

Mario Party 6 FAQ/Walkthrough

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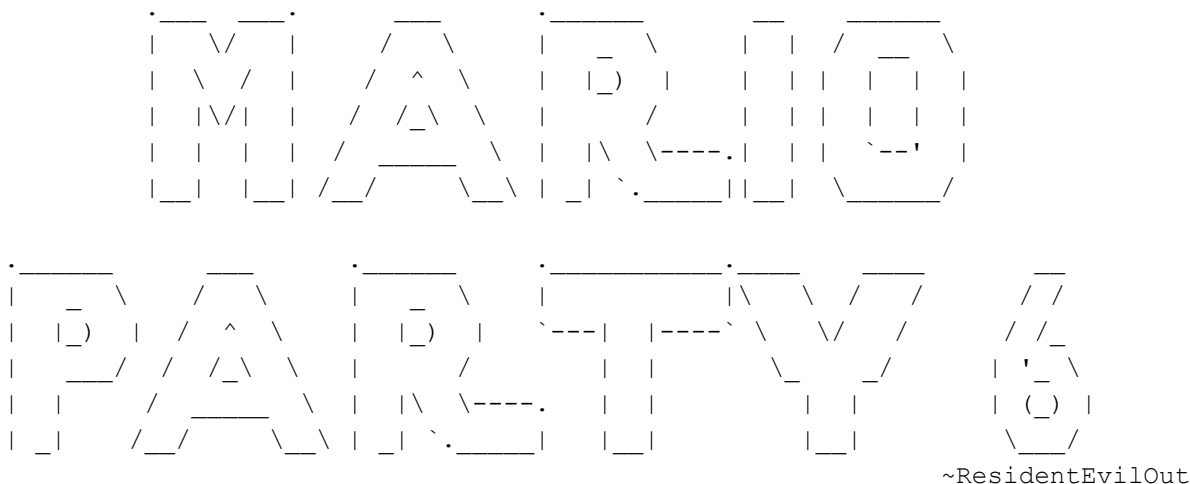


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1. Intro

Brighton and Twila, the sun and the moon watch over the Mario Party world. One day Brighton asked Twila "Who is more impressive, you or me?" They started quarreling until Mario and his friends decided to solve this quarrel by filling the star bank with stars with this new party to solve Brighton and Twila's quarrel.

2. Characters

#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 his 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: Daisy first debuted in Super Mario Land game. Daisy appeared in Mario Party 3 and is Peach's friend. She is more athletic and a tomboy. She and Yoshi are my favorite characters.

Credits to PacMan55 for telling me that game Daisy is from and that her and Peach are friends

Credits to Dragon Slayer 500 for telling me Daisy appeared in Super Mario Land not World.

Waluigi

Description: Waluigi is Luigi's rival who is tall and skinny. He first debuted in Mario Tennis for N64. He first appeared in Mario Party 3 just like Daisy.

Credits to PacMan55 for telling me that Waluigi first debut was in Mario Power Tennis.

Toad

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

Boo

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

Koopa Kid

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.

Toadette (New)

Description: Toadette first appeared in Mario Kart Double Dash with Toad now she is playable and you can unlock her in the Star Bank for 30 coins.

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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 orbs and do other events to prevent you from winning.

DK: Unfortunately DK is not playable once again. DK is now a space on the board and gives out coins, stars, or DK mini-games to help you.

Brighton: Brighton is the sun that starts off each board map and does the day time events on the board.

Twila: Twila is the moon that appears during the night time on the board maps.

Pink Boo: Pink Boo appears during the night on some board maps and will steal coins from another player for 5 coins or steal a star for 40 coins.

Chain Chomp: He steal's stars from your opponent's on Snowflake Lake.

E. Gadd: E. Gadd, the professor from Luigi's Mansion, hosts all the events on his board.

Whomp: Whomp appears on Faire Square and Snowflake Lake and will let you take his path for 10 coins.

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3. Orbs

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Like the capsule system from Mario Party 5 the orb system is much more improved. You can get random orbs on spaces for free or buy them from Item Shops for a nominal fee. There are four type of orbs, First off there are the orbs that you use on can only use on yourself. then there are trap orbs when someone lands on it they trigger the trap on that space. Third there is the road block orbs when someone passes it they get the effects off the orb. Last there are orbs that you hold to prevent you from losing coins or stars.

Green- These are orbs that you can use on your self. They effect your placement on the board. They can increase your movement, take you different places, take you to the stars, etc.

Yellow- These are orbs that you can only throw. They do many of verities if someone lands on it .All of them are good to throw.

Red- These are orbs that are thrown on the board and triggered when

someone passes it.

Blue- These are orbs that you have the option to hold.

Here are the orb descriptions and there effects:

*Credits to the game manual for helping me list the orbs.

Orb Name: Mushroom

Cost: 5

Type: Use on Yourself

Description: Gives you an extra dice block. If you get 2 off the same numbers you two off the same numbers you get ten coins.

When you get a Mushroom orb

When you get a Mushroom orb you should use it to advance you towards the star. It is also great way to escape people that have roadblocks. Be careful that no one throws a Thwomp or Bob-omb orb because they decrease your movement. If you get 2 of the same numbers you get 10 coins and if you get 2 sevens then you get 30 coins.

When your opponent has a Mushroom orb

Don't freak out, first pray that he/she will get low numbers. Another good strategy is to try and throw a Thwomp orb or a Bob-omb orb in front of your opponent. Also pray they don't get 2 of the same numbers.

Orb Name: Super Mushroom

Cost: 15

Type: Use on Yourself

Description: Gives you two extra dice blocks. If you get 3 of the same numbers you get 30 coins

When you get a Super Mushroom orb

First off smile and laugh at your friends/computer players. you should use it to advance you towards the star. It is also great way to escape people that have roadblocks. Be careful that no one throws a Thwomp or Bob-omb orb because they decrease your movement. If you get 2 of the same numbers you get 30 coins and if you get 3 sevens then you get 50 coins.

When your opponent has a Super Mushroom orb

Don't freak out, first pray that he/she will get low numbers. Another good strategy is to try and throw a Thwomp orb or a Bob-omb orb in front of your opponent. Also pray they don't get 3 of the same numbers.

Orb Name: Cursed Mushroom (Only appears in Solo Mode)

Cost: N/A

Type: Use on Yourself

Description: Your dice blocked is cut in half and is

numbered 1-5.

Can't Do

Orb Name: Sluggish Mushroom

Cost: 10

Type: Use on Yourself

Description: Makes the numbers on the dice block slower.

When you get a Sluggish Mushroom orb

Consider yourself lucky since this is a very good orb. Since the dice block moves very slow then it's a good idea to get a high number like ten. It is also good to land on certain spaces like happening or duel spaces. Use it wisely.

When your opponent has a Sluggish Mushroom orb

The best thing you can do is just watch what they get and pray they don't land on a duel spaces and duel you.

Orb Name: Metal Mushroom

Cost: 10

Type: Use on Yourself

Description: Your character turns into metal and can't be hurt by any roadblocks on the board map.

When you get a Metal Mushroom orb

Save until there is a roadblock in the way. It really saves you from pesky roadblocks like Thwomps and Amps. Use it wisely because these are also useful orbs.

When your opponent has a Metal Mushroom orb

Well make sure there are no good roadblocks in their way and they don't mess up your strategy.

Orb Name: Bullet Bill

Cost: 20

Type: Use on Yourself

Description: Ride on Bullet Bill and take 20 coins from everyone you pass for that turn. NOTE: When you use this you can't participate in some events like buying stuff from stores, playing games, and getting a Star.

When you get a Bullet Bill orb

Consider yourself lucky because this is a good orb to get coins. Make sure that there are a lot of people in front of you up to ten spaces before you use this orb. make sure there are no events up ahead of you before you use this orb.

When your opponent has a Bullet Bill orb

Make sure your not within ten spaces when they use it and pray that they get a low number.

