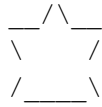




that section. For example, if you want to go to the Mushroom Bank section, you type: [BANK]



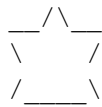
```
O===== ' ' =====O
| 01. Legal Disclaimer                                [LEGL] |
O=====O
```

```
O=====O
| Version: 1.02                                     |
| Author: Chris "SayainPrince" Quigley             |
| E-Mail: GermanDragon[at]gmail[dot]com           |
O=====O
```

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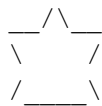
- www.GameFAQS.com
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```
O===== ' ' =====O
| 02. Introduction                                  [INTR] |
O=====O
```

Ok, I'm not going to lie to you. I've always sucked with Introductions. So, instead of going on about useless information, let's cut to the reason you're here. You've played Mario Party, and you're stuck. Or maybe you just want some hints. Either way, you want some help, and that's what you'll get with this guide. So, let's get started!



```
O===== ' ' =====O
| 03. Characters                                    [CHAR] |
O=====O
```

There are six playable characters in this game, that you can choose from. Now, when you play as them, they can all be used efficiently, however, I noticed that when the Computer uses them, they seem to play differently, depending on the character. Below, is a description of each character, and how the Computer plays with them, according to what I've seen during the game.

Mario: Mario is the big star of this game, as you can probably tell by the title. For the few of you that don't know, Mario is an italian plumber that wears Red and Blue overalls. When

the Computer takes control of him, in this game, they generally make an "overall" kind of performance. That is, he performs average in speed, jumping, etc.

Luigi: Luigi is Mario's brother. This poor guy has wanted to be in the Mario games for a while, but sadly, he's been left to take care of the house (reference: Paper Mario) since Super Mario World made its debut on the Super NES. Like Mario, Luigi will act as an overall character when being used by the Computer.

Yoshi: Yoshi is Mario's loyal companion. He's also a dinosaur, one of the two non-human players in the game. When the Computers control him, they generally use speed, but not strength. For example, he will move fast in say, Mushroom Mix-Up, but will have a hard time lifting treasure in Deep Sea Divers.

Peach: Peach is the Princess that Mario has saved many times. And what does the poor Italian get for a reward? Peach trying to steal his Stars in a giant board game. How rude is that? Much like Yoshi, the Computer will generally use speed, in place of strength.

Wario: Wario is Mario's fat, greedy, counterpart. I think his first debut was in Super Mario Land 3, but don't quote me on that. Either way, he's got a big pink nose. The Computer will most likely move relatively slow with him, but he is quite good at using strength and strategy.

DK: Mario's original enemy, dating back to the arcade days. DK used to kidnap princesses, but now he's moved on to playing board games, like a rational, level-headed gorilla. The Computer usually does really poorly with him. They move slow, and use little strategy, though he does demonstrate strength.



===== ' ' =====  
| 04. Basics [BASI] |  
=====

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|| 04A. Rules [RULE] ||  
OO=====+++++++=====+++++++=====+++++++=====OO

Ok, so here's how the game works. First, you'll need to decide who's going to go first. This is done before the first turn, by everyone hitting a block. The highest number goes first, the second highest goes second, etc. After that's decided, the players will move to the Start location, and the game will begin.

Players will take turns hitting the block, and moving around the board. The goal is to get to Toad, and buy his Star for 20 Coins. At the end of the game, the person with the most wins. It's not that easy though, because you'll need Coins. How do you get them? Well, there are several ways. The main way would be the mini-games.

You see, whatever color you land on as a space, determines the background color of your character. When the game is decided, you will

be grouped like this. For example, if all players are blue, it will be a 4-Player game. If 2 players are red, and 2 are blue, it will be a team game, and if one is red, and 3 are blue, it will be a 3-on-1. That seems reasonable, doesn't it?

However, this is a game with twists. All boards will have special quirks, and many will have multipole paths. You'll have to view the board strategies for those. There are also features like Boo and Koopa and Bowser along the way. Let's take a look at how these work.

Koopa: Koopa will give you 10 Coins when you pass him, or 20, if you are the 10th person to pass, 30 if you are the 20th, etc. In the last turn, his reward doubles.

Boo: When you pass Boo, you can steal a random number of Coins from a player of your choice. Also, for a price of 50 Coins he'll let you steal a star. This will help put you ahead.

Bowser: Now Bowser is bad news. He'll pull different schemes to rob you of your Coins, and which one it is, depends on the board. Oddly enough, if you have 0 Coins when you meet him, he'll actually give you a coin sometimes.

Ok, so you're starting to get the hang of things now? You'll still have to know about all those different spaces, though. You can read the next section for a description of them. Right now, I'm just going to skip to what happens after all the turns have passed.

Well, remember when I said that the winner is the person with most stars? Well, that's true. However, before the winner is declared, 3 bonus stars will be given out - These can really make a difference! One of them is given to the person who held the most Coins. One is given to the person who collected most coins in the mini-games, and one is given to the person who landed on the most ? Spaces.

Now that everyone has their Stars, the winner will be decided. If there's a draw, the winner will be decided by Coins. Soon, you'll have a Superstar, and you'll see a short cutscene of the board. Ok, so that is how this game works. Although, the best way to learn, is to play.

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 04B. Game Spaces [SPAC] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

There are various spaces that you can land on throughout the course of the game. In order to make things simpler for you, I'll give a list of them, and describe the effects of each, that occur if you land on one of them. They are:

Blue Space: You gain 3 Coins, or 6 if it's in the last 5 turns, and you get a blue background on your character. This determines what mini-game type will be chosen at the end of the turn.

Red Space: You lose 3 Coins, or 6 if it's in the last 5 turns, and you get a red background on your character. This determines what mini-game type will be chosen at the end of the turn.

? Space: An effect, that varies depending on the board that you're playing in, will occur. Sometimes an event will not take place, if certain requirements have not been met. In this

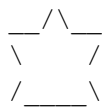
case, nothing happens. You'll get a green background behind your character, and it will become red or blue after the turn ends.

**! Space:** This is a chance time space. When you land on this, you'll be brought to a screen with 3 blocks. Two contain characters and the third contains a symbol. The symbol will be either Give 10 Coins, Give 20 Coins, Give 30 Coins, Give Star, Swap Coins, or Swap Star. One character will do the effect on the second. For example, if you got: [Yoshi] [Gives 20 Coins] [Wario] then Yoshi would lose 20 Coins, and Wario would take them. Your background becomes blue.

**Bowser:** Landing on this, causes you to go to a screen where Bowser spins a roulette wheel. You may end up playing a mini-game, or giving up Coins, but the outcome is very rarely good for you. Your background becomes red.

**Star Space:** If you land on this one, you'll be able to play a 1-Player mini-game for some Coins. Your background will become blue.

**Mushroom:** If you land on this one, a box will appear. You'll have to hit it, at which time a mushroom will come out. If the mushroom is red, you'll get to move again, but if it is purple, not only will your turn end, you'll lose your next turn, as well. Your background will become blue.



```
O=====| 05. Warp Pipe [WARP] |=====O
```

```
OO=====|| 05A. Hear the Game Rules [DEMO] ||=====OO
```

This will allow you to watch a short game, on a board that doesn't exit, with added descriptions along the way. This demonstration will be extremely useful to you, if you're a new player, so it might be a good idea to watch it, at least once. Although, admittedly, it does get annoying, if you select it by accident when trying to start a new game...

```
OO=====|| 05B. Getting Started [STRT] ||=====OO
```

Select the Warp Pipe, and choose "Depart for Adventure" to begin a new game, or choose "Continue Last Game" if you already have one going. If you choose to begin a new one, you'll have some options that you have to set, before you can begin. These are simple though, you'll be in the game, pretty soon.

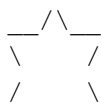
First, tell how many Human players you have. Next, all the Human Players will choose their character. Next, you'll choose which players the Computer will control, that is, if you have less than 4 Humans playing with you. After that, you'll have to set the Computer's skill level, again, only if you have less than 4 Humans playing. After that

you'll be selecting the board that you'll play on. Finally, you'll be choosing the number of turns that you'll play for: 20, 35, or 50. After that, you're all set, and you can play the game!

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 05C. Eternal Star [STAR] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

If you checked in with the man on the right, inside the bank, you'll know that something special will happen if you collect 100 Stars. And it's true. If you get 100 Stars, Bowser will steal them from the bank! Since the banker knew this, you have to doubt the security of that bank..

But anyway, Bowser steals all the Stars. After this happens, you'll have a new board unlocked in the warp pipe: Eternal Star. This is actually the only board you can play now. The goal is to get 100 Stars on it. Personally, I dislike it, and usually erase my game data at this time, but jsut so you know, it's here, and there is a goal to it.



