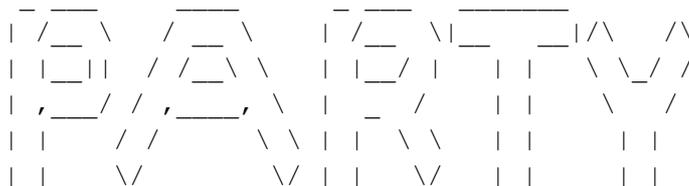
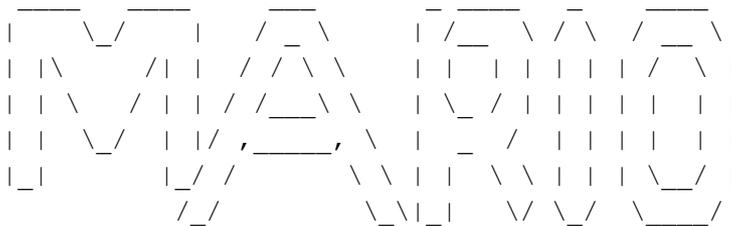


# Mario Party FAQ

by nnguyen11490

Updated to vFinal on Jun 4, 2003



Mario Party 1

By: nnguyen11490

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Mario Party

Nintendo 64

FAQ

Version: Final 6/4/03

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This FAQ is dedicated to all the victims of the September 11 attack. To all the firemen and police officers who risk their life to save others. To the families of all the victims who has lost their love ones. To the victims in the Pentagon, and World Trade Center. They will always be remember...

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These are the website that will always have my latest update and have my permission:

Gamefaqs.com  
Psxcodez.com  
Neoseeker.com

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=====  
Versions  
=====

Final (6/4/03) Final Updated for the FAQ

As if today this FAQ will no longer be updated. I have skimmed through the FAQ find any errors or something missing and fix them all. If you still see a problem with the FAQ email me.

- Reread the FAQ
- Changed Common Errors
- Fix up dividers to make the FAQ look better
- Update Contact Information
- COMPLETED 100% OF FAQ!

1.2 Some updates to make the FAQ better. (10/31/02)

- Yay, it Halloween today!
- Fix some typos.
- Fix up the ASCII art a little bit.

1.1 Finally I have time to fix uo the FAQ. (10/1/02)

- Fix some typos.
- Went through the FAQ and make it easier to read.
- Added more information for some mini-games.
- Fix up the ASCII title at the top a little bit.

1.0 The first version, so be prepare to see some error (9/22/02)

- Added all 1 Player Games.
- Added all 2 vs. 2 Players Games.
- Added all 3 vs. 1 Players Games.
- Added all 4 Players Games.
- Added all the mini-games Rules.

- Added the story from the instruction manual.
- Add the two ASCII art by me.
- Added all the controls.
- Added all in game options.
- Added all secrets found in the game.
- Added the Mini-Game Island Guide.

=====  
Introduction  
=====

As is you've already know this is another Mario game. But it isn't like The others, it's way different. Instead of going on wild adventure you have to play a board games. But that's not all you also get to play fun little mini-games also. After this game was release they make a sequel to it. But this on is the best one of all (in my opinion).

There are 40 mini-games you could play. Each one has it's own strategy and challenges. It can be hard to beat some mini-games sometime but that's why I made the FAQ. I'll tell you everything you need to know about the mini-games. From all the mini-game Island to all min game rules. Thanks for checking out another FAQ by me and good luck on the game. :)

=====  
Controls  
=====

There are lot kinds of controls. Some are for the board some are for The menu and even mini-games. Each mini-game got its own controls but don't worry I'll tell you all of them.

\*Basic Controls\*  
-----

Start: Use start to Pause the game and display the Pause Screen

Control Stick: Use the Control Stick to move the Cursor, scroll through maps and move between menu selections.

A Button: Press a button to confirm something or hit the Dice Block.

B Button: Use the B Button to cancel or return to the previous screen. On the board you can also use it to view the Maps.

R Button: Show Map View Mode.

C Buttons: Once when a mini-game is about to start press the C Buttons to view tips and hints and as well as the controls for the mini-game.

=====  
Story  
=====

This is the story straight out of the manual.

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 each 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 you 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...

=====  
In Game Options  
=====

There are a couple of places you can go to in Mushroom Village. Here are all of them and their description.

