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1. INTRODUCTION

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Hi! Even though I have written several FAQs for PlayStation games, I have yet to do one for a N64 game. So, this will be my first one for the system, and I think one for Mario Party 2 would be a good choice. The best party game of last year just got better with this sequel. Mario Party 2 is an awesome game, with even more impressive mini-games. Although it's not as fun in the one-player category, it's insanelly fun with three other friends. So, grab a six-pack (beer or soda, depending on your age :), order a few pizzas, grab three friends, and get ready for a party! A Mario Party!

GAME INFO:

Name: Mario Party 2
Platform: Nintendo 64
Developer: Nintendo of America/Hudson Soft
Publisher: Nintendo of America/Japan
Players: 1-4
Supports: Rumble Pak
Genre: Multiplayer Mayhem (I dunno what ELSE to call it)
Price: \$49.99

***** 1.1) MY REVIEW OF MARIO PARTY 2 *****

Here's my review of Mario Party 2:

When I first played the original Mario Party, I thought it was a good game, but it wasn't what I had fully expected. But now, after playing the super-sequel of Mario Party, Mario Party 2, I can now say that this is the BEST party game ever!

Now let's break Mario Party 2 into it's most important aspects.

GRAPHICS - 8/10

The graphics in Mario Party 2, while not the best I have seen, do the job very well, and are much better than the graphics in the original Mario Party. The visuals in Mario Party 2 have been improved over the first Mario Party 2, and it shows. The textures have been cleaned up a bit, and the characters are more reconizable than before. Even though there was a slight bit of slowdown during some of the Mini-Games in the original, there's absolutley NONE in Mario Party 2. There are more 3-D graphics within the Mini-Games than the original too. In the first Mario Party, some of the Mini-Games had just sprites, with little 3-D graphics in them. Now, ALL of the Mini-Games in Mario Party 2 contain 3-D graphics. This makes the game that much more enjoyable, and makes the game easier on the eyes.

STORY - 8/10

Even though there's barely a story for Mario Party 2, it's probably the best one you'll get for a multiplayer game. The basic premise of Mario Party 2 is that all of the characters in the game (all from the Nintendo universe), are fighting over who to name the world they all built after. At first it was going to be called "Mario Land," but everyone started to fight. Now, they must compete on the game boards to earn the right to become the Super Star. Okay, so it's not the greatest story ever told, but it's good enough for me. :)

SOUND - 7/10

The sound quality in Mario Party 2 is really good for a Nintendo 64 game, since it's cartridge based, and the sound quality is usually bad for cartridge games. The music is pretty well done, although it sometimes gets on your nerves after playing for a while. The sound effects are also well done, and they add some variety to the game. All of the sound effects, though, are somewhat muffled, since it's a cartridge game. Oh well, nothing's perfect. And BTW, Toad's more annoying than ever. He'll get on your nerves. Fast.

CONTROL - 9/10

Although there's not much use for controls within the menus and game boards, the control's are awesome for the Mini-Games. Controlling your Bobsled or plane is easy, thanks to the intuitive control scheme. The control's are basic, and basic is good. Since Mario Party 2's controls are easy to use, winning Mini-Games are far easier than before, and allows players of all ages to play. Thank goodness that Nintendo removed those spinning-joystick Mini-Games, cause those sucked. :p

GAMEPLAY - 10/10

This is the most important aspect of a game, in my opinion, and is the best aspect of Mario Party 2. The gameplay of Mario Party 2 is the core of the game, and it's wonderful. This is the best party game ever, and it's all because of the solid gameplay. I thought that the original Mario Party was a pretty good playing game, despite having a few flaws, but Mario Party 2 is a lot better playing than the original. At the heart of the gameplay, are the Mini-Games. Another word that could describe the Mini-Games is variety. With over 60 Mini-Games, Mario Party 2's Mini-Games have plenty of variety to keep the player's attention, and attract you to the game more than ever. Some of the Mini-Games are kinda fun, but most of them are EXTREMELY fun to play, and you'll want to play them over and over again. Another aspect of the gameplay are all of the extra modes that are included. Other than the regular Mini-Game boards, there is a place where you can purchase any Mini-Game you want to, and then play them at any time. There's also a place where you can visit a game board that only plays Mini-Games. These are great additions to an already great game.

