

Mario Party 4 FAQ

by GavLuvsGA

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MARIO PARTY 4 FAQ

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Version 10: 5 - 12 - 03

Write to GavLuvsGA@aol.com or XPhileScaper1121@aol.com with any questions, but please read the FAQ first to see if your question is answered. Also, please put "Mario Party 4" in the heading and don't send IMs or attachments.

Revision History

Version 2 (7 - 3 - 03)

Made corrections to lottery ball game section and added Mario's, DK's and most of Yoshi's presents.

Version 3 (23 - 3 - 03)

Added a few tips, and also finished Yoshi's present section.

Version 4 (8 - 4 - 03)

Added Daisy's presents and the number of coins for getting three sevens.

Version 5 (23 - 4 - 03)

Added Luigi's present room, Beach Volley Folly and the Treasure Tree mini minigame

Version 6 (22 - 5 - 03)

Added Bowser Shuffle, finished Wario and Waluigi's present room and the Mini Game Present Room and added costs for stealing coins and stars with the Big Boo

Version 7 (29 - 5 - 03)

Added some of Peach's presents and also info. on Mini Mini games and remembered to include Sparky Sticker.

Version 8 (7 - 6 - 03)

Finished Peach's presents; added a couple of extra things.

Version 9 (30 - 6 - 03)

Added Bowser's Mini Magic and the Goomba Clock, and also the FAQ section.

Version 10 (5 - 12 - 03)

Wow, what a lot of updates. Well, I added some tips for GOOOOAL and Making Waves.

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1 Spaces

These are pretty much the same as in other games.

Blue Space

You gain 3 coins

Red Space

You lose 3 coins

Happening Space

An event takes place, different on each board.

Mushroom Spaces

You get two boxes and can open only one. One has a mini mushroom and one has a mega mushroom.

Battle Space

A battle mini game starts. You will have to give 5, 10, 20, 30 or 50 coins (or however many you have left).

The winner will get 7/10 of the coins, while the runner up will get 3/10 of them. If two players are tied in 1st place they will get half each and if two are tied for second place, they will get 3/20 each.

As a rough guide, here is what you are likely to get if everyone has enough coins

No. of coins paid: 5 10 20 30 50

Maximum coins	20	40	80	120	200			
First prize			14	28	56	84	140	
Second prize		6			12	24	36	60
Joint first prize	10	20	40	60	100			
Joint second prize	3	6	12	18	30			

If there is an odd number of coins (i.e. if not everyone had enough), the coins will be divided up as much as possible and the ones left over will be awarded to a random player.

Bowser Space

When you land here, you will receive a visitation from either a Mini Bowser, a.k.a. Koopa Kid, or Bowser himself. (Incidentally, for the sake of argument, I will call them Mini Bowsers as that is what the game calls them. Please, no more e mails demanding I call them Koopa Kids.

Mini Bowsers will always take coins; sometimes from just you, or sometimes from everyone. Also, if you have no coins when one of them appears, he will give you 10 coins.

Bowser may activate the following events

Bowser Game

This is most common; see Bowser Games section, below. The loser must forfeit all or half their coins, or all their items.

Bowser Revolution

Bowser shares the coins equally. This is good if you don't have a lot, but infuriating if you had loads and the CPUs only had a few.

Bowser Shuffle

Bowser switches the positions of the players. It is rare, though.

Bowser Suit

Ultra - rare. See items section below.

Oh yeah, and sometimes the Mini Bowser will appear, followed by Bowser himself.

Fortune Space

These are Hell if you're in the lead. Using pinball tables you choose two players and then who gives what and receives what. In this game it will nearly

always be trading coins as well. This one drives me insane if I get it when I have most coins.

Of course, if your game is set to save every turn and it happens you could always cheat and restart your game. I know, I'm cheap. You can also set the computer to skip COM several of fortune (all that means is you don't have to sit through it; it still happens, though - the CPU will go in and out again, and the results are displayed on the screen.)

Warp Space

This is new. You will warp to another player's space. Choose who with the spinner.

And I don't think I mentioned hidden blocks. These ONLY appear on Blue Spaces, and are random. They can contain either 20 coins or a star.

2 Items

Mega Mushroom (5 coins)

Similar to the normal mushroom from MP2, except that when you use it you cannot experience any board events (e.g. getting stars, or the item shop). However, you grow huge and get to throw 2 dice, and if you pass another player you get to take 10 of their coins. Also, if you get two of any number you get 10 coins. Getting two sevens gets you 30 coins.

Mini Mushroom (5 coins)

You shrink and can only move up to 5 spaces on your turn. Use this for getting through the pipes (two on each main board) and playing Mini Mini Games (two on each board).

Super Mega Mushroom (15 coins)

Same as the Mega Mushroom except that you throw THREE dice. You get 30 coins for getting three numbers the same.

twishall@hotmail.com writes: "Hello. I just wanted to tell you that you get 50 coins for getting three 7's with a Super Mega Mushroom. DMorgan's FAQ is my source for this. That's all."

