Mario Party FAQ/Walkthrough

by SayainPrince

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01. Legal Disclaimer	[LEGL]
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opyright (c)2004 Chris Quigley. All rights /\ _/ _/\ 02. Introduction k, I'm not going to lie to you. I've always o, instead of going on about useless inform eason you're here. You've played Mario Part aybe you just want some hints. Either way, hat's what you'll get with this guide. So,	[INTR] sucked with Introductions. ation, let's cut to the y, and you're stuck. Or you want some help, and let's get started! [CHAR]
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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

each character, and how the Computer plays with them, according to what

I've seen during the game.

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

Luigi: Luigi is Mario's borther. This ppor 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 chaarcter 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.

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, becasue 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 pul ldifferent 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 gamne works. Although, the bets way to learn, is to play.

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 ontain characters and the third contains a symbol. The sumbol 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 oyu to go to a screen where Bowser spins a roullette wheel. You may end up playing a minigame, or giving up Coins, but the outcome is very rarely good for you. You're background becomes red.

Star Space: If you land on this one, you'll be bale 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.

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	/ /	
0=========	'	=======================================
05. Warp Pipe		[WARP]
0======		(
00=======+++++++	===++++++++	=====+++++++++
05A. Hear the Game Rules		[DEMO]
00========+++++++	===+++++++++	=====+++++++++===================

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 seelct it by accident when trying to start a new game...

00=	====:	====++++	+++++=======	===++++++	+++=======	=++++++++==	=====(00
$ \; \; $	05B.	Getting	Started			[STRT]	
00=	=====	====++++	+++++=======	===++++++	+++=======	=++++++++==	=====(00

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.

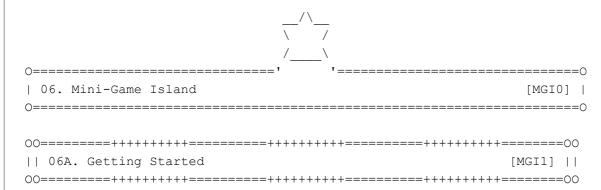
First, tell how many Human players you have. Next, all the Human Players will choose their character. Next, you'll choose which players the Computer will control, that is, iof you have less than 4 Humans playing with you. After that, you'll have to set the Computer's skill level, again, only if you have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

00======++++++++++++======++++++++++++	++++++=======00
05C. Eternal Star	[STAR]
00======++++++++++++======++++++++++++	++++++=======00

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.



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 explaination 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 minigames 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 minigame.)

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?

