

There's treasure buried somewhere under the dirt, it's your chance to find it. Each player starts off in a different corner, when the game starts press 'A' continually to dig while pointing in the desired direction with the analogue stick. If you find a sign pointing in a certain direction, it means the treasure is near by. The first to completely dig up and reveal the treasure chest fully wins.

Tips: The faster you press 'A' continually, the faster your character will dig. You can also steal the win from other players; remember the game is not over until the chest is fully revealed so if you're the last one to get the final piece of dirt off the chest, then you win.

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Balloon Burst
Difficulty: 6
Fun: 6

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Your massive monster balloons are connected to the pump. The aim is to pump as much air as possible into your balloon until it bursts. To pump, press the 'A' button to push the lever down, and then the 'B' button to pull it back up. As you do this, your balloon will be filling with air. The first player to burst their balloon wins.

Tips: To get the maximum amount of air out of one pump, do it slowly. Press 'A' and then only press 'B' when the pump is down all the way and is ready to be pulled up. Vice-versa.

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Box Mountain Mayhem
Difficulty: 4
Fun: 4

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There's no actual winner in this. The stacked boxes each have some prize in them. Whether it's a single coin or a bag of them. Your aim is to win as many coins as possible. To break the boxes, you can either ground pound them or punch them using the 'B' button. Just collect as much coins before time runs out

Tips: Once the boxes are cracked then the coins will come flying out so be ready to run anywhere.

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Bumper Balls
Difficulty: 5
Fun: 7

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One of the best ever mini-games. Each player stands on their own ball on a little island or platform. Use the analogue stick to move your player around and bump others. If you fall off the platform then you're eliminated. The last player on the platform wins.

Tips: You can lose control easily so watch your speed and direction. The faster you go, the more impact your bump will have.

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Bombs Away
Difficulty: 6
Fun: 5

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Once again all players stand on an island. Bowser will be in his ship

shooting cannons at the island. If you're hit by one of the cannons then you're gone. The last player standing wins.

Tips: You can jump on opponents to temporarily flatten them. This will disable them from jumping or walking fast. The cannons make a slight shadow before they hit so you can tell where they will land.

Crazy Cutter

Difficulty: 5

Fun: 5

Trace the shape of the fossil using your jackhammer. It will go automatically, all you have to do is direct it. The neatest trace will make the fossil come out and make you the winner. There can also be more than one winner.

Tips: Just stick to the lines and take it slow and steady.

Coin Block Blitz

Difficulty: 4

Fun: 4

There are a total of 9 blocks filled with coins sitting in the air. Go underneath the boxes and press 'A' to jump. This will earn you coins every time you jump under a box. Some boxes contain only a few coins while others contain much more.

Tips: The boxes have shadows so use them to perfectly line your character up under the box. You can also flatten opponents in this mini-game, making them unable to jump and collect coins.

Cast Aways

Difficulty: 7

Fun: 5

The coins, bags and treasure chests all float around the sea in 4 different rows. Each player has their own hand rod which they use to catch coins and reel them in. Pull the analogue stick backward and release it to throw out your rod. The prizes move around so you will need to time your cast. Once you have grabbed something, spin the analogue stick repeatedly to reel it in and collect it.

Tips: The distance travelled by the rod when thrown depends on how far you pull it back. Also, you only win the coins which you successfully reel in.

Face Lift

Difficulty: 5

Fun: 5

Bowser's face has been stretched out and rearranged. This face will be shown you in the middle of the screen. Use your hand to make your Bowser face identical to the one in the middle. You will need to get every minor detail to win. Press and hold the 'A' button to grab a part of Bowser's face, and then use the analogue stick to move it around. The closest match to the face in the middle wins.

Tips: Examine the face closely and point out every minor detail and do the same to yours.

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Grab Bag

Difficulty: 4

Fun: 7

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Each player holds their amount of coins in a backpack. It's a coin stealing free for all now. Press 'B' to attempt to grab a players bag (you must be behind them) and once you have them then tap 'B' repeatedly very fast. This will steal the player's coins. In the end, you get to keep all the coins you've stole of other players.

