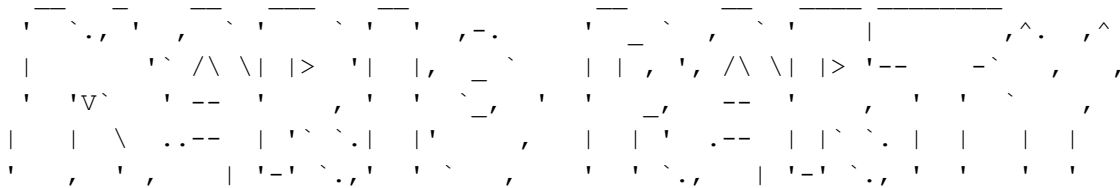


Mario Party FAQ/Walkthrough

by Ryouga

Updated to v1.0 on May 12, 2001



Mario Party
Nintendo 64, by Nintendo (1998)
By Ryouga (ryouga@videogamers.com)

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(I) [Introduction]

- Story -

Mario looked around and smiled. Throwing a party had been an excellent idea. It had been a long time since they had all gotten together. All his friends were there: Luigi, Peach, Toad, Yoshi - even Wario and Donkey Kong. They laughed and talked about all the adventures they had shared together in the past. But what was there to do now?

The conversation turned to their dreams for the future. Amazingly, they all envisioned the same thing...

To become a Super Star upon whom everyone in the world could rely.

Then Wario asked, "Which one of us is the biggest Super Star?"

"I am!" "It's me!" they all shouted. The gang couldn't come to an agreement because they all wanted to be the best. They needed to prove once and for all who truly was number one.

Suddenly, Toad had an idea. "Isn't a Super Star someone who helps others when they're in trouble?"

Everyone realized he was right. Then Toad told them about a Warp Pipe in Mushroom Village that could take you anywhere they wanted to go. Surely there were people on the other side of that Pipe who needed their help.

They all ran as fast as they could to Mushroom Village and jumped into the Warp Pipe. But none of them knew what exciting adventures awaited them on the other side...

(II) [Characters]

All of these characters want to be the true Super Star. Choose the one you think is most deserving of this honor and help him - or her - achieve that goal.

Mario: Everyone would agree that Mario is a super guy, but he certainly can't match the strength of Wario or Donkey Kong. Can he overcome his weaknesses to become the number one Super Star?

Luigi: Maybe Mario's younger brother has what it takes to become the ultimate Super Star. He's smarter than Mario, but can brains overcome brawn in this contest?

Peach: Princess Toadstool has been antagonized by Bowser for ages. Perhaps her proven bravery will allow her to reign as the Supreme Star.

Donkey Kong: DK is definitely the most powerful of all his friends. If the contest relies on muscle, this ape will win hands down.

Wario: He's certainly more cunning than the rest and strong to boot. Could it be that Wario is destined to become the Super Star?

Yoshi: Yoshi has adventured with Mario since he was a baby. Full of energy and rich with experience, perhaps Yoshi has what it takes to achieve Super Stardom.

Toad: Toad appears on most of the Adventure Boards to sell Stars to players able to reach his spaces. He is also a guide through the game's menus.

Koopa Troopa: Koopa Troopa is the guide to each Adventure Board, and will reward players with Coins as they pass his space.

Boo: Boo the ghost will gladly steal Coins or Stars from other players and give them to you... for a fee, of course.

Bowser: Mario's arch-nemesis, Bowser lurks around every Adventure Board to annoy players and steal their Coins and Stars.

(III) [Controls]

= Basic Controls =

Control Stick: Move the cursor, move between menu selections, and scroll through maps.

A Button: Make selections, or hit the Dice Block.

B Button: Cancel or return to the previous screen. Also, enters the Map View Mode on the Adventure Board.

C Buttons: During Mini-Game explanations, use the C Buttons Left and Right to cycle through Rules, Controls, and Tips.

L Button: Not used.

R Button: Displays the overhead Map View.

Start: Pause the game and display the Pause Screen.

(Note: Each Mini-Game's Controls are unique and are shown before playing them)

(IV) [Menus]

= Mushroom Village =

- Warp Pipe

Enter the Warp Pipe to play on an Adventure Board with three other human or computer controlled characters. There is also the option to watch a practice game to learn the rules of Mario Party. If a game has been saved previously, it can be resumed at the Warp Pipe, or abandoned to start a new game.

Number of Players

There are always four characters in every game. Decide how many players will control characters and choose from one to four players. If there are less than four players, the computer will control the remaining characters.

Choosing Characters

Once you have determined the number of players, select the characters used by players and the computer.

Deciding Computer Skill

When there are computer-controlled characters, set their skill level from Easy, Normal, or Hard.

Choosing Map and Number of Turns

Choose which Adventure Board to play on, then select a number of Turns to play from the following options on the Turn Clock:

Lite Play: 20 Turns (around 1 hour)

Standard Play: 35 Turns (around 1 to 2 hours)

Full Play: 50 Turns (around 2 to 3 hours)

Determining Turn Order

At the start of the game, each character hits a Dice Block to determine their turn order. The player with the highest number goes first.

- Mushroom Shop

Various items can be purchased from the Mushroom Shop by using the Coins won from Adventure Boards or Mini-Game Stadium.

- Mushroom Bank

All gameplay items are kept at the Mushroom Bank, which can be used or not to customize gameplay on the Adventure Boards. The Bank also keeps a tally of the number of Coins and Stars collected.

- Raft

The raft leads to Mini-Game Island, which is a one-player trek through all 50 Mini-Games to reach the Goal of Mini-Game Island. See (IX) for more information about Mini-Game Island.

- Option House

Various sound options can be set here, and the Mario Party memory can be cleared by talking to Fun Gus. Be careful not to accidentally erase your saved game. Other options include:

Jukebox

After the Record is purchased from the Mushroom Shop, any background music from the game can be played here.

Sound Lever

Set the Sound to Stereo or Mono.

Talking Parrot

After the Talking Parrot is purchased from the Mushroom Shop, random voice clips from the game can be played here.

- Mini-Game House

Mini-Games can be purchased anytime after having been played in any other mode. After purchased, they can be played here at anytime. This House also contains the Pot o' Skills, which leads to Mini-Game Stadium.

Buying Mini-Games

Press the A Button on Puff to talk to her and enter the Mini-Game list. Buy Mini-Games from the list by paying the number of Coins listed, or pay 10 Coins to play it once without buying it. Only Mini-Games previously played at least once in any other mode can be purchased here.

Playing Mini-Games

Press the A Button on the Crystal Ball to play any Mini-Games previously purchased from Puff. Playing Mini-Games here requires several options to be set first:

- Number of players
- Characters controlled
- Settings
- Choose Mini-Games

Pot o' Skills (Mini-Game Stadium)

Here, four human or computer characters can compete in Mini-Games on a special Adventure Board. The blue and red spaces of Mini-Game Stadium don't add or subtract coins, but determine which Mini-Games will be played. Coins won by human characters are saved at the

Mushroom Bank after the game is over.

Mecha Fly Guy

After the Mecha Fly Guy is purchased from the Mushroom Shop, a special Mini-Game can be played here that counts how many times the Control Stick is rotated in ten seconds.

= Pause Options =

You can choose the following settings on the Pause Screen:

Controller Settings: Set any character from human to computer control or vice versa. Use this to allow players to join in the middle of a game.

Mini-Game Settings: Choose whether or not to use the Mini-Game explanation screens before playing a Mini-Game.

Save Settings: -Don't save.
-Save after this turn.
-Save after every turn.

Message Settings: Set the speed of the messages.

Quit: Quit the current game and return to Mushroom Village.

Back: Go back to the Board Map.

(V) [Rules]

= The Flow of the Game Board =

The goal of Mario Party is to collect the most Stars from the various Adventure Boards. The key to winning is to earn Coins in more than 50 different Mini-Games and buy Stars from Toad before your rivals do.

+-----+
| Select the number of Players, |
| Board Map, and Number of Turns. |
+-----+

|
v

+-----+
| Determine turn order. |
+-----+

|
v

+-----+
| Player 1 breaks the Dice Block. |
+-----+
| An event will occur depending on |
| what space the player lands on. |
+-----+

| Players 2 through 4 takes |
| their turns. |

+-----+
| After all players have moved, |
| a Mini-Games will begin. |
+-----+

|
v

\
\
\
| Repeat these steps until
| the number of turns have
| been completed.
/
/
/
/

```

+-----+
| After the chosen number of Turns |
| has ended, rankings are determined,|
| and the real Super Star is |
| announced! |
+-----+

```

= Determining the Super Star! =

After the last turn is played, the winners of three awards are announced, and each winner receives one Star. In the event of a tie, all the winners receive a Star.

-Mini-Game Star: Most Coins collected during Mini-Games.

-Coin Star: Most Coins collected overall.

-Happening Star: Landing on the most ? Spaces.

The Super Star is then determined by the number of Stars and Coins collected. If several players have the exact same number of Stars and Coins, the winner is decided by hitting the Dice Block (highest number wins).

After the Final Results, the Coins and Stars won by players at the end of the game are deposited in the Mushroom Bank. Coins and Stars from computer players are not deposited, though.

(VI) [Boards]

```

          | Legend |
+-----+-----+-----+
|      o = Blue Space      ? = ? Space      |
|      @ = Red Space       X = Bowser Space   |
|      ! = Chance Time     1 = 1-Player Mini-Game |
|                          M = Mushroom Space   |
+-----+-----+-----+
|      [T] = Toad          [b] = Boo          |
|      [K] = Koopa         [B] = Bowser       |
|      [*] = special (exclusive to that Adventure Board) |
+-----+-----+-----+

```

(Types of Spaces)

Blue Space: Gain 3 Coins; gain 6 Coins during the final 5 Turns.

Red Space: Lose 3 Coins; lose 6 Coins during the final 5 Turns.

Star Space: Play a one-player Mini-Game.

! Space: Starts a one-player Chance Game.

? Space: Different events occur, depending on the Board.

Mushroom Space: A Block will appear over the character on this spot, which alternates between Red and Blue Mushrooms. Hit the Block to get either one; Red gives the character another move, while Blue makes them miss their next turn.

Bowser Space: Bowser appears and causes trouble with his roulette wheel.

Junctions: When you arrive at a junction, move the Control Stick in the direction you want to go and press the A Button.

(Characters)

Toad: Toad trades 1 Star for 20 Coins. Sometimes Toad's location will change after someone buys a Star from him.

Koopa Troopa: As your guide, he explains the Board Map. During the game, he gives characters a present of 10 Coins each time each time they

pass Start. During the final 5 Turns, he gives 20 Coins.

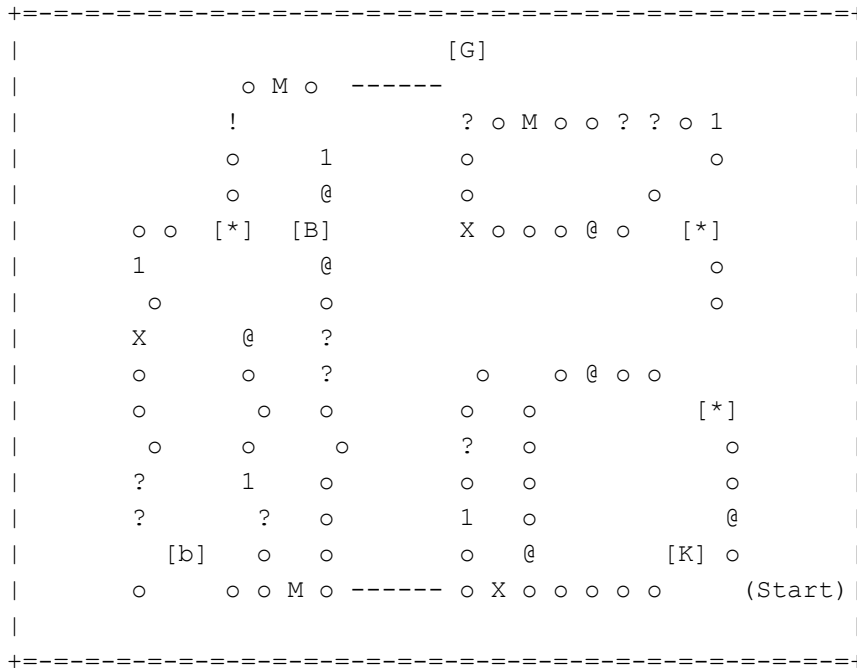
Boo: Boo will steal Coins or Stars from another character, but stealing a Star costs 50 Coins.