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. Later on, once you reach World 9, a Cloud will appear here, and you can use it, to ride to World 9. ______ You can save your game, or return to Mushroom Village from Start: 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. ______ You can save your game, or return to Mushroom Village from Save: 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. ______ You can save your game, or return to Mushroom Village from this space. ______ | 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. ______ 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.
______
      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.
_____
| 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.
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.
______
      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: Tipsy 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.
______
     You can save your game, or return to Mushroom Village from
______
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.
______
      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.
______
     You can save your game, or return to Mushroom Village from
Save:
```

	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!
0======	/_ \
07. Mini	-Game House [MGHO]
07A. Mi	=+++++++++========+++++++++++=========
to do with the house a him, if you	th a name like the Mini-game house, you know it has something Mini-Games. And it does. Two of the possible selections in are the Mini-Game Shop owner, and his crystal ball. Select a want to buy the mini-games, of which, each have a specific is listed under the mini-games, in section 12.
You'll be a can play or will have	g them is a little more complicated, but obviously more fun. able to choose any mini-game that you have bought, or you he that you haven't, for 10 Coins. When you select one, you to set up a few options, such as the number of Players, and of mini-games you'll be playing. After that, you'll be able em.
07B. Me	=+++++++++==========++++++++++========
Mushroom Sl of mini-gan Control St	previously bought the Mecha Fly Guy for 100 Coins, at the hop, he'll be on the table on the left. He plays as a kind me. Select him, and you'll have 10 seconds to rotate the ick as fast as you can, then you'll see how far he flies. It time, and amount of spins will be saved. Supposedly, if

you are able to rtoate 100 times in 10 seconds, he'll end up back on

the table at whih he started. This is just for fun.

07C	. Mini-Game	Stadium	[STAD]
00		++++======+++	.++++++=======	

You should also notice that the pot behind the Mini-Game House owner is selectable. If you choose to look into the pipe, you'll be brought to a screen very similair to the Warp Pipe screen. The difference is, that this one leads to only one board: Mini-Game stadium. This stage is different from any other stage in the game, for several reasons. The big one, being that you don't collect Stars, and a secondary one being that the only spaces are Red and Blue, and you don't gain or lose Coins for landing on them. This one is all about the mini-games. Check out section 11I for a detailed description and map for it.

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0=======	' '======C
08. Mushroom Shop	[ITEM]
0======================================	

On the World Map, the Mushroom Shop is the building with a brown roof, that has the word "Shop" on it. And inside, you can buy items. There are lots of different items for you to buy. Here's a list of them, what their effect is, and how much they cost.

)=======	0=====	:0====(
Item Name	Effect 0====================================	Cost
	This allows you to listen to random voices, in the Option House.	-0====(50 -0====(
Record	U	50
)======== Warp Block 	O=====================================	200
Slow Block	O=====================================	100
Speed Block	Appears randomly, and only 8 to 10 appear on it.	200 200 =0====(
Plus Block	Appears randomly, and when you get it, you gain the number of Coins shown on it.	200
Minus Block		200
Mecha Fly-Guy	This appears in the Mini-Game house. It's a type of "mini-mini-game". See section 07A for more information on how this item works.	100
)======== Event Block)========	Appears randomly, and Boo, Koopa, or Bowser come.	200 200 =0====
Lucky Box	Get 10 Percent interest on Coins after games.	400
)======== Casino Box 	Bet your Coins after a game, to get double or half, of what you actually collected.	300
)======== No Boo)========	O=====================================	=0====(500 =0====(

)=============	Use this, and Koopa will no longer appear.	1500
=	O=====================================	980
Credits	Let's you watch the game's credits. 	100
	/\ \\ /\	=====0
09. Option House		[OPTN]
	the Option House is the building with a blue reet lots of options for the games. The things the d below:	
ound Lever:	You can use to set the sound level in the game Mono to Stereo, or vice-verca. This will affect the game sounds. It's best to leave it on Stereyou're TV's speakers support it.	t how the
ption House Man:	Talking to him, you can erase your game's save Don't worry about accidentally erasing it thouwill give you several warnings, before he actuerases anything.	gh, he
uke Box:	You can only listen to this, if you have bought record from the shop, for 50 Coins. It can be to select and play various songs from the game	used
	record from the shop, for 50 Coins. It can be to select and play various songs from the game	used · You If
Tuke Box:	record from the shop, for 50 Coins. It can be to select and play various songs from the game. This is another option that you must purchase. can buy the parrot from the shop for 50 Coins. you select it, it will play a random voice, from the shop to the shop	used . You If om a

a different task.

He can hold or withdraw items for you. Select him, and you'll see a vault open. Use the cursor to select which items you want to actiave, and press (B) when you're done. The items will take affect while you play in the Warp Pipe.

Right: He can tell you your Coins and Star balance. That is, he can tell you how much of each you have. He can also tell how many more stars you need, until you get to 100, at which point you will open up the Eternal Star board.

Description

|| 11A. DK's Jungle Adventure

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.

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

			[BO	0]		
	0@-	0	?	0@-	00-?-	-?0*
	/	[ST.BLCK]	0			
	0#	*	0		#	0
	I		В	00-	OXO	O[WHOMP]
	0	X				0
	1	[BOWSER]				0
	0	X	0[ST.BLC	K]OXO	O[WHOMP]
00	[WHOMP]	0	/	0		1
*	X	?	0	1		I
0	I	?		0		0
В	0	0	?	1		I
0#	1	0#	1	0		0
0	0#	0	0	1		I
0	0	0		0#		X
?	*		*	1		I
?	?	0	1	X		0
	0	I	0	1		
0[BOO]O)@0		B00	00	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.

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.

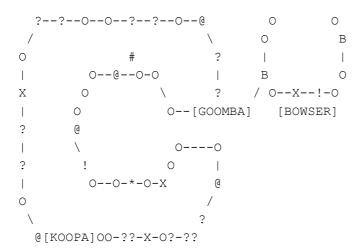
? Space Information

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



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 wouls be on your side.

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

Red Spaces: 3 Mushroom Spaces: 3
? Spaces: 7 Mini-Game Spaces: 4

Character Information

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

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.

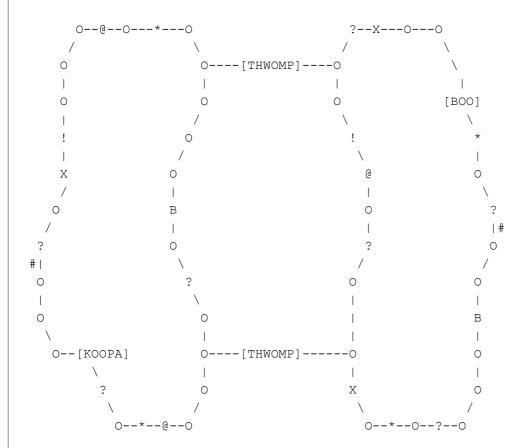
? Space Information

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 starm, 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 yous 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.

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

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 disreguards 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 jas 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.

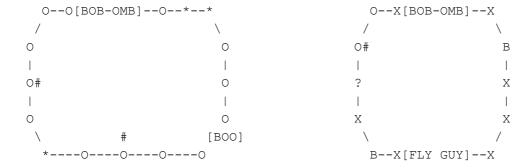
? Space Information

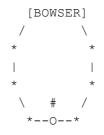
If you land on a ? Space in this board, the directions of all the canyons will be changed. This will make it so that they launch you to different islands, when you use them. This can be a good or a bad thing, depending on where you have to be.

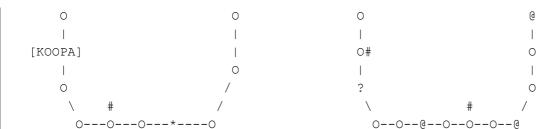
Map

Key: O = Blue Space ? = ? Space ! = Chance Time Space

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. Similairly, 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.

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 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

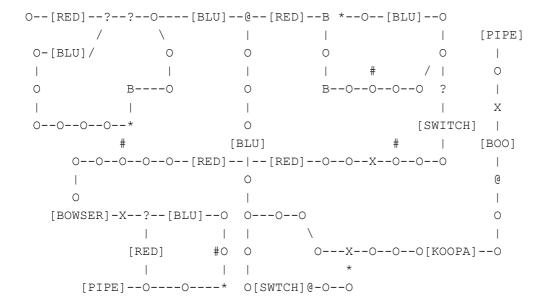
There are two seperate kinds of ? Spaces on this board. All of them, except the two on the upperleft part of the board cahnge the position of the doors. The two mentioned ones simply blow out steam, causing your player to be pushed onto another space, on the path above.

Мар

Key: O = Blue Space ? = ? Space # = Possible Star Location

X = Red Space * = Mini-Game Space

B = Bowser Space @ = Mushroom Space



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 psuhed 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.

Description

Use your Star Power to create a beautiful rainbow.

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Map Difficulty: <>
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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.

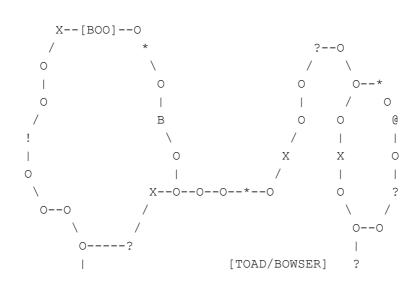
? Space Information

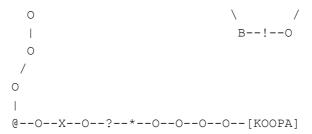
Landing on a ? Space in this board, causes the platform that holds Toad and Bowser to spin. If Toad was there, Bowser will be there, and if Bowser was there, Toad will be there. This can be used strategically, or it can accidentally screw up your plan.

Мар

Key: O = Blue Space ? = ? Space ! = Chance Time Space

B = Bowser Space @ = Mushroom Space





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 renthink 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.

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 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 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 roullete 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 roullete, 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.

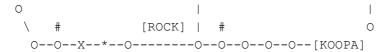
Boo: As always, Boo will allow you to steal Coins from other players, and for 50 Coins, steal a star. This board has one Boo, and he's on the path below where Bowser is.

? 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! Needles to say, this is bad, and will probably cost everyone a some of their Coins.

Мар

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

:When you pass the Red Rock near Bowser and Boo, watch the box careufully. Wait until you see a Bowser face, then wait about half of a second before hitting it. Timing this correctly will usually cause you to get a Star as opposed to a Bowser Face.

:Landing on a ? Space is almost never good, so try to avoid them whenever you can. However, if you do get one, remember that you will have a slight advantage. Why is this? Well, it ends two turns from your current turn. If you were 2nd, 3rd, or 4th, than the players before you will have to move on a "red board". You on the other hand, will not.

:Only use shortcuts if you desperately need to reach the Star faster. They are a gamble, and can result in you losing your Coins for no reason. If you do choose to use them though, use the same strategy that you would use when hitting the Red Rock.

:This is another obvious one, but make sure to take a look at the signs along the board. You don't want to try taking a short cut, and then realized that you've actually passed the star!

|| 11H. Eternal Star [BRD8] ||

Description

At last, the final contest! Get back those stolen stars! Map Difficulty: <><><>

Space Statistics

Blue Spaces: 43 Bowser Spaces: 3 Chance Time Spaces: 0
Red Spaces: 4 Mushroom Spaces: 3

? Spaces: 4 Mini-Game Spaces: 3

Character Information

BabyBowser: These guys will be replacing Toad. When you get to one, you will be given a blovk which contains numbers 8-10, and they will get a block with numbers 1-10. If you beat them, you'll win a Star, if not, you'll have lost 20 Coins, for nothing. There will be 7 of them, and when you beat one, they'll leave. After 7 are gone, 7 more will come. You'll need 20 Coins to play their little game, as well.

Warp Pad: When you reach one of these, you'll be transported to a seperate star fragment. The order of where these go can be changed though, if a player reaches Bowser.

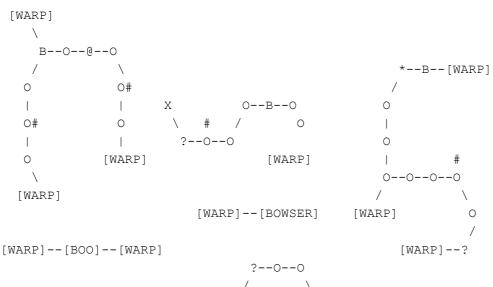
When you reach Bowser, all players will be brought back to Bowser: the start, and the destinations of all the warp pads will be scrambled. On this board, he's on a chunk of the star with a warp pad, seperated from the rest of the board.

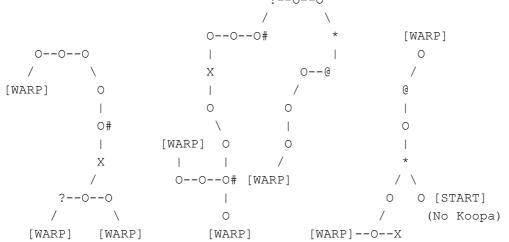
Boo will allow you to steal Coins, or for 50 Coins, a star Boo: from an opponent of your choice. On this board, he's on a smalll chunk of the star, with 2 warp pads, seperated from the rest of the board.

? 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.

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!

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П	======+++++++++++=======+++++++++++=====
, ,	Balloon Burst ====================================
	Controls: (A) Push Down Pump Controls: (B) / [Z] Pull Up Pump Controls: (B) / [Z]
	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.
Ī	0 Difficulty: <>< Payoff: Average Price: 400 0
	Bombs Away ====================================
 	Controls: " " Move
	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

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| cannon ball will land, by watching its shaddow, so use that to your|
 | advantage, to time your jumps correctly. Secondly, try stay towards|
 | the center of the island, so you don't mess up. Try not to land on |
 | people when you land either, you may bounce in a wrong direction. |
 | Prize: 10 Coins to any survivors.
 0======0=====0======0======0
 | Difficulty: <>< | Payoff: Average
                                         | Price: 250
 | Game Rules: Break the mountain of stacked boxes. You can find
 | Coins inside.
 | Controls: "|"
           (A)
                 Jump
           (B)
                 Attack
           (A) + [Z] Hip Drop
 | Toad's Advice: In the box mountain, there are also Whomp Blocks
 | that bounce you back when you attack them.
 | My Advice: As Toad says, there are some "fake" boxes. However, one |
 | of the Whomp Blocks holds serveral money bags in it! Unfortuneately|
 | when someone gets it, they almost always get some or most of the
 | Money Bags that come out. Just rush in, destroy boxes, and hope to |
 | get lucky.
 | Prize: Players get whatever Coins they collect in the game.
 | Difficulty: <><>< | Payoff: None-Good
                                         | Price: 300
 Bumper Balls
 | Game Rules: Ride your ball and try to bump the others into the sea. |
 | Use "|" to roll around on your ball.
 | Controls: "|"
                Move
 | Toad's Advice: Don't just push all the time. If you retreat, too,
 | the other person's momentum may carry them into the ocean.
 | My Advice: Stay away from the edges, and whenever possible, stay
 | between two of the other characters. If one bumps you into the
 other, they will be pushed farther then if you rammed them all by
 | yourself. It's tohugh to knock the other person off, when there's
 | only two of you, but focus on retreating, and staying away from the|
 | edge, and wait. Hopefully, they'll mess up, and go too far, or take|
 | too long turning - Then you can bump them off. If you're being
 | chased, try to make large turns instead of small ones, so you don't|
 | lose speed, and possibly get bumped.
 | Prize: 10 Coins to the last person standing. If it's a draw, no one|
 | gets the Coins.
```