Option House  
-----

What to change your current audio or start a new game? Well you can go here to do so. You can also listen to your favorite game songs as well as listen to your parrot (if you bought one) too.

Mushroom Bank  
-----

If you bought any items and you want to use it here's the place to do so. You can also check how many coins and stars you have too.

Mushroom Shop  
-----

Here is where you can buy items to help you on the boards and to have some fun with. Check out the items section to see which items you can buy as well as there use and cost too.

Mini-Game House  
-----

There are a lot of things you can do in here. You can test to see how fast you rotate, buy and play your favorite Mini-Game and even check out a new Board that is not found anywhere but here.

Warp Pipe  
-----

This is where all the exciting adventures begin. You can select and play your favorite board here to see who the Super Star is.

## Raft

-----

This is the raft that will take you and a partner to mini-game island. While on the island you are to cure as much mini-game as you can. Once you reach the end you will get a reward. (check the mini-game island section for more information).

## Rules

Before you start to see who is the Super Star of the board is, you must know the basics.

## Dice Block

At the beginning of every characters turn you must hit the dice block. Character hit the dice block on the first round to see who gets to go first. The character with the highest number goes first. Numbers are from 1-10, let say if a character hit a 7 he then has to move 7 spaces. You can buy different kinds of block at the Mushroom Shop to change the Dice Block numbers.

## Blue Space

Whenever you land on one of these you will be rewarded with 3 coins. But during the final 5 turns you will be awarded with 6 coins instead of 3. Most of any board is cover with these space.

## Star Space

These spaces have a star on top of them so you'll know it's a mini-game space. Whenever someone land on this spot they will be randomly selected to play a 1 player mini-game.

## Red Space

This space will harm you a little bit. Unlike the Blue Space you lose 3 coins instead of gaining 3. During the final 5 turns it will also be double, so that means you'll lose 6 instead of 3 coins.

## ! Space

Landing on these spaces will start the 1 player Chance Game. You can win coins, and even star if you do it right.

## ? Space

There is a lot of option for this space. It depends on what board you're on for this space to work. Check the Board FAQs Section.

## Mushroom Space

Once a character hit this space a block will suddenly appear. The block has 2 choices, a good mushroom and a poisonous one. The good one will allow you to roll the Dice Block again and the poisonous one will cost you a turn.

## Browser Space

This is one of the most dangerous spaces in a board. You land on one of

this you're going to play the Browser game. It's just like any other mini-games with Browser in it but if you lose you will lose a major amount of coins.

#### Roulette Option

-----  
Once a turn is done or you land on the ! or the ? space roulette will appear. It will randomly select a mini-game you're going to play.

#### Boo

-----  
This ghost can either be your friend or your foe. Once you come to this ghost too got 2 options. Let him steal coins for free or let him steal a star for 50 coins. Other players can do the same with him to. So be careful.

#### Koopa Troopa

-----  
This is your guide. He will explain each board rules and also help you out a little. Every time you get to him you'll receive 10 coins, but in the final 5 turns you'll get 20 instead.

#### Browser

-----  
Yep, this is Mario's old enemy. Watch out be cause if you get to him you'll lose a huge amount of coins, just for some useless items.

#### Toad

-----  
He will give you 1 star in exchange for 20 coins. Keep in mind that others are trying to get to him also and he moves around sometimes.

#### Stars

-----  
A star is more important than coins. In the game they judge you by how many stars you have to win. In order to get stars you can steal them by paying Boo 50 coins or you can buy them from Toad for 10 coins. That's not all the ways you can get stars. At the end of every turn Koopa Troopa will come out and he'll give stars for the person who has the most coins, move the most space and beat a lot of mini-games. Once you have collected 100 stars a secret will be unlocked. (check the secret section).

#### Coins

-----  
The only thing coins are good for is buying you items at the Mushroom Village and buying stars. Sometime they will lodge you by the coins if you have the same amount of stars as someone else. And at the end of every turn you will get a star if you have the most coins. There are 3 different kinds of coins:

Regular Yellow Coin: 1 coin

Bag of Coin: 5 coins

Treasure Chest: 10 coins (some worth more)

#### Boards

-----  
There are a lot of boards you can choose to play. Each one has its own special features. When you first play try to pick an easy board then go to the tough ones.