Orb Name: Pipe

Cost: 10

Type: Use on Yourself

Description: Switch places with an opponent via roulette.

When you get a Pipe orb

Save it until someone is close to the star or a particular event.
Do not that it uses a roulette to pick it's person so try to
get the right player.

When your opponent has a Pipe orb

Since the pipe switches a user with a roulette wheel then pray that
they don't pick your character if your near the star.

Orb Name: Flutter

Cost: 30

Type: Use on Yourself

Description: Flutter appears and takes you to the star space. NOTE:
You still have to pay 20 coins for a star.

When you get a Flutter orb

Use it when you have 20 coins because you will need it when she takes
you to the star space. Make sure you don't land on anyone's Toady or
Mr. Blizzard's space or you will lose your precious orb and star.

When your opponent has a Flutter orb

Keep throwing orbs that will make your opponent lose coins. Also
through some Mr. Blizzard and Toady orbs when you get them to
prevent them from getting a star.

Orb Name: Spiny

Cost:

Type: Throw

Description: If opponent lands on your space, Spiny will
take 10 coins from them and give it to you.

When you get a Spiny orb

Just throw it and pray that someone lands on it.

When your opponent has a Spiny orb

Pray that you don't land on it.

Orb Name: Goomba

Cost: 10

Type: Throw

Description: Goomba appears and spins a dice block to see how
many coins he will take from your opponent and give it to you.

When you get a Goomba orb

Pray that your opponent lands on it and gives you the max amount

of coins.

When your opponent has a Goomba orb

Pray that you don't land on it and you don't have to give up
the max amount of coins.

Orb Name: Piranha Plant

Cost: 15

Type: Throw

Description: Piranha Plant will take half off the players coins of whoever
lands on that space.

When you get a Piranha Plant orb

Pray that your opponent lands on it and they have a lot of coins.

When your opponent has a Piranha Plant orb

Pray that you don't land on it.

Orb Name: Klepto

Cost: 5

Type: Throw

Description: Klepto appears and takes the player who landed on
his space back to start.

When you get a Klepto orb

Throw it and that's it.

When your opponent has a Klepto orb

Pray that you don't land on it. Sometimes this can be useful though like
when your opponent has a Bullet Bill orb.

Orb Name: Toady

Cost: 5

Type: Throw

Description: Toady appears and takes an orb from an opponent
and gives it to you.

When you get a Toady orb

Pray that your opponent lands on it and gives you a good orb.

When your opponent has a Toady orb

Pray that you don't land on it and get a good Orb taken away from you.

Orb Name: Kamek

Cost: 10

Type: Throw

Description: Kamek appears and turns an opponents trap space on
a board into a trap space for you.

When you get a Kamek orb

Throw it and pray that an opponent lands on it and they give you a good trap space.

When your opponent has a Kamek orb

Pray that you don't land on it and they don't take a good trap space from you.

Orb Name: Mr. Blizzard

Cost: 10

Type: Throw

Description: Mr. Blizzard falls on your opponent and he/she will lose all their orbs.

When you get a Mr. Blizzard orb

Throw it and pray that someone lands on it and loses their good orbs.

When your opponent has a Mr. Blizzard orb

Pray that you don't land on this space and lose a good orb.

Orb Name: Podoboo

Cost: 5

Type: Roadblock

Description: Any opponent who passes this space Podoboo will burn them and make them give up 10 coins.

When you get a Podoboo Orb

I say save it, or throw it in front of an opponent. the best place to throw it is in front of a Star Space. Just pray that your opponent doesn't have a metal mushroom.

When your opponent has a Podoboo Orb

Well you could take a hit or use a Metal Mushroom. Make sure that it's not near a star.

Orb Name: Zap

Cost: 15

Type: Roadblock

Description: Every time and opponent passes a Zap space they lose 5 coins for every space beyond it.

When you get a Zap Orb

I suggest that you throw it right in front of your opponent or a Star space. Just pray that they get a high number.

When your opponent has a Zap Orb

Using a Metal Mushroom might help but try to avoid it. Just pray that you don't get a high number and lose a lot of coins.

Orb Name: Tweester

Cost: 15

Type: Roadblock

Description: Tweester appears and blows your opponent to a random space on the board.

When you get a Tweester Orb

I say just throw it anywhere because it's random

When your opponent has a Tweester Orb

Since the space is random then I guess it might be helpful. To be on the safe side, just use a Metal Mushroom.

Orb Name: Thwomp

Cost: 10

Type: Roadblock

Description: If someone passes a Thwomp space they can't move any more.

When you get a Thwomp Orb

I suggest that you throw it right in front of a Star Space or person so they can't move. This is a very good orb to have.

When your opponent has a Thwomp Orb

Try not to get in front of it and a Metal Mushroom would be helpful.

Orb Name: Bob-omb

Cost: 10

Type: Roadblock

Description: If someone passes a Bob-omb space their dice block is cut in half.

When you get a Bob-omb Orb

Well this orb is OK so just throw it in front of an opponent and pray that they get a high number.

When your opponent has a Bob-omb Orb

Don't worry since this orb is not much of a threat but just use a Metal Mushroom just in case.

Orb Name: Koopa Troopa

Cost: 10

Type: Roadblock

Description: If someone passes a Koopa Troopa space Koopa Troopa will carry your opponent and switch him/her with you.

When you get a Koopa Troopa Orb

Well this can be good or bad. When someone is near the star and they pass then it might be good. If you are near a Star Space and they pass it then you might be in trouble.

When your opponent has a Koopa Troopa Orb

It could be good or bad. If you are near a star then I suggest that you be careful and even use a Metal Mushroom if you have it. If your opponent is near the star then that's an exception.

Orb Name: Snack
Cost: 10
Type: Hold
Description: Prevents Chain Chomp from stealing a star from you.

When you get a Snack Orb

Feel lucky because Chain Chomp's can take a star from you.

When your opponent has a Snack Orb

Pray that someone else makes them lose it.

Orb Name: Boo-Away
Cost: 10
Type: Hold
Description: Prevents Pink Boo from stealing coins/stars from you.

When you get a Boo-Away Orb

Hold onto it since Pink Boo can't take anything away from you.

When your opponent has a Boo-Away Orb

Pray that someone else makes them use it.

5. What is the Day/Night System?

The Day/Night system is a new system that effects the game play on the boards. Every 3 turns it turns from day to night and night to day. During the night time you access different events on the board that you can't do during the day time or even some routes are blocked. Another thing the Day/Night system effects is the mini-games. Some mini-games will have a different background and some actually are different in then night instead of the day time. Overall the Day/Night system is the best!

6. Party Mode Boards

Steps on how to get ready for Party Mode

#First: Pick a Board# (see below)
#####

Board Name: Towering Treetop
Number of Blue Spaces:
Number of Red Spaces:
Number of Happening Spaces:
Number of Capsule Spaces

Description: A board on top of a big tree. All you do is go around the board and collect stars.

Day Effects: Flowers are open and the nice tree will give you coins.

Night Effects: Different flowers will open and the evil tree will appear and take coins from you.

Board Name: Faire Square

Number of Blue Spaces:

Number of Red Spaces:

Number of Happening Spaces:

Number of Capsule Spaces

Description: A board that has slot machines to win coins and stars. To get the stars at this board you have to buy them from Brighton/Twila and you can buy up to 5 of them.

Day Effects: Slot machine costs 5 coins, Star cost 20 coins, There are 3 hats at the star shuffle.

Night Effects: Slot machines cost 10 coins, the cost of a star is random, there are 6 hats at the star shuffle.

Board Name: E. Gadd's Garage

Number of Blue Spaces:

Number of Red Spaces:

Number of Happening Spaces:

Number of Capsule Spaces

Description: A board that has machines and gadgets made by E. Gadd himself. The point of this board is to collect a star from a star space.

