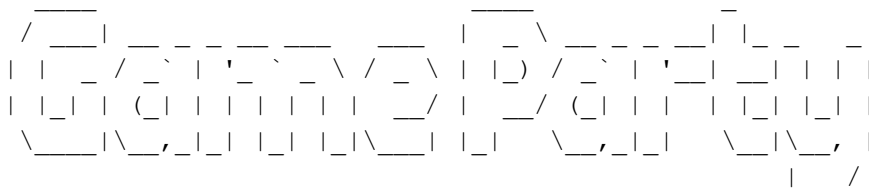


Game Party FAQ

by Da Hui

Updated to v1.0 on Dec 28, 2008

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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## 1. - Introduction

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Game Party is an old compilation NES game that allows you to play 5 different games on one cartridge. Like most compilation games, this one features a list of cheesy and simple games, and also, like most other compilation games, these can't really hold your attention. The games are pretty dull to play against the computer, but it can be fun for two player games. Which is obviously suggested by the game's title: "Game Party." The games involved are Air Hockey, Hockey (More commonly known as Bubble Hockey or Foosball), Pinball, Basketball, and Mind-Q. So grab a friend and start playing some good multiplayer games from decades ago!

I am going to list the menu options here since it's the same for most of the games. These are for the options for Air Hockey, Hockey, and Basketball. The Pinball game allows you to choose up to four players and then you will start. I will explain the menus of the Mind-Q game in that game section of this guide. When you start a game, you can choose between 1 player or 2 players. If you select one player, you can choose boy or girl and then the difficulty level. Each difficulty level will make it more difficult and change the appearance of the computer. After you select those, you can select the times and the sounds. If you select two player, you both select your characters, then you can select the times and sounds. After you select the time and sound for either game mode, you will start the game.

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## 2. - Air Hockey

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Controls

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D-Pad - Move Paddle  
A - No Use  
B - No Use  
Start - No Use  
Select - No Use

### Strategies

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There are power ups in this game but they don't really do much. In fact, there are only really two power ups even though it looks as if there are several more than that. Every twenty or so seconds, you will see a pill pop out of the center. It will alternate sides and once it hits the net, it's gone. The pink pill makes your paddle smaller so avoid this one as best as you can. The other ones will just make you normal size, so if you get a pink pill, just pick up the next one to get back to the normal size.

I'm sure you all know the goal of air hockey. You have to hit the puck on the table toward the opposing goal. You need to beat the opposing player and get the puck into their net. A good way to beat the opposing player is to make it bank off the side walls as you move the puck toward their net. Hopefully you can get a quick hit to make the puck move faster and even if they do try to defend against it, often times, it will take a funny bounce off the back of their paddle and into their own net.

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## 3. - Hockey

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Controls

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D-Pad -  
Left - Move players to left or move goalie up  
Right - Move players to right or move goalie down  
Up - No Use  
Down - No Use  
A - Spin Counter-Clockwise  
B - Spin Clockwise  
Start - No Use  
Select - No Use

### Strategies

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When you start this game, you are given the option to play hockey or soccer. The layout of the game is exactly the same. The rails will move the players in the same directions and the players will be in the same spot. The only difference is the models and how the game looks. So if you like hockey more, I encourage you to play the hockey version, and if you like soccer more, I

encourage you to play the soccer version.

This game is more frequently known as Bubble Hockey or Foosball. With that said, you should immediately know how to play this game. Move the players on their rails while you gain possession of the ball/puck and try to bang it home into the opposing net. This game is really difficult to score in so be careful.

When the opposing player is in possession of the puck/ball and have a pretty clear shot to the net, I usually forget about the other players and simply control the goalie. Also when they have the ball/puck in the corner behind your net, make sure that your players are far away from your net. Often times the computer will bank a shot off of your player and into your net.

When you have possession of the puck/ball in the offensive zone, move slowly. Moving too quickly will often make you lose possession. Take your time and aim your shot to try to bang it behind the goalie. If you have it behind the opposing net, try to just throw it in front of the net. Often times, you will get a lucky bounce and it will bounce right into the opposing net. If you have the ball/puck in your own zone, I usually just try to hit it aimlessly towards the other net. Hopefully you can get a lucky bounce to get it in the net or maybe a good pass to an open teammate.

