

Mario Party Advance FAQ/Walkthrough

by neofan12s

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|      Mario Pary Advance      |
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-NOTE- If you need to find anything, Press CTRL+F To find what you
are looking for. It will help you find everything much faster!
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-----I.Introduction-----
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Mario Party, first introduced for the N64. Two other sequels appeared, which grew to be a bit successful. The game introduced much fun as players had to travel around a gameboard, play numerous minigames, and collect stars

to win. Later it appeared to the next generation console, Gamecube. Mario Party 4 wasn't as "good" as the first, since it was pretty much the same thing. Two other sequels appeared, 5 and 6, which again, same o same o. Now it has come for the Gameboy Advance, many question why GBA, why not the DS? And will it be any good, and how different will it be? Let us find out ^_^

-----II.Updates-----

Version 1.0 - Because there is already a Gadget FAQ in Gamefaqs, I'm sorry to say that I will not be updating this FAQ anymore, and that this is most likely the final version. If you don't see an update for more than 4 months, that means I will most likely never update it again.

Version 0.97 - Another update for the week. I finished Play and Party Land sections, which leaves me with only one section left, the Gadgets =0 I can tell that list is going to be really big, bigger than the mini-games, so it's going to be probably around one or two weeks before I get to update. What takes me so long to update is that school takes away all of my time, and sports, which only leaves me the weekends to work on all of my FAQs. Note that I have many other FAQs to work on, and I'm already starting on another, so please be patient for the final update real soon!

Version 0.95 - This is the update for the week. I finished the Character section, Challenge Mode section, and added/completed Bonus Board section. Again, I will *try* to complete the Party/Play Land Sections, and the Gadgets, just looking at them makes me want to faint, theres too many =D!

Version 0.9 -This a BIG update. I have finished typing all the quests, and it's a BIG list. It took me like three days to type it all down. I fixed a lot of things, changed mini-game names, and "cleaned" everything. I also finished the Mini-Game list, and I divided many things into sections, so they shall be much easier to find. I still need to finish things like the Gadgets, it's a very long list so it's going to take a couple of days for me to finish it. I never expected this FAQ to get so BIG. Anyways, continue using this faq, because it can only get better ^_^.

Version 0.8 - First version of the FAQ, completed a lot of things, and by the time the English version comes out, I will have already a lot of things completed. I will have to wait for it to come out though, because I need the official names, and EXACTLY how to do everything.

-----III.Basics-----

The basic controls are:

{In Menus}

- Control Pad - Scroll through menus.
- A Button - Select your choice.
- B Button - Go Back.

{In Gameboard}

- Control Pad - Move through the board spaces.
- A Button - Hit the Mushroom block/Make Decisions
- B Button - Cancel Decisions
- L Button - A screen where you can see the stars/characters, save, and quit.
- R Button - Scroll through the Map, Press (A) to get a closer look and make targets.

{In Minigames}

(When Playing Minigames not in Gameboard) -

Start - Pause/Press (A) to Restart the game/Press (B) Go back to selection screen.

L/R Button - Flip between the pages in the minigame selection screen.

The rest of the controls all depend on what game you are playing, look in the minigame for the controls and details of all the minigames.

-----IV.My Review-----

Here is my review of the game, since I am too lazy to actually put it up in the review page, I might as well just do it here while I am at it.

Graphics (8.0)

Well, since its a GBA game, I will go by GBA Standards. The graphics aren't too glorious as Kingdom Hearts, but it does have a Mario Party style, so it evens out. There isn't much you can say, but overall, the graphics are just "pretty".

Sound (7.5)

Again, since its a GBA game, I'm not expecting glorious Star Wars Sorround Sound music, so I don't really care about GBA music. It does sound playful, but sometimes it repeats a lot, and when music gets repetetive, it annoys the player to the point where the whole game becomes repetetive. So overall, its alright, nothing too good.

Gameplay (9.5)

Well, the whole point of the game is to get all the stars and destroy Bowser's evil plots. You get the stars by going around a huge game board with many different areas, completing tasks and finding minigames along the way. Once you complete certain tasks, like giving an item to a certain someone, you will get a star. The more stars you collect, the more "tunnels" open up to Bowser, where you get to have fun humiliating him. The main game can be completed in a short time, but only if you know what you're doing. The only hard part to this game are the number of turns you have, which are determined by the number of mushrooms you have. You do a minigame every three mushrooms, or if you land on a special spot. Once you run out of mushrooms, you fail, and have to start all over from where you began. But once you get a star, you never lose it, so don't worry. There are 50 unlockable minigames, and there are a lot more when you play the main game. The minigames are fun and rarely frustrating. There are also four characters which you can choose to play with from the beginning, which include Mario, Luigi, Peach, and Yoshi. Whoever you choose determines where you will start in the huge gameboard. The game is very fun, but will it last?

Replay Value (8.0)

Just let me ask you this question, did the console Mario Parties have huge replay value? It was only major fun when you play with other people, and the same applies here. There are some minigames which can be great fun when you play with others, and it applies here. With 50+ minigames, many, MANY fun and pointless gadgets to play with, and beating minigame records, it adds to a lot of playtime. Maybe around 15+ hours, it all depends on how you look at it, and how you play games.

Overall (8.0) {NOT A COMPLETE AVERAGE}

With normal GBA graphics and music, its an O.K. game. But with the cool and fun

minigames, it adds a unique twist and flavor of the classic mario parties. This game can leave you playing just the minigames for hours, because it will leave you wanting to beat your records, and everyone elses too. This game gets very addicting, you just have to know what you are doing.

-----V.New Game-----

Alright, when you start of, a star will be floating around the screen, and then you will have to input some information for you "passport" before you begin the partying.

~The first thing they ask you, is for your name. (You can press 'L or R' to reach the Roman letters.) After you input your name, press Start and finish it. Then you will be asked if everything is o.k., the first option is Yes, and the second is No.

~The second thing they ask you is for your birth month. 1=January, 2=Feb., 3=March, etc. Again you will have to confirm, you have to do it for every question.

~Then comes the fun part, you can create your face. The things you can customize are as follow:

- 1) The Shape of your face, you have 8 choices.
- 2) Then comes the Upper Hair, this determines if you are a boy or girl. There are 18 choices, I don't know specifically for some who is a boy or girl, because like 2 look really weird ^_^
- 3) Then comes the Lower Hair, which involves the forehead area. There are 16 choices.
- 4) Then come the eyebrows, you have 8 choices.
- 5) Next you can change the look of your eyes, again 8 choices.
- 6) Can you guess the next option? Why its the nose, now can you guess the number of choices...well anyways its 8...
- 7) Next is the mouth, 8 choices again.

~Next, you are asked to put your hobby down. Why, I'm not sure of that yet.

~Now for last thing here, just write any comment, "be creative!".

~The star then asks you to tell it about your biggest dream. Please don't e-mail what youre best dreams were either :P Then it asks you to tell your silliest secret...why the star wants to know, I have no clue O_o.

Congratulations, you are done!!! Now you can watch the intro movie, Toad just says to have fun playing the games, but of course, Bowser comes and crashes the party. He blows all the games away to Shroom City, and he goes there too, so its up to you to get them back!

-----VI.Menus-----

This was up some people had the Japanese version, and didn't know where to go, I'm leaving this here because maybe someone doesn't know what places are, or where they lead...

--BIG THANKS TO Titney for when we only had the Japanese version and we didn't know where to go ^_^--

~Title Screen

{Party World} - Leads you to the main game screen.
{Passport} - Delete, Edit, and Trade passports.
{Bonus Board} - It is played with a paper board game from Nintendo.

~Party World

{Shroom City} - Help out the locals and beat all the quests!
{Play Land} - Play with or give mini-games and Gadgets!
{Party Land} - Play Battle games with your friends...or foes!
{Challenge Land} - Earn coins in a variety of mini-games!

~Shroom City (L) Button Screen

{Quests} - Look at how many and which quests you have seen
{Characters} - A list of the all the characters you met already.
{Save} - Save the game.
{Quit} - Quit the game.

~Play Land Menu

{Star Case} - Play any of the minigames you've earned.
{Red GBA} - Give away a mini-game with a single Game Pak.
{Penguin} - 2-4 Players can play Multi-Pak Penguin Race
{Blue Case} - Check out the gadgets and play with them.
{Blue GBA} - Give away a Gadget with a single game pak!

~Party Land Menu

{Duel Battle} - Play duel games with a single game pak!
{Secret Battle} - Play a Secret Battle! You need two game paks.
{Mini Koopa Battle} - Play Koopa Kid Battle! Two game paks needed.
{100 Player Battle} - Play 100-player battle with no link.
{100 Player Attack} - Play 100-player attack with no link.

~Challenge Land

{Blue Coin} - Minigame Attack!
{Star Pouch} - Game Room!
{Crossed Swords} - Duel Dash
{Green Koopa} - Bowser Land
{Coin and Goods} - Exchange coins for Party Goods

-----VII.Walkthrough-----

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~~~~~VII.A.How To Play~~~~~  
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Now we get to the real game. This involves going around a really huge game board trying to collect stars from everyone to stop Bowsers foolishness. When you start you get to pick between Mario, Luigi, Peach, or Yoshi. The the Dice character (Tumble) asks if you know how to play. The first one is yes, second is no. Choose whatever, because you still have to go through a first time tutorial, and get your first star. Depending on who you picked you will have to do a certain task for everyone, Let me get the basics down before you go around completing quests...

You have mushrooms in the upper right hand corner of the screen, the number of mushrooms determines how many turns you have left. Every block you use costs one mushroom. You can increase the number of mushrooms by one of the two methods:

1) Every minigame you successfully complete, earns you three

mushrooms. Or you can earn six if its a super special minigame.

2) If you land on one of the (M) spaces, either Koopa or Tumble will come out. If Koopa comes out, you each wager one mushroom in the minigame, if you win you keep your mushroom, but ff you lose you lose your mushroom. But if Tumble comes out, and if you win the minigame, you get +2 mushrooms, and if you lose, you don't lose anything.

You can also lose mushrooms if you land on a (-) block, which makes you lose one mushroom.

There is also a (Dice) block, if you land on it, you get an extra block, without the cost of losing any mushrooms. The longer you continue landing on it, the bigger the blocks get.

