

Mario Party 5 FAQ

by GavLuvsGA

Updated to vFinal on Dec 24, 2005

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~~~~~MARIO PARTY 5~~~~~

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FAQ by GavLuvsGA

FINAL VERSION

Please write to: [GavLuvsGA@aol.com](mailto:GavLuvsGA@aol.com) or [XPhileScaper1121@aol.com](mailto:XPhileScaper1121@aol.com) if you have any questions or hints, but please read below before posting.

- 1) First of all, I find it annoying if people ask/tell me things that are covered in the FAQ. If you took the trouble to come here, you should at least take the trouble to read the FAQ to see if your question is answered within.
- 2) Put "Mario Party 5" in the subject heading. About 95% of mail I get is Spam, so if I receive a mail that looks like junk, I will delete it. Also, it is NOT necessary to stick words like "SPAMFILTER" in the subject heading.
- 3) NO IMs. I am far too busy for them.
- 4) Do NOT send attachments, or imbedded files. I will not open them. Also, I sticking spam in your E-mail will not impress me.
- 5) Since this is now the final version, please don't send in any more tips or suggestions for Super Duel Mode.

REVISION HISTORY

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Version 1.1

Not really a revision, but I changed the way I'd done the title since my attempt at an ASCII "M" like any other ASCII title I've done was pretty poor.

Version 1.2

Added Monty Mole to Pirate Dream and Bowser Bonus.

Version 2.0

Added a few hints to the FAQ section and some more happening events, and a combo for Super Duel Mode.

Version 2.1

Finally witnessed Scalding Cauldron and added it to the Minigame section. Also, added the Birthday Party space in Sweet Dream, and realised I hadn't included Da Vine Climb, despite witnessing some time ago.

Version 2.2

Added Mass A - Peel and the whale space.

Version 2.3

Added how to get more extra parts for Super Duel Mode.

Version 3.1

Made a few amendments, regarding Bowser, DK and circuit mode.

Version 3.2

Spell checked. Made a few small alterations.

Version 3.3

Added a few more tips and suggestions for Super Duel Mode.

Version 3.4

Just a few minor tweaks because someone pointed out a few errors on my part.

Final Version

Added a couple of hints that I had been sent and decided to make this the final version.

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- 1) Characters
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- 9) Bonus Mode
- 10) Frequently Asked Questions

1) CHARACTERS

\*\*\*\*\*

PLAYABLE

-----  
MARIO  
-----

Mario is of course the star of the game.

-----  
LUIGI  
-----

Luigi is Mario's brother.

-----  
PEACH  
-----

Also known as Princess Toadstool, Peach has starred in many of Mario's games.

-----  
YOSHI  
-----

Yoshi is Mario's pet dinosaur.

-----  
WARIO  
-----

Wario is Mario's rival.

-----  
DAISY  
-----

Daisy is also a princess.

-----  
WALUIGI  
-----

Waluigi is Wario's brother

-----  
MINI BOWSER  
-----

While someone complained about my use of this term in my Mario Party 4 FAQ instead of "Koopa Kid", this is the name given to Bowser's offspring in this game. Has also gone under the name of Baby Bowser and Bowser Junior.

-----  
TOAD  
-----

Here, Toad is a playable character for (I think) the first time in a Mario Party game.

-----  
BOO  
-----

In the old games, Boo would steal coins and stars. Now, you can play with him on the boards.

NON - PLAYABLE

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DK  
-----

I was surprised to see that he wasn't playable - until I learned that he had

been given his own space in the game. (N.B. I also read you can unlock him in Super Duel Mode).

-----  
BOWSER  
-----

Of course, Bowser, Mario's nemesis, makes another appearance.

-----  
M BOWSER G, M BOWSER B and M BOWSER R  
-----

These are the Mini Bowsers you play against in Story Mode.

## 2) CAPSULES

\*\*\*\*\*

You can either use a capsule on yourself, which costs a number of coins in most cases, or place it on any blue or red space up to ten spaces ahead of you, as long as there are no capsules already there. You can get capsules free by passing a capsule machine. Once a capsule lands on a place, it will usually stay there for the rest of the game.

You can hold a maximum of three capsules at any time.

-----  
MUSHROOM  
-----

Cost: 5 coins

This was replaced by the Mega Mushroom in Mario Party 4, but the ordinary mushroom makes a return here. If you use it, you get an extra dice block. Since it is cheap, it is usually worth using on yourself.

-----  
SUPER MUSHROOM  
-----

Cost: 10 coins

This makes another appearance and gives you three dice blocks to throw. Again, I'd recommend using this one on yourself if you have enough coins.

-----  
CURSED MUSHROOM  
-----

Cost: 5 coins

Similar to Mario Party 4's Mini Mushroom except without the shrinking effect, this item reduces the numbers on the dice to 1 - 5. Best placed on a space in most circumstances. On the other hand, if you are close to the star and have 15 - 19 coins, it may be useful to reduce the chances of passing it on that turn. But make sure you win coins in the next mini game.

-----  
WARP PIPE

-----  
Cost: 10 coins

This makes another return from Mario Party 4. Switch opponents with another player. If you're going to use it on yourself, it will be most effective if all other players are close to the star.

This tip (sent in by someone who doesn't wish to be named) relates to any capsule that includes a spinner; I thought I'd mention it here: It always takes the same amount of time to slow down so always time the spinner for the character AFTER the one who you want to choose. This way you will always get your way.

-----  
KLEPTO  
-----

Cost: 10 coins

Klepto the vulture made appearances in Super Mario 64 and Mario Party 4. Here, he will move you to another player's space rather than swapping you. Similar to the warp pad in Mario Party 4.

-----  
BUBBLE  
-----

Cost: 10 coins

Not a contestant from Big Brother 2, this will allow you to move forward 10 spaces. I recommend you don't use it if you have other capsules as these will be lost. Also, you will miss out on events such as the teleporters in Future Dream.

-----  
WIGGLER  
-----

Cost: 20 coins

Replacing the Magic Lamp, Wiggler will take you to the next star space. If you have enough coins, you will receive the star. My advice would be to wait until you have 40 coins or more and use it on yourself, because there will be nothing more annoying than a space that allows other players to directly access the star.

-----  
HAMMER BROTHER  
-----

Cost: 5 coins

And please don't start whining "NO ITS CALL3D A HAMMER BRO!!!!11!!!!1!!!!1!". You have 10 coins taken from you. Note that if another player has coins taken from them, in most cases they will not be given to you (except where indicated). Normally this is unadvisable to use on yourself; the exception would be where another players has three miracles (see below) and you're in first place by only a small amount of coins.