| you don't want to be blown off the island. You can tell where the |

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| Difficulty: <><> | Payoff: Average | Price: 250
 | Game Rules: Uncover the hidden arrows and try to find the Treasure |
 | Chest. Press (A) repeatedly to dig. Rocks are harder to dig
 | through.
 | Controls: "|"
               Move
          (A)
               Diq
 | Toad's Advice: The arrows show the way to the hidden Trasure Chest.|
 | My Advice: The treasure chest is randomly placed each time you play|
 | the game, so don't plan on remembering its position. That being
 \mid said, start rapidly pressing (A) as soon as the game starts (Tips
 | on Button Mashing Strategies in section 13.) Duriong the game, make|
 | sure to keep an eye on your opponents. They may uncover an arrow
 | that will help you, or rarely, uncover a corner of the Treasure,
 | and leave without seeing it!
 | Prize: 10 Coins to the person that finds the treasure.
 | Difficulty: <>< | Payoff: Average
                                     | Price: 150
 \\==========
                     Cast Aways
                                 =========//
 | Game Rules: Many Coins are drifting by in the wide, wide ocean.
 | Push \Im|\Im to cast your line, and rotate \Im|\Im to reel it in.
 | Controls: "|" Flick: Cast Line
             Rotate: Reel Line
 | Toad's Advice: To do a long cast, push "|" hard. To do a short cast|
 | push "|" lightly.
 | My Advice: First of all, there are 3 lanes, with three types of
 | prizes going by: Chests, Money Bags, and single Coins. The only one|
 | worth going for is the trasure chest. Personally, I like waiting |
 | for the one in the last row - It's easiest for me to get. The
 | timing depends on the spot you are in. If you are on the far right|
 | cast just before the item aligns with your character. If you are
 | 2nd to the right, cast while it's crossing passed the first one. If|
 | you are third, wait until it "touches" the 2nd player. If you are
 | last, wait until it is centered on the second player. See section |
 | 13 for strategies for reeling in the line.
 | Prize: All players get what they reel in.
 | Difficulty: <> | Payoff: None-Great
                                   | Price: 250
```

```
========== Coin Block Blitz ===============
 | Game Rules: When you hit the blocks, Coins come out. Jump to hit
 | the blocks, and take as many Coins as you can.
 | Controls: "|"
               Move
         (A)
               Jump
 | Toad's Advice: The number of Coins is different for each block.
 | Hit as many blocks as you can, within the time limit.
 | My Advice: Remember, you only have to hit the blocks, you don't
 | actually have to run after any coins. So, just hit a box, until it |
 | dissapears, and move on to the next one, that's closest. When they |
 | are almost all gone, and the remaining ones are being hit, you can |
 | try to jump on the person whose under the block's head. Often, you |
 | will keep bouncing between them, getting the coins.
 | Prize: Players get whatever Coins they collect in the game.
 | Difficulty: < | Payoff: Poor-Good
                                  | Price: 50
 | Game Rules: Cut the fossilized characters free. Use "|" to move and
 | cut along the line.
 | Controls: "|" Move
 | Toad's Advice: The point is to cut as cleanly as you possibly can. |
 | You'll get the most points by staying right on the line.
 | My Advice: There isn't much strategy involved here. Just try to
 | stay as closely on the line, as you can. Personally, I like going
 | clockwise. At the end, you'll be graded out of 100.
 | Prize: All players that get above 80 points win 10 Coins.
 | Difficulty: <><> | Payoff: Average
                                     | Price: 150
 \\=========
                      Face Lift
                                 | Game Rules: Pull and tug Bowser's face to try to match the example.|
 | Press (A) to grab the face, then hold (A) and move "|" to pull it. |
 | Controls: "|" Move
          (A) Grab
          (B) Undo
 | Toad's Advice: Watch the example closely. That's the shortcut to
 | success.
 | My Advice: As Toad says, watch the example closely. Pay attention
```