Every three mushrooms used gives you a chance to play a minigame. A roulette comes out, it will either have known minigames, or unknown minigames. The unknown minigames have (???) on them, and I found out that even if there is two known and one unknown, it will !ALWAYS! land on the unknown minigame. This only applies for the Japanese version though, so it makes things a little easier to find them all. But in the English version, it can land on the old ones, so its not as easy. The only ones that appear in the roulette are the ones in the first three pages of the minigame list. The rest are unlocked by completing quests that include Duel quests, Casino-type games, and Bowser games...

Thats pretty much it, you go around, talking to people and completing their quests.Keep in mind that you can only do one quest at a time, and that even when you do complete a quest, you may have to go back to that area to complete other character's tasks. Most of the tasks are easy, they include solving mysteries, completing minigames, delivering/picking up items, doing "love" tasks, etc. As a reward for completing the quest, you can either get a mini-game or gadget.

You have to keep completing quests in order to unlock some specials that Bowser has. For example, in order to reach Bowser for the first time, you have to c omplete three quests, for the second time, ten quests, etc etc.

Sometimes while you are happily moving along, Koopa Kid might pop out of nowhere. Four things are possible,

- 1)Bowser will warp you without any choice to do anything about it.
- 2)You will play Rock-Paper-Scissors, if you lose, you will warp.
- 3)If you lose, instead of warping, a block will be placed right in front of you, blocking your way.
- 4)If you win the game, Koopa will just leave, but he will come back sooner or later, and sometimes it pisses you of too!

I'm going to list the quests by the Area they appear in. I am not listing them by quest names, but rather the place they appear, that way you can be able to find them much easier. They are also in alphabetical order.

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~~~~~VII.B.TOWN QUESTS~~~~~  
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Bob-omb Avenue

Type= Bomb
Character= Bob-omb
Quest= Find the Password

He hangs with the Bob-omb gang, and in order to get in, he will give you a Gadget if you know the password. You should reply with how should I know, because really, how would you know? He tells you to go to the Item shop and buy a Bob-omb Figure to learn the password. So head over there, buy the figure, and he will tell you the password. If you are too lazy to do it, the password is Baboom.

Bob-omba

Type = Bomb
Character = Bob-omba
Quest = Flowers are a Blast

What he wants is a gift, which is a flower. He says you can find a healthy flower in the desert, if you do, he will give you a gadget. You don't have to move very far, just check your map with (R), check the desert area, and look for a plant icon, the only there is a Pirahna plant, but that will do. Just go back to Bob-omba to receive your gadget!

Chain Chomp

Type= Duel
Character= Chomp
Quest= Chomper Stomper
Game= Chainsaw

He loves duel games, so to get his Game, you have to challenge him to a duel. You face him in Mini-game 35 (look in mini-game section for an explanation on what to do..) Beat him to complete the quest, and receive your reward!

Goomba House

Type= Item Search
Character= Goomba
Quest= Kind Goomba

This is easy, he just asks to go to the train station and pick up a ticket. Just move a little to the left, buy a ticket, and give it back to Goomba. Give him the ticket, and he gives you a Gadget.

Goombob Manor

Type= Love
Character= Goombob
Quest=Accessorize

He needs you to find a lovely seashell. He wants to give it to a girl named Goombetty O_o. He says you can find it in a beach, so with that in mind, look at your map, and look for something with Beach in its name, in this case, Sandy Beach! Head the long way over there, pick up a shell, go back, and get your Gadget. Phew, that was a long trip...

Mushroom Condo

*Rooftop

Type= Adventure

Character= Mr.E

Quest= Hey, UFO!

Mr.E Seeker heard that a UFO landed on the rooftop. He questions Fly Guy, and he says he can summon the UFO. You then are left with two choices, summon the uFO, or VFO. Pick whatever and then you will play a mini-game. Fly Guy will raise either a (A) flag, or a (B) flag. Press the corresponding buttons to raise and lower. If you do it consistently, the UFO will come down. For winning you get a Gadget!

*3rd Floor

Type= Love

Character= Flutter

Quest= Hearts A-Flutter

The problem with Flutter is that she is in love, but she is too shy to talk to him, so your job is to tell that person how she feels. She doesn't know his name, but she will never forget his blue *eyes* If you still don't know who it is, well.....its Mr.I! When you go see him, (NorthEast/Horror Area) he says he has his eye on someone else, so tell her he is sorry. Go back and tell her the truth, and the Gadget will be yours!

*2nd Floor

Type= Item Search

Character(s)= Kamek Crew

Quest= Kamek Crew Live!

They got flavor, but they need a place to perform, so you have to go look for one. They say that a stadium will do just fine. And that you can find one in the desert. With that in mind, check you map for a stadium in the desert, and you will find Mushroom Stadium. Go there, and you will find Bullet Bill, who ironically is a big fan, he gives you a live venue free of charge. Head all the way back to the 2nd Floor, and get your gadget!

*1st Floor

Character= Mushbert

A Crazy nut for the Toad Force V T.V. show lives here, you will need to come here to complete different quests.

*Basement

Type= Bomb

(You can't see this, but its a hidden choice under the first floor)

Character= Big Bob-omb

Quest= Big Boss Bob-omb

Game= Dice Game

You win if you get the higher number three times, its all luck, you both roll the dice, and if you win three times, you get a Gadget!

Thwomp House

Type= Mystery

Character= Thwomp

Quest= Weeping Thwomp.

Looks like Thwomp has been robbed. Supposedly he got robbed by 40 coins, enough for two stars ^_^ . Now you get in a cool 3D view of the house, you can search for things looking for clues. Check them carefully, because when you finish, Shroomlock asks for what the clue tells the secret. You can choose between the Sandbag, Punching Bag, Trash Can, Books, or Door.

I will give you a clue, so I don't spoil the fun, it has to do with size. The answer is quite funny. For winning you get a Gadget!

Town Bank

Type= Mystery
Character = Koopa
Quest= Probably A Robbery?

Koopa has just been robbed! Shroomlock comes in and asks about what happened. Supposedly the power went out, and when they went back on, everything was stolen. The three people there at the time were Goombob, Paratroopa, and Mr. I.

Paratroopa - He runs the Item shop in the Town area, if you ask him about the money, he said he was shocked about everything, but he did see a bunch of coins....hmm...

Goombob - He lives in a mansion (hint), in the Town area. He said he couldn't see anything, but he could hear the safe open.

Mr.I - He is in the far right of the Horror Area. So it's right near the town. When you ask him for the money, he gets upset of being accused. He said he saw nothing, but he did hear coins jiggling.

Once you go back to bank, Shroomlock will ask for your opinion on who the culprit is. If you can't figure out who it is, here's a hint, the room is totally dark, so nobody can't see a thing. Which means somebody is lying...>>
If you get it wrong, you have to do it all over again. Anyways, Koopa let's the prankster go.

Town Game Room A

Type= Gambling
Character= Monty Mole
Quest= Winners Keepers
This character is in a losing streak, so it's your job to beat the game and end his slump.
Game= Scratch'Em

This game is pure luck, I recommend betting at least three so that if you can hopefully get four turtle shells or three mushrooms to get more than one coin that you started with to win.

Town Game Room B

Type= Gambling
Character= Amp
Quest= Losing Streak
Amp keeps losing in the gambling games. He thinks if you can win once, then his luck might change.
Game= Match'Em

This game is the slot machine game. Just keep betting five and hope for the best, if you get any three in a row, consider yourself won. You win once you get more than one coin than you started with.

Trainstation

Type= Item Search
Character= Shyguy
Quest= Locomotionless

Shy Guy's problem is that the train hasn't been running because he has run out of coal. Your job is to get some coal, which is located in a store somewhere in the Town. BUT, its not in the item shop =D
If you are stuck and don't know where it is, its located in the vending machines west of the Town. Once you go back and give Shy Guy the coal, you will recieve a Gadget!

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~~~~~VII.C.DESERT QUESTS~~~~~  
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Klepto Ruins  
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Type= Adventure  
Character= Klepto  
Quest= Treasure of Mystery!

Another typical treasure hunt. There is a vulture there called Klepto. He has a treasure chest, but it has a lock, so you need to find the code for it. You have to enter a four digit number, which is also his favorite word. The code is "4444" It's funny because now that it's opened, Mr.E isn't intersted anymore, but Klepto is surprised at your skills so he gives you a Gadget!

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Mushroom Field  
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Type= Sport  
Character= Hammer Bro  
Quest= Hammerama

This Bro practices everyday with his team to try and be the best hammer thrower there is. Give it a try and see if you can beat him....

When you start the game, consecutively presss (A) and then (B). This game is extremely easy, you just have to use two different fingers for the different buttons. If you see yourself swinging faster, keep it up and check how easily you can beat him. For winning...you get another Gadget!

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Mushroom Stadium  
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Type= Sport  
Character= Bullet Bill  
Quest= A Speeding Bill

This guy thinks he is the fastest of them all, but are you going to take that, of course not! Challenge him to a race and determine the winner.

The race is held at a track, and to you win you must be at the finish line first...you run by repeatedly tapping (A). You have to this really fast, or else you pretty much lost. Keep trying to get faster, once you do win you get a Gadget!

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Pokey

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Type= Item Search

Character= Pokey

Quest= Mysterious Riddles

Oh my...once your in, you cannot get out, the only way out, is to solve his Riddles of Mystery! Anyways, you must solve all three riddles:

1) What golfs, parties, and rides on a kart?

If you don't know this, you shall get slapped....~Mario

2) What has spikes, fiery breath, and a temper?

Again.....very easy...~Bowser

3) What is green, but is related to red?

Not that hard, think brothers \_-...~Luigi

once you answer them all, you get another Gadget!

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The Hammer

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"The mighty hammer can carry you far. Master the spin, and soar over pyramids." After this, you will see Mario with the hammer. If you already did the Hammer Bro quest, you will know what to do. You just have to consecutively press (A) and then (B). Do this fast and you will be sent to the pyramids. This will lead you to the pyramids where you will meet.....Kamek!

Type= Gambling

Character= Kamek

Quest= Game Mage

Game= Pair'Em

This game is pretty tough, but in order to win you must have at least 31 coins. I just bet 1 coin on the clouds, and I made sure to get rid all of them, because its the easiest in a way. You can get rid of them in pairs of two, except you have to get rid of them in a triple pair once in order to evenly get rid of them. Once you do get rid of them, and get your coins, and your game.

