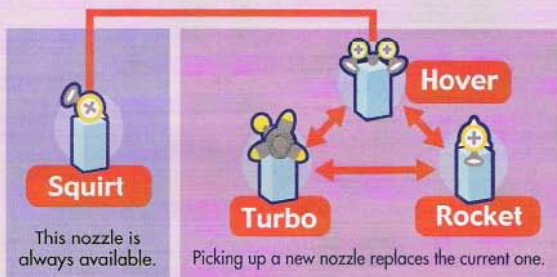


NOTE!

Two nozzles at a time...

Throughout the isle, you'll see several different nozzle boxes, each containing a different nozzle. Only one box can be opened at the beginning of the game. Look for solid boxes.

The nozzle taken from a nozzle box in a stage replaces the Hover Nozzle. The Squirt Nozzle never gets replaced.




- To regain the Hover Nozzle, search out a **Hover Nozzle box** somewhere in the area.
- Upon returning to Delfino Plaza, FLUDD's nozzle inventory reverts to the Squirt and Hover Nozzles.



Rocket Nozzle


Blast Off! Press and hold down 


The Rocket Nozzle is ready for use right out of the box. Press and hold  to charge it up, then go soaring upward in an explosion of water vapor.



Turbo Nozzle


Motor! Press and hold down 

The turbo nozzle is also ready for use right out of the box. Press and hold  to charge it up, then take off at high speed! It also works in water.

Press  while dashing to jump to out-of-reach places.



NOTE!

Fill 'er Up! Press  while in water.



FLUDD only works when there's water aplenty. Be sure to check the **water level** in FLUDD's tank on the lower-right of the screen. Fill it up before it has the chance to go empty.

Special Moves

Jump and Hang Press **A** near a rope or a cliff's edge.

Climb  or **A**

Let Go **B**

Walk carefully as you cross ropes!



Hang Press **B**



Super Whirl Jump

Press **R** while hanging to spin.

Press **A** to let go.

Use the Super Whirl Jump to gain momentum then press **A** to fly far, far away!

Grab Use **A** to jump onto trees and metal screens.



Climb 



Revolving Gates Press **B** on a gate.

Yoshi!



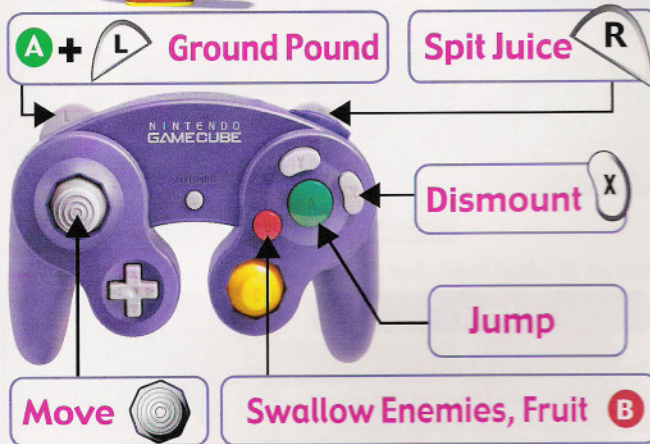
Find Yoshis in **Yoshi eggs**. Bring fruit to these eggs to hatch them.

Saddle up!

Press **A** near Yoshi to jump on.



Controls When Riding Yoshi



Yoshi can spit juice after eating fruit.

 Pg. 28



NOTE!

Yoshis found on Isle Delfino can't stand water.

Eat Fruit, Spit Juice!

The **juice tank** in the lower right-hand corner of the screen fills up when Yoshi eats a piece of fruit. Press **R** to spit juice. Use **○** to control the direction of the juice. The effect of the juice depends on the type of fruit Yoshi eats. Try eating many different kinds of fruit and test out the powers of the different juices. If Yoshi gets hungry, he'll head for home.



Juice Tank



Can juice be used for things other than shooting enemies...?



Fruit

Yoshi loves fruit! Besides feeding it to his dinosaur buddy, Mario can also kick and throw fruit. It may come in handy in surprising situations, so experiment!



