

# Mario Party 5 FAQ/Walkthrough

by ResidentEvilOut

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Mario Party 5 FAQs

By: ResidentEvilOut

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1. Intro

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Far beyond this world and Galaxy there is a place called Dream Depot. It is run by 7 Star Guards. One day Bowser and his evil minions charge into the Dream Depot and threatens to take over it. It 痴 up to Mario and his friends to stop him.

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2. Characters/Board Characters

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#Playable Characters#

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Mario

Description: Mario has been in every game since the Mario series start. He likes to go save Princess Peach and loves to throw parties.

Luigi

Description: Luigi is Mario's younger cowardly brother he mostly stars in games with Mario but got is own game Luigi's Mansion. Daisy and Luigi seem to have something going on between them.

Peach

Description: The Princess of Toadstool Peach has been in many games of Mario. She is usually captured by Bowser but Mario always rescues her.

Yoshi:

Description: Yoshi is Mario's cute pet dinosaur. Yoshi is another popular Mario figure and has been in a lot of games. He has also been in his own game Yoshi Story. Yoshi is one of my favorite characters with Daisy.

Wario

Description: Wario is Mario's rival for a long time. He has starred in some games by himself and loves money.

Daisy

Description: Nothing is known that much about Daisy except that she comes from a place called Sarasaland. Daisy appeared in Mario Party 3 and is Peach's rival. She is more athletic and a tomboy. She and Yoshi are my favorite characters.

Waluigi

Description: Waluigi is Luigi's rival who is tall and skinny. Same as Daisy not a lot is known about him. He first appeared in Mario Party 3 just like Daisy.

Toad (New)

Description: Toad is Peach's servant. He isn't new to the series he use to host boards and give out stars now he is playable on the boards.

Boo (New)

Description: Boo is a ghost who likes to haunt Mario and his friends. Like Toad he isn't new to Mario Party series he use to steal coins and stars from otherplayers but now he is playable.

Koopa Kid (New)

Description: Koopa Kid is Bowser's child who wants to be just like Bowser. Like Toad & Boo he isn't new to the Mario Party Series. He use to take coins and stars from people and wreak havoc on the board but now he is playable. Koopa Kid is the Character I hate the most.

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#Non Playable Characters/Board Characters#  
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Bowser: Just like all the other Mario Parties Bowser is on the board to steal coins, stars, and capsules and do other events to prevent you from winning.

DK: Unfortunately DK is not playable anymore. DK is now a space on the board and gives out coins, stars, or DK mini-games to help you. Fortunately he is playable in Super Duel Mode. =)

Capsule Machine: These guys are located on board maps and give you random capsules.

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### 3. Capsules

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A new item system that replaces items is the Capsules system. When you go to the capsule you get the option to get a free capsule. Once you get a capsule you can use it one yourself for a certain amount of coins or through it ahead of you 1-10 spaces to make traps. You can hold up to 3 capsules (5 for team battle).

Capsule Name: Mushroom  
Space Symbol: Mushroom  
Cost to use it on your self: 5  
Frequency: Common  
Description: It gives you an extra dice block. If you get 2 of the same number you will get 10 coins.  
Use, throw, or keep: Since this is cheap I would use it on yourself but throwing it does make traveling on the board easy.

Capsule Name: cursed Mushroom  
Space Symbol: Mushroom  
Cost to use it on your self: 5  
Frequency: Common  
Description: Cuts your dice block in half. Numbers go up to 1-5.  
Use, throw, or keep: Most of the time you should throw it but when you are close to a star and don't have enough coins then use it on yourself.

Capsule Name: Super mushroom  
Space Symbol: Mushroom  
Cost to use it on your self: 10  
Frequency: Uncommon  
Description: Gives you 3 dice block. If you get 3 of the same numbers you get 20 coins and if you get 3 7's you get 50 coins.  
Use, throw, or keep: Use it on yourself because it is very helpful.

Capsule Name: Warp pipe  
Space Symbol: Movement  
Cost to use it on your self: 10  
Frequency: Uncommon  
Description: Switches place with another player via roulette wheel.  
NOTE: When you switch with someone it will not start that space affect.  
Use, throw, or keep: Use it on yourself when a lot of people are near the stars but and throw it when no one is near the star.

Capsule Name: Klepto  
Space Symbol: Movement  
Cost to use it on your self: 10  
Frequency: Uncommon  
Description: Klepto the bird comes down and takes you to a space with your opponent via roulette wheel.  
Use, throw, or keep: Toss this because when one of your opponents land on this space they won't switch with you.

Capsule Name: Bubble  
Space Symbol: Movement  
Cost to use it on your self: 10  
Frequency: Rare  
Description: Bubble comes and burns you making you lose all your capsules

and moving 10 spaces forward. NOTE: When you use Bubble all events like Capsule Machines and Stars can't be accessed.