Day Effects: The middle of the board stays in the same place and the you can give the orb machine an orb to get a different orb.

Night Effects: The middle part changes the orb machine will turn your orbs into coins.

Board Name: Snowflake Lake

Number of Blue Spaces:

Number of Red Spaces:

Number of Happening Spaces:

Number of Capsule Spaces

Description: A board that has is icy. You start off with 5 stars and you must pay chain chomp on the board to steal a star from your opponent.

Day Effects: The boards paths aren't blocked by Freezes.

Night Effects: Some of the board's paths are blocked by Freezes.

Board Name: Castaway Bay

Number of Blue Spaces:

Number of Red Spaces:

Number of Happening Spaces:

Number of Capsule Spaces

Description: A big board with 3 sections. To get a star you have to go to the beach side of the board and you must buy a Star from DK then it switches to Bowser who takes a coins/stars from you.

Day Effects: Pink Boo isn't available

Night Effects: Pink Boo is available.

#Second: Select Playing options#
#####

4 player or Team battle

Number of Turns

Mini-game sets: Easy, Action, Hard, Weird

Team Names

Mario + Luigi- Mario Bros.
Mario + Peach- Cutest Couple
Mario + Yoshi- Famous Combo
Mario + Wario- Alter Egos
Mario + Daisy- Nice Couple
Mario + Waluigi- Pseudo Bros.
Mario + Toad- Best Buds
Mario + Boo- Old Acquaintances
Mario + Koopa Kid- Uneasy Allies
Luigi + Peach- Green Escort
Luigi + Yoshi- Green Bros.
Luigi + Wario- Unloving Bros.
Luigi + Daisy- Steady Sweeties
Luigi + Waluigi- Unloving Bros.
Luigi + Boo- Scare Pair
Luigi + Toad- Good Friends
Luigi + Koopa Kid- Friendly Enemies
Peach + Yoshi- Regal Friends
Peach + Wario- Royal Pain
Peach + Daisy- Lordly Ladies
Peach + Waluigi- Anti-Couple
Peach + Toad- Royal Family
Peach + Boo- Royally Spooky
Peach + Koopa Kid- Trouble Brewing
Yoshi + Wario- Food Fanatics
Yoshi + Daisy- Royal Ride
Yoshi + Waluigi- Unhappy Dino
Yoshi + Toad- Cute Buddies
Yoshi + Boo- Scary Dino
Yoshi + Koopa Kid- Dino Cousins
Wario + Daisy- Mismatched Pair
Wario + Waluigi- Wicked Bros.
Wario + Toad- Mushroom Stinkers
Wario + Boo- Spooky Spoilsports
Wario + Koopa Kid- Bad Baddies
Daisy + Waluigi- Awkward date
Daisy + Toad- Royal Pals
Daisy + Boo- Haunted Flower
Daisy + Koopa Kid- Grudging Allies
Waluigi + Toad- Tall 'n' Small
Waluigi + Boo- Scary Screeches
Waluigi + Koopa Kid- Cheap Chaps
Toad + Boo- Scaredy Toad
Toad + Koopa Kid- Little Guys
Boo + Koopa Kid- Pure Evil
Toadette + Mario- Unexpected Pair
Toadette + Luigi- Forgotten Force
Toadette + Peach- Pink Punishers
Toadette + Yoshi- Racing Champs
Toadette + Wario- Secret Friends
Toadette + Daisy- Shopping Buddies
Toadette + Waluigi- Diabolical Duo
Toadette + Toad- 'Shroom Mates
Toadette + Boo- Terrifying Twosome
Toadette + Koopa Kid- Potent Pals

*Credits to the game manual for helping me list the mini-games.

Easy

Smashdance
Odd Card Out
Freeze Frame
Circuit Maximus
Catch You Letter
Treasure Trawlers
Cannonball Fun
Note to Self
Same is Lame
Blooper Scooper
Trap Ease Artist
Pokey Punch-out
Money Belt
Sunday Drivers
Throw Me a Bone
Cash Flow
Snow Brawl
Surge and Destroy
Pop Star
Stage Fright
Conveyor Bolt
Crate and Peril
Dust til' Dawn
Pixel Perfect
Slot Trot
Gondola Glide
Mole-it
Cashapult
Jump the Gun
Rocky Road
Burnstile
Hyper Sniper
Insectricide
Stamp by Me
Control Schtick
Black Hole Boogie
O-Zone
Pitifall
Mass Meteor
Lunar-tics
Boo'd off the Stage
Boonanza
Trick or Tree

Action

Smashdance
What Goes Up...
Granite Getaway
Circuit Maximus
Cannonball Fun
Daft Rafts
Note to Self
Lift Leapers
Pokey Punch-out
Money Belt

Cash Flow
Snow Brawl
Surge and Destroy
Conveyor Bolt
Crate and Peril
Ray of Fright
Pixel Perfect
Mole-it
Cashapult
Jump the Gun
Rocky Road
Burnstile
Stamp By Me
Wrasslin' Rapids
Control Schtick
Cog Jog
Full Tilt
Asteroad Rage
Boo'd Off the Stage
Boonanza

Hard

Odd Card Out
Freeze Frame
Catch You Letter
Snow Whirled
Tricky Tires
Treasure Trowlers
Mowtown
Blooper Scooper
Money Belt
Sunday Drivers
Cash Flow
Sink or Swim
Ball Dozers
Pop Star
Stage Fright
Dust til' Dawn
Garden Grab
Gondola Glide
Light Breeze
Body Builder
Cashapult
Clean Team
Hyper Snyder
Insectricide
Strawberry Shortfuse
Black Hole Boogie
Sumo of Doom-o
Pitifall
T Minus Five
Trick or Tree

Weird

Smashdance
What Goes Up...
Circuit Maximus
Memory Lane

Note to Self
Same is Lame
Trap Ease Artist
Pokey Punch-out
Money Belt
Throw Me a Bone
Cash Flow
Ball Dozers
Surge and Destroy
Conveyor Bolt
Crate and Peril
Ray of Fright
Pixel Perfect
Slot Trot
Light Breeze
Body Builder
Cashapult
Jump the Gun
Insectricide
Strawberry Shortfuse
Control Schtick
Light Up My Night
O-Zone
Mass Meteor
Lunar-tic
Something's Amist

#Third: Pick character#
#####

Mario
Luigi
Yoshi
Peach
Daisy
Waluigi
Wario
Koopa Kid
Boo
Toad
Toadette

#Fourth: Pick Handicap then start#
#####

This is a basic turn:

1. Use any orbs that you have.
|
2. Hit the Dice Block
|
3. Move the number of spaces you got on the dice block
and do any events before you end your turn.
|
4. End your turn on a certain space.
|
5. mini-game begins then you repeat this process until
the number of turns you picked is over.

|Bonus Stars|

If you have the bonus option on then here are the stars that you can get:

Mini-game Star: Awarded to the person who won the most stars in a mini-game.

Orb Star: Awarded to the person who used the most orbs.

Action Star: Awarded to the person who lands on the most star spaces.

%%%%%%%%
%Winner%
%%%%%%%%

The winner is the person with the most stars.

7. Happening Events

----- Towering Treetop -----

Event #1: The first happening event you will come across is the giant tree in the middle. When you land on that space, he will ask you to make him sneeze. Press "A" as fast as you can. If you make him sneeze, then every other player on top of the tree goes back to start,

Event #2: In the middle of the board, there is a house. When you step on that space, Koopa/Shy Guy will pop out and ask you if you want to ride a fluff. If you do, then the fluff will take you to a random space.

Event #3: There is a space in front of a tree on the top of the board. During the day, there will be a good tree, who will give each player some coins. At night, there will be a bad tree, and he will take coins from each player.

Event #4: Near the slide, there is a bee hive. When you land on it, a couple of bees will appear and take 1-4 coins from you.