REPLAYABILITY - 10/10

Okay, if you have two or three friends, the replayability of Mario Party 2 is a 10. But if you are a lone gamer, the replayability of Mario Party 2 is a 6 or a 7. Why? Because this is a MULTIPLAYER game, which means it's great for a few people to play, but not very fun with only one person. Sure you can play with three other computer opponents, but it's just not the same as if you were playing along side three of your buddies. So, if you have plenty of friends, this is has almost unlimited replay-value. Just think about that if you are

thinking of making a purchase of Mario Party 2.

BUY/RENT - BUY!!!!

You should definatley buy Mario Party 2 right this moment if you have some friends looking for some fun. If you don't have any friends, or don't have friends who like Nintendo, then give Mario Party 2 a rent. If you are still unsure about making a purchase, then head over to your nearest Blockbuster retailer, and rent Mario Party 2 tonight!

BREAKDOWN

GRAPHICS: 8/10
STORY: 8/10
SOUND: 7/10
CONTROL: 9/10
GAMEPLAY: 10/10
REPLAYABILITY: 10/10
BUY/RENT: BUY IT!!!

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2. LEGAL STUFF

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ATTENION WEBMASTERS

FROM THIS POINT FORWARD, I WILL NOT BE ACCEPTING ANY MORE E-MAILS FROM ANYONE WHO WANTS TO PUT THIS, OR ANY OTHER OF MY FAQs ON THEIR SITES. I'M SICK AND TIRED OF PEOPLE ASKING ME IF THEY CAN PUT MY FAQ ON THEIR SITE. I'M NOT TRYING TO BE MEAN OR ANYTHING, BUT IT'S JUST THAT I KEEP ON RECEIVING E-MAILS FROM WEBMASTERS WHO WANT TO PUT MY FAQ ON THEIR SITE. ANY MORE E-MAILS THAT I GET FROM NOW ON THAT ARE ASKING ME IF THEY CAN USE MY FAQ ON THEIR SITE, WILL BE DELETED AND IGNORED. THE ONLY SITES THAT CAN HAVE ANY OF MY FAQs ARE THE ONES SPECIFIED IN THE LEGAL STUFF SECTION OF THIS FAQ.

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- Vgstrategies.com <<http://vgstrategies.about.com>>

If anyone finds it on any other site, please inform me ASAP.

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3. UPDATES/REVISION HISTORY

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Version 0.2 (01/28/00)

* First version

Version 0.4 (01/29/00)

* Fixed some of the format of this FAQ. I centered the maps of the game boards, and the ASCII title.

* Added the game info part in the Introduction section that I STUPIDLY forgot.

* Added some more Mini-Games + how much they cost when you buy them from Woody.

* Added a list of Mini-Games

* Added new section: "SECRETS"

* Added "How to Get Bowser's Land" in Secrets Section

* Added "How to Get Mini-Game Rollercoaster" in Secrets Section

Version 0.5 (01/30/00)

* Added some more Mini-Games that I've unlocked

* Added the Map & Info on the "Bowser Land" Game Board

Version 0.6 (01/31/00)

* Tiny update

* Added my review of Mario Party 2

Version 0.7 (01/31/00)

* Another Tiny Update

* Had to re-add the Secrets that were mysteriously missing from version 0.6. Look in the Secrets Section to see them again.

* Added another Secret

* Adjusted the difficulty for "Bowser Land" game board

Version 0.8 (02/01/00)

* First update of February!

* Added a ton of Mini-Games

* Added the descriptions for all the Battle Mini-Games, the Item Mini-Games, and the Duel Mini-Games

* Changed the Players section a bit; I had to change which games everyone was in last: Mario Golf. :)

* Added some more Secrets

Version 0.9 (02/05/00)

* Slightly changed the Legal Stuff section--I had to add the "2000" part.

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4. THE STORY
.....

Here's the story straight from the game manual itself:

Mario and Luigi, Wario and Peach,
DK and Yoshi all gathered in speech,
sharing their wishes for all they had seen,
saying "Let's make a world built on all of our dreams!"

Combining their talents, they sweated and strained,
completing that world, Mario Land by name...

Alas, but Wario stepped forth and said,
"This world should be named for a Super Star, instead.
"Wario Land is a far better name!"
And so they all argued the depth of their fame.
"Peach Land is better!" and "My name is best!"
Toad could not believe the words of the rest!