```
O===== ' ' =====O
| 06. Mini-Game Island [MGI0] |
O=====O
```

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 06A. Getting Started [MGI1] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

If you select the raft, while on the World Map, you'll be able to head to Mini-Game Island. You can then choose to Continue your previous game, or start a new one. If this is your first time playing it, you'll obviously start a new one. Once you choose that, you'll select two characters. One will be your player, while the other will be your team mate for the 2-on-2 Mini-games. Next, you'll get to hear an explanation of the island, or just continue. Again, if you're new, you're better off listening to Koopa explain. However, I'll still give you a brief run-down of how this place works.

Ok, you have a collection of lives, and a collection of Coins, and you're on a map. The idea is to move along the map, to reach the mini-games on your way to the goal. When you reach a mini-game, you have to pass it, in order to move on, and if you fail, you lose a life. On the other hand, when you win, you get to keep the Coins you earned, as well as get a 1-Up (if this is the first time you clear a particular mini-game.)

In addition, you also gain a 1-Up if you reach over 100 Coins. Now, what are these lives for? Well, if you run out, it's a game over for you. If you get a game over, you'll have to restart from your last save. Ehich brings me to my next point: Save Spaces. Any space with a Koppa Shell is a space that you can either save, or head back to the Village from. Ok, so that's the gist of things. Ready to play some of those mini-games?

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 06B. Mini-Game Island Guide [MGI2] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

The following is a listing of all the Mini-games, and the goal that you have to reach in each to move on to the next one. This section does not actually give strategies for the games. See section 12, for the strategies for each individual mini-game.

=====  
Fwoosh:      Later on, once you reach World 9, a Cloud will appear here,  
              and you can use it, to ride to World 9.  
=====

=====  
Start:        You can save your game, or return to Mushroom Village from  
              this space.  
=====

=====  
World 1-1: Coin Block Blitz  
            Get 10 or more Coins to clear the game.  
=====

=====  
World 1-2: Coin Block Bash  
            Get 10 or more Coins to clear the game.  
=====

=====  
World 1-3: Coin Shower Flower  
            Get 20 or more Coins to clear the game.  
=====

=====  
World 1-4: Paddle Battle  
            Get 15 or more Coins to clear the game.  
=====

=====  
Save:         You can save your game, or return to Mushroom Village from  
              this space.  
=====

=====  
World 2-1: Memory Match  
            Match all pictures in the time limit to clear the game.  
=====

=====  
World 2-2: Ground Pound  
            Clear the game by pounding all the flat-topped posts.  
=====

=====  
World 2-3: Limbo Dance  
            When you reach the goal, you clear the game.  
=====

=====  
World 2-4: Musical Mushroom  
            Clear the game by getting the treasure chest.  
=====

=====  
World 2-5: Piranha's Pursuit  
            Clear the game by reaching the goal.  
=====

=====  
Save:         You can save your game, or return to Mushroom Village from  
              this space.  
=====

O=====O  
| Note: At this point, you reach a juncture in the path. To the right |  
|        is World 3, and to the left is world 5. Choose whichever way |  
|        you want, but I suggest clearing both ways, eventually.        |  
O=====O

=====  
World 3-1: Crazy Cutter  
            Get 80 or more points to clear the game.  
=====

=====  
World 3-2: Buried Treasure  
            Clear the game by getting the treasure chest.  
=====

World 3-3: Desert Dash  
Clear the game by winning the race.

World 3-4: Tug o' War  
Pull the other team off the cliff to clear the game.

World 3-5: Teetering Towers  
Clear the game by reaching the goal.

Save: You can save your game, or return to Mushroom Village from  
this space.

World 4-1: Bobsled Run  
Be the first team across the finish line to clear the game

World 4-2: Skateboard Scamper  
Clear the game by being to first to cross the goal line.

World 4-3: Handcar Havoc  
Clear the game by winning the race.

World 4-4: Ghost Guess  
If you find the leader, you clear the game.

O=====O  
| Note: There is a save spot jsut passed World 4-4. This is also where |  
| the previous junction we were at meets. For the sake of going in |  
| order, I'm going to head back to World 5-1, and continue from there. |  
O=====O

World 5-1: Cast Aways  
Get 30 or more Coins to clear the game.

World 5-2: Shy Guy Says  
Be the last one standing to clear the game.

World 5-3: Bumper Balls  
Clear the game by being the last one alive.

World 5-4: Treasure Divers  
Get 10 or more Coins to clear the game.

World 5-5: Bombs Away  
Stay on the island until time runs out to clear the game.

World 5-6: Deep Sea Divers  
Get 15 or more Coins to clear the game.

World 5-7: Mushroom Mix-Up  
Be the last one standing to clear the game.

World 5-8: Tightrope Treachery  
Cross the finish line to clear the game.

Save: You can save your game, or return to Mushroom Village from  
this space.

World 6-1: Box Mountain Mayhem



Get 10 or more Coins to clear the game.

=====  
World 6-2: Pedal Power

Beat Boo to clear the game.

=====  
World 6-3: Topsy Tourney

Be the 1st to reveal the whole picture to clear the game.

=====  
World 6-4: Hot Bob-omb

Clear the game by not holding it when it explodes.

=====  
World 6-5: Bombsketball

Be the first team to score to clear the game.

=====  
World 6-6: Hot Rope Jump

Jump 40 times to clear the game.

=====  
Save:

You can save your game, or return to Mushroom Village from this space.

=====  
World 7-1: Slot Machine

Get 3 of the same marks to clear the game.

=====  
World 7-2: Crane Game

Grab one person and drop them in the pipe to clear the game.

=====  
World 7-3: Pipe Maze

When you get the chest, you clear the game.

=====  
World 7-4: Bowl Over

Knock down the three bowling pin characters to clear the game.

=====  
World 7-5: Whack-a-Plant

Get 25 or more Coins to clear the game.

=====  
World 7-6: Mario Bandstand

Being bathed in the spot light clears the game.

=====  
Save:

You can save your game, or return to Mushroom Village from this space.

=====  
World 8-1: Running of the Bulb

Put the bulb in the socket to clear the game.

=====  
World 8-2: Grab bag

Get 15 or more Coins to clear the game.

=====  
World 8-3: Key-pa-Way

Clear the game by opening the door.

=====  
World 8-4: Balloon Burst

Be the first to burst your balloon to clear the game.

=====  
World 8-5: Face Lift

Get 90 or more points to clear the game.

=====  
World 8-6: Bash 'n' Cash

If you have even 1 Coin left, you clear the game.

=====  
Save:

You can save your game, or return to Mushroom Village from

this space.

=====  
Fwoosh: A cloud will be here, and riding it brings you back to Start.  
=====

World 9-1: Hammer Drop  
Get 10 or more Coins to clear the game.  
=====

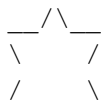
World 9-2: Slot Car Derby  
Clear the game by winning the race.  
=====

World 9-3: Shell Game  
Find the Koopa Troopa that has the treasure.  
=====

World 9-4: Knock Block Tower  
Clear the game by getting the treasure chest.  
=====

World 9-5: Platform Peril  
Cross the finish line first to clear the game.  
=====

Goal: You'll play Toad at a final mini-game of Slot Car Derby 2  
here. After that, you've won!  
=====



O===== ' ' =====O  
| 07. Mini-Game House [MGHO] |  
O=====O

OO=====+++++=====+++++=====+++++=====OO  
|| 07A. Mini-Games [GAME] ||  
OO=====+++++=====+++++=====+++++=====OO

Ok, now with a name like the Mini-game house, you know it has something to do with Mini-Games. And it does. Two of the possible selections in the house are the Mini-Game Shop owner, and his crystal ball. Select him, if you want to buy the mini-games, of which, each have a specific price which is listed under the mini-games, in section 12.

Now playing them is a little more complicated, but obviously more fun. You'll be able to choose any mini-game that you have bought, or you can play one that you haven't, for 10 Coins. When you select one, you will have to set up a few options, such as the number of Players, and what types of mini-games you'll be playing. After that, you'll be able to play them.

OO=====+++++=====+++++=====+++++=====OO  
|| 07B. Mecha Fly Guy [MECA] ||  
OO=====+++++=====+++++=====+++++=====OO

If you've previously bought the Mecha Fly Guy for 100 Coins, at the Mushroom Shop, he'll be on the table on the left. He plays as a kind of mini-game. Select him, and you'll have 10 seconds to rotate the Control Stick as fast as you can, then you'll see how far he flies. Your record time, and amount of spins will be saved. Supposedly, if you are able to rotate 100 times in 10 seconds, he'll end up back on the table at which he started. This is just for fun.

OO=====+++++=====+++++=====+++++=====OO





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|

O=====| 11. Board Strategies [BORD] |=====O

OO=====+++++++=====+++++++=====+++++++=====OO  
|| 11A. DK's Jungle Adventure [BRD1] ||  
OO=====+++++++=====+++++++=====+++++++=====OO

Description

=====

Use your Star Power to find the secret of the ruins.  
Map Difficulty: <>

Space Statistics

=====

Blue Spaces:	58	Bowser Spaces:	3	Chance Time Spaces:	0
Red Spaces:	7	Mushroom Spaces:	3		
? Spaces:	9	Mini-Game Spaces:	5		

Character Information

=====

**Bowser:** Bowser will sell you a golden bowser statue, for 20 Coins. It looks pretty cool, but it's useless, so stay away from him, if you can. Bowser is in a side path, behind a stone blockade, near the top of the screen.

**Koopa:** Koopa is at the starting location, as always. In this board that would be in the lower right hand corner of the map. Pass him, and he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.

**Boo:** There are two Boo's in this stage. One is in the lower left hand corner of the screen, the other is in the top of the screen, near the middle.

**Whomp:** They will block the path, in several locations on the board. You can pay them 10 Coins to move, or refuse, and take the other path. Paying them, causes them to block the path you just took, while doing nothing, will cause them to stay put.

**Stone Door:**When you pass one of these you'll have the option of passing by where they are, if you have more than 20 Coins. Note: You do not have to pay them, you simply must have more than 20 Coins in your inventory.

**Toad:** Toad will sell you stars for 20 Coins each, and has several possible locations that he can appear at, of which, he chooses randomly, whenever you buy a star.

? Space Information

=====

When a player lands on a ? space, if there are any players in the top row of the screen, from the most upper-right space, to the first Boo, or if there are any players in the alley with Bowser, a giant boulder will come along this path, causing all players to be brought back to the path leading to Koopa again, just right of the bridge.

## Map

=====  
Key: O = Blue Space    ? = ? Space    ! = Chance Time Space  
     X = Red Space    \* = Mini-Game Space    # = Possible Star Location  
     B = Bowser Space    @ = Mushroom Space

```

                                     [BOO]
O---@--O-----?--O--@--O--O---?--?--O---*
/          [ST.BLCK]          O          |
O#         *          O          #          O
|          |          B--O--O--O--X--O--O[WHOMP]
O          X          O          O
|          [BOWSER]          O          O
O          X          O[ST.BLCK]O--X--O---O[WHOMP]
O--O[WHOMP]          O          /          O          |
*          X          ?          O          |          |
O          |          ?          |          O          O
B          O          O          ?          |          |
O#         |          O#         |          O          O
O          O#         O          O          |          |
O          O          O          |          O#         X
?          *          |          *          |          |
?          ?          O          |          X          O
|          O          |          O          |          |
O--[BOO]--O--O--@--O-----O--B--O--O--O--O--O-- [KOOPA]
```

## Board Tips

- =====  
:Make full use of the map feature, when you are at a Whomp. You don't want to pay them, then have another player beat you to the star, or land on a ? Space and be sent back to start, do you? Actually that second example brings me to my next point.
- :If landing on a ? Space can help you out, go for it. For example, if the Star is behind that Stone Door near the start, and you need to get their fast, try landing on a ? Space for a quick run back. They can also send an opponent who's near a star on the run, if they're near Bowser, or the first Boo.
- :This should be obvious, but stay away from Bowser's space, unless the star is behind him. Why blow 20 Coins for no reason? This is also closely related to the first tip. Before going for the star here, make sure you have at least 40 Coins - Remember, after Bowser steals 20, you'll still need 20 for Toad.
- :Whenever you are going towards the first Boo, take the path to the left, instead of going upwards, if possible. It's generally "safer" as you can't be sent back to start if someone lands on a ? Space.
- :Similair to the previous tip, when going left, at the first junction, go past the Stone Block, whenever you can - That is, if you can't land on the Mini-game space on the path next to it. This is the faster path, and you'll be on your way much faster.
- :This level gives you lots of chances to rob people. There are two ghosts in it. You'll pass the first one every time you head around the board, but for the second one, you'll have to choose

the path that it's on. It's a good idea to do this, if it's not off the path of the star. This can be a great chance to steal some Stars, if you have enough Coins.

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 11B. Peach's Birthday Cake [BRD2] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

#### Description

Use your Star Power to finish making this delicious cake.

Map Difficulty: <><>

#### Space Statistics