Super Mini Mushroom (15 coins)

Same as a Mini Mushroom, except you throw two dice. You can move up to 10 spaces.

Sparky Sticker (15 coins)

Thanks to SquirtzMan@aol.com for pointing out I missed this. The next player to pass or land on the space with one of these on loses 10 coins, and any mushroom effects.

Warp Pipe (10 coins)

Swap places with an opponent (using a spinner).

MiniMega Hammer (15 coins)

Choose another player to make them mega or mini on their next go. You cannot use it on yourself.

Swap Card (20 coins)

This is similar to the Plunder Chest from MP2, but not nearly as useful. You use a spinner to see who you will swap items with. If you land on someone with no items, tough luck. You get nothing.

Boo's Crystal Ball (25 coins)

Call Boo to steal coins from another player (5 coins), or a star (50 coins).

Gaddlight (15 coins)

Use this to chase Boo away. Press B when someone sends a Boo after you.

Magic Lamp (30 coins)

Makes the Genie of the Lamp appear, and transport you to the star. Don't use it if you have less than 20 coins (unless the last five turns event was free stars).

Item Bag (30 coins)

Up to three random items are inside (you will get less if you already have items). Only worth it if you have no items.

Bowser Suit (N/A)

This is very rare. Bowser gives it to you. If you pass another player while using it you take 30 coins from them.

N.B. You can only hold three items at a time and you cannot use more than one in a single turn.

3 The Main Boards

On each main board you can choose a certain number of turns. You can choose to play Party Mode (played for fun) or Story Mode (played against all CPUs to earn presents).

When you reach the last five turns, one player will be chosen (usually, but no

always, the loser) to choose the last 5 turns event, which may be:

Free Stars

Double value of Blue and Red spaces

Change Red Spaces to Bowser Spaces

Change Red Spaces to Fortune Spaces

3.1 Events common to all boards

Item Shop

Buy items here (except for the Bowser Suit).

Boo House

A boo will steal coins or a star from another player for you (you need 5 coins to steal coins and 50 coins to steal a star).

Lottery Shop

Pay five coins for a lottery game. On your first visit you receive a lucky ticket with three pictures, which will each show one of the players. When you reach the last five turns the computer will spin a spinner to match the first picture on each ticket, then the second, then the third. If all images match your ticket (very rare) you get a bonus star. No two tickets are the same.

There are two games.

In the Lottery Ball game, rotate the control stick to get a random ball. If you get white, you get nothing. Blue gets you third prize (either a super mini mushroom or a super mega mushroom); Pink is second prize (30 coins) and yellow gets you first prize (100 coins).

In a scratch card game, choose one of the scratch cards with the control stick and A and use the control stick to scratch them off. If you reveal a 1, 2 or 3, you get a prize, as above. The scratch cards are randomly distributed.

3.2 Toad's Midway Madness

This is a fun board based on a theme park. The main feature here is the roller coaster.

Roller Coaster

If you pass the start of it when it is stopped at that end (if it is, Toad will be standing there), you can play 5 coins to ride it to the other end of the board. You can collect coins by leaning left or right.

Teacups

Where you go on these changes each time a player uses it. There are two

possible directions.

Happening Spaces

The ones on the Roller Coaster tracks will make the coaster go from one end of the track to the other. Any players on the track (including you) are chased with it. The ones after the teacups will change the direction they move the next time a player reaches them.

Mini Mini Games

Rocket Game

Go through the pipe in the top right of the screen to reach this one. Fire one of the three rockets using A under the one you want to fire., and wherever it ends up you get the number of coins indicated. This is similar to one of the bonus games from Super Mario Land 2.

The merry go round is located in the top right hand corner. When you get it, you press A to stop the merry go round and which item is showing next to you is which one you get.

3.3 Goomba's Greedy Gala

This is slightly tougher. The board is divided into four sections, making it slightly harder to get around.

Roulette

This is located in the centre of the board. You can bribe Goomba to make it land on the section with the star on (whichever it lands on, you go to). Not bribing him means there is just under a 50% chance of going to the right place. You can give Goomba 5, 10 or 20 coins. The more coins you give, the more motivated he will be. But be careful. Even with 20 coins, Goomba will send you the wrong way about 5% of the time. Just one last thing. Landing on one of the 4 stars gets you 20 coins and you choose where you go.

The bottom right hand area is where the item shop is, and is where you start. The top right has an item shop, the boo house and a mini mini game. You can easily make it back round to the roulette wheel from here.

The top left area has one item game, and the only way you can get across the other side of the board, other than using a warp pipe and Magic Lamp, or losing at Dice Duel, is by landing on a Happening Space (see below).

The Lottery Shop is in the bottom left, which can be exited by losing at Dice Duel, using a warp pipe, Magic Lamp or Mini Mushroom or landing on the Warp Space.

