

Mario Party 5 FAQ

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1-Introduction

This my first FAQ that I wrote so I apologise for any crudity or undetailed areas. I am writing this because I'm a big fan of the Mario Parties and there was no guide for #5. If you wan't to print out some stuff for your own use thats fine, but if you want to post it elsewhere please ask my permission and I will gladly answer but make sure you give me credit. My E-mail is: darkhyena123@yahoo.ca. Also if you have

questions about something just E-mail me. I hope you enjoy this!

2-Characters

They have three new guys to chose from but for a price. THERE IS NO MORE D.K.!! (since there isnt much to say about charaters it will only be a list)

- 1.Mario
- 2.Luigi
- 3.Peach
- 4.Yoshi
- 5.Wario
- 6.Daisy
- 7.Waluigi
- 8.Toad(NEW)
- 9.Boo(NEW)
- 10.Koopa Kid(NEW)

3.0-Story Mode

Mario Party 5 has Story Mode again and it has a whole new plot. There is also a new sort of free for all play. This time, Bowser is trying to go into everyones dreams and replace them with nightmares. The first you play the game will chose any board except for Bowser nightmare. That one is always last. You will not play every board either. In this part of the guide I will add strategy and tips to help you. I corrected my mistake, there is no diffence in easy, normal or hard.

3.1-Easy

As in the name this is easy. Easy, easy, easy! What you do is you play on smaller versions of the boards against 3 koopa kids, red, blue and green. When you run out of coins you lose. If a koopa kid passes your space a duel will start. Not LAND on your space, PASS your space. If you win the duel koopa loses 5 coins, if you lose you lose 10. Now if YOU pass a koopa kid's space and a duel starts then if you win koopa loses 15 coins and if you lose you lose 5. There is still capsule machines and stuff too. You have a maximum of 15 turns. Unless you arent very good at duels, you wont even make it to the final 5 turns. This is the easiest story mode they ever made so dont worry. I once won in 1 turn! Also when your turn is done all 3 koopa kids move at the same time not one at a time. Other than that good luck! (you dont need it!)

3.2-Final Battle(Frightmare)

This can be easy or hard. It does take practice also. When you first start there will be a bunch of mecha koopas. You must jump on them wildst avoiding their flame. When you have killed them all there will be 3 rings of fire. They will move, grow, and shrink. This is hard and I have no strategy for it. Just do your best! After that, Bowser jumps out from the T.V. You just got to avoid him and his fire breath. Once he jumps on the same tile three times he falls through. Then the whole floor breaks and you go down with him. Bowser makes himself grow and it makes him fall down again but you can still see his arms and face. He throws little fire balls at you. Dodge them. Then he uses his flame breath. Dodge it. Pick up the fire ball which became blue and black from the fire. He then uses his shockwave move. You know the drill. Get up as close as you can to his nose and throw the ball. Repeat this until he has no more health.

4.0-Party Mode

This is the mode for lots of multiplayer action! As the name implies you play this for a party. Every player rolls the dice block then moves

that number of spaces. Blue spaces give you 3 coins. Red spaces takes 3 coins. Happenning space make a special event. Bowser spaces makes a Bowser event. DK spaces make a DK event. And Capsule machines gives you a randomly chosen capsule. After everyone rolled, there is a mini-game. The winner gets 10 coins. If you pass a star space you get the coice of bying it for 20 coins. At the end of (amount of turns you chose) the game is over. Eldstar passes out bonus stars for: the most coins owned at one part of the game (ex. Mario has 80 coins. He loses 20. No one gets more then 80. Mario gets the coin star although he now has 60), the person who won the most coins from mini-games, and the person who landed on the most happenning spaces. The person with the most stars wins. If its a tie then the most coins wins.