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~~~~VII.D.SEASIDE QUESTS~~~~

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Duel Tower

Type= Duel

Character= Mouser

The tower is a testing ground for duelists. The duelists greeting is a battle cry, which is CHAAARGE! Mouser is the host and you must pass through all three floors of the Duel Tower.

Character= Whomp

Quest= Duel Tower 1F

Game= Stair Scare

This game is nothing, just press (A) as fast as you can so you can reach the top first. once you win you get to the second floor.

Character= Salvo

Quest= Duel Tower 2F

Game= Volleybomb

This game is again pretty easy, just jump and smash when you can which will give an almost defenitve win. Look in the Duel section for this game and a better explanation if you are having trouble. Once you win, you will face a fierce opponent.

Character= Mouser

Quest= Duel Tower 3F

Game= Chicken!

This game is even easier than the last, just fake out as long as can, and when you see the shadow about the drop, and you get a certain "feeling" telling you to leave, then leave! Again look in the Duel minigame section if you are having trouble. Upon completion you will get three mini-games!

Lakitu House

Type= Toad Force V

Character= Lakitu

Quest= What's that Line?

This guy is a Toad Force V fan. He is another nut, but he cannot remember a quote from episode 28. You have to look for someone who knows the big line, and he lives in the condo in the town, om the first floor. When you go there, ask for episode twenty eight, and you will find out the line is "I'm an iron 'shroom." Go back to Lakitu, tell him the line, and get your Gadget!

Mushroom Beacon

Type= Duel

Character= Blooper

Quest= Blooper Battle

Blooper is training to become a duelist, and he wants you to help him. You will play Hammergeddon, if you need help beating your opponent, check the Duel Mini-Games Section. If you win, you will get the Hammergeddon minigame!

Mushroom Library

Type= Item Search

Character= Mechakoopa

Quest= Mathemagician!

This guy is a mathematician, he discovered Mechakoopa's Theorem! Tell him to ask you questions, and easily answer them all. If you don't know them (If you don't...for shame) then here they are...

1) $10 + Y = 1000$, $Y = 1000 - 10$, $Y = 990$

2) $10 \times Y = 1000$, $Y = 100$

3) $10 \times Y = 0$, $Y = 0$

For EASILY answering them all, you get a Gadget...

Mushroom Pool

Type= Sport

Character= Cheep Cheep

Quest= Swimmin' Wimp

There is a swimming meet coming up, but Cheep Cheep isn't focusing very good. You have to put some confidence in him by losing to him "naturally". Although it may seem easy to lose, its actually not that easy. If you tap (A) extremely fast, you will get ahead of him, but the problem is that if you slow down, he will speed up, and if he gets too far away from you, then Cheep Cheep will be on to something. I suggest you get very ahead of him because the track is long, so keep going fast until you see the ending, thats when you slow down to let him win. Just don't get T0000 far ahead of him...once you let him win naturally, you will recieve a Gadget!

Mario Vaudeville

Type= Item Search

Character= Dolphin

Quest= Comedy Bomb

This is funny, this guy is a stand-up comedian, but he can't get any laughs from people, so its your job to press (A) and laugh to make him feel better.

This game is actually pretty hard, because you have to laugh at the right times, you can't just laught throughout the whole thing. What I did to get the Gadget, was just keep on laughing in the beginning, until he says "Woo, Go Dolphin" for the first time. You should get some company by then, so its best NOT TO LAUGH when you have those dolphins. As he continues, more dolphins are bound to come, and you have to start laughing again when he reaches the punchline, which is, "Forget the questions, Give me the answers!". Keep laughing when he says that, until the end. If you have about 10 dolphins, then you have succeeded, if not, keep on trying!

Sushi Cliff

Type= Mystery

Character= Sushi

Quest= Sploosh

Apparently someone fell of the cliff, but it was just Shroomlock. But the problem lies in that he didn't fall, he was PULLED. Someone tried to ruin his suit, and there were three witnesses there!

Blooper- He is an innocent by-swimmer, and he swears by his *tentacles* that he didnt do it.

Dolphin- He was just passing by, he swears by his *fins* that he didn't do a thing.

Cheep Cheep- He says he is not *gill*-ty...

The clues are pretty much the fact that he was pulled from the cliff onto the sea, but what fish did it? Check what fish type of hands can grab something, and the answer will click. Check who has arms, and who doesnt...

For solving the crime, Sushi will give you a Gadget!

~~~~~  
~~~~~VII.E.HORROR QUESTS~~~~~  
~~~~~

-----  
Boo Cemetery  
-----

Type= Mystery  
Character= Boo  
Quest= True Blue Boo  
Oh no, the precious golden Boo statue is gone! It's always in the cemetery, so somebody stole it. But something is weird, why are there four Boos, there are supposed to be three! So it's your job to spot the imposter Boo. Carefully see the way the turn, the fake one is the one who turns in the opposite direction from the rest. If you get it right, it will turn out to be Koopa Kid!  
For helping them out, you get a Gadget!

-----  
Horror Condo  
-----

\*2nd Floor  
Type= Adventure  
Character= Snifit  
Quest= Condo of Mystery!  
The mystery here is that the Horror Condo is rumored to be haunted. Your job is to make a ghost appear because so far nothing spooky happened. Just head to the Boo Cemetery and they will spook the whole Condo up, because it's their job. Head back to the second floor to get your Gadget.

\*1st Floor  
Type= Toad Force V  
Character= Ninji  
Quest= DVD for Me  
He wants a Toad Force V DVD, some guy in the Mushroom Condo has a spare, so get one from him. Head to the Town Condo, in the first floor, and you will receive the DVD. Go back to the first floor of the Horror Condo to get a Gadget.

\*Basement  
Type= Toad Force V  
Character= Lantern Ghost  
Quest= Nerd Force V  
You need a Toad Force V figure because everyone fan must have one! You can easily get one in the item shop, so get there and get one! Once you get it, head back to Horror Condo's basement, and get the Gadget.

-----  
Mr.I  
-----

Type= Love  
Character= Mr.I  
Quest= Love that Princess!  
This quest is for Princess Peach only. When you start playing as Peach, head the long way over to Mr.I, just seeing you will make

him so happy that will give you a Gadget!

~~~~~  
~~~~~VII.F.SNOW QUESTS~~~~~  
~~~~~

Ice Game Room

Type= Gambling
Character= Penguin
Quest= Engaging Game
Game= Drop'Em

Penguin needs money because he wants to buy a ring so he can propose. Just win back the money, and you get another game! This game easy to win, but if you are having trouble, check the Gambling Mini-game section to get some detailed help!

Ice Stadium

Type= Sport
Character= Mr.Blizzard
Quest= Cool as Ice

This guy is a pitcher, and if you can hit a home run, you will get a Gadget. This game takes excellent timing in order to win. Just try to hit it early so it doesnt be a foul, and it can be a straight hit. Hit it correctly, and you will get your gadget!

~~~~~  
~~~~~VII.G.FOREST QUESTS~~~~~  
~~~~~

-----  
Dance Stage  
-----

Type= Sport  
Character= Hulu  
Quest= Jungle Jive

Like all the other sport games, just do well to get your reward. Press the buttons Hulu shows you to complete the dance. Even if you miss a few, you can still get the Gadget, just keep on going at a steady pace, and he will give you a Gadget!

-----  
Jungle Game Hut  
-----

Type= Gambling  
Character= Hoot  
Quest= Debt's a Hoot  
Game= Stop'Em

Hoot is on heavy debt because of his losing streak, so if you beat the game for him, and he will be happy. When you play, you will think it's pretty easy, but it's actually not. You can easily win if you it in the first try, but if you continue losing, it get's hard to catch back up. For a detailed explanation on how to win, look in the Gambling Mini-game section. For winning you get the game!

-----

Loch Dorrie

-----

Type= Adventure

Character= Dorrie

Quest= Dino of Mystery

First of all, you need to be Yoshi to do this quest. Just go to him as Yoshi, and Dorrie will be really happy knowing its not the only dinosaur around. He will give you a Gadget as a token of friendship.

-----

Petal House

-----

Type= Love

Character=

Quest= Blossom of my Heart

He has fallen in love, and he saw her once in the town. He says she is fragile, like a \*butterfly\*. She \*blossoms\*. You are supposed to give her his poem of love. Go see Blossom in the third floor of the Town Condo. After he gets rejected (=P), you will get a Gadget!

-----

Spear Thicket

-----

Type= Duel

Character= Spear Guy

Quest= Mustached Hero

Game= Tank-Down

To do this quest, you must have a mustache, so you must either be Mario or Luigi. Right after agreeing to do the quest, you will be in a duel. Win to recieve the game! This game is one thing, PURE FUN! Look in the Duel Mini-game section if you can't win to get some hints.

-----

Ukiki House

-----

Type= Mystery

Character= Akiki

Quest= Monkeynapping!?

They mayor of the town is missing! A note was found in the floor, and it says, "We have your uncle!" Shroomlock has a sprained ankle so he can't go anywhere, but you will have to figure out the secret code in the letter. If you just read all the capitalized letters, it will read, "I am at the lake". Head to the only lake in the forest, Loch Dorrie! There you will find Ukiki and he will give you a Gadget.

~~~~~  
~~~~~VII.H.BOWSER QUESTS~~~~~  
~~~~~

Blue Pipe/Bowser Stadium

Requirement= 3 Quests Completed

Type= Sport

Quest= Goal Tenderizer

This is easy soccer, Bowser is the goalkeeper, and you have to get at least 3 out 5 in. Just kick it to the arrow pointing up so it will go

underneath Bowser, and he will never get it =)

Afterwards, you will have to have a battle.

Game= Splatterball

This is a sniping game, but first it randomly selects how many Koopa Kids you have to snipe. If you get a low number like 40, then this is easy, if its big, then you are going to have a tougher time.

I suggest you always hold B so you go fast, and just have fun! If you need detailed help, look at at the Bowser Mini-game section!

For winning you get a Gadget!

Light Blue Pipe/Mt. Frostbite

Requirement= 10 Quests Completed

Type= Adventure

Quest= Chillin' Villain

He is going to saY something, and you have to respond with a witty joke. If you answer all three questions correctly, you win!

- 1)What does a fashionable snake wear? A boa-tie
- 2)What do you say when you trip someone? See you next fall!
- 3)How do you know if it will rain today? Wait till tommorow.