-----  
COIN BLOCK  
-----

Cost: 5 coins

Gives 10 coins to whoever lands on that space. If you use it on yourself, you will only get a net increase of 5 coins, so I recommend you put it on a space. Be careful it doesn't allow other players to get the coins they need for a star.

-----  
SPINY  
-----

Cost: 5 coins

If you use it, or land on a Spiny Space, Spiny will take 10 coins from a player chosen by a roulette wheel, which you will receive.

-----  
PARATROOPA  
-----

Cost: 10 coins

Paratroopa (the winged Koopa) will take coins from every opponent. Remember, these will NOT be given to you.

-----  
BULLET BILL  
-----

Cost: 10 coins

This is handy to use on yourself if there a players not far ahead of you. On your dice throw, you will ride Bullet Bill (very reminiscent of Dr. Strangelove) and take 30 coins from each opponent you pass. Similar to the Bowser Suit from other games.

-----  
GOOMBA  
-----

Cost: 5 coins

Goomba will switch your coins with an opponent selected by the roulette wheel. Do NOT use this item if you have most coins, unless it will prevent another player from using three miracles on you (see below); this is best used when you have fewer coins than the other players.

-----  
PIRANHA PLANT  
-----

Cost: 5 coins

A Piranha Plant takes half of the player's coins when they land on/use it. Again, only use on yourself if someone else has three miracles and another player will end up winning on coins as a result. If the player has an odd

number, the game will treat it as though the player had one less coin, i.e. if a player has 13 coins, they only lose 6.

-----  
BOB OMB  
-----

Cost: N/A (cannot be used on yourself)

Placing a bob omb on a space will start a countdown that ticks down from 3 every time a player lands on or passes it. When the countdown reaches zero, the player will receive a Bob Omb, which explodes in their face, costing them 20 coins. Any other player on the space will also lose 20 coins.

-----  
KOOPA BANK  
-----

Cost: 10 coins

A throwback to older Mario Party games, passing this space will cost you 5 coins, but landing on it will award you with all the collected coins.

-----  
KAMEK  
-----

Cost: 10 coins

Kamek will shuffle the capsules of all the players.

-----  
MR. BLIZZARD  
-----

Cost: 10 coins

Mr. Blizzard (the snowman from Super Mario 64) will take all of your capsules. It is therefore not a good idea to use this item on yourself.

-----  
MAGIKOOPA  
-----

Cost: 10 coins

Like Mario Party 4's Swap Card, you will swap capsules with a player chosen by a roulette wheel. Don't use this on yourself if you have any capsules you wish to keep, or not all the other players have capsules.

-----  
UKIKI  
-----

Cost: 10 coins

Ukiki is the same chimpanzee who stole Mario's hat in Super Mario 64 and hosted the Banana Peel Junction in Mario Party 4. Here, he will take capsules from a player chosen by roulette and place them around the board. Obviously, you will waste this item if you use it when no one else has items.

-----  
LAKITU  
-----

Cost: 10 coins

Lakitu will steal a capsule from one of your opponents. Again, only use when an opponent has an item.

-----  
TWEESTER  
-----

Cost: 15 coins

Like the Chomp Call from Mario Party 4, Tweester will move the star. If you use this on yourself, make sure you aren't near the star, and that you have at least 35 coins, in case it is placed close to where you are.

-----  
DUEL  
-----

Cost: 10 coins.

You will play a duel mini game (see Mini Games section).

-----  
CHAIN CHOMP  
-----

Cost: 15 coins

Since Boo is now playable, another character was needed to take other players' coins and stars. This is what Chain Chomp does. You can steal coins for 5 coins and stars for 30 coins.

-----  
BONE  
-----

Cost: Nothing

Like Mario Party 4's Flashlight, the Bone will stop Chain Chomp taking your coins/stars. Use it when an opponent uses Chain Chomp on you. Computer controlled players have a strange tendency to throw away their bone capsules.

-----  
BOWSER  
-----

Cost: N/A

Unlike the other capsules, this one is used as soon as you receive it. Bowser will appear and change one red space to a Bowser space.

-----  
CHANCE  
-----



Cost: 20 coins

You will receive/give/exchange coins and/or stars with another player. I recommend you do not use this while in first place unless you are very confident. Of course, if the worst should happen, you can always restart (a very cheap tactic which is allowed by the fact that the game saves at the end of every turn).

-----  
MIRACLE  
-----

Cost: Nothing

It costs nothing, but it is such a good item that the chances of getting to use it are very rare, as you need three. If you have three, you will steal all the stars from the player in first place. If you are in first place when this happens, the items will be wasted. Like bone capsules, CPU players seem to like throwing these away.

### 3) Game Play \*\*\*\*\*

Assuming you've played Mario Party games before, you will know that you need to collect most stars to win.

#### 3.1 SPACES

-----  
BLUE SPACE  
-----

Gives you three coins.

-----  
RED SPACE  
-----

You lose three coins.

-----  
Happening Space  
-----

Shown by a "?", an event will happen, depending on the board.

-----  
BOWSER SPACE  
-----

When you start to play, there will only be one of these. However, these will be added if a Bowser Capsule is drawn from the Capsule Machine. Landing on these will make Bowser appear.

Events include:

Bowser Revolution: Bowser divides all the coins equally

Bowser Shuffle: The players are randomly switched around

Bowser Mini Game: You will play a Mini Game (see Mini Games section)

Bowser Bonus: Haroon888 writes: "Bowser gives the player who landed on his space a Ztar and subtracts 1 star from your score." A Ztar, incidentally, is a black star.

-----  
DK SPACE  
-----

New to the game, one of these will appear on every board, randomly. Landing on it summons DK (aka Donkey Kong). Events triggered include:

DK Roulette: Roll a higher number than DK for a star.

DK Mini Game: All four placers take part in one of DK's Mini Games (three in all).

DK Bonus: Hit the dice block to get the number of coins you roll.

N.B. I haven't witnessed it, but I read that if another player is on the DK space when you land on Bowser's space, DK will appear and punch Bowser.

Someone who wishes to remain anonymous has told me: "A character does not have to be on the DK space to have him punch bowser when another lands on bowser, it is a random event but bowser still takes 20 coins"

-----  
CAPSULE MACHINE  
-----

Pass this to get a free capsule. If you have three or it is the last turn, you will not receive one (in Tag Teams, each team can carry up to six).

-----  
STAR SPACE  
-----

Pass this with 20 or more coins to get a star.