Dice Duel

This is found in three locations on the board. Goomba throws a dice. Then you

do. Throw higher and you get 10 coins; lower and you go back to the start.

Happening Space

There are just five. You will be pushed to the other end of the board. Move left or right to get coins.

Mini Mini Games

Three - Card Goomba

Get the one in the top left corner and you are presented with three Goombas. They each have an item. Keep an eye on the one you want and when they stop moving pick one and you get its item.

The slot machine mini game involves jumping up and hitting the slots as they spin; try to line up three of a kind.

3.4 Shy Guy's Jungle Jam

This is a fun board, set in the jungle. The Boo House is to the top left hand corner, behind a pipe (Mini Mushroom needed).

Eagle Ride

And don't write to say "that isn't an eagle". If the eagle is on a mountain as you pass, you can pay him five coins to fly to the other mountain. You can lean left and right for coins.

N.B.: Ensoycool@aol.com writes: "If you ride the eagle and tower the volcano, a shower of coins appear. Grab them!!!"

Raft Ride

If you go through the pipe near the start you can reach this; pay the Shy Guy to row you over the river.

Happening Spaces

These are rare. They appear by the two Shy Guy statues, and you can choose to make a fun wish or a sad wish. Either nothing will happen (if you made the Shy Guy happy), or (if you made it sad), the giant Shy Guy statue will cry, flooding the river. This will make it unpassable for up to three turns.

Mini Mini Games

How High, Fly Guy?

Land on the game in the top right hand corner and you will have to wind up a Shy Guy (like Mecha Marathon from MP2). Wind it up well enough to reach the top

of the totem pole to win as many coins as you can.

Treasure Tree

Three items are suspended above you. Jump up at the right moment to get the one you want.

3.5 Boo's Haunted Bash

This is a really creepy board (no, I'm not saying I'm scared by it). One thing to watch out for are the red bridges. They will occasionally vanish. There is one that you must use to reach the top right hand corner (unless you board the Mystery Train). All the Fortune spaces are behind a pipe.

The Mystery Train

When the red boos are gone, you can ride this across the board. You can choose where to go, but the ride ends when you reach a boneyard (signified by gravestones).

How do you get rid of Red Boos? When a player passes the red boo in the middle of the board it vanishes. It reappears when someone else passes it.

Happening Spaces

There are just two and they are in the top right hand corner. Every third player to land on them activates the Big Boo, who steals coins and stars from everyone. And sorry to anyone who wrote in to me to tell me this; I included it, but somehow I made my last update from an older version, hence missing this. You pay 15 coins for coins and 150 for stars.

Mini Mini Games

Rhythm and Boo

For some reason, the computer players decline this all the time. Follow Boo on the piano keys and press the button shown on your controller. The more you get right the more coins you get (take too long and you lose coins).

Horn of Plenty

Three items are put in a horn. Press one button and get one of the items at random.

3.6 Koopa's Seaside Soiree

This can be annoying; you go up the middle of the (almost symmetrical) board) and go either way. At the top left and right hand corners are Ukiki's Banana

Peel Junctions. Step on them whatever size you are and you will slip on a banana skin. You have no control over what way you go, UNLESS you are using the Bowser suit (in which case you get to choose rather than step on a banana). Again, all the Happening Spaces are behind pipes. The Boo House is also behind a pipe.

The Koopa Cabana

This is located in the middle of the board, and is the main reason for coin loss. Pass a Koopa space and you must give 5 coins (or all your coins) to improve it. It starts off as a pole with a Koopa face on, but can grow to be quite impressive.

Happening Spaces

This board has a LOT. Land on the ones outside the Koopa Cabana and you must pay the amount invested in it so far, or however much you have, to stay a night (if you don't have enough, he reduces the price to your total coins and lets you stay for free if you have none). No sooner have you done this, though, when a tidal wave knocks it down, and evidently washes away all the coins you just paid. The others will make Sushi the Shark carry you between two locations (if you get the one going across the board, you also get 3 coins).

Mini Mini Games

Get the one in the bottom left and you can choose one of three fish. A bigger one gets you more coins.

I haven't witnessed the other one. It is located at the top right, behind the pipe, with the four fortune spaces.

arsaartha@msn.com writes: " The Mini Mini Game in Koopa's Seaside Soriee is where you break a Watermelon and receive the hidden item. But you will be spun around before you do."

5.7 Bowser's Gnarly Party

This is only accessible after you have beaten all the other five boards in Story Mode. One of the main problems here is the collapsing bridges. There are two in total, and after three people have crossed, they collapse and are rebuilt going in a different direction, which can slow you down, or help you reach the star. And you have the same effect if you are Mega or Mini.

Bowser

Pass Bowser and one of the following things will happen.

Normal

Bowser takes half your coins.