Tips: Use the 'A' button to jump around and avoid being grabbed. If you have the largest bag at the beginning (the most coins) then you will be the main target so be on a lookout.

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Hot Bom-omb

Difficulty: 4

Fun: 5

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The little Bom-omb (a small bomb) has been set to explode. The 4 players must toss it around to each other in attempt to not get blown up. If it blows up while you have it in your hands then you lose and the other 3 players all win. Press the 'A' button to throw the bomb and use the analogue stick to direct your throw.

Tips: The Bob-omb gets bigger and redder as a sign of showing its status. When it starts to fully go red and get bigger and bigger this is a sign that it will blow up very soon. An old trick is to hold the Bob-omb until it gets really hot and then throw it to a player on the last second to get them blown up.

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Hot Rope Jump

Difficulty: 6

Fun: 4

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You must dodge the rope of fire. It will constantly swing around and come at your feet. The only way to dodge it is to jump over it when it comes nearby using the 'A' button. It will get faster and faster until somebody is burnt.

Tips: Stay focused and ready to jump.

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Hammer Drop

Difficulty: 5

Fun: 4

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The Hammer bros will be throwing down coins, bags and hammers. Collect as many coins as possible. If you get hit by the hammer then you will be unable to collect coins for a while. Use the 'A' button to jump and the analogue stick to move around.

Tips: Try to stay on the platform because you will not win any of the

coins you have collected if you fall off.

Key-pa-Way
Difficulty: 5
Fun: 6

This one is not as competitive. Actually not at all like that. All 4 players must work together in this mini-game. One player starts off with the key which must be inserted into the door at the other side of the room. The small little Bowser's will be your opposition. Use the 'A' button to jump over them and the 'B' button to throw the key, actually not throw but pass. As said before you will need to work together and get the key to the other side of the room. If done successfully then you all win 10 coins

Tips: If time runs out then you all lose so don't go wasting time by fooling around. Throw the key around and make a good teamwork attack.

Musical Mushroom
Difficulty: 5
Fun: 3

The big mushroom in the middle has a chest sitting on top of it. The players will be automatically walking around the outside of the big mushroom which is surrounded by much smaller mushrooms. When the music stops you will gain control of your character. Your aim is to get the chest before anyone else does. Use the 'A' button to jump and the analogue stick to move around.

Tips: It's every player for themselves so have no mercy. You can jump on opponents again to make them disabled for a few seconds. Once you get on the big mushroom press 'A' to hit the chest and you will win. Always be focused and ready as the music could stop at anytime.

Mushroom Mix-Up
Difficulty: 5
Fun: 7

This is also a classic. The 4 players stand on a middle white mushroom at the beginning. This white mushroom is surrounded by other numerous mushrooms of different colours. You must go on the mushroom which matches the colour Toad holds up. For example, if Toad holds up a yellow colour flag then you must rush the yellow mushroom as all others will go down under water. If you fall in the water then you will be taken away by the octopus and be eliminated.

Tips: When opponents jump then a good trick is to go under them so they land on you, forcing them to bounce around and lose control. Hence, you shouldn't jump either unless you absolutely have to.

Mario Bandstand
Difficulty: 7
Fun: 2

Not so much the best mini-game but it does the trick. The 4 players are in a band together. One person is on drums, one is on the trumpet and one is on the violin. And one more person acts as the conductor. The conductor must wave his stick (using the analogue stick) into the specified direction. The other instrument players must press 'A' when the moving box is surrounding the icon of their instrument. Example - When the moving box comes to the violin icon, then the violin player must press 'A' to play the instrument. If you play too early or late then you will be hated by the crowd and they will throw things at you. The player who plays most accurately and pleases the crowd most will win.

Tips: Make sure you play on the right beat. Good luck I guess.

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Platform Peril

Difficulty: 5

Fun: 6

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The 4 players race across the platforms in a race to the end. Press 'A' to jump and the analogue stick to run. The first to the end wins. If you fall off a platform then you're out. There are also coins and bags sitting on the platforms but try not to get too distracted as the behind platforms fall off every few seconds.

Tips: Watch out for the pyramids which are also placed on some platforms. If you run into one of them then you're as good as gone. Try not to jump too early as well.