But as they debated who was more grand
Bowser invaded that Mario Land!!!
"There's no time to argue and no time to fight!
"The task is before us," Toad said with a fright.
"This land shall be named for the Super Star who
"Defeats Evil Bowser and saves us all, too!"

So Mario and friends, took on this new quest,
To defeat the King Koopa and prove who's the best!
They went deep into space, met ghosts and pirates,
But always on Bowser their keen sights were set.
No adventure more trying, no reward more grand...
So speaks the Legend of Mario Land!

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5. THE PLAYERS

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MARIO

Our merry hero's favorite Item is the Mushroom, of course. He runs like the
dickens and can skillfully master any Mini-Game.

Last Game He Was In:
=====
- Mario Golf (N64)

LUIGI

Mario's younger, yet taller, brother is a determined man of many talents. His
Item of choice is the Skeleton Key.

Last Game He Was In:
=====
- Mario Golf (N64)

YOSHI

The wide-eyed Yoshi is always full of energy. His favorite Item is the Warp
Block, and he apparently likes all-or-nothing competitions.

Last Game He Was In:

=====
- Mario Golf (N64)

WARIO

When it comes to Items, Mario's rival prefers the Dueling Glove. His cunning is unmatched, and he seems to be a master of the Duel Mini-Games.

Last Game He Was In:
=====
- Mario Golf (N64)

PEACH

The lovely Princess Toadstool likes to use the Plunder Chest, revealing her surprising habit of tricking her opponents.

Last Game She Was In:
=====
- Mario Golf (N64)

DONKEY KONG

When it comes to strength, this mighty ape is number one! He clears all Mini-Games with dominating performances. His favorite Item is the Bowser Bomb, and he loves Happenings!

Last Game He Was In:
=====
- Donkey Kong 64 (N64)

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6. THE INFORMATION BOARD

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The Information Board is just like a Main Menu. It lets you choose where you want to go, like Options, See the Rules, what game board you wish to play on, and Mini-Game Land.

OPTION LABORATORY

The Option Laboratory is used to change various options. You can choose to erase your game data, or change the sound settings in this Laboratory.

MINI-GAME LAND

You can go to Mini-Game Land to purchase Mini-Games that you have already played

within the board games. You can also play those Mini-Games you have bought any time you wish.

- Woody: He's the guy you are supposed to go to in order to purchase any Mini-Games that you've played in the Board Games, provided that you have enough Coins. :)
- Mini-Game Park: You can come here to play the Mini-Games that you've bought from good 'ol Woody.
- Coin Box: All of the coins that you've collected throughout the course of the Board Games are kept in here. Go here to see how many Coins you have.
- Records Bottle: All of the Mini-Game course records are held here.
Duh!
- Mini-Game Coaster: You can only go here once you've collected a certain number of Mini-Games from Woody. This is special single-player mode, for all you loners there. :p Also, some say that whoever clears the Rollercoaster first receives a very special prize...
- Mini-Game Stadium: You can only go here once you've bought a certain number of Mini-Games from Woody. At first, only one game mode is available, but there are two more that are hidden.
 - * One mode is the BATTLE MODE. This is where you can compete with three other players (computer or human), in a 3, 5, or 7 Win match. Once you've chosen what type of match it will be, you can choose either to play 4-player Mini-Games, 2-on-2 Mini-Games, or 3-on-1 Mini-Games. This mode (Mini-Game Stadium) is a very fun way to sharpen your Mini-Game skills, or to completely bypass the whole board games option, and just play the Mini-Games. A wonderful addition to an already outstanding game.
 - * Another Mode is TRIAL MODE. This mode allows you to choose whether or not there are handicaps, and lets you choose from 10, 20, or 30 Turn games. Trial Mode is like playing on a regular board, except that there are no Stars, and you win by collecting the most amount of Coins acquired from Mini-Games. You also do not receive or lose Coins by landing on Red and Blue spaces, but you DO get 10 Coins after completing one lap around the board. The board is in the shape of a figure-8, and is very easy to play on. Look in The Boards Section of this FAQ for a map of it.
 - * The last Mode within the Mini-Game Stadium is the Duel Mode. This mode allows you to

play 2-player Duel Mini-Games, just as the name implies. And, since you can only play Duel Mini-Games, only 2 players can participate. You can choose from a 3-Win Match, a 5-Win Match, or a 7-Win Match. Basically, the Duel Mode is just like Battle Mode, only with Duel Mini-Games.