Use, throw, or keep: use it on yourself if you have capsules you don't need or need to go 10 spaces forward but make sure you are not near the star.

Capsule Name: Wiggler

Space Symbol: Movement

Cost to use it on your self: 40 (20 to use on yourself and 20 for Wiggler to take you to the star.)

Frequency: Rare

Description: Wiggler appears and takes you to the star.

Use, throw, or keep: use on yourself when you have 40 coins that way opponents can't gain access to a Wiggler Space.

Capsule Name: Hammer Bro.

Space Symbol: Coin

Cost to use it on your self: 5

Frequency: Common

Description: Hammer Bro. comes down and throws 2 hammers at you making you lose 10 coins.

Use, throw, or keep: Throw it there is nothing good about using it on you.

Capsule Name: Coin Block

Space Symbol: Coin

Cost to use it on your self: 5

Frequency: Common

Description: You get 10 coins.

Use, throw, or keep: Throw is because if you use it on yourself you are really getting 5 coins.

Capsule Name: Paratroopa

Space Symbol: Coin

Cost to use it on your self: 10

Frequency: Uncommon

Description: Paratroopa comes down and takes the number of coins of each player you hit on the dice block. You don't get to keep the coins.

Use, throw, or keep: Use it if it prevents someone from getting a star otherwise throw it.

Capsule Name: Spiny

Space Symbol: Coin

Cost to use it on your self: 5

Frequency: Uncommon

Description: Spiny comes down and takes 10 coins from an opponent via a roulette and gives the coins to you.

Use, throw, or keep: Use it to prevent a person from getting a star.

Very helpful in Story Mode.

Capsule Name: Goomba

Space Symbol: Coin

Cost to use it on your self: 5

Frequency: Rare

Description: Goomba comes down and switches your coins with your opponent via roulette.

Use, throw, or keep: Use it when there are people with more coins than you.

Capsule Name: Bullet Bill

Space Symbol: Coin

Cost to use it on your self: 10

Frequency: Rare

Description: Bullet Bill appears and lets you ride on his back the number of spaces you get on a dice block and when you pass an opponent they lose 30 coins which are given to you.

Like Bubble you pass by events like stars and Capsule Machines.

Use, throw, or keep: Use it on yourself since it 痴 a rare capsule.

Capsule Name: Piranha Plant

Space Symbol: Coin

Cost to use it on your self: 5

Frequency: Uncommon

Description: Piranha Plant appears and takes half your coins.

Use, throw, or keep: Throw it unless you want to lose half your coins.

Capsule Name: Bob-omb

Space Symbol: Bob-omb

Cost to use it on your self: 0

Frequency: Uncommon

Description: Bob-omb counts down from 3 and when it hits 0 all players on that space lose 20 coins but so does the space disappear.

Use, throw, or keep: Toss unless someone is standing on the same space as you and you want them to lose 20 coins.

Capsule Name: Koopa Bank

Space Symbol: Bank

Cost to use it on your self: 10

Frequency: Common

Description: When you pass this space you must deposit 5 coins but when you land on this space you get all the deposited coins in the bank.

Use, throw, or keep: Throw is most of the time but use it on yourself if there more than 10 coins in the bank.

Capsule Name: Kamek

Space Symbol: Exclamation Point

Cost to use it on your self: 10

Frequency: Uncommon

Description: Kamek appears and shuffles the capsules "evenly" among the players. If you use it or land on a capsule space you are guaranteed a capsule.

Use, throw, or keep: Only use it when a lot of people have capsules if not just throw it.

Capsule Name: Lakitu

Space Symbol: Exclamation Point

Cost to use it on your self: 10

Frequency: Uncommon

Description: Lakitu appears and steals a capsule from your opponent.

Use, throw, or keep: Use it if someone has a good capsule.

Capsule Name: Magikoopa

Space Symbol: Exclamation Point

Cost to use it on your self: 10

Frequency: Rare

Description: Magikoopa appears and switches your capsules with an opponent via roulette.

Use, throw, or keep: Only use it when a lot of people have capsules if they don't just throw it.

Capsule Name: Mr. Blizzard

Space Symbol: Exclamation Point

Cost to use it on your self: 5

Frequency: Rare

Description: Mr. Blizzard comes from the sky and makes you lose all your capsules.

Use, throw, or keep: Most of the time you should throw it but if you have capsules you don't want then use this one on yourself.

Capsule Name: Ukiki

Space Symbol: Exclamation Point

Cost to use it on your self: 10

Frequency: Rare

Description: Ukiki comes down from a vine and takes your opponents capsules and throw them on random spaces of the board.

Use, throw, or keep: Use this if your opponent has good capsules like a Wiggler one.

Capsule Name: Tweester

Space Symbol: Tweester

Cost to use it on your self: 15

Frequency: Rare

Description: Tweester appears and switches the star location.

Use, throw, or keep: Use it if one of your opponents is near the star if not throw it.