----- E. Gadd's Garage -----

Event #1: The first of many happening spaces you will come to is the conveyor belt one. If you land on it, you and all the other people of the conveyor belt go to the bottom of the board and you also get coins.

Event #2: The second event is a big fan in the upper part of the board. If you land on it, then you have a choice on stealing coins from your opponent. If the coins are being sucked from you, push the "A" button really fast.

Event #3: The third event is the teleport that are in 3 locations on the board. If you land on one, you have the option to go to teleport to the next one.

Event #4: The fourth happening event is a big Orb machine on the right side of the board. If you land on the space during the day, E. Gadd will ask you if you want to trade all your orbs for different orbs. During the night, E. Gadd will ask you if you want to change your orbs into coins.

Event #5: On the lower right hand board, E. Gadd will ask if you want to make a trap space for a certain number of coins.

Faire Square

Event #1: The first event is a broomstick that will take you in front of the Star Space, or take you one space over the star space.

Event #2: The next event is on the upper part of the board. If you land on it during the day, Koopa will ask you if you want to play the shuffle game. First, you pick your platform you want to be on. Then you plant starts to grow. If you win, you get coins during the day and stars during the night.

Event #3: The last event is near the star shuffle. It is a house with a pumpkin on it. If you land on it, you go back to start.

Snowflake Lake

Event #1: The first event is in the middle, where the ice is. If you land on it during the day, you and your opponents skate around and start collecting as many coins as you can. During the night, you throw snowballs at each other and collect coins.

Event #2: The last event is on the upper part of the board. If you land on it, a snowball will come rolling down the mountain and chase all players' in its path back to a certain point.

Castaway Bay

Event #1: The first event is located on many places on the board. If you land on it, it will either change from DK to Bowser, or Bowser to DK.

Event #2: The second event is located near the bottom right. I have not tried this event yet.

Clockwork Castle

Event #1: The first event will change the color of each of the Warp Pipe. Sometimes you will get two of the same color for a warp pipe.

Event #2: There are 2 house located in the middle. The left one is Brighton, and the right one is Twila. If you land on the spaces on the house for the right time of day, one of them will appear and give you presents. The presents contains either coins or a Star.

Event #3: The third events is located on the upper part. It's a roulette that changes the time of day. Try to get day time.

Event #4: The fourth event is a UFO that takes you back to start.

Event#5: The last event is a fishing game that allows you to either get or lose in orb. If you get nothing, then you lose all your orbs in your possession.

8. Solo Mode

Solo Mode is different then Party Mode. Instead of collecting the most stars you go around a small board and collect mini-games. At the end of each board there is a chance that you can get a Rare mini-game but if you pass the space you must start over and you lose all your points you won. After you are done your points are turned into Stars for the Star Bank.

#####

#Spaces#

#####

Solo mode has different spaces then Party Mode. When you land on a space in Solo Mode something will happen.

4 Player space: A 4 player mini-game begins.

1 vs. 3 space: A 1 vs. 3 mini-game begins.

2 vs. 2 space: A 2 vs. 2 mini-game begins.

Duel space: A duel starts with either B. Koopa Kid, R. Koopa Kid, or G. Koopa Kid.

Battle space: A battle mini-game begins.

Bowser space: Bowser will start a random mini-game and if you lose then he will take something from you.

? Space- A happening event happens depending on each board.

Rare Mini-game space- The last space on the board. If you land on it you get a Rare mini-game but if you miss then you die and start over.

#####

#Orbs#

#####

In Solo Mode there are only 2 orbs.

Orb Name: Cursed Mushroom (Only appears in Solo Mode)

Cost: N/A

Type: Use on Yourself

Description: Your dice blocked is cut in half and is numbered 1-5.

Orb Name: Sluggish Mushroom

Cost: N/A

Type: Use on Yourself

Description: Makes the numbers on the dice block slower and is numbered 1-6.

here is the rating system. Credits for MistDragonX for providing this

Minigames won on Easy! (10 coins)
Minigames won on Normal! (15 coins)
Minigames won on Hard! (20 coins)
Minigames won on Harder! (25 coins)
You set a new record! (30 coins)
You beat the Koopa Kids! (50 coins)
You got a Rare Minigame! (100 coins)
You got ten minigames! (100 coins)
No minigame played! (100 coins)
Two identical Dice Blocks! (20 coins)
Three identical Dice Blocks (30 coins)
Even number Dice Block! (10 coins)
Odd number Dice Block! (10 coins)
A giant Dice Block! (30 coins)
A mini Dice Block! (30 coins)
Hit the Dice Block with the Mic! (10 coins)
Always hit Dice with the Mic! (5 coins)
Mic Dice Master (50 coins)
Ten Dice Blocks! (100 coins)
No Orbs! (10 coins)
You have three Orbs! (30 coins)
You threw your Orbs out! (10 coins)
You trashed a lot of Orbs (30 coins)
Two of the same Orbs in a row! (20 coins)
Three of the same Orbs in a row! (30 coins)
No Orb used! (20 coins)
Mushrooms! (10 coins)
Cursed Mushrooms! (20 coins)
Sluggish 'Shrooms! (20 coins)
You landed on a ? Space! (10 coins)
You landed on a Bowser Space! (10 coins)
You love 4-Player spaces! (15 coins)
You love 1-vs.-3 Spaces! (15 coins)
You love 2-vs.-2 Spaces! (15 coins)
You love Duel Spaces! (30 coins)
You love ? Spaces! (30 coins)
???
Rare Game Space! (50 coins)
You've conquered all the spaces! (50 coins)
You've played all the boards! (50 coins)
You've played ten times! (100 coins)
You've played 100 times in Solo Mode! (300 coins)

Credits to Stevend987 for telling me that you play in Solo mode
100 times bonus, you trashed a lot of orbs bonus, and you conquered
all the spaces bonus.

|Bonus Descriptions|

Minigames won on Easy!- You get this bonus for each mini-game
you win on the Easy difficulty.

Minigames won on Normal!- You get this bonus for each mini-game
you win on the Normal difficulty.

Minigames won on Hard!- You get this bonus for each mini-game
you win on the Hard difficulty.

Minigames won on Harder!- You get this bonus for each mini-game you win on the Harder difficulty.

You set a new record!- You get this bonus for each time you break a record in a record mini-game.

You beat the Koopa Kids!- You get this bonus when you beat Red, Green, and Blue Koopa Kid in a Battle mini-game.

You got a Rare Minigame!- You get this bonus if you land on a Rare mini-game space at the end of a board.

You got ten minigames!- You get this bonus if you get 10 new mini-games through one playthrough.

No minigame played!- You get this bonus if you don't play any mini-games. Land on ? spaces and you must tuit half-way through the game.

Two identical Dice Blocks!- You get this bonus if you get two of the same numbers in a row on the dice block.

Three identical Dice Blocks!- You get this bonus if you get three of the same numbers in a row on the dice block.

Even number Dice Block!- All the numbers you get on the dice block are even.

Odd number Dice Block!- All the numbers you get on the dice block are odd.

A giant Dice Block!- The only numbers you can hit on the dice block is 4-6.

A mini Dice Block!- The only numbers you can hit on the dice block is 1-3.

Hit the Dice Block with the Mic!- You said a number using the mic before you used the dice block.

Always hit Dice with the Mic!- You always a number in the mic before you hit the dice block.

Mic Dice Master!- All the numbers you say in the mic must match the numbers you get on the dice block.

You have three Orbs!- You have a total of three orns in your inventory.

You threw your Orbs out!- First your inventory should be full, once you pass an orb space, say "Yes" when it ask you to throw out an orb, then you will get this bonus.

You trashed a lot of Orb!- Just like the above bonus. You must have a fullorb inventory first. Trash about 10 orbs and you might get this bonus. I'm not sure how many orbs you have to trash though.

Two of the same Orbs in a row!- When you pass an orb space, you must get 2 of the same Cursed/Sluggish Mushroom twice in a row.