Mini

Bowser burns you, takes half your coins AND sends you to the extra start point (located in the middle of the board).

Mega

Play a special game against Bowser (see below). If you lose, you lose all your coins.

Bowser moves each time you get a star from the Mini Bowser. He vanishes temporarily if beaten by a Mega Character.

Another important point about Bowser (and I can't believe I didn't mention it before) is that occasionally, and randomly, he will use magic to turn all players mini for one turn. When this happens, you will NOT be able to use any items.

Happening Spaces

They ONLY appear in the top left and bottom right of the screen. They are evil too, and you certainly deserve the Happening Star if you land on these a lot. A bowser head burns you and if you have items, one will be destroyed.

Mini Mini Games

Brake Bullet Bill

Located behind the pipe to the top right, you must press A fast to stop Bullet Bill. The further you go, the less coins you get, so be sure to tap fast.

I haven't witnessed the other one. It is located at the bottom left of the screen, and is right after a set of happening spaces, meaning you will either need to have plenty of items to get to it (you could end up losing your mini mushrooms), or you will need to get a 4 or 5 on a mini mushroom (or use a super mini mushroom).

aarsatha@msn.com writes: "On Bowser's Gnarly Party, the Mini Mini Game at the bottom of the board is where you choose an item in a Treasure Chest. But you can choose only one there is, not one you want. Meaning if you choose one that has a Magic Lamp, for example, you could be wrong and it will show an X. Then, you need to choose a different box, and you could get a lame item."

4 Mini Games

What kind of mini game is chosen depends on what spaces you land on. If all players are on blue spaces or all are on red, you get a 4 player game. If two are on one colour and two on another, you get a 2v2. If one is on one colour and the others on the other, there will be a 1v3 game. Bowser spaces count as red spaces, and if you are on any other space (green, you will randomly be assigned blue or red.

4 Player Mini Games

Avalanche

Similar to Skateboard Scamper from MP2, you must keep pressing A to use your poles and speed up to avoid the avalanche. Use the control stick to avoid the rocks, as they trip you up. The first (or only) player to the end wins.

Bob Omb Breakers

If you like Tetris, you'll like this. Drop items into the screen to line up 3 or more together (no, they don't have to be in a straight line). You can play in other players' areas and rotate pieces using A and B. When a Bob Omb is surrounded, it explodes. Be the first to get 100 or more to win. This is a very fun game to play.

Booksquirm

You are in a giant book. When the pages turn, position yourself so you when it falls you will be in one of the shapes cut out from the book (you know where they are, as you can see the writing on the next page through them). The last player standing wins.

Domination

Keep pressing A as fast as you can. Press it fastest and you will knock down most Whomps. Easy to beat with Normal and Easy CPUs, but hard to get a good record on. A turbo controller is useful for this - but the only other advice I can give is hit the A button like crazy. Another good technique is to rub a pen across the button repeatedly; this is how I managed to get over 100.

Long Claw of the Law

Look for the character shown in the Wanted sign and get all three before your opponents. Press R to move right and L to move left and the control stick to move up or down. Watch the windows and when they open and the right character is behind them, press A to grab them. Really easy!

Manta Rings

The Manta Ray from Super Mario 64 has left lots of rings for you to swim through. Press A to swim fast and use the direction pad to move up and down, and left and right. Hitting a Gooper Blooper, Unagi the Eel (and no, don't say "that isn't Unagi") or other obstacle and you lose points. At two points the Manta Ray will swoop past, leaving three gold rings. There are worth three points. CPUs tend to suck at this, so this is quite simple.

Mario Medley

Do three strokes fastest. First of all, press A and B alternately and when you reach the end of the pool switch to doing L and R alternately, and in the final length, A and B alternately. The catch is if you go too fast, you get tired. Start off going fast to get ahead, then slow down, and go faster when your heart monitor is full again.

Mario Speedwagons

Press R to accelerate. This should ideally be slightly before the green light shows (though not too long before). Watch the red light on your screen and when it flashes, go up a gear using A. The first to the finish wins.

Mr. Blizzard's Brigade

Mr. Blizzard, from Super Mario 64, and three smaller snowmen will throw snowballs at you and you must avoid them or they will freeze you and you will be out. The surviving player or players win. As the game progresses, more snowmen appear, so be careful. Oh, and at at least one point, Mr. Blizzard will throw a large snowball.

Paratrooper Plunge

Mopve around as you fall you get as many coins (bags are worth five) as you can. Hit three enemies, though, and you are out (though you keep the rings you collected).

Photo Finish

Fit 8 pieces into the jigsaw the fastest. Rotate left with L and right with R. Nothing more to say here.

Slime Time

This is easy. Press A as fast as you can to escape the slime. Nuff said!

Stamp Out!

This is easy! Stamp out the largest area of the note pad. You can cover up your opponents' marks and press A to jump. Pressing A longer makes you jump further. Use the direction pad to move around. If all players stamp out less than 5%, it is a draw.