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Running of the Bulb

Difficulty: 5

Fun: 6

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This is another 4 player co-operative game. You must get the bulb across the room and place it in the outlet in order to shine the light and get rid of the ghosts. Only one player can have the bulb, you cannot pass it around. The player who starts with it will not be able to release it. He is the guy you must protect. If he gets taken by one of the ghosts then it's all over. If a normal player is hit by a ghost he will be uncontrollable and left in a hypnotized manner until he is punched by another player, this will return him back as normal. Use the 'B' button to punch and the 'A' button to jump. And as usual of course the analogue stick to move around.

Tips: You will have to defend the player with the bulb as he cannot defend himself. Punch the ghosts away from him and make sure he doesn't get sucked in by them.

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Slot Car Derby 1 & 2

Difficulty: 6

Fun: 4

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Each player controls their own little cart. It's a race around the road track. All you need to use is the analogue stick to accelerate in the desired direction. There are many turns and if you turn too fast then you will spin out and lose time. The 1st player to complete 3 laps wins.

Tips: Take it very slow. There's no point in just spinning out at every corner as it will not help. Take the track steady and only speed up when going on straight.

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Skateboard Scamper
Difficulty: 4
Fun: 5

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Similar to Platform Peril but this time the players are on skateboards. Press 'B' repeatedly to skate and 'A' to jump when necessary. The first to the end wins.

Tips: You can also go for the coins and bags placed on the track. Try not to jump too much as you lose speed and if you fall behind too much then you will fall off the ledge.

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Shy Guy says
Difficulty: 6
Fun: 6

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The 4 players sit in a small tub tied to a boat. On the boat sits the Shy guy who will hold up either a red or white flag. When he does so you must hold up the same colour flag as he does. If you don't do it too late or hold up the wrong flag then he will cut the rope supporting your tub and you will be drifted out to sea and be eliminated. Press 'A' to hold up the white flag and 'B' to hold up the red flag.

Tips: He will try to confuse you sometimes by holding up 2 flags etc. When he does this, don't hold up any flag until he has properly shown one.

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Treasure Divers
Difficulty: 4
Fun: 6

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This is a bonus sort mini-game. Each player is bound to win something. You will be in a deep sea with treasure chests lying on the bottom. Press down on the analogue stick to dive under and 'A' repeatedly to swim. Once you grab a chest, you must take it back to the top to acquire the coins inside.

Tips: Watch out for the sharks, if they hit you then you will be disabled for a while and drop your chest if carrying one. Obviously, go for the big chests first as they contain more coins however it will be harder to carry them back up again. If you stay under water too long then you will also be disabled for a few seconds.

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Tipsy Tourney
Difficulty: 3
Fun: 4

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Quite easy. The players each stand on their own board which has a turtle shell lying in the middle. Move around to tip the board and make the shell move. As the shell moves it will paint a picture. Keep doing this until you have completely drawn the picture. The first to

do it wins.

Tip: Do the outsides first then work on having the shell roll in the middle top complete the picture.

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Bobsled Run
Difficulty: 6
Fun: 6

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It's a bobsled race to the finish line. At the start of the race, you must tap 'A' repeatedly to take off and once you begin rolling, use the analogue stick to go forward, slow down and turn left or right. The first one to the finish wins.

Tips: Maintain a steady speed as not all of the track has protection at the sides so you can easily fall off the track and lose.

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Bombsketball
Difficulty: 4
Fun: 5

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A simple game of 2 on 2 basketball, except with a little bomb. The aim of each team is to score on goal by throwing the bomb into the net. Press 'B' to pass to your team member and to shoot. Press 'A' to jump.

Tips: Just work as a team I guess. And it is very hard to score from far away so I recommend only shooting when close to the net.

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Deep Sea Divers
Difficulty: 4
Fun: 5

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One player sits in a boat while their team mate goes under and dives for treasure. It is very difficult for the diving player to get back to the top on his own so the player in the boat must pull him back up using the rope attached. The diving players use the analogue stick to dive under and go in the desired direction and 'A' repeatedly to swim. Once you come near a chest your character will automatically grab it. Once you have it, get to the top before you run out of air. The players in the boat use the analogue stick to move the boat left or right, and when pulling your partner back up spin the analogue stick repeatedly.