```
Blue Spaces: 28      Bowser Spaces: 2      Chance Time Spaces: 2
Red Spaces:  4      Mushroom Spaces: 6
? Spaces:    14     Mini-Game Spaces: 2
```

#### Character Information

**Bowser:** Bowser will sell you a useless "cake" - Which is actually a Koopa shell with a melted candle on it - For 20 Coins. On this map, he's on the isolated corner, on the right.

**Koopa:** Koopa is at the starting location, as always. In this board that would be in the lower left hand corner of the map. Pass him, and he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.

**Toad:** Toad will sell you stars for 20 Coins each, but in this board, he has only one location, and that's in the center of the giant cake.

**Goomba:** Goomba will take 10 Coins from you, and let you choose a ticket. Three "losers" contain Toad's face. You want this, so you can go to Toad. The fourth, the "winner", has Bowser on it. If you get this, you have to head to Bowser. If you don't have 10 Coins, he'll take everything you have.

#### ? Space Information

When you land on a ? Space, and have over 30 Coins, Goomba will come, and offer to let you plant a Strawberry Seed decoration for 30 Coins. If you do, a Piranha Plant will grow, and steal a star from any other player that lands on that space, and give it to you! These can be very dangerous, or very rewarding, depending on how things turn out.

#### Map

```
Key: O = Blue Space      ? = ? Space      ! = Chance Time Space
     X = Red Space       * = Mini-Game Space  # = Star Location
     B = Bowser Space    @ = Mushroom Space
```

```

      ?--?--O--O--?--?--O--@      O      O
    /                               \      O      B
O          #          ?          |      |
|          O--@--O-O          |      B      O
X          O          \          ?      / O--X--!-O
|          O          O--[GOOMBA]      [BOWSER]
?          @
|          \          O----O
?          !          O      |
|          O--O-*--O-X          @
O
\
\          ?
@ [KOOPA] OO-??-X-O?-??

```

## Board Tips

=====  
 :There's no Boo on this board, however, you can still steal the other players' stars. Whenever you land on a ? Space, if you have the Coins to spare, buy a Piranha Plant. It'll be worth it in the long run, if another player lands on it, and you get their star.

:There's only one fork in the road, and your outcome is decided by a game of chance. So, don't worry to much about the strategy you play the game with this time. It's the mini-games that count, here - That, and good use of the Piranha Plants, as described in the above tip.

:Although I can't prove this, I think you have better odds of getting Toad in the lottery, if you choose the same seed that was previously a Bowser. For example, if Luigi picks the green seed, and goes to Bowser, the next time the seeds restock, it's less likely that green would be the Bowser. Again, this isn't a fact, although, I think the odds would be on your side.

```

OO=====+++++++=====+++++++=====+++++++=====OO
|| 11C. Yoshi's Tropical Island [BRD3] ||
OO=====+++++++=====+++++++=====+++++++=====OO

```

## Description

=====  
 Use your Star Power to reunite the two Yoshis.

Map Difficulty: <><>

## Space Statistics

```

=====
Blue Spaces:   34      Bowser Spaces:   2      Chance Time Spaces:  2
Red Spaces:    3      Mushroom Spaces:  3
? Spaces:      7      Mini-Game Spaces:  4

```

## Character Information

=====  
 Bowser: Bowser will sell you a "Bowser Tube". Of course, you can't do anything it, but he still takes 30 Coins.

Koopa: Koopa is at the starting location, as always. In this board that would be on the bottom of the left island. Pass him, and he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.



Toad: Toad will sell you stars for 20 Coins each. In this board, he has two locations. One will always be occupied by Bowser, and one will always be occupied by him. They will switch if a player lands on a ? Space.

Boo: There is one Boo on this board. He's on the top of the island on the right. He'll allow you to steal Coins or Stars, if you have enough Coins, from another player.

Thwomp: Thwomps block both bridges, and will, at the start, charge you 1 Coin to pass. However, you can choose to pay up to 50 Coins. The next person to come by, must pay one more Coin than you did to pass.

? Space Information

=====

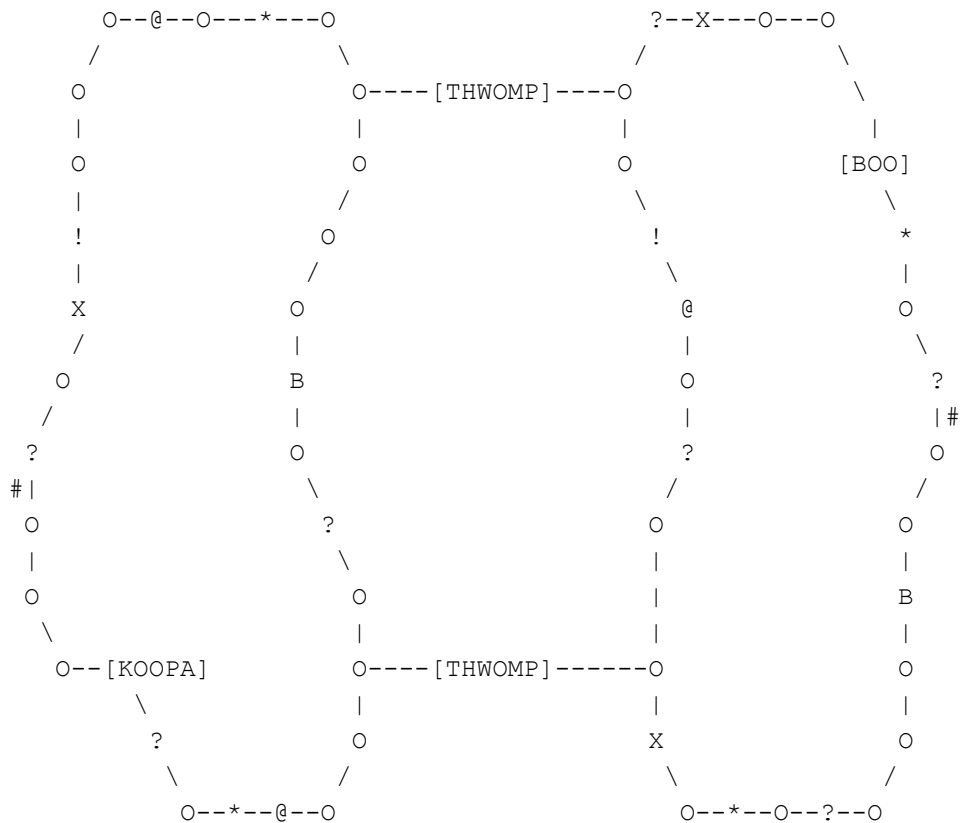
When you land on a ? Space, a large fish will grab toad, and carry him off. Then, Bowser will come surfing in on a shell, and take his spot. Toad will then be spat up where Bowser previously was. In other words: Toad and Bowser switch spaces.

Map

=====

Key: O = Blue Space      ? = ? Space      ! = Chance Time Space  
 X = Red Space      \* = Mini-Game Space      # = Possible Star Location\*  
 B = Bowser Space      @ = Mushroom Space

\*Note: In this map, this is also a possible Bowser Location.



Board Tips

=====

:It might seem pointless to pay more than you have to, to get by the Thwomps. And that's usually true. However, strategic use of them can be good. For example, if a player has 25 Coins and is about to go for the star, and the price is 4, you could pay 10 or so, so that the player wouldn't have enough Coins to pass, and get the star. This situation is a little messed up, but it does illustrate what I'm trying to say.

:Before you make any choices involving crossing the bridge, make sure to look at the map. It would be real annoying if you payed to cross, jsut to land on a ? Space, and ruin your plans! On the other hand, you can use this the other way around, as well. Cross to Bowser's side, and land on a ? Space to be on Toad's side again.

:This one also has to do with using ? Spaces. If you see an opponent of yours going for the star, try to land on a ? Space if you can. They'll be so happy that you sent Bowser to them! This works even better if you're on the opposite side, and you can reach Toad, obviously.

:Remember, both islands have their little quirks. Boo is on the right, while Koopa is on the left. Since you can get Coins from both of them, it doesn't really matetr which side Toad is on. However, if you have a whole lot of Coins, you just may want to get to Boo, to steal the star. If Bowser is on the left at this time, things will be much easier for you.

:Make sure to keep track of which bridge is which. The bottom one only goes right, while the top one only goes left. This will never change, so make sure not to make any foolish choices, thinking that you'll be able to cross one of the bridges that you actually can't. This will be no problem if you take a look at the wooden arrows on the side of them.

```
OO=====+++++++=====+++++++=====+++++++=====OO
|| 11D. Wario's Battle Canyon [BRD4] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

#### Description

=====

Use your Star Power to put an end to the Bob-omb Battle.

Map Difficulty: <><>

#### Space Statistics

=====

Blue Spaces:	40	Bowser Spaces:	2	Chance Time Spaces:	1
Red Spaces:	7	Mushroom Spaces:	5		
? Spaces:	2	Mini-Game Spaces:	10		

#### Character Information

=====

**Bowser:** Bowser will tell you he's going to put you on a cannon, for the price of 20 Coins. While in fact, he really just gives you a slash, and disregards the cannon, he does sort of keep his word, as you'll be sent flying to a random island.

**Koopa:** Koopa is at the starting location, as always. In this board that would be on the lower left hand island. Pass him, and

he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.

Toad: Toad will sell you stars for 20 Coins each, and has several possible locations that he can appear at, of which, he chooses randomly, whenever you buy a star.