Take a Breather

Keep pressing L and R alternately. Your characters will all jump into the water and whoever pressed the buttons enough and stays under longest wins.

Three Throw

Press A to jump and B to throw a basketball and get as many points as you can. Throw them so they fall into the moving baskets. Yellow ones (in the middle) are worth two points.

Toad's Quick Draw

This is easy. Move your cursor around and wait for Toad to raise a flag. Shoot the balloon with the same colour. Do it three times to win.

4.2 2v2 Mini Games

Cheep Cheep Sweep

You need a LOT of patience for this one. Walk slowly through the water so as not to scare the Cheep Cheeps and press A to net them (you can net up to three at a time). Yellow are worth two points. Go to your side's area and press B to release them. The team with most points wins. Computers are infuriatingly good at this.

Cliffhangers

This is easy. Keep climbing up the cliff, avoiding the overhangs, and clinging on in strong winds. When this happens, you will feel a rumble (or see a "!" if the rumble feature is switched off). Only cling on (using A) if the winds are really hard, or you waste time. The strength of the wind is shown in the way it rumbles, so on higher difficulty settings, don't waste time by clinging on when there is just a slight rumble.

Dungeon Duos

This is fun. You must work together with your partner to beat the level.

The first part involves opening doors using levers. If there is a door in front of you, wait for your partner to open it. If not, go to the lever and repeatedly press B to open it.

After all the doors you must open are a sequence of moving platforms. One player goes to the lever and presses Y repeatedly to turn them. Jump on one without falling or you waste time. On the other side, use the lever to let your partner cross. In the next one there is just one platform and you must press X.

In the next section, keep jumping in Warp Pipes until you find the one that lets you progress (this will be different each time, and different for each team. It can be irritating if the CPU you are playing with has trouble finding the right one even after you have. And remember, just because you appeared out of a tube doesn't mean that jumping into it won't take you to the next area.

Lastly, press L and R repeatedly to inflate your hot air balloon. First to do so is the winner.

Order Up

Watch the pattern of fast food items (burgers, hot dogs, drinks, ice creams and fries) before they are covered up. When they stop spinning, Toad will order two items. Find them first by pressing A by one of the covers. Be quickest three times to win. The best technique is to memorise the order of them and stand in front of one. Also, try and stand opposite your partner, then you won't risk getting in each others' way.

Pair - A - Sailing

If you're in the parachute, move around to get coins. If you're driving the

speedboat, press A to accelerate, avoiding hitting crates. Don't go too fast, or it'll be harder for your partner to move up or down. This is easier if you're in the parachute (CPUs suck at grabbing the coins).

Revers - A - Bomb

This can be tricky. Press the buttons with A to turn round the bob ombs that are coming towards you. You start off with 10 points and you lose one if one hits your end and explodes. Keep your eye on the three that are at your end; if you are too close to an explosion, you will be temporarily stunned, which is not good. The winner is the team who keeps the most points.

Right Oar Left

This is not good against computers. You must press A and B repeatedly to paddle your Dorrie boat quickly, stopping to avoid the Bowser heads burning you. Also, pressing A alone turns you left and B alone turns you right.

Team Treasure Trek

Make your way around the maze to get your blocks. They are colour coded for your team and are on the other side of the maze from your starting point. The first block will reveal a treasure chest and the second will reveal a key. When you have both of them (each team member can only hold one), you will open it and you win. A good strategy is to seek out the other box when you have the first box, or just follow your partner around. Look for where they are by pressing Z. This can be infuriating if your partner happens to be a moron.

The Great Deflate

This is easy. Keep doing ground pounds (press A twice) to deflate the inflated Thwomp. Try and jump at the same time as your partner and jump as high as you can. What makes this really easy is that the Computer players on the other team often like to stand still for a few seconds at the start

4.3 1v3 Mini Games

Blame it On the Crane

This is similar to the Crane Game from older Mario Parties, only here it is easier for the three players. Run around avoiding being hit if you're one of the three players (try and stand with the Shy Guys as they waste your time). If in the crane, press A twice to lower the crane, hopefully over another player. Capture them all to win. A good technique is to run the other way as you pass the conveyor belt and if you time it right, you could throw the crane player's timing.

Candlelight Flight

This is like a reversal of Lights Out from MP2. The single player holds a candle and the three players must put it out. If you're the lone player, run

around and if you're in the three, press A to squirt your water pistol. Be careful, as once you press A, you cannot change your direction until you finish squirting, so the single player should keep changing direction to catch out the others.

Fish and Drips

The three players press the buttons indicated above their characters' heads in order to pass the water down the line and fill up the tank. The lone player must press a combination shown, and if they make a mistake they must start again. Being the single player is more fun, although each side has an equal chance of winning. The first to fill their tank is the victor.

GOOOOOOAL!!!!!!!!!!