4.1-Toy Dream

Difficulty: *
Blue Spaces: 49
Red Spaces: 5
Happenning Spaces: 7
Bowser Spaces: 1
Capsule Machines: 2
DK Spaces: 1

4.2-Sweet Dream

Difficulty:
Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

4.3-Future Dream

Difficulty:
Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

4.4-Undersea Dream

Difficulty:
Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

4.5-Rainbow Dream

Difficulty:
Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

4.6-Pirate Dream

Difficulty:

Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

4.7-Bowser Nightmare

Difficulty:
Blue Spaces:
Red Spaces:
Happenning Spaces:
Bowser Spaces:1
Capsule Machines:
DK Spaces: 1

5.0-Super Duel Mode

This is brand new. You build a kind of machine/robot with a body, tires engine and gun. You battle your machine in different competitions when you are done.

5.1-Building a Machine

To build a machine you first need points. You get points for playing mini-games in different modes. They are:

- mini-game mode
- party mode
- story mode

You get 1 point for every mini-game win or lose and the difficulty doesn't matter. The points come in different categories. These are:

4 player=Body
1vs3=Tires
2vs2=Engine
Battle=Gun

You need at least one of every type to build a machine. Here is a list of everything you can buy.

Body:

Mushroom Body-0
Star Body-5
Heart Body-5
Choo-Choo Body-5
Egg Body-7
Spiny Body-7
Lakitu Cloud Body-10
Boo Body-10
DK Body-15
E. Gadd Body-15
Skolar Body-20

Tires:

Mushroom Tires-0
Star Tires-5
Wiggler Tires-5
Goomba Tires-5
Spiny Tires-7
Choo-Choo Tires-7
Super-Wiggler Tires-10
Lakitu Cloud-10
DK Tires-15
E. Gadd Jet-15

Skolar Tires-20

Engines:

Mushroom Engine-0
Star Engine-5
Wiggler Engine-5
Goomba Engine-5
Ztar Engine-7
Choo-Choo Engine-7
Super-Wiggler Engine-10
Goomba-Trio Engine-10
DK Engine-15
E. Gadd Engine-15
Skolar Engine-20

Guns:

Mushroom Gun-0
Seed Machine Gun-5
Bob-omb Cannon-5
Bullet Bill Gun-7
Pokey Tower Gun-7
Piranha Plant-7
Bowser Breath-10
Mr. I Laser-10
DK Gun-15
E. Gadd Cannon-15
Skolar gun-20
Bowser Punch-30
Bob-omb Wall-30

5.2-Battling Your Machine

This is very simple. The 'A' button is to move and the 'B' button is to shoot. The actual battle isn't as easy. There are 3 game modes: Battle competition, Robo Rabitt competition and Capture the flag competition. Ill explain each one.

In battle competition you have to destroy your opponents machine before they destroy yours. Sounds easy enough right? Wrong! The first time you will play do yourself a favour play easy! I tried normal and got my ass kicked in a second and I had most of the best stuff! When you get to hard at the end you play DK. He is super hard. Make sure you have a good gun a.k.a.:Mr. I Laser, E. Gadd Cannon or Piranha Plant. There is also always obsticals like spinys and bob-ombs.

Robo Rabitt can be easy or hard. You need reasonably fast tires and a fast shooting gun. All you have to do is shoot the little metal rabitt before the other guy does. This mode is pretty easy.

Capture the Flag I think is the easiest. You have to try and get the red flag before the other car as always. At first if you cant see it on radar dont worry, it just hasnt actually appeared yet. You need to be super fast. I did it on hard with a choo-choo engine, choo-choo tire and choo-choo body it worked really well.

5.3-Machines

Eric Zimmerman submitted a good machine for super duel:

E. Gadd body
Lakitu Cloud
star engine
mushroom gun.

Thanks to Philip Sofo who sent a good machine that doesn't cost much:

Heart Body

Goomba Tires

Wiggler Engine

Mr. I Laser

The Heart Body gives you a lot of heart points, and the Goomba Tires make up for its bulkiness by giving you speed and acceleration, then the Wiggler Engine gives you back control. The Mr. I laser gives you a strong, lightweight weapon for extra speed.