### 3.2 MINI GAMES

In party mode, this will occur at the end of every turn. Things are different in Story Mode (see below).

### 3.3 LAST 5 TURNS EVENT

Before the last five turns begin, Bowser will get the player in last place to spin a roulette to make certain events take place.

This includes:

Trebling the value of blue and red spaces (i.e. they give/take 9 coins)

Turning every space into a capsule space

Turn all red spaces into Bowser spaces

Increase the number of stars to five.

### 3.4 BONUS STARS

Unless you turn Bonuses off, these will be awarded at the end of the game.

-----  
MINI GAME STAR  
-----

Goes to the player who got most coins in mini games.

-----  
COIN STAR  
-----

The exact meaning of this has always caused confusion, so I will explain it. The player whose greatest number of coins owned in the game is the highest overall wins this award. This does NOT necessarily go to the player who finishes with most coins.

-----  
HAPPENING STAR  
-----

Goes to the player(s) who landed on most happening spaces.

If there is a four way tie for any of the stars, then no one will receive the award.

#### 4) THE BOARDS \*\*\*\*\*

N.B.: I have not witnessed all happening space events before anyone complains that I missed some out.

-----  
4.1 TOY DREAM  
-----

This is a fairly simple board, filled with toys. While it appears childish at first, it isn't too bad.

#### HAPPENING SPACES

There are three different event here.

-----  
BOWSER CANNON  
-----

Located on the left hand side of the screen, this will send you back to the start.

-----

## JACK IN THE BOX

-----  
This is found in the centre of the board and will throw you to a random location.

## TOY TRAIN

-----  
This has two stops and you will get the option of riding the train. When riding, jump to get coins that appear from the funnel.

## LETTER BLOCKS

-----  
The letter blocks will be knocked down by a cannon, and you will end up taking a different route.

## 4.2 RAINBOW DREAM

-----  
It seems to be the tradition of Mario Party games to have a board that is divided into four. This board includes a "Cloudy" area (where you start), a "Rainy" area, clockwise from this, a "Sunny" area opposite it and the remaining area is "Snowy".

Each area has a rainbow space and when you pass it you can pay five coins to cross a bridge to the next area clockwise (i.e. Cloudy to Rainy, Rainy to Sunny, Sunny to Snowy and Snowy to Cloudy).

## HAPPENING SPACES

### CLOUDY

-----  
Keep pressing A to power the generator to get up to three Capsules.

### RAINY

-----  
Your platform collapses and you are sent back to the start. anyone else on the adjacent spaces will also be sent back to start.

### SUNNY

-----  
Three rainbows will appear; choose one and see which area it takes you too (the rainbows will be different each time, so just because the central one took someone to Cloudy last time doesn't mean it will on your turn). You will get coins too.

-----

SNOWY

-----

Do a ground pound on the see - saw and make Mr Blizzard react. You will be hurled up in the air. The number of coins you get depends how hard you pounded.

-----

CENTRAL AREA

-----

You get to ride the device in the middle. I think it takes you to the opposite area, although this is based on the one time that I have actually witnessed anyone using it.

-----

4.3 PIRATE DREAM

-----

Not a lot to do with pirates really, except for the pirate ship at the bottom of the screen.

HAPPENING SPACES

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ROLLING ROCK

-----

The happening spaces on the tracks will send a rock rolling down them, Raiders of the Lost Ark style and chase you to the right of the screen.

-----

WATERFALL

-----

You fall to the bottom of the level.

-----

MONTY MOLE

-----

Mash the A button like crazy for five seconds to get a coin bonus.

-----

CANNON

-----

The cannon on the ship fires you to the top left area.

-----

4.4 UNDERSEA DREAM

-----

This is a level played underwater. Amazingly, your characters are unable to drown.

HAPPENING SPACES

-----  
CORAL REEF  
-----

You get the option to ride along the coral reef at the bottom of the screen. Steer yourself well to get coins. You will stop at the other end of the screen.

-----  
SUSHI  
-----

Sushi carries you across the board.

-----  
CAPSULES  
-----

Land on the happening space next to the Cheep Cheep with the three shells and you can choose one. It may have a capsule in, which you get to keep.

-----  
WHALE  
-----

The whale will move you either one place behind the star or one place ahead of it. Use with caution.

-----  
4.5 FUTURE DREAM  
-----

This board is split into three areas, a central area and two side areas. You can travel between the side areas and central area by using the teleporter (at no cost).

HAPPENING SPACES

-----  
ROCKETS  
-----

There are three of these and these will carry you to one of the other launch pads.

-----  
HOVER TAXI  
-----

This will carry you from one side of the screen to the other (you are forced to use it). You must pay 10 coins.

-----  
MERRY GO ROUND  
-----

When on the Merry Go Round, hold A to rise and release to descend to get as many coins as you can during your 30 second ride.

-----  
SLOTS  
-----

Land on one of the happening spaces on either side of this and you get to press A to stop the three wheels (one by one). Match all three to get an item. If you fail, you will receive a mushroom as a consolation prize.

-----

#### 4.6 SWEET DREAM

-----

This is a board made up of sweets. The main thing to mention here is that the two candy bridges will collapse whenever one person crosses them, and they will rebuild themselves going the other way, much like the bridges in Bowser's board in Mario Party 4.

HAPPENING SPACES

-----  
CAKE SLICES  
-----

Your space will be served up on the plate at the bottom of the screen. No, you're not eaten, but you get moved down there.

-----  
CUP GAME  
-----

Throw as many balls as you can into the cups in the time allowed with A. You will get five coins for every direct hit.

-----  
BIRTHDAY PARTY  
-----

Spin the roulette to see what you will receive from your opponents (either stars, coins or capsules). This can lead to massive turnarounds if you get the star.

-----

#### 4.7 BOWSER NIGHTMARE

-----

You get this by beating Story Mode once.

As with other games, it is a lava - filled board owned by Bowser. Incidentally, the board is also symmetrical.

HAPPENING SPACES

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## FLAMETHROWER

-----  
Bowser will activate a flamethrower, which will attack the happening space and all nearby spaces. Anyone on those spaces will lose coins or capsules.

## TOWER

-----  
There is one on each side of the level. Bowser will appear in his clown ship from Super Mario World and you can choose one of two blocks for a random event to take place (such as losing coins or going back to start).

## TURRET

-----  
Bowser will walk across to the other turret, taking 10 coins from any player he passes and turning all blue spaces he passes into red spaces (these will be reset after a few turns).

## SPINNER

-----  
You will be trapped in this area until you land on another happening space. There are two happening spaces; all other spaces are red ones.