Bowser: Mario's old enemy, Bowser, is out to cause trouble. His evil tricks include selling players useless items.

= DK's Jungle Adventure =

Difficulty: *

Go exploring in jungle ruins. Whomps and doors block the many junctions, and you may only pass if you have enough Coins.



(Special)

? Spaces: Causes a boulder to roll left from the top-right corner to the Board, then straight down after crossing the bridge. Any players in the boulder's path will be chased to the other side of the bottom bridge.

(*)Whomps: Whomps stand in the middle of some junctions and prevent players from passing in one direction without paying 10 Coins. After moving through a Whomp junction, the Whomp will walk over and block the other path.

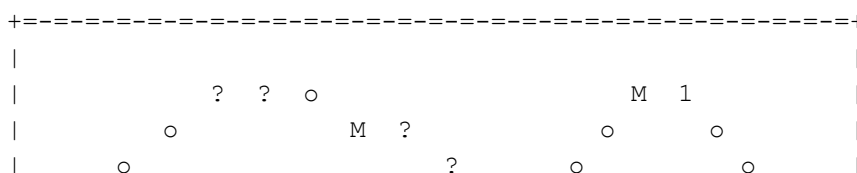
Toad: Toad does not have a set location, and will travel to a random location each time a Star is purchased.

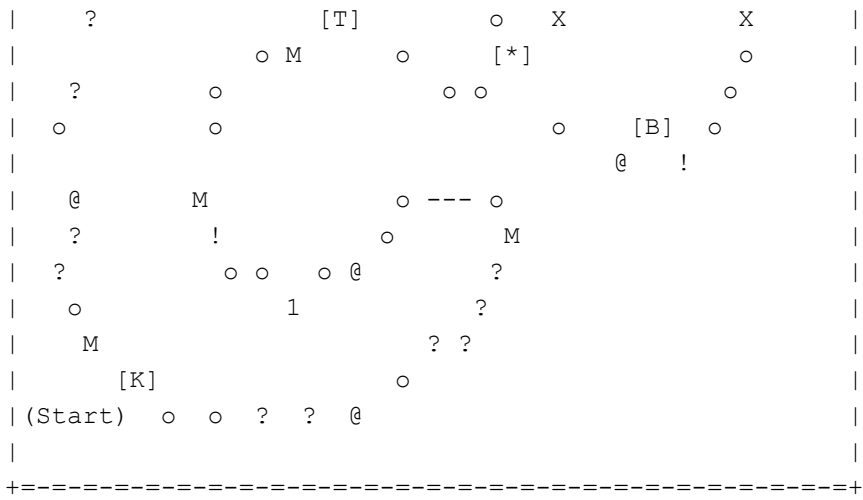
Bowser: Bowser will sell any character that passes him a worthless Gold-Plated Bowser Statue for 20 Coins.

= Peach's Birthday Cake =

Difficulty: **

Play on top of a giant birthday cake! Plant "Strawberry Seeds" to steal Stars from the first Rival to land on that space.





(Special)

? Spaces: A Goomba will try to sell you a Strawberry Seed to plant at that space for 30 Coins. Players that land on that space will lose a Star and give it to you, but only once. Since Boo doesn't appear on this Board, this is the only way to steal a Star.

(*)Lottery: A Goomba will force you to play the Seed Lottery. Pay 10 Coins, then choose one of the four seeds and see what picture pops up. One of the four seeds is Bowser, and makes you take the path to the right to meet him. The other three seeds make you take the left path to Toad. After all four seeds have been bought, four new seeds take their place.

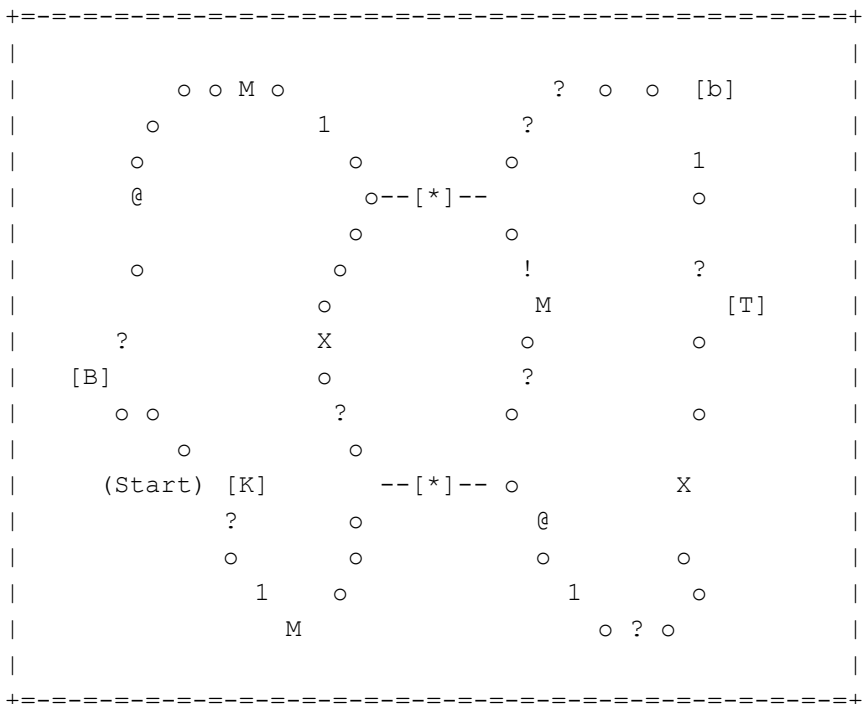
Toad: Toad stays at the same location for the whole game.

Bowser: Bowser will sell you a useless Shell Cake for 30 Coins.

= Yoshi's Tropical Island =

Difficulty: **

Take a trip to the southern islands where the Yoshis live. You may go from one island to the other, but the Blue Thwomps guarding the bridges continue to raise the price of passage.



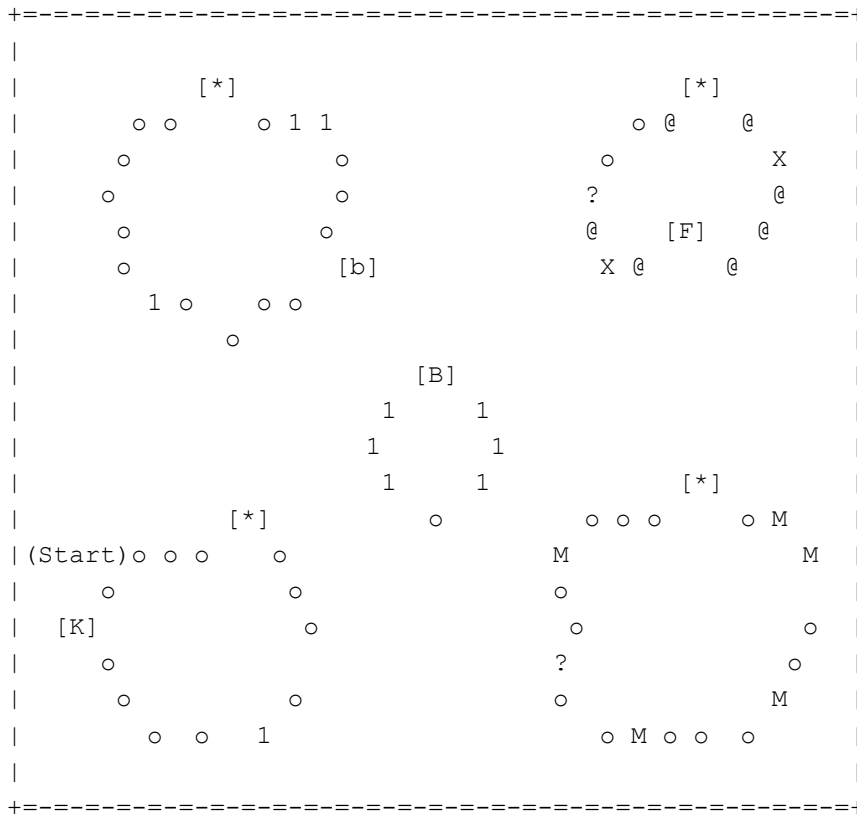
(Special)

? Spaces: Bubba the Blooper will switch the locations of Bowser and Toad.
 (*)Thwomps: Thwomps will rest on the bridges separating the islands. A toll must be paid to pass them, which starts at 1 Coin. Each time someone passes, the toll is increased by 1 Coin, to a maximum of 50 Coins. It is also optional to pay more than the required amount to raise the toll quickly.

Toad: Toad and Bowser each occupy the far sides of each island.
 Bowser: Bowser will sell you the useless Bowser Tube for 30 Coins.

 = Wario's Battle Caanyon = Difficulty: **

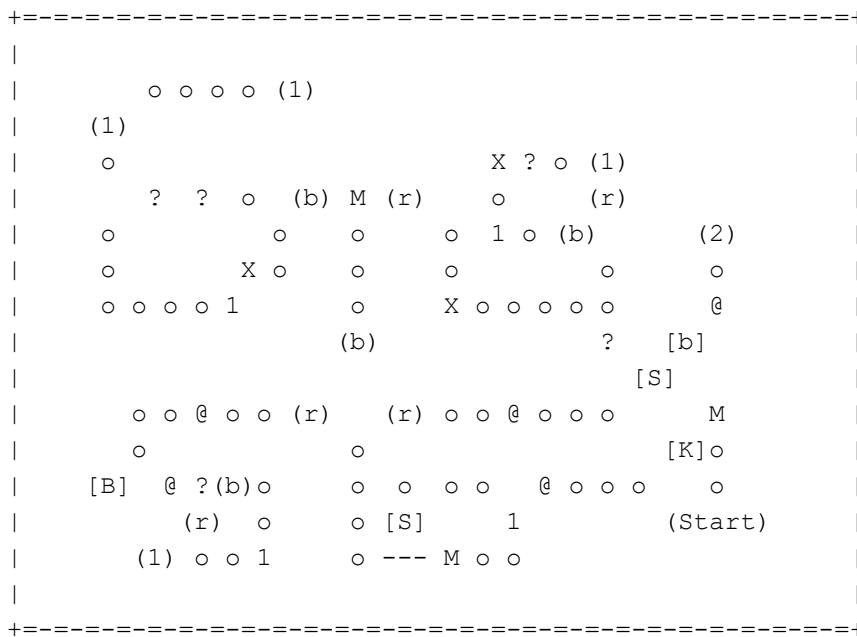
A battlefield sets the stage for this Board. Players are automatically shot to another island when they pass in front of a Bob-Omb Buddy. But the only way to Bowser's island is to ask the Fly Guy to take you there.



(Special)
 ? Spaces: Reverses the path of the Bob-Omb's cannons.
 (*)Bob-Omb: Meeting a Bob-Omb will shoot your character to one of the other islands. After a character is shot, a cursor will flash over random Spaces on the next island. Press A to select the Space on which the character will land. The cannons shoot the the other islands in a figure-8 pattern, which can be reversed by landing on a ? Space.
 (F)Fly Guy: Passing the Fly Guy will give the option of taking your character to Bowser's tiny island in the middle, or to bring any character to the Fly Guy's spot. Both of these options cost 20 Coins.

Toad: Toad's location is completely random, and can appear on any one of the islands, making him somewhat tricky to reach at times.
 Bowser: Bowser will shoot you to a random spot on the Board for 30 Coins.

This board is set in the mysterious Engine Room. Steel doors blocks many of the junctions, and players may only take the paths that are open. The doors move at the end of each round, changing the paths that can be taken.



(Special)

? Spaces: A blast of steam will push the character to a nearby part of the Board.

Blue Doors: When the Blue Doors are up, the Red Doors are down, and vice versa. (B)

Red Doors: When the Red Doors are up, the Blue Doors are down, and vice versa. (R)

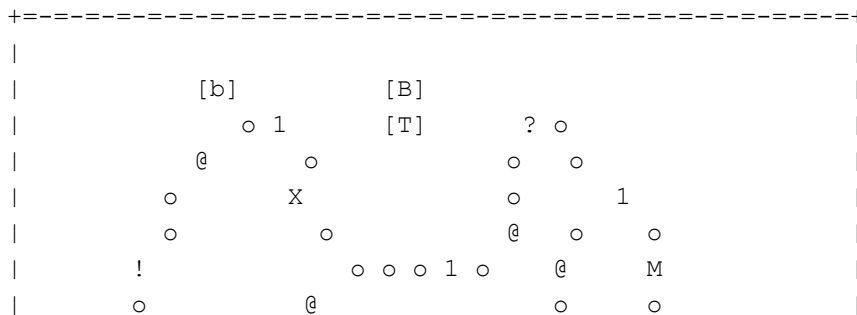
Warp Pipes: All the Warp Pipes labeled with (1)'s will lead to the Warp Pipe (1) & (2) labeled with a (2).

