

Mario Party 6 Orb FAQ

by ResidentEvilOut

Updated to v0.8 on Jan 28, 2005

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~by ResidentEvilOut

Contents

1. What are Orbs?
2. Orb Description *Incomplete
3. FAQs *Incomplete
4. Credits
5. Version History
6. Copyright

1. What are Orbs?

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 onl throw. They do many of varities 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.

2. Orb Description

Here are the orb descriptions and there effects:

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. Becareful 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 oppnent 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 youtowards the star. It is also great way to escape people that have roadblocks. Becareful 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 oppnent 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 goo 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 foreverly space beyond it.

When you get a Zap Orb

I suggest that you throw it right in front of your oppoent 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.

3. FAQs

(Coming soon)

4. Credits

Me- Writing this

You- Reading this

Manual- Helping me with the orbs

www.gamefaqs.com- posting the FAQs

Hudson- For making this game

5. Version History

.8- Finished my FAQs. Still need questions. (01-28-05)

.5- Did most of the FAQs (1-13-05)

6. Copyright

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

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