```
| 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|
 I much easier.
 | Prize: The winner gets 10 Coins.
 | Difficulty: <> | Payoff: Average
                                        | Price: 400
 \\==========
                        Grab Bag
                                   =======//
 | Game Rules: It's a Coin-stealing free-for-all! Grab player's bags |
 | by pressing (B) reatedly. When grabbed, press B to escape.
 | Controls: "|" 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 oyu 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 hamemr, 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.)
 | Difficulty: <> | Payoff: None-Great
                                    | Price: 250
 \\==============
                        Hammer Drop
                                     =========//
 | Game Rules: Try to get the Coins that the Hammer Bro throws down.
 | But watch out, because he throws hammers too.
 | Controls: "|"
                Move
          (A)
                Jump
           (A) + [Z] Hip Drop
 | Toad's Advice: If you are hit by a hammer at the edge of a tower,
```

| especially to the pupils in Bowser's eyes. Moving almost any part |

```
| My Advice: Watch what the Hammer Bro has in his hand, before you
 | go for it. If it's a Coin or a Money Bag, try to jump, and catch it|
 | in the air. Computer players rarely do this, and it will give you a|
 | head start on them, in most cases. Several times, I played through |
 | the whole mini-game, catching all the Coins in the air, without the|
 | Computer players even moving from their starting position! Although|
 | it's rare that this happens, it's still a good idea to jump for the|
 | Coins that are thrown. Also, as a side note, if you get hit with a |
 | hamemr, you flash, and can't get Coins for a few seconds - Making |
 | it that much more important to dodge them.
 | Prize: All players get what they collect in the game.
 | Difficulty: <>
                 | Payoff: None-Great
                                       | Price: 450
 Hot Bob-omb
 | Game Rules: The Bob-omb has come. Pass it to somebody with (A)
 | before it explodes.
 | Controls: "|" Choose Direction
          (A) Pass Bob-omb
 | Toad's Advice: The Bob-omb gets bigger and bigger as it is about
 | to explode.
 | My Advice: I can think of two strategies for this game. Either:
 | throw it to a random person as soon as you get it - Which basically|
 | comes down to luck in the end. Or, to hold it, when you get it,
 | and to not throw it, until it begins pulsing fast, and you think
 | it's about to explode. I'm more comfortable with the first, since |
 | I find it hard to tell when it's gonna explode, but with practice, |
 | I can almost guarantee that the second method is best. Be careful, |
 | though, if you're playing with human players. They tend to get
 | annoyed if you try to do that...
 | Prize: The loser loses 15 Coins, and thw winners gain 5 each.
 | Price: 300
 | Difficulty: <><> | Payoff: None-Average
 \\===============
                                    Hot Rope Jump
 | Game Rules: The flaming rope spins and spins. Jump the rope without |
 | touching the flame.
 | Controls: (A) Jump
 | Toad's Advice: The rope will gradually speed up.
 | My Advice: By "gradually", Toad means every 5 speeds, of which
 | there are 20 in total. Just wait for the rope to near you on the
 | ground, and jump. After 15 or so, though, you'll be jumping as
```

| you may get knocked off, so be careful.

```
| you land. The Computers hardly ever mess up on this, so you should |
 | try to do the same, because if one person touches flame, the game
 | ends.
 | Prize: If everyone lasts, everyone gains 10 Coins. If not, the
 | player that failed, loses Coins, while other players get them.
 | Difficulty: <><> | Payoff: Average
                                       | Price: 300
 Key-pa-Way
 | Game Rules: Open the door without letting the Spike Koopas get the |
 | key. If they do, the game ends. Press (B) to pass the key.
 | Controls: "/ Move
           (A)
              Jump
           (B) Throw Key
 | Toad's Advice: It gets easier to pass to your teammates as Spike
 | Koopas approach.
 | My Advice: When the game starts, one of three things can happen.
 | Either you have the key - Take it, jump over the Koopas, and jump
 | on the barrell, which isn't hard. Another human has it - Let them
 | do the same. Or, a Computer player has it - Jump on their head, and|
 | bring it to the barell yourself. They screw up too often. If by
 | accident, while you're holding the key, you land on a Koopa, you
 | can still grab the Key before they get it. So this really isn't
 | that complicated to win at.
 | Prize: If the key gets to the door, everyone gets 10 Coins. If not, |
 | everyone loses coins.
 | Difficulty: < | Payoff: Average
                                        | Price: 400
 | Game Rules: Be a part of the Bandstand! Conduct with "|" and play |
 | instruments with (A). Keep time to carry the tune.
 | Controls:
            Conductor
                                   Players With Instruments |
          ツ|ツ Conduct
                                  (A)
 | Toad's Advice: An example is played first each time, so play in
 | time as the cursor lines up with the marks on the sheet music.
 | My Advice: If you have an instrument, you have the easy job. Just
 | look at the scroll-bar at the bottom of the screen, and wait for
 | the cursor to pass over your instrument - Each player has a
 | One has an icon in every spot, and the other is actually music...
 | If you're the Conductor, you'll be looking at the diagram in the
 | top left corner of the screen. There are four music notes there.
 | If the cursor passes over the top one, press up on the control
```

```
| stick. If it passes left, press left. If it passes right, press
 | right, and if it passes down, press down. It's pretty simple, but
 | it seems slightly harder to earn Coins as conductor.
 | Prize: The best player(s) get 10 Coins.
 | Difficulty: <>< | Payoff: Average | Price: 350
 | Game Rules: Move quickly to the same colored Mushroom as Toad's
 | flag. If you're too slow, the mushrooms will sink.
 | Controls: "|"
               Move
          (A)
               Jump
          (A) + [Z] Hip Drop
 | Toad's Advice: Do a Hip Drop on others and squish them down. If you|
 | squish them, they can't move for a moment.
 | My Advice: This is another game where you should ignore Toad's
 \mid advice. On more than one occasion, it will cause you to bounce off \mid
 | the edge of the mushroom. Instead, what you should do, is wait for |
 | Toad to put up the flag, and immediately run to the mushroom. Stand|
 | right at the edge of it though. If you do this, there's a good
 | chance that you'll be blocking another player, and if they jump on |
 | you, they often get bounced off. After the other mushrooms raise, |
 | run to the black mushroom, since it's in the center, then wait for |
 | another flag, and repeat the strategy said above. Be careful though|
 | because the mushrooms begin going down, and rising up faster. |
 | Prize: The winner gets 10 Coins.
 | Difficulty: <> | Payoff: Average
                                 | Price: 50
 | Game Rules: When the music stops, it's a dash! Be the first to
 | jump up and get the chest on the center mushroom.
 | Controls: "|"
               Move
          (A)
                Jump
          (B)
               Attack
          (A) + [Z] Hip Drop
 | Toad's Advice: You never know when the music will stop. Open your
 | ears and listen carefully.
 | My Advice: AS the music plays, always have the control stick, in
 | the direction of the center mushroom. As soon as it stops, run
 | towards it, and jump up to it, avoiding the smaller mushrooms, if
 | you have a clear path. If you don't jump to a smaller one, and just|
 | bounce to the one in the center, grabbing the chest. You usually
 | have a great shot at this, especially if you are playing with the
```