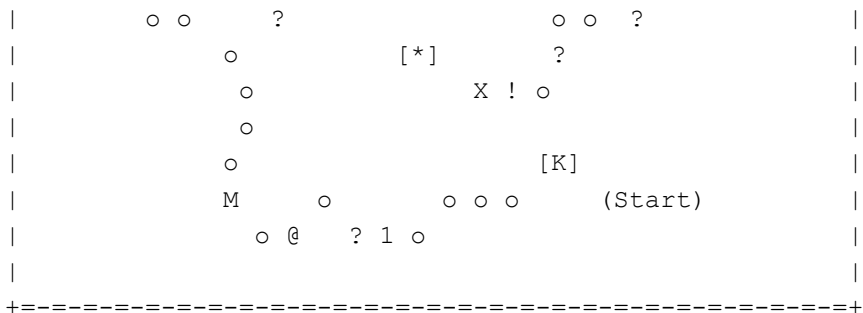
(S)Switch: Passing a Switch will give the option to switch the opened doors with the closed doors, for 20 Coins.

Toad: Toad's location is random, which makes it tricky to get to him since the walls and paths available are constantly changing.

Bowser: Bowser will produce a single Coin for you with his machine, then charge you 20 Coins for his efforts.

Take a magical trip to a Castle in the clouds. This board consists of a single path that the players must follow to reach the Castle. However, when someone reaches the Castle, Toad and Bowser switch places.





(Special)

? Spaces: This will switch Toad with Bowser in the castle tower, or vice versa.

(*)Cloud: Upon reaching the Cloud's pedestal, the character will be flown up to meet either Toad or Bowser, whoever is in the Tower at the moment. Afterwards, they will be dropped and flown by Lakitu back to the Start.

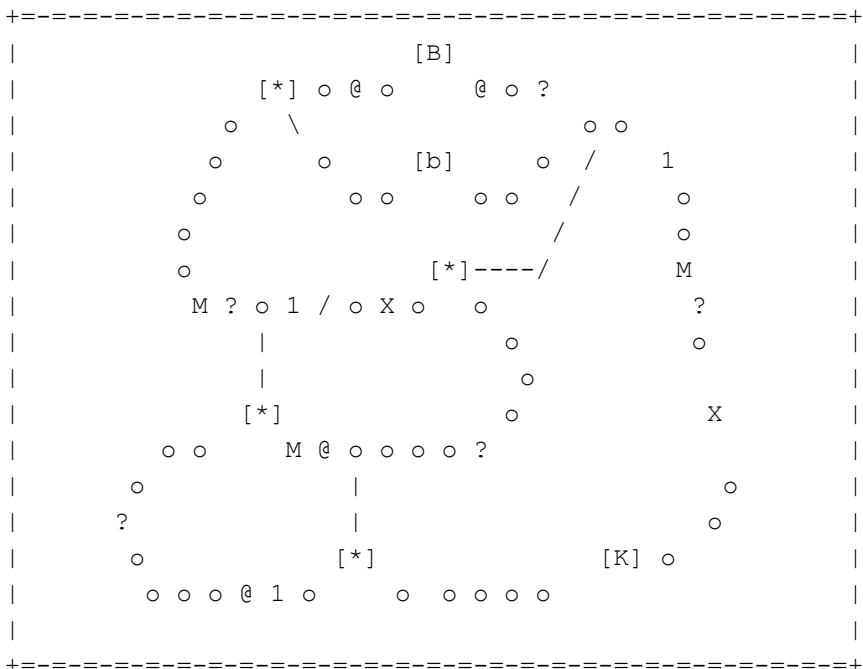
Toad: Toad is always in the Tower at the top of the screen, and can only be reached by flying on the Cloud from the pedestal. Toad shares the same space as Bowser, however, and the Tower switches characters each time someone passes by or a ? Space is landed on.

Bowser: Bowser will sell a Star for 20 Coins... which turns out to be fake.

= Bowser's Magma Mountain =

Difficulty: ***

Bowser's revenge takes place on top of the flaming Magma Mountain. Be careful of eruptions that change all Blue Spaces to Red!



(Special)

? Spaces: This dangerous space will change all the Blue Spaces to Red, and vice versa. This effect lasts for three turns.

(*)Bridges: These bridge shortcuts will charge 10-20 Coins to take a shot at their roulette Block. Hit the Star to pass over the bridge, or the Bowser to take the long way around.

Toad: Toad's location is random on this Board.

Bowser: Bowser will steal one of your Stars! If you do not have a Star, he

4-Player Mini-Games: These games have different objectives, ranging from defeating all the other players to working together to achieve a goal.

1 vs. 3 Mini-Games: Most often, these games seem to benefit the one player.

2 vs. 2 Mini-Games: Players divide into two teams and compete against each other.

= Mini-Game Types =

Bonus: Players can earn more than 10 Coins in these games. Missing does not lose Coins, though.

Success: Players earn 10 Coins for clearing these games, but lose 5 Coins for missing.

Chance: Players can steal coins from other players.

2-on-2: All four characters divide into teams of two. The winners steal 10 Coins each from the losers. If the losers do not have enough coins, they lose all their coins.

Racing: The winning player earns 10 Coins, but the losing characters do not lose any Coins.

Point: Games in which the player with the highest score earns 10 Coins. If several players have the same highest score, they all earn 10 Coins.

Survival: The last player standing at the end of these games wins 10 Coins.

= Chance Time =

In this special one-player Mini-Game initiated by landing on a ! Space, the character has the opportunity to exchange Coins or Stars between characters by hitting the two Character blocks on the sides, and the Effect Block in the middle. The blocks can be hit in any order, but they speed up greatly after each hit. Any character can be affected by Chance Time. Here are the effects:

-Give 10 Coins	-Give 1 Star
-Give 20 Coins	-Trade Stars
-Give 30 Coins	

= Bowser Events =

Landing on a Bowser Space will bring up Bowser's Event Roulette, which can be any one of the following events. Beware, since the roulette pointer may speed up, slow down, or even go backwards at any time.

100 Star Present: The cursor will never land on this one.

1000 Coin Present: The cursor will never land on this one either.

Bowser Chance Time: Identical to Chance Time, but Bowser will always be on the receiving end of the trade.

Bowser Revolution: Bowser takes everyone's Coins and redistributes them evenly among all the players.

Bowser's Balloon Burst: Identical to the Balloon Burst Mini-Game, except all the losing players will lose 30 Coins.

Bowser's Bash 'n' Cash: Identical to the Bash 'n' Cash Mini-Game, except Bowser keeps all of the Coins lost by the player in the Bowser Suit.

Bowser's Face Lift: Identical to the Face Lift Mini-Game, except any player that does not get a score of 80 points or more will lose 30 Coins.

Bowser's Tug o' War: Identical to the Tug o' War Mini-Game, except the losing side's Coins all go to Bowser.

Coins For Bowser: Bowser will take 20-30 Coins from that player.

Star Steal: The cursor will never land on this one.

they have no danger of drowning. Bringing a Treasure Chest to the surface will reset the timer.

- The size of the Treasure Chests indicates how many coins are inside. The biggest ones have five coins, the medium ones have three, and the small ones have a measly one coin.
- The bigger the Treasure Chest, the slower it makes a character move when the swim with it to the surface. Wait for a decent gap between the shark and Bloopers before surfacing with the larger Chests, because they will slow you down to a snail's pace.
- Avoid going after the smallest Treasure Chests until there are no others left, since they're not worth it compared to the bigger ones.
- You can block a character from bringing a Treasure Chest to the surface by swimming above them. This can be done to slow them down and make them hit the shark or a Blooper, or make them drown by pinning them as their counter goes to 0.

[Hot Bob-omb]

```
+-----+-----+
| Type: Chance      | Win:   5 Coins |
| Time: n/a         | Lose: 15 Coins |
+-----+-----+
```

(Controls)

Control Stick : Choose direction
A Button : Pass Bob-omb

(Game Rules)

Toss a Bob-omb between all the players until it finally explodes in one of their hands.

(Tips)

- To throw the Bob-omb away as quick as possible, always hold the direction you wish to throw it at, even when the Bob-omb isn't being passed to you. When it's about to reach you, tap the A Button as soon as the Bob-omb's noise finishes to throw it immediately.
- It's possible to hold the Bob-omb to make it bigger and shorten its fuse, but be careful not to hold it too long.
- The Bob-omb gets a lot bigger and redder as it's about to explode. When this happens, be sure to toss it the moment it lands at you.
- In a group of human players, try ganging up on the person with the most coins by always tossing the Bob-omb to them!

[Musical Mushroom]

```
+-----+-----+
| Type: Racing      | Win:  10 Coins |
| Time: 30 seconds  | Lose: nothing  |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump
B Button : Attack
A+Z Buttons : Hip Drop

(Game Rules)

When the music stops, it's a dash! Be the first to jump and get the Treasure Chest on the middle mushroom.

(Tips)

- As long as the music plays, the characters will circle the mushrooms

automatically.

- To get a head start on the others, continually hold the Control Stick towards the middle mushroom so your character will start running immediately when the music stops.
- When it comes to jumping onto the middle mushroom, avoid jumping on the smaller mushrooms around it since that just wastes time. Run around them for fastest results.
- Always jump a split second before you think you need to get onto the middle mushroom. That way, if someone else is neck-and-neck with you for the Chest, you may just land on their head and squish them for a second.
- Don't worry about attacking other characters along the way to the middle mushroom; the dash to the Treasure Chest is too short to waste time with useless actions. Pick a fight with someone and it's pretty likely that one of the other characters will nab the Treasure Chest.
- Never, ever use the Hip Drop in this game unless you want to lose. It takes too long for both the character to perform the Hip Drop, as well as get up after it's done, so someone else will have gotten the Treasure Chest by then.

[Crazy Cutter]

```

+-----+-----+
| Type: Point      | Win: 10 Coins |
| Time: 30 seconds | Lose: nothing |
+-----+-----+

```

(Controls)

Control Stick : Move

(Game Rules)

Cut the fossilized characters free by jackhammering along the edges of their pictures.

(Tips)

- The most important rule to playing this game is to always keep a steady hand. Always hold the Control Stick and don't let it go neutral or the character will take off in a random direction.
- Try to only watch your character and not your opponents. It's best to concentrate on your own cut-out since everyone can win anyway.
- When it comes to jackhammering upward, it can be hard to tell where to go since the line won't be visible from behind the character. Just try to mimic the other side of the drawing and it should turn out well.
- Get the highest score possible by staying directly on the dark line outside the drawing.
- When all the players have completed their cutting or the time limit runs out, each character is given a Point total from 0 to 100. Anyone with 80 points or more will free the fossil and win 10 coins.
- There are # different random fossils: Bob-omb, Boo, and Goomba.
- Bob-omb is very easy since it is shaped like a circle with a slight triangle at the top. Take the curves slowly to score well.
- Boo is also easy since it is mainly a circle with a pair of short arms on each side. As with Bob-omb, just takes the curves slowly.
- Goomba is trickier than the others since its feet require precise movements to cut around. Be careful when cutting the bottom half and keep your eyes focused on your characters cutting line.

[Face Lift]

```

+-----+-----+
| Type: Point      | Win: 10 Coins |
| Time: 30 seconds | Lose: nothing |

```


(Controls)

Control Stick : Move
A Button : Grab
B Button : Undo

(Game Rules)

Pull and tug Bowser's face to try and match the example.

(Tips)

- Pay extremely close attention to the example before the Mini-Game actually starts! It shows you which parts need to be moved in which directions, which is a LOT more help than the tiny model picture in the middle of the screen during play.
- There are SIX areas of Bowser's face that can be moved. From top to bottom: left and right eyebrows, nose, left and right cheeks, and jaw. Don't try to move other parts, since they won't even get grabbed.
- When moving a part, always pull it the farthest out possible. The example never goes less than all the way.
- When you do something to one side of Bowser's face, always mirror it exactly on the other side, if possible.
- Bowser's eyebrows are the most easily forgotten part. Try not to forget them.
- If you aren't certain that your previous move was done well enough, hit the B Button with the Hand cursor over that part to return it to normal.
- When you are finished with your face, you can move your Hand cursor over the model in the middle of the screen to prevent other players from seeing it.
- When the time limit runs out, each character is given a Point total from 0 to 100. The character with the highest Point total wins. In the event of a tie, all the characters with the highest Point totals win.

[Balloon Burst]

```
+-----+-----+
| Type: Racing      | Win:  10 Coins |
| Time: 30 seconds | Lose: nothing  |
+-----+-----+
```

(Controls)

A Button : Push down pump
B or Z Button : Pull up pump

(Game Rules)

Blow up the Bowser Balloon by pumping rapidly.

(Tips)

- Find out if you are more comfortable alternating A and B, or A and Z. When you've found which style suits you, ignore the other button.
- Hold the A Button until the "Go!" message appears and your character will get their first pump in as quickly as possible
- Do not just mash on the buttons frantically or your character will only generate a piddly amount of air for the Balloon.
- To maximize your pumping power, make sure the character pumps all the way up and down, but as quickly as possible.
- Another effective technique is to inhale as the character pumps up, and exhale as they pump down. This will create a rhythm that can be easily followed and sped up if necessary.
- After pulling up the pump all the way, a character's pump will begin to flash. That indicates that their pump is full of air and the next pump down will fill the Bowser Balloon substantially.

- When the Bowser Balloon starts to roll its eyes, that Balloon is very nearly done.

[Coin Block Blitz]

```
+-----+-----+
| Type: Bonus      | Win:  1+ Coins |
| Time: 60 seconds | Lose: nothing  |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump

(Game Rules)

When you hit the blocks, Coins come out. Jump to hit the blocks, and take as many Coins as you can.