Isle Items



Shine Sprites

These fellows embody the power of the sun and provide the energy that sustains Isle Delfino. Mario can **move to new levels** by collecting Shine Sprites.



Coins

Coins are scattered all over the island. Collect them to restore health to Mario's life meter. What happens when Mario gathers **100 coins**...?



Blue Coins

Pick up blue coins to regain two health points. These are rare coins that may interest a certain shopkeeper.



Red Coins

There are **8** red coins in each level, and each coin restores two health points. Collect **all 8 coins with one life** to get a Shine Sprite.



Water Bottles

These bottles fill up FLUDD's tank. Small bottles fill the tank halfway and large bottles fill it all the way.



1-Up Mushrooms

Get one of these magical mushrooms to get back a life. They'll also fill Mario's life meter and FLUDD's tank.



Game Play

From the Airstrip to Delfino Plaza

Meet FLUDD at the Airstrip and clean up the mess to get the first **Shine Sprite**. Next, move on to Delfino Plaza. Use every trick in the book and **FLUDD's power** to straighten up the place.



Delfino Plaza



NOTE!

All saved games will begin in Delfino Plaza.

Recover Shine Sprites to Move to New Episodes

Solve problems in each stage and **recover a Shine Sprite** to move on to a **new episode**.



There are multiple episodes in each stage. Complete them all!

Viewing the Guidebook

Press **Z** to access the Guidebook during game play.

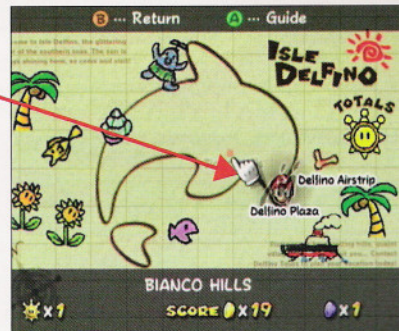
Display the Guidebook with

Z

Use **○** to move the glove cursor. When it points at specific areas, the number of Shine Sprites and coins collected there will display at the bottom of the screen. Press **A** to view a simple explanation of the area. Select Score to view the total number of Shine Sprites recovered as well as other score-related information.

Cursor

Move with



Press **Z** or **B** to return to the game screen.



Advice for Troubled Travelers

Q How do I get to new stages?

A Isle Delfino is being plagued by a series of problems. Investigating these problems and **clearing them up should open up new stages**. Be sure to talk with the island inhabitants, as they're full of vital information. When in Delfino Plaza, pay attention to **D.E.B.S.**, the Delfino Emergency Broadcast System. It displays the latest news and happenings at the bottom of the screen.

NOTE!

It's rumored that the **multicolored M** graffiti tags are key to this adventure. Have you seen any?

Q I don't know how to defeat enemies.

A The most basic technique is to **jump** on enemies' heads. Mario can defeat or stun many enemies by **squirting them with water**. Throwing things at foes may also be worthwhile. Bosses and other special enemies can only be defeated by **certain means**, so try combining lots of moves to discover each baddie's weakness.



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Q I'm having problems recovering Shine Sprites!

A Here are some methods for gathering Shine Sprites.

- Struggle through obstacles to reach the Shine Sprite's resting point.
- If an enemy is carrying a Shine Sprite, defeat that enemy.
- Meet certain conditions to get a Shine Sprite from someone.
- Collect 8 red coins using only one life.
- Find objects hiding in secret places.

Each stage on the island, excluding Delfino Plaza, contains numerous episodes. Finish **each of these adventures** to recover a Shine Sprite. Some episodes are harder than others, so instead of struggling too much, it's sometimes best to try and complete other episodes first and then return to the difficult ones later in the game.

NOTE!

Individual episode titles appear when you enter a stage or at any time on the pause screen. These titles often contain hints on where the Shine Sprites may be or how they may be recovered.

Q I want to clean up Mario! He's covered in goop!

A FLUDD can get rid of the pollution, right? Well, the power of water works for Mario, too. Simply get wet to get clean. Spinning at high speeds, like a living washing machine is effective as well.



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Important

REV-C

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REV-B

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