```
| Computer for the other players.
 | Prize: The winner gets 10 Coins.
 | Difficulty: < | Payoff: Average
                                      | Price: 100
 | Game Rules: These platforms will fall as you jump on them. Jump
 | across the platforms, and be the first to cross the goal line.
 | Controls: "|" Move
          (A) Jump
 | Toad's Advice: In various places above the floating plates, there
 | are Coins floating in the air. The first one there gets them.
 | My Advice: Jump just before you get to the edge of the platform,
 | and when you land, already be planning where you're going to jump
 | on the next platform. Avoid the small pyramids on the platform, so |
 | you don't fall, and try to collect the 2 Coins and the Money Bag
 | that are along the way. During the race, stay clear of the other
 | characters as well, they may block your path, causiong you to fall.|
 | Prize: All players get what they collect in the game, and the first|
 | to cross the goal, gets an addition 10 Coins.
 | Payoff: Average-Good | Price: 450
 | Difficulty: <>
 | Game Rules: Run the bulb down to the socket. Punch the Boos before |
 | they grab you.
                                  People Without Bulb
 | Controls: Person With Bulb
          ツ|ツ Move
                                ツ|ツ Move
                                 (A) Jump
          (A) Jump
                                 (B) Attack
 | Toad's Advice: If somebody gets caught by a Boo, attack to free
 I them.
 | My Advice: If you don't have the Bulb, stay relatievely close to
 | the player with it, and if a ghost gets near them, punsh it. If a
 | ghost isn't near them, it's probably best to not go for it, so you |
 | don't actually "get ghosted." And of course, if a fellow player is |
 | caught, free them. If you are hte player with the bulb, stay near |
 | the middle of the area, so that ghost's don't get you by surprise. |
 | Once the area becomes crowded - Especially fi your partners are all|
 | ghosts, rely on jumping to get out of corners. Just jmup over their|
 | heads, and just work on staying safe, until you reach the end.
 | Note: There are also Whomps along the way. Reguardless of whether |
 | or not you have the bulb, they are bad. Getting squished causes |
 | you to be flattened, and wastes valuable time.
```

```
| Prize: 10 Coins to everyone if the bulb reaches the end. If not,
 | everyone loses 5 Coins.
 | Difficulty: <><> | Payoff: Average
                                | Price: 400
 =========//
 | Game Rules: Raise the same color flag as the Shy Guy. (A) is white,|
 (B) is red.
 | Controls: (A) Raise White Flag
        (B) Raise Red Flag
 | Toad's Advice: The Shy Guy will try to trick you by raising two
 | flags at once, so be careful.
 | My Advice: If he raises just one flag, hit the button as soon as
 | you can, so he doesn't cut your character from the boat. If he
 | lifts two flags at once, wait for one to drop, then press the one
 | he didn't lift. There's really no little tricks here.
 | Prize: The last player standing wins 10 coins.
 | Difficulty: <> | Payoff: Average | Price: 250
 | Game Rules: Push "|" lightly, and drive your Slot Car to the finish|
 | line. If you go to fast, you'll spin out in the corners.
 | Controls: "|" Push: Speed Up
           Let Go: Slow Down
 | Toad's Advice: Smoking tires is a sure sigh of going too fast. If
 | you don't slow down, you'll definitely spin out.
 | My Advice: Wait until after you hear "Go" before you start pushing |
 | the Control Stick, or you'll spin out - Which will cost you some
 | time. What you should do, is, after you start, hold forward as far |
 | as you can, until you begin turning a corner. Even when this occurs|
 | hold the stick forward, only let go when smoke comes from your tire|
 | and even then, only when you're not in the outmost lane. In the
 | outer lane, you can get away with alot, even when you're tires are |
 | smoking, so take advantage if it.
 | Prize: The winner gets 10 Coins.
 | Difficulty: <><
              | Payoff: Average
                                | Price: 450
 //-----\\
```

```
| Game Rules: Push "|" lightly, and drive your Slot Car to the finish|
 | line. If you go to fast, you'll spin out in the corners.
 | Controls: "|" Push:
                    Speed Up
              Let Go: Slow Down
 | Toad's Advice: Smoking tires is a sure sigh of going too fast. If
 | you don't slow down, you'll definitely spin out.
 | My Advice: This is exactly the same as Slot Car Derby 1, except now|
 | you are on a differnt track, so you'll have to change you're plan
 | accordingly. Besides slowiung down at the corners, you'll also have|
 | to slwo down at the "indent" that's shortly after the start of the |
 | race. However, besides that, much of the race is the same. For
 | example, both have a bridge in them, where you can speed up, and
 | not have to worry about spinning out - Take advantage of this.
 | Prize: The winner gets 10 Coins.
 0======0=====0======0======0
 | Difficulty: <><> | Payoff: Average
                                         | Price: 500
 | Game Rules: The floor beneath you breaks up as players scamper
 | across. Press (B) repeatedly to skate and (A) to jump.
 | Controls: (A) Jump
           (B) Skate
 | Toad's Advice: Use jump not only to get past obstacles, but also to|
 | grab coins that are floating in the air.
 | My Advice: When the race starts, begin rapidly bashing (B). When
 | you begin to approach a Whomp, try to jump so that you land just
 | past it, as not to waste any time. When you land, begin hitting (B) |
 | again. After the first 5 or 6 Whomps, you'll see a shadow on the
 | ground. After this, get ready to jump for your Money Bag! Then,
 | it's time to get back to skating. When the Whomps begin to leave,
 | you're in the final stretch. Press (B) as fast as you possibly can, |
 | if youy want to win. It's hard to actually get ahead of the other
 | players, but evidently, the person who presses fastest does indeed |
 | take the win.
 | Prize: You get 5 Coins if you jump for the money bag, and the
 | winner gets an additional 10.
 | Difficulty: <><> | Payoff: Average-Good | Price: 200
 //-----\\
                                     ========//
\\=============
                        Tipsy Tourney
 | Game Rules: Tilt the frame to slide the shell, revealing the
 | picture beneath the panels. Uncover the whole picture.
```

```
(A) Jump
 | Toad's Advice: The closer to the edge you go, the bigger the angle |
 I of tilt.
 | My Advice: When the game starts, run to the nearest corner, and
 | let the shell hit the wall. From there, run around the edges of the|
 | frame, so that the shell flips all the border panels. Try to cut
 | corners, so the shell doesn't slow down. From there, try to tilt
 | the frame lightly, so that the shell stops in the middle. Tilt it
 | lightly in the different directions, so that the remaining panels
 | are flipped.
 | Prize: The first person who finishes, wins 10 Coins.
 | Difficulty: <>< | Payoff: Average
                                   | Price: 300
 | Game Rules: Dive into the sea, and bring up the Treasure Chests
 | from the bottom. Press (A) to dive.
 | Controls: "|" Move
         (A) SWim
 | Toad's Advice: You'll start to drown if you are underwater to long.
 | Come back to the surface for a breath once in a while.
 | My Advice: As soon as it begins, keep pressing A, and swim around
 | the shark, and the Bloopers. Go for one of the largest chests on
 | bottom first, then bring it back up to the top. This will be all
 | the air you need, so ignore what Toad says. After the big ones are |
 \mid gone, go for the medium sized ones, then the smaller ones. When it \mid
 | comes to the end of the mini-game, and there's one chest left, if |
 | you don't have it, block someone who does. You may cause them to
 | drown, dropping the chest, or steer them into a fish: Also dropping|
 | the chest. Both outcomes allow you to steal it from them.
 | Prize: All players get the coins they find in the chests.
 | Payoff: None-Good | Price: 250
 | Difficulty: <>
 0======0=====0=======0
|| 12B. 2-On-2
                                            [MIN2] ||
| Game Rules: Team up with another player for a Bobsled Run. Use "|" |
 | to adjust speed and (A) to push the sled at hte start.
 | Controls: "|" Left/Right: Steer
```

| Controls: "|" Move