(Tips)

- The nine Coin blocks can contain anywhere from 1 to 12 Coins.
- It's best to always go for the blocks closest to your character, since the blocks have random Coin amounts and it's necessary to race to them before the other players get all the Coins.
- If your jump causes the block to disappear, that means it's out of Coins, so immediately hold the Control Stick towards the next closest block as the character falls from the jump to get over to it as quickly as possible.
- A trick to getting all the Coins out of a block extremely quickly is to lure another player underneath yours as you jump to hit a block. Your character will ricochet rapidly between the block and the character underneath and snag all the Coins within within a couple seconds.

[Skateboard Scamper]

```
+-----+-----+
| Type: Racing     | Win:  10 Coins |
| Time: n/a        | Lose: nothing  |
+-----+-----+
```

(Controls)

A Button : Jump
B Button : Skate

(Game Rules)

The floor beneath you breaks up as players scamper across.

(Tips)

- First off, don't worry about controlling directions, since the characters always skate straight forward.
- At the start of the race, it isn't necessary to jam on the B Button to try to pull ahead of the other characters, since the screen only goes so far and scrolls at a regular pace.
- Try to stay as far ahead as possible, as the ground will break as everyone passes over it. Lagging too far behind most likely cause your character to fall into the lava and lose.
- It's necessary to jump over the Thwomps that rest in the middle of the path, because running into them will cause a character to stop. If you don't have to jump over a Thwomp, then don't touch the A Button since jumping slows your character down.
- Thwomps come in two varieties: embedded in the floor and sitting on top of the floor. The ones in the floor are easier to jump over since they are lower than the others.
- When jumping a Thwomp, be sure to press the A Button in all the way to

ensure that the character will clear the Thwomp, or they might clip the Thwomp's edge and get stuck behind it, most likely falling into the lava afterwards.

- Immediately after jumping a Thwomp, continue to press the B Button to maintain a character's speed as they land.
- After jumping 6 Thwomps, a small line of shadows will appear on the track. These are Money Bags, and you can jump to get a bonus of 5 Coins which you get to keep even if you lose the race.
- The computer opponents can sometimes be fooled into falling into the lava if you hang back far enough without falling in. On the easier settings, they will tag along with you and start to slow down to give you a chance, thereby falling into the lava.
- After jumping over around 11 Thwomps, the camera will pan around behind the characters and no other obstacles will be in the way. This is the cue to forget about the A Button and press the B Button as quickly as you can to pull ahead of the other characters and cross the Goal first.

[Box Mountain Mayhem]

```
+-----+-----+
| Type: Bonus      | Win:  1+ Coins |
| Time: 30 seconds | Lose: nothing  |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump
B Button : Attack
A+Z Buttons : Hip Drop

(Game Rules)

Break the mountain of stacked boxes. You can find Coins inside.

(Tips)

- Immediately run to the stack of boxes and begin attacking them to earn Coins.
- Some boxes will toss your character to the front of the screen and break, letting its prizes float along the ground. Getting tossed will stun characters for a split second as they hit the ground.
- Normal boxes are worth a single Coin, while the tossing boxes randomly contain single Coins or Money Bags worth 5 Coins.
- While it's not possible to attack the other characters, you can jump on them to bounce up high and land on top of the box mountain.
- A sneaky trick to get Coins without doing any work is to hang back at the edge of the screen and wait for characters to get tossed back by the boxes. When they're stunned from hitting the ground, run in and grab the Coins before they have a chance to.

[Platform Peril]

```
+-----+-----+
| Type: Racing     | Win:  10 Coins |
| Time: n/a        | Lose: nothing  |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump

(Game Rules)

These platforms will fall as you jump on them. Jump across the platforms and be the first to cross the Goal line.

(Tips)

- Unlike Skateboard Scamper, this game allows characters to move freely around the platforms. It's also necessary to hold the Control Stick to keep a character running or they will fall behind and drop from the race.
- The viewpoint takes some getting used to, and one common problem is jumping too early and missing the next platform. Since the size of the platforms is random, try to use short hops when jumping onto the smaller ones, and larger jumps onto the larger platforms.
- Since the characters can move freely, they can also make contact with each other, and try to push each other around while running forward.
- Characters can also bounce on each others' heads, causing them to bounce forward a bit. This can be used to make opponents fall by quickly getting under them, causing them to bounce off the platform and fall.
- As the platforms progress, pyramids will appear randomly on the platforms. These cannot be jumped on, and must be navigated around.
- It's possible to make other players jump onto the pyramids by pushing into them as they move and jump forward.
- Coins and Money Bags will randomly appear on the platforms. Characters get to keep these prizes regardless if they win the race or not.
- The winner isn't the first person to actually cross the Goal line, but the first to land on the Goal platform. To try and land on it first during a close race, take a short hop from the last platform onto the Goal.

[Mushroom Mix-Up]

```

+-----+-----+
| Type: Survival | Win: 10 Coins |
| Time: n/a      | Lose: nothing |
+-----+-----+

```

(Controls)

- Control Stick : Move
- A Button : Jump
- A+Z Buttons : Hip Drop

(Game Rules)

Move quickly to the same colored Mushroom as Toad's flag. If you're too slow, the mushrooms will sink.

(Tips)

- The more times the mushrooms drop into the water, the faster they get.
- Jumping is a very risky move. It can send you bouncing off someone's head off the mushrooms, but it can be used to reach the correct mushroom as the others start to fall.
- The Hip Drop is a very tricky move to use. It can be used to stop in the middle of a jump as to not overshoot the platform, or used to stomp another to leave them stunned for a second. Stomping another players will bounce you away, though, quite possibly right off the mushrooms.
- If you're the first one to reach the correct mushroom, stand on the edge to block other characters from walking on. If they jump, move under them to bounce them off the other side.
- When the mushrooms all start to come back up, return to the middle one right away. You can get to any of the other mushrooms quickest from the middle, as opposed to dawdling on the last one until Toad holds up the next flag.

[Grab Bag]

```

+-----+-----+
| Type: Chance  | Win: 1+ Coins |

```

(Controls)

Control Stick : Move
A Button : Jump
B Button : Grab bag
when grabbing: Steal
when grabbed: Shake free

(Game Rules)

It's a Coin-stealing free-for-all! Grab players' bags to steal their Coins, and shake free when grabbed.

(Tips)

- It's only possible to be grabbed from behind, so try not to leave your back open or someone will grab it right away.
- Trying to grab someone from any angle but behind will shove them and leave them stunned for a second.
- When grabbing, press the B Button rapidly to increase your odds of stealing. You can steal a single Coin or, with enough button presses, a 5-Coin Money Bag.
- After a grab, both characters are stunned for a moment. At that time, any other player can zoom in and grab either one as soon as their stun wears off.
- When grabbed, it is possible to escape without losing anything by pressing the B Button rapidly to shake free.
- Jumping is a valuable defensive tactic. Jump to bounce off other players' heads and avoid their grabs.
- This is a great Mini-Game to team up against one player. Send everyone after them from every angle and they will undoubtedly lose Coins.

[Bumper Balls]

(Controls)

Control Stick : Move

(Game Rules)

Ride your ball and try to bump the others into the sea.

(Tips)

- Although the center is the safest place to stay, it's easiest to bump others off the island by circling around the outer edge to build up momentum before running into them.
- Staying near the edges is also a way to lure opponents towards you. Dodging can send them flying off the edge if they're going fast enough.
- This is a great Mini-Game for ganging up against one player. Send everyone after them and easily bump them off.
- When the game dwindles down to two players, it becomes a game of chicken. Try to lure the other player to the edge by fleeing, but don't get too close to the edge or you'll fall off and lose.
- If more than one player survives until the time runs out, the game is considered a Draw and no one gets any Coins.

[Topsy Tourney]

| Type: Racing | Win: 10 Coins |
| Time: 30 seconds | Lose: nothing |
+-----+-----+

(Controls)

Control Stick : Move
A Button : Jump

(Game Rules)

Tilt the frame to slide the shell, revealing the picture beneath the panels. Uncover the whole picture first.

(Tips)

- The closer to the edge of the frame you move your character, the more the frame tilts in that direction and the faster the shell will slide there.
- It's usually best to get the 9 inside panels first, since the outside panels can easily be cleared by walking along the outside of the frame.
- To uncover the most panels at once, let the shell slide in the middle of the cross-sections.
- Jumping on the shell will bounce you across the frame.
- Jumping is a great way to make the shell "freeze" by letting the frame level out for a moment.
- To make the shell take a large change in course, jump across the frame to the opposite side.
- By staying close to the shell and walking slowly alongside it, you can "walk" it along any path you want.
- Just be careful not to get pinned against the outside of the frame by the shell.

[Bombs Away]

+-----+-----+
| Type: Survival | Win: 10 Coins |
| Time: 30 seconds | Lose: nothing |
+-----+-----+

(Controls)

Control Stick : Move
A Button : Jump

(Game Rules)

Cannons are aimed at the floating island. The island bobs and tilts with the waves, so don't fall in!

(Tips)

- Jumping is usually a bad idea. Landing on another character's head can bounce you straight into the water.
 - If you see someone jumping, try to land under them to throw them off course. Better yet, stay under them for several hops and bounce them off the island.
 - Cannon balls landing in the water around the island will cause it to tilt and the players can fall off.
 - If a cannon ball hits the island near you, you will be stunned for a couple seconds. This can be avoided by jumping as soon as the cannon ball touches the ground near you.
 - If a cannon ball outright hits you, you'll be blown off the island and disqualified.
 - The last surviving character earns 10 Coins. If more than one character survives until the time runs out, they each earn 10 Coins.
-

[Mario Bandstand]

```
+-----+-----+
| Type: Point      | Win: 1+ Coins |
| Time: n/a        | Lose: nothing |
+-----+-----+
```

(Controls)

Conductor

Control Stick : Conduct

Instruments

A Button : Play

(Game Rules)

Be part of the Bandstand! Conduct and play instruments in time to carry the tune.

(Tips)

- The characters with instruments must press their A Buttons as the cursor moves over the parts that show when they should play.
- One character will randomly be given the Conductor position, which is slightly different from the instruments but has the same goal. Instead of pressing the A Button to the beat, the Conductor presses the Control Stick Up/Down/Left/Right as their cursor passes over the specified direction.
- For best playing results, play or conduct when the cursor is completely centered over the play mark.
- If you play poorly, the crowd will toss garbage at you.
- Whoever has the least amount of mistakes by the time the music ends will be tossed Coins by the audience. In a tie, Coins will go to all winning characters.

[Shy Guy Says]

```
+-----+-----+
| Type: Survival   | Win: 10 Coins |
| Time: n/a        | Lose: nothing |
+-----+-----+
```

(Controls)

A Button : Raise Red flag

B Button : Raise White flag

(Game Rules)

Raise the same color flag as the Shy Guy.

(Tips)

- After several flags, the Shy Guy may start to lift both flags at once, then quickly set one down. Watch carefully until he sets one down, then immediately raise the remaining one before he cuts you loose.

[Cast Aways]

```
+-----+-----+
| Type: Bonus      | Win: 1+ Coins |
| Time: 60 seconds | Lose: nothing |
+-----+-----+
```

(Controls)

Control Stick

Flick : Cast line

Rotate : Reel line

(Game Rules)

Many Coins are drifting by in the wide, wide ocean. Cast your line and reel them in.

(Tips)

- An important thing to understand is that casting distance doesn't depend on how LONG the Control Stick is held, but how FAR.
- The harder the Control Stick is flicked while casting, the longer it will travel.
- To delay a cast, hold the Control Stick back to any degree. Release it immediately at any time to cast.
- If your cast lands on a prize, rotate the Control Stick rapidly to reel it in, then cast again.
- While the farther away prizes are the most difficult to catch, the highest payouts are in the back.
- Single Coins, 5-Coin Money Bags, and 10-Coin Treasure Chests will float by.
- Every player gets to keep the Coins they earn in this Mini-Game.

[Key-pa-Way]

+-----+-----+	
Type: Success	Win: 10 Coins
Time: 30 seconds	Lose: 5 Coins
+-----+-----+	

(Controls)

- Control Stick : Move
- A Button : Jump
- B Button : Throw key

(Game Rules)

Open the door without letting the Spike Koopas get the key. If they do, the game ends.

(Tips)

- This is one of the few Mini-Games that require all of the players to work together. The players without the key must protect the one carrying the key as that player moves up to the lock and wins the Mini-Game.
- There are 5 Spike Koopas guarding the lock, and they move in a zig-zagging manner which is easy to predict. Touching a Spike Koopa will knock you back a bit.
- It is random which character gets the key to start with.
- If the computer starts with the key, they will usually try to pass it right away and let it drop right in front of one of the Spike Koopas. Try to be in front of the computer player at all times if they have the key, so you can immediately get it from them if they toss it.
- Players without the key should position themselves in between the Spike Koopas and the player with the key.
- An amazingly easy strategy is for the player with the key to just run and jump forward over all of the Spike Koopas, then jump up the to lock to win the game.
- As long as the key is brought to the lock, all the players will receive 10 Coins.
- Everyone will lose 5 Coins if the Mini-Game is lost.

[Running of the Bulb]

+-----+-----+	
Type: Success	Win: 10 Coins
Time: n/a	Lose: 5 Coins
+-----+-----+	

(Controls)

- *Player with Light Bulb*
- Control Stick : Move
- A Button : Jump

- *Players without Light Bulb*
- Control Stick : Move
- A Button : Jump

(Game Rules)

Run the bulb down to the socket. Punch the Boos before they grab you.

(Tips)

- This is one of the few Mini-Games that require all of the players to work together. The players without the light bulb must protect the one carrying the bulb by knocking the Boos away.
- The screen automatically scrolls upward slowly as the Giant Boo in the bottom corner floats down the hallway. Touching the Giant Boo disqualifies your character, and if the player carrying the
- Boos will appear out of the walls and go towards any nearby characters. Attack them to knock them away.
- If a Boo touches a player without the light bulb, they will become possessed and automatically try to grab the light bulb from the one with it, then walk into the Giant Boo at the bottom of the screen. If attacked by one of the other players, they will return to normal.
- If a Boo touches the player with the light bulb, they will become possessed and automatically walk toward the Giant Boo to lose the Mini-Game. If attacked by one of the other players, they will return to normal.
- Thwomps will appear in the hallway, sometimes dropping as characters pass underneath. Getting squished by a Thwomp will stun a character for a few seconds.
- When the edge of the generator can be seen at the top corner of the screen, have the player with the light bulb run up as far as possible. The screen should zoom up there and they will toss the light bulb in it, making all the players win.
- As long as the bulb is brought to the generator, all the players will receive 10 Coins, even if they were disqualified by the Giant Boo.
- Everyone will lose 5 Coins if the Mini-Game is lost.

=====

[Hot Rope Jump]

Type: Survival	Win: 10 Coins
Time: n/a	Lose: 15 Coins

(Controls)

A Button : Jump

(Game Rules)

A flaming rope spins and spins. Jump the rope without touching the flame.

(Tips)

- The number of jumps needed to complete this Mini-Game will randomly be 20 or 40.
- After most of the jumps, the rope will speed up. It may also slow down suddenly, so keep focused.
- All players that complete the total number of jumps receive 10 Coins each. If a player touches the Rope, they lose 5 Coins to each of the other players.

=====

[Hammer Drop]

Type: Bonus	Win: 1+ Coins
Time: 30 seconds	Lose: nothing

(Controls)

Control Stick : Move
A Button : Jump
A+Z Buttons : Hip Drop

(Game Rules)

Try to get the Coins that the Hammer Bro throws down. But watch out, because he throws hammers too.

(Tips)

- Getting hit by a hammer will flatten and stun your character for a couple seconds, although prizes can still fall onto you.
- While jumping around is rather risky, since landing on another player's head can bounce you clear off the tower, it can be used to swipe prizes before the fall onto other players.
- Another risky move is the Hip Drop, which can be used to flatten a character below to slow down or stun them for a few seconds. This can also bounce you away, though, so don't rely on it too much.
- Along with the hammers, the Hammer Bro drops single Coins, as well as Money Bags worth 5 Coins. The Money Bags are generally the best to go for.
- If you fall off, you get to keep all the Coins you earned before falling.
- Every player gets to keep the Coins they earn in this Mini-Game.

=====

[Slot Car Derby (1&2)]

```
+-----+-----+
| Type: Racing      | Win: 10 Coins |
| Time: n/a         | Lose: nothing |
+-----+-----+
```

(Controls)

Control Stick
 Push : Speed up
 Let Go : Slow down

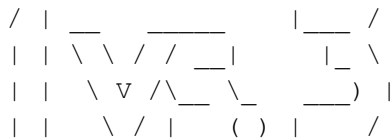
(Game Rules)

Drive your slot car to the finish line. If you go too fast, you'll spin out in the corners.

(Tips)

- Do not hold the Control Stick at all while the starting lights count down, or you will spin out immediately when the race starts.
- It doesn't matter which direction the Control Stick is pushed, since any will make your slot car speed up.
- If a lot of smoke is appearing underneath your car, slow down or you will spin out and be stunned for a few seconds. Spinning out only occurs when going too quickly on curves.
- It's not possible to spin out on straight-aways, so you can go full throttle on them without spinning out.
- By continually pressing the Control Stick all the way out until smoke appears, then letting it go neutral until the smoke just disappears, then repeating, your car will keep above average speed and will not spin out around corners.
- All the tracks are linked together. If one player stands still and another comes up behind them on the same track, the one in front will get knocked clear off the track and be disqualified. Of course, you have to be going extremely slow or not moving for this to occur.
- There are two Slot Car Derby tracks. The first is a simple loop, and the second is "n"-shaped with lots of tight corners to spin out on.

=====



=====

[Pipe Maze]

```

+-----+-----+
| Type: Success   | Win: 10 Coins |
| Time: 30 seconds | Lose: nothing |
+-----+-----+

```

(Controls)

Treasure Chest Mover
Control Stick : Move Chest
A Button : Drop Chest

(Game Rules)

Drop the Treasure Chest into the pipe so it falls down to you.

(Tips)

- This common 1 vs. 3 Mini-Game is based mainly on chance, since there's generally no way to tell which of the four pipes will end on your character.
- Just drop the Chest and hope it lands on you.

=====

[Bash 'n' Cash]

```

+-----+-----+
| Type: Chance    | Win: 1+ Coins |
| Time: 30 seconds | Lose: 1+ Coins |
+-----+-----+

```

(Controls)

Bowser Suit	*Hammers*
Control Stick : Move	Control Stick : Move
A Button : Jump	A Button : Attack

(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.

(Tips)

- In the Bowser Suit:
 - Your only defense, aside from running away, is to Jump. Unfortunately, jumping once will disable another jump for a few seconds, so jump wisely or you might get trapped.
 - Try to circle the outside of the room. If you get hit while close to a wall, there's a good chance that the Coins will fly up, hit the wall, drop back onto you.
 - Using a jump, you can bounce on the other players' heads. You can steer in the air to land on other players' heads. This is a superb defensive tactic since they cannot easily hit you when you are so high up. It's still possible to be hit in the air, just not as easily.
 - If you see someone swinging a hammer, try to quickly move to any spot that is not directly in front of them. Hammers have very short range and their blows are easy to see coming, so use this to your advantage.
 - If you get bashed with a hammer, you will be invincible for a second. Use this time to get as far away as possible without jumping. If someone is still trailing you when the invincible time wears off, use a jump to get even farther away.
 - If Coins get bashed out of you, you can always run after them and quickly

scoop it up before someone else does. Since it's most likely that everyone will hoard after Coins knocked out of you, though, it's best to just kiss it goodbye and try your best to get as far away as possible before they start another strike.

- With the Hammers:

- Don't stay together in a clump, or the player in the Bowser Suit will easily avoid you all. Spread out and conquer.
- Attacking with the hammer will make your character freeze in place, making it somewhat hard to land a blow on the always-moving Bowser Suit. Time your blows after they land from a jump, since that's when they are defenseless.
- If the Bowser Suit tries to jump on your heads to stay above Hammer reach, get out from underneath them or they will bounce safely forever.
- If the Bowser Suit has 5 Coins or more, each hit will knock out a Money Bag worth 5 Coins. With 4 Coins or less, each hit will knock out a single Coin.
- If the Bowser Suit runs out of Coins, the Mini-Game ends.

[Bowl Over]	+-----+-----+
	Type: Chance Win: 1+ Coins
	Time: 30 seconds Lose: 5 Coins
	+-----+-----+

(Controls)

Bowler

Control Stick : Move/Aim Shell
A Button : Throw Shell

Pins

Control Stick : Direction of Jump
A Button : Jump

(Game Rules)

Let's go bowling! The bowler aims the shell, while the people who are pins try to jump away.

(Tips)

- For the Bowler:

- You only get one Shell, so make it count.
- You can stall for a while before throwing the Shell, just to see where the Pin characters move to.
- Speed up the Shell's spin by holding hard to one direction. This makes the Shell swerve quickly, so it's best used right before hitting the Pins.
- Aim the Shell in between rows of pins to knock down as many as possible.
- Use the Control Stick to move the Shell as it goes down the lane. If it touches the side, though, it stops and you lose 10 Coins.
- Knocking down Pin characters steals 5 Coins from them, and the non-character pins are worth one Coin each.
- Knock down every one of the pins to get a Strike and earn 20 Coins.

- For the Pins:

- Try to spread out to lessen the Bowler's chance of knocking everyone down.
- Your jumping area is limited to the triangle of pins.
- Against a computer Bowler, move to the farthest side of the pin triangle and they might swerve the Shell to match your movement, getting tricked into touching the lane's edge and losing.
- Although it is difficult, it is possible to jump over the Shell as it's about to hit you. Jump at the very last moment and aim in a direction that the Shell is farthest from. Note that this won't work if the Shell knocks over other pins first and they fall in your path to trap you.

[Coin Block Bash]

+-----+-----+
| Type: Bonus | Win: 1+ Coins |
| Time: 60 seconds | Lose: nothing |
+-----+-----+

(Controls)

With Hammer

Control Stick : Move
A Button : Overhead swing
B Button : Sideways swing

Without Hammer

Control Stick : Move
A Button : Jump
B Button : Attack

(Game Rules)

Coins come out of these sturdy blocks when you break them. The person with the hammer can break them in one hit.

(Tips)

- With the Hammer:
 - Try to knock down the other nearby players before smashing the blocks.
 - Using sideways swings will cover a much greater area and send them flying around the screen, getting stunned for a second at the end.
 - The overhead swing strikes in a small area in front, but flattens characters so they can't move for a few seconds.
 - Only the overhead swing can break blocks, and the Coins inside will fall and start moving in the direction straight ahead from where you were facing when the block was broken. Therefore, try to face the wall when breaking blocks so the Coins won't wander off and get picked up by someone else.
 - You can drop the Hammer if someone jumps on you or attacks you, so be ready to swing at anyone that gets too close unless you want to get rid of the Hammer.
- Without the Hammer:
 - The blocks will take quite a few hits to break.
 - Characters without the Hammer are much quicker, though, and can easily run in after the Hammer-wielder smashes a block to take the Coins that it drops.
 - After getting hit with the Hammer, you will be stunned for a second, but then invincible for a moment after you get up. Use this time to knock the Hammer away from the one player or nab any nearby Coins without any risk.
 - You can knock the Hammer away from the one player by jumping on them or attacking them. The Hammer will get tossed aside and anyone can pick it up.
- Blocks will drop Coins or Money Bags when smashed.
- Everyone gets to keep the Coins they collect in this Mini-Game.

[Tightrope Treachery]

+-----+-----+
| Type: Chance | Win: 15 Coins |
| Time: 60 seconds | Lose: 15 Coins |
+-----+-----+

(Controls)

Tightrope Walker

Control Stick : Move

Boats

Control Stick : Move Boat
A Button : Shoot Cannon

(Game Rules)

The person on the tightrope must walk to the Goal line while avoiding the cannon shots of the other players below.

(Tips)

- For the Tightrope Walker:
 - The rope is actually quite wide, so you can take a cannon shot or two without falling.
 - Getting hit by a cannon shot will make you fall down for a second, and you cannot be hit until a moment after you get back up.
 - If you see leaves begin to blow by and hear a whistling noise, then the wind will also be against you. Keep moving forward while pushing slightly into the direction the wind is coming from to remain on course.
 - You must cross 3 screens worth of rope before reaching the Goal line.
- For the Boats:
 - Aiming the cannon can be kind of tricky. It homes in slightly, but your boat must be aimed straight at the Tightrope Walker for the shot to hit.
 - If the shot hits the underneath of the tightrope, it will be cancelled.
 - Shooting the cannon will make you unable to take another shot for a couple seconds, so try to make every shot count.
 - If a shot is fired into the air and comes back down, it can hit one of the other Boats and stun them for a moment.
- If the Tightrope Walker reaches the Goal, they steal 5 Coins from each of the three Boats. If they don't reach the Goal, each of the Boats gets 5 of their Coins.

[Crane Game]

```

+-----+-----+
| Type: Chance      | Win: 1+ Coins |
| Time: 30 seconds  | Lose: 1+ Coins |
+-----+-----+

```

(Controls)

```

*Crane*                *Dolls*
Control Stick : Move      A Button      : Wiggle
A Button      : Lower Crane/Grab

```

(Game Rules)

You are the Crane Game crane. Try to grab a prize and bring them back to the pipe. If caught, wiggle free or lose Coins.

(Tips)

- For the Crane:
 - Since you only get one shot at grabbing a prize, watch the Crane's shadow very carefully and try to center it directly over the prize you want.
 - Once you've dropped down and grabbed the prize, press the A Button as quickly as possible to keep your grip on it while the Crane automatically goes back to the pipe and drops the prize in.
 - Once you get over the rim of the pipe, you can stop tapping the A Button since the prize won't fall after there.
 - Grabbing a Doll player and taking them back to the pipe will steal 1/3 of their Coins. It's best to go for the characters only if they have 30 or more Coins. Otherwise, the Treasure Chest offers the highest payoff.
 - Prizes other than the Dolls include a single Coin, a 5-Coin Money Bag,

and a 10-Coin Treasure Chest. These prizes do not wiggle to get free, but still must be grabbed onto by pressing the A Button rapidly or they will slip free.

- For the Dolls:

- Since the Crane can only grab one prize, just hope they don't go after you. If you've got a huge amount of Coins, though, they will pretty much always target you.
- If you are grabbed, tap the A Button as quickly as possible to wiggle out of the Crane's grasp before they bring you back to the pipe.

- If the Crane doesn't bring a prize back to the pipe, they will lose 5 Coins.

[Piranha's Pursuit]

```
+-----+-----+
| Type: Chance   | Win: 15 Coins |
| Time: n/a      | Lose: 15 Coins|
+-----+-----+
```

(Controls)

Skateboarder

A Button : Jump
B Button : Skate

Cloud Riders

Control Stick : Move
A Button : Jump
A+Z Buttons : Hip Drop

(Game Rules)

Escape the Piranha Plant on a skateboard. The players on the cloud Hip Drop to feed the Piranha Plant with rain.

(Tips)

- For the Skateboarder:

- Always tap the B Button as quickly as possible when not jumping over obstacles to keep up your speed and stay ahead of the Piranha Plant.
- Various rocks and logs will appear in your path to try to trip you so the Piranha Plant can nab you. Jump over these obstacles to clear them.
- If an oddly colored tree appears in the background up ahead, it will most likely fall as you approach. Be prepared to jump in this case.
- If you trip up, immediately jam on the B Button to get away from the Piranha Plant before it catches up to you.
- Jumping and landing on top of a rock will not cause you to stumble, but you will bounce forward and slow down a tiny bit.
- As long as you don't hit any obstacles and keep your speed at a decent pace, the Piranha Plant will not catch up with you.

- For the Cloud Riders:

- There's not much else you can do but Hip Drop the cloud to make it rain below. However, time your Hip Drops to land just as the rain stops to keep the rain pouring without pause.
- The Piranha Plant will run back and forth underneath the cloud. When the rain lands on it, it will grow a bit and get a speed burst.
- When you see the Skateboarder slip up, try to get the rain to fall on the Piranha Plant right away to give it the speed burst it needs to grab the stumbling Skateboarder.

- If the Skateboarder reaches the Goal, they steal 5 Coins from each of the three Cloud Riders. If they don't reach the Goal, each of the Cloud Riders gets 5 of their Coins.

[Tug o' War]

```
+-----+-----+
| Type: Chance      | Win: 15 Coins |
| Time: 30 seconds  | Lose: 15 Coins |
+-----+-----+
```

(Controls)

Control Stick : Rotate to pull rope

(Game Rules)

It's a 3-vs-1 Tug o' War against the player in the Bowser Suit. The losers fall into the giant Piranha Plant.

(Tips)

- Just rotate the Control Stick as quickly as you possibly can. The player in the Bowser suit doesn't have a disadvantage, since their rotations count three times more than the other team's.
- If the Bowser Suit wins the Tug o' War, they steal 5 Coins from each of the three other players. If they lose the Tug o' War, each of the other players gets 5 of their Coins.

[Paddle Battle]

```
+-----+-----+
| Type: Chance      | Win: 1+ Coins |
| Time: n/a         | Lose: 1+ Coins |
+-----+-----+
```

(Controls)

Control Stick : Rotate to Paddle

(Game Rules)

Paddle your boat down the river. Shy Guys hiding on the banks will poke you with their spears if you get too close.

(Tips)

- Just rotate the Control Stick as quickly as you possibly can. The lone player doesn't have a disadvantage, since their rotations count three times more than the other team's.
- When the boat reaches the side of the river, a Shy Guy will run up and jab the characters on that side with a spear, sending Coins to the other side. The longer the boat stays against the side of the river, the more times the Shy Guy will attack and send Coins to the other team.
- When the lone player gets speared, they lose a Coin to each of the 3 other players.
- When the three players get speared, they each lose a Coin to the lone player.
- There are rocks that appear occasionally in the middle of the river. The boat will bounce off the rock, so players can use this to their advantage to bounce back and forth between the land and rock to steal lots of Coins from the other side.

[Coin Shower Flower]

```
+-----+-----+
| Type: Bonus       | Win: 1+ Coins |
| Time: 30 seconds  | Lose: nothing |
+-----+-----+
```

(Controls)

Player on the Flower
Control Stick : Move

Players in Boats
Control Stick : Move Boat

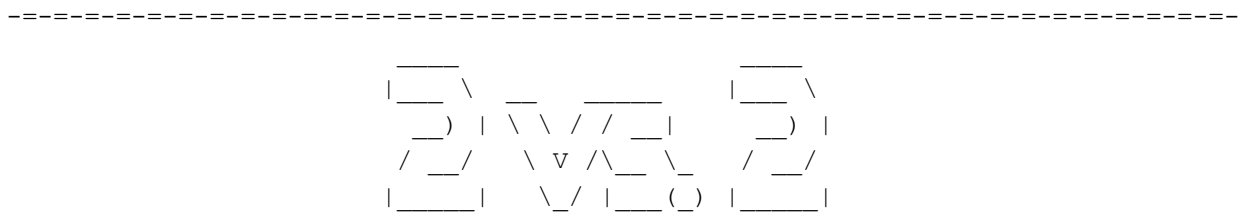
A Button : Jump

(Game Rules)

Coins fall down in a shower on the flower. Everybody, collect as many coins as you can get.

(Tips)

- For the Player on the Flower:
 - It's generally the best to stay in the middle of the Flower, since that is where all the Coins drop to begin with.
 - The Flower tilts easily when you move around, causing the Coins to drop in the direction the Flower is tilted.
 - If you're falling off the Flower, jump back to the middle to level the Flower once again.
 - It's possible to fall off the Flower, which ends the Mini-Game.
- For the Players in Boats:
 - Keep an eye where the Coins are about to fall and try to go there as quickly as you can. The Boats move quite slowly, though, and the Coins will disappear after sitting still for long enough.
 - Usually, not many Coins will fall from above, so be sure to go after the ones that do.
- Every player gets to keep the Coins they earn in this Mini-Game.



[Bobsled Run]

Type: 2-on-2	Win: 10 Coins
Time: n/a	Lose: 10 Coins

(Controls)

Control Stick

- Left/Right : Steer
- Forward : Speed Up
- Back : Slow Down
- A Button : Push Sled

(Game Rules)

Team up with another player for a Bobsled Run.

(Tips)

- When the race begins, both teammates should press their A Buttons as quickly as possible to push their Bobsled past the Start line and onto the course. Beating the other team at the start can create a nice lead that usually lasts for quite some time.
- If you are teaming up with a human player, decide beforehand which one will be doing the steering since both controllers will be able to. When teaming up with a computer character, you will have to do all the steering.
- Maintain the Bobsled's top speed by holding Forward on the Control Stick as much as possible, and by keeping the Bobsled in the middle of the track to avoid the sides. Hitting the sides will slow the Bobsled very much.

- If the two Bobsleds run into each other, they will both slow down. If one hits the back of another, though, the one in front will get a tiny speed burst and the other will slow down.
- At some places on the course, the Bobsled will have to jump over gaps in the tracks. As long as the Bobsled is moving at a decent speed, it will clear the gap without falling.
- Red and yellow striped arrows can be found along the track. Running over one will make the Bobsled to get a brief burst of speed.
 1. The first is located slightly after the first jump.
(1/3 down the track)
 2. The second is on the left hand side after the zig-zagging track.
(1/2 down the track)
 3. The third is on the right hand side after the second tunnel and jump.
(5/6 down the track)
- After passing through the tunnel around 3/4 down the track, some of the sides of the track will be taken away. Take care in steering around these parts, since falling off disqualifies your team.
- If both teams fall off the track, the game is considered a Draw and no one loses any Coins.

[Desert Dash]

```

+-----+-----+
| Type: 2-on-2   | Win:  10 Coins |
| Time: n/a      | Lose: 10 Coins |
+-----+-----+

```

(Controls)

Control Stick

- Left : Step with left leg
- Right : Step with right leg

(Game Rules)

Break into teams for a ski race in the desert.

(Tips)

- If the two characters on a team don't push the right direction at the same time, they will fall down and be stunned for a couple seconds.
- Moving quickly with a human partner requires co-operation and communication. Give verbal cues between each other to press the direction shown.
- An unfair alternative to working together with a human partner is to have one person take both controllers and move both Control Sticks left and right in perfect unison by themselves.
- When teamed up with a computer character, you only needs to worry about pressing the direction shown, since the computer will automatically move at the exact same time you do. To pick up some great speed, immediately hold the opposite direction while the characters' feet are moving, and they will take the next step as quickly as possible.
- Halfway down the track, there is a Thwomp block in the middle of each team's path that slowly raises and drops. If the Thwomp falls on a team as it passes under, they will be stunned for a couple seconds.

[Bombsketball]

```

+-----+-----+
| Type: 2-on-2   | Win:  10 Coins |
| Time: 60 seconds | Lose: 10 Coins |
+-----+-----+

```

(Controls)

Offense

Defense

```
Control Stick : Move           Control Stick : Move
A Button      : Jump           A Button      : Jump
B Button      : Pass           B Button      : Steal Ball
                (Shoot while Jumping)
```

(Game Rules)

It's 2-on-2 Bombsketball! The first team to score, wins.

(Tips)

- The team with the Bob-omb will have spotlights on them to make it easier to tell who is on which team.
- The playfield is only a half basketball court, so it doesn't matter which team shoots the Bob-omb into the only Bowser mouth.
- On Offense:
 - It's only possible to shoot the Bob-omb into the Bowser mouth. Trying to toss the Bob-omb from the ground will result in a pass that is much to low to get in.
 - Keep some distance between you and your teammate. That way if the other team tries to come at you with both characters, a simple pass will leave them in the dust.
 - Jumping with the Bob-omb when right next to the Bowser mouth will make the camera angle change to a close-up. This is mainly for dramatic purposes.
 - Jumping is a superb defense, as is bouncing on other characters' heads. Both methods don't leave you vulnerable to having the Bob-omb stolen.
- On Defense:
 - Spread out your team. If both characters are clumped together going after the same character, then your team will be easy to avoid.
 - If you can't tell if your character has stolen the Bob-omb from the other team, watch the spotlights. They will always be on the characters with the Bob-omb.
 - If the other team is jumping to shoot, immediately jump up with them to try and intercept the Bob-omb, then toss it in yourself.

```
[Handcar Havoc]           +-----+
                           | Type: 2-on-2   | Win: 10 Coins |
                           | Time: n/a     | Lose: 10 Coins |
                           +-----+
                           |-----|
```

(Controls)

```
Control Stick : Lean Car
A Button      : Speed up
B Button      : Brake
```

(Game Rules)

Race the handcar in teams of two.

(Tips)

- While it's necessary to go as quickly as possible to reach the Goal first, there are some sharp corners that require using the Brake and leaning the car to not fall off the edge.
- On a team with two human players, have one maintain the handcar's speed by pressing the A Button and doing nothing else. The other player should be in charge of using the Brake and leaning the car at corners.
- On a team with a computer player, you will have to worry about both speed and navigation, making it tougher than having a human teammate. Concentrate on speeding up on the straight-aways and also on the softer

turns, leaning into every turn while braking if necessary.

- If your handcar is taking a turn too sharply, the camera will zoom around alongside it. This is the cue to slow it down a notch or risk falling off the track.
- During one steep section of track near the end of the course, keep the speed at maximum or the handcar may slow down and plummet back down.

[Deep Sea Divers]

```

+-----+-----+
| Type: 2-on-2      | Win:  1+ Coins |
| Time: 90 seconds | Lose: nothing  |
+-----+-----+

```

(Controls)

Reeling

Diving

Control Stick : Rotate to Reel in

Control Stick : Move

Left/Right : Move Boat left/right

A Button : Swim

(Game Rules)

Team up to help raise the Treasure Chests at the bottom of the ocean.

(Tips)

- The Divers have much more important tasks than the Reelers, since they must race to the Treasure Chests before the other does.
- As a Reeler, keep the Boat above your Diver at all times to keep the distance for bringing the Treasure Chests up as short as possible.
- As a Diver, don't dawdle underwater for too long or a counter will appear over your head. If it counts down to 0 from 5, you will slowly be forced to the surface to get air. If you're carrying a Chest at this time, it will be dropped.
- Divers can annoy each other by pressing into the other while surfacing and trying to keep them under until they drown and have to re-surface. When they drop their Treasure Chest, the other Diver can quickly grab it.
- When a Diver has grabbed a Treasure Chest, the Reeler should rotate their Control Stick rapidly to speed up the Diver's surfacing. The Diver should hold Up and press their A Button rapidly to keep their speed as high as possible.
- The deeper the Chests are located, the larger they are and the more force they will need to be lifted to the surface. They will also contain more Coins, too.
- The largest Treasure Chest is at the very bottom of the ocean in the very middle. This should be the first target for both teams, since it is worth much more than all the other Chests.
- The amount of Coins earned by the team is given to each teammate. Both teams get to keep the Coins they earn.

```

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```

[Memory Match]

```

+-----+-----+
| Type: Bonus      | Win:  10 Coins |
| Time: 60 seconds | Lose: nothing  |
+-----+-----+

```

(Controls)

Control Stick : Move
A Button : Jump
A+Z Buttons : Hip Drop

(Game Rules)

When you Hip Drop on the panels, a picture will appear. Remember where the pictures appear and try to match them up.

(Tips)

- Since the grid of panels is 3 by 3, there are 4 pairs of pictures and a single Bowser panel.
- Landing on the Bowser panel will stun a character for a couple seconds. If you land on the Bowser panel once, be sure to remember where it is and avoid it to not waste anymore time.
- A slight timesaver is to perform quick Hip Drops. This is done by pressing the A and Z Buttons at the exact same time, cause the character to perform the Hip Drop almost right away.
- Try not to do Hip Drops at the very top of the character's jump, since this will waste valuable seconds with the dropping animation.
- The panel pairs are usually placed right beside one another, be they horizontally, vertically, or diagonally.
- The reward for matching up a pair of pictures is 2 Coins. Matching up all 4 pairs is worth 10 Coins, however.
- There is enough time to uncover all of the panels at least once, so it's up to your memory to learn where each of the pictures are and win the game.

[Slot Machine]

```

+-----+-----+
| Type: Bonus      | Win:  3+ Coins |
| Time: n/a        | Lose:  nothing |
+-----+-----+

```

(Controls)

Control Stick : Move
A Button : Jump

(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.

(Tips)

- The Slot Machine's prize payouts are as follows:
 - 3 Coins: 1 Coin
 - 3 Koopa Shells: 3 Coins
 - 3 Money Bags: 5 Coins
 - 3 Mushrooms: 6 Coins
 - 3 Flowers: 7 Coins
 - 3 Treasure Chests: 10 Coins
 - 3 Hats: 20 Coins
- To get the real "trick" of the Slot Machine, you must get the rhythm of the tumblers. Since the pictures on the tumblers follow a pattern and repeat after so often, wait for the one you want. As it flashes by, exhale sharply or quickly tap your foot on the ground. After doing this three or four times, press the A Button as you do so, and you will get that picture. This takes a LOT of practice, but it greatly increases the odds of winning.
- Getting a Treasure Chest or Hat on the first two tumblers will cause the next one to speed up substantially, to time your stopping accordingly.
- By waiting too long, the tumblers will automatically stop themselves. While

this does not guarantee a win, the tumblers will sometimes win if allowed to stop by themselves. It's purely chance.

- If a prize is won, don't forget to move your character to pick up the Coins spit out of the Slot Machine.

=====

[Shell Game]

```
+-----+-----+
| Type: Success   | Win: 10 Coins |
| Time: 10 seconds | Lose: 5 Coins |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump
B Button : Attack
A+Z Buttons : Hip Drop

(Game Rules)

The Koopa Troopas hide their chests. Find the Koopa Troopa that has the chest.

(Tips)

- This game all comes to do watching which Koopa Troopa's chest gets the Coins put in it at the start, then keeping eyes glued to that Koopa's shell as it moves around the tower.
- When the Koopas have stopped moving, hit the one you think has the Chest by Attacking, Hip Dropping, or just Jumping or walking into it.
- It's not possible to fall off of the tower.

=====

[Ghost Guess]

```
+-----+-----+
| Type: Success   | Win: 10 Coins |
| Time: n/a       | Lose: 5 Coins |
+-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump
B Button : Attack
A+Z Buttons : Hip Drop

(Game Rules)

Find the leader of the Boos! The leader is the first of all the Boos to move.

(Tips)

- The best way to tell which is the Boo leader is to not watch the Boos, but their shadows made by the campfire.
- The Boo leader changes each time the Boos spin around, so watch carefully and choose quickly before they spin again and change.
- Hit the Boo you think is the leader by Attacking, Hip Dropping, or just Jumping or walking into it. Since the Boos are fairly close together, though, make sure you touch the right one.
- As the Boos spin, they move closer and closer to the character, making it harder to touch the right Boo since they get even closer to each other. As such, it's easiest to try and win the game sooner than later.

=====

```
+-----+-----+
```

```
[Pedal Power] | Type: Success | Win: 10 Coins |
               | Time: n/a | Lose: 5 Coins |
               +-----+-----+
```

(Controls)

Control Stick : Rotate to pedal

(Game Rules)

Light up the room before you get caught by the Boo!

(Tips)

- As the Control Stick is rotated, the bulb's light will slowly increase and cover the screen. As soon as the light covers the entire screen, it only takes a little while longer for the Boo to disappear, so don't stop before the game is done.
- To get the most rotations, cup the flat top of the Control Stick in the palm of your hand and circle with your hand quickly. Be careful, as this can damage your Control Stick or hurt your palm if you try too hard.

```
[Whack-a-Plant] | Type: Bonus | Win: 1+ Coins |
                 | Time: n/a | Lose: nothing |
                 +-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump

(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.

(Tips)

- Each time a Piranha Plant is stomped, another one will come up with the next wave, to a maximum of 8. If too much time is taken, the Piranha Plants that haven't been stomped will go back into their pipes and the next wave will start.
- Earn the most Coins by hopping directly from one Piranha Plant to the next. Use the Control Stick to aim the character while they are falling from the bounce off the last Piranha Plant to land on the next.
- Characters can easily bounce from one Piranha Plant to another that is right next to it, either horizontally, vertically, or diagonally. If it is farther away than that, hold down the A Button as the character hits a Piranha Plant to bounce higher and travel farther.
- When the playfield becomes filled with Piranha Plants, try to chart a "course" around them to hit them all before they start to go back down their pipes.
- There are platforms at the edges of the pipes that will bounce you back onto the playfield if you fall off.
- It's possible to hit every single one of the 36 Piranha Plants, making this the highest potential payoff of the 1-Player Mini-Games and one of the best to practice at.

```
[Ground Pound] | Type: Success | Win: 10 Coins |
                | Time: 30 seconds | Lose: 5 Coins |
                +-----+-----+
```

(Controls)

Control Stick : Move
A Button : Jump
A+Z Button : Hip Drop

(Game Rules)

Hip Drop onto the flat-topped posts. Try to remember which are flat and which are pointy before the butterflies land.

(Tips)

- Only five of the posts are flat and have to be Hip Dropped. If there several posts in a clump beside each other, try to remember that shape to make things easier.
- Landing on a pointy post stun a character for a couple seconds.
- The butterflies don't entirely cover up the posts, so it's slightly possible to see if the post underneath is pointy or not. The flat posts look taller than the pointy ones.
- There is enough time to actually hit every one of the posts before the game ends, so there is a lot of room for error in this Mini-Game.

[Teetering Towers]	+-----+-----+
	Type: Success Win: 10 Coins
	Time: n/a Lose: 5 Coins
	+-----+-----+

(Controls)

Control Stick : Move
A Button : Jump

(Game Rules)

Jump across the tops of the Teetering Towers. Depending on where you land, the towers tilt in a different direction.

(Tips)

- The Towers have a slanted octagon shape. Standing near any edge will cause the Tower to fall in that direction.
- You can change the direction that a Tower falls as it is falling by moving towards a different edge of the platform. Don't rely on this too much, though, since the Tower changes direction fairly slowly.
- Try to always hold the Jump button down all the way when jumping between Towers, because the distance always appears shorter than it actually is.
- Also, try to wait for the Tower to reach its farthest distance towards the next Tower before jumping, because as mentioned above, it always appears closer than it actually is.
- Some Towers randomly have Coins or Money Bags on them. You must complete the Mini-Game to keep these prizes, though.
- If a choice comes down to taking an easy route to the Goal, or an extra Tower or two to get a Coin or Money Bag, go for the Goal since the payout is higher and the risk lower.

[Knock Block Tower]	+-----+-----+
	Type: Success Win: 10 Coins
	Time: 10 seconds Lose: 5 Coins
	+-----+-----+

(Controls)

Control Stick : Move
A Button : Jump
B Button : Attack

(Game Rules)

A stack of wooden blocks comes crashing down. Break the boxes to get the Treasure Chest on top.

(Tips)

- There are always two Thwomps and three wooden blocks, although their order is random. Hitting a Thwomp will cause the character to get knocked off the Tower and lose. Hit the wooden blocks and nothing else.
- Characters can jump up to three boxes high.
- Attacking while jumping will cause the character to freeze in place at the moment the B Button is pressed. This makes hitting two blocks high somewhat tricky, since the B Button must be pressed at exactly the right time to attack at the right level.
- When all of the wooden blocks are gone, quickly leap up and touch the Chest to claim the prize.
- The Time Limit in this game is *very* short, so don't wait around for a good hitting opportunity for too long.

```

-----
                                +-----+-----+
                                | Type: Success   | Win:  10 Coins |
                                | Time: 30 seconds | Lose:  5 Coins |
                                +-----+-----+

```

[Limbo Dance]

(Controls)

A Button : Lean back/Move forward

(Game Rules)

Do a Limbo Dance under all the Limbo Sticks.

(Tips)

- Tapping the A Button will make the character hop forward while leaning back. Letting the character stand still will allow them to slowly straighten up.
- There are three varieties of Limbo Sticks to dance under: Green are the highest, Blue are slightly lower, and Red are the lowest.
- The layout of the Limbo Sticks is random. Sometimes the game will get very mean and put a bunch of Red ones right before the goal.
- For best results, tap the A Button rapidly at the start until the character stumbles and looks as though they are about to fall, since that is the most they can lean back. From there, wait a second before tapping the A Button again to move forward while keeping the maximum lean-back.
- The drumbeats in the background music can help keep a rhythm of when to tap the A Button, but the trick above has the best results.

```

-----
                                +-----+-----+
                                | Type: n/a       | Win:      n/a |
                                | Time: n/a       | Lose:     n/a |
                                +-----+-----+

```

[Bumper Ball Mazes 1,2,3]

(Controls)

Control Stick : Move

(Game Rules)

Ride the ball all the way to the Goal line.

(Tips)

- The Bumper Ball Maze Mini-Games are special bonus games that do not appear anyplace other than the Mini-Game House. The goal of these special Mini-Games is to reach the Goal and set a new record for your own

satisfaction.

- All three Bumper Ball Mazes require flawless use of the Control Stick and constant attention to how close the character is to the edge of the track. There are no warnings; the character will fall in the water and the Mini-Game will end.
 - In all three mazes, the course will gradually go farther back from the camera as it progresses. This makes it harder to judge a character's position on the path and makes it easier to fall off, so be careful.
 - Bumper Ball Maze 1 isn't too bad, since the track is wide enough to have room for error. There is a shortcut bridge before the first turn, but it is narrower than the normal path. The only other problem area is the U-shaped turn before the Goal, which is a bit narrower than the rest of the course. Don't go too fast and there shouldn't be any problems.
 - Bumper Ball Maze 2 is slightly trickier than the first, and has several shortcuts that are best avoided due to their extreme narrowness. The zig-zagging course narrows down as it progresses, making the sharp corners treacherous.
 - Bumper Ball Maze 3 is pure torture. The track is extremely narrow and there is absolutely no room for error. Always start to turn a moment before you think you'll need to in order to keep the character's momentum and not fall off the edge. There are no shortcuts in this Maze, and the insane curves make it difficult to even get halfway across. You'll need superb Control Stick-handling and lots of patience to clear this Mini-Game.
-

(VIII) [Items]

= 4 Player =

Buried Treasure	150	Bumper Balls	250
Treasure Divers	250	Tipsy Tourney	300
Hot Bob-omb	300	Bombs Away	250
Musical Mushroom	100	Mario Bandstand	350
Crazy Cutter	150	Shy Guy Says	250
Face Lift	400	Cast Aways	250
Balloon Burst	400	Key-pa-Way	400
Coin Block Blitz	50	Running of the Bulb	400
Skateboard Scamper	200	Hot Rope Jump	300
Box Mountain Mayhem	300	Hammer Drop	450
Platform Peril	450	Slot Car Derby 1	450
Mushroom Mix-Up	50	Slot Car Derby 2	500
Grab Bag	400		

= 1 vs. 3 =

Pipe Maze	350	Crane Game	350
Bash 'n' Cash	400	Piranha's Pursuit	100
Bowl Over	350	Tug o' War	150
Coin Block Bash	50	Paddle Battle	50
TightRope Treachery	250	Coin Shower Flower	50

= 2 vs. 2 =

Bobsled Run	200	Handcar Havoc	200
Desert Dash	150	Deep Sea Divers	300
Bombsketball	300		

= 1 Player =

Memory Match	50	Whack-a-Plant	200
Slot Machine	200	Ground Pound	50
Shell Game	200	Teetering Towers	100
Ghost Guess	100	Knock Block Tower	200

= Items =

= Blocks =

Special Blocks will randomly appear before any player's turn in place of the normal Dice Block.

- *Plus Block 200
 Receive a number of coins equal to the number shown on the block.
- *Minus Block 100
 Lose a number of coins equal to the number shown on the block.
- *Speed Block 200
 A dice block with only the numbers 8 through 10.
- *Slow Block 100
 A dice block with only the numbers 1 through 3.
- *Warp Block 200
 Randomly switches places with other players.
- *Event Block 200
 Makes either Boo, Koopa Troopa, or Bowser appear.

= Coin Boxes =

Coin Boxes hold the Coins saved after playing on a Board.

- *Coin Box
 Starting Coin Box with no special features.
- *Lucky Box 400
 Receive 10% more coins at the end of any game.
- *Casino Box 300
 Receive twice as many coins after winning a game, but lose half after losing a game.

= Other =

- *Mecha Fly Guy 100
 Allows the Mecha Fly Guy mini-game in the Game House.
- *Talking Parrot 50
 Plays random character voice clips in the Option House.
- *Record 50
 Plays game music in the Option House.
- *Magma Mountain 980
 Unlocks the Magma Mountain Adventure Board.
- *Gameballs* 300
 Unlocks a random Mini-Game in the Mini-Game House.
- *No Boo 500
 Removes Boo from the Adventure Board. This does not work on all Boards.
- *No Koopa 500
 Removes Koopa Troopa from the Adventure Board. This does not work on all Boards.
- *Credits 100
 View the game's credits in the Mushroom Bank.

(IX) [Mini-Game Island]

Mini-Game Island is a special one-player play mode. The object of this game is to clear each of the Mini-Games scattered throughout the nine World Maps and reach the goal

= Raft =

Players can reach Mini-Game island by selecting the Raft in Mushroom Village. By choosing Start, you can start from the beginning of Mini-Game Island. If you have Saved Data, you can choose Continue to start from where you left off in your last game.

= Choose Character =

When starting a new game, select a character to control in the Mini-Games. Then, select a partner character for 2 vs. 2 and 4-player games.

= Rules =

You can move freely on all the map spaces other than Mini-Game Spaces. Clear Mini-Games and head for the Goal. You gain one additional Life the first time you clear a Mini-Game and each time you collect 100 Coins. However, one Life is taken away each time you fail a Mini-Game. The game ends if you fail to complete a Mini-Game with no Lives left. Choose Continue to start from the space last saved at.

= Shortcuts =

After completing World 2-5 (Piranha's Pursuit), you can go to World 3, or skip ahead to the more difficult World 5. Both end up at the same place in front of Bowser's Castle, though.

Also, it's possible to go down-left from the Koopa Troopa Space before World 9 to find a hidden Cloud. The Cloud will take you back to the Start Space.

= Spaces =

Start Space: Return to the Mushroom Village and save the game. This is located at the very start of Mini-Game Island.

Koopa Troopa Spaces: Return to the Mushroom Village and save the game. These are located between each World.

Mini-Game Spaces: Cleared Mini-Games are yellow, and non-cleared are blue. Once a Mini-Game Space is cleared, you can move to the next space.

Mini-Map Entrance: Press the A Button on one of these spaces to switch to a mini-map, allowing you to enter caves and buildings.

Goal Space: This space is your final goal. When you clear this space, you will receive a special prize.

(World)	(Name)	(Goal)
1-1:	Coin Block Blitz	Get 10 or more Coins.
1-2:	Coin Block Bash	Get 10 or more Coins.
1-3:	Coin Shower Flower	Get 20 or more Coins.
1-4:	Paddle Battle	Get 15 or more Coins.
2-1:	Memory Match	Clear all the tiles.
2-2:	Ground Pound	Pound all the stumps.
2-3:	Limbo Dance	Reach the Goal.
2-4:	Musical Mushroom	Get the Treasure Chest first.
2-5:	Piranha's Pursuit	Reach the Goal.
3-1:	Crazy Cutter	Get 80 or more points.
3-2:	Buried Treasure	Find the Treasure Chest first.
3-3:	Desert Dash	Reach the Goal first.
3-4:	Tug o' War	Pull the other team off the cliff.
3-5:	Teetering Towers	Reach the Goal.

4-1: Bobsled Run	Reach the Goal first.
4-2: Skateboard Scamper	Reach the Goal first.
4-3: Handcar Havoc	Reach the Goal first.
4-4: Ghost Guess	Pick the right Ghost.
5-1: Cast Aways	Get 30 or more Coins.
5-2: Shy Guy Says	Outlast the other characters.
5-3: Bumper Balls	Knock all the opponents off.
5-4: Treasure Divers	Get 10 or more Coins.
5-5: Bombs Away	Outlast the other characters.
5-6: Deep Sea Divers	Get 15 or more Coins.
5-7: Mushroom Mix-Up	Outlast the other characters.
5-8: TightRope Treachery	Reach the Goal.
6-1: Box Mountain Mayhem	Get 10 or more Coins.
6-2: Pedal Power	Light up the bulb.
6-3: Topsy Tourney	Complete the picture first.
6-4: Hot Bob-omb	Don't be the one to get blown up.
6-5: Bombsketball	Be the first team to score a basket.
6-6: Hot Rope Jump	Complete 40 jumps in a row.
7-1: Slot Machine	Get three of the same mark.
7-2: Crane Game	Drop one person into the Pipe.
7-3: Pipe Maze	Get the Treasure Chest.
7-4: Bowl Over	Knock down all three opponent pins.
7-5: Whack-a-Plant	Get 25 or more Coins.
7-6: Mario Bandstand	Win the most Coins.
8-1: Running of the Bulb	Reach the Goal with the light bulb.
8-2: Grab Bag	Get 15 or more Coins.
8-3: Key-pa-way	Get the Key to the Lock.
8-4: Balloon Burst	Be the first to pop your balloon.
8-5: Face Lift	Get 90 or more points.
8-6: Bash 'n' Cash	Have 1 Coin or more by the end.
9-1: Hammer Drop	Get 10 or more Coins.
9-2: Slot Car Derby	Complete three laps first.
9-3: Shell Game	Choose the correct Koopa Troopa.
9-4: Knock Block Tower	Get the Treasure Chest.
9-5: Platform Peril	Reach the Goal first.
GOAL: Toad Slot Car Derby	Complete three laps first.

(X) [Secrets]

- Unlock Bumper Ball Maze 1 -
Reach the Goal on Mini-Game Island and beat Toad in a game of Slot Car Derby 2.
- Unlock Bumper Ball Maze 2 -
Clear all 50 Mini-Games on Mini-Game Island, then reach the Goal and beat Toad in a game of Slot Car Derby 2.
- Unlock Bumper Ball Maze 3 -
Unlock Bumper Ball Mazes 1 and 2, then play them both and set new records on each.

- Unlock Gameballs -

Unlock and buy 30 Mini-Games in the Mini-Game Shop to unlock the Gameballs in the Item Shop.

- Unlock Magma Mountain Board -

Play on each of the normal boards to unlock the Magma Mountain board in the Item Shop.

- Unlock Eternal Star Board -

Complete each of the normal boards, including Magma Mountain, and earn 100 Stars. The next time you return to the Mushroom Village and enter the Bank, Bowser will steal all your Stars and challenge you on the Eternal Star board. No other Adventure Boards can be selected until the Eternal Star board is completed.

- Unlock No Boo -

Complete the Eternal Star board to unlock the No Boo in the Item Shop.

- Unlock No Koopa -

Complete the Eternal Star board to unlock the No Koopa in the Item Shop.

- Unlock Credits -

Complete the Eternal Star board to unlock the Credits in the Item Shop.

- Change the Title Screen -

The Title Screen will change to show which character won the last game. After beating the Eternal Star Board, a special Title Screen with all the characters will appear.

(XI) [FAQ]

-Are there any characters besides the normal six?

No.

-Are there any cheat codes?

Aside from using a GameShark or something similar, no.

(XII) [Acknowledgments]

-Nintendo and Hudson Soft, for making this great game.

-Kelly and Stephen, for their many hours of Mario Partying.

-My mom, for picking the right pipe in Pipe Maze ONCE, and not letting a day go by without reminding me of her "skill".

-CJayC, for his devotion to GameFAQs.

72001

By Ryouga