Here's a great machine for capture the flag:

Super wiggler tires

The rest are choo-choo parts and the gun doesn't mater

The choo-choo parts make you go fast and the super wiggler tires give you good control.

6.0-Bonus Mode

Like in Mario Party 4 there is a bonus mode with special mini-games.

Unlike Mario Party 4, they are only 3 and 2 are sports.

6.1-Ice Hockey

I find this very hard. I played with one hard computer on my side and 2 easy computers on the other. It stayed 0-0 the entire game! The controls are:

Control Stick: Move

A Button: Pass/Steal

B Button: Strong Shot/Body Check

X Button: Weak Shot

The team who has the most points at the end wins.

6.2-Volley Ball

This game is pretty easy. And fun. Like in real volleyball you hit the ball to the other side. You can touch it three times and there are spikes and bumps and volleys ect. Now there are more than one kind of ball though. Its really funny. Controls:

Control Stick: Move

A Button: Hit Ball

B Button: Jump

6.3-Card Game

This is very long even on short game. Although it is very fun. This is like the party mode but with a hitch. A few hitches actually. You pick your character, you pick a card. The lowest number goes first. You chose your starting point, you roll the dice. All very simple. If you get to an arrow chose the direction you want. There are a bunch of cards you can get. Here they are:

Path Card: To Move

Item Card: To Get An Item (B on your turn to use it)

Event Card: An Event

Bowser Card: An Event

Star Card: The Person With The Most Star Cards Wins

This is very fun and I highly recommend you try it.

7.0-Mini-Game Mode

As always there is a mini-game mode. This is where you can just play anything you unlocked and can actually unlock mini-games for once!;)

7.1-Free Play

Play any mini-games you have unlocked in any order. This is good for

practicing or playing around with your friends and family. Not much to say about this.

7.2-Mini-Game Battle

Mini-game battle was in every Mario Party as far as I know. But for those who are new let me tell you it is the easiest.(other than free play)The game automatically picks a game. You play it. The winner gets a star. The first person to get the pre set amount of stars.

7.3-Mini-Game Circuit

This is a new kind of mode. Something cool about this is that you can unlock mini-games! YAY!:) The game automaticly pick either 4p, 2vs2, 1vs3 and then the mini-game. The winner(s) get to roll the dice. The first one to finish wins. There are Bowser and duel spaces too. If you land on Bowser the loser(s) have to move back the number of spaces Bowser rolls. If you land on a duel space, you chose your opponnet and play a duel game. The loser rolls the dice and moves back that number of spaces.

7.4-Mini-Game Decathlon

This is my favorite mode in mini-game mode. In order to unlock this you must first unlock these mini-games:

Ground Pound Down

Chomp Romp

Flower Shower

Leaf Leap

Night Light Fright

Dinger Derby

Hydrostars

Will Flower

Later Skater

Triple Jump

You play all of these mini-games in that order. The better you do the more points you get. After you've played all 10 mini-games the person with the highest score wins.

7.5-Mini-Game Wars

This is probably the longest. There is a board with a bunch of hexagons. The game picks a mini-game and the winner picks a tile. Its not over until ALL tiles have been chosen. The player with the most tiles is the winner.

7.6-Mini-Game Tournament

This is quick and boring. The computer picks teams. Then picks a duel mini-game. If you win you play the winner of the other team. If you lose you play the loser of the other team. The person that wins both his mini-games is the winner.

8.0-Options Mode

This is where you can listen to music and voices, look at your best records or take a peek at the mini-game packs. You can also change the rumble feature to suit you.

8.1-Mini-Game Packs

This is a list of all mini-games in their categories. I dont know why I wrote this, I just figured its in the game I might as well!