Boo: As always, Boo will allow you to steal Coins from other players, and for 50 Coins, steal a star. This board has one Boo, and he's on the upperleft island, on the right.

Fly Guy: The Fly Guy has two services, both of which, cost 10 Coins. You can either have him take you to Bowser on the center island, or have him bring someone else to the same island that you're on. He resides in the island in the top-right corner of the board.

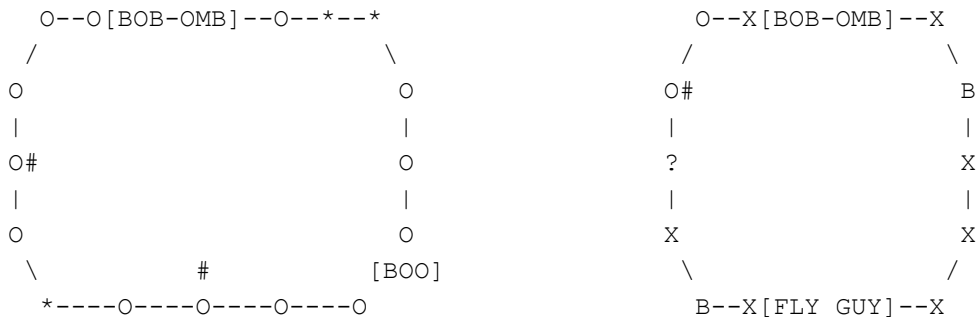
Bob-omb: You'll be talking to these guys a lot. They're on every island, and to change islands, you must reach them, and use their cannons. This is free.

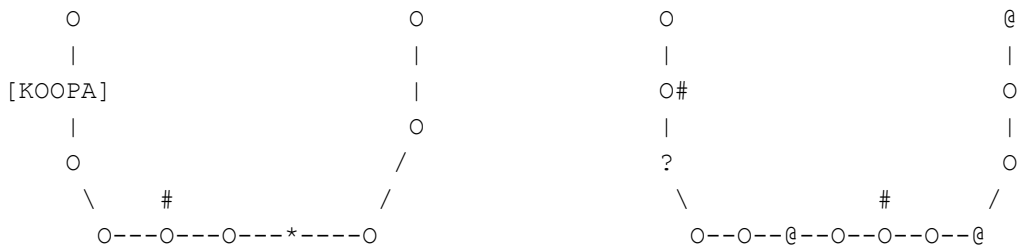
### ? Space Information

=====  
If you land on a ? Space in this board, the directions of all the canyons will be changed. This will make it so that they launch you to different islands, when you use them. This can be a good or a bad thing, depending on where you have to be.

### Map

=====  
Key: O = Blue Space    ? = ? Space    ! = Chance Time Space  
     X = Red Space    \* = Mini-Game Space    # = Possible Star Location  
     B = Bowser Space    @ = Mushroom Space





### Board Tips

=====

:Remember, that the locations you land on after being shot from a cannon are not fixed; Nor are they random. A target will appear, and quickly begin shifting positions around on the new island. When you press (A) you'll land on that spot, and continue with your move, with however many spaces you have left. Try to aim as best as you can.

:Whenever you are being shot to the upperleft island, try your best to land on the right of Boo, so that you'll be able to steal some Coins, or a star from another player. Similarly, when being shot to the lower-left island, try to get behind Koopa, so that you can get his 10 Coins.

:If the star appears on the island in the middle, you'll have to pay the Fly Guy to take you there. However, the Fly Guy has another use as well. If one of your opponents is closing in on a Star, and you have the money, you can pay the Fly Guy to bring them to you, and thus, away from the star.

:Unless the star is there, or you have no choice, try to stay away from the upper-right island. It has lots of red spaces, and it's very likely that you'll lose some of your Coins if you land on it. You'll also want to stay away from the center island as often as possible. Obviously, this is because of Bowser.

:There aren't any forks in the path, so this really isn't a strategy, but I'll list it, jsut as a tip. If an opponent is heading towards the cannon, to be blasted to the island with the star, remember, that landing on a ? Space will change the cannon's direction, and really sabotage their plan. If you are good at the aiming, after being shot out of a cannon, your odds of landing on the space you want increase.

```

OO=====+++++++=====+++++++=====+++++++=====OO
|| 11E. Luigi's Engine Room                               [BRD5] ||
OO=====+++++++=====+++++++=====+++++++=====OO

```

### Description

=====

Start up the mysterious engine room with your Star Power.

Map Difficulty: <><><>

### Space Statistics

=====

```

Blue Spaces:   57      Bowser Spaces:    3      Chance Time Spaces:  0
Red Spaces:    4       Mushroom Spaces:   3
? Spaces:      5       Mini-Game Spaces:  4

```

Character Information

- =====  
Bowser: Bowser will show you a machine he created, that can make Coins, and than let you keep one. However, he charges you 20 Coins for it, putting you 19 Coins down from where you were before you passed him.
- Koopa: Koopa is at the starting location, as always. In this board that would be on the lower-right hand corner. Pass him, and he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.
- Toad: Toad will sell you stars for 20 Coins each, and has several possible locations that he can appear at, of which, he chooses randomly, whenever you buy a star.
- Boo: As always, Boo will allow you to steal Coins from other players, and for 50 Coins, steal a star. This board has one Boo, and he's on the right-side of the board, just after a warp pipe.
- Switch: For 20 Coins, they will switch the position of the Red and Blue doors. So, if they were previously closed, they will open, and if they were previously open, they will close.
- Red Door: You can't go passed these doors, while they are up. You can make them go down by landing on a ? Space, paying one of the switches, or waiting until the turn is over.
- Blue Door: You can't go passed these doors, while they are up. You can make them go down by landing on a ? Space, paying one of the switches, or waiting until the turn is over.
- Warp Pipe: If you make it to one of these, you will be warped to the pipe on the far right hand side of the board, and will be on your way back to start. This is free, and you have no choice in the matter.

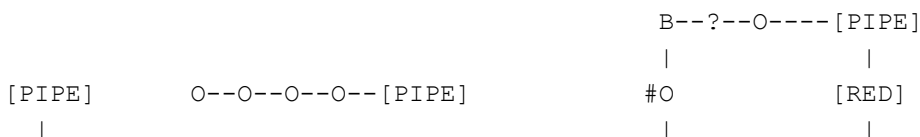
? Space Information

=====  
There are two seperate kinds of ? Spaces on this board. All of them, except the two on the upperleft part of the board cahnge the position of the doors. The two mentioned ones simply blow out steam, causing your player to be pushed onto another space, on the path above.

Map

=====

- Key: O = Blue Space      ? = ? Space                      # = Possible Star Location  
X = Red Space            \* = Mini-Game Space  
B = Bowser Space        @ = Mushroom Space



```

O-- [RED] --?--?--O---- [BLU] --@-- [RED] --B *--O-- [BLU] --O
      /      \      |      |      |      [PIPE]
O- [BLU] /      O      O      O      O      |
|      |      |      |      |      #      / |      O
O      B----O      O      B--O--O--O--O ?      |
|      |      |      |      |      |      X
O--O--O--O--*      O      [SWITCH] |
      #      [BLU]      #      |      [BOO]
O--O--O--O--O-- [RED] --|-- [RED] --O--O--X--O--O--O      |
|      O      |      |      |      @
O      |      |      |      |      |
[BOWSER]-X--?-- [BLU] --O O---O---O      O
      |      |      |      \      |
      [RED]      #O O      O---X--O--O--O [KOOPA] --O
      |      |      |      *
[PIPE] --O----O----* O [SWTCH] @-O--O

```

### Board Tips

=====

:The swithces will change at the end of every turn, so if you are going to pay a switch, remember, that you should make it the opposite of what you want, if you won't be passing the gate until the next turn. For example, say I wanted the door to be open so I could get through it, but I wouldn't reach it, until my next turn. If it was already open, on my next turn, it will close. So, I'd have to pay to close it, so that it would open on my next turn.

:At the first set of doors, don't go left unless there is a Star over there. That's where Bowser resides, and you don't want to give him a chance to steal any of your Coins. On a related note: If you do plan to go over there for the Star, remember that you will need at least 39 Coins. 20 for Toad, and 19 for Bowser.

:At first glance, there looks to be a whole lot of different paths in this level. And there is, but remember, they all lead to warp pipes, and the warp pipes all go to the same place; To a lone warp pipe all the way on the right. It's on a path that goes by Boo, and leads back to start, where Koopa is. Try to have some Coins when you pass here, so that you can steal a Star.

:The loop in the upperleft corner of the board, with the two ? spaces, can get you trapped for a while. You'll keep going around in a circdle, until a red door closes, and you enter the warp pipe, or until oyu land on one of the ? Spaces, and get psuهد to the path above it. This can give your opponents an advantage.

:Pay attention to the signs that are along the walls, over the board. You don't want to plan to go down a path that you can't actually go down; Especially if you're thinking about paying to use one of the switches! Using the map can be very helpful in deciding which paths you should be using.

```

OO=====+++++++=====+++++++=====+++++++=====OO
|| 11F. Mario's Rainbow Castle [BRD6] ||
OO=====+++++++=====+++++++=====+++++++=====OO

```

### Description

=====

Use your Star Power to create a beautiful rainbow.

Map Difficulty: <>

Space Statistics

```

=====
Blue Spaces:   33      Bowser Spaces:    2      Chance Time Spaces:  2
Red Spaces:    5      Mushroom Spaces:  2
? Spaces:      5      Mini-Game Spaces:  3

```

Character Information

```

=====
Koopa:      Koopa is at the starting location, as always. In this board
            that would be on the lower-right hand corner. Pass him, and
            he'll give you 10 Coins, or 20 if you're the 10th player to
            pass, 30 if you're the 20th, etc.

```

```

Toad:       Toad will sell you stars for 20 Coins each. On this board,
            he has only one position, but isn't always around. He
            shares a platform with Bowser, and landing on a ? Space
            causes them to switch around. They'll also switch around if
            you talk to either of them.

```

```

Bowser:     Bowser will force you force you to buy a fake star, for 40
            - Yeah, 40 - Coins! He's on the same platform as Toad. If
            you land on a ? Space they switch. They'll also switch, if
            you talk to either of them.

```

```

Boo:       As always, Boo will allow you to steal Coins from other
            players, and for 50 Coins, steal a star. This board has one
            Boo, and he's on the top path, of the 1st fork you reach.