Game= Crushed Ice

You have to crush all the Koopa Kids before your time runs out. Again, there will be a randomizer to find out how many Koopas you have to crush.

If you get a low number you can just hold one button and go fast and crush many Koopas. But if you have a lot, be more strategic to kill of the Koopas. If you need a lot of help with it, check the Bowser Mini-game section!

Red Pipe/Bowser Mansion

Requirement= 15 Quests Completed

Type= Mystery

Quest= Bowser:Accused!

A painting has been stolen from the museum! Bowser is accused and Shroomlock is already there. You have to prove he did it and Bowser will give you a Gadget. Bowser said he didn't leave home all day yesterday, he also hates toads and twilight, which is what the painting is about. He also never ever saw that painting! Also, there is no way to hide a painting in the mansion, so he couldn't possibly have hidden it. If you can't figure it out, the flaw in the mansion. How could he have possibly known if he was able to hide it or not? Anyways, prepare for a battle!

Game= Mush Rush

You have to again smash all the Koopa Kids...and again there is a randomizer. You have to smash the number of Koopas given, while protecting three little mushrooms. This game is pretty easy, and shouldn't be too hard. If you need extensive help, again look at the Bowser Mini-game section.

Yellow Pipe/Bowser Toy Shop

Requirement= 30 Quests Completed

Type= Toad Force V

Quest= Bowser's Toys

This time you have to do a Cartoon Quiz on Toad Force V. He will ask five questions, and you have to answer them all right in order to win.

- 1)What letter is on Toad Force V's forehead? ~V
- 2)What is Toad Force V? ~A Robot
- 3)What does Toad Force V fight for? ~Peace
- 4)What is the famous line in episode 28? ~Iron Shroom
- 5)What is the name of Toad Force V's hero? ~Jack

Game= Slammer (Duel Game)

This game requires fast reaction. Wait until the randomizer picks someone, then you have to quickly press (A) if you get chosen, if not, press (B) to defend and it will attack the other person. If you need more help, again check the Bowser-Mini-game section...

Black Pipe/Bowser Hideout

Requirement= 25 Quests Completed

Type= Bomb

Quest= Boss Bowser

If you win the duel, Bowser will give you two Gadgets! In the duel, you have to guess if the card given is bigger or smaller than the last card. If you guess correctly three times, you win! This game is easy if a card like 10/9, or 1/2 are shown because obviously its going to be lower than 10/9, or higher than 1/2. You will just have to guess if its in between like 5. Once you finish that, you will have a battle.

Game= Koopa Kappa

You have to drop capsule lids on the Koopa Kids, and you will also have a randomizer to determine the number. This game is so easy, you just have to drop the correct lid, on the correct Koopa, where the arrows are pointing. This game should be passed without even trying...for winning, you get two gadgets!

Pink Pipe/Bowser Pad

Requirement= 30 Quests Completed

Type= Love

Quest= Bestest Buds

If you want to win you need to find the perfect gift for him. One that will warm his cold heart. You have to go to the item shop and pick either a necklace, ring, or bracelet. He likes rings more than necklaces, and he likes bracelets just as much as necklaces. He also likes rings more than bracelets. Go to the store and buy him a ring, go all the way back, to find out you have to play a game...

Game= Peek-n-Sneak

Sneak past all the Koopa Kids before your time runs out! Again there is a randomizer. This is a pretty tough game at first, but once you get used to, you can probably go on forever. Run when you see many Koopas with their backs turned over, but slow down when you see one looking, and the other two with their backs turned. You don't really have to dash a lot because you get a lot of 20+ seconds that can make you go on forever. Win the game, win the gadget!

Orange Pipe/Bowser Game Hall

Requirement= 35 Quests Completed

Type= Gambling

Quest= Game King

Game= Watch'Em

You have to find Koopa Troopa three times in a row. Koopa is in a pipe, out of three. Bet whatever money you want, and never lose your eye on him. If you are good at these types of games, then you will do a good job. Once you win, you will get another gadget!

----- Purple Pipe/Bowser Lab

Requirement= 40 Quests Completed

Type= Duel

Quest= Bowserstein!

Bowser built a scary monster, and an even scarier one. You get to pick which one you get to face. Pick the scary monster, because if you picked the very scary one, you will just have to start all over. Once you pick the scary monster, you will face a Naval Piranha.

Game= Koopa Kurl

You have to throw shells to get the highest score. This game is extremely hard (for me that is). Try to mess up your opponent as much as you can, especially when they are on a 2X space. Look in the Bowser Mini-game section for a much better explanation on how to get a high score.

----- Bowser's Gate

Requirement= 49 Quests Completed

Quest= Final Showdown

Game= Trap Floor

This is it, the final showdown before you can get all fifty gadgets. Your goal is to drop all the Koopa Kids off the screen. For the final showdown, this game is extremely easy. You should drop the Koopas in patterns of (A) (B) (A). It is pretty hard at first, but once you get used to it, you will be able to pass it all.

----- ----VIII.Characters----- -----

Throughout the game, you will find many characters who have Gadgets and Mini-games. You must do quests in order to do them! Anyways, here is a list of all of them in case you are missing one. This is the setup I will use in alphabetical order:

--Name--

Profile the game gives...

And the Description the game gives...

If you need to know where some of the characters are located, press and hold 'CTRL and F' and type the character to find in what quest the character belongs to...anyways, here is the

long list!

---Akiki---

Ukiki's adorable little niece.
She's a little bit of a tomboy. She looks up to her uncle Ukiki.

---Amp---

Lives in town and loves to play games.
Loves to play games. Has a short fuse and gets mad easily.

---Bib Bob-omb---

Lives in a secret room somewhere in town.
The head of the Bob-omb gang. Quite mellow in his old age.

---Blooper---

A duelist at the Mushroom Beacon.
He trains hard at the lighthouse. He trains to be a master.

---Bob-omb---

Lives in town. Loves the word "Victory!"
Belongs to a shadowy gang of some sort. He's very nice.

---Bob-omba---

Lives in town and just loves flowers.
Belongs to a shadowy gang. She just loves strange flowers.

---Boo---

One of the mischievous Boos at Boo Cemetery.
Boo love to play pranks, but they're fiercely loyal.

---Bowser---

Pops up all over. Has the hots for Peach.
He's an awful person who makes mayhem for Mario and his friends.

---Bullet Bill---

Trains at Mushroom Stadium.
A brash and boisterous soul, but he IS the #1 Sprinter.

---Chain Chomp---

A duelist living in town.
Mouser used to take care of it. It loves to duel any passerby.

---Cheep Cheep---

Practices swimming at mushroom Pool.
A great swimmer, if only he could get over his insecurities.

---Coach---

Trains Cheep Cheep to swim.
Once, he was a champion, but now, he trains future champs.

---Dolphin---

Performs at Mario Vaudeville.
He's not a very funny comedian. He's lost all his confidence.

---Dorrie---

Lives in Loch Dorrie and looks lonely.
Just a big, sad dinosaur looking for a soul mate.

---Flutter---

Lives in Mushroom Condo.

She's a hip girl who knows her trends. Looking for a boyfriend.

---Fly Guy---

Lives on the rooftop of Mushroom Condo.

A strange and reclusive tupe. No one knows much about him.

---Goomba---

Lives in Goomba House. Digs dancing.

He's considerate and caring. He likes to share with friends.

---Goombetty---

Goes to school with Goombob.

The best student at her school. Plays violin beautifully.

---Goombob---

A rich kid who lives in Goombob manor.

He's got a big curhs on a girl in town. His folks are away.

---Hammer Bro---

A world-champion hammer thrower.

A champion, through and through. Loves a good challenge.

---Hoot---

Lives in the jungle and loves to play games.

Loves to play games, but his bad attitude makes him lose.

---Hulu---

Teaches at the Dance Stage.

A sensitive dance instructor who cries at the drop of a hat.

---Kamek---

The Game Mage out in the desert.

He has never lost a game. Once, he was Bowser's mentor.

---Klepto---

Lives in the Klepto Ruins.

Protector of treasures. Holds the key to the ancient lock.

---Koopas---

Works at Koopa Bank.

An all-business chap who just can't stop cleaning.

---Koopas Kid---

Pops up everywhere. Idolizes Bowser.

He adores Bowser and obeys him. He's not too bright.

---Lakitu---

Lives in Lakitu House.

A huge fan of Toad Force V. Loves to quote the series.

---Lantern Ghost---

Lives in Horror Condo.

A huge fan of Toad Force V. Runs the TFV Fam club.

---Mecha Koopa---

Works at Mushroom Library.

Discovered Mechakoopa's Theorem. Often lost in thought.

---Monty Mole---

Lives in town and loves to play games.

Loves to play games, but hates losing his money in the process.

---Mouser---

The most challenging duelist in Duel Tower.

This perfect duelist has even battled it out with Bowser!

---Mr.Blizzard---

Plays baseball at the Ice Stadium.

An ace pitcher with the Snow-town Ice Stars.

---Mr.E---

Loves to unravel any unsolved mysteries.

Shows up when mystery rears its mysterious head. Cowardly.

---Mr.I---

A reclusive gent in the horror area.

A gentleman at heart, but a bit gruff from time to time.

---Mrs.S---

Lives in Shroomlock House.

She loves gossip as much as she loves her dear Shroomlock.

---Mushbert---

Lives in Mushroom Condo.

A huge fan of Toad Force V. Knows all about the show.

---Ninji---

Lives in Horror Condo.

A huge fan of Toad Force V. Wants a special DVD of the show.

---Paratroopa---

Runs Junk, the item superstore.

A big-brother type, who looks after everyone in town.

---Penguin---

Plays games in the icy regions of Shroom City.

Loves to play games. He wants to buy a ring for Pengwen.

---Petal Guy---

A forlorn poet living in the jungle.

He's a lovestick artist. Writes poetry to the woman he loves.

---Piranha Plant---

Grows in the desert. Loves water.

It's pretty and healthy, but also quite dangerous.

---Pokey---

Guardian of the desert.

He challenges strangers to answer three riddles before leaving.

---Salvo---

A "skill" duelist lurking in Duel Tower.

He seems lazy, but his skills are top notch.

---Shroomlock---

Detective of Toadland Yard. Loves ice cream.

A brilliant detective, but a bit on the lazy side.