Capsule Name: Duel

Space Symbol: Swords

Cost to use it on your self: 10

Frequency: Uncommon

Description: You can duel an opponent for coins or stars.

Use, throw, or keep: Use it or throw it doesn't matter.

Capsule Name: Chain Chomp

Space Symbol: Chain Chomp

Cost to use it on your self: 15

Frequency: Uncommon

Description: Chain Chomp appears to take coins or a star from your opponent. He will steal coins for free and a star for 30 coins.

Use, throw, or keep: Throw it because it痴 a waste of coins.

Capsule Name: Bone

Space Symbol: -

Cost to use it on your self: 0

Frequency: Rare

Description: Prevents Chain Chomp from stealing your coins or stars.

Use, throw, or keep: Keep it.

Capsule Name: Chance

Space Symbol: Star

Cost to use it on your self: 20

Frequency: Rare

Description: Test your luck in chance time.

Use, throw, or toss: Toss it unless you feel lucky.

Capsule Name: Miracle

Space Symbol: -

Cost to use it on your self: 0

Frequency: Rare

Description: One of these doesn't 稚 do anything but when you get 3 of these

11 of the first place persons stars go to the last place person.

Use, throw, or toss: Keep until you have 3.

Capsule Name: Bowser  
Space Symbol: Bowser  
Cost to use it on your self: 0  
Frequency: Rare  
Description: Bowser appears and turns one space to a Bowser space.  
Use, throw, or toss: Already used when you get it.

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#### 4. Spaces

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You can end your turn on one of these spaces:

Space Name: Blue Space  
Color that changes your panel: Blue  
Effect: Normally gives you 3 (9 coins last 5 turns) if you get X3.  
Sometimes when you land on this a block with 10 coins  
in it appears. Capsules can be thrown on these spaces.

Space Name: Red Space  
Color that changes your panel: Red  
Effect: Normally takes away 3 coins  
(9 coins for the last 5 turns if you get tipping option).  
Capsules can be thrown on these spaces.

Space Name: Bowser Space  
Color that changes your panel: Red  
Effect: Bowser either takes a star, takes 10 coins,  
make everyone have the same amount of coins,  
make everyone switch places, and start a Bowser  
Mini-game to lose half of your coins, all of your coins, and all  
of your capsules.

Space Name: DK Space  
Color that changes your panel: Blue  
Effect: DK appears and either gives you coins, a star  
(maybe), or starts DK Mini-game.

Space Name: Happening Space  
Color that changes your panel: Green  
Effect: Different events happen on each board.

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#### 5. Board Maps

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First to start off Party Mode you pick  
tour character, board map, number of turns,  
handicap, and type of mini-games.  
After when you are done with that  
the game starts. You decide  
turn order by hitting the dice block.  
The person who gets the highest number  
goes first then the second highest  
goes second and so on.  
Once your turn starts you hit a  
dice block numbered 1-10.

When you are done moving you stop on  
5 different spaces listed above.  
Some spaces might have capsule events on.

After everyone has gone a mini-game starts depending on the space you landed on. The point is to collect coins to win the stars on each board.

Board Name: Toy Dream  
Number of Blue Spaces: 50  
Number of Red Spaces: 7  
Number of Happening Spaces: 7  
Number of Capsule Machines: 3  
Capsule Machine Locations: #1- One space from start.  
#2- Near the intersection where you are shot off the wall.

Board Name: Rainbow Dream  
Number of Blue Spaces: 52  
Number of Red Spaces: 9  
Number of Happening Spaces: 8  
Number of Capsule Machines: 3

Board Name: Pirate Dream  
Number of Blue Spaces: 57  
Number of Red Spaces: 10  
Number of Happening Spaces: 7  
Number of Capsule Machines: 3

Board Name: Undersea Dream  
Number of Blue Spaces: 53  
Number of Red Spaces: 10  
Number of Happening Spaces: 5  
Number of Capsule Machines: 2

Board Name: Future Dream  
Number of Blue Spaces: 47  
Number of Red Spaces: 13  
Number of Happening Spaces: 8  
Number of Capsule Machines: 3

Board Name: Sweet Dream  
Number of Blue Spaces: 46  
Number of Red Spaces: 8  
Number of Happening Spaces: 5  
Number of Capsule Machines: 3

Board Name: Bowser Nightmare  
Number of Blue Spaces: 55  
Number of Red Spaces: 13  
Number of Happening Spaces: 9  
Number of Capsule Machines: 3

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## 6. Super Duel Mode

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Here is the parts descriptions:

Part Name: mushroom Body  
Type: Body  
Points to purchase: Free  
Description: Standard body with weak defense.

Part Name: Star Body

Type: Body  
Points to purchase: 5  
Description: It痴 speedy and light but not too powerful

Part Name: Heart Body  
Type: Body  
Points to purchase: 5  
Description: Powerful and durable body.