```

? Space Information

```

=====
Landing on a ? Space in this board, causes the platform that holds Toad
and Bowser to spin. If Toad was there, Bowser will be there, and if
Bowser was there, Toad will be there. This can be used strategically,
or it can accidentally screw up your plan.

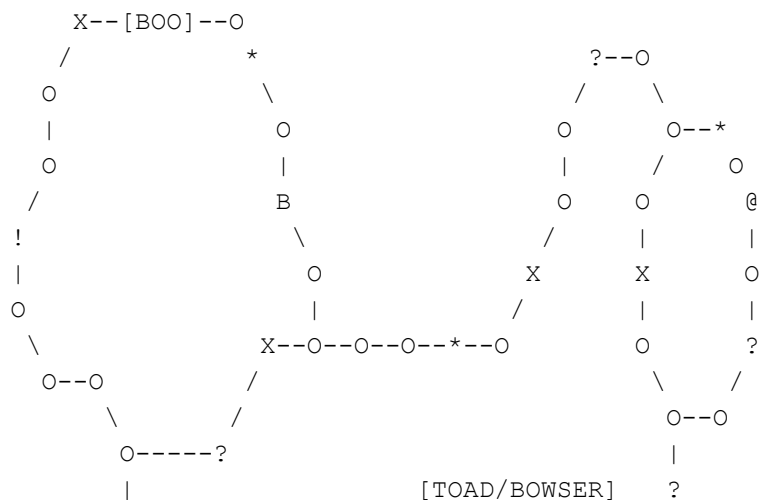
```

Map

```

=====
Key: O = Blue Space      ? = ? Space          ! = Chance Time Space
     X = Red Space       * = Mini-Game Space  # = Possible Star Location
     B = Bowser Space    @ = Mushroom Space

```



```

      O           \         /
      |           B--!--O
      O
      /
      O
      |
      @--O--X--O--?--*--O--O--O--O--O-- [KOOPA]

```

### Board Tips

=====

:Unless you are in a rush to get to the Star, or you can land on a mini-game space, it's almost always best to go left at the 1st fork in the path. This leads to Boo, and as you should know, it is always a good thing to steal Coins or Stars from one of the other players.

:Things get the msot critial, when you're in the final loop. If there's a Bowser, try to take the long way, and if there's a Toad, try to take the short way. However, if there's another player, you may want to rethink things. Think about things like this: Will they get their before me? Will they get there after me? Plan your move accordingly.

:If you can land on a ? Space, you have a lot of power in your hands. If you're close, you can switch Bowser to Toad, and if an opponent is close, you can switch Toad to Bowser. However, there's also the bad effects, which are the exact opposite, such as you giving an opponent Toad, or yourself Bowser. Look at the map before you choose to land on one. This is very helpful.

```

OO=====+++++++=====+++++++=====+++++++=====+++++++=====OO
|| 11G. Bowser's Magma Mountain [BRD7] ||
OO=====+++++++=====+++++++=====+++++++=====+++++++=====OO

```

### Description

=====

Use your Star Power to teach that pesky Bowser a lesson.

Map Difficulty: <><><>

### Space Statistics

=====

Blue Spaces:	46	Bowser Spaces:	2	Chance Time Spaces:	1
Red Spaces:	4	Mushroom Spaces:	3		
? Spaces:	5	Mini-Game Spaces:	3		

### Character Information

=====

**Koopa:** Koopa is at the starting location, as always. In this board that would be in the lower right hand corner of the map. Pass him, and he'll give you 10 Coins, or 20 if you're the 10th player to pass, 30 if you're the 20th, etc.

**Bowser:** Bowser is at the top of the board, sitting in his Volcano. When you reach him, if you have no Stars, he'll takes 20 of your Coins. If you have no Coins, but have Stars, he'll take one of those. If you have both, he'll do a roulette game to choose which one to take.



Rock: I'm not really sure what these are, but they seem to be rocks with faces carved in. They all block a shortcut. You can take the long way for free, but you can also choose to play roulette, for 10 Coins. If you win, you get to take the short way, if not you must take the long way. You don't get your Coins back.

Red Rock: There's one of these on the board. It's on the fork that goes between Boo and Bowser. Like a Rock, you hit a block to decide which direction you'll be taking, however, since you have no choice in using this, it's free. A star brings you to Boo, and a Bowser Face brings you to Bowser.

Toad: Toad will sell you stars for 20 Coins each, and has several possible locations that he can appear at, of which, he chooses randomly, whenever you buy a star.

Boo: As always, Boo will allow you to steal Coins from other players, and for 50 Coins, steal a star. This board has one Boo, and he's on the path below where Bowser is.

? Space Information

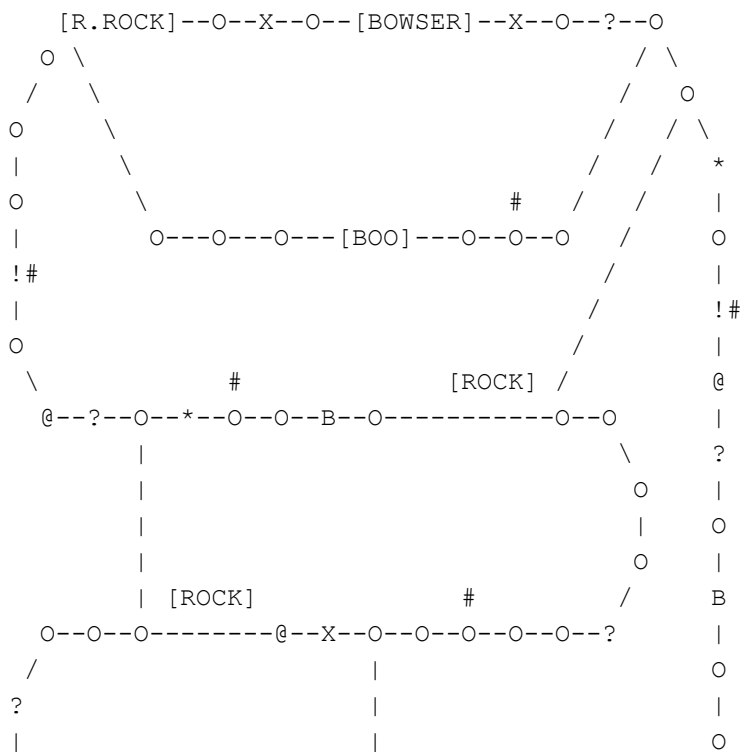
=====

When a player steps on a ? Space, the volcano will erupt. This causes all the blue spaces on the board, to become red ones for 2 turns! Needless to say, this is bad, and will probably cost everyone a some of their Coins.

Map

=====

Key: O = Blue Space      ? = ? Space      ! = Chance Time Space  
 X = Red Space      \* = Mini-Game Space      # = Possible Star Location  
 B = Bowser Space      @ = Mushroom Space





**Bowser:** When you reach Bowser, all players will be brought back to the start, and the destinations of all the warp pads will be scrambled. On this board, he's on a chunk of the star with a warp pad, seperated from the rest of the board.

**Boo:** Boo will allow you to steal Coins, or for 50 Coins, a star from an opponent of your choice. On this board, he's on a smalll chunk of the star, with 2 warp pads, seperated from the rest of the board.

### ? Space Information

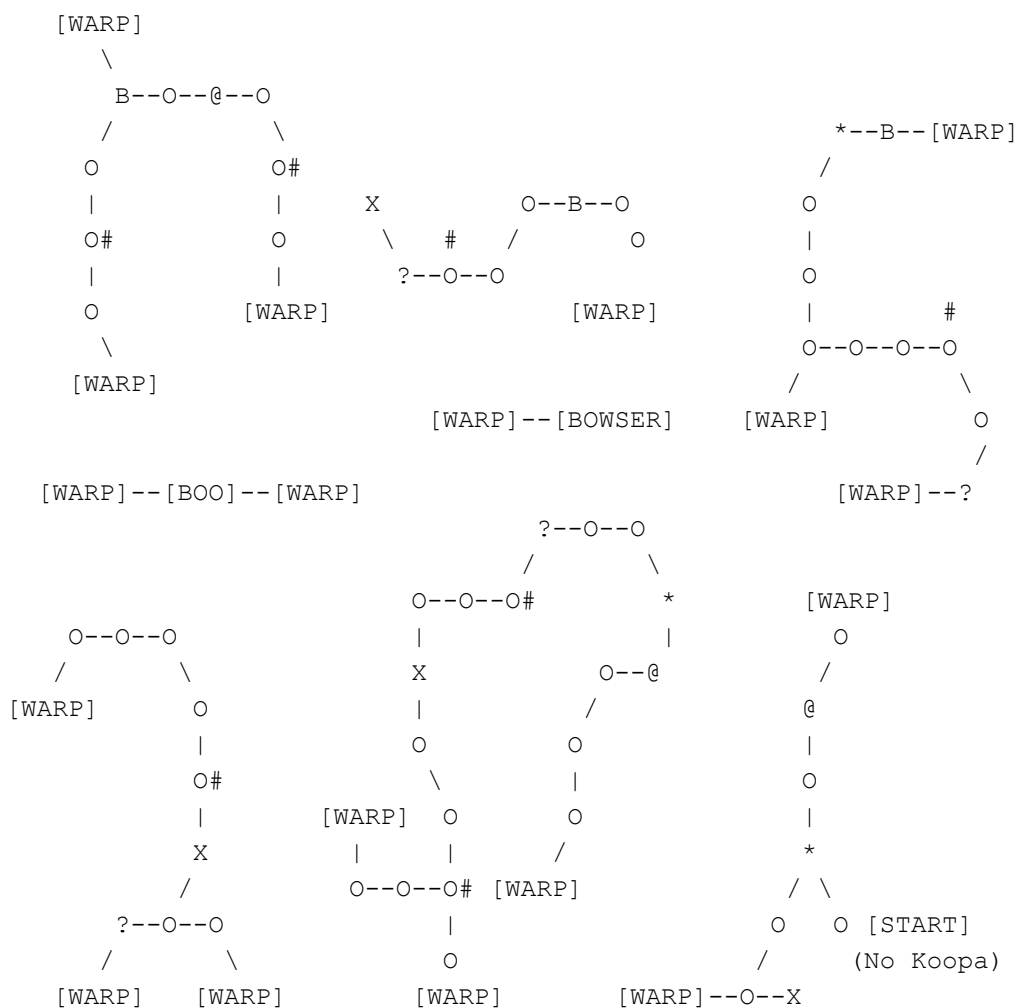
=====

If you land on a ? Space, all of the players will be sent back to the starting spot, in the lower right hand corner of the board.