Three of the same Orbs in a row!- When you pass an orb space, you must get 3 of the same Cursed/Sluggish Mushroom three times in a row.

No Orbs!- Don't pass any orb spaces while your playing on a board. To get this, land on Happening Spaces and quit before you pass an orb space.

Mushrooms!- You get this bonus when you use 10 Mushrooms on one board. It doesn't matter what kind though.

Cursed Mushrooms!- The only orbs you use are Cursed Mushrooms.

Sluggish 'Shrooms!- The only orbs you use are Sluggish Mushrooms.

You landed on a ? Space!- Land on a ? space.

You landed on a Bowser Space!- Land on a Bowser space.

You love 4-player Space!- the only spaces you land on are 4-Player mini-game spaces on one board. The mic and Sluggish Mushrooms are helpful.

You love 1-VS 3 Spaces!- the only spaces you land on are 1 vs. 3 mini-game spaces on one board. The mic and Sluggish Mushrooms are helpful.

You love 2-VS 2 Space!- the only spaces you land on are 2 vs. 2 mini-game spaces on one board. The mic and Sluggish Mushrooms are helpful.

You love Duel Space!- the only spaces you land on are Duel spaces on one board. The mic and Sluggish Mushrooms are helpful. You might have to quit in the middle of the game to get this one.

You love ? Space!- the only spaces you land on are ? spaces on one board. The mic and Sluggish Mushrooms are helpful. You must quit in the middle of the game to get this one.

???- No one has got this bonus left.

Rare Game Space!- You land on a Rare Mini-game space at the end of a board.

You've conquered all the spaces!- You landed on at least one of each space.

You've played all the boards!- You've played all the 3 Solo mode boards.

You've played ten times!- You play Solo Mode a total of 10 times.

You've played 100 times!- You play Solo Mode a total of 100 times.

9. Mic Mode

To get the mic mini-games working first the microphone must be on so go to Option Mode to turn it on.

Speak Up: This is a quiz game that you do with 2 or more friends. First pick your category then your question the answer it. You can also ask for hints.

Star Sprint: Race to the end of each course to win stars and set new records! There will be obstacles to stop you so prepare.

Controls- Here are the actions you tell your character to say in the microphone:

"Grab The Star"- Grab the star if it's not in your hand.

"Run"- Makes you faster. You can tell by your meter in the left hand corner.

"Move Up"- Moves your character up to a higher road.

"Move Down"- Moves your character down to a lower road.

"Reverse"- Makes you go backwards but not all the way.

"Freeze"- Stops your character in his/her tracks.

"Jump"- Your character jumps over an obstacle"

"Mario Party"- Your 3 team mates come and help move a big obstacle.

"Pause the Game"- Pauses the game.

Help items/People:

Friends: When you say "Mario Party" during big obstacles your friends come to help you.

Metal Mushroom: Each course has one Metal Mushroom. A metal mushroom makes you invincible so you can run through obstacles and makes you faster, but has limited amount of time.

Turbo: Each course has a turbo that makes you faster.

|Course One: Meadow Road|

Start the course by saying "Grab the Star". Start running then you will come to a flower patch in the middle. After the flower patch part you will come to some more flower patches, one on the top and one on the bottom.

Next you will come to tree stump in the middle. Either say "Jump" into the microphone or go up or down. After the stump you will come to a big log. Say Mario Party and your friends come to help push the log. Say "Roll it" ten times then it will ask you to say "Hurry" for your friends to move it faster. After the log part run with the star again.

Then you will come to a long log. Jump over it and run up because Monty Mole's are ahead and if you hit them then you lose your star.

After all the Monty Moles there will be a turbo to speed you up.

After the turbo there will be more Monty Mole's, flower patches, and tree stumps. Beware the rock trio because you can't jump over them.

In the middle of the course is a Metal Mushroom collect it power up and pass all obstacles. After it wears off you should be at a bridge. Hop onto the wheel and say "Run" to move the bridge. After the bridge start running and beware the tree stump in the middle. Just jump over it and there will be a turbo and a finish line!

(more to come)

10. Mini-game Mode

Mini-game Tour: After you unlock the mini-game tour bus you can play any mini-game you unlocked.

Battle Bridge: Pick 3,5,7 wins and then battle in mini-games. The first person to meet the goal wins.

Treetop Bingo: First you must have at least one: 4 player mini-game, 2 vs. 2 mini-game, and 1 vs. 3 mini-game. First you must compete in a mini-game then pick a space on the Bingo tree. Whoever gets Bingo first wins.

Mount Duel: Duel 4 people in Duel mini-games to get to the top.

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

Smashdance

Odd Card Out

Freeze Frame

What Goes Up....

Granite Getaway

Circuit Maximus

Catch You Letter

Snow Whirled

Daft Rafts

Tricky Tires

Treasure Trawlers

Memory Lane

Mowtown

Cannonball Fun

Note To Self

Same is Lame

Lift Leapers

Blooper Scooper

Trap Ease Artist

Pokey Punch-out

Money Belt

Sunday Drivers

Throw Me a Bone

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

Garden Grab

Pixel Perfect

Slot Trot

Gondola Glide

Light Breeze

Mole-it

Cashapult

Jump the Gun

Rocky Road

Clean Team
Burnstile

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.

Cash Flow
Sink or Swim
Snow Brawl
Ball Dozers
Surge and Destroy
Pop Star
Stage Fright
Conveyor Bolt
Crate and Peril
Ray of Fright
Dust til' Dawn

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

Light Up My Night
Cog Jog
Black Hole Boogie
Full Tilt
Sumo of Doom-o
O-Zone
Pitifall
Mass Meteors
Lunar-tics
T Minus Five
Boo'd Off the Stage
Boonanaza
Trick or Tree
Something's Amist
Asteroad Rage

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.

Hyper Snyder
Insectricide
Stamp By Me
Wrasslin' Rapids
Strawberry Shortfuse
Control Schtick

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

Tally Me Banana
Banana Shake
Pier Factor

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

Pit Boss
Dizzy Rotiserrie
Dark n' Crispy

Mic Mini-games: These are mini-games that involve the mic. These
mini-games can played within Mic Mode or in party/Solo Mode if you
have the microphone plugged in.

Verbal Assault
Shoot Yer Mouth Off
Talkie Walkie
Fruit Talktail

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.

Circuit Maximus
Snow Whirled
Lift Leapers
Throw Me a Bone
Sunday Drivers
Full Tilt
Gondola Glide

Mini-game name: Smashdance

Day Effects: Ground Pound on the tiles when they are lit. the first person to do get the most points in 30 seconds wins!

Night Effects: Same as above but the sky is dark.

Mini-game name: Freeze Frame

Day Effects: You have 10 seconds to take 1 picture and get as many Goomba's in the picture as possible. First person to get the most points win. During the day if you get a Fly Guy you get 3 points.

Night Effects: Same as above but during the night if you get a UFO you get 3 points.

Mini-game name: What Goes Up...

Day Effects: Jump on the Paratroopa to try and get to the top. Some Paratroopa's may move so be careful. The first person who get's the greatest distance wins!

Night Effects: During the night you must try to get to the bottom cloud and avoiding Paratroopa's and clouds that get in your way.

Mini-game name: Granite Getaway

Day Effects: Race to the finish line while being chased by a big boulder. Beware of rocks and lose rubble which might slow you down. Any person who makes it to the finish line without being squished wins!

Night Effects: None.

Mini-game name: Catch You Letter

Day Effects: The Post Office has exploded and it's up to you to retrieve the fly letters and give it to the Shy Guy. Person with the most letters wins!

White -> 1 point

Pink -> 3 points

Night Effects: Same as above but the sky is dark.

Mini-game name: Circuit Maximus

Day Effects: You are in a maze full of Amps and you must get to the finish line. If you touch an Amp it will stun you for

a few seconds. Some Amps stay still and some move so be careful.
The first person who crosses the finish line wins! This is a record mini-game so good luck on getting a good record.
Night Effects: None.