Part Name: Choo-Choo Body  
Type: Body  
Points to purchase: 5  
Description: A little fast and strong.

Part Name: Egg Body  
Type: Body  
Points to purchase: 7  
Description: Increases offensive and defensive abilities.

Part Name: Spiny Body  
Type: Body  
Points to purchase: 7  
Description: A slow body but strong and good offensive abilities.

Part Name: Lakitu Cloud Body  
Type: Body  
Points to purchase: 10  
Description: A fast body but only has 1 heart.

Part Name: Boo Body  
Type: Body  
Points to purchase: 10  
Description: very fast and Very Weak but is only visible to radar.

Part Name: DK Body  
Type: Body  
Points to purchase: 15  
Description: Varies from battle to battle.

Part Name: E.Gadd Body  
Type: Body  
Points to purchase: 15  
Description: Nice well-balanced design by E.Gadd himself.

Part Name: Skolar Body  
Type: Body  
Points to purchase: 20  
Description: Defense is improved against bombs and vehicle attacks.

Part Name: Mushroom Tires  
Type: Tires  
Points to purchase: Free  
Description: Basic tires.

Part Name: Star Tires

Type: Tires  
Points to purchase: 5  
Description: Fast tires that have hard control.

Part Name: Wiggler Tires  
Type: Tires  
Points to purchase: 5  
Description: Very slow tires with great handling.

Part Name: Goomba Tires  
Type: Tires  
Points to purchase: 5  
Description: Quick tires with good acceleration and  
OK  
in other categories.

Part Name: Choo-Choo Tires  
Type: Tires  
Points to purchase: 7  
Description: Really fast tires that is hard to  
control.

Part Name: Spiny Tires  
Type: Tires  
Points to purchase: 7  
Description: Low speed but excellent handling.

Part Name: Super Wiggler Tires  
Type: Tires  
Points to purchase: 10  
Description: Really slow tires with great  
handling.

Part Name: Lakitu Cloud  
Type: Tires  
Points to purchase: 10  
Description: Not effected by terrains.

Part Name: DK Tires  
Type: Tires  
Points to purchase: 15  
Description: Handling these tires is  
unpredictable.

Part Name: E.Gadd Jet  
Type: Tires  
Points to purchase: 15  
Description: A jet made by E.Gadd with  
excellent  
control and speed.

Part Name: Skolar Tires  
Type: Tires  
Points to purchase: 20  
Description: Great handling over any  
terrain.

Part Name: Mushroom Engine  
Type: Engines  
Points to purchase: Free

Description: Good for beginners.

Part Name: Star Engine

Type: Engines

Points to purchase: 5

Description: Fast but poor handling.

Part Name: Wiggler Engine

Type: Engines

Points to purchase: 5

Description: Slow but has excellent control.

Part Name: Goomba Engine

Type: Engines

Points to purchase: 5

Description: Average speed and acceleration.

Part Name: Ztar Engine

Type: Engines

Points to purchase: 7

Description: Easy to control and the best acceleration but is very slow.

Part Name: Choo-Choo Engine

Type: Engines

Points to purchase: 7

Description: Wicked speed but absolutely no control.

Part Name: Super Wiggler Engine

Type: Engines

Points to purchase: 10

Description: Really great handling but horrible speed.

Part Name: Goomba-Trio Engine

Type: Engines

Points to purchase: 10

Description: Horrible handling but great speed.

Part Name: DK Engine

Type: Engines

Points to purchase: 15

Description: Results vary from battle to battle.

Part Name: E.Gadd Engine

Type: Engines

Points to purchase: 15

Description: The best speed and control by E.Gadd.

Part Name: Skolar Engine

Type: Engines

Points to purchase: 20

Description: Average speed and control.

Part Name: Mushroom Gun  
Type: Gun  
Points to purchase: Free  
Description: Good for learning.

Part Name: Seed Machine Gun  
Type: Gun  
Points to purchase: 5  
Description: Shoots weak seeds but shoots really fast.

Part Name: Bob-omb Cannon  
Type: Gun  
Points to purchase: 5  
Description: Shoots 3 Bob-ombs that  
does high damage.

Part Name: Bullet Bill Gun  
Type: Gun  
Points to purchase: 7  
Description: Shoots 3 opponents-seeking  
Bullet Bill's at your opponent and does normal damage.

Part Name: Pokey Tower Gun  
Type: Gun  
Points to purchase: 7  
Description: Shoots 2 slow bullets at an opponent to do  
average damage.

Part Name: Piranha Plant  
Type: Gun  
Points to purchase: 7  
Description: A tad powerful weapon with long distance.

Part Name: Bowser Breath  
Type: Gun  
Points to purchase: 10  
Description: Shoots short distance breath to do  
heavy damage.

Part Name: Mr. I laser  
Type: Gun  
Points to purchase: 10  
Description: A quick shooting gun with average firepower.

