

SUPER MARIO SUNSHINE™



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

~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**!?



Mario

Pianta

Noki

Isle Delfino Residents



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"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

Toadsworth

Peach's longtime steward.

Toad

Peach's attendant



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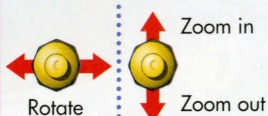
Using the Controller

Camera Controls

Pg. 17

C Stick

Change camera position



Y Button

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

L Button

Center camera behind Mario.

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

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R Button

Using FLUDD

Normal Nozzle Squirt

Stop and squirt!

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

Squirt on the run!

Lightly press and use to move.

X Button

Switch Nozzle

Hover Nozzle Hover

Press 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



B Button

Talk, Pick Up, Dive

Pg. 20

Slide



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Hover Nozzle

This nozzle is available from the start.

Hover

Press and hold **R** and steer with

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

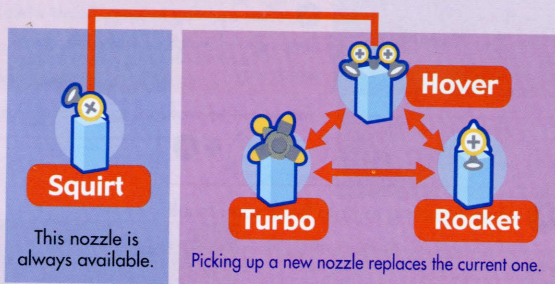


NOTE!

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!

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!

Press and hold down **R**

The turbo nozzle is also ready for use right out of the box. Press and hold **R** to charge it up, then take off at high speed! **It also works in water.** Press **A** while dashing to jump to out-of-reach places.



NOTE!

Fill 'er Up!

Press **R** 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.

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.

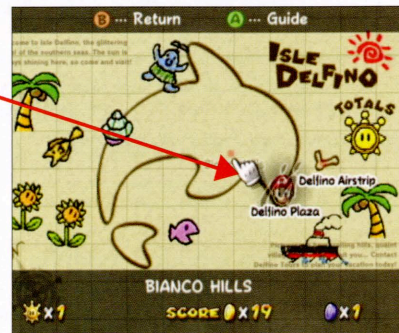
Display the Guidebook with

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.





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Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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