### Map

=====

**Key:** O = Blue Space      ? = ? Space      ! = Chance Time Space  
 X = Red Space      \* = Mini-Game Space      # = Baby Bowser Location  
 B = Bowser Space      @ = Mushroom Space



### Board Tips

=====

:Since so much of this board depends on luck and randomness, you have little that you can really do to protect yourself. Just try to learn, and memorize where each of the warps will bring you,

and use that information to your advantage, to reach Boo, and the Baby Bowsers.

:Remember that there are many "end warps". Landing on these will bring you back to the start. If you, or the other players, have cleared out the previous path that you took, now is your chance to go in a completely new direction, to get the rest of the Baby Bowsers' Stars!



```
O=====| ' '=====O
| 12. Mini-Game Strategies [MINI] |
O=====O
```

```
OO=====+++++=====+++++=====+++++=====OO
|| 12A. 4-Player [MINI] ||
OO=====+++++=====+++++=====+++++=====OO
```

```
//=====\\
\\===== Balloon Burst =====//
|           \_____/           |
| Game Rules: Alternate between pressing (A) and [Z] to blow up the |
| Bowser Balloon. (B) can be used instead of [Z]. |
| |
| Controls: (A) Push Down Pump |
|           (B)/[Z] Pull Up Pump |
| |
| Toad's Advice: When the pump flashes, it is full of air. When it's |
| full, you can pump lots of air into the balloon. |
| |
| My Advice: A mistake many people make in this mini-game, is to push |
| the buttons as fast as they can. What you actually should be doing, |
| is pushing them at a steady, medium-to-fast pace, making sure to |
| push both buttons down fully, so that the pump flashes each time, |
| and all of the air goes into the balloon. By the way, the (A)+[Z] |
| combo works best for me, but (A)+(B) works just as well if you are |
| more comfortable with it. |
| |
| Prize: The first person to blow up their balloon wins 10 Coins. |
O=====O=====O=====O=====O=====O
| Difficulty: <>< | Payoff: Average | Price: 400 |
O=====O=====O=====O=====O=====O
```

```
//=====\\
\\===== Bombs Away =====//
|           \_____/           |
| Game Rules: Cannons are aimed at the floating island. The island |
| bobs and tilts in the waves, so don't fall in! |
| |
| Controls: ~|~ Move |
|           (A) Jump |
| |
| Toad's Advice: If a cannon ball hits the island, your head spins, |
| and you can't move. So jump the moment it hits to dodge it. |
| |
| My Advice: Firstly, don't listen to Toad. Jump BEFORE it hits, if |
```







| especially to the pupils in Bowser's eyes. Moving almost any part  
| of the face affects them, so try to get them in the same part as in  
| the example. Also pay careful attention to the eyebrow thickness,  
| and the position of the teeth. With some practice, this one becomes  
| much easier.

| Prize: The winner gets 10 Coins.

O=====O=====O=====O=====O  
| Difficulty: <> | Payoff: Average | Price: 400 |  
O=====O=====O=====O=====O

//=====\\  
\\===== Grab Bag =====//

| \\_\_\_\_\_/ |  
| Game Rules: It's a Coin-stealing free-for-all! Grab player's bags  
| by pressing (B) repeatedly. When grabbed, press B to escape.

| - |  
| Controls: 7|7 Move |  
| (A) Jump |  
| (B) Grab Bag |  
| When Grabbing: Steal |  
| When Grabbed: Shake Free |

| Toad's Advice: If you get grabbed, you can escape without losing  
| any Coins, by repeatedly pressing (B).

| My Advice: This is a great game to get, if you need a way to get  
| back in the game, after falling behind - Or, if you just want to  
| get farther ahead. I think the best strategy for getting coins, is  
| to just go for anyone you can get - Even better if they have more  
| than 5 coins, so that you can get Money Bags. And since you can't  
| be robbed, while shaking someone, grab them as fast as you can, and  
| as soon as they shake loose, grab them again, before they get a  
| chance to move. If they try this on you, you can usually escape, by  
| jumping - Which is why this strategy works best on the Computer  
| Players. So, with some practice, this event will really help you.  
| As a side note, there are several money bags in some boxes. If you  
| see one run for it - And remember, if you have the hammer, using  
| a swing on it, will allow you to pick it up. This allows you to get  
| it from farther away, before someone else does.

| Prize: All players get what they steal (after subtracting the  
| amount that was stolen from them.)

O=====O=====O=====O=====O  
| Difficulty: <> | Payoff: None-Great | Price: 250 |  
O=====O=====O=====O=====O

//=====\\  
\\===== Hammer Drop =====//

| \\_\_\_\_\_/ |  
| Game Rules: Try to get the Coins that the Hammer Bro throws down.  
| But watch out, because he throws hammers too.

| - |  
| Controls: 7|7 Move |  
| (A) Jump |  
| (A)+[Z] Hip Drop |

| Toad's Advice: If you are hit by a hammer at the edge of a tower,



























| should be all set for you. Move around, to people hitting blocks, |  
| and hit them with a sideways swing, to send them flying. Then take |  
| the coins from their block. Doing this instead of random blocks, |  
| usually gaurantees you more coins. If you don't start with the |  
| hammer, you'll need a differnt approach. It's pretty useless to try |  
| to break blocks without one - It takes too long. So, you can either |  
| jmpup on the person with the hamemr, and take it, or follow them |  
| around, grabbing coins they drop, before they get them. Computer |  
| players usually let you do this easily. Watch out for humans though |  
| they are usually much more agresive, and will try to hit you. |

| Prize: The players keep what they pick up in the game. |

O=====O=====O=====O=====O  
| Difficulty: < | Payoff: None-Good | Price: 50 |  
| Difficulty: <> | Payoff: None-Good | Price: 50 |  
O=====O=====O=====O=====O

//=====\\  
\\===== Coin Shower Flower =====//

| \\_\_\_\_\_/ |  
| Game Rules: Coins fall down in a shower on the flower. Everybody, |  
| collect as many coins as you can get. |

| Controls: \_ Single Player \_ Three Players |  
| %|% Move %|% Move Boat |  
| (A) Jump |

| Toad's Advice: The closer to the edge of the flower you get, the |  
| more it tilts. Don't get too greedy and fall in. |

| My Advice: Let me say, if you get this game, and you're the single |  
| player, you're lucky - You can easily get 40 or more coins in this |  
| game! If you're on the flower, just stand in the middle, and wait |  
| for them to fall. Jump up and grab them, before they land, if you |  
| can, since more come when the others are gone - This allows you to |  
| get more coins, before time runs out. Just don't get close to the |  
| edge, and you'll be fine. The whole thing is the opposite, if you |  
| are in a boat. You'll be lucky to get 5 Coins. Just try tro steer |  
| the boat towards the "tilted" side of the flower, and hope that |  
| some of the Coins actually fall, so you can get them. |

| Prize: Players get whatever Coins they collect in the game. |

O=====O=====O=====O=====O  
| Difficulty: < | Payoff: None-Great | Price: 50 |  
| Difficulty: <><><> | Payoff: None-Poor | Price: 50 |  
O=====O=====O=====O=====O

//=====\\  
\\===== Crane Game =====//

| \\_\_\_\_\_/ |  
| Game Rules: You are the Crane Game crane. Try to grab the prizes by |  
| Pressing (A) repeatedly. If caught, wiggle free with (A). |

| Controls: \_ Single Player \_ Three Players |  
| %|% Move %|% Move |  
| (A) Lower Crane (A) Wiggle |  
| Repeatedly: Grab |



(A) Drop Chest

Toad's Advice: As the maze scrolls by, watch closely, and wind your way to the top.

My Advice: If you're not the odd-man-out, you'll just have to wait, and hope you get lucky. If you are, do as Toad says, and watch closely, as the maze scrolls, and try to pick the right pipe. I usually screw up on this one, but hey, you may have better vision.

Prize: The player that gets the chest wins 10 coins.

Difficulty: <>	Payoff: None-Good	Price: 350
Difficulty:	Payoff: None-Good	Price: 350

//=====\\  
\\===== Piranha's Pursuit =====//

Game Rules: Press (B) repeatedly to escape the Piranha Plant. Players on the cloud Hip Drop to feed the Piranha Plant with rain.

Controls: Single Player	Three Players
(A) Jump	ツ ツ Move
(B) Run	(A) Jump
	(A)+[Z] Hip Drop

Toad's Advice: As it rained on the Piranha Plant, it gets bigger and can jump farther.

My Advice: If you're the Skateboarder, press (B) as fast as you can until you see a rock, log, or rope. If it's a rock, wait until you get close, then jump it, with (A). If it's a log, and there's no rope above it, jump that too. If there's a rope, jump into it. You will automatically grab onto it, and swing forward, giving you a boost forward! If you hit an obstacle, you better hit that button fast, if you don't wanna get caught. If you're in the cloud, your strategy should change, depending on one thing: Are you playing with Humans, or Computers. If it's humans, try to cooperate, and count down from 3 to 0, and try to Hip Drop at the same time. I think this method works best. If you're with Computers, though, you obviously can't do this. If that happens, just keep jumping and Hip Dropping, as often as you can - That is, as long as the Cloud is over the Piranha Plant. It won't grow if it doesn't touch the water at all!

Prize: If the Skateboarder makes it, he gets 15 Coins, and the other players lose 5 each. If he doesn't, he loses 15 Coins, and the other players gain 5 each.

