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 1 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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Produced by the Isle Delfino Tourism Bureau

ALL RIGHTS RESERVED.
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!

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 mystery!

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!?

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!
Using the Controller

**Camera Controls**
- **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.

**Control Stick**
- **Move Mario**
  - Control speed by altering the tilt angle.

**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.

**Switch Nozzle**
- **Hover Nozzle (Hover)**
  - Press all the way in and use to move.

**A Button**
- **Jump, Swim Faster**
- **Ground Pound**
  - A + L

**B Button**
- **Talk, Pick Up, Dive**
- **Slide**
  - + B

**Z Button**
- **Guidebook**
  - Pg. 31

**START / PAUSE**
- Pause game.
  - Pg. 15

**When riding Yoshi**
- Pg. 27
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.

- Playing for the first time
- Use □ 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.

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 □ 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
Recover Shine Sprites to move to new stages.

Collected Blue Coins
Collect coins to recover health. Blue coins are very rare.

Collected Coins

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.

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

Refill Tank
Press while in 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.

Current Episode's Title

Mario's Lives

NOTE!
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

Press \( L + \) to move sideways.

### In the Water

**Swim**
Tilt in any direction.

Press \( \) repeatedly to swim faster.

**Dive**
Press \( \) repeatedly to move toward the surface.

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

### Camera Controls

**NOTE!**

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**

Press \( \) to look around.

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

**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.
**Button Actions**

**Jump**

- **NOTE!**
  Some enemies can be defeated by jumping on them.

**Triple Jump**

- Press A → A → A → A

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

**Spin Jump**

- Press A + L

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

**Ground Pound**

- 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**

- Press A + A + A + A

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

**Wall Kick**

- Jump toward a wall A → A → A ...

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

- Immediately tilt back to the right and press A.

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!
**Button Actions**

**Talk**

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 B 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.
FLUDD

FLUDD’s Multipurpose Nozzles

In the beginning, FLUDD is equipped with two standard nozzles – the Squirt Nozzle and the Hover Nozzle (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 to move.
This is handy when cleaning up large polluted areas.

Difficult Dousing

Mario Cam Squirt ing
Press

Sprinkler Squirt
Drench entire areas with this move.

Jump and squirting at the same time!
Press when jumping to squirt, or press when squirting to jump. Squirr while spinning and watch as water flies every which way!

Back Somersault
Press while squirting to do a back somersault.

NOTE!

Sidle Squirt

Tilt Nozzle Up and Down
Use while holding down
Hover Nozzle

This nozzle is available from the start.

Hover

Press and hold \( R \) and steer with\( R \).

Press and hold \( R \) 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! \[ \text{Press and hold down } R \]

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

Turbo Nozzle

Motor! \[ \text{Press and hold down } R \]

The turbo nozzle is also ready for use right out of the box. Press and hold \( \text{A} \) while dashing to jump to out-of-reach places.

NOTE!

Fill 'er Up! \[ \text{Press } R \text{ while in water.} \]

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

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

Rope and Screens

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

A + L  Ground Pound  Spit Juice  R

Jump

Move

Swallow Enemies, Fruit  B

Yoshi can spit juice after eating fruit.

NOTE! Yoshi's 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.

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.

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!
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.

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.

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 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.

**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.
The sunlight on the island is so bright...

As Mario recovers the scattered Shine Sprites, the sun over Isle Delfino slowly recovers its strength and gets gradually brighter. If you’ve got sensitive eyes, search out the sunglasses vendor in Delfino Plaza. You should be able to get some shades and give your eyes a break. To get rid of the glasses and see the world in its natural lighting, simply talk to the vendor again.

What are the round lids I see from time to time?

These are manhole covers. Perform a ground pound on them to drop through and pass underground. The subterranean tunnels here link up to various points and may provide valuable shortcuts.

When you drop through a manhole, the display will look like this. Stand directly below a manhole cover and press A to jump up and return to the surface.
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