```
Back:
                         Slow Down
            (A)
                         Push Sled
 | Toad's Advice: If you touch the panels found on the course, your
 | Bobsled will speed up.
 | My Advice: Whoever gets on the course first, will have the upper
 | hand, for the rest of the race. So when the game starts, mash on
 | (A) until you're on the course. While racing, constantly have your |
 | Control Stick pointing forward, so that you stay going fast - Only |
 | move it out of this position, when turning corners, at which point,|
 | you should stay close to the walls, as not to lose any of your
 | speed. There are several parts of the course without guard rails on|
 | the side. Be careful not to fall, as you'll lose the game. There
 | are also zippers along the way - Make sure to hit all of them to
 | get a boost in your speed. If you cross the finish line first, you |
 | win the mini-game.
 | Prize: The Winners get 10 Coins. The Losers lose 10 Coins.
 | Difficulty: <>< | Payoff: Average
                                          | Price: 200
 \\===========
                        Bombsketball =========//
 | Game Rules: It's 2-on-2 Bombsketball! The first team to score,
 | wins. Press (B) while jumpinh to shoot.
 | Controls:
                                       Defnse
             Offense
           ツ|ツ Move
                                      ッ|ッ Move
           (A) Jump
                                      (A) Jump
            (B) Pass
                                      (B) Steal Ball
               When Jumping, Shoot
 | Toad's Advice: The closer you get to the goal, the easier it is to |
 | Hmake it when you shoot.
 | My Advice: Since the first team to score wins, the team that starts|
 | with the ball, obviously has the advantage. If it's you, take
 | advantage of the situation, and either jump on the player blocking |
 | you, or run around them, and shoot. Remember, you can shoot from
 | about halfway to the "net" and still make it, if you jump towards |
 | it. If your partner has it, and they're a Computer, I'd suggest
 | jumping on them to steal it, then shooting on your own. Yes, by
 | jumping on someone you steal the ball, and it works better than
 | pressing (B). If you start on defense, without the ball, you're
 | main priority, should be to just get right into the face of the
 | player with the ball, then jump on them. When you get the ball, you|
 | should follow the strategy for offense, shown above. This game is |
 | really fun, so enjoy it, when it comes up.
 | Prize: The Winners get 10 Coins. The Losers lose 10 Coins.
 | Difficulty: <>< | Payoff: Average
                                          | Price: 300
```

Forward:

Speed Up

```
Deep Sea Divers =============
 | Game Rules: Team up to help raise the treasure chests at the bottom|
 | of the ocean. Press (A) to swim and rotate "|" to reel in.
                                              Divers
 | Controls:
             People in Boat
         ツ|ツ Rotate to Reel In
                                          ツ|ツ Move
              Move Boat Left to Right
                                           (A) Swim
 | Toad's Advice: It's impossible to bring up larger treasure chests
 | by yourself. Two people must cooperate to bring it up.
 | My Advice: If you're the diver, immediately swim as fast as you can|
 | to the bottom, and grab the largest chest, before the other team.
 | Then, rapidly press (A) and hope that your partner is rotating, so |
 | that you can get it to the top again. If you're in the boat, you
 | are almost helpless. If you're opponent is Human, have them follow |
 | the abbve strategy, if not, hope the Computer makes good choices,
 | and just do your best to rotate fast, to bring them back to the
 | surface. See section 13A for rotation strategies. After the big
 | chest is gone, it's bets to grab the medium ones, and finally the
 | smaller ones.
 | Prize: Each team gets whatever their diver collects.
 | Difficulty: <>< | Payoff: None-Good
                                     | Price: 300
 ==========//
 | Game Rules: Break into teams for a ski race in the desert. Push "|"|
 | in the same direction at the same time.
 | Controls: "|" Right: Step With Right Leg
              Left: Step With Left Leg
 | Toad's Advice: If the two of you don't push "|" at the same time,
 | you'll fall down.
 | My Advice: If you are lucky enough to get a Computer partner, you
 | will have a much easier time. Just slowly, and steadily push the
 | control stick left-right-left-right repeatedly, according to the
 | direction that is in the bubble near your character. You'll rarely |
 | fall, doing this. If you have a Human partner, the chance you have |
 | of falling increases dramatically. Try to cooperate with your
 | partner, so that you both move at the same pace, at the same times.|
 | Try taking advantage of the Rules screen, to practice. Now, for the|
 | trick. There's a Whomp in the middle of the field! If you keep it |
 | steady the whole time, you shouldn't have to worry about him
 | stomping on you, or blocking your path. If you slow down though, he|
 | may block your path, giving your opponents the advantage. He may
 | even squish you, almost ensuring your loss. So stay clear of him. |
 | Prize: The Winners get 10 Coins. The Losers lose 10 Coins.
 | Difficulty: <> | Payoff: Average
                                         | Price: 150
```

```
Handcar Havoc =========//
\\===============
 | Game Rules: Race the handcar in teams of two. The more the two of
 | you press (A) the faster you will go.
 | Controls: "|" Lean Car
           (A) Speed Up
           (B) Brake
 | Toad's Advice: If you move "|" left or right against the lean, you |
 | can go around corners without losing speed.
 | My Advice: This mini-game is relatively easy if you have a Human
 | team-mate, but if you got a Computer team-mate it's hard. For some |
 | reason all the Computer players are psychotic lunatics, who have
 | seem to have something against using brakes... Anyway, at the start|
 | mash on the (A) button, until you reach a curve. If the curve is
 | sharp, press (B), and hold the Control stick in the opposite
 | direction as the lean. If it's a large turn, don't press (B) but
 | refrain from pressing (A) as well. When you get on a straight path |
 | with lots of hills, you're nearing the finish line. Press (A) as
 | fast as you can, to keep/obtain a lead. If you fall along the way, |
 | you lose the game - That is, if the other team makes it to the end.|
 | And remember, this works the other way around too. If the other
 | team falls, go slowly, and take your time, since as long as you
 | finish safely, you win the game.
 | Prize: The Winners get 10 Coins. The Losers lose 10 Coins.
 | Difficulty: <><><> | Payoff: Average | Price: 200
 || 12C. 1-On-3
                                                  [MIN3] ||
Bash 'n' Cash =============//
 | Game Rules: Hit the player in the Bowser Suit with your hammer.
 | The person in the Bowser Suit must run away until time is up.
 | Controls: _ Single Player
                                      Three Players
           ッ|ッ Move
                                     ツ|ツ Move
           (A) Jump
                                     (A) Attack
 | Toad's Advice: The player in the Bowser Suit can also grab the
 | Coins that get bashed out of him.
 | My Advice: If you're the person in the suit, move in large circles |
 | around the arena, avoiding people with the hammers. When one gets
 | real close, jump past, or on him. Be careful with the jumping, as
 | you slow down a bit, after a jump, and you'll get hit if you time
 | it at the wrong time. If you do get hit, try to get your Coins
 | before someone else does. If you have a hammer, it's actually best |
```