Mini-game name: Snow Whirled

Day Effects: You are on a snowboard and doing some tricks to earn points (not really). When it's your turn press the buttons that appear at the bottom of the screen to earn points. The person with the most points wins! This is a record mini-game so good luck on setting a good record.

Night Effects: Same as above except that the sky is dark.

Mini-game name: Daft Rafts

Day Effects: Jump from raft to raft to try not to fall into the waterfall. Some rafts might have obstacles so be careful. Whoever reaches the finish line wins.

Night Effects: Podoboo's are on the rafts during the night.

Mini-game name: Tricky Tires

Day Effects: Control a hard to steer vehicle to the finish line. Be careful of Thwomps and others obstacles because they might slow you down.

Night Effects: None.

Mini-game name: Treasure Trawlers

Day Effects: You are controlling a big ship and trying to find some treasure. When you feel your controller (or have a ! over your head) that means something is under you. It might be a treasure chest which might give you points or a Bob-omb which stuns you for a few seconds. The first person to get the most points wins!

Bob-omb -> 0 points

Chest -> 1 point

Gold Chest -> 3 points

Night Effects: Same as above except that the sky is dark.

Mini-game name: Memory Lane

Day Effects: Shy Guy will run down a glass path that lights up. It's up to you to follow that path and reach the finish line. If you pick the wrong tile you will fall and Lakitu will pick you up and you will lose some time. First person to reach the finish line wins.

Night Effects: Same as above except that the sky is dark.

Mini-game name: Mowtown

Day Effects: You are in a yard that hasn't been mowed for a while so you are hired to mow as much grass as you can in 30 seconds. The person who mows the most grass in 30 seconds wins!

Night Effects: Same as above except the sky is dark.

Mini-game name: Cannonball Fun

Day Effects: You are in a big machine that floats and has canon for arms. You must steer your machine and shoot at your opponents to get points. If you are shot at then will be stun for a few seconds from the person who shot you. During this time you should get revenge on your opponent. the first person with 5 points wins!

Night Effects: Same as above except the sky is dark.

Mini-game name: Note to Self

Day Effects: You are in a room with 3 big musical notes bouncing back and forth. You have 30 seconds to hit the notes as much as you can. If you jump on an opponent or someone jumps on you, you will be stunned for a few seconds. If you hit a note and bounce off the wall you can get a lot of points. The person with the most points at the end of 30 seconds wins!

Night Effects: None

Mini-game name: Same is Lame

Day Effects: This is a sort of a luck mini-game. Anyways press either A, B, L or R. After everyone has pushed a button then it shows which button everyone has pressed. If someone has the same button pushed as another person then that person can't progress but if someone has a different button from another person then that person raises a level. Whoever gets 3 correct wins!

Night Effects: None.

Mini-game name: Lift Leapers

Day Effects: Jump from different lifts like in the old Mario games. This mini-game is a classic and fun! There are 4 sections with different kinds of lifts. Jump on them to proceed and whoever makes it to the finish line first wins. This is a record mini-game so good luck on getting a good record!

Night Effects: None.

Mini-game name: Blooper Scooper

Day Effects: Blooper is trying to drain you into a big whirlpool and you must escape his clutches. He will try to pull you in so be careful of loose obstacles because they might stun you. Whoever survives in 30 seconds wins!

Night Effects: Not sure I never played this one at night.

Mini-game name: Trap Ease Artist

Day Effects: Trap as many Goomba's as you can when they come under your cage. The person with the most Goomba's in the cage wins!

Goomba -> 1 point

Gold Goomba -> 3 points

Night Effects: Same as above except that the sky is dark.

Mini-game name: Pokey Punch-out

Day Effects: Pokey's will appear from the ground and you must punch them. Try hitting a Pokey in the head to get more points. The person with the most points wins! If you having trouble getting to really big Pokey's then climb the stairs in the background then try to jump kick the Pokey's head.

Night Effects: The sky is dark and you don't see Klepto flying any more.

Mini-game name: Sunday Drivers

Day Effects: Hit the golf ball when a Shy Guy tells you when to hit it with what button. Hit ten golf balls to win. Be careful not to mess up or you will flunk your ball and lose time. This is a record mini-game so good luck on getting a good record.

Night Effects: Same as above except that the sky is dark.

Mini-game name: Throw Me a Bone

Day Effects: Guide your Chain Chomp to the far end of the field without hitting obstacles. Try aiming the bone so it don't hit pillars or you will be stunned for a few seconds. First person to reach the finish line wins! This is a record mini-game so good luck on getting a good record!

Night Effects: Same as above except that the sky is dark.

Mini-game name: Garden Grab

Day Effects: You and your partner must pull the big vegetable out of the ground. Push the correct button that appears on your screen to pull the big carrot out. When you are almost done you must pound down on one button to pull it out. The first team to pull it out wins!
Night Effects: Same as above but the sky is dark and you see Flutter moving back and forth in the background instead of Wiggler.

Mini-game name: Gondola Glide

Day Effects: You in your partner are in a big gondola and you must make the end while traveling across different regions. Everytime you come to agate that either has A or B on you must mash that button until you get to the next gate. If you hit the wrong button your gondola slows down. First one who makes it to the finish line wins. This is a record mini-game so good luck on getting a good record.
Night Effects: The sky is a different color.

Mini-game name: Light Breeze

Day Effects: Press the L and R button as fast as you can to fill your power meter up. Your friend needs to help also to fill the power meter up. First team to fill the meter up wins!
Night Effects: Same as above but the sky is a different color.

Mini-game name: Body Builder

Day Effects: Your teams robot has fallen apart and it's up to you and your partner to fix it. Your machine will spin and you must stop it on the highlighted area. If you get it on the highlighted area you get the machine part but if you don't it's your partner's turn try and get one. First team to assemble the robot wins!
Night Effects: None

Mini-game name: Mole-it

Day Effects: During the day you and your team mate must jump up and hit each Monty Mole to get more points. Beware of Piranha Plants because they will slow you down. The team with the most points in 30 seconds wins!
Piranha Plant -> 0 points
Monty Mole -> 1 point
Golden Monty Mole -> 3 points
Night Effects: During the night you must ground pound each Monty Mole. Like above try to ignore the Piranha plants. First team with the most points wins.

Mini-game name: Slot Trot

Day Effects: Lakitu will hold up tho characters and you must run on the slot to get that character. Move it forward or backwards to get the character you need. First team to get 3 points wins!
Night Effects: None

Mini-game name: Pixel perfect

Day Effects: You are on a picture board and you must get the exact same images the big board in he middle. Ground pound on a black square to make it white and a white square to make it black. You must have the correct image as the one in the middle he team with 2 points wins!
Night Effects: Same as above except the sky is dark.

Mini-game name: Cashapult

Day Effects: You and your friend has 2 turns to try and collect as many

coins as you can. Move around and get the coins when it's your turn.
This is a mini-game that you can collect as many coins as you can get.
Night Effects: Same as above except the sky is dark.

Mini-game name: Jump the Gun

Day Effects: Someone is trying to get to the other side while someone else shoots Bullet Bill's to create a bridge.

My advice is to shoot a Bullet Bill at very other peg so it's easier for the jumper. First team to make it to the other side wins.

Night Effects: Same as above except the sky is dark.

Mini-game name: Rocky Road

Day Effects: You must pick up the other Shy guy at the bottom of the road but there is rocks in the way so you must destroy them. Shy Guy will drive along the road and stop if there is a rock in the way. Then you and your partner must try and destroy the rock by kicking and punching it. The farther you go the bigger the rocks will be. Try not to hit your partner. First team to pick up the other Shy Guy wins!

Night Effects: Same as above except the sky is dark.