RULES LAND

Just as the name implies, you can view the rules of the game here. You might want to visit this Land if this is your first time playing Mario Party 2, or if you haven't played the first one.

PIRATE LAND

A game board with the theme of Pirates and tropical islands. Watch out for the cannons on the Pirate Ships near the bridges...

WESTERN LAND

A game board with the theme of the Wild Wild West, cowboys, and an old town. Watch out for that mean ol' Bowser though...

SPACE LAND

A different type of board, with the theme being outer space. Make sure that when Bowser's Giant Coin beam goes off, you're not in it's path...

MYSTERY LAND

A game board that is divided into four mini-boards, with four different themes. Plenty of Warp points just laying around. Mysterious...

HORROR LAND

A unique game board where whenever 2 turns pass by, day turns into night, and vice-versa. It will also change if you happen to land on a "?" Space. Scary...

BOWSER LAND

Home of the evil Bowser, Bowser Land is where Toad had been taken to. After every 5 turns, a Bowser Parade starts where Bowser and pals march down a path, and whoever is within that path loses all of their coins and goes back to Start. Bowser Bank goes in reverse; Every time you go past the bank, you get 5 Coins, but every time you land on it, you lose coins! A difficult board, especially since everything is run by Bowser himself. Watch out for the big man himself...

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7. THE GAME BOARDS

.....

When you first begin your adventure, there will be 5 different game boards to choose from. There may be some hidden ones too, so when I find out how to open them up, I will add them.

Bits 'o' info:

Blue Spaces: You receive 3 coins when you land on this space. Hidden blocks may appear on these spaces

Red Spcaes: You lose 3 coins when you land on a red space.

"!" Spaces: You will get to appear in a Single Player Chance Mini Game.

"?" Spaces: Different things can happen when you land on this space.

Item Space: You have a chance to compete in a single-player Mini-Game.

Bowser Space: Bowser will cause you a lot of trouble. You will always lose coins to him.

Battle Space: A four-player Mini-Game starts when you land on this space.

Koopa Bank: Every time you land on this space, you'll have to deposit 5 coins into the bank. If you happen to land there, you get all of the coins that are in the bank.

Toad Stars: Land on one of these, and you can pay Toad 20 Coins for a Star!

Hidden Blocks: These can only be found while playing with "Bonuses" on. You may find Coins, or even a Star if you're lucky...

Mysterious Relics: Alien Warp points that will warp you to a different location on the board if you pay 10 Coins. It's worth it...

Mushroom Spaces: If you land on one of these, you will enter a chance Mini-Game where you can win an Item.

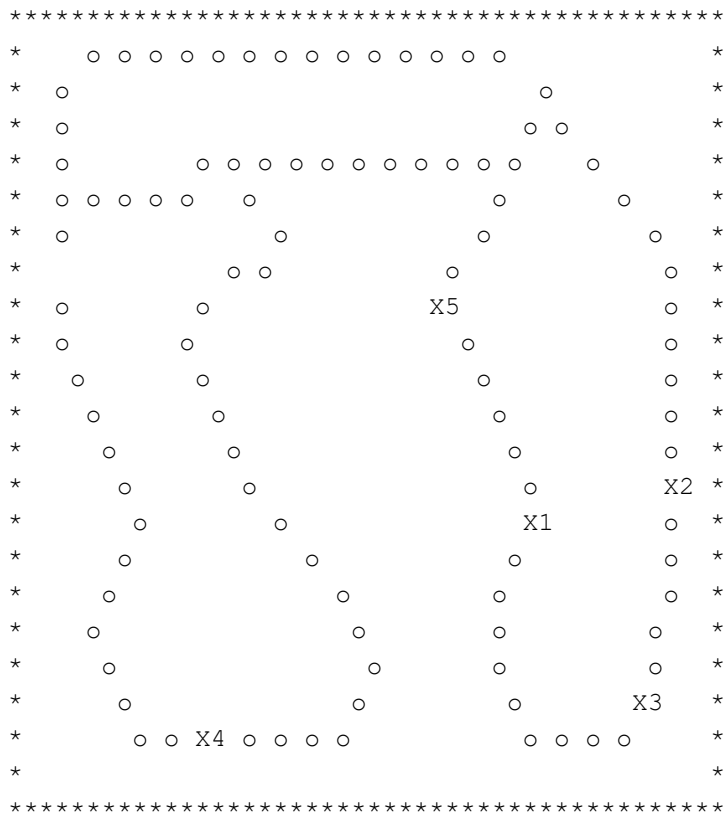
Baby Bowser Space: These will be located where a star was previously located. If you land on one of these spaces, you'll have to pay Baby Bowser 5 Coins. But sometimes he'll give YOU 5 Coins...