Tips: Once again go for the big chests first as they contain more coins.

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Desert Dash

Difficulty: 6

Fun: 4

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It's a race in the desert...on skies! You can imagine how difficult it would be in real life, as it is here. To move forward, you need to press the analogue stick left and right constantly. A small picture will appear telling you which way you are due to turn the stick. If you are playing as a team mate with another human character then you need to work together as the analogue stick needs to be turned at the same time.

Tips: Watch out for the Thwomps which might squash you.

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Handcar Havoc

Difficulty: 6

Fun: 5

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It's another race, this time it's to the end of the mine cave tracks in your handcar. To make your handcar go, press 'A' repeatedly. The speed of the car depends on how fast you press the button. The first team to reach the end wins.

Tips: If you take a turn too quickly then you will easily fall off so slow down and turn hard using the analogue stick.

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Bash 'n' Cash

Difficulty (For single player): 6

Difficulty (For team of 3): 4

Fun: 6

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This ones quite fun, except for the poor player who is one their own. The alone player is dressed in a big Bowser suit. He is out into a small cage area with the other 3 players who are holding hammers. The aim of the 3 players is to hit the big Bowser dressed player and get coins out of them. Once they are hit, they will lose 5 coins. The little bags will fly around the room once this happens so it's anyone's chance. Use the 'A' button to swing your hammer and the analogue stick to move around. The only thing the other player can do is jump around and try to get their coins back once they are beaten out of them by quickly grabbing them back.

Tips: Have fun :) Try to hit the player as many times as possible. Nothing else.

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Bowl Over

Difficulty (For single player): 5

Difficulty (For team of 3): 5

Fun: 4

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This time the 1 player has the advantage. He is the bowler while the others are (you guessed it) the pins. All these players can do is jump around using 'A' and try to avoid the shell which will be bowled at them. The player bowling uses the 'A' button to bowl the shell and the analogue stick to direct it through the track. If the shell hits the sides or falls off the track then you automatically lose. Your aim is to knock down all 3 pins controlled by the players.

Tips: The players who are pins should spread out so it is harder for the bowler to knock them all down.

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Coin Block Bash

Difficulty (For single player): 4

Difficulty (For team of 3): 4

Fun: 5

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This is similar to Coin Block Blitz. The 9 blocks are set up in mid air and contains coins inside them. The single players must jump underneath the blocks to crack them. Once they are cracked they will let out coins. The single player is given a hammer and he can break the blocks in one single hit using the 'A' button to swing the hammer. Each player keeps the coins they have collected.

Tips: You can also hit the other players with the hammer. This will disable them and give you a chance to get the coins flying around.

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Coin Shower Flower

Difficulty (For single player): 4

Difficulty (For team of 3): 4

Fun: 4

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One player stands on top of the big flower while the others wait below in their boats. Your aim is to collect as many coins as you can which will be falling down. They all fall on the flower first but don't worry because the player up there can't get them all. Plenty will fall down for you to collect. Just use the analogue stick to control your player or boat.

Tips: If you're the player on top of the flower then you can attempt to stop the coins or bags falling down as the flower will tip depending on where you stand.

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Crane Game

Difficulty (For single player): 6

Difficulty (For team of 3): 5

Fun: 5

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This is quite difficult for everyone. The one player is attached to a crane rope and must try to pick up one of the things below. It can either be another player or a chest of coins. Use the analogue stick to control the crane and the 'A' button to set it down and pick up whatever is under you. Once you have picked up something then press 'A' repeatedly to hold on to it. If you drop it then you automatically lose. All the other players can do is wriggle out of the other player's arms by pressing 'A' repeatedly when grabbed.

Tips: Go for the player with the most coins I guess. Use your own shadow to line yourself up with the object or player below. Once you grab them you must hold on until your crane automatically gets to the pipe and drops them in.

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Pipe Maze

Difficulty (For single player): 4

Difficulty (For team of 3): 4

Fun: 2

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One player controls the chest. He/she must drop it into one of the 4 pipes. As the chest goes down the pipes it will go into all different directions, turning everywhere possible etc. It will eventually reach the bottom and land down at one of the 4 players below. Whoever it lands on wins. Pretty simple but difficult at the same time.