```
| him, it'sa second before you can run again, and by then, one of the|
 | other characters are almost always going for your money. Let them |
 | do the work, and go for the money when it comes out.
 | Prize: The person in the suit can't get any Coins. He loses any
 | Coins bashed out of him. Other players keep any Coins they collect.|
 | Difficulty: <><>> | Payoff: None
                                      | Price: 400
 | Difficulty: <><> | Payoff: None-Good | Price: 400
 | Game Rules: Let's go bowling! The bowler uses "|" to aim the shell, |
 | while the people who are pins try to jump away.
 | Controls: Single Player
                                    Three Players
          ツ|ツ Move
                                  אָן Direction of Jump
             Aim Shell
                                   (A) Jump
          (A) Throw
 | Toad's Advice: If the Koopa Troopa shell hits the edge of the lane,|
 | there's an electric shock, and the game ends.
 | My Advice: If you're the bowler, try to change the direction of the|
 | shell by pushing lightly on the control stick - Not hard, as it
 | may cause it to bump the wall. Aim for the front of the bins, and |
 | push left or right at the last moment. Try to press towards the
 | side with most characters. If you're a pin, try to go in a
 | seperate direction than the other pins - I mean, why should the
 | bowler be targetting one pin, when he can get two at the same time?|
 | Prize: The bowler gets 1 Coin for each regular pin knocked over
 | and 5 for each character. Pins can't recieve coins at all.
 | Difficulty: < | Payoff: None-Good
                                      | Price: 350
 | Difficulty: <><> | Payoff: None
                                      | Price: 350
 | Game Rules: Coins come out of these sturdy blocks when you break
 | them. The person with the hammer can break them in one hit.
 | Controls: _ Single Player
                                   _ Three Players
                                  ッ|ッ Move
          ッ|ッ Move
          (A) Overhear Swing
                                  (A) Jump
          (B) Sideways Swing
                                  (B) Attack
 | Toad's Advice: If you get attacked, you will drop the hammer.
 | Anybody can grab the dropped hammer.
 | My Advice: What Toad fails to mention, is that you can also make
 | someone drop the hammer, by jumping on them. That being said, I'll |
 | get on with the strategies. If you start with the hammer, the game |
```

| to stay away from the person in the Bowser suit. Even if you hit

```
| 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|
 | jmup 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 agressive, and will try to hit you.
 | Prize: The players keep what they pick up in the game.
 | Difficulty: < | Payoff: None-Good
                                        | Price: 50
 | Difficulty: <> | Payoff: None-Good
                                       | Price: 50
 | 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
          ツ|ツ Move
                                   ツ|ツ 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.
 | Difficulty: < | Payoff: None-Great
                                       | Price: 50
                                    | Price: 50
 | Difficulty: <><>< | Payoff: None-Poor
 0======0=====0======0======0=======0
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).
                                      Three Players
 | Controls: Single Player
          ッ|ッ Move
                                    ツ|ツ Move
           (A) Lower Crane
                                    (A) Wiggle
              Repeatedly: Grab
```

| should be all set for you. Move around, to people hitting blocks, |

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| their Coins.
 | My Advice: This one can really help you, if you're the Crane, or
 | really hurt you, if you're a doll. If you are the doll, jsut keep
 | mashing on (A) and hope you don't get picked up. If you're the
 | Crane, you'll have to decide what to go for, since you only have
 | one chance. If no one has more than 30 coins, go for the Treasure
 | Chest. If people do, go for the person with the most. When you have|
 | a target, press (A) as fast as you can (See section 13), until you |
 | are able to drop them into the pipe.
 | Prize: The Crane can pick up a Coin for 1 Coin, a Money Bag for 5, |
 \mid a Treasure Chest for 10, or a person for 1/3 of what they have. If \mid
 | you are picked up, you lose 1/3 of your Coins.
 | Difficulty: <>< | Payoff: None-Great
                                     | Price: 350
 | Difficulty: <><>< | Payoff: None
                                        | Price: 350
 | Game Rules: Paddle your boat down the river with \Im \mid \Im. Shy Guys
 | hiding on the banks will poke you with spears if you get too close.|
 | Controls: "|" Rotate to Paddle
 | Toad's Advice: Rotate your "|" quickly and completely! If the Shy
 | Guy's spear pokes you, you lose coins.
 | My Advice: This is jsut a rotation mini-game. Check section 13A for|
 | some tips and strategies on rotating the Control Stick. As for a
 | few tips that apply only to this mini-game: After you get the other|
 | side into the wall, you'll get coins, but the boat will also bounce|
 | away from the wall. This gives them a chance to make a come back,
 | and try to get the other side into the wall. Take advantage of this|
 | if you get poked. If you are on the "winning side" just keep with |
 | the rotating. Also beware of rocks. When you pass one, try to stay |
 | on the side, near your opponent. For example, if you are on the
 | right side of the boat, try to pass on the left side of the rock. |
 | Since you can't be pushed through the rock, tihs is a great chance |
 | to push the other player into the bank.
 | Prize: The player that gets the chest wins 10 coins.
 | Difficulty: <><> | Payoff: None-Great | Price: 50
 | Difficulty: <><> | Payoff: None-Average
                                        | Price: 50
 \\=============
                        Pipe Maze
 | Game Rules: Drop the Treasure Chest into the pipe so that it falls |
 | down to you. Move the chest with |y| and drop it with (A).
 | Controls: _ Single Player
                                       Three Players
          ツ|ツ Move Chest
                                       [No Controls]
```

| Toad's Advice: When you grab somebody, you steal one-thrid of all

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| 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
                | Payoff: None-Good
                                      | Price: 350
 | Difficulty:
 | Game Rules: Press (B) repeatedly to escape the Piranha Plant.
 | Players on the cloud Hip Drop to feed the Piranha Plant with rain. |
                                    _ Three Players
 | Controls: Single Player
          (A) Jump
                                   y|y Move
          (B) Run
                                         Jump
                                   (A)
                                   (A) + [Z] Hip Drop
 | Toad's Advice: As it raind 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 Pirahna 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
```

(A) Drop Chest

```
| Game Rules: The person on the tighrope must walk to the goal line. |
 | Players in the boats can shoot their cannons with (A).
 | Controls: _ Single Player
                                     Three Players
          ツーツ Move
                                   ッ|ッ Move Boat
                                    (A) Shoot Cannon
 | Toad's Advice: Rotate your "|" 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 "|" to pull the rope.
 | Controls: "|" Rotate to Pull Rope
 | Toad's Advice: Just rotate your "|"! 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.
 0======0=====0======0======0=======0
 | Difficulty: <><> | Payoff: None-Good
                                        | Price: 150
 | Difficulty: <><> | Payoff: None-Poor
                                       | Price: 150
 || 12D. 1-Player
                                                 [MIN4] ||
```

```
| Game Rules: Ride the ball all the way to the goal line. Push "|"
 | slowly to move carefully along the path.
 | Controls: "|"
               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.
 | Difficulty: <><> | Payoff: Poor-Great | Price: ---
 | Game Rules: Ride the ball all the way to the goal line. Push y \mid y
 | slowly to move carefully along the path.
 | Controls: "|"
               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.
 0======0=====0======0======0=======0
 | Difficulty: <><>< | Payoff: Poor-Great
                                      | Price: ---
 | Game Rules: Ride the ball all the way to the goal line. Push "|"
 | slowly to move carefully along the path.
 | Controls: "|" Move
```

```
| 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.
 | Difficulty: <><> | Payoff: Poor-Great | Price: ---
 \\==========
                       Ghost Guess
 | Game Rules: Find the leader of the Boos! The leader is the first of |
 | all the Boos to move.
 | Controls: "|"
           (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.
 | Difficulty: <><> | Payoff: Average
                                        | Price: 100
 | Game Rules: Hip Drop onto the flat-topped posts. Try to remember
 | which are flat and which are pointy, before the butterflies land.
 | Controls: "|"
                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 usuaall, with a light color under it, it's|
```

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