## 5) STORY MODE

\*\*\*\*\*

In Story Mode, you play against the three Mini Bowsers. The aim is to make them lose all their coins within 15 turns, without running out yourself.

You cannot play as Toad, Boo or Mini Bowser.

You will throw first, then they will throw simultaneously.

Whenever you and a Mini Bowser pass each other or land on the same space, you will play a duel mini game, where the loser loses coins.

This will either be:

Mini Bowser loses 15 coins or player loses 5 coins (this is if it was the player's turn)

OR

Mini Bowser loses 5 coins or Mario loses 10 coins (if it was the Mini Bowsers' turn)

The boards are smaller than the Party Mode boards and feature no Bowser spaces, but there are VS spaces. A mini game will start whenever you land on them. Landing on a DK space will increase our coins a lot. If a Mini Bowser lands there, he will lose half his coins.

With three Mini Bowsers, a 3 v 1 game will start, with yourself as the single player. If you lose, you will lose 15 coins (5 for each Mini Bowser). If you



win, you get 15 coins (5 from each of them).

With two Mini Browsers, you will play a 2 v 2 game with Toad as your helper. The losing player(s) gives 10 coins to the opponent(s), meaning that you will win or lose 20 coins in total.

With one Mini Bowser remaining, you will start a duel mini game where the loser gives 20 coins to the winner. Losing one of these is not good.

No bonus games are played in Story Mode.

After you have played through four regular boards, you will play Bowser Nightmare, before facing the final battle with Bowser (known as "Frightmare").

You are ranked for your time in completing the boards, with ranks ranging from S (best) to E (worst). It IS possible to beat it in the first turn, but you need a lot of luck. When you reach the last five turns, Bowser will double the number of coins each space is worth and double the number of coins each duel is worth.

Beating Story Mode on Hard unlocks Intense CPU difficulty (hardest to beat).

For an explanation of how to beat Frightmare, read the Mini Games section below. I will NOT answer questions asking me how to beat it.

## 6) MINI GAMES

\*\*\*\*\*

In Party Mode, these are played at the end of every turn.

If all four players are on the same colour space, a 4 v 4 game starts. If two are on one colour, a 2 v 2 game starts and if one is on a different colour to the other three, a 1 v 3 game starts. DK spaces count as blue and Bowser spaces as red and Happening spaces will randomly change to red or blue.

With 4 player, 2 v 2 and 1 v 3 mini games, the winner(s) will get 10 coins. Some are bonus games in which everyone collects the number of coins that they earn.

Sometimes, a Battle Mini Game will be initiated instead.

The ratings I have given are based on my opinions. Please do not write in complaining that something I said was easy was hard.

### 6.1 4 PLAYER MINI GAMES

-----  
CHIMP CHASE  
-----

Difficulty: Easy

Grab a Ukiki and hand it to the Ukiki of that colour. Gold Ukikis are worth three points and can be given to any Ukiki. The player with most points wins.

-----  
CHOMP ROMP  
-----

Difficulty: Medium

Guide your Chomp through the maze by using the Chomp Call; this will cause him to head directly towards you, so make sure there is nothing in his way. And you will waste time if you collide with your Chomp.

-----  
COIN CACHE  
-----

Difficulty: Medium

This is a bonus game. Keep hitting the blocks to make coins appear. Some vanish, allowing you access to higher levels. There is no winner, but you get all the coins you manage to grab.

-----  
CONEY ISLAND  
-----

Difficulty: Easy

This is a fun, easy mini game. Collect as many ice cream scoops as you can. Watch the shadows to see where they will fall and stand under one. Try not to let your opponents shove you out of the way.

-----  
DINGER DERBY  
-----

Difficulty: Easy

Hit as many baseballs as you can with A. Watch the arm to judge the speed of the delivery. The faster it goes, the faster you will have to react. React too fast and you will also miss. Most points wins.

-----  
DODGE BOMB  
-----

Difficulty: Hard

Throw bombs at each other by picking them up and throwing with A. The last person standing (if any) wins.

-----  
FISH STICKS  
-----

Difficulty: Fairly Easy

Keep running from pole to pole and press A to check them. If there is a Cheep Cheep on the end, you win points. Watch to see which poles dip and head for those.

-----  
FISH UPON A STAR  
-----

Difficulty: Hard

Keep running to avoid falling off the ever - collapsing star platform. Press A to jump, B to punch, A twice to ground pound and A and B to kick. Computer players will sometimes throw themselves off.

-----  
FLOWER SHOWER  
-----

Difficulty: Easy

Grab as many flowers as you can, but try not to go in the water as it slows you down. Get gold flowers for extra points.

-----  
FROZEN FRENZY  
-----

Difficulty: Medium

Run around grabbing crystals, and watch you don't hit an icicle or you'll lose your crystals. Keep picking them up; the winner is the player with most crystals at the end. Try attacking opponents too.

-----  
GROUND POUND DOWN  
-----

Difficulty: Fairly Easy

Choose carefully your route, then keep ground pounding to get to the water first. Press A twice to ground pound, but time the second press so it is at the highest point of your jump to go through three soil blocks. Rocks require three ground pounds to pass.

-----  
HOTEL GOOMBA  
-----

Difficulty: Variable

On all three levels, punch the Goombas to make them move so you can get past. The puzzles are fairly simple and if you screw up, press Y to reset the room.

-----  
HYDROSTARS  
-----

Difficulty: Fairly Easy

Steer your boat through all five gates in order and then cross the finish line. Follow the arrows to find the gates.

-----  
LATER SKATER  
-----

Difficulty: Medium

Use the control pad to control yourself as you skate round the ice rink. The

first to complete five laps wins.

-----  
LEAF LEAP  
-----

Difficulty: Medium

Keep jumping from leaf to leaf. Use the control pad as you jump if the leaf is on the other side from you. The player who gets highest wins. If you use the control pad when the next leaf is on the same side, you will fall. Don't let this happen.

-----  
MAZED AND CONFUSED  
-----

Difficulty: Medium

Run to the star in the centre of the ever - changing maze. My best advice is to get to a space next to the star. If the way is blocked, stay there until it opens up then run in.

-----  
NIGHT LIGHT FRIGHT  
-----

Difficulty: Medium

Play Chicken with Chain Chomp by letting him get as close as you dare before pressing A to shine your flashlight on him and stop him. Whoever gets him the nearest wins, but if he hits you, you're out. He will move differently for each player, so be warned.