Part Name: DK Gun  
Type: Gun  
Points to purchase: 15  
Description: very powerful gun.

Part Name: E.Gadd Cannon  
Type: Gun  
Points to purchase: 15  
Description: A weapon that shoots opponent-seeking missiles  
made bye E.Gadd

Part Name: Skolar Gun  
Type: Gun  
Points to purchase: 20  
Description: Press B button to fire and the B button to  
detonate.

Part Name: Bowser Punch  
Type: Gun  
Points to purchase: 30  
Description: A weapon that does short-range punches

Part Name: Bob-omb Wall  
Type: Gun  
Points to purchase: 30  
Description: Dispenses Bob-ombs and increase your  
Machines speed.

Battle Mode: You and your friends or a computer battle each other.

Flag challenge: Collect 3 flags before your opponents does.

Rabbit Challenge: Chase after a rabbit and shoot at to hit it.  
First one to hit 3 rabbits wins!

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7. Mini-game Mode

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Free Play: Play any games you unlocked in  
Party or Story Mode

4 Player Mini-games: Mini-games that every  
man/woman for them self.

Chimp Chase  
Chomp Romp  
Coin Cache  
Coney Island  
Dinger Derby  
Dodge Bomb  
Fish Sticks  
Fish Upon a Star  
Flower Shower  
Frozen Frenzy  
Ground Pound Down  
Hotel Goomba  
Hydrostars  
Later Skater  
Leaf Leap  
Mazed & Confused  
Night Light Fright  
Pop-star Piranhas  
Pushy Penguins  
Rumble Fumble  
Triple Jump  
Will Flower

2 vs. 2 Mini-game: Mini-games that you and another player  
work together to defeat the other 2 players at Mini-games.

Clock Stoppers  
Defuse or Lose  
ID UFO  
Mario Can-Can

Handy Hoppers  
Berry Basket  
Bus Buffers  
Rumble Ready  
Submarathon  
Manic Mallets  
Panic Pinball  
Banking Coins

1 vs. 3 Mini-games: Mini-games that 1 person vs. 3 other players.  
Some mini-games the lone person has the advantage and some mini-games  
the 3 people have the advantage.

Flatiator  
Squared Away  
Mario Mechs  
Revolving Fire  
Heat Stroke  
Beam Team  
Quilt for Speed  
Tube it or Lose it  
Mathletes  
Fight Cards  
Curvy Curbs

Battle Mini-games: Battle Mini-games are like 4 player mini-games  
except each player has to give up a certain amount of coins  
and the 1st and 2nd place winner get the coins.

Astro-Logical  
Bill Blasters  
Tug-O-Dorrie  
Twist `n` Out  
Lucky Lineup  
Random Ride

Duel Mini-games: 2 people vs. each other for coins or stars.

Shock Absorbers  
Countdown Pound  
Whomp Maze  
Shy Guy Showdown  
Button Mashers  
Get a Rope  
Pump 'n' Jump  
Head Waiter  
Blown Away  
Merry Poppings  
Pound Peril  
Piece Out  
Bound of Music  
Wind Wavers  
Sky Survivor

DK Mini-games: Special Mini-games only can  
be retrieved during DK mini-game event.

Banana Punch  
Da Vine Climb  
Mass-A-Peel

Bowser Mini-Games: Can only be obtained during a Bowser mini-game event.

Cage-in Cookin'  
Scaldin Cauldron'  
Rain of Fire

Record Mini-games: These are mini-games mentioned above but have actual records the game keeps. The records varies from getting the best time to tapping the A button faster see how far you can jump. Record mini-games are one of the fun features of MP5 so have fun setting a godly record.

Dinger Derby  
Hydrostats  
Later Skater  
Leaf Leap  
Triple Jump  
Will Flower  
Handy Hoppers  
Manic Mallets  
Panic Pinball  
Pump `n' Jump  
Piece out

Mini-game Battle: Compete in 4 player random mini-games to win or your opponent

Mini-game circuit: Compete with your friends in a race with capsules and mini-games. For every mini-game you win you have a chance to hit a dice block. If you land on a Gray space nothing happens but if you land on a Bowser space, Bowser will start a Bowser mini-game and if anyone loses they have to move back the amount of spaces Bowser gets on the Dice Block. You start off with 2 Mushrooms capsules and on Super Mushroom capsule. You have the option to use one at the beginning of your turn. If you win the mini-game then you get the effect of the capsule but if you lose you lose your capsules.

Mini-Game tournament: Battle your friends in a tournament with duel mini-games.

Name: Chimp Chase  
Type: 4 Player  
Description: Grab a Ukiki and give it to the correct mother. A gold Ukiki is worth 3 points and can be given to any mother.

Name: Chomp Romp  
Type: 4 Player  
Description: Guide your Chain Chomp to the gate area to win but you have to steer it through some obstacles though.