Tips: It's all about luck I would say. The pipe mazes are always different so you never know where it will end up. Just take a wild guess.

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Piranha's Pursuit

Difficulty (For single player): 6

Difficulty (For team of 3): 5

Fun: 6

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3 players sit on top of a cloud which is lined up with a piranha plant. The single player needs to ride his skateboard to the end, and avoid being eaten by the piranha plant. The players on the cloud must do a ground pound (A + Z) to make the cloud rain. Once it does it will make the piranha plant grow making it much faster and bigger, increasing the chances of it catching the other player. If the skateboard player reaches the end then he will win coins of the other 3 players, the same way around if he is eaten.

Tips: The skater must also watch out for the objects lined up along the track. Press 'B' repeatedly to skate and 'A' to jump. The players on the cloud must do as many ground pounds as possible to make the plant grow.

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Paddle Battle

Difficulty (For single player): 7

Difficulty (For team of 3): 5

Fun: 6

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One player sits at one side of the row boat, the other 3 sit together on the other side. Spin the analogue stick repeatedly to paddle. Your aim is to paddle faster than the other player(s) so their side of the boat hits land, where a little Shy guy will come and stab them. Once a player or team is stabbed, they will lose coins which will go to the other player(s).

Tips: It's just another analogue spinning game. Spin it as fast as possible.

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TightRope Treachery

Difficulty (For single player): 5

Difficulty (For team of 3): 6

Fun: 5

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One player needs to cross the water by walking along the rope. His aim is to get to the finish line, and if he does he wins. The players below in the water sit in a small cannon boat. They can use the 'A' button to shoot cannons up at the player on the rope. Their aim is to knock him down of the rope.

Tips: If you shoot the rope this will cause the player to fall over but he won't be down off the rope yet. The best way to get him off is to actually get him with one of the cannons. The player walking across the rope should just take their time and be careful.

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Tug o' War

Difficulty (For single player): 5

Difficulty (For team of 3): 5

Fun: 5

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The 1 alone player is dressed up as a Bowser again. This time they have a slight strength advantage. It's a basic Tug O war game. Whoever you are, spin the analogue stick repeatedly to pull the rope. You goal is to pull the other players into the hole so they get sucked up by the big meat eating plant, of course he wont eat the coins so he will spit them back out and guess who they go to :)

Tips: Just spin the analogue stick as fast as possible but make sure you are doing full spins and not only half way.

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Ghost Guess

Difficulty: 5

Fun: 4

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The numerous different ghosts surround you in a circle. They will all start rotating around the circle and bouncing up and down. It almost looks like they move at the exact same time but one of them moves just before the rest. You must pick out and hit (Using 'B') the ghost which moves first to win.

Tips: Keep an eye on the shadows as it makes it easier to see which one is moving first.

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Ground Pound

Difficulty: 4

Fun: 5

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A few wooden stumps sit lined up in a forest area. Some have a

pointed top and the rest are flat. You will be able to see which ones have what kind of top at the beginning. Butterflies will then come and cover all the stumps. You must do a ground pound (A + Z) on top of the flat stumps and flatten them all to win. If you ground pound a pointy stump then you will be disabled for a while and lose time.

Tips: Just try to memorise which stumps contain what kind of tops.

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Knock Block Tower

Difficulty: 5

Fun: 3

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A few wooden boxes and Thwomps make up a tall tower. The Thwomps will move up and down repeatedly and when they do you must jump up and crack the wooden boxes using 'B'. Once you crack all the wooden boxes, you should be able to jump up easily onto the Thwomps and reach the chest that is above.

Tips: You don't have much time so avoid the Thwomps as much as possible. Wait until you are in line with the boxes and then attack them. You will need to jump to reach some of them.

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Limbo Dance

Difficulty: 7

Fun: 5

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It's a limbo walk to the end. The only way to go is by pressing 'A', making your player jump forward and lean back slightly everytime. There are numerous Limbo sticks along the track. Each one is considerably low. You must bend back enough to be able to go under and clear them. If you go back too much then you will fall over and once you get back up you will be standing totally upright straight, hence you will probably not be able to jump enough by the time you reach the next stick. If you hit one of the sticks then you lose.