-----  
POP - STAR PIRANHAS  
-----

Difficulty: Medium

This is a strange game. Five Piranha Plants will start dancing and you have a few seconds to decide which one is dancing differently and press the corresponding button (A,B,X,Y or R). There will be three goes and whoever gets most right wins.

-----  
PUSHY PENGUINS  
-----

Difficulty: Fairly Easy

Avoid being pushed into the sea by the penguins; the best way is to stand towards the right hand side of the screen as they will speed up as they get near the water. Don't let yourself get trapped.

-----  
RUMBLE FUMBLE  
-----

Difficulty: N/A (mainly down to luck)

Go up to a bucket and if the joystick rumbles, pick it up (use A) you should find a Shy Guy. If you are wrong, you will be attacked. First to get three wins. If Rumble is switched off, you will see a "!" on the screen when you are getting close.

-----  
TRIPLE JUMP  
-----

Difficulty: Medium

In a similar game to Mecha Marathon from Mario Party 2 and Domination from Mario Party 4, you must repeatedly press the button shown at the bottom of the screen to perform your jump and the longest jump wins. All I can say is, keep pressing as fast as you can.

-----  
VICIOUS VENDING  
-----

Difficulty: N/A (based on luck)

This bonus game is all about luck. Rotate your handle and you will either win coins or be flattened by a Thwomp.

-----  
WILL FLOWER  
-----

Difficulty: Fairly Easy

This is another game where you must repeatedly hit a button. Hit A as fast as you can to revive your flower. The first to do this wins.

## 6.2 2 v 2 MINI GAMES

-----  
BANKING COINS  
-----

Difficulty: Fairly Easy

This is a bonus game. One player hits the jar and the other grabs the coins that appear. If you fall off, Lakitu will pick you up, but you waste time.

-----  
BERRY BASKET  
-----

Difficulty: Medium

One player knocks the berries out of the trees while the other has to move around and collect as many as possible. It is easier as the player knocking out the berries (position the crosshairs over a fruit, then fire).

-----  
BUS BUFFER  
-----

Difficulty: Fairly Easy

Almost a throwback to Super Mario Sunshine, you must move your buffer around to clean the roof of your bus first. The best advice I can give you is to avoid getting in your partner's way.

-----  
CLOCK STOPPERS  
-----

Difficulty: Medium

CPU controlled players can be infuriating in this one, since they can be very uncooperative. Move the hands of the clock to show the time displayed before the other team. All I can suggest is again don't get in each others' way and don't push the same hand as your partner.

-----  
DEFUSE OR LOSE  
-----

Difficulty: Fairly Easy

Do ground pounds on the fuses leading to King Bob Omb (from Super Mario 64) by pressing A twice when you see a spark to stop it. Try pounding where two wires cross and you will be able to stop two sparks at once. The winner is the one who doesn't let King Bob Omb explode.

-----  
HANDY HOPPERS  
-----

Difficulty: Easy

One player rotates the bar, the other jumps using A. The team with most jumps wins. Watch the bar to see how fast it goes. If you are rotating it, be careful not to rotate too fast.

-----  
ID UFO  
-----

Difficulty: Medium

Two UFOs appear on the screen and you must ground pound the pictures of them on your board. Make sure you and your partner ground pound simultaneously. The first team to get five correct are the winners.

-----  
MANIC MALLETS  
-----

Difficulty: Medium

Hit A as many times as possible. The team who hit it fewest times at the end will be flattened by a hammer. In the case of a draw, both teams will be flattened.

-----

MARIO CAN CAN

-----  
Difficulty: Medium

Keep using ground pounds (alternately) to open your can. Try starting the ground pound just before your partner lands to save time.

-----  
PANIC PINBALL

-----  
Difficulty: Medium

The player on the left controls the left flipper and the player on the right controls the right flipper. Play pinball for the highest score.

-----  
RUMBLE READY

-----  
Difficulty: Fairly Easy

One player from each team will stand on a podium. The object is to press A first after the rumble; if you press before the rumble, the capsule goes to the other team. After each turn, the players switch places. The first team with three capsules wins.

-----  
SUBMARATHON

-----  
Difficulty: Fairly Easy

If you're character is next to the handle, press L and R like crazy to move your submarine. If you get tired, press Y to swap over, but watch for when you have to swap back. First to the end wins.

5.3 1 v 3 MINI GAMES

-----  
BEAM TEAM

-----  
Difficulty: Medium (all players)

The three players pilot flying saucers and the single player must outmanoeuvre them. When a flying saucer is over the single player, you must press A to fire a beam. If the single player is hit, the three players win. If two flying saucers crash into each other, they are momentarily stunned. As the single player, it's best to just run around and stay out of the way of your opponents. Remember, there is a small delay before their beam is activated, so you will have time to avoid them if you run as they stop above you.

-----  
BIG TOP DROP

-----  
Difficulty: Single Player - Easy; Three Players - Very Hard

Nearly every Mario Party game features a game that gives the single player and enormous advantage over the three opponents and this is one of them. The single player drops balls on the other players who are walking a tightrope. The three players must avoid them, but can only move slowly and jump using A. If you're in the team of three, your only option is to look quickly and carefully and move accordingly.

-----  
CURVY CURBS  
-----

Difficulty: Single Player - Fairly Easy; Three Players - Hard

Use the control pad to steer along the track without hitting the side. The three players must co-operate with each other (which is a lot harder than being on your own). Computer players can be really bad at this, so being in the team of three with two of them is quite frustrating. I only won it once like this way.

-----  
FIGHT CARDS  
-----

Difficulty: N/A (down to luck)

Similar to Look Away from Mario Party 2, the three players must each press a button to hold up a card. Any player with the same card as the single player is out. If the single player knocks all the other players out, then he/she wins.

-----  
FLATIATOR  
-----

Difficulty: Single Player - Easy; Three Players - Medium

The player on the large ball has to squash the other three. The other three players must avoid them. If you see a lump appear, a Monty Mole is about to pop up; avoid these or you will trip up; these increase in numbers as time runs out.

-----  
HEAT STROKE  
-----

Difficulty: Single Player - Fairly Easy; Three Players - Fairly Hard

The three players must jump to avoid being knocked off the platforms when the single player uses the mallet, and avoid the podobos that appear on the platform. If you're the single player, I suggest you try using B to do a fake swing and quickly tapping A for a real swing. I managed to beat all three Mini Bowsers in a few seconds using this technique.

-----  
MARIO MECHS  
-----

Difficulty: Single Player - Medium; Three Players - Fairly Hard

At first, a 1 v 3 battle seems grossly unfair, but it is quite evenly matched as the single player is stronger and has bigger attacks. The first player



should attack with A and B, while the three players use A to fire and B to run. If the single player knocks the other three out, he wins and the three players win if the single player is knocked out.