Fake Toad Spaces: If you land on a Fake Toad Space, Bowser will sell you a Black Star, and trick you! Beware...

PIRATE LAND

Difficulty: */*****

A game board with the theme of Pirates and tropical islands. Watch out for the cannons on the Pirate Ships near the bridges...



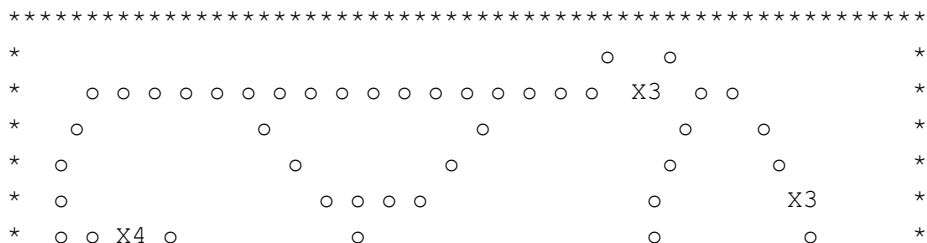
Key Places:

- X1: Koopa Bank
- X2: Boo Location
- X3: Start Location
- X4: Koopa Bank
- X5: Item Shop

WESTERN LAND

Difficulty: */*****

A game board with the theme of the Wild Wild West, cowboys, and an old town. Watch out for that mean ol' Bowser though...




```

*   o   o               o               o   *
*   o   o               o               o   *
*   o   o   o   o   o   X4o   o   o   o   o   o   o   o   o   o   o   X1   *
*
*****

```

Key Places:

- X1: Start Location
- X2: Koopa Bank
- X3: Boo Location
- X4: Koopa Bank
- X5: Item Shop
- X6: Bowser Coin Beam

MYSTERY LAND

Difficulty: **/*****

A game board that is divided into four mini-boards, with four different themes.
Plenty of Warp points just laying around. Mysterious...

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*****
*
*   o   o   o   o               o   o   o   o   *
*   X4       o               X7       o   *
*   o               o               o               o   *
*   o   X8       o   -->   o               o   *
*   o               o               o   o   o   o   *
*   X3o   o   o               ||   *
*               \o\   /o/               \/   *
*               ^       \o\o/   o   o   *
*               |       []       o   o   *
*               o       /o\/o\   o   o   *
*               o   o   /o/   \o\   *
*   o               o               o   o   o   o   X6   *
*   o               o   <--   o               o   *
*   o               o               o   X8       o   *
*               X5   o               o               o   *
*               o               X2   o   o   o   o   X1   *
*
*****

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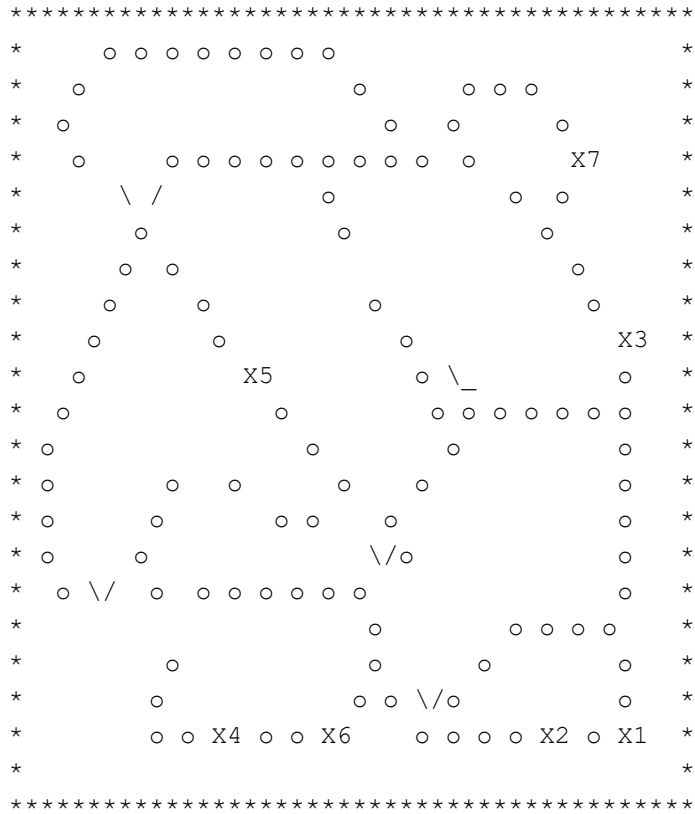
Key Places:

- X1: Start Location
- X2: Koopa Bank
- X3: Koopa Bank
- X4: Boo Location
- X5: Item Shop
- X6: SLOW CURSE Hut
- X7: SLOW CURSE Hut
- X8: Alien Warp Point
- X8: Alien Warp Point

HORROR LAND

Difficulty: ***/*

A unique game board where whenever 2 turns pass by, day turns into night, and vice-versa. It will also change if you happen to land on a "?" Space. Scary...



Key Places:

- X1: Start Location
- X2: Koopa Bank
- X3: Koopa Bank
- X4: Boo Location
- X5: Boo Location
- X6: Item Shop
- X7: Big Boo Location

BOWSER LAND

Difficulty: ***/*

Home of the evil Bowser, Bowser Land is where Toad had been taken to. After every 5 turns, a Bowser Parade starts where Bowser and pals march down a path, and whoever is within that path loses all of their coins and goes back to Start. Bowser Bank goes in reverse; Every time you go past the bank, you get 5 Coins, but every time you land on it, you lose coins! A difficult board, especially since everything is run by Bowser himself. Watch out for the big man himself...

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*****
*                                     *
*                               X12   *
*   o o o o o o o o o o o   o o o o o o X9 o o o   *
*   o                       o       o       o       *
*   o                       o       o       o       *
*   X10   o o o           o       o o o o       o   *
*   o     o     o       o o       o                       *
*   o     X11   o       o   X4 o o o o       o       *
*   o     o o o           o                       o X8   *
*   o                       o       X6 o o       *
*   o                       o                       o   *
*   o                       o                       o   *
*   o o o o o o       |_   |_                       o   *
*   o                       o o o o o       o o o o o o o o o   *
*   o                       o                       o       *
*   o                       o                       o       *
*   o                       o                       o       *
*   o                       o                       o       *
*   o     o o o o o o o o o o o       o o o       o       *
*   X3   o       o       o o o o o o o o o o o       *
*   o   X5       o                       o       o       *
*   \ /           o|_                       o       *
*   o o X2 o o o o o o o o o o o o o X7 o o o o o o X1   *
*   *                                     *
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Key Places:

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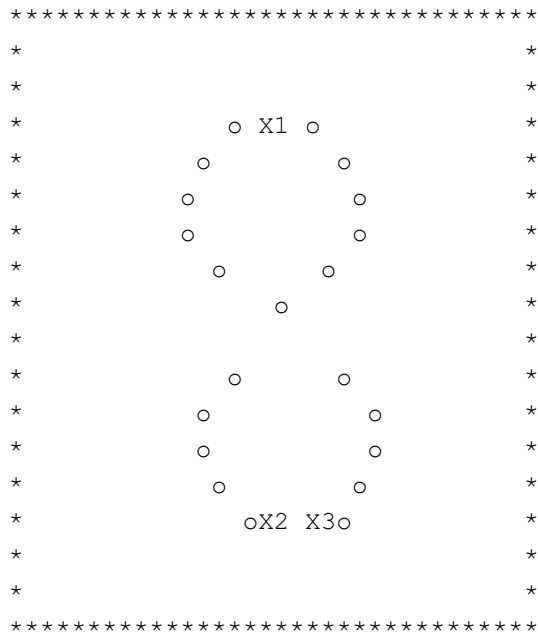
- X1: Start Location
- X2: Item Shop
- X3: Boo Location
- X4: Boo Location
- X5: Locked Gate
- X6: Locked Gate
- X7: Bowser Bank
- X8: Bowser Bank
- X9: Item Shop
- X10: Bowser Bank
- X11: Baby Bowser Location
- X12: "Bowser Parade" Start Location