(* means a game that lets you determine how many coins you get)

8.1.1-All:

4 Player

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

1vs3

Flatiator
Squared Away
Mario Mechs
Revolving Fire
Heat Stroke
Beam Team
Big Top Drop
Quilt For Speed
Tube It Or Lose It
Mathletes*
Fight Cards
Curvy Curbs

2vs2

Defuse Or Lose
ID UFO
Mario Can-Can
Clock Stoppers
Handy Hoppers
Berry Basket
Bus Buffers
Panic Pinball
Rumble Ready
Submarathon
Manic Mallets
Banking Coins*

Battle

Astro-Logical
Bill Blasters
Tug-O-Dorrie
Twist 'n' Out
Lucky Line Up
Random Ride

Duel
Shock Absorbers
Countdown Pound
Whomp Maze
Shy Guy Showdown
Button Mashers
Get A Rope
Pum 'N' Jump
Head Waiter
Blown Away
Merry Poppings
Pound Peril
Piece Out
Bound Of Music
Wind Wavers
Sky Survivors

8.1.2-Easy

4 Player
Coney Island
Ground Pound Down
Chimp Chase
Flower Shower
Dodge Bomb
Fish Upon A Star
Frozen Frenzy
Pushy Penguins
Leaf Leap
Night Light Fright
Pop-Star Piranhas
Mazed And Confused
Dinger Derby
Fish Sticks
Will Flower
Vicious Vending*
Coin Cache*
Rumble Fumble

1vs3

Flatiator
Squared Away
Revolving Fire
Heat Stroke
Beam Team
Tube It Or Lose It
Mathletes*
Fight Cards
Curvy Curbs

2vs2

Defuse Or Lose
Mario Can-Can
Clock Stoppers
Handy Hoppers
Panic Pinball
Rumble Ready
Submarathon
Manic Mallets
Banking Coins*

Battle
Astro-Logical
Twist 'n' Out
Lucky Line Up
Random Ride

Duel
Shock Absorbers
Countdown Pound
Shy Guy Showdown
Get A Rope
Pump 'n' jump
Head Waiter
Merry Poppings
Pound Peril
Bound Of Music
Wind Wavers

8.1.3-Action

4 Player
Ground Pound Down
Chimp Chase
Flower Shower
Dodge Bomb
Fish Upon A Star
Frozen Frenzy
Hydro Stars
Later Skater
Vicious Vending*
Coin Cache*

1vs3

Flatiator
Squared Away
Mario Mechs
Revolving Fire
Tube It Or Lose It
Mathletes*

2vs2

Defuse Or Lose
ID UFO
Clock Stoppers
Bus Buffers
Manic Mallets
Banking Coins*

Battle

Bill Blasters
Tug-O-Dorrie
Twist 'n' Out

Duel

Shock Absorbers
Whomp Maze
Blown Away
Pound Peril
Bound Of Music

8.1.4-Skill

4 Player
Coney Island
Chomp Romp
Pushy Penguins
Leaf Leap
Night Light Fright
Mazed & Confused
Dinger Derby
Hotel Goomba
Vicious Vending*
Coin Cache*

1vs3
Heat Stroke
Beam Team
Big Top Drop
Quilt For Speed
Mathletes*
Curvy Curbs

2vs2
Defuse Or Lose
Mario Can-Can
Handy Hoppers
Berry Basket
Rumble Ready
Banking Coins*

Battle
Astro-Logical
Lucky Line Up
Random Ride

Duel
Countdown Pound
Shy Guy Showdown
Head Waiter
Piece Out
Sky Survivor

8.1.5-Goofy
4 Player
Coney Island
Ground Pound Down
Pop-Star Piranhas
Fish Sticks
Will Flower
Triple Jump
Hotel Goomba
Vicious Vending*
Coin Cache*
Rumble Fumble

1vs3
Squared Away
Heat Stroke
Beam Team
Quilt For Speed
Mathletes*
Fight Cards

2vs2
ID UFO
Handy Hoppers
Panic Pinball
Submarathon
Manic Mallets
Banking Coins*

Battle
Bill Blasters
Tug-O-Dorrie
Random Ride

Duel
Button Mashers
Get A Rope
Pump 'n' Jump
Merry Poppings
Wind Wavers

8.2-Rumble Feature

Of course this is to turn on and off the rumble feature. If you have a Wavebird Wireless controller even if you turn it on it wont rumble. The only point of this is that in certain mini-games there is a rumble option like in Rumble Ready and Rumble Fumble. If you have it on, your controller will rumble when it's supposed to and if you don't have an exclamation mark or something. (I don't know why I waste my time with this)