-----  
MATHLETICS  
-----

Difficulty: N/A

This is a game of chance. The single player hits the three blocks to form a mathematical sum, the answer to which is the number of coins received, then the three players each hit a block to form a sum too. So, if your sum is "2 + 3", then you get five coins. If the sum is zero, you get nothing (if you get a sum that equals a minus number, you get nothing but you lose nothing either).

-----  
QUILT FOR SPEED  
-----

Difficulty: Single Player - Easy; Three Players - Medium

Hit the roulette above you to choose which route to go. For the three players, be careful. If you're on the left, then make sure you hit the direction you want to go. If you're in the middle, watch for the player on the left gets before choosing, otherwise you could mess things up. If you're on the right, let the other two players go first and act accordingly (try and consider where they're sending the vehicle). CPUs can mess up horribly here.

-----  
REVOLVING FIRE  
-----

Difficulty: Single Player - Easy; Three Players - Hard

Again, the single player must knock out the opponents to win. Rotate the flames with L and R or make a shockwave by pressing A twice. The other players can only run and jump to avoid this. A good technique if you're the single player is to start rotating the flames one way, then change direction suddenly; this can catch your opponents out easily.

-----  
SQUARED AWAY  
-----

Difficulty: Medium

Similar to Mario Party 4's Tree Stomp, the three players in large cubes must squash the single player's small cube. The small cube is much faster than the other three, and can easily dodge out of their way.

-----  
TUBE IT OR LOSE IT  
-----

Difficulty: Medium

A similar game to Hop or Pop from Mario Party 4, the single player must hit the other three players before reaching the end of the slide. All players use the direction pad to move, A to speed up and B to slow down. The three players

should slow down if the single player is ahead of them and speed up if the single player is behind them; the single player should do the opposite.

#### 5.4 BATTLE MINI GAMES

If a battle game is initiated, then the game will randomly select the amount of money that each player must pay. This can be 5, 10, 20, 30 or 50 coins. The money is divided between the players in first and second place, with 7/10 going to the former and 3/10 going to the latter. If there are ties, the coins are divided equally between the tied players (i.e. if the fee is 5 coins and two players tie for first place, they will both receive 10 coins and if two players are tied in second place they will receive 3 coins each).

The table below shows what you should expect to win if everyone has enough coins.

| Entry Fee | Total Coins | 1st Prize | 2nd Prize |
|-----------|-------------|-----------|-----------|
| *****     |             |           |           |
| 5         |             | 20        | 14        |
| 6         |             |           |           |
| 10        |             | 40        | 28        |
| 12        |             |           |           |
| 20        |             | 80        | 56        |
| 24        |             |           |           |
| 30        |             | 120       | 84        |
| 36        |             |           |           |
| 50        |             | 200       | 140       |
| 60        |             |           |           |

If the coins cannot be divided equally (i.e. if not all players had enough coins), the coins will be divided as fairly as possible with any leftover coins given to a random player or players.

Battle Games appear randomly at the end of a turn in place of 4 player games. And all four players get to choose which one is played from three choices, with the most popular being the one that is played.

-----  
ASTROLOGICAL  
-----

Difficulty: Medium

As the symbol in the mirror fades into view, quickly stand on an identical symbol on the board and press A. The last to do so is out. The last one standing wins.

-----  
BILL BLASTERS  
-----

Difficulty: Medium

Your gun keeps spinning and you must hold down A at the right time to fire it at an opponent. You have three lives and lose one if you are hit; the last player standing wins.

-----  
LUCKY LINEUP  
-----

Difficulty: N/A

This game is similar to the bonus game from Super Mario World. Keep hitting your block to make a symbol appear on your screen. The more lines of three you get, the more coins you get; different symbols have different values too. Three 7s gets you 50 points, three coins gets you 10 points and three shells gets you three points. If two identical symbols are on either side of the star in the middle, it counts as three.

-----  
RANDOM RIDE  
-----

Difficulty: N/A

This is similar to Mario Party 2's Day at the Races. The players each choose a vehicle they think will get to the finish. The ones with positive sounding names have a better chance of winning (i.e. a vehicle named "Perfect Ride" would statistically be better than one called "Absolute Rubbish"\*). However, there is still an outside chance that a craft with a bad sounding name will win, making this a game of chance. So, if you feel lucky, try going for one that has a negative name.

\*I haven't checked to see if these are real names used in the game and I doubt they are. Just saying that before anyone writes in about it.

-----  
TUG - O' DORRIE  
-----

Difficulty: Easy

Keep pressing A as fast as you can; the slowest player will be knocked out of the tug of war. After this happens, rest for a moment while the Dorrie boats move, then start again. The last one standing wins.

-----  
TWIST 'N OUT  
-----

Difficulty: Medium

Keep in the eye of Tweester and use your mallet (press A) to knock other players back. Last one standing wins.

## 6.5 DUEL MINIGAMES

Duel Minigames are initiated when:

- 1) You land on a Duel space
- 2) You land on the same space as another player during the last five turns
- 3) You land on the same space as (or pass, or are passed by) a Mini Bowser during Story Mode

In the first case, you get to choose what the bet is; you can bet coins, but now you can also bet stars. The player who initiates the duel will choose what to bet. If you land on the same space as a player in the last five turns, you can choose to play for one of their stars in exchange for 50 coins (if you have this many). Betting your own stars is NOT advisable unless you have many more

stars than everyone else because chances are, you may end up with a luck game.

-----  
BLOWN AWAY  
-----

Difficulty: Fairly Hard

Try and knock your opponent off the cloud with a bazooka. Walk and aim with the control stick and use A to fire. Hold down longer for a bigger blast.

-----  
BOUND OF MUSIC  
-----

Difficulty: N/A

Keep jumping to find hidden blocks (the pattern is shown briefly at the start of the game and throughout). The more musical note blocks you get, the better chance you have of winning. The winner is the player who gets most music note blocks

-----  
BUTTON MASHERS  
-----

Difficulty: Hard

Keep mashing the button(s) shown on the blocks your character is holding. This can get tricky after a while, so try and get your hand in a position where it is comfortable. My technique is to hold my right hand over B, A, X and Y and my left over L and R, but I'd be willing to share other techniques.

-----  
COUNTDOWN POUND  
-----

Difficulty: Fairly Hard

Similar to Mario Party 2's Time Bomb. Ground Pound to stop the clock as close to zero as you can; remember, it takes a few moments to ground pound so don't leave it too late. You should ground pound as soon as you see your opponent do it, but be careful because they could be faking you out by jumping.