Name: Coin Cache  
Type: 4 Player  
Description: You have 30 seconds to collect as many coins as you can from the bricked boxes. Some birck boxes have 1 while some have 10 while some odn't have any.

Name: Coney Island

Type: 4 Player

Description: Try to be the person to collect the most icecream scoops. Some icecream scoops fall down fast and some fall down slow.

Name: Dinger Derby

Type: 4 Player

Description: Try to hit the base ball when they come to you. The balls come in at different speeds so be careful. This is a record mini-game good luck getting a high score!

Name: Dodge Bomb

Type: 4 Player

Description: Throw Bob-omb's at your opponent so they explode be careful because you can get hit in the explosion and lose.

Name: Fish Sticks

Type: 4 Player

Description: Pick a shaking rod to get a fish the person with the most fish wins.

Red Cheep Cheep -> 1 Point

Gold Cheep Cheep -> 3 Points

Name: Fish Upon a Star

Type: 4 Player

Description: Try to be the one to knock your opponents off the platform but be aware of the falling objects or you might lose.

Name: Flower Shower

Type: 4 Player

Description: Try to collect the most flowers in 30 seconds but beware the water will slow you down.

Pink Flower -> 1 Point

Gold Flower -> 3 Point

Name: Frozen Frenzy

Type: 4 Player

Description: Try to prevent your opponent from getting or stealing your crystals but beware the icicles they will make you lose a crystal.

Name: Ground Pound Down

Type: 4 Player

Description: Try to ground pound down the 3 layers of rock but be careful of the hard rocks which take 3 pounds to break.

Name: Hotel Goomba

Type: 4 Player

Description: Try to get to the 3rd level of the hotel and clear your path to get to another level. If you mess up press "Y".

Name: Hydrostars

Type: 4 Player

Description: Drive through the 5 star gates

to win. This is a record mini-game so try and get a good record.

Name: Later Skater

Type: 4 Player

Description: Be the first to cross the finish line be careful not to crash into corners or you will slow down. This is a record mini-game so have fun setting a good record.

Name: Leaf Leap

Type: 4 Player

Description: Jump as high as you can from leaf to leaf in 30 seconds. This is a record mini-game so have fun getting a good record.

Name: Mazed & Confused

Type: 4 Player

Description: Be the first one to reach the center of the maze and careful of the shock rays they will slow you down temporarily.

Name: Night Light Fright

Type: 4 Player

Description: Try to shune your flashlight as close as the ChainChomp gets. The person who has their Chain Chomp the closest wins!

Name: Pop-star Piranha

Type: 4 Player

Description: Pick out the Piranha Plant that is dancing incorrectly in 5 seconds. The person with the most correct wins!

Name: Pushy Penguins

Type: 4 Player

Description: There is a penguin parade. You are on a big glacir and try to prevent the penguins from pushing you off. Last person standing wins.

Name: Rumble Fumble

Type: 4 Player

Description: Pick up a bucket to see if it has a Shy Guy under it. If it has a Bob-omb or Chain Chomp it will stun you for a moment. Collect 3 Shy Guy's to win.

Name: Triple Jump

Type: 4 Player

Description: Mash down the correct button when it appears on screen. Farthest jump wins. This is a record mini-game so good luck getting a good record.

Name: Will Flower

Type: 4 Player

Description: Mash the "A" button to revive your flower person who revives their flower first wins. This is a record mini-game so good luck getting a good record.

Name: Clock Stoppers

Type: 2 vs. 2

Description: You and your friend must put the correct time that is shown on the clock. First team to get 3 wins.

Name: Defuse or Lose

Type: 2 vs. 2

Description: You and your teammate must stop the flame from getting near King Bob-omb so Ground Pound it to stop it. First person to blow up King Bob-omb loses.

Name: ID UFO

Type: 2 vs. 2

Description: Two different UFO's will appear and you and your partner must pound down on the correct ones at the same time. First to 5 points wins!

Name: Handy Hoppers

Type: 2 vs. 2

Description: One person spins the bar while the other person jumps. The person spinning the wheel should do it at a steady pace so the person jumping can get more points. The person with the most points wins! This is a record mini-game so try to get a good record.

Name: Mario Can-Can

Type: 2 vs. 2

Description: Take turns ground pounding the big can opener to open it. Try ground pounding simultaneously to get the can open faster. First person to open the can wins and gets a good surprise.

Name: Berry Basket

Type: 2 vs. 2

Description: One person shoots at the berries on the tree while the other person tries to catch. Be careful with black berries which will stun you for temporarily.

Pink Berry -> 1 point

Gold Berry -> 3 points

Name: Rumble Ready

Type: 2 vs. 2

Description: Once you feel the rumble on the controller press "A" and a capsule will come to you. If you press it early the other team gets the capsule. First to 3 capsules win.