The three players have to kick balls into the net and the single player must move left and right to save them. The three players aim with the control pad and hold longer on A for more power (release A to kick). If 10 goals are scored, the three players win.

SportsGuy46290 writes: "If you are the single player you can press A to jump back and forth to stop the ball or you can press A in place to jump straight up".

Hide and Go Boom

This is a very fun game. The three players keep pressing buttons and the last one they press determines which cannon they hide in. The single player has three guesses as to which ones they are in and if they are all fired out, the single player wins. The cannons are marked A, B, X and Y. Make your final choice when you move off screen, but be careful; you have 5 seconds to decide; if you don't, you are dragged underground and yes, you are automatically disqualified. To choose a cannon as the single player, press the relevant button. Remember, just because the other players stand by a cannon as they go off screen, doesn't necessarily mean they are all going to hid in it (CPUs aren't that dumb). And yes, more than one player can hide in one cannon.

Hop or Pop

This also has similarities to Lights Out from MP2. The single player must roll around and hit the other three, who must press A and the direction key to jump out of the way. Nuff said. This is dead easy whichever side you are on (though easiest as the single player).

Making Waves

The three players must do ground pounds to knock off the single player, who is on a platform in the middle of the pool. I don't know of any perfect strategy for the three players, but the single player must run around to keep their balance.

jlgabbard writes: "You REALLY need to work with your partners, human or computer players. If you ground pound away from your partner the one on the shell will have a MUCH easier time winning."

Money Belts

This is easy. Run on the belts, collecting coins (bags are worth 5). Don't be knocked off the end or you waste time. The single player occupies a belt over the other three, which receives coins first and thus the single player has the upper hand in this game.

Tree Stomp

The three players must hit the lone player with their tree robots. The single player can run around and can speed up if he touches a banana. The robots are bigger, but very slow. This is equally easy for the single player and the three players.

Battle Mini Games

Play these if you land on a Battle Space. You will have to give 5, 10, 20, 30 or 50 coins to play. The coins are divided between the players in first and second, although if there is an odd number an extra one is given randomly to one of the players, so it is possible for the player in 4th place to end up better off than the player in 3rd.

Bowser's Bigger Blast

The only Battle Game that is down to luck rather than skill. This is actually tamer than the MP2 version (I only own MP2, so I can't judge the other versions). Choose a plunger and press R. If it detonates Bowser, you're out. Last one standing wins.

Butterfly Blitz

This is actually easier than it seems. Press A to swing your net vertically and B to do it horizontally (B is usually easier). Get the most butterflies to win. Yellow are worth 1, red 2 and blue 3. You will often win this even if it seems you were doing badly.

Chain Chomp Fever

Run around and be last standing. You can be knocked off if Chain Chomp hits you, or you hit a fire that starts, or if you fall into the lava (Chain Chomp breaks the walls down).

Paths of Peril

Run along the narrow paths to the end. If you fall, you waste time. There will be two junctions in the path and you can go either way (right is usually, but not always, quicker).

Rumble Fishing

This is quite easy, especially against Normal or Easy computers. Wait until your control pad rumbles (or you see an exclamation mark and immediately press A. The first to reel in a Cheep Cheep wins. You can see, as the quicker you do

it, the bigger the fish you get. Last to do so gets nothing.

Trace Race

Similar to Crazy Cutting from MP2. Use the control stick to copy the line as best as you can, and the closest match wins.

Bowser Mini Games

When you land on Bowser's Space, Bowser may initiate one of these. Here, the loser loses all or half their coins, or all their items.

Balloon of Doom

Do a ground pound on the pump to inflate the balloon. The harder you pound, the more it is inflated. However, be careful, as if you overinflate the balloon, you lose. Also, if you don't pump at all, you lose. When the balloon is getting bigger, try not to jump too hard.

Darts of Doom

Players take it in turn to throw three darts at once. Move them around as the dartboard spins and press A to throw. The player with the lowest score, or the first player to hit Bowser's face (the bulls eye) loses.

Fruits of Doom

Ensoycool@aol.com writes: Fruits of doom is a game where Bowser say a list of fruits he would like.He says it fast, though,so be careful!!!!You must pick the fruit he wants.If you get the wrong one,or you get to many of the fruit,you lose."

Having witnessed this, I'll elaborate; Bowser will pick a certain number of each fruit, so if he says Cherry twice and you give him cherries after two people have given him them, you get roasted.

Story Mode Mini Games

Bowser Bop (Toad)

Whenever a mini bowser pops out of somewhere, run over it and hit it with B. Keep hitting as many as you can (Bowser himself is worth two points). Get more points than Toad to win.

Goomba's Chip Flip (Goomba, of course)

Do ground pounds on a chip and you will win a certain number of points. Take it in turns to do this. The first to get 50 (or more) points wins. Be careful, as three of the chips make you LOSE points.