Difficulty: <>	Payoff: None-Good	Price: 100
Difficulty: <><>	Payoff: None-Poor	Price: 100

//=====\\  
\\===== Tightrope Treachery =====//

| Game Rules: The person on the tightrope must walk to the goal line. |  
| Players in the boats can shoot their cannons with (A). |

| Controls: \_ Single Player \_ Three Players |  
| ʘ|ʘ Move ʘ|ʘ Move Boat |  
| (A) Shoot Cannon |

| Toad's Advice: Rotate your ʘ|ʘ quickly and completely! If the Shy |  
| Guy's spear pokes you, you lose coins. |

| My Advice: When you begin, try to hold the control stick forward, |  
| and as straight as possible. If you get hit by a cannonball, but |  
| don't fall, hold it at an angle, so that you recenter yourself, but |  
| don't stop moving. If you're in a boat, just try to get at an angle |  
| so that you hit the player from the side. A good way to go about |  
| this, is to get just left, or just right of the line, and fire at |  
| a small angle. ry to work with the other players, to hit the one |  
| on the tightrope at the same time. This raises the odds of him |  
| being knocked off the rope. |

| Prize: If the Tightrope Walker makes it, he gets 15 Coins, and the |  
| other players lose 5 each. If he doesn't, he loses 15 Coins, and |  
| the other players gain 5 each. |

○=====○=====○=====○=====○=====○=====○=====○=====○  
| Difficulty: <><>< | Payoff: None-Good | Price: 250 |  
| Difficulty: <>< | Payoff: None-Poor | Price: 250 |  
○=====○=====○=====○=====○=====○=====○=====○=====○

//=====\\  
\\===== Tug o' War =====//

| \\_\_\_\_\_/ |  
| Game Rules: It's a 3-vs-1 Tug o' War against the player in the |  
| Bowser Suite. Rotate ʘ|ʘ to pull the rope. |

| Controls: \_ ʘ|ʘ Rotate to Pull Rope |

| Toad's Advice: Just rotate your ʘ|ʘ! When you fall from the cliff, |  
| you get eaten by a giant Piranha Plant. |

| My Advice: This is juut a rotation mini-game. Check section 13A for |  
| strategies and tips on rotating the control stick efficiently. This |  
| mini-game has absolutely nothing else to it, so if you're good at |  
| rotation, it's easy Coins. Many people seem to hate it though... |

| Prize: If the single player makes it, he gains 15 Coins and the |  
| others lose 5 each. If the team wins, the single player loses 15, |  
| and the others gain 5 each. |

○=====○=====○=====○=====○=====○=====○=====○=====○  
| Difficulty: <><>< | Payoff: None-Good | Price: 150 |  
| Difficulty: <><> | Payoff: None-Poor | Price: 150 |  
○=====○=====○=====○=====○=====○=====○=====○=====○

OO=====+++++++=====+++++++=====+++++++=====+++++++=====OO  
|| 12D. 1-Player [MIN4] ||  
OO=====+++++++=====+++++++=====+++++++=====+++++++=====OO

//=====\\

```

\\===== Bumper Ball Maze 1 =====//
|           \_____/ |
| Game Rules: Ride the ball all the way to the goal line. Push 7|7 |
| slowly to move carefully along the path. |
| | |
| Controls: 7|7 Move |
| | |
| Toad's Advice: Be careful of the timer! If you go too slow, time |
| will run out. |
| | |
| My Advice: The beginning is the easiest. You should be able to roll |
| down the slightly slanted path without much trouble. When you reach |
| the first log, which is a shortcut, you can choose to take it or |
| not. I say, go for it. You don't have to though. Then, you have to |
| go left, navigating around some more curves. Around here, you'll |
| notice that your character is going into the background, making it |
| harder to steer. Just try your best to stay on the path, especially |
| near that last curve, which is really narrow. |
| | |
| Prize: The faster you finish, the more Coins you recieve. |
O=====O=====O=====O=====O
| Difficulty: <><>< | Payoff: Poor-Great | Price: --- |
O=====O=====O=====O=====O

```

```

//=====\\
\\===== Bumper Ball Maze 2 =====//
|           \_____/ |
| Game Rules: Ride the ball all the way to the goal line. Push 7|7 |
| slowly to move carefully along the path. |
| | |
| Controls: 7|7 Move |
| | |
| Toad's Advice: Be careful of the timer! If you go too slow, time |
| will run out. |
| | |
| My Advice: This is very similair to the first Bumper Ball Maze - |
| they even have the same rules and advice! The difference, lies in |
| the course's path. This one is much more jagged, and it has 3 |
| shortcuts in it. This is probably the easiest Bumper Ball Maze - |
| to finish that is, not to set records in. If you aren't worried |
| about setting a new record, follow the normal path, which is thin, |
| compared to the three shortcuts, until you reach the end. If you |
| need the Coins, however, go for the shortcuts. The first one and |
| the third one - despite how it looks - are pretty easy, be very |
| careful on the second one, though. |
| | |
| Prize: The faster you finish, the more Coins you recieve. |
O=====O=====O=====O=====O
| Difficulty: <><>< | Payoff: Poor-Great | Price: --- |
O=====O=====O=====O=====O

```

```

//=====\\
\\===== Bumper Ball Maze 3 =====//
|           \_____/ |
| Game Rules: Ride the ball all the way to the goal line. Push 7|7 |
| slowly to move carefully along the path. |
| | |
| Controls: 7|7 Move |
| | |

```



| Toad's Advice: Be careful of the timer! If you go too slow, time |  
| will run out. |

| My Advice: Another Bumper Ball Maze! You probably know how these |  
| work by now... The thing is, this one doesn't have any shortcuts, |  
| and on top of that, the path is pretty curved, and narrow. Since |  
| there's only one path, it's easy to explain - That doesn't mean it |  
| is easy to do, though! Hold the control stick very slightly, so you |  
| don't fall - Especially when you're turning those corners. |

| Prize: The faster you finish, the more Coins you recieve. |

O=====O=====O=====O=====O  
| Difficulty: <><><> | Payoff: Poor-Great | Price: --- |  
O=====O=====O=====O=====O

//=====\\  
\\===== Ghost Guess =====//

| \\_\_\_\_\_/ |  
| Game Rules: Find the leader of the Boos! The leader is the first of |  
| all the Boos to move. |

| Controls: 7|7 Move |  
| (A) Jump |  
| (B) Attack |  
| (A)+[Z] Hip Drop |

| Toad's Advice: You can tell which Boo moves first by watching their |  
| shadows. |

| My Advice: As Toad says, watch the shadows. One of them dips before |  
| the other ones do. Wait for 2 or 3 dips to make sure that you don't |  
| make any false judgements, then jump on the one you think is the |  
| correct one. Don't take too long to choose though - The circle is |  
| getting smaller and smaller, and you don't wanna get caught! And, |  
| even a complete out-of-the-blue guess, is better than nothing. |

| Prize: You get 10 Coins if you choose the right Boo. |

O=====O=====O=====O=====O  
| Difficulty: <><> | Payoff: Average | Price: 100 |  
O=====O=====O=====O=====O

//=====\\  
\\===== Ground Pound =====//

| \\_\_\_\_\_/ |  
| Game Rules: Hip Drop onto the flat-topped posts. Try to remember |  
| which are flat and which are pointy, before the butterflies land. |

| Controls: 7|7 Move |  
| (A) Jump |  
| (A)+[Z] Hip Drop |

| Toad's Advice: Watch carefully. Look beneath the butterflies, and |  
| you'll see parts of the posts. |

| My Advice: This game is just beyond easy. You don't even have to |  
| remember which are flat, and which aren't. Even with the |  
| butterflies "hiding" the tops, you can see them. If the butterfly |  
| is stick up, higher than usual, with a light color under it, it's |



```

| have time to bend again, and since you can't backtrack, you'd hit |
| your head on the stick, causing you to lose the game. |
| |
| Prize: If you make it to the finish, you win 10 Coins. You lose 5 |
| if you fall, though. |
O=====O=====O=====O=====O=====O=====O=====O=====O
| Difficulty: <><>< | Payoff: Average | Price: 50 |
O=====O=====O=====O=====O=====O=====O=====O=====O

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//=====\\
\\=====\\
|                                     \_____/_ |
| Game Rules: When you Hip Drop on the panels, a picture will appear. |
| Remember where the pictures appear and try to match them up. |
| |
| Controls: ҉|҉ Move |
|           (A) Jump |
|           (A)+[Z] Hip Drop |
| |
| Toad's Advice: If you land on the Bowser Panel, your head spins and |
| you can't move for a few seconds. |
| |
| My Advice: This one is easy Coinage! Even if you do get the Bowser |
| Panel, you should be able to finish with time to spare. Just go in |
| a pattern. Upperleft, Upper-Middle, Upper Right, etc. And when you |
| see a match, go for it. This is very simple. |
| |
| Prize: For every match you make, you win 2 Coins. You get 10 if you |
| clear the game. |
O=====O=====O=====O=====O=====O=====O=====O=====O
| Difficulty: < | Payoff: Poor-Average | Price: 50 |
O=====O=====O=====O=====O=====O=====O=====O=====O