-----  
GET A ROPE  
-----

Difficulty: N/A

Three ropes are placed in front of you. Choose one and press A, then both players will pull them. The three possible scenarios, from best to worst, are shown below

You are showered with confetti  
Nothing happens  
A weight falls on you

Whoever gets the best scenario wins. What happens is completely random.

-----  
HEAD WAITER  
-----

Difficulty: Medium

The Bowser bomb starts on 9. Press A to take 1 off it and B to take off 2. When it reaches zero, it explodes. When you make your move, the bomb passes to your opponent and when the number goes below 6, you can't see what it is. My advice is to press A most of the time, unless you're really confident.

-----  
MERRY POPPINGS  
-----

Difficulty: Easy

Mash A and B like crazy to burst the other player's balloons. The first to hit them 30 times wins.

-----  
PIECE OUT  
-----

Difficulty: Medium

In a game similar to Tetris, pick up tiles and place them in your space until it is filled up. Rotate with L and R. If you pick up the wrong piece, click on the bin symbol at the bottom of the screen. You get more points for having more tiles of the same colour.

-----  
POUND PERIL  
-----

Difficulty: N/A

Twelve switches are placed in a circle. The first one to pound (A twice) the one that WON'T hurt you wins. Watch the other player to see which ones are wrong, while watching which ones you use.

-----  
PUMP 'N' JUMP  
-----

Difficulty: Easy

Press A as fast as you can to pump up your spring. Jump highest to win.

-----  
SHOCK ABSORBERS  
-----

Difficulty: Fairly Hard

Run around to avoid the Ampz (from Super Mario 64). When they flash they're about to shoot bolts of electricity, so watch out.

-----  
SHY GUY SHOWDOWN

-----  
Difficulty: Fairly Easy

The Shy Guy will hold up a sign. When you see one of the letters on the control pad (i.e. A, B, L, R), press that button before your opponent to win. Be warned; he may hold up a fake sign, which may be blank or may show a non-existent button. Going for the wrong button will mean that you lose.

-----  
SKY SURVIVOR  
-----

Difficulty: Fairly Easy

Simply avoid the obstacles in your plane. Use the control stick, but remember, down means up and up means down (like in a real plane).

-----  
WHOMP MAZE  
-----

Difficulty: Medium

Get through the maze, avoiding running into the Whomps (you'll waste time if you do). Try and get as close to them as you can without getting hit and they should appear.

-----  
WIND WAVERS  
-----

Difficulty: Fairly Easy

Keep pressing L and R to escape from Tweester. Press the buttons as fast as you can.

## 6.6 DK MINIGAMES

When a DK Minigame is played, a roulette will spin, which shows how much each banana medal is worth. You will get a coin bonus at the end for how many you got. All games are 10 seconds long.

-----  
BANANA PUNCH  
-----

Difficulty: Very Easy

Punch barrels to get the bananas inside until time runs out.

-----  
DA VINE CLIMB  
-----

Difficulty: Easy

Tap A to climb and B to descend and use L and R to switch vines to get bananas. Avoid the spiders or you will be temporarily stopped.

-----  
MASS A - PEEL  
-----

Collect bananas while avoiding slipping on banana skins.

### 6.7 BOWSER MINIGAMES

The loser(s) of these minigames will have to give up coins or capsules.

-----  
CAGE - IN COOKIN'  
-----

Difficulty: Fairly Easy

For a Bowser game, this is surprisingly simple. Press the button shown on your cage each time until you escape. Take too long and Bowser roasts you. Computer players set to hard or intense difficulty rarely lose at this.

-----  
RAIN OF FIRE  
-----

Difficulty: Very Hard

Chances are there will be nothing but losers here. As the fireworks rain down on you, watch their shadows and move out of the way. This is easier said than done.

-----  
SCALDING CAULDRON  
-----

Difficulty: N/A

Kind of like a 4 player version of Mario Party 4's Hide and Go Boom. Choose a cauldron (press the button indicated) to hide. You have a 1/3 chance of not being scorched by Bowser when he uses his fiery breath. There is a pretty good chance that at least half of the players will lose at this. Bowser will sometimes fake you out too, so watching what he does can be quite fun.

### 6.8 FRIGHTMARE

This is accessed at the end of Story Mode.

Part 1: Mechakoopas

Kill all the Mechakoopas (remember these from Super Mario World)? Either throw them or jump on them, but don't touch them when they glow and breathe fire or you will lose health.

Part 2: Rings of Fire

Avoid touching the three fire rings, which move round in random patterns until time is up.

### Part 3: Bowser

Avoid Bowser, who will chase you, charge at you and breathe fire. When he jumps, he'll jump to where you are standing so get out of the way. Try standing on the cracked tile (which Bowser initially jumped on). When Bowser jumps on a tile three times, it will collapse. Now, on to the final part.

### Part 4: Final Battle

Bowser is trapped, but he attacks with capsules. Avoid them, and then try and end up on one side of the arena. When you see a glow in Bowser's mouth, run to the other side to avoid his flame. Any capsules hit will glow; grab one and watch while Bowser chucks a capsule, which will start a shockwave. Jump over it and go as near to Bowser as you can and throw the capsule at him. Five hits and it is all over.

### 7) MINI GAME MODE

\*\*\*\*\*

#### 7.1 FREE MODE

Here, you play any mini game you like.

#### 7.2 MINI GAME BATTLE

Games are chosen randomly. First to get the required number of wins is the winner.

#### 7.3 MINI GAME CIRCUIT

Here, you only get to move if you win the mini game. You will be given a present of two mushrooms and one super mushroom, which you will use when you throw the dice. Only use them if you are confident of winning. If you land on a Bowser space, you will play a Bower Mini Game and the loser(s) will go back the number of spaces Bowser throws. If you land on a duel space, you will play a duel mini game, and if the challenging player wins, the other player is sent back. Nothing happens if the challenging player loses.

#### 7.4 MINI - GAME DECATHLON

Here, you will get points for how well you perform in each game. You must have unlocked all the games to play. To unlock games, you simply have to play them in one of the boards.

The events are:

- 1) GROUND POUND DOWN
- 2) CHOMP ROMP
- 3) FLOWER SHOWER
- 4) LEAF LEAP
- 5) NIGHT LIGHT FRIGHT
- 6) DINGER DERBY
- 7) HYDROSTARS
- 8) WILL FLOWER
- 9) LATER SKATER
- 10) TRIPLE JUMP

#### 7.5 MINI GAME WARS



Compete in four player mini games chosen at random and the winner captures a tile of their choice. Capture opponents tiles by sandwiching them between your tiles. The player with most tiles at the end wins.