---Shy Guy---

Works at the Train Station.

He works without complaint and without rest. He's diligent!

---Snifit---

Lives in Horror Condo.

Loves to be scared. Wants to see a ghost more than anything!

---Spear Guy---

A duelist living in the jungle.

He hides in the jungle, waiting for a duelist with a mustache.

---Sushi---

Always near Sushi Cliff (in the water).

Has a sharp tongue and even sharper teeth. Hates crooks.

---Thwomp---

Lives alone in Thwomp House.

He looks mean, but he's really just lonely. HHe wants friends!

---Toady---

Lives in Mushroom Condo.

Heads up the popular rap act "Kamek Krew".

---Ukiki---

Lives in Ukiki House.

A kind soul who loves kids and all kinds of baked goods.

---Whomp---

A "power" duelist lurking in Duel Tower.

Based on power alone, he's even stronger than Mouser himself!

-----IX.Minigames-----

There are 50 minigame that you can unlock, but there is actually more since there are some that you can play in the Main game. Also, my high scores aren't really "high", those are just my scores, some may be ridiculously low, but that doesn't mean you have to make fun of me ;) -!NOTE!- The scores you first get in the real game won't add to your high score, so if you're going for a high score, do it in the minigame list.

Press (L or R) to move between the pages of games.

If you ever want to leave a mini-game, press Start, and then press (B).