Archaeologuess (Shy Guy)

Do ground pounds under which symbol you think is unique. The symbols spin, so sometimes it is harder to tell which one is the unique one. The first to get it gets a point and the first to three points wins.

Mystic Match 'Em (Boo)

Like Goomba's Chip Flip, this is down to luck. You will be dealt three cards with pictures of instruments on. On your turn, you must choose one to discard (press right and left and A to discard) and take another (with A). The object is to pick up three of a kind. If you get a Miss (picture of Boo, your cards are redealt and you start again with three nonidentical ones.

Kareening Koopas (Koopas, obviously)

This is so easy! Use the control pad to mopve the board around so the koopas shells go into the holes (each can only go in one). Get all the shells in and you move on to another board. First to beat three boards wins.

The Final Battle (Bowser)

This is quite easily explained. When crossing the lava sections on your way to Bowser (two of these), don't jump large gaps, as you'll fall into the lava and have to restart. You shouldn't need any more help (except, avoid the flames too). As for the sliding puzzles, pound one and it moves in the only direction it can go. Complete them to move on, watching out for the missiles from Bowser and the Mini Bowsers. When you meet Bowser, pound three of the circles at the edge and they will make a triangle. You must trap Bowser in this triangle and he will be struck by lightning. Do this until he lose all his energy to win (don't get trapped in the triangle yourself).

Other Mini Games

These can be accessed from any player passing Bowser on his board while Mega. Bowser takes half of your coins if you lose.

Bowser Wrestling

Keep pressing L and R alternmately to push your opponent off, but don't press too hard our you'll get tired (energy is shown in your mushroom gauge). Grab a mushroom that appears for an energy boost.

Panels of Doom

Choose a number from 1 to 9 (stand on it and press A) and Bowser will do so too. You will keep throwing a dice until you get your opponent's face, at which point they fall off the panel (which breaks). The remaining player wins.

5 Mini Game Mode

This is where you play the mini games you earn (you earn them by playing them in normal mode). You can also compete against other players. You can have free play, or you can also play to win the most mini games. For example, in Tic Tac Toe mode, you have a partner and you play 2v2 mini games, against two other players. Before you play each game, you must put your token in one of the nine spaces (you can both go for the same one) and the winner takes that space. Like Tic Tac Toe, you must get three in a row to win, so if the other team has a line of two, place your token to make sure you stop them getting a line.

Getting records on mini games also gets you presents in the present room.

6 Extra Room

6.1 Thwomp's Backroom Ball

Mega Board Mayhem

This is an extra game board. Go around the board, collecting mushrooms (you can get Mega or Mini mushrooms). The winner is the one with most coins at the end (choose 10, 20 or 30 turns). Get coins either by using a Mega Mushroom and stamping on the other players, or using a Mini Mushroom to reach the lottery shop (though it is not guaranteed you will win). There is also an item shop.

Mini Board Mad Dash

You can only get Mini Mushrooms on this board. Once you get a mini mushroom, use it to go through one of the pipes, as going along the top of the board means you will encounter a lot of red spaces and Bowser spaces. There is an item shop near the red spaces, and you may be able to buy a warp pipe to switch places with someone, or a Sparky Sticker. You can never go Mega here, though.

Panels of Doom

Open this up by playing or witnessing Panels of Doom on Bowser's Gnarly Party.

This game will feature up to 8 computer characters (depending on how many human players are playing). The four players you selected when you chose to play Thwomp's Backroom Ball (including yourself) choose a panel, then the other panels will be taken by the other playable characters, plus Bowser. Everyone throws a dice and if your number comes up, you're out. Last player standing wins.

Challenge Booksquirm

Just like normal Booksquirm, only the game doesn't end when you're the only one left. You can keep going for as long as you can.

6.2 Whomp's Basement Brouhaha

Choose a character to play these one player mini games.

Jigsaw Jitters

Only available when you play Photo Finish, this involves putting together a jigsaw as fast as you can. Press L and R to rotate, and A to place. You can choose a 20, 30 or 40 piece puzzle.

Barrel Baron

Find a rumbling spot (if rumble is turned off, a "!" will appear when you reach one and press A three times to dig for oil. A small oil jet is worth 1 barrel, a medium sized one 10 and a very big one gets you 100 barrels. The bigger the rumble, the more oil there is.

Mushroom Medic

Five characters (a combination of Toads, Goombas, Shy Guys, Boos and Koopas) will be given a mushroom each, one of which is poisoned. Move along the line and listen to their heartbeats using the rumble feature (according to Ensoycool@aol.com, their heartbeat is shown graphically if rumble is turned off). The one with a different heartbeat is the one who has been poisoned so press A to give them a pill. As you cure more patients, you get less time to choose. If you take too long or give a pill to the wrong patient, the critical patient dies and the game ends.

Doors of Doom

This is pure luck. Press L to choose the left door and R to choose the right one. Get it right and you go on. Get it wrong and Bowser will appear and chase you off.