```
| pointy. If its lower, and has a dark color under it, it's flat. Go |
 | and Hip Drop the flat ones, and you'll get the Coins.
 | Prize: If you get all the flat posts, you win 10 Coins.
 | Payoff: Average
 | Difficulty: <
                                       | Price: 50
 | Game Rules: A stack of wood blocks comes crashing down. Break the
 | boxes to get to the treasure chest on top.
 | Controls: "|" Move
          (A) Jump
          (B) Attack
 | Toad's Advice: Don't mistakenly attack the Blue Thwomps instead.
 | You'll get knocked away.
 | My Advice: The trickiest part about this game, is the time limit.
 | It keeps you from taking your time, and hitting the boxes when you |
 | feel safe. So, try to work quickly, but without doing anything
 | stupid. If you're lucky enough to have a box on the bottom, hit it |
 | first, as there's virtually no chance, of you hitting a Thwom. Then|
 | jump and hit the remaining boxes, one by one, when the Thwomp above|
 | them moves upward. When you get them all, jump up, and hit the
 | chest, before you run out of time. The difficulty of this one,
 | depends on what positions the boxes are in, so good luck with it. |
 | Prize: If you get the Treasure Chest, you get 10 Coins.
 | Difficulty: <><> | Payoff: Average
                                       | Price: 200
 | Game Rules: Do a Limbo Dabce under all the Limbo Sticks. Lean back |
 | and jump forward by pressing (A).
 | Controls: (A) Lean Back
             Move Forward
 | Toad's Advice: Don't press(A) if it looks like you might fall down.|
 | Slowly let yourself stand up.
 | My Advice: Press (A) at a steady rate, until you reach the first
 | set of limbo sticks. If they are blue, basically, continue at this |
 | pace, pressing slightly faster, if you think you'll hit your head. |
 | You should be leaning at a 45 degree angle or so. For yellow, try
 | to be in a 90 degree angle, and make steady taps so that you don't |
 | trip. For red, press (A) until you start tripping, then steadily
 | press, so that you recover, trip, recover, trip, etc. And another |
 | tip: If you are coming out from under a limbo stick, and have a
 | large distance to the next stick, get your balance again. If the
 | distance is small, however, don't get your balance! You may not
```

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| 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.
 | Price: 50
 | Difficulty: <><> | Payoff: Average
 | 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.
 | Difficulty: < | Payoff: Poor-Average | Price: 50
 | 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.
 | Difficulty: <>< | Payoff: Average
                               | Price: 150
```

```
| Game Rules: The Koopa Troopas hide their chests. Find the Koopa
 | Troopa that has the treasure.
 | Controls: "|"
                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.
 0======0=====0======0======0
 | 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: "|" 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, rmeember 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
                    20 Coins
        3 Hats:
 0======0=====0======0
 | Difficulty: <><>< | Payoff: Poor-Good
                                        | Price: 200
```

```
| Game Rules: Jump across the tops of the Teetering Towers. Depending |
 | on where you land, the towers tilt in a different direction.
 | Controls: "|" Move
          (A) Jump
 | Toad's Advice: Once the tower teeters over, jump with all you've
 | got. Then you can make it to the next tower.
 | My Advice: When it starts, wait walk to the edge of the platform,
 | in the direction you want it to tilt in, then wait for it to tilt
 | closer to the platform you want to jump too. Then jmup for it, and |
 | continue. Don't get cocky though, the concept is simple, but you
 | ay screw up, if you aren't careful. Additionally, there is one
 | Money Bag, and 2 Coins, spread around the towers. If you are close |
 | to them, go for it, but if not, don't try to change directions, as |
 | you may cause yourself to fall off of the platforms.
 | Prize: You get 10 Coins for finishing, plus whatever Coins you get |
 | along the way. You get 0 if you fall, though.
 | Difficulty: <>< | Payoff: Average-Good | Price: 100
 \\=============
                       Whack-a-Plant
 | Game Rules: Jump on the Piranha Plants that come out of the pipes
 | and knock them back down. Get Coins for each one you jump on.
 | Controls: "|"
                Move
           (A)
                Jump
 | Toad's Advice: You can reach the farthest flowers with a long jump.|
 | Hold down (A) to do a long jump.
 | My Advice: This mini-game is an excellent way to get Coins! At the |
 | start, only one plant will come out. Jump on them, to get the Coin. |
 | Then two come out, then three, etc. This continues, until there's |
 | eight in total. The trick, is to jump on one, then bounce to the
 | next closest one without landing, and continue the chain of jumps, |
 | until you get them all, or until they go back down into the pipes. |
 | Even if you do fall, just jump on one again. You should be able to |
 | break 30 Coins easy - Or at least 25 or so.
 | Prize: You get 1 Coin for each plant you jump on.
 | Difficulty: <
                 | Payoff: Poor-Great
                                      | Price: 200
 || 12E. Bowser's Games
                                               [MIN5] ||
\\=======Bowser's Bash 'n' Cash==========//
```

```
| 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
          ツ|ツ Move
                                   ッ|ッ 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.
 0======0=====0======0======0
 | Difficulty: <><> | Payoff: None
                                       | Price: 400
 | Difficulty: < | Payoff: None-Good
                                      | Price: 400
 | 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 Baloon. (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,
 \mid and all of the air goes into the balloon. By the way, the (A)+[Z]
 \mid combo works best for me, but (A)+(B) works just as well if you are \mid
 | Prize: All losers must give Coins to Bowser.
 | Difficulty: <><
                | Payoff: None
                                       | Price: ---
 | Game Rules: If you don't get more than 90 points, Bowser will
 | steal your Coins! Careful, careful!
```

```
(A) Grab
          (B) Undo
 | Toad's Advice: Pull and tug Bowser's face and make it match the
 | example. Press (A) to grab and hold it and push "|" to move it
 | around.
 | My Advice: Watch the example closely. Pay attention 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: Anyone who gets less than 90 points, gives some of their
 | Coins given to Bowser.
 | Difficulty: <><> | Payoff: None
                                    | Price: ---
 | Game Rules: Rotate "|" as fast as you can, because if you lose,
 | Bowser will steal some of your Coins.
 | Controls: "|" Rotate to Pull Rope
 | Toad's Advice: It's a 3-on-1 Tug o' War against the person in the
 | Bowser Suit. Rotate "|" to pull the rope.
 | My Advice: This is a rotation mini-game, just like the original Tug|
 | o' War. The only difference, is that this time you can't win any
 | Coins. Check section 13A for tips on rotating the Control Stick.
 | Prize: If the person in the Bowsere Suit wins, the other 3 Players |
 | each lose 5 Coins. If the others win, the player in the Bowser Suit|
 | loses 15 Coins.
 | Difficulty: <><> | Payoff: None
                                    | Price: ---
 | Difficulty: <><> | Payoff: None
                                    | Price: ---
 | 13. Button Mashing Strategies
                                              [MASH] |
|| 13A. Control Stick Rotation
                                            [ROTA] ||
Ok, this is probably the question most of the people reading this FAQ
have: How the hell do I rotate the control stick, so that I win (And
preferably not get blisters.) Well, the thing is, most people are just
```

rotating it too fast! That's right, you are pushing the stick around so

| Controls: "|" Move

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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13B. Button Pressing	[PRES]	
00=======++++++++++++=======+++++++++++	++=======	=00

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.

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| 14. Frequently Asked Questions

[FAQS] |

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 minigame 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:
Answer:

How do I use the items that I bought from the shop? 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:
Answer:

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

Question:
Answer:

Holy Crap! How do you rotate the Mecha Shy Guy 100 times? 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.





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

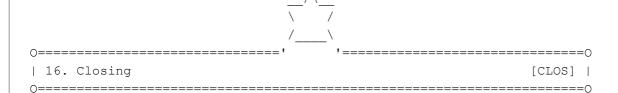
play.

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 viceversa. 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.-



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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