Tips: Release the 'A' button from time to time so your player gains a little bit of hight and does not go too far back and fall over.

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Memory Match

Difficulty: 6

Fun: 5

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The cards each have a picture under them. You will be shown the cards at the beginning and then they will be flipped over showing only a ? symbol. You must match all the cards together to win. To do this, you must flip a card over by ground pounding them and then flip over another card which matches the picture on the previous one you flipped. Example - If you flip over a card with a mushroom picture on it, then you must find the other card which contains the same mushroom picture.

Tips: Try to remember which picture is where.

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Pedal Power

Difficulty: 6

Fun: 4

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This can get really difficult sometimes. The player sits on a pedal bike which is attached to a light bulb. They must pedal as fast as they can to light up the bulb completely and get rid of the ghost coming at you. If he reaches you before you light up the bulb completely, you lose. To pedal, you must spin the analogue stick as fast as you can.

Tips: Go flat out and don't stop!

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Shell Game

Difficulty: 4

Fun: 3

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This ones pretty easy and simple. A chest will be covered by a shell and then that shell will be mixed up with the other shells. Keep an eye on the shell which contains the chest and when they stop mixing around, touch the shell you think contains the chest. If you do you win a sweet 10 coins.

Tips: Just keep a good focused eye on the shell with the chest. You shouldn't have any problems.

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Slot Machine

Difficulty: 8

Fun: 3

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Based purely on luck. The slots will start rolling and you must stop all 3 slot boxes so they all match the same picture. It goes really fast and is very difficult. Use the 'A' button to stop the boxes.

Tips: There's nothing you can do to increase your chances of winning. As I said it's all based on the luck of the spin.

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Teetering Towers

Difficulty: 6

Fun: 4

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The numerous towers lead to the other side. Once you step on a tower then it will tip to the side you stand on. Once it tips, jump to the other tower when you're in range and keep doing this until you get to the other side.

Tips: Make sure you don't jump to early or you won't make it. Wait until the tower has fallen completely in range to the next one.

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Whack-a-Plant

Difficulty: 3

Fun: 5

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Pretty much the same to the classic 'Whack-a-mole' game. The piranha plants will pop out of the 9 different pipes. Jump on as many as you can using the 'A' button before the time runs out. Each plant you stomp earns you 1 coin but there are plenty of plants so you shouldn't end up getting a decent amount of coins.

Tips: Toward the end, the plants will all come out of the pipes at the same time so you can really earn a lot of coins at this time.

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Bumper Ball Maze 1, 2 & 3

Difficulty: 5

Fun: 5

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NOTE this mini-game must be unlocked by completing Mini-game island first.

Just like the Bumper Balls mini-game, one player stands on a ball and must guide it carefully through the maze track. If you fall of the edge then you lose. There are 3 different mazes available. It seems this game is made solely to break records and test yourself at analogue skill.

Tips: The track gets thinner at some points so slow down and maintain a decent speed. You should also take the shortcuts as they cut off a lot of time and aren't really that hard to pass.

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Chance Time

Difficulty: 6

Fun: 9

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NOTE this game will only occur if you land on the Chance time '!' space.

This is a very nervous mini-game as it could change the entire result of the game in one quick flash. Three boxes spin around at a fast speed. The first and second boxes have all the faces of a playing character on them and the middle box contains numerous actions such as "Star or Coin Trade", "Star or Coin giveaway" and more. Once all 3 boxes have been hit and stop spinning, the showing outcome will occur. Example - If the first box shows 'Mario', the second box shows "20 coin giveaway" and the third box shows "Peach" then this means Mario gives 20 coins to Peach.

Tips: If you're trying to win something for yourself (obviously you will be) then hit the middle box first so you know what action will be taken on what character.

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Myself for writing this FAQ :)

And to all of you who have read this guide.

Well that's about it. I hope this guide helped you out and you found everything you needed. If you have any issues with the game then feel free to send me an email. Also, if I have made any major errors or lack any extra content please notify me so I can improve on this and future FAQ's

Peace out.

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