```

```

//=====\\
\\=====\\
|                                     \_____/_ |
| Game Rules: Light up the room before you get caught by the Boo! |
| Rotate ҉|҉ to light up the light bulb. |
| |
| Controls: ҉|҉ Rotate to Pedal |
| |
| Toad's Advice: You can't defeat Boo with a weak light. Rotate ҉|҉ |
| as much as you can. |
| |
| My Advice: This is another Rotation mini-game. Despite the fact |
| that Toad says rotate it as much as you can, we (should) know |
| better than that. Check section 13A for tips and strategies on how |
| to rotate the control stick efficiently. |
| |
| Prize: If you defeat Boo, you get 10 Coins. |
O=====O=====O=====O=====O=====O=====O=====O=====O
| Difficulty: <>< | Payoff: Average | Price: 150 |
O=====O=====O=====O=====O=====O=====O=====O=====O

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|                                     \_____/_ |

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| Game Rules: The Koopa Troopas hide their chests. Find the Koopa  
| Troopa that has the treasure.

|  
| Controls:  $\uparrow$ | $\downarrow$  Move  
| (A) Jump  
| (B) Attack  
| (A)+[Z] Hip Drop

| Toad's Advice: Watch carefully to see which Koopa Troopa has the  
| Treasure Chest filled with Coins.

| My Advice: First of all, I have no clue why the Attack or Hip Drop  
| commands were added to this game... Anyway, watch to see which  
| Koopa starts with the Coins, then watch as they spin around. They  
| will seem fast, but if you watch closely, you'll notice that they  
| are moving slowly, while flashing - Or at least, that's how it  
| looks to me. After they spin, they'll flip positions a few times.  
| They are going relatively slow, here, but it's still the tricky  
| part. Keep your eyes on them though, and at the end, you should be  
| able to jump on the correct Koopa, and pick up easy Coins.

| Prize: You get 10 Coins if you choose the right chest.

○=====○=====○=====○=====○  
| Difficulty: <> | Payoff: Average | Price: 200 |  
○=====○=====○=====○=====○

//=====\\  
\\===== Slot Machine =====//

| \\_\_\_\_\_/ |  
| Game Rules: Jump to hit the block, and try to match the pictures  
| shown. If you get three of the same picture, you'll win Coins.

|  
| Controls:  $\uparrow$ | $\downarrow$  Move  
| (A) Jump

| Toad's Advice: If you match up the Hat Mark or the Treasure Chest  
| Mark, you win lots of Coins.

| My Advice: Watch the reels roll by a few times, as you pick which  
| mark to go for - I actually just hit the first one, and go for the  
| prize I get. Then, remember the picture that comes before it, and  
| when you see that picture, jump! With some practice, you should be  
| able to make the reel stop on the picture you're aiming for. And,  
| as Toad says, Treasure Chests and Hats are worth the most.

| Prize: This information was obtained from Ryouga's Mario Party FAQ

| 3 Coins: 1 Coin  
| 3 Koopa Shells: 3 Coins  
| 3 Mushrooms: 5 Coins  
| 3 Flowers: 7 Coins  
| 3 Chests: 10 Coins  
| 3 Hats: 20 Coins

○=====○=====○=====○=====○  
| Difficulty: <><><> | Payoff: Poor-Good | Price: 200 |  
○=====○=====○=====○=====○

//=====\\  
\\===== Teetering Towers =====//



| \_\_\_\_\_/ |  
| Game Rules: The player in the Bowser suit must run, run away! You |  
| don't even wanna hear the words Bash 'n' Cash! |

| Controls: \_ Single Player \_ Three Players |  
| %|% Move %|% Move |  
| (A) Jump (A) Attack |

| Toad's Advice: Hit the player in the Bowser Suit with your hammer. |  
| The person in the Bowser Suit must run away until time is up. |

| My Advice: Just like normal Bash 'n' Cash, you should try to make |  
| large circles so that they can't hit you. And remember to only use |  
| your jump after 2 of them have swung already, as it will take you a |  
| few seconds to "recover" from the jump. There's one big difference |  
| about the Bowser version tohugh. You want to get hit at least once! |  
| Bowser will congratulate you if you lose 0, but then he'll take 15 |  
| just for the hell of it! |

| Prize: The single player loses 5 Coins each time they are hit, and |  
| all of them go to Bowser. |

○=====○=====○=====○=====○  
| Difficulty: <><><> | Payoff: None | Price: 400 |  
| Difficulty: < | Payoff: None-Good | Price: 400 |  
○=====○=====○=====○=====○

//=====\\  
\\=====Bowser's Balloon Burst=====//

| \_\_\_\_\_/ |  
| Game Rules: Everybody wants to be Number One! If you're not number |  
| one your Coins will be taken! |

| Controls: (A) Push Down Pump |  
| (B)/[Z] Pull Up Pump |

| Toad's Advice: Alternate between pressing (A) and [Z] to blow up |  
| the Bowser Balloon. (B) can be used instead of [Z]. |

| My Advice: A mistake many people make in this mini-game, is to push |  
| the buttons as fast as they can. What you actually should be doing, |  
| is pushing them at a steady, medium-to-fast pace, making sure to |  
| push both buttons down fully, so that the pump flashes each time, |  
| and all of the air goes into the balloon. By the way, the (A)+[Z] |  
| combo works best for me, but (A)+(B) works just as well if you are |

| Prize: All losers must give Coins to Bowser. |

○=====○=====○=====○=====○  
| Difficulty: <>< | Payoff: None | Price: --- |  
○=====○=====○=====○=====○

//=====\\  
\\===== Bowser's Face Lift =====//

| \_\_\_\_\_/ |  
| Game Rules: If you don't get more than 90 points, Bowser will |  
| steal your Coins! Careful, careful! |



fast, that the rotation doesn't have time to register!

How do we rotate it the right way? Well, there are several strategies that other people, as well as me, use. Here are a few that I know of. By the way, all the names are just ones that I'm making up off the top of my head, as I write this.

Thumb's Bottom: This is my personal favorite. What you do, is hold the controller's left side, with your left hand, and hold it about a foot from your body. Then, put your right hand on the Control Stick, so that the thickest part of the skin below your thumb - Excuse my ignorance on the anatomical terms - is resting on it. Now, the idea is to make small circles, so that the Control Stick just registers a turn - no more no less. After you get the hang of it, you'll feel as though your hand is just shaking, but in fact, you will be rotating it.

Center of Palm: This is the way I used to do it. Until I realized that it gave blisters after a while, and that I was better with the Thumb's Bottom method. Who knows, though, maybe it will work out better for you. What you do, is hold the left side of the control stick with your left hand, then place the palm of your right hand on the control stick. Try to make full, fast, rotations, while pushing down on the stick a little, so that your hand doesn't uncenter.

One Finger: Now this one, I can't, and could never do correctly, although, my friend thinks it's the way to go. From watching him play, I think I can give you a decent description of it. What you do, is hold the controller in the center grip, near the Control Stick, with whatever hand you feel more comfortable with. Then, with the thumb of that hand, make quick, full turns on the Control Stick. This sounds strange to me, but it works for him, so it might work for you, and thus, it's worth describing.

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OO=====+++++++=====+++++++=====+++++++=====OO
|| 13B. Button Pressing [PRES] ||
OO=====+++++++=====+++++++=====+++++++=====OO
```

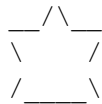
Another common, though admittedly less common than Rotating, problem, is how to press the buttons fast enough, to win games such as Skateboard Scamper, or Piranha's Pursuit. I have a few strategies for these as well, although, this pretty much depends on how fast you are, and possibly how much practice you have. Regaurdless, here are two methods that you may or may not want to use:

Near the gut: For button mashing, I usually use this method. What you do, is, with your left hand, hold the controller by the middle, and have it about level with your stomache. Hold your arms close to your side, and don't have them bent at the elbows. With your right hand, begin mashing the button with your thumb, only just taking it off the button, before you hit it again. Note: This works just as well, if not better, if you hold the controlelr a little to the



left of your stomache.

The Floor: I usually don't have to resort to this one, but I use it in the other Mario Party games, where some of the games are more demanding. What you do, is put the controller on the ground - Or a sturdy table - and hold it in the center, with your left hand, on the top and bottom of it, so that it doesn't shake. Then, kneel down next to it, and put your middle finger, and pointer finger together, and rapidly pressing the button, lifinting it just a little, before you press it again, just like in the Near The Gut method.



=====O  
| 14. Frequently Asked Questions [FAQS] |  
=====O

Question: Are there any secret boards in this game?  
Answer: Of course. There are two hidden boards, "Bowser's Magma Mountain" and "Eternal Star." You can unlock the former by playing a full game on each stage at least once, and then buy it from the Mushroom Shop for 980 Coins. You can unlock Eternal Star by getting 100 Coins, and going to the bank. You have to have beaten Magma Mountain first though, or he'll just tell you to "visit the boards you haven't seen."

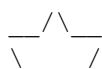
Question: What about hidden characters?  
Answer: Yes, and no. You can't play as any character besides the six original ones, however, at the Goal space of mini-game island, you get to race Toad in Slot Car Derby 2.

Question: How many mini-games are there?  
Answer: Well, there is advertised to be 50, however, there are also the three hidden mini-games - The bumperball mazes - and the four Bowser mini-games, that weren't included in the count. So, 57 in all.

Question: How do I use the items that I bought from the shop?  
Answer: Some items, like the Talking Parrot or the Mecha Shy Guy automatically go to their respective locations, however to activate special blocks, or coin boxes, you must go to the bank, and talk to the man on the left.

Question: Does this rank up to the other Mario Party games?  
Answer: This isn't supposed to be a review, but yes, I think it does. In fact, it's my personal favorite.

Question: Holy Crap! How do you rotate the Mecha Shy Guy 100 times?  
Answer: I'm not gonna lie to you. I still haven't been able to make it to 100. I can get around 70 to 80 tops. For the method I use to get that much, see section 13A.



/\_\_\_\_\  
O===== ' ' =====O  
| 16. Secrets and Unlockables [CODE] |  
O=====O

B.Ball Mazes: If you beat Mini-Game Island, you'll unlock Bumper Ball Maze one for play at the Mini-Game House. If you beat all 50 games on the island, you'll unlock Bumper Ball Maze 2. If you set records in both at the Mini-Game House, you'll unlock the thrid one.

MagmaMountain:If you play on every course at least once, and finish a game on each, you'll unlock it at the Mushroom Shop. Go and buy it for 980 Coins to unlock the board.

Eternal Star: Unlock, and beat Magma Mountain, than collect 100 Stars. Bowser will come and rob the bank! Check out the bank, and then go to the warp house, and this stage will be unlocked. Note: It will be the only stage that you can play.

Title Screen: When you beat a game, the title screen will change to a differnt image, depending on the character you were when you won. If you lost, it will be an image that goes with the Computer player's character.

Noo Boo/Koopa:Get 100 Stars on the Eternal Star stage, and you'll unlock both of these at the Mushroom Shop. Buy them, and neither Boo nor Koopa won't appear on the boards.

Controllers: During a game, you can pause, and go to Controller settings, to change Computers to Humans, and vice-versa. If you want to be cheap, you can do this, to keep the Computer from getting a star, or using Boo. You can also leave them like this, after the last turn, to collect all their Coins and Stars.-

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| 16. Closing [CLOS] |  
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Ok, and with that, this guide is finished! It was easy, and enjoyable for me to right, and I hope that it was able to help someone out. Or maybe, someone just had fun reading or looking at it. Oh well, it's all good. I probably won't be updating it though, because I'm ready to move on to another project. Though, if there's any major problems, I guess I could fix it a little. But for now: Later.

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| 17. Credits [CRED] |  
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SayainPrince: This is me. I wrote the guide.

=====  
Ryouga: I got the prizes for the Slot Machine game, from his  
FAQ, which is also really great.  
=====

=====  
Strawhat: He notified me of a very big glitch in the ToC.  
=====

=====  
Members of GGG: You guys know who you are, and this is just a mention,  
if I wasn't talking in the chan, I would have been done  
5 times faster and... Wait... Why am I thanking you  
guys, after all... Oh well.-  
=====

=====  
Linkin Park: That Mini-Game music got old, fast...  
=====

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