Name: Bus Buffers

Type: 2 vs. 2

Description: You and your team mate are controlling a big brush on top of a dirty bus. First team to get their bus clean wins!

Name: Submarathon

Type: 2 vs. 2

Description: You and your team mate are in a big submarine one person controls it while the other one relax. Take turns controlling it. First team to cross the finish line wins.

Name: Manic Mallets

Type: 2 vs. 2

Description: You and your team mate press "A" as fast as you can. The first team who does the most pounds in 10 seconds wins.

Name: Banking Coins

Type: 2 vs. 2

Description: One person hits the big vase while the other person collects the coins. Everyone wins this depending on how many coins you got.

Name: Panic Pinball

Type: 2 vs. 2

Description: You and your team mate hit the ball around in the giant pinball machine. While hitting it try hitting the Bowser head to get more balls. The first team with the most points win. This is a record mini-game so good luck setting a good record.

Name: Flatiator

Type: 1 vs. 3

Description: One person is on a giant ball who is trying to squish the other 3 players. Beware the Monty Moles for the unning people because they will make you stumble.

Name: Squared Away

Type: 1 vs. 3

Description: One person is in a tiny box while the other players are in big boxes to try and smash the single player. The team who squishes or player who escapes the wrath of the big cubes in 30 seconds wins!

Name: Mario Mechs

Type: 1 vs. 3

Description: One person is in a big machine trying to shoot the other 3 players machines. The 3 players should try and defeat the single player. Whatever team or player gets out loses.

Name: Revolving Fire

Type: 1 vs. 3

Description: One player controls the center panel while the other people try and not get burned. If the single player burns all the 3 players win but if any player on the other sie survives that team wins.

Name: Heat Stroke

Type: 1 vs. 3

Description: One player tries to knock 3 players off the platforms with a mallet. The other team must jump when the single player does this. 3 players beware the podoboo's falling down which will burn youand end your session. If the loneplayer kills everyone that person wins but if anyone on the other team survives that team wins.

Name: Beam Team

Type: 1 vs. 3

Description: 3 people are in a UFO trying to catch the single player. The single player must run from the UFO's. If the single player isn't caught that person wins but if that player is caught the 3 player team wins.

Name: Curvy Curbs

Type: 1 vs. 3

Description: One player controls one cart into a very curvy path while the 3 team have to control their carts together. Whatever person or team crosses the finish line first wins.

Name: Quilt for Speed

Type: 1 vs. 3

Description: One person controls a machine by themself while a whole a group of3 control a machine. The object is to get your machine to the finish line. Whaterver team or player does this first wins.

Name: Tube it or Lose it.

Type: 1 vs. 3

Description: One person is in a big spiked raft while 3 players are in a rubber raft. The single player must try to pop the rubber rafts. If the single player pops all the rafts that player wins but if that player fails then the team of 3 wins.

Name: Fight Cards

Type: 1 vs. 3

Description: A team of 3 chose a button on which card that button goes to. The single player must guess the card if that player guesses correct that person is out. If the lone player gets all the other players out that person wins if not the team of 3 wins.

Name: Mathletes

Type: 1 vs. 3

Description: This is a game to get coins.

Name: Shock Absorbers

Type: Duel

Description: Avoid the amps and try not to touch the amp wall. First person to get shocked loses.

Name: Countdown Pound

Type: Duel

Description: The closer the counter gets to zero then you ground pound the person closer to zero wins but be careful you don't get to zero or you will blow up.

Name: Head Waiter

Type: Duel

Description: You and your opponent throw a giant head back and forth with numbers for eyes. Everytime it's your turn reduce the timer once it gets to ?? that means you have to be careful because it might explode in your face.

Name: Merry Poppings

Type: Duel

Description: Pop your opponent balloons while he/she tries to pop yours. First person balloon bursts loses.

Name: Sky Survivors

Type: Duel

Description: You and your opponent are in a sky full of flying objects try to avoid the objects first person who gets hit 5 times loses.

Name: Blown Away

Type: Duel

Description: Charge up your bazooka and try to shoot your opponent off the cloud. First person to fall off loses.

Name: Bounds of Music

Type: Duel

Description: Jump in the air and hit the musical boxes every 5 seconds they will flash to show how much is left the first person to do this wins.

Name: Pump 'n' Jump

Type: Duel

Description: Mash "A" as hard as you can to go up. The person who goes up higher wins. This is a record mini-game so good luck setting a good record.

Name: Wind Wavers

Type: Duel

Description: Press "L" and "R" simultaneously to keep the Tweester away the first person to get caught by the Tweester loses.

Name: Shy Guy Showdown

Type: Duel

Description: Shy Guy will raise a sign and you must push the button on the sign be careful he might trick you. The first person to get the correct button wins.

Name: Get a Rope

Type: Duel

Description: Pick a rope and pull it something will happen whoever has an anvil fall on them loses.

