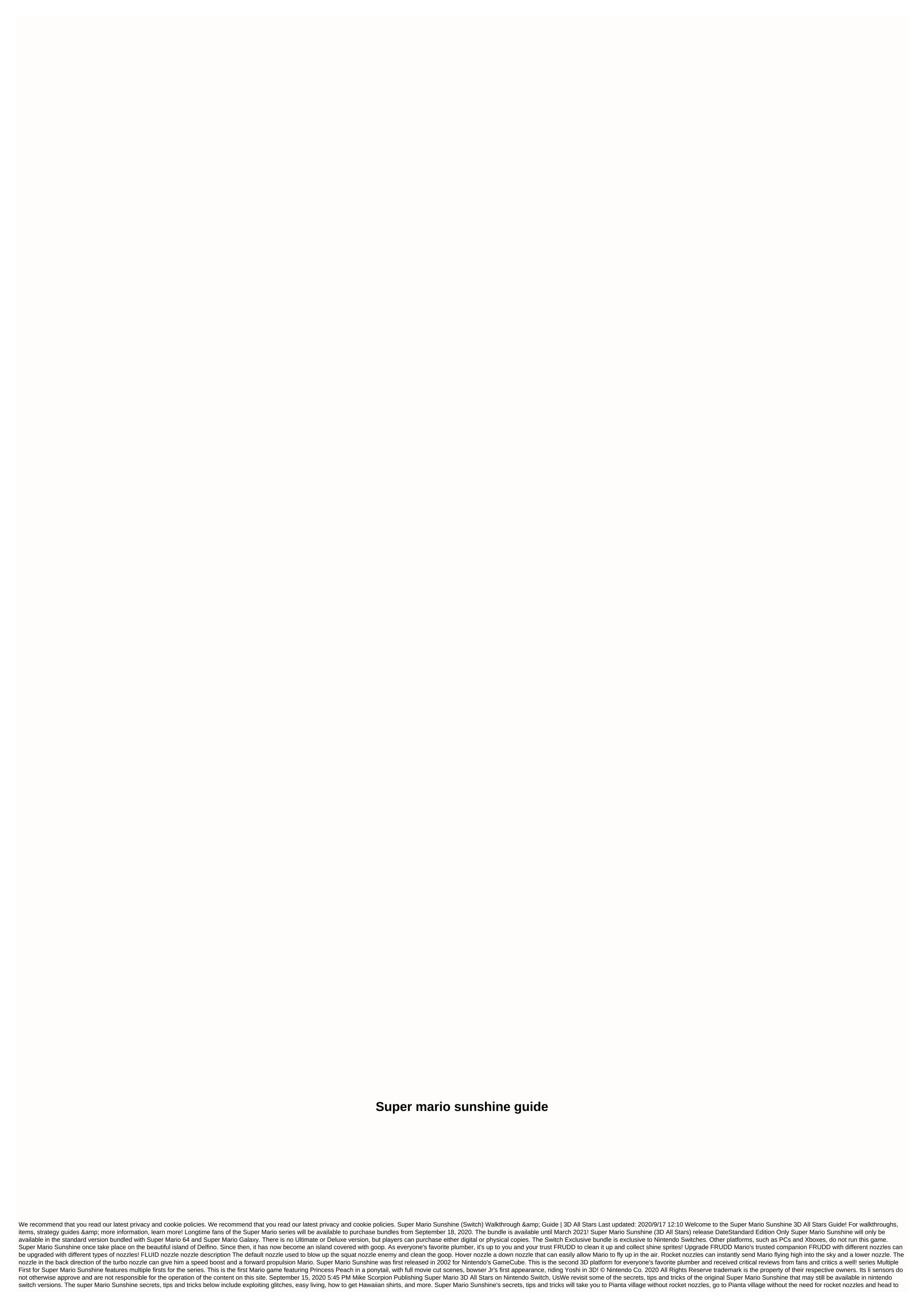
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Shine Gate at Delfino Plaza. Go behind the gate and jump up to a small wall. From here, head away from the gate of brilliance and flip backflip (immediately pushing in the opposite direction and jumping). Use the hover to reach the large shine sprite and land on a small overt around it. Make your way to the ridge facing the rest of the square. From here, turn around and make the triple jump, make the first and second jumps very small, then go all the way on the third jump, use the hover feature to turn around and grab it to the top of the gate. From here, you can jump into the pipe and go to Pianta village. Hit Pina Park Episode 5 easily in Episode 5 of Pina Park, you're meant to take a long obstacle course around the back of the Ferris wheel. Instead of going on an obstacle course, look to the other side of the Ferris wheel to see the long green platform. Hovering jumps from the green platform allows you to reach the top shelf of the Ferris wheel without being knocked by the spinning arm of the wheel. You can make your way to the under side of the top enemies and knock them off beat Shileen Beach episode 3 easily - there is a glitch in episode 3 of Siana Beach that can clip you to the pool room where shine sprites are. You can get a bunch of bananas in the glass window of the pool room. Walk to the window and turn away. Do a backward jump and do a double jump, throw a banana and you will have to clip it to the pool room. How to unlock rocket & amp; turbo nozzles There is a way to unlock rockets and turbo nozzles without ing to deal with Shadow Mario early. To unlock, you need to go in and out of Mount Corona, When you will be able to pick up next to the Pianta statue at Delfino Plaza. Note: To unlock Mount Corona, you must first end Episode 7 in all other areas of the game. As for the Pianta village (intended to be reached using rocket nozzles), you can use the Access Pianta Village Without Rocket Nozzle glitch above. In some courses with simple coins and 1-Ups you can find nails to shoot out of the ground. If you jump on them and hit the ground three times in a row, you can get either coins or one up!Dotted around Delfino Plaza to get extra life. Head to Pianta on the roof where you do and immediately throw you into the building for one coin. In the building, when collecting stars and returning to Delfino Plaza, you need to have 99 coins and collect another coin for a total of 100 coins and you will get another extra life in the process. Repeat this process over and over again. Once you've saved the rocket nozzle, there's a bare trick you can do with it. Charge the rocket nozzle but jump to the ground and land just before it is ejected. If executed correctly, the rocket nozzle will still fire, but will not lift you off the ground. This means that it was successfully saved. When you go to the shelf and go down to the side, a rocket nozzle is fired and launched higher than normal. You can even try another jump to fly through the air for even higher height. How to be bubba proof – at a level where