Mini-game name: Clean team

Day Effects: A hotel has go on their windows and it's up to you and your partners to clean it off. One person must spray a window while the other one wipes it. Beware that you can't pass buckets so you must find another way around. First team to clean all the windows wins!

Night Effects: The sky is dark and once you clean the window you will see Koopa's instead of Goomba's.

Mini-game name: Burnstile

Day Effects: You are in a area full of lava and a big spike blade is moving around. Jump over the rotating blade on your little platform. You can move around but try not to be near your partner. If you get hit by the blade or fall into the lava your out. First player from a team standing wins!

Night Effects: None

Mini-game Name: Cash Flow

Day Effects: One person is in a Spiny boat going down a water slide trying to collect coins and avoiding the Spiny Shells. If the lone person hits them then he will be stunned. Try to collect as many coins and bags of coins as you can. For the group of three try to work together to get a lot of coins. If one of your partners are hit then it's up to the remaining two to your other partners to collect as many coins as possible. When you reach the end then your coins are tallied up.

Coin -> 1 coin

Bag -> 5 coins

Night Effects: Same as above except the sky is dark.

Mini-game Name: Sink or Swim

Day Effects: One person drops spiked balls down the water while the group of 3 try to avoid being hit. The 3 players should spread out and make sure they check their breath meter. If they do run out of breath then this gives the lone player a chance to try and hit them. If any of the 3 players are remaining then they all win but if they all are hit then the lone player wins.

Night Effects: Same as above except the sky is dark.

Mini-game Name: Snow Brawl

Day Effects: There is a snowball fight between the lone player and the group of 3. This seems to be unfair but the lone player is joined by 4 Ukiki's to help defeat the group of 3. First make a snowball then throw it at the lone player. You can also hit the Ukiki's so they are out of the way. the lone player should hide behind the Ukiki's and try to hit the group of 3. If the lone player is hit then the group of 3 wins but if all of the players on the group of 3 are hit, then the loneplayer wins. Note: If you hit the Ukiki's that doesn't mean the group of 3 wins.
Night Effects: During the night the Shy Guy's are the lone player's partners. The sky is also dark.

Mini-game Name: Ball Dozers

Day Effects: You are in a big pinball machine and you must get the ball o the other side. The single player has a little ball but has a lot of pegs to break. the group of 3 has a big ball but they can work together and bring the ball back to the finish line. When the game starts go hit the pegs to lead your ball to the finish line. If the lone player or team of 3 get's the ball to the finish line wins!
Night Effects: None

Mini-game Name: Surge and Destroy

Day Effects: The lone player controls a big static ball and must hit the group of 3. The group of 3 must avoid the electric current or they will be shocked and stun. If the ball of electric hits a player then that player is out. If any of the team of 3 are standing then they win but if they are all out then the lone player wins.
Night Effects: None

Mini-game Name: Pop Star

Day Effects: The lone player has a mallet to try and pop a balloon and the group of three has a mallet to try and pop their balloon. When the mini-game stars the lone player should keep pounding down on the A button to pop the balloon. The group of three should ground pound together to pop the balloon. First person or team to pop the balloon wins!
Night Effects: Same as above except the sky is dark.

Mini-game Name: Stage Fright

Day Effects: One character is on a stage while 3 other characters are shooting him/her with water balloons. The hard part is that the 3 characters with the balloons should try and not hit each other. If the lone player is hit then he/she loses. the lone player should also watch the balloons and be careful.
Night Effects: None

Mini-game Name: Conveyor Bolt

Day Effects: One player is in a cloud shooting lightning bolts trying to hit a group of 3 players in a cloud. The group of three are on a conveyor belt and must avoid the lightning bolts. There are also spikes on the conveyor belt so be careful. Another thing is that the bolts actually stick to the conveyor belt so try to not hit one.
Night Effects:

Mini-game Name: Crate and Peril

Day Effects: Three people are in a crate and they must try to ignore the Spiny shells while one person controls the box. The 3 players should try to spread out and avoid the Spinies. The single player should try and get the Spiny's near a group of people. If any of the group of 3 survive, the whole group wins. If no one is left then the lone player

wins.

Night Effects: None

Mini-game Name: Ray of Fright

Day Effects: One player controls a big ray while the other 3 avoid trying to be hit by it. Beware that the beam will jump off walls and may hit you. If any of the group of 3 is standing left then they all win.

Night Effects: Nope

Mini-game Name: Dust til' Dawn

Day Effects: You are in a house that has dust everywhere. The three players are in a big room full of dust. The single player is in a small room full of dust. The 3 players have a lot of furniture to dust but not a lot of dust on the furniture. The single player is in a small room with only four furnitures to dust but there is a lot of stuff to dust. Whoever finishes their room first wins.

Night Effects: Same as above except the sky is dark.

Mini-game Name: Light Up My Night

Day Effects: You are battling an opponent into who lights the most candles. When the game starts, look for a candle and light it. You need to light 5 candles to win. The candles are spread out, so try to find them fast.

Night Effects: None

Mini-game Name: Cog Jog

Day Effects: You must get to the other side of the room. To do that then you must jump on different cogs. When the mini-game starts, start jumping on the different cogs. Each cog is different so be careful. There is one with 2 Spiny shells on it, if you touch it then you go back to start. Every few seconds a Thwomp will switch the direction of the cogs, if you fall then you go back to start. First player who gets to the other side wins.

Night Effects: None

Mini-game Name: Black hole Boogie

Day Effects: You and your partner are getting sucked into a black hole. You must press "A" as fast as you can. Whoever gets sucked into the hole, loses the game.

Night Effects: None.

Mini-game Name: Full Tilt

Day Effects: You and your partner are in a room with a big tilting platform. When the game starts, walk along the tilting platform. If you fall, Lakitu takes you back to start. Once you make it to the middle, then that's a checkpoint. Whoever makes it to the other side wins! This is a record mini-game, so good luck on getting a good record.

Night Effects: None

Mini-game Name: Sumo of Doom-o

Day Effects: I hate this mini-game a lot. This game is like Tricky Tires, so you must control your car effectively. You must knock your opponent off the platform. Whoever falls off first, loses the mini-game. Be careful, the platform will start to break after a while.

Night Effects: None

Mini-game Name: O-Zone

Day Effects: Here you must try to get "O" panels. When the game starts, start ground pounding the circles to reveal a panel. Each panel is different. The "X" one shocks you, and stuns you for a few seconds. The clear one doesn't affect you. The "O" one gives you 1 point. You

need 3 points to win.

Night Effects: None

Mini-game Name: Pitifall

Day Effects: This game is like "Get A Rope", from Mario Party 5. Here, you must pick a rope. The results are random, so you won't know what happens. If you make it to the platform, then you win!

Night Effects: None

Mini-game Name: Mass Meteors

Day Effects: You are in space, and meteors are everywhere. You must get to the other side before your opponent does. When the game starts, start dodging the meteors. Be careful, the meteors vary in different sizes and shapes. Whoever gets to the end of the meteor shower wins!

Night Effects: None

Mini-game Name: Lunar-tics

Day Effects: This is quite an easy mini-game. All you do is hold the "A" button as long as you can. Whoever has the lowest time wins!

Night Effects: None

Mini-game Name: T Minus Five

Day Effects: You are on a base with a moving green light. You must ground pound the green light when it gets to your platform. The more you progress, the faster the light gets, You will need to time your jumps win the lights get faster. Whoever completes all five platforms wins!

Night Effects: None

Mini-game Name: Boo'd Off the Stage

Day Effects: You are on a stage where Pink Boo's are flying around. You must avoid try to be caught by one of these Boo's. The more time there is, the faster the Boo's will travel. If you get caught, then you lose the mini-game.

Night Effects: None

Mini-game Name: Boonanza

Day Effects: There are small Pink Boo's everywhere! Your job is to send them into your pen. You can guide more than one at once. Be careful, because the Boo's can escape. The person with the most Boo's in 30 seconds wins!