These are all the mini-games you can play anytime, they are listed in the order they are placed when you want to play them. First up are the Regular games, which you play as you move along the board every three turns. After that are the Duel games that you play in many Quests. Then its the Bowser games that you play inside the tubes when you go meet Bowser. Finally are the gambling mini-games that you can also play in Challenge mode, but you won't earn any money here.

~~~~~IX.A.Regular~~~~~

1)Boo-Bye- Controls= (A) Jump, (D-Pad) Move

There are boos coming after you, one hit from them and you lose. The only way to stop them is to use the paintings. Once the boos of the same color get near them, they will get sucked in them. For example, if there is a red

boo, you need to get it in the red boo painting. The three colored boos are White, Red, and Blue. The more points you get, the faster and more in the numbers they become.

~My High Score= 2800

2)Grabbit- Controls= (A) Run, (B) Slide to catch bunnies (D-Pad) Move  
The point of this game is to go around and catch the bunnies walking around. If you get too close to them, they will get frightened and they will try to leave at the nearest hole, you will then have to chase after them. You can catch them with (B), and you can run with (A), be careful though, if you miss the bunnies and hit the wall when you try and catch them, you will lose some time. A good thing to do is to catch them going diagonally because sometimes they move and mess you up.

~My High Score= 8

3)Chomp Walker- Controls= (D-Pad) Move

The point of the game is not to get hit by the Chomp who is on a leash. You have to keep walking him without him hitting you. If an (!) pops out on his head, then dodge if he goes after you. You increase your score by just staying alive longer. There are also foods around that increase his speed. Also try not to get near the foods because he will notice it and attack you at the same time. ~My High Score= 1280

4)Cloud Climb- Controls= (D-Pad)Move, (A)Jump when not in a cloud or booster  
You have to keep jumping the clouds all the way to the top. There are boosters along the way to make things faster, but there are also electric things which slow you down a lot. Reach the goal at the top and make your time faster and faster!

~My High Score=36"80

5)Barrel Peril- Controls= (A) Hide in Barrel, (B) Run, (D-Pad) Move

The purpose of this is cross the finish line, the only problem is that there are Chomps all over the place, and once they notice you, they will attack you. Press (A) to hide in your barrel and they won't hurt you. If you don't hide in time, they will send you flying back, not too far though. Its best that you hold (B) as you will finish MUCH faster.

~My High Score= 45"68

6)Big Popper- Controls= (A) Swing Fan, (D-Pad) Left/Right

There is a score multiplier in the middle, this is where you have to blow the bubbles into. Press (A) To use your fan and try and move them in the middle. If they do, they pop, and your score increases. The faster you do it, the higher the multiplier becomes. As seconds pass, the multiplier decreases, so do it fast. You have 60 seconds, but there are red bubbles that give you +5 seconds if you pop them in the multiplier. If ever you cannot reach a bubble in time and it pops in the floor, you lose. If the time reaches 0, you lose.

~My High Score= 1858

7)Forest Jump- Controls= (A) Jump, (D-Pad) Move, (Down) Crouch

You are in the middle of nowhere, and there is a nasty breeze hitting you from all over the place. There are also logs, your job is to either jump over them, or duck under the ones that jump really high. Always go on the opposing side of the wind, if not you will have a greater chance of getting hit by a log, and making you leave. There are big fat logs, or skinny ones. They either stick on the ground, jump constantly, or jump really high. Keep going without getting hit, and do it fast and constant, and your score will start to become combos.

~My High Score= 1390

8)Switch Way?- Controls= (D-Pad) Move, (A) Jump, (A+A) Ground Pound



Here you have a giant maze, with classic dungeon music playing ^\_^ The goal is, to reach the Goal Line, but its tough as its way up high. There are platforms that if you pound them, they will be either going Horizontal (<-/->) Or Vertical. If its not going the way you want it to go, pound it again. You can also jump under them choose which way. Follow the maze to the top, and do it fast.

9)Amplifried- Controls= (D-Pad) Move

This is one of my favorite, because it gets you intense. You are on a small platform, and there are electric balls all around you. They move around fast and make a line. That line quickly becomes electricity, and if you touch it, you lose. When you reach around 80 points, more of the balls become involved, and form complex lines. Try to stay in the middle in the beginning, and go in the opposite direction of each line. If you are too close, hope that you can get to an opening in time. This game is very intense, and is one of my favorite!  
~My High Score= 1150

10)Flingshot- Controls=(A/B)Keep pressing to fly longer, (D-Pad)Move

In the beginning, keep pressing A, and then B, then A, etc. The faster you do it, the farther you will be thrown, then just keep on flying. You will see small tornadoes, use them to either fly higher, or fly farther. In the beginning, I like to fly high, then when I see I'm falling, I use one or two final tornadoes to fly horizontally. The longer you fly, the higher your score.  
~My High Score= 8057

11)Spokey Spike- Controls= (D-Pad)Slide to get the ball, all four directions.

Boo is serving in volleyball, and you just have to return all the beachballs. Press either of the four directions to get the ball, this game requires quick actions, because if you're too late to press it, you will miss the ball. Even if you miss one ball, its game over. When you reach around above 50, Boo moves to the right or left instead of staying in the middle, and the balls start getting faster.

~My High Score= 80

12)Bob-oom!- Controls= (A)Drop/Recieve Bomb, (D-Pad)Move Left or Right

O.K., there are some bowser statues and you have to blow them up, you get a bomb, and you have to have perfect timing to drop the bomb and blow them up. Sometimes you get a bomb that is already about to blow up, so drop it right away. If you're too late and the bomb explodes on you, you'll get dizzy and lose precious time. When there are statues in pairs, its best to hit it right in the middle to double your score, and if possible you can even destroy 4 at a time. You also get second bonuses to increase your time of just 60 seconds. When the time drops to 0, you stop.

~My High Score= 4940

13)Real Cheep- Controls=(L/R)For pressing Combinations, (D-Pad)Move the line

This is a fishing minigame, once a fish bites, press the button combinations you see in the bottoms, using (L or R). Try to catch the one with the biggest shadows, to increase your high score. The bigger the fish, the better your score. ~My High Score= 830

14)Shell Stack- Controls= (A) Jump

There are two pipes on each end, and they shoot turtle shells. You have to time your jump to land on top of the shell. The longer you stack up, the faster they go. You can tell if its going to go fast or not depending on the pipe color, for example, if its green, its going to shoot a slow green turtle, but if its red, it will shoot a fast red one. From slow to fast the colors are: Green, Yellow, Orange, and Red.

My Sad Score= 14

15)Bill Bounce- Controls= (A) Jump, (D-Pad) Move

This game is pretty easy and hard, there are 6 Bullet Cannons, three on each side. They are stacked up in three columns, and they shoot bullets. Just jump on top of them and your score multiplies. Its best to stay on top, but it takes practice because you have move while jumping at the same time. If you keep going without never falling, your score gets really high.

~My High Score= 10180

16)Bunny Belt- Controls= (A) Input Selection , (B) Start over Combination

All you have to do is look above your character and you will see a button combination, it involves four buttons in your D-Pad, and then A after that. Do it as fast as you can and correctly too. If you mess up just press B, but sometimes it may be easier to just continue. Once you reach 10 bunnies, the combination will change, and you gain 10+ seconds. Repeat the process, and try to go real fast...

~My High Score= 77

17)Pest Aside- Controls= (A) Water Plant , (B) Disinfect Plant , (D-Pad) Turn

There are four flowers, one up, down, right, and left of you. A little bubble will appear with either a bug or a water drop. You have to either water it or disinfect it according to what it tells you. Try to move quickly with the ones that pop up first. If you make a mistake with a high score, consider yourself lost. If you're too late to care for the plant it will die, which means game over for you.

~My High Score= 1770

18)Melon Folly- Controls= (B) Speed Up , (D-Pad) Jump throughout the rafts

There are watermelons on rafts, and you have to collect them all without falling in the water. There is also a large piece of watermelon, gives you 1000 points if you leave it for last. There are 10 seconds in each stage, and for every second left when you complete it, you got 10points. In the later stages, you have to think hard and act fast holding (B) to beat the timer. If you fall, or the timer reacher zero, you lose.

~My High Score= 13,180

19)Sort Stack- Controls=(A)Take/Replace Book with Right , (B)Same as A but Left

(D-Pad)= Move around the bookshelf. The purpose of this is sort all the books out of the same color, meaning put them all together. The Green are in the bottom, the Yellow are next, then the Blue, then last Red. This game takes lots of practice, and fast action too. Because once the time is up, the game is over.

~My High Score= 800

20)On the Spot- Controls= (D-Pad) Choose the side to hit Thwomp

This is a pure memory game. A thwomp pops up, and arrows appear on sides of his body. For example, an arrow will appear on his right side, and then the top. You have to remember where to hit it. Then, press the right button, the up. If you mess up once, you lose 5 seconds of your time. You gain seconds depending on how fast and hard the game went. You lose when the time reacher zero.

~My High Score= 42

21)Koopa Krunch- Controls= (A/B) Swith blocks sideways or upways , (D-Pad) Move

This is just like tetris, only there are nasty turtle shells that kill everything. You have your usual colored blocks, and have to have them in at least pairs of three to destroy them, giving you points. The shells just stack up, but once you get your red shell, you destroy all the shells that are together. So make sure you keep them together. Later in the game, different colored blocks start to appear, and they move down a lot faster too, so make sure you act fast, because if everything stacks up, you lose. You also get many extra points if you clear the whole board.

~My High Score= 740

22)Floor It!- Controls=(A)Opens Right,(B)Opens Left,(D-Pad)Move Up/Down.  
Your character is on an elevator, and think of it like a taxi. You have to open the door depending on where they are at, and leave them in where they belong.For example, if you get boos in your elevator,drop them of all the way at the top where they belong. You have little time, so its good to act fast.Sometimes though, one of the guys will have a clock on them, which give you a time boost. Also, the elevator might start moving fast, when the place flashes red. The more customers you satisfy, the more points you get. The maximum number of people you have can excluding yourself is 4. If you leave someone waiting too long outside they will just leave.

~My High Score= 910

23)Dreadmill- Controls= (D-Pad) Run

There are two conveyor belts, one moving fast one side, and the other the opposite. Every couple of seconds they either increase in speed, or switch sides. The point of the game is to move all the way to the right, crossing the finish line. The main problem is that there are many blockers that stop you, and make you lose time. Just keep going,and try not to get hit.

~My High Score= 31"71

24)Stompbot XL- Controls=(Hold A) Accelerate, (B) Brake, (D-Pad) Move

The point is to avoid the lava that keeps increasing in the bottom, and all the lave pools. You have Three hearts, and everytime you hit the lava pools it will decrease by one, but there are also heart refills all over the place. There are also small blocks that you can break, but slow you down. Try to last as long as you can, because if you go too slow, or if you are out of hearts, you lose.

~My High Score= 151

25)Go-Go Pogo!- Controls= (A)Jump High,(D-Pad)Move while jumping left or right.

You are on a pogostick and you have to reach your goal all the way to the right. There are tubes all over the place with the flowers that bite you. The safe pipes are the blue ones, and the ones with the flowers are the green ones. If you touch them, you lose. There is also lava in the floor so don't fall, and try not to hit any of the flames that go up or you will lose.

~My High Score= 31"03

26)Sled Slide- Controls= (A) Accelerate, (B) Brake, (D-Pad) Rotate/Move

This is something like Mario Kart only you are sliding in the ice, and there is no one else but you. The only hard part is the turning, there are some major turns that make you hit the walls or spin you like crazy if you turn too much. Try to let go of the accelerate or brake as you turn, it make things smoother and gives you a faster time overall.

~My High Score= 1'28"43

27)Flippin' Out- Controls= (A) Jump, (D-Pad) Choose where to jump

There are a whole bunch of poles on the wall, and you have to jump all the way to the goal in the right side. Keep jumping through each of the stages to reach the goal. You can jump up, down, right, left, and the diagonals. There are also poles that move up or down, or even disappear. If you dont catch it, just hope that you reach some other pole, because if you fall all the way down you lose. There is also 30 seconds, but after each stage you beat you get 8 seconds more.

~My High Score= 1230

28)Sea Monkey?- Controls= (A) Accelerate Boat, (D-Pad) Rotate

Well, you are on a boat, and there are a whole bunch of monkeys (10) drowning in the water. You have to save them all and try and make your time as fast

as possible. If you miss one just quickly turn and get it. The hard part about this game is the turning, and the rocks. If you hit a rock, you lose approximately 2 seconds of time. So save those monkeys ^\_^

~My High Score= 40"51

29)Outta My Way!- Controls= (A+B) Move Blocks, (A) Jump, (B) Punch, (D-Pad) Move  
This minigame took me so many tries in order to beat it. Its a maze like the other one, only this one involves with enemies. There are those giant blue blocks, and those are the ones that you have to deal with. Try many combinations of moving the blocks together in order to reach the goal. Remember this one took me many tries. The other enemies there are Walls that fall on you if you get close, just jump on top of them when they're on the ground. The other one is the vertical worm, just punch all the pieces to kill it.  
~MY High Score= 1'15"55

30)Broom Zoom- Controls= (D-Pad) Move  
Your character is on a broom, and you have to collect the rings to get the points. The more rings, the more points. There are blocks and electric balls that hurt you and stop your combo, because the more rings, the more your combo increases. Try not to get hit at all, and your score will get really high. The less delay between each ring you get will increase the score each ring gets, so try to stay all the way in the front of the screen, though there's a higher chance of getting hit. There is no timer (finally) and all you have to do is reach the goal in the end.  
~My High Score= 22849

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~~~~IX.B.Duel~~~~  