## 7.6 MINI GAME TOURNAMENT

The four players battle it out in duels. The winners from each duel will then compete for first place and there will be a play off for third and fourth place.

### 8) SUPER DUEL MODE

\*\*\*\*\*

Redeemable points can be gained from Mini Games and these can be used to buy parts for your vehicle. More expensive parts are generally better, but you can view explanations of the pros and cons when you buy each item. Kody D. also pointed out to me that heavier parts will cause you to move slower.

You will then compete in a tournament against CPU machines to be crowned the winner. You will have to play against three CPUs in total, and you must always win to progress (if you are tied, you must try again).

Or, you can have a VS battle against another player.

#### Battle Competition

Like the tournament mode. Attack your opponent until their health reaches zero.

#### Flag Competition

Be the first to get three flags. This is unlocked by beating the hard tournament. Lighter weapons are generally better for this, since they will allow you to go faster.

#### Robo Rabbit Competition

Be the first to shoot the robot rabbit three times. This is unlocked by beating the Flag Competition on Hard. The rabbits in this mode can be unpredictable, and will sometimes burrow underground (all you can do is watch the radar for where they resurface). If neither player shoots three rabbits before time is up, the game is declared a draw, even if one has more hits than the other.

Michael Brummett sent in this tip: run over the rabbit while holding down B. u will hit it every time. this is the easiest way i have found for that comp.

If anyone has any tips for Super Duel Mode, please share them with me.

k\_cl76 sent in this kart design: "It has a DK body, Super Wiggler tires, Goomba Trio engine, and a Bob-bomb cannon. If you need a more well-rounded machine, use the E. Gadd body instead."

shellshocketernal sent in these designs:

"Heart Body,  
Choo-choo tires,  
goomba engine,  
DK gun."

"DK body,

Choo-choo tires,  
Choo-choo engine,  
DK gun."

This was sent in by Michael Brummett:

"train body, the e.gadd engine , the e gadd jet and the bowser breath gun"

Kody D. sent this in:

"e-gad body  
skolar wheels  
goomba-trio engine  
mr. I laser"  
the 5 crazy shorts sent this in:  
"dk body,  
e gadd jet,  
star engine (cause it moves slow),  
skolar gun!"

Beating DK (if you get to play against him) will unlock the DK parts. You can unlock other parts, such as Skolar parts, by beating all modes on all difficulty settings.

## 9) BONUS MODE

\*\*\*\*\*

Like the Extra Room in Mario Party 4, this mode features extra games.

### 9.1 CARD PARTY

The object of the game is to get most stars. Choose the size of the board (between 7 x 7 cards and 10 x 10 cards). Larger boards will allow for longer games.

You can play as all the Party Mode characters except Toad, Boo and Mini Bowser.

Throw the dice and select your direction. As cards are turned over, you'll reveal new paths. Head for the star spaces, which can hold one of three things.

Star - You get one star.

Double Star - You get two stars.

Ztar - You lose a star (and yes, you can get a negative number of stars).

If you pick an item card, you will get an item. Warp Spaces can be placed over cards to allow passage to any of the four cards next to them. Cursed Mushrooms can be used on other players and Mushrooms on yourself. Also, look out for hidden extra dies.

Event cards can start random events. You might get moved to a random part of the board or the start or a boo might appear. Boos will either give you another player's star (if blue) or give one of your stars to another player (if red, providing you have any).

Finally, Bower cards will start a Bowser event.

## 9.2 ICE HOCKEY

Play in teams of two (with Shy Guys in goal, who are CPU controlled). Press B to steal the ball and A and X to shoot. Most goals at the end of the time (choose the time yourself) wins.

## 9.3 VOLLEYBALL

Exactly the same as Beach Volley Folley from Mario Party 4. Press A to shoot and B to jump. Watch the circle in the sand as an indication for where to run to. Choose what score to aim for.

## 10) FREQUENTLY ASKED QUESTIONS

\*\*\*\*\*

Please read this section (and the whole FAQ) to see if your question is answered before e mailing me.

\*\*\*\*\*

Q: "What are the six events Eldstar talks about at the start of Party Mode?"

A: He is referring to the six random capsules that have been used on random spaces.

\*\*\*\*\*

Q: "How is the Coin Star awarded?"

A: The game considers the highest number of coins each player had at any time. Whoever's is the highest wins.

\*\*\*\*\*

Q: "Any tips on Vehicle Design for Super Duel Mode?"

A: Sorry, no. But if anyone can suggest anything, I'll be willing to post it in the relevant section.

\*\*\*\*\*

Q: "Why can't I play as Toad, Boo or Mini Bowser in Story Mode?"

A: Toad is assigned to help with Mini Games. Mini Bowser is actually the three Mini Bowsers, and Boo is, well, evil.

\*\*\*\*\*

Q: "And why can't I use them in Card Party?"

A: Well, Mini Bowser may appear when you get a Bowser Card. Boo appears from some of the cards. I don't know about Toad, though, except that you cannot use him.

\*\*\*\*\*

Q: How do I play Bowser minigames?

A: They're chosen randomly on Bowser's space. Same with DK minigames, on DK's space.

\*\*\*\*\*

Q: Why is Circuit Mode blacked out?

A: dsmckenna writes: "Circuit mode will be blacked out until you have one lvs.3, 2vs.2, 4p, Battle, and Duel mini-game unlocked "

"fafdsf r jofel" has pointed out to me that you also need to have played one Bowser Game.

\*\*\*\*\*

Q: What is this "Ztar" you talk about?

A: A black star. Subtracts one star from your total.

\*\*\*\*\*

Q: How do I get Battle Minigames?

A: Sometimes, when all four players are on the same colour space, you will get a battle minigame, but it is done randomly.

\*\*\*\*\*

Q: How do I get more machine parts for Super Duel Mode?

A: fafdsf r jofel has informed me that you get these by purchasing all the other machine parts.

\*\*\*\*\*

Q: Can I get Bowser by beating him in Super Duel Mode?

A: Sadly, no.

\*\*\*\*\*

Q: How do I beat Frightmare?

A: Read the Mini Game section.

\*\*\*\*\*

Q: OMG! I spotted a spelling mistake/you put the wrong word in the title of a Minigame

A: Big deal. Do you have nothing better to do? So what if I spelled Bowser as "Bower"? Everyone makes typing errors.