Night Effects: None

Mini-game Name: Trick or Tree

Day Effects: There are four tree's that dance and move around. When the game start's watch the tree's dance around and move. When they stop, you must pick the tree that you think is the highest. Whoever picks the highest tree wins!

Night Effects: None

Mini-game Name: Something's Amist

Day Effects: Anther mini-game I hate. For this game, you must find 3 green gems. How are you going to do that? Simple, when your controller rumbles, that means a gem is near by. Look in the area until you find it. The tree's also help you find the location of the green gem. Whoever gets gems wins!

Night Effects: None

Mini-game Name: Asteroad Rage

Day Effects: You are in a space shape and you must avoid the asteroids. When the game starts, press "L" or "R" to dodge the asteroids. The first person to get hit loses.

Night Effects: None

Mini-game Name: Wrasslin' Rapids

Day Effects: You and four other opponents are on a raft. When the game begins start try to get your opponents into the water. If they do, then they lose. While on the journey, acorns and cannonballs are sot at you and the raft starts ti shake. Last person surviving wins!

Night Effects: Same as above except the sky is dark.

Mini-game Name: Strawberry Shortfuse

Day Effects: you and your opponents must help the Ukiki's pick the correct cakes. Before the game starts, the Ukiki's shuffle around. Look careful for the ones with cake. When its your turn, pick a Ukiki and make sure it has a cake. If it doesn't, then you lose.

Night Effects: None

Mini-game Name: Control Schtick

Day Effects: You and your opponents have Bowser arms on. When the game starts, you will see 2 arrows on the screen. Point to those directions on your control pad. If you mess up, then you lose. Last person reaming wins!

Night Effects:

Mini-game Name: Insectiride

Day Effects: You are a race where you must pick the correct insect mobile. Each insect is different, so good luck on winning.

Night Effects: None

Mini-game Name: Stamp By Me

Day Effects: You have a stamper in your hand and you must stamp the piece of paper on each coneyor belt. When the mini-game begins, start stamping the piece of paper. Remember you must get in the CENTER of the piece of paper. The person with the most points at the end of 30 seconds wins!

Night Effects: None

Mini-game Name: Hyper Sniper

Day Effects: You have a gun and you must shoot the targets. When the game starts, start shooting the targets with numbers on. The higher the number is, the smaller the target is. If you shoot a Bowser target, then you must start over. The player with the most points wins!

Night Effects: None

Mini-game Name: Banana Shake

Day Effects: Shake the tree to see how many bananas' you get. Beware of the hammers because they will stun you.

Night Effects: None

Mini-game Name: Pier Factor

Day Effects: Pick a barrel and it will roll and pick bananas up on the way.

Night Effects: None

Mini-game Name: Banana Jump

Day Effects: Jump from barrel to barrel to collect the banana's. If you fall in the water, the it's game over for you.

Night Effects: None

Mini-game Name: Dizzy Rotisseries

Day Effects: You're in a room where you are all dizzy. When the game starts try heading to the door, but it's hard to control it when your dizzy. Any player who makes it to the door in 30 seconds wins!

Night Effects: None

Mini-game Name: Dark n' Crispy

Day Effects: You are in a room that is dark. When the game starts try avoid to fall off the ledges, touch Bowser, or get burned. If any of this happens, then you lose.

Night Effects: None

Mini-game Name: Pit Boss

Day Effects: You are in a room with spike balls. When the game starts, try to avoid getting hit by the spiked balls. As the game progresses, more spiked balls will come out. Any remaining person left after 30 seconds wins!

Night Effects: None

Mini-game Name: Shoot yer Mouth Off

Day Effect: You are in a big machine while there 3 other players in 3 small machines trying to kill you. All you have to do is try and kill the 3 small machines using various commands.

Night Effect: Same as above except that the sky is dark.

Mini-game Name: Verbal Assault

Day Effect: There are 3 players in a ring while a lone player uses various commands to try and kill the opponents. The players must try and avoid the Bullet Bills, Bob-ombs, or falling Thwomps. If any of the 3 players are standing, they win.

Night Effect: None

Mini-game Name: Talkie Walkie

Day Effect: A lone player must get to the other side while saying "UP", "Down", "Left", or "Right." The other 3 players try to throw Spinies at the lone player. The lone player must reach the other side.

Night Effect: Same as above except the sky is dark.

Mini-game Name: Fruit Talktail

Day Effect: One person says different fruit names, and the 3 players must go to that panel. You can say about any random thing, and the game thinks of it as a fruit. This is a good way to throw your opponent off.

Night Effect: None

11. FAQs

Q: Are there any new characters?

A: Yes there is one and it's Toadette and she is an unlockable.

Q: Is DK playable?

A: No he still has his same role from Mario Party 5.

Q: Where do all the stars go after you get them?

A: They go to the Star Bank where you can use them to unlock items.

Q: Can you get Mic mini-games in Party Mode?

A: Yes you can get some. First make sure the mic is plugged in and is on in the Option Menu. When a 1 vs. 3 mini-game is about to start it might switch over to a Mic mini-game.

Q: What is the point of Solo Mode?

A: To get more stars and unlock Rare mini-games.

Q: Do I need a microphone for this game?

A: The only thing the mic does is give you extra mini-games in Party Mode and do mini-games in Mic Mode.

Q: When I rent this game do I get the microphone?

A: No only when you buy this game you get it.

Q: Are the character taunts in Sound Test Mode?

A: Sadly, no.

Q: What do you get for beating Endurance Alley?

A: You get a bunch of stars for your Star Bank.

12. Version History

2.3 I added a couple of new questions and the site:

<http://s12.invisionfree.com/Mario_Party_Fans/index.php>

that is also holding this FAQs. (07-09-05)

2.2 I added a description for all the Solo Mode bonuses and add a bonus I was missing. Thanks Stevend987 for giving me the bonus.

2.0 I forgot to add the Mic mini-games and I fixed a couple of mistakes. (03-20-05)

1.8 I finished my mini-game and happening section. I might have some things to do here and there. I also used spell check. (2-28-05)

1.6 I know I haven't update this in a while and I'm sorry. I remade my orb section. I started the happening event section and did more mini-games. Thanks for being patient everyone! (2-25-05)

1.4 Did more mini-games and made a ASCII. (01-21-05)

1.2 Did the 2 vs. 2 mini-game and did a little walkthrough for one of the star sprints. (01-09-05)

1.0 Did Solo Mode section and got some FAQs and some more mini-games but still have ton of stuff to do. (01-05-05)

.8 Did some of the mini-games and re-doing all of the Party Mode section. Still more updates and I need more questions. (12-31-04)

.4 Finished Walkthrough expect a lot of updates. (12-25-04)

13. credits

Hudson- For making this game.

The manual- For helping me with the orbs and mini-games listing.

GameFAQS.com- For viewing my FAQs.

neoseeker.com- Another site for viewing my FAQs.

Me- For Writing the FAQs.

You- For reading my FAQs.

Hydrowaterfall- Telling me about the Dark n' Crispy game

PacMan55- For correcting me on that Daisy is not Peach's rival and the debuts on Daisy and Waluigi.

MistDragonX- Giving me on all the rankings you get in Solo Mode

Dragon Slayer 500- Telling me that Daisy debuted in Super Mario Land

bowser194- Giving the link for the ASCII website he used.

<<http://www.network-science.de/ascii>>- For helpig me make my ASCII

GTASA AND MKDD RULES- Pointing out that Solo Mode you can unlock Rare mini-games.

Stevend987- for telling me that you play in Solo mode 100 times bonus, you trashed a lot of orbs bonus, and you conquered all the spaces bonus.

<http://s12.invisionfree.com/Mario_Party_Fans/index.php> - Another site that is hosting my FAQs.

14. Contact/Copyright

Got any questions? Email me at residentevilout@yahoo.com

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C YA ^_^

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