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In the duel mini-games, you have no high score, and you will be able to pick which opponent you will face. This is when you finally face against computer AI, unless you link and face a friend. Some of these are tough, and some of these are completely easy to figure out. Try your hardest, and you can conquer hard mode!

31)Tankdown- Controls= (D-Pad) Move, (A) Punch, (Hold A), Charge up
This game is pretty fun, you are on a kart, with a punching glove attached. You and your opponent have five hearts each, every time you your opponent, one heart is taken away. But if you Charge fully before you hit, you will take away three hearts. You can also punch through anything that gets in your way. Though with this great power, comes the extreme lack of speed, which allows your opponent to get around you and surprise you because of the lack of light. I suggest you charge up, because one good blow will give you a great advantage.

32)Hammergeddon- Controls= (A) Jump, (B) Throw Hammers, (D-Pad) Move
Remember the first Mario, and when you battled Bowser, he used to throw those annoying hammers? Well this is kind of like that, but you and any opponent can do that too. You can pick any of the three remaining characters, and battle it out with him/her. Each of you have three hearts, the first to lose all three loses. If you and your opponent are really good, you can also hold up to throw the hammer straight up, and try and push him/her into it. You can also throw it really low by holding down if there is a short distance between the two of you.

33)Stair Scare- Controls= (A) Climb Stairs
This is one of the easiest mini-games out there. Just tap (A) as fast as you can to make sure you are the first to the top. Even in hard mode, this game doesn't take much skill to complete. But against human players...that's a different story.

34)Chicken!- Controls= (A) Flee, (B) Fake out

There is a giant Thwomp that's about to fall, all you have to do is stay under him the longest to win. You should use the fake out a little before his shadow is completely falling to fool the opponent and make him leave faster. But the Computer AI won't fall for it that easily, so you should just stay under him until you finally see him fall, that's when you should use your quick reactions and Flee.

35)Chainsaw- Controls= (L + R) Press constantly to cut the rope.

Each of you have a saw so you can cut the rope. Press L and then R constantly to cut the ropes. If you go too fast you may get tired, you can tell if you are going to get tired by the number of sweat drops. Once you are tired you lose precious cutting time. The one to cut the rope first wins, well, because the other one dies. I suggest you do it in a steady motion (at least two sweat drops) and occasionally go really fast (5 sweat drops). After a couple of seconds of going really fast, slow it back down to the steady motion. Repeat this process and you will even beat hard mode...

36)Volleybomb- Controls= (D-Pad) Move, (A) Jump, (B) Swing Hammer

You are playing volleyball, but instead of a ball, you are using a bomb, and instead of using your hands, you use hammers. That pretty much describes this game. You and your opponent have three hearts, and you can take one out from your opponent by either letting the bomb bounce on their floor, hitting your opponent with the bomb, or letting it explode as it starts to get red over time. You can also do lobbs by holding up as you are swinging your hammer to mess up their play. Or you can do low shots by holding down as you swing. If the ball bounces on the median, just move back because most likely it will hit you. If you do a low shot from far away most likely it will hit the net and go back right to you. Those are just some things you might want to keep in mind.

37)Koopa Kurl- Controls= (D-Pad) Aim, (A) Set Power, (R) Check Court

This is pure curling. If you don't know what it is, you have to throw the shell slowly in the ice so it will reach a specific area where you can gain points. Compared to every single mini-game there is, this is the most complicated and strategic. This is the last duel game you get, and it's the hardest. I try to do what the computer does, and that is throwing it at a small angle, like a small tap to up or down. Then you should throw the shell lightly, do not throw it very hard unless you want complete moving of the shells. Even so, you should never throw it super hard. There are two different rounds, in the first one, you start, and then your opponent starts. You have three shells per round, so use them VERY wisely. If your opponent ever gets on a 2X area, try to move it out right away! Keep practicing and you will eventually get better. This can get frustrating at times...

38)Slammer- Controls= (A) Hammer, (B) Defend

First of all, you must be patient until a clear picture is formed. If the picture shown is yours, then in less than a second, you should press (A). If the picture shown is not yours, then press (B) as fast as you can. If you do this correctly, you can attack your opponent before he/she gets any chance to defend. If you defend correctly, the hammer will bounce off you and attack your opponent. Do this five times and you win! If you press (A) or (B) while the picture is still randomizing, then the hammer will hit making you lose a heart. If you press the wrong button when you were supposed to do the other one, the hammer will hit you. This is also frustrating, but it helps to have extremely fast reactions.

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~~~~IX.C.Bowser~~~~

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These are the mini-games that you get to play when you go inside a Bowser tube and beat him in a specific task. These aren't that hard, but are kinda fun. First you get to pick what number of Koopas you are going to face. Although the game doesn't record it, see how far you can go and maybe you can even face time and do 99 Koopas!

39)Mush Rush- Controls= (A) Swing Right, (B) Swing Left

You have three mushrooms, and the Koopa Kids will come from the left and right to try and take them. Sometimes they might do fake-outs and suddenly move in the other way. Always hit the ones that are closest, and try to time your hits, because if you don't do it well, the Koopas will just be pushed back a little. If you see an exclamation mark, that means the next hit will send the Koopa rolling taking anyone in its way. If a mushroom gets taken, the other two will be moving which may things a little more easier, and more harder too. As you get around 30 and 20 Koopa Kids left, they will start moving a lot faster which makes things MUCH harder. I didn't lose a mushroom until they started moving fast, so if you have one left, hang on as long as you can.

~My Highest Number of Kills= 99

40)Crushed Ice- (D-pad) Move

You are on a giant Koopa killing machine! The only problem is that you are on ice, there are two giant blocks in the middle, and you bounce a lot. Koopa Kids are skating and your job is to crush them all. Try not to slow down because it takes a while for you to speed up again. In Quest mode, this is pretty easy so you should just go really fast and try to randomly squish as many as you can.

~My Highest Number of Kills= 85

41)Peek-N-Sneak- Controls= (D-Pad) Left/Right, (B) Dash

You have to sneak by as many Koopa Kids as you can, because if you get caught, you lose. Try to dash whenever you see groups of Koopas, and they ALL have their backs turned. Whenever you see a question mark upon them, that means you successfully snuk past them. One thing I learned is... Never take a chance. This is because time is not really factor, because if you do a good job and continue sneaking past them, you might get a 20+ second bonus. Take your time, and think it out. If they are about to turn, hide in the pillar, don't risk it. Sometimes its best not to dash at all, for example when you have a koopa watching, the next one has his back turned, and the one after him is also watching. There you shouldn't dash because once you sneak past one, the other is already watching. Therefore take your time, don't risk it, and think it out!

~My Highest Number of Sneaks= 99

42)Splatterball-Controls=(A)Shoot, (B)Move the aim faster, (R)Reload, (D-Pad)Aim

There are koopas all over tha mansion, are your job is to snipe them out. Choose the number of koopas you want to face, I suggest put as many as possible just to see how many you can kill. Hold B so you can move faster, but that is only for the skilled at FPS games. Try not hit any toads because that will cut your ammo limit by 1, which makes things a lot harder.

~My Highest Number of Kills= 49

43)Trap Floor- Controls= (A) Blue Traps, (B) Red Traps, (R) All Traps

This is the game played at the very end, with the last encounter with Bowser. This is also by far one of the most easiest Bowser mini-games there is. The only way you can lose is by letting a Koopa get to the middle floor, and if one does get there, they will dash toward you and scorch you. The way I solved this was by doing them in patterns of B--A--B. Or you can just press R

to open every trap, just don't press it soon the Koopa can fall all the way down. There really isn't much to talk about, and it's pretty easy to figure out.  
~My Highest Number of Kills= 99

#### 44) Koopa Kappa- Controls= (A,B,L,R) Drop Capsule

Koopa Kids are on capsules, and they use it to cross a hole, so they can reach you. You should not let five Koopas in because then they open the hatch and scorch you. The only way to stop them is by dropping the correct capsule to the corresponding Koopa Capsule. For example, if you see a Koopa on a (B) Capsule, then press (B) when they reach the arrow mark. It get's harder and faster over time because then you have to press two buttons at a time, and then you have to do it really fast, which \*in a way\* reminds me of DDR.

~My Highest Number of Kills= 99

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~~~~IX.D.Gambling~~~~  
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These are Casino-type games, and I call them Gambling games because well... you gamble. When you play them in your case you won't gain any coins, but you won't lose any either, so it makes it good practice for whenever you want to play them in Challenge Mode. In here you start playing a game with 800 coins, so it allows you to bet high, just as you possibly would in Challenge mode to allow a full practice benefit.

45) Scratch 'em- Controls=(Scratch Card), (L/R) Go to other Screen, (D-Pad) Move

First you make your bet, bet whatever you want. Then you have to scratch 5 cards, just hope that you at least get 3 of whatever. Below is a list of all the things you can get:

5 Stars= BetX100	5 Mushrooms= BetX50	5 Turtles= BetX20
4 Stars= BetX30	4 Mushrooms= BetX10	4 Turtles= BetX5
3 Stars= BetX10	3 Mushrooms= BetX5	3 Turtles= BetX1

There are also cards with no spaces, and there is a bomb which destroys everything in a 3X3 Area. Its all luck so be careful.

46) Match 'em- Controls=(A) Stop/Start Slots, (D-Pad) Bet Higher, (L/R) See Menu

This is a typical slot machine, make your bet higher pressing up to allow more possibilites of winning. The highest bet is only 5 coins. Below is a list of winning combinations:

3 Stars=	BetX250	3 Eggs=	BetX50	3 GreenShells=	BetX10
3 Flowers=	BetX150	3 Clouds=	BetX30	2 GreenShells=	BetX5
3 Mushrooms=	BetX100	3 RedShells=	BetX20	1 GreenShell=	Bet X1

47) Watch 'em- Controls= (D-Pad) Change Coins, Pick Pipe, (A) Confirm

First of all, you can bet up to 99 coins. After you bet, Koopa goes in a tube, and you have to watch that tube EXTREMELY good. At first it may seem like the easiest way to gain some easy coins. But after the second one, it starts to get VERY tough and requires quick eyesight, and a lot of luck if you lost the tube. If you keep on winning, you money adds up very quickly, though not as much.

48) Drop 'em- Controls= (A) Drop the Coin

Another casino game, this involves dropping the coin, you have to get it into the box. The hard part are those dots that move your coin around. The box also moves, so you have to have perfect timing, and a little luck, to get it in. If you do get it in, you have a chance to either get 50, 30, 20, 10, of 5 more coins. Good luck!

49)Stop 'em- Controls= (D-Pad) Change Coins, Choose, (A) Pick/Spin/Stop
First you have to place your bet out of five choices, Diamond, Heart,
Clovers, Spades, and a Star. This game is purely luck, so try not to
gain a lot of money here, though you could because if you land on a
star, and if you bet 99 coins, then you win around 3000 coins. If you
have a lot of coins to spare with nothing to buy, then you can have
fun and maybe even gain more coins...

50)Pair 'em- Controls= (D-Pad) Change Coins, Place Card, (A) Start/Flip
I have to say this is the one of, if not, the toughest of the Gambling
games there is. Like always, you first place your bids on the group
of cards you think you can finish. All of them are odd numbers because
that means that you have to at least once finish them in a pair of three.
After that, you can do the rest in groups of twos. You can't do them all
in twos because take the star for example, which has three cards, if you
do a group of two, then you are left with one card, that you can't do
nothing with and will mess up your entire game. I suggest you don't try
this game if you want to win money, but try this game for the fun and
challenge of it. I have to say, I can play this game for a long time,
and I can never win any money of it ^_^

-----X.Play Land-----

Besides going to Shroom City, this will most likely be the second
place where you will spend most of your time playing this game.
So, let's get detailed on what you could do...

Red Case

The first option allows you to play all of the mini-games you have
seen and unlocked in Shroom City. You start out by choosing which
character you want to play as. The big list is divided into 5 pages.
The first three include all the mini-games you unlock by playing
the games in the random roulette that appears in Shroom City.
The last two pages include all the Duel, Bowser, and Gambling games.
The first three pages also include all the records you have beaten
in those games, so try to get extremely high scores!

Red GBA

The second option allows you to give away a mini-game with only
one game-pak. You can choose all of the mini-games you have
unlocked, and you can also choose what character you want to play
as. I don't have much detail into this because I haven't tried it,
but if anyone has, please send me some details into multiplayer
games, because I desperately need it ^_^

Penguin

The third option allows you to link up to four players who have
the same Mario Party Advance cart, and you can play a Penguin Race.
Again, I don't have much info, but supposedly the higher records
you have, the faster your Penguin will go. My guess is that the
race will probably be like the Sled Race, but who knows...

Blue Case

This option allows you to play all the Gadgets you have unlocked or bought. They are also divided unto pages like the mini-games. The last page is full of all the mini-games that you bought and unlocked when you beat the game. Gadgets are pretty fun, but only some ask to play for more, because once you get the gimmick the gadget is made of, you'll most likely never play it again, except for some like Mini-Bowling ^_^.

Blue GBA

Just like the mini-games, you can give away a single Gadget with only one game-pak. Again, I don't have much detail on it, but it can be pretty fun I guess. If you would like to add anything, please tell, I don't bite =)

-----XI.Party Land-----

This option allows you to play with all your friends! Here you can have tournaments, play games, and just have fun. This place is full of options that allow you to play with one or two game paks, or not even a link!

Duel Battle