MINI-GAME STADIUM

Difficulty: */*****

The Mini-Game Stadium Board can be opened up once you've purchased a certain number of Mini-Games from good ol' Woody in Mini-Game Stadium. I'm not sure how many Mini-Games are needed to be purchased, but I think you need to purchase around 10 Mini-Games from Woody in Mini-Game Stadium to unlock the Mini-Game Stadium Board. To find the Mini-Game Stadium Board, just go to the Mini-Game Stadium option that's right below Woody the tree. Enter TRAIL Mode to get to Mini-Game Stadium. Anyways, Mini-Game Stadium Board is the EASIEST game board to play on, since all you need is Coins to win. Yep, there are no Stars. To win, you'll need to collect the most Coins after the set amount of turns. After 1 Lap around the board, you'll get a 10 Coin bonus. There are no hazards within this board, and all you do is play Mini-

Games. Also, you DO NOT gain or lose Coins for landing on the Red and Blue spaces. Like I said earlier, this is a great addition to an already wonderful game. Props to Nintendo for adding so many extras to this awesome game!



Key Places:

- - - - -

X1: Start Location

X2: Battle Mini-Game Space

X3: Battle Mini-Game Space

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8. MINI-GAMES

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Here's a list of the Mini-Games in Mario Party 2:

Item Minigames-

Roll Out the Barrels

Give Me a Brake!

Hammer Slammer

Mallet-Go-Round

Coffin Congestion

Bowser Slots

Battle Minigames (on the lightning switch)-

Bumper Balloon Cars
Day at the Races
Rakin' 'em In!
Bowser's Big Blast
Grab Bag
Face Life
Crazy Cutters
Hot Bob-omb!

Dueling Minigames-

Saber Swipers
Quick Draw
Time Bomb
Mushroom Brew
Psychic Safari
Rock, Paper, Mario

4-Player Minigames-

Lava Tile Isle
Shell Shocked
Toad in a Box
Mecha Marathon
Roll Call
Abandon Ship
Totem Pole Pound
Honeycomb Havoc
Sneak 'n' Snore
Dizzy Dancing
Tile Driver
Deep Sea Salvage
Hot Rope Jump
Platform Peril
Bumper Balls
Bombs Away
Tipsy Tourney
Hexagon Heat
Skateboard Scamper
Slot Car Derby
Shy Guy Says

2 vs. 2 minigames-

Sky Pilots
Speed Hockey
Cake Factory
Looney Lumberjacks
Torpedo Targets
Destruction Duet
Magnet Carta
Toad Bandstand
Bobsled Run
Handcar Havoc
Balloon Burst

1 vs. 3 minigames-

Move to the Music
Bob-omb Barrage
Look Away!
Archer-ival
Shock, Drop or Roll
Lights Out
Filet Relay
Quicksand Cache
Bowl Over
Crane Game

Secret Minigames (I haven't figured out yet how to get these, but they are in the game)-

Rainbow Run
Dungeon Dash
Driver's Ed

Thanks to James Morgan <jamesmorgan27@hotmail.com> for this list!

Now here's a list of the ones that I've unlocked so far:

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Battle Minigames

=====

BUMPER BALLOON CARS - N/A

In this Battle Mini-Game, you be in a car equipped with a set of steel spikes in the front of it. You also have a balloon on the back of your car. The first one to pop the other's balloons, wins.

DAY AT THE RACES - N/A

In this Mini-Game, you have to bet on which horse you think will win the race. All too easy...

RAKIN EM' IN! - N/A

This Mini-Game is really fun, since it reflects the old game, "Hungry, Hungry Hippos." All you have to do is "rake" in as many mushrooms as you can, but avoid the purple mushrooms, cause they will count against you at the end.

BOWSER'S BIG BLAST - N/A

This Battle Mini-Game is kinda boring, since all you do is choose which lever to push. When you play, there are different colored levers to push down. Some levers will cause Bowser to explode, while others won't. It's just a game of

luck, that's all.

GRAB BAG - N/A

Grab Bag was a Mini-Game from the original Mario Party, and it's still as fun as ever. Grab ahold of your opponents bags onb their backs, and see what comes out. The player with the most mushrooms at the end, wins.