there are big red Bubba enemies dragging Glitch Mario into the water (like gelato beach for example), you can stop them from dragging down by carrying fruit with you while you swim. They can't even drag you down. How to walk underwater - Glitch This glitch will be able to run around mario (as if on land), but in the water of Delfino Plaza on part of the game where the square was flooded. First, you'll need to clear episodes on all courses to flood Delphine Plaza. Then you have to watch the cut scenes where Mario falls into the square. Once you've regained control of Mario, swim to the log in front of the shine gate (this trick works with any log, not just the one near the shine gate). Mario dives underwater and try to get him to the surface under water. Mario's air gauge also doesn't exist. Note: While Delfino Plaza is flooded, you only have access to Pianta Village and Serena Beach. All areas are inaccessible, including buildings, stages, and underwater manholes. To get a Hawaiian shirt, you need to complete the game. When you get back, talk to the guy who gave you sunglasses and he'll give you a Hawaiian shirt. After hitting the main story, talk to Pianta at the dock near Ricco Harbour. If you gave him 10 coins, he would take you over to Delfino Airfield. Super Mario 3D All-Star and you might probably want to know the secrets, tips & Super Mario 3D AllStar, Super Mario Galaxy Secrets, Tips, & Super Mario 64 Secrets, Tips, & Super Mario 3D AllStar, Super Mario Sunshine, Super Mario Sunshine, Super Mario Super Mario Super Mario 3D AllStar, Super Mario Sunshine, Super Mario Super Mario Super Mario 3D AllStar, Super Mario Super M Mario Sunshine Secrets, Super Mario Sunshine Tips, Categorized by Video Game: Guide, Nintendo, Nintendo, Nintendo, Nintendo, Sunshine and includes that the gameplay is an open world, with linear story milestones. This tutorial is divided to not only explain through linear milestones, but also to explain all the details needed to clear open world areas. Settings [Edit] Island Delfino Plaza, and several adventure or episode areas that diverge from it. Each region is separated from other areas that are accessible from specific portals, tunnels, and so on. These areas are where more traditional gameplay takes place. The goal of the game is to reach the final linear milestone, but for that you have to collect the required amount of shine sprites as you go along. This tutorial shows you how to collect all Shine Sprites, but you don't have to collect every one of them to complete the game. The beginning [edit] story begins with an introducting video of Mario, Princess Peach, toads, and other toads heading to the sunny beaches of Delfino Island for a vacation. When they arrive, they find an island in crisis. It is covered in graffiti by mysterious mustache scoundrels, and as a result, the island's energy source, shine sprites, are scattered all over the place. After the intro movie, Mario to help the islanders get back to normal life after gathering outside the plane at Delfino Airfield, but something is not right.

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