The name pretty much gives it away. Here you can play Duel Mini-games with only a single game pak. You get to choose your character and your opponent's character, and finally the mini-game. As you choose the linking starts, and the mini-game begins!

Secret Battle

For this you need two game paks. You get to play all sorts of mini-games, and if you get to beat your opponent enough, you get to know your opponent's secret that he/she told in the beginning of their game. Thats why this is called a "Secret" Battle.

Koopa Kid Battle

Here you play Bowser Mini-games, and you need two game paks to play. I don't really know much because I can't link at all, because I don't really have friends who play GBA, their all PSP fans --
Anyways, the rules say you start with 100 Koopa Kids, and you have to Double your Koopa Kids in order to win. Also, if you lose all of your Koopa Kids, you lose.

100 Player Battle

For this you don't need a Game Link, and up to 100 people can play. Will anybody ever play with that many people and only one GBA, I doubt it =P. Anyways, you have to win only twice in a row in order to win. After you choose the number of people that will play, a mini-game is randomly chosen, and the one who get's the highest record

wins. After you finish your round, you pass the GBA along to the other player. Remember, you have to win twice in a row in order to really win.

100 Player Attack

Again, no Linking needed. This is almost like the other one, but you get to select the mini-game. You then set a record, and you get to see how long it takes for someone to beat your record. Once someone does break it, then the it's game over. Thats why it's best to have the best person at these type of games to go first, then let all of the other weak persons go.

-----XII.Challenge Land-----

This is the place where you gain coins. There are 5 places in this menu. You can gain coins playing minigames and completing them in certain conditions, you can play play casino games, play challenge games, and play versus Koopa Kid. You can also exchange your coins for some of E.Gadd's Gadgets.

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~~~~~XII.A.Mini-Game Attack~~~~~  
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This is one of the fastest way to gain coins. First of all you get to choose what character you want to use. The main point of the game is to continue winning mini-games under tough conditions. The more mini-games you have, the longer you can continue gaining coins. If you lose anytime, you will lose all the money on the left hand screen that kept saving up. If you want keep the money, press (L) before you play a mini-game.

First you are given a choice of three random mini-games. Obviously choose the one that you are really good at, therefore you will be able to win easily. If all the choices are hard for you, you can use a card to help your situtaion out, like for example one card lets you practice. You can use them before you play a mini-game by pressing (R).

If you go high enough, you can get a lot of money. At first this is good for to get some money that you can waste gambling ^\_^

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~~~~~XII.B.Game Room~~~~~  
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You can unlock this mode when you unlock at least one Gambling Mini-game.

When you first enter here you get to choose your character. If you have no coins to spend, Toad will gladly give you 10, but you must not tell anybody =). This place is pretty much like a casino. You get to play all the casino style mini-games you unlocked while doing quests. Inside the casino you get to walk around and choose which game you want to play.

You then normally play the games, bidding money, and hopefully multiplying that money. If you want a more thorough explanation on each of these mini-games, check the Casino Mini-game section (IX.D.)

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~~~~~XII.C.Duel Dash~~~~~  
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You unlock this mode once you unlock at least three Duel Mini-games, but you will only be able to play Easy Mode. The more you unlock, the more longer/harder you will be able to play.

First you get to choose your character and your opponent. Then you get to choose the level of difficulty, they determine two things, the amount of money you get, and how long you have to play:

Easy= 1,000 Coins/3 Turns  
Normal= 10,000 Coins/5 Turns  
Hard= 50,000 Coins/8 Turns

You play only Duel Mini-games, and they are pretty tougher than when you play them in any other mode if I do say so myself. This is one of the hardest ways to get coins, probably second to Mini-game attack. But if you get good enough, getting money here will be a piece of cake. So if you're running out of things to do, practice hard on these games, and max out your coins! If you need specific help on a certain mini-game, check out the list I have here, or go to the mini-game faq in gamefaqs for an extremely detailed faq!

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~~~~XII.D.Bowser Land~~~~  
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You unlock mode once you unlock all the Bowser-Minigames, meaning you have to beat the game...

This is by far the easiest way to make money, since the Bowser mini-games aren't that hard. First of all you start by choosing your character. Bowser says that if you wait too long then he will end the game for you, but that never happened to me O_o.

You start in a roller coaster type game and you move around. The flashing number above you means how far you will move. There are seven spaces in total, the last one is the goal point and you won't play anything there. After you land in one of the six, you will play a Bowser-Minigame, and there will be a randomizer to determine how many Koopas will be there.

After you finish, you will get a certain amount of money. I think it's all random, because once I finished a trial with only playing one mini-game with three koopas, and I earned 2,000 coins! A second time I played just one mini-game with around fifty koopas and I earned around 11,000 coins. So I'm guessing it's all random, but there could be some sort of formula to this...

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~~~~XII.E.Shop~~~~  
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This is the shop where you can buy Gadgets.

Pretty Poster = 100  
Sun Poster = 4000  
Moon Poster = 3000  
Coin Poster = 10000  
Heart Poster = 1000  
Bowser Poster = 1500  
Bonus Track = 2000  
Passport+ = 1000  
Credits = 2000

Power Star = 100,000

The Pretty Poster through the Bowser Poster are just regular Gadgets, you can only view them. The Bonus Track is just a song, Passport+ lets you hold up to 30 passports instead of 10. The Power Star Gadget it just a star that shines and moves around and glimmers. Thanks to CFalcon who was the first to tell me =D

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-----XIII.Gadd's Gadgets-----  
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There are 60 gadgets which you can play from. You can unlock them by buying them as just said above, of by unlocking them throughout Shroom City.They don't cost a lot (though some do) so you can unlock most real fast.

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-----XIV.Bonus Board-----  
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The Bonus Board is the third choice in the main menu. If you buy a new game, or maybe you could get one from Nintendo, you get a Board that you can use to have more fun. With it, you can play with up to three other people, and pass around the GBA to have more fun. In the GBA Bonus Board Mode, you can roll the dice, (if you don't have any) play Gadgets so everyone can play, and get stars!

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~~~~~XIV.A.RULES~~~~~  
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This is a condensed version from 'CPFace' from the Gamefaqs Message Boards. Big Thanks!

Number of Players: 2 to 4

Select a character and place it on that character's start space. Place the Star Piece on one of the four star spaces. Start Mario Party Advance and select Bonus Board from the title screen. Decide before you begin if you'll be moving clockwise or counterclockwise.

On your turn, select the die and press A to roll it and move that many spaces.

Nothing happens on yellow spaces.

On a star warp space, move the star piece to a different star space.

On a pipe space, move to the matching pipe.

On an E. Gadd space, select the Gaddgets on the Game Boy and press (A) to start the roulette. All players crowd around the Game Boy and play the game. Some games have a single winner, and some have a single loser:

- Single Winner
- Dart attack -- closest to 100 wins
- Shroom drop -- first to drop the shroom wins
- 4-P Pinball -- last standing wins
- Block Punch -- Whoever breaks the block wins
- Attack Frog -- First to three points wins

Chicken Race -- Closest to the edge wins

When there's a single winner, it becomes that person's turn after the minigame.

Single Loser

Bomb Game -- loser trips the bomb

Egg Panic -- loser breaks the sack

Stick to It -- the stick points at the loser

The loser goes back to start.

If you get Compat-i-com, pick an opponent to play against. If you get over 50%, move their piece to your space. Otherwise, move your piece to their space.

If you land on the Star Piece (by exact count?) select the Star on the GBA and press (A). Players take turns trying to find the star, with the player who landed on the Star Piece going first. Whoever gets the star wins the game.

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~~~~XII.B.MADE UP RULES~~~~  
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Instead of using the same rules over and over, you can just make up your own. For example, here is one from 'CPFace', which is to add a more traditional style Mario Party using Mario Party Advance. Thanks again =D, Anyways, here is how it goes...

Step one: Draw up a new gameboard and fill it with the following kinds of spaces:

- Plain Blue
- Plain Red
- Bowser Red
- Green Question Mark (if you want to have special things happen in your game)
- Six "star spot" spaces labelled 1-6

Add other Mario Party elements to taste -- Boo, Koopa, Item Shop, Bank, etc.

Step two: Each player gets a scorecard to keep track of coins and stars. Alternately, break out your Monopoly set and use the dollars as coins. Each player starts with the traditional 10 coins.

Step three: Boot up Mario Party Advance and select Bonus Board. Roll the die and place the Star on the star spot with the same number that you rolled.

Now you're ready to play.

Each player rolls a die. (For the full effect, roll a d10 instead of the Game Boy die.) There are different effects for different spaces:

Blue space: Gain 3 coins.

Red space: Lose 3 coins.

Green space: Effect you decided on when you designed your board.

Bowser space: Pick a random minigame on the Game Boy and play against the other players. If the player who landed on the Bowser space wins

(or is one of the winners in a game with a single loser), all other players lose 5 coins. Otherwise, the player who landed on the Bowser space loses 15 coins.

If you pass by Boo, you have two choices. Pay 50 coins to steal a star from a friend, or roll the die three times (or a d10 two times) and take that many coins from one friend.

If you want, gain 10 coins from passing start. (Remember Mario Party 1?)

The star doesn't count as a space. If you pass it, you can pay 20 coins to get a star. If you do that, roll the die on the Game Boy to move it to a different spot on the board. A star spot without a star is just the same as a blue space.

After everyone has taken a turn, select a random minigame on the Game Boy and get into teams based on which space everyone's landed on. (For a green space, flip a coin.) Everyone plays the minigame, and the results depend on how teams are arranged:

Free-for-all: If everyone's on the same color, the single winner gets 10 coins. For games with a single loser, all winners steal 5 coins from the loser.

1 on 2, 1 on 3: If the single player wins, or is one of the winners in a game with a single loser, he steals 5 coins from each opponent. If the single player loses, he gives 5 coins to each opponent.

2 on 2: For games with a single winner, the winner's team wins. For games with a single loser, the loser's team loses. Each player on the winning team gets 10 coins, each player on the losing team loses 10 coins.

Keep track of how many rounds you play. If you like, add bonuses in the last five rounds, like doubling the value of red and blue spaces. Whoever has the most stars at the end wins.

Again, full credit goes to CPFace from the Mario Party Advance Gamefaqs Message Boards!

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-----XV.FAQ-----  
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Now we reach the 'Frequently Asked Questions' If you have any questions about the guide, email me at neofans1@yahoo.com  
Any questions not about my FAQ WILL BE deleted. I will like to thank all the people who take the time to ask questions, although it's impossible for me to answer all of them, I can answer some. I did get most of these questions from emails from people. Thanks for asking questions everybody!

-How come the guy in the 1st floor town condo won't give anything!?  
You can't get anything from him. PERIOD. You only go to him to complete two different quests. They are to find a quote, and to get a DVD. In order to get the one you are missing there, you must do a quest that is under the first floor. It's invincible so you won't see it, but its still there!

-Can I create more than one passport?-

Nope, sorry. You might get the impression that you can create one, but you can only hold more than one passport. This is so you can trade passports to friends who have this game. So if you have a sibling, share the game =P

-What are some of those weird E.Gadd minigames?-

You can call them minigames, but they don't really take any strategy. Its better to play those for the hell/fun of it. They are kind of pointless, but fun for some.

-Where do you get coins to buy stuff?-

You get them in Challenge Land, play several of the modes you have unlocked there and you will get many coins.

-How is this game different than the others?-

Well it has GBA graphics, completely different one player mode, but the minigames have the same style.

-Can you please send me a link to the ROM, plz plz plz?-

Sorry, can't send roms, can't send rom links. PERIOD

-How many games and stars are there?-

Ironically, there are 50 minigames, 50 quests, plus many extras.

-Why do you stink so much at the minigames?-

Maybe it has something to do with my genes...^\_^

-Can I steal all of your information?-

NO! Now read down.....

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-----XVI.Legal Rights-----  
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.....The part I Hate/Love about writing FAQs. For one, I can finally finish it, but on the other hand, why bother since people don't read it.....

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The only websites this FAQ should be on are:

-Gamefaqs (for now)

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-----XVII.Credits-----  
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This is who I'd like to thank for helping me, even in some small things.

-God (For everything.....duh!)

-Hudson+Nintendo (For making the game)

-CJayC (For posting this FAQ up, yay it's my fourth)

-Me (For writing this)

- Titney, for giving me translations for the menus. THANKS!
- The Gamefaqs Mario Party Message Board for some minigame name suggestions,
- CPFace for the unique idea of making your own Bonus Board rules + game!
- CFalcon who was the first to tell me what the Power Star does! Many others also told me, so thanks!
- Everyone who emailed me, helped me out, and supported me, THANKS!

Now I end this classically by saying.....

~fin

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