FACE LIFT - N/A

Face Lift is also a Mini-Game that is returning from Mario Party. After viewing the face and what it should look like, you'll need to arrange the face to match it. The player who's face looks closest to the original, wins.

CRAZY CUTTERS - N/A

This one was also in the original Mario Party. You'll need to use a moving jack-hammer to cut out the figure that's sealed in the stone. The player who cut's theirs out as close to the line as possible, wins.

HOT BOB-OMB - N/A

Hot Bob-omb is kinda like a version of Hot Potato. You pass the hot bomb back and forth until it blows up, and you start again. The last player standing, wins.

=====
Dueling Minigames
=====

SABER SWIPERS - N/A

A pretty straightforward game, where you have to complete a series patterns before your opponent.

QUICK DRAW - N/A

Just like a traditional draw from the Wild Wild West. You take 10 paces, then BANG! First one to hit the other persion, wins.

TIME BOMB - N/A

This Mini-Game is a simple game. All you have to do is defuse a bomb before time runs out.

MUSHROOM BREW - N/A

Mushroom Brew is sorta like Shy Guy Says, because you have to hit the button he shows to you, and make a mushroom brew. The player with the most correct button combos, wins.

PSYCHIC SAFARI - N/A

You'll need to give power to the mystic mushrooms. Hit A & B alternatly to give them psychic powers. The mushroom with the most power to crush the other, wins.

ROCK, PAPER, MARIO - N/A

Just like the game "Rock, Paper, Scissors". Peah beats Mario, Mario beats Bowser, and Bowser beats Peach.

=====
Item Mini-Games
=====

ROLL OUT THE BARRELS - ??? Coins

This Item Mini-Game is sorta like Coffin Congestions, since all of the Items get mixed up. Just find an Item you want, and watch it until it stops, then go and grab it.

GIVE ME A BREAK! - ??? Coins

This Item Mini-Game is fun. There are Items scattered on a small train. When you pull the lever, the train stops. Whatever it lands on, is whatever you get.

HAMMER SLAMMER - ??? Coins

This Item Mini-Game is like a carnival game. Hammer Slammer is where you tap A to lift a hammer, then hit B to release it and deliver a blow to the thingy, which then rises the bar to an Item. The harder you hit it with the hammer, the higher the bar will go. Found within the Space Land board.

MALLET-GO-ROUND - ??? Coins

All of the Items in this Item Mini-Game are on top of two slabs of stone. As the "Merry-go-round" spins, you need to hit the stones to lower an item. You need to break two of the stones beneath an Item in order to get it. But watch out for Baby Bowser, who is only on ONE stone instead of two. Found in Mystery Land.

COFFIN CONGESTION - ??? Coins

This Item Mini-Game is a mix up game where all of the Items are placed inside of some coffins, and they all change places a few times. Once they are done changing places, you need to pick a coffin with a Item in it, not the one with Baby Bowser. Found in Horror Land.

BOWSER SLOTS - ??? Coins

Bowser Slots is just like a slot game. You need to match up three of a kind of

an Item to win that Item. Use A to jump, and to stop the slot machine from spinning. NOTE: There are always 2 of one kind in a row. Found in Bowser Land.

=====
4-Player Mini-Games
=====

LAVA HOT ISLE - 150 Coins

Try to stay on the Hot Rocks before they collapse. You can also knock you opponents off if you like.

HOT ROPE JUMP - 50 Coins

You need to jump over the flaming jump rope at the right moment, or you'll be toast.

SHELL SHOCKED - 200 Coins

Try to knock out your opponents with your cannon blasts. Last one standing wins.

TOAD IN THE BOX - 150 Coins

Hit the spinning block on Toad's head to cause your blocks to rise. First one to get to five wins.

MECHA MARATHON - 200 Coins

Tap A rapidly to wind up your Mecha. the one that flies the farthest wins.

ABANDON SHIP - 150 Coins

Tap A to climb the wooden planks. Avoid the ones sticking out by moving away from them, and go as fast as you can to stay out of the wataer.

TOTEM POLE POUND - 150 Coins

Jump-drop the blocks to pound them into the ground. The higher you jump, the more powerful the drop. First one to get theirs into the ground wins.

BOMBS AWAY - 50 Coins

Jump around the