Name: Whomp Maze

Type: Duel

Description: Try to make your way through a maze of Whomps be careful if you crash into a Whomp it might stun you. Whoever makes it to the other side wins.

Name: Piece Out

Type: Duel

Description: Like Mario Puzzle Party from MP3 place the pieces together by their color to get more points. The person with the most points wins. This is a record mini-game so good luck getting a good record.

Name: Pound Peril

Type: Duel

Description: Hit the 12 different buttons to try and see if it's the right one. First person to hit the correct button wins.

Name: Tug-O-Dorrie

Type: Battle

Description: Press "A" as fast as you can to pull your opponent off the Dorrie. Last person standing wins.

Name: Random Ride

Type: Battle

Description: Try to pick the correct machine that will fly for you. You have a better chance of winning if you pick a machine with a positive name.

Name: Astrol-Logical

Type: Battle

Description: You have 10 seconds to pick the correct symbol in the orb. Last person standing wins.

Name: Lucky Lineup

Type: Battle

Description: Try to get 3 of the slots in a row the first person with the most points win.

Name: Bill Blasters

Type: Battle

Description: Shoot Bullets Bills at your opponents but beware your cannon is spinning so try and adjust it. Last one standing wins.

Name: Twist 'n' Out

Type: Battle

Description: Hit your opponent off the big hurricane with a mallet.  
The last person standing wins.

Name: Rain of Fire

Type: Bowser

Description: Try to avoid the flames from the sky if you get hit your  
out and get a bad punishment from Bowser.

Name: Scaldin' Cauldron

Type: Battle

Description: Pick a scaldron to hide in and pray that Bowser  
won't find you.

Name: Cage-in Cookin'

Type: Battle

Description: Press the button to escape from the cages but  
becareful you have no time to waste before Bowser burns you.

Name: Mass-A-Peel

Type: DK

Description: Collect as many bananas as you can in 15 seconds  
but becareful you don't slip on the banana peels.

Name: Da Vine Climb

Type: DK

Description: Climb up the vine and collect bananas but becareful  
with the spiders they will slow you down.

Name: Banana Punch

Type: DK

Description: Punch the barrels to get banana's

\*\*\*\*\*

## 8. Story Mode

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Bowser and his minions have entered the dream depot and have threatened to  
destroy the dreams. Misstar asks Mario and his friends to stop them  
before it's too late. The rules are almost the same as Party Mode except  
no Mini-game at the end of each turn.

Everytime you pass a Koopa Kind you have to  
duel them same as every time they pass you.

If they win you lose coins if they lose they lose coins.

The point is to try to get all Koopa Kids to lose their coins.

There will be capsules and DK to help you out.

\*\*\*\*\*

## 9. Other Modes

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Card Party: You and 3 other people challenge each other on a  
board with cards the person with the most star cards wins.

Hockey: Play another Friend in hockey.

Volleyball: Play a friend in volleyball

\*\*\*\*\*

## 10. Unlockables

\*\*\*\*\*

Here is all the unlockables in MP5:

### Unlockables

```
-----  
|Bowser Nightmare Board maP|Beat Story Mode on any difficulty |  
-----  
|Frightmare                |Beat Story Mode on any difficulty |  
-----  
|Intense Difficulty         |Beat Story Mode on the Hard Difficulty|  
-----
```

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## 11. FAQs

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Q: Are there any new characters?

A: Koopa Kid, Boo, Toad

Q: Why did Nintendo change the item system?

A: Probaly because people thought regular items were repetitive.

Q: Why did they change Story Mode?

A: Like the item system it was probaly repetitive AND took along time so they decided to make it different.

Q: What is your favorite capsule for each color?

A: Green- Bubble

Yellow- Bob-omb

Red: Mr. Blizzard & Magikoopa

Blue: Tweester

Q: Why isn't Toad, Koopa Kid, and Boo playable in Story Mode?

A: Koopa Kid is the 3 colored Koopa Kids, Toad is your partner in 2 vs. 2 mini-games, and I don't know about Boo.

(ore Q/A to come)

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## 12. Version History

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3.3 Added more stuff going to describe more events soon. Added FAQs section so if you have any questions e-mail me and added unlockables section post more unlockables later. (12-18-04)

3.0 Finished mini-game description sorry about the lack of progress I will add more details to other sections so don't worry. (12-16-04)

2.5 Added more to mini-game section almost done. (12-15-04)

1.5 Added a description to most mini-games. (12-12-04)

.5 Wrote the FAQs more to come. (12-06-04)

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### 13. Credits/Copyrights

\*\*\*\*\*

Me: For making this guide

You: For reading it

Hudson: For making this game

Gamefaqs.com: For letting me post this

Email me at [JAKrafcik@netscape.net](mailto:JAKrafcik@netscape.net) if you want to post this or see me on the Mario Party 5 Message Board.

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C YA! ^\_^