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#### 4. - Pinball

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Controls

- D-Pad -
 - Left - Left Flipper
 - Right - No Use
 - Up - No Use
 - Down - No Use
- A - Right Flipper
- B - Bump
- Start - No Use
- Select - No Use

Strategies

There are plenty of paddle in this game, unfortunately it doesn't make up for how buggy it is. The ball almost always takes abnormal bounces. The paddles usually give minimal power to any shot so it's usually hard to get anywhere if you're near the bottom. And to top it off, the ball gets stuck on the paddles by itself all the time. I personally suggest avoiding this game in the cartridge at all costs since it's by far the worst pinball game I have ever played, but if you choose to ignore my warning and want to learn about the game, read below.

I'm not going to bother describing how to play pinball since I'm sure if you know how to use a computer, you know how to play pinball. There are two sets of paddles on the top portion. There are bouncers to the left and tubes to the right. You get points for hitting the bouncers or going through the tubes. I guess the point is to hit the torches which will open up the path to a small hole. Hit the hole and the ball will get stuck there while a man appears in front of the dinosaur in the middle. You can throw the torch at the dinosaur

with the A button. It makes a loop and if you time it right, you can move to the torch on its way back and press A again to catch it. It doesn't seem to give extra points if you catch it and throw it again and the dinosaur never seems to die, which makes this part of the game pointless.

After the paddles on the top portion, you will notice a series of tubes. You can simply watch the ball as it makes its way to the bottom of the game. You can always hit the ball into the tubes and they will make it all the way to the top portion of the game again. The bottom section is bigger but there still isn't much to the game. You will notice dinosaur skulls on the sides along the middle of the portion that also acts as paddles. If you see smoke coming out of the volcano on the bottom, the ball will pop back out when it falls in there. The small rocks also have tiny paddles on them but the chances of hitting them are basically slim to none. The top right has a couple bouncers and there's a bird flying around the top that doesn't do anything but get in the way. That's really all there is to this game.

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## 5. - Basketball

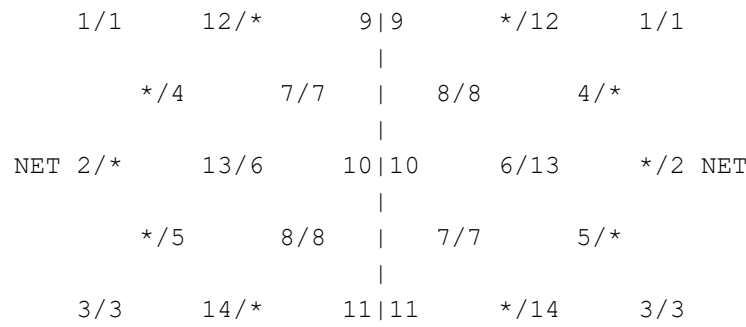
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 Controls

- D-Pad - Move Across Numbers
- A - Select Number
- B - No Use
- Start - No Use
- Select - No Use

 Strategies

This game is actually very interesting. The way it works is the ball will bounce around and eventually land in one of the holes. Each hole is designated with a number and you have to select that number along the top portion of the screen to hit the ball toward the other net. Keep an eye on the scoreboard in the middle of the court along the top of the screen to see what number you're supposed to be hitting. Player one will always hit the white squared, black numbered numbers while player two will always hit the black squared, white numbered numbers. Below is the layout of each stage, so you can see where each number is. The number closer to the left is the player shooting to the right and the number close to the right is for the player shooting to the left. A star in the chart below designates that that player can't possibly hit the ball from that hole.



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## 6. - Mind-Q

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Controls

D-Pad - Cycle through Fruits
A - Select Fruit
B - Finish Turn
Start - No Use
Select - Hint (Hint is in Japanese)

Strategies

The hint option is in Japanese so it doesn't really help you. After playing around with the game, I figured out what they meant. The point of the game is to mix and match the fruit to try to figure out the hidden pattern on the top of the screen. You are given nine chances to try to guess the combination right. You should start by choosing all different types of fruit, After you complete your first turn, you might see two different colored dots to the left of your turn.

There are two different types of dots that you will see in this game. The white dots are for fruits that match in the correct location. The red dots are for correct fruits that are in the wrong location. The problem with this is that they don't designate which fruits are correct and which ones are in the correct location so you have to mess around with it for a while.

This game requires a lot of thinking and strategizing. I generally start by cycling through all the fruits in the first two turns. I know there are only seven fruits, so I suggest just trying to get lucky by repeating one of the fruit from the first turn to see if that would be one of the correct ones. You should only do this if your first turn doesn't show four dots. You just have to take a look at what is correct on one turn and on the other turn as well. There are a total of 2,401 different combinations, so it will last you a long time if you are interested in the game, but it's not one that can be easily described or beaten. Just work away trying to knock off the bad fruit and putting them in the proper order before the end of the game.

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## 7. - Disclaimer

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