8.3-Sound Test, Speakers

This is where you change the sound from stereo and mono. You can also listen to music soundtrack, voices of all charaters, voices of people like Bowser, koopa, koopa kid, ect. Really funny to listen Waluigi's victory. :)

8.4-Records

As you may have noticed, during some mini-games the game keeps records of your best times or amounts of something. This is where you can check these records without actually playing the game. Here are mini-games you can get records in:

Leaf Leap
Dinger Derby
Hydrostars
Later Skater
Will Flower
Triple Jump
Handy Hoppers
Panic Pinball
Pum 'n' Jump
Piece Out, 1 minute
Piece Out, 3 minutes
Piece Out, 5 minutes

10-Capsules

Here I will list all the capsules in the game. Thanks to GavLuvsGA for letting me post it on my guide.

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.

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 CALLED A HAMMER BRO!!!!!!!!!!!!!!!!!!!!!!". 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 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.

Pirahna 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.

Lakitu

Cost: 10 coins

Lakitu will steal a capsule from one of your opponents.

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.

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.

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.

11-Codes and Unlockables

Battle Competition, Hard mode: Beat it on normal.

DK Body, Engine, Tires and Gun: Beat Battle Competition on hard.

Capture the Flag Competition: Beat Battle Competition on hard.

Capture the Flag Competition, Hard mode: Beat it on normal.

Robo Rabitt Competition: Beat Capture the Flag Competition on hard.

Robo Rabitt Competition, Hard mode: Beat it on normal.

Skolar Body, Engine, Tires and Gun: Beat every mode, every difficulty.

Bowser Punch, Bob-omb Wall: Purchase every machine part there is.

12-Frequently Asked Questions

Q: How do I unlock circuit mode?

A: You have to get at least one mini-game in each category. 1 four player, 1 lvs3, ect.

13-Legal Stuff

As I said in the Intro, please don't use this FAQ without my permission. It was really hard making the lists and unlocking everything and I dont want my hard work go to waste. Especially because it's my first walkthrough. If you want to post it just E-mail me at: darkhyena123@yahoo.ca its that simple!

14-Version History

1.06

July 31 2005: It's been a while since I last updated! Added a new machine submitted by Philip Sofo.

1.05

February 7 2004: Added the machine section in super duel mode.

1.00

January 25 2004: I'm sorry to keep you waiting i've been really busy. Added Capsule section. (thanks GavLuvsGA)

0.95

January 2 2004: I havent worked on this for month but I did now and I did some touch ups and corrected some mistakes and added some unlockables. All I have left are mini-game instructions ect.

0.90

December 15 2003: ALMOST DONE!! I finished Bonus Mode! I have to finish the following: Story Mode (normal, hard), Party Mode (the rest of the boards), and ALL the instructions for the mini-games!:))

0.80

December 14 2003: I worked like mad trying to finish. I have done everything but decathlon, bonus mode, some unlockables, and party mode. ALMOST DONE!!

0.40

December 11 2003: I finally got the remaining mini-games I was missing! Added some unlockables and stuff here and there.

0.30

December 10 2003: I finally finished the mini-game packs and added a couple more stuff here and there. Bad news is I barely played the game because I'm writing so much!

0.25

December 9 2003: I started out by starting the lists and some info on option mode and stuff. Working on unlocking more mini-games and machine parts.

15-Credits

Me-for writing this FAQ.

Gamefaqs-for posting it.

Vokkyt-for giving me 9 mini-games and their controls, instructions, ect. I hadn't unlocked.

GavLuvsGA-for letting me use his capsule section

Eric Zimmerman-giving me a machine for super duel mode

Philip Sofo-giving me a machine for super duel mode

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