=====  
Board Guide











Racing Games: Games in which the character who finishes first wins 10 coins. Even if you lose, you don't lose coins.

Point Games: Games in which the player with the highest score gets 10 coins. If several players have the same score, they all win coins.

Survival Games: The last player standing in these games wins 10 coins.

If a mini-game is green on the roulette screen it means that you will get a lot of money on it.

Now that you know all types of mini-games it's time to learn how to beat them.

-----  
Legend: Here's how I'm going to put everything in order.

Game Name  
Difficulty: 1-5

Controls:  
Coins Earn:  
Rules: (from the manual)  
Strategy:

\*-\*

### 1 Player Games

\*-\*

These games only 1 player can play it. There will be no computer.

-----  
Memory Match  
-----

Difficulty: 1

Controls:  
    Control Stick: Move  
    A Button: Jump  
    A + Z Buttons: Jump and Drop

Coins Earn: 10

Rules: Match up as many kind of grid as you can.

Strategy: This is a highly simple game. All you got to do is try to match the pictures to get 2 coins. Try to watch out for the Browser Picture or else your characters will get dizzy for a while and will lose time. To flip a grid over press A and then Z while still in the air. There will be 4 will be 5 different kinds of pictures. Red Shell, Mushroom, Flower, Browser, Green Shell match up 4 pairs to win the game. Also watch the timer you only have 30 second to succeed.

-----  
Knock Block Tower  
-----

Difficulty: 3

Controls:

Control Stick: Move Around

A Button: Jump

B Button: Hit

Coins Earn: 10

Rules: Knock down all wooden boxes to get to the prize that awaits you.

Strategy: This can be very difficult sometime. All you need to do is destroy all of the brown box to get to the chest. Sound easy? It's not, if you accidentally hit the Blue Block its game over. But that's not the hard part. The hard part is the 10 second time limit so you got to be fast a careful. Remember one false move then it'll all is over.

-----  
Limbo Dance  
-----

Difficulty: 4

Controls:

A Button: Go Forward/Lean Back

Coins Earn: 10

Rules: It's time to limbo! Try to go through all the stick, if you can.

Strategy: This has got to be one of the hardest mini-games there is. You have to go under the sticks without falling down. If you press A to much you'll fall down then its game over. Out of all the sticks the one you should watch out for is the Red one. It is the lowest out of the three. Try to press A fast and let go quick once you've pass a stick.

-----  
Slot Machine  
-----

Difficulty: 2

Controls:

A Button: Jump

Control Stick: Move around

Coins Earn: 1-20

Rules: Hit the three blocks and try to get the same pictures. Once you get 3 of the same pictures you'll win coins!

Strategy: This game can earn you a good amount of coins if you do it right. There isn't much of a strategy in this game but all you need is luck and skill. Try to land on three of the same pictures (just like the real slot machine) to win coins. There are 7 different pictures. Each worth a different amount of coins.

Coins: 1 Coin

Koopa Shells: 3 Coins

Money Bags: 5 Coins

Mushrooms: 6 Coins

Flowers: 7 Coins

Treasure Chests: 10 Coins

Hats: 20 Coins

-----  
Pedal Power  
-----

Difficulty: 3

Controls:

Rotate Controls Stick: Pedal

Coins Earn: 10

Rules: Boo is after you so you better pedal as fast as you can!

Strategy: Speed is the key of winning on this mini-game. Try to rotate the control stick as fast as you can to light up the bulb before Boo get to you.

-----  
Whack-a-Plant  
-----

Difficulty: 1

Controls:

Control Stick: Move around

A Button: Jump

Coins Earn: Random

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.

Strategy: This game can earn you a bundle if you do it right. All you got to do is jump on as much of Piranha Plants as you can. You earn 1 coin for each one so good luck.

-----  
Shell Game  
-----

Difficulty: 4

Control:

Control Stick: Move Around

A Button: Jump

A + Z Button: Drop

B: Hit

Coins Earn: 10

Rules: The Koopa Troopas hide their chests. Find the Koopa Troopa that has the chest and win coins.

Strategy: This game is all on luck. If you're lucky enough to select the right shell you'll get some coins. Try to keep your eyes on the shell that has the chest.