Bob Omb X - ing

Run around, avoiding the exploding Bob Ombs (they turn red when they are about to explode). Survive as long as you can (as you survive longer, more Bob Ombs appear).

Goomba Stomp

Opened when you play Tree Stomp, stomp as many Goombas as you can, pressing A to go forward, B to go backward and use the control stick to turn.

Getting records in all these games, and some of the normal mini games, gets you presents in the Present Room.

6.3 Secret Game: Beach Volley Folly

Ztar will appear when you play all the other extra games, and you can only play in battle mode until you beat it. You and a partner (can be human or CPU) must win each battle, which gets harder each time. Press A to jump and B to shoot and position yourself in the circle that shows where the volleyball will land.

Beating it gets you Free Play, where you can battle who you want.

7 Present Room

This is where you view your presents. There is a mini game present room where you get presents for getting records in mini games. There are eight pedestals for the characters' presents you win in Story Mode.

These are the presents I have earned so far. More coming up later. N.B. Please don't write to tell me the nature of presents I have not yet received. I want to be surprised.

Mario

Toad - Mario's sofa
Goomba - Mario's TV
Shy Guy - Mario's table
Boo - Mario's fridge
Koopa - Mario doll
Bowser - Bowser vase

Luigi

Toad - Luigi's table
Goomba - Luigi's airbike
Shy Guy - Luigi's dumbbell
Boo - Luigi's chair
Koopa - Luigi doll
Bowser - Bowser television

Peach

Toad - Peach's chair
Goomba - Peach's table
Shy Guy - Peach's clock
Boo - Peach's treasure chest
Koopa - Peach doll
Bowser - Bowser picture

Yoshi

Toad - Yoshi's egg
Goomba - Yoshi's computer
Shy Guy - Yoshi's table
Boo - Yoshi's shoes
Koopa - Yoshi doll
Bowser - Bowser lamp

Wario

Toad - Wario's motorbike
Goomba - Wario's chest

Shy Guy - Wario's recliner
Boo - Wario's hamburger
Koopa - Wario doll
Bowser - Bowser clock

DK

Toad - DK's barrel
Goomba - DK's box
Shy Guy - DK's tree
Boo - DK's banana stand
Koopa - DK doll
Bowser - A Bowser ... object

Daisy

Toad - Daisy's bed
Goomba - Daisy's flowers
Shy Guy - Daisy's table
Boo - Daisy's side table
Koopa - Daisy doll
Bowser - Bowser kettle

Waluigi

Toad - Waluigi's calendar
Goomba - Waluigi's shelf
Shy Guy - Waluigi's shower
Boo - Waluigi's chair
Koopa - Waluigi doll
Bowser - Bowser bath

Mini Game Present Room

You can also get presents for beating certain records in mini games

Toad Plate - For clearing the 40 piece puzzle in Jigsaw Jitters in 3 minutes or less
Goomba Plate - For clearing at least 15 pages in Booksquirm (either on a game board or extra room)
Shy Guy Plate - For beating Dungeon Duos in under 1 minute, 30 seconds
Boo Plate - For diving for at least 7 seconds in Take a Breather
Koopa Plate - For beating Right Oar Left in under 45 seconds
Bowser Plate - For beating Mario Medley in a minute or less
Boo's Picture Frame - For beating 10 seconds in Mario Speedwagons
Toad's tea set - For finishing the 20 piece puzzle in Jigsaw Jitters in a minute or less
Toad's teapot - For finishing the 30 piece puzzle in Jigsaw Jitters in two minutes or less
Goomba's clock - For getting 100 or more points on Domination
Birthday Cake - For beating Beach Volley Folley

Note that records set by the CPU are NOT recorded.

Please do not ask me what goes on the blank space in the present room. I do not know. It appears when you receive every SINGLE present (I am still short of

three presents).

PLEASE do not write to me to tell me what it is. I do NOT want it spoiled.

8 FAQ

This section gives frequently - asked questions about the game.

Q - How do you unlock the Bowser Board?

A - Beat all the other boards once in Story Mode

Q - Is it true that you can get a secret board by getting a new record in all the mini games?

A - No, it is bogus

Q - I went into Story Mode and there is a Star in the middle of the picture for one of the boards. What does this mean?

A - It means you already beat that board with the character you are using?

Q - Are there any secret characters?

A - No

Q - When I beat all five boards, Bowser said he'd taken my presents away. Is that true?

A - No. You can still view them in the present room

Q - I beat a board with a character and when I started to play again with the same character it said I'd not beaten it. What happened?

A - You most likely accidentally said no when you were asked if you wanted to continue using the saved data. You have to say yes or you overwrite it

Q - So, what goes in the empty space in the Present Room

A - Like I said, I don't know. I will say so when I find out. You need to get all other presents (including Mini Game ones) to unlock it.

END OF FAQ. If you have any comments or questions, write to the above adress.

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