-----  
Ghost Guess  
-----

Difficulty: 4







Controls:

A Button: Confirm (drop chest)

Coins Earn: 10

Rules: Where will the chest will go to? Find out after you drop it in the pipe.

Strategy: There isn't much of a strategy for this mini-game. Once the screen goes up remember which pipe goes where and then drop the chest in the right pipe. Once you drop the chest in a pipe, just hope it'll end up going to you.

-----  
Bash'n Cash  
-----

Difficulty: 2 (not browser) , 5 (browser suit)

Controls:

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

Coins Earn: Random

Rules: It's a 3 on 1 conflict. Try to hit the person with the Browser Suit for lots of coins.

Strategy: If you are in the Browser Suit try to run away and jump on the person with the hammer. And whenever you get hit try to get the coins back before anyone else get it. But if you are the person with the hammer you hit the guy with the Browser Suit and then run and get the money, before someone else get it.

-----  
Tug'o War  
-----

Difficulty: 3

Controls:

Rotate Control Stick: Pull Rope

Coins Earn: Random

Rules: Let's play Tug'o War! Try to pull the other persons down to win their coins. Better watch out of for the hidden creature at the bottom of the canyon!

Strategy: It doesn't matter which side are you on. Just keep rotating the control stick to win.

-----  
Bowl Over  
-----

Difficulty: 2 (bowler) , 3 (pins)

Controls:

Bowler		Pins
Control Stick: Aim/Steer Shell		A Button: Jump
A Button: Thrown Shell		Control Stick: Direction to Jump

Coins Earn: Random

Rules: A good game of bowling with a shell. Knock the characters pin down to get there coins, but watch out for the side it will shock your shell!

Strategy: If you are the pins try to get away from the shell once it comes near. If you are the person that's bowling right now try to not turn fast or else the shell will go out of bound.

---

Paddle Battle

---

Difficulty: 3

Controls:

Rotate Control Stick: Paddle

Coins Earn: Random

Rules: Must keep paddling to win. A Shy Guy will steal your coins if you're not paddling hard enough.

Strategy: Just try to rotate your control stick as fast a possible to earn some coins. Stay away from shore as much as you can or else a Shy Guy will get your coins and give it to someone else. The person that got poke by the Shy Guy will lose 3 coins.

---

Coin Shower Flower

---

Difficulty: 2

Controls:

Player on the Flower		Players in Boats
Control Stick: Move Around		Control Stick: Move Boat
A Button: Jump		

Coins Earn: Random

Rules: Try to stay on the flower and get as many coins as you can. For if you drop a coin the others a get it.

Strategy: If you are on the boat wait until a coin drop down from the flower then go and get it before the other players do. IF you are on the flower, try not to get to close to the edge or else you'll fall down. Jus jump and try to get as many coins as you can.

---

Piranha's Pursuit

---

Difficulty: 3

Controls:

Skateboarder		Cloud Riders
A Button: Jump		Control Stick: Move Around
B Button: Push		A Button: Jump
		A + Z Button: Drop

Coins Earn: Random

Rules: Escape the Piranha Plant on a skateboard. The players on the cloud  
Hip Drop to feed the Piranha Plant with rain to make it bigger.

Strategy: If you are on the Cloud use A + Z Button to drop rain, so the  
Piranha will be bigger. But if you are on the skateboard, go as fast as  
you can and jump over the falling threes.

---

### Tightrope Treachery

---

Difficulty: 1 (walker) , 2 (boats)

Controls:

Tightrope Walker	Boats
Control Stick: Move	Control Stick: Move Boat
	A Button: Shoot Cannon

Coins Earn: Random

Rules: Don't lose your balance or it's going to be a long fall. The others  
will fire cannons at you so better watch out.

Strategy: If you are walking on the rope try to stop when you see the left  
blows. But if you are in the boats try to shoot the other person down from  
the rope.

---

### Coin Block Bash

---

Difficulty: 1

Controls:

With Hammer		Without Hammer
Control Stick: Move		Control Stick : Move
A Button: Overhead swing		A Button: Jump
B Button: Sideways swing		B Button: Attack

Coins Earn: Random

Rules: Whack as many blocks as you can with the hammer. But watch out for  
the others will be after the coins!

Strategy: If you don't have the hammers don't ~~推~~ get close to the person  
who does. Instead wait until they smash the block then go and steal the  
coins from them. If you have the hammer, enjoy whacking everyone.

---

### Crane Game

---

Difficulty: 1 (Crane) , 5 (dolls)

Controls:

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

Coins Earn: Random



Controls:

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

Coins Earn: 10

Rules: Pump as fast as you can. For the first one whose balloon is blown up is the winner.

Strategy: As you already guess the players who blow up their balloon first wins. Try to press A and then B or Z as fast as you can. Do not push them at the same time or else nothing will happen.

-----  
Hot Bob-omb  
-----

Difficulty: 1

Controls:

- Control Stick: Pick direction
- A Button: Pass bomb

Coins Earn: 5 Coins (for each 3 winners)

Rules: A game of hot potatoes, but this time with a bomb!

Strategy: If you can remember the hot potatoes game, this mini-game is just like it. You have to pass the bomb around before it explodes. The person with the bomb when it explodes will lose. To make it easier on you here's a secret. Once you get the bomb don't toss it yet. Instead wait until the bomb is about to blow then pass it to another player fast. If you do it right, as soon as the bomb goes to the other player it will explode.

-----  
Box Mountain Mayhem  
-----

Difficulty: 1

Controls:

- Control Stick: Move Around
- A Button: Jump
- B Button: Hit
- A + Z Button: Drop

Coins Earn: Random

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

Strategy: In this game all you got to do is hit the boxes and you'll get 1 coin. But some of the boxes will have Bags of Coins in it so be sure to grab it before someone else does.

-----  
Platform Peril  
-----

Difficulty: 3

Controls:

Control Stick: Move Around

A Button: Jump

Coins Earn: Random

Rules: Try to run across the platform before it collapses.

Strategy: This may sound easy but it's not. As you start running some of the stairs will fall down, so watch out. There will be some Bags of Coins and some coins along the way, you can get them if you want but you will lose a little bit of speed. There's is also another thing you should be worry about. Blocks that will stand in you way and will cause you to fall.

-----  
Mushroom Mix-up  
-----

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump

A + Z Button: Drop

Coins Earn: 10

Rules: Move quickly to the same colored Mushroom as Toad's flag. If you're too slow, the mushrooms will sink and you'll lose!

Strategy: This is just like musical chairs. Once they tell you a mushroom to jump on you better get on it because the others will sink. That's easy, right? Well whatever you do don't jump on other players, because you'll bounce on them and you will fall in the water. What you can do is once the mushroom is about to go down drop on the opponent and then run to the right mushroom. The drop will cause your opponent it is flat and unable to move for a while.

-----  
Treasure Divers  
-----

Difficulty: 1

Controls:

Control Stick: Pick Directions

A Button (repeatedly): Swim

Coins Earn: Random

Rules: Dive and bring up as many treasure chest as you can. But watch out for the shark and squid.

Strategy: Once you begin the game go down and try to get as many big chests as you can. Then go get the little ones. Also watch out for the shark and Squid, one touch from them you will be force to drop the chest! Once you see a number on top of a characters head that means if you don't go up in that amount of time you will be force to drop the chest and go up.

-----  
Grab Bag  
-----

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump

B Button: Steal coins/break free

Coins Earn: Random

Rules: Grab the other person's coins before they get yours.

Strategy: This game can either earn you a huge amount of coins or make you lose a huge amount of coins. All you got to do is get behind an opponent and press B Button to steal there coins. But since you're able to steal coins so are they. Once they try to steal your coins press B to reduce the amount of coins.

-----  
Tippy Tourney  
-----

Difficulty: 2

Controls:

Control Stick: Move Around

A Button Jump

Coins Earn:10

Rule: Try and make the shell go on all parts of the board before the others.

Strategy: There isn't much of a strategy in this game. All you got to do is try to fill up the boards as fast as you can to win.

-----  
Coin Block Blitz  
-----

Difficulty: 1

Controls:

Control Stick: Move Around

A Button: Jump

Coins Earn: Random

Rules: An old fashion blocks hitting. Jump under as many blocks as you can to get coins.

Strategy: There are also no strategies for this game. All you do is jump up under a block to get a coin. Once the block run out you can go to another one.

-----  
Skateboard Scamper  
-----

Difficulty: 3

Controls:

B Button: Push

A Button: Jump

Coins Earn: Random

Rules: Scamper across before the floor break up.

Strategy: This is not as easy as it sound. All you do is keep pressing B and wait until there is a Twomp (blue block) then jump over it. But that's not the hard thing. The hard thing is floor, it will break up and if you don't go fast enough you'll fall and it's game over. On your way there are also bags of coins too, so you can get it for extra coins.

---

Bumper Balls

---

Difficulty: 2

Controls:

Control Stick: Move Around

Coins Earn: 10

Rules: Bump the others into the sea before4 they do it to you!

Strategy: There is 2 ways you can win this game. First one is try to push he other players into the ocean. And the second one is wait until the times up. Once you see players close to the edge of the island push them own before they get away.

---

Bombs Away

---

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump

A + Z Button: Drop

Coins Earn: 10 (per each winner)

Rules: Stay on the little island as long as you can and try to dodge the cannons.

Strategy: This game is simple. The last player standing before the timer runs out is the winner. Once the game begins a ship will shoot bombs at you! If the bomb hits you, you're automatically thrown of the little island. Try to jump on people to make them fall of easier. If the timer goes out and there is more than 1 people on the island all will be rewarded with 10 coins.

---

Mario Bandstand

---

Difficulty: 2

Controls:

Conductor | Instruments  
Control Stick: Conduct | A Button: Play

Coins Earn: Random

Rules: It's an orchestra and you're in it. Try to follow along and conduct to make this the best concert ever.

Strategy: In this game anything goes. If you are the conductor follow the arrows (on the top) with your control stick. And if you are the person who is playing the instrument press A once the notes come up.

-----  
Cast Away  
-----

Difficulty: 2

Controls:

Control Stick Flick: Cast line  
Rotate: Reel line

Coins Earn: Random

Rules: Go fishing for coins!

Strategy: Here you have it the best mini-game there is. This game will earn you up to 60 coins if you do it right. To cast the line small flick the control stick a little bit, to make the line go a little longer flick the control stick slightly hard, and to make it go far push it back the whole way. I know it sounds hard but once you master this game will be a cinch. Once you grab on to a coin, bag of coins, or a chest rotate the control stick to reel them in. Try not to get coins that are in the far back because they'll take too long to reel in.

-----  
Hammer Drop  
-----

Difficulty: 2

Controls:

Control Stick: Move Around  
A Button: Jump

Coins Earn: Random

Rules: The flying guy will drop coins but watch out for his hammers!

Strategy: Once the game begins the flying guy on the cloud will start dropping coins and hammers. Try to get as many coins as you can but also watch out for the hammers. Why are the hammers so dangerous? They will smash you causing you to be flat and you'll lose time. Just wait until he drops the coins then go for it.

-----  
Shy Guy Says  
-----

Difficulty: 2

Controls:

A Button: Red Flag  
B Button: Blue Flag

Coin Earn: 10

Rules: Follow the flag as the Shy Guy Say!

Strategy: The point of the game is to follow the flag that the Shy Guy says. If he hold up the red one you have to raise up the red one. If you do it to slow or raise the wrong flag you will be cast into the sea. The last person standing is the winner.

-----  
Key-pa-Way  
-----

Difficulty: 1

Controls:

Control Stick: Move  
A Button: Jump  
B Button: Throw Key

Coins Earn: 10 (for all players)

Rules: All players will join as a team and try to get the key to the lock. But watch out of for the Spikes, they will steal your key then it'll be all over!

Strategy: Once the game begins and you have the key don't bother passing it to someone else. Instead jump on the other players because it'll keep you away from the Spike. If someone else have the key, and you don't, jump on them to steal the key.

-----  
Buried Treasure  
-----

Difficulty: 3

Controls:

Control Stick: Pick Direction  
B Button: Dig

Coins Earn: 10

Rules: The treasure chest is some where hidden in the dirt. First one to find it is the winner!

Strategy: there isn't any strategy for this mini-game. Because the chest is hidden randomly. All you do is dig until you find it.

-----  
Running of the Bulb  
-----

Difficulty: 3

Controls:

Light Bulb Player		Other Players
Control Stick: Move Around		Control Stick: Move Around
A Button: Jump		B Button: Hit
		A Button: Jump

Coins Earn: 10 (for all players)

Rules: You and the other players will team up and try to get the bulb to the other side, to destroy the Boos.

Strategy: If you have the bulb try to get away from the Boos or else they'll put you on a trance and you will be force to go back to where you started and will lose this game! The other players without the bulb will help you out by hitting the Boos away. But once a player is in a trance by the Boos you can hit them to get them out of it.

-----  
Hot Rope Jump  
-----

Difficulty: 3

Controls:

A Button: Jump

Coins Earn 10

Rules: A game of jump rope...with a fire rope!

Strategy: All you do in this game is jump until the timer run out. Once you will lose or someone else lose it's game over for all. AS you jump the speed will go faster and faster so be careful. Sorry isn't a lot of strategy for this mini-game.

-----  
Slot Card Derby  
-----

Difficulty: 4

Controls:

Control Stick: Go faster/Steer  
Control Stick (backward): Slow Down

Coins Earn: 10

Rules: It's a mini-car race.

Strategy: This has got to be one of the hardest mini-games ever! Once the race has begin go as fast a you can, but once you see smoke stop immediately. Why? Because the smoke mean that your card is about to go out of control and you will lose a lot of speed and time so stop once the smoke comes out!

=====  
Items  
=====

Here is all the items you can buy in the Mushroom Village store.

-----  
Mushroom Shop Items  
-----

Plus Block

Cost: 200 Coins

Description: This block will appear randomly on every board. Once it's appear you get the number of coins for the number on the block. For example if you get a 6 you will get 6 coins.

---

Minus Block

Cost: 100 Coins

Description: This block will appear randomly on every board. Once it's appear you will lose the number of coins for the number on the block. If you get a 3 you will lose 3 coins.

---

Speed Block

Cost: 200 Coins

Description: This block will appear randomly on every board. Once it's appear you will only get to move from 8-10 spaces.

---

Slow Block

Cost: 100 Coins

Description: This block will appear randomly on every board. Once it's appear you will only get to move from 1-3 spaces.

---

Warp Block

Cost:200 Coins

Description: This block will appear randomly on every board. Once it's appear you will be switch with another character spot.

---

Mecha Fly Guy

Cost: 100 Coins

Description: Want to know how fast you can rotate the control stick? Well the Mecha Fly Guy will let you do so. Go to the Mini-Game House to use him.

---

Parrot

Cost: 50 Coins

Description: The Parrot is something to cheer you up even if you lose. You can find him in the Option House on a stick. Once you talk to him he will mimic a character voice.

---

Record

Cost: 50 Coins

Description: In the record you can here your favorite songs in the game. You can only use the record in the Option House.

---

Coin Box

Cost: 0

Description: Once you start a new game you'll automatically have this box.

---

Lucky Box

Cost: 400 Coins

Description: Once you beat a board, you'll get a 10% interest in the coins you earn.

---

Casino Box

Cost: 300 Coins

Description: This is a gambling box. Once you beat a board you can get twice the coins you have, lose half of the coins, or nothing will happen.

---

Gameball Machine

Cost: 300 Coins (every time)

Description: You can buy mini-games with this item instead of going to the mini-game house.

Note: This item can only be available if you beat the mini-game island.

---

Magma Mountain

Cost: 980 Coins

Description: This is a secret board you can buy.

---

No Boo

Cost: 500 Coins

Description: Boo will no be in any board once you use this items.

---

No Koopa

Cost: 500 Coins

Description: Koopa Troopa will notbe in a board if you use this item.

---

Credits

Cost: 100 Coins

Description: View all the person who made this game.

---

Mini-Games

Did you know you can buy your favorite mini-game and play it all you want

1 vs. 3 Games

---

Games:		Cost:	
-----			

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

1 Player Games

Games:	Cost:
-----	
Memory Match	Cost: 50
Whack-a-Plant	Cost: 200
Slot Machine	Cost: 200
Ground Pound	Cost: 50
Shell Game	Cost: 200
Teetering Towers	Cost: 100
Ghost Guess	Cost: 100
Knock Block Tower	Cost: 200
Pedal Power	Cost: 150
Limbo Dance	Cost: 50
-----	

2 vs. 2

Games:	Cost:
-----	
Bobsled Run	Cost: 200
Handcar Havoc	Cost: 200
Desert Dash	Cost: 150
Deep Sea Divers	Cost: 300
Bombsketball	Cost: 300
-----	

4 Player

Games:	Cost:
-----	
Buried Treasure	Cost: 150
Bumper Balls	Cost: 250
Treasure Divers	Cost: 250
Tipsy Tourney	Cost: 300
Hot Bob-omb	Cost: 300
Bombs Away	Cost: 250
Musical Mushroom	Cost: 100
Mario Bandstand	Cost: 350
Crazy Cutter	Cost: 150
Shy Guy Says	Cost: 250
Face Lift	Cost: 400
Cast Away	Cost: 250
Balloon Burst	Cost: 400

Key-pa-Way	Cost: 400
Coin Block Blitz	Cost: 50
Running of the Bulb	Cost: 400
Skateboard Scamper	Cost: 200
Hot Rope Jump	Cost: 300
Box Mountain Mayhem	Cost: 300
Hammer Drop	Cost: 450
Platform Peril	Cost: 450
Slot Car Derby 1	Cost: 450
Mushroom Mix-Up	Cost: 50
Slot Car Derby 2	Cost: 500
Grab Bag	Cost: 400

=====  
Mini-Game Island Guide  
=====

Where is the Mini-Game Island? To get to it you have to get the Raft found in the Mushroom Village. Once on the Raft they will ask you to pick a partner a long, in case you lose. Mini-Game Island is an Island full of mini-games that you have to clear. Once you clear all mini-games you will get some rewards (check the secret section). The mini-games will be:

World:	Games:	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 Away	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	
-----			

#### Spaces

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Star Spaces = Return to the Mushroom Village

Turtle Spaces = Save and go back to Mushroom Village or Return to the Mushroom Village.

Mini-Game Spaces = Play a mini-game and try to clear it.

Goal Space = This is where you'll play your final mini-game to beat the island.

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#### Secrets

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Here is all the secrets in the game.

#### Browser Magma Mountain

To unlock this secret board you have to get 100 stars.

#### Eternal Star

This is the hardest board there is in the game. Get 100 stars and beat Browser Magma Mountain to unlock this board.

#### Gameball Machine

Unlock and buy 30 mini-games in the Mini-Game House to unlock the Gameball Machine.

#### Bumper Ball Maze 1

To unlock this mini-game you must beat Slot Car Derby 1 in the mini-game island.

## Bumper Ball Maze 2

Beat all mini-games on the Mini-Game Island to unlock this mini-game.

## No Boo

To get the No Boo items in the Mushroom Village shop you have to get 100 stars and beat the Eternal Star Board. Once you use this items boo won't be found in any board.

## No Koopa

To get the No Koopa items in the Mushroom Village shop you have to get 100 stars and beat the Eternal Star Board. Once you use this item Koopa Troopa won't be found in any board.

## Credits

That's right you can actually buy the credits to see who made the game. After you beat the Eternal Star board this item will be available in the Mushroom Village Shop.

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## Q&A

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Here is some commonly asked question about the game. If you have your own question please email me.

Q: How many characters are there in the entire game?

A: 6 and only 6

Q: I didn't find the Gameball machine in the Mushroom Village shop. Where can I get it?

A: You have to beat the mini-game island before it become evadible.

Q: I heard about an Eternal Star Board. How can I go on it?

A:.. !SPOILER! Once you beat Magma Mountain the board will become available.

Q: Is there any chance of the Browser Roulette land on Star Steal?

A: No, I have play the game many times and never once has it land there.

Q: On Yoshi's Tropical Island, how can you get to the little Yoshi that's stuck in the middle?

A: Beat it and find out. Or !SPOILER! once you beat the board the stars will make a bridge for him.

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## Credits

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Thank you nnguyen11490 (me) for taking time for writing this.

Thank you Nintendo for making this great game.

Thanks to all the sites (with my permission) for posting this FAQ.

Thank you Ryouga for letting use some information on his FAQ.

Thank nnguyen11490 (me again) for adding the 2 ASCII art.

And last thank you whoever was reading this FAQ.

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Contact Information

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Here's some ways you can contact me to fix or make the FAQ better. Feel free to ask question about the game.

Message Board

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I'm always found on the gamefaqs and neoseeker message board.

Email

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nnguyen11490@yahoo.com

Instant Message

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Yahoo Instant Messenger: nnguyen11490

MSN: nnguyen11490@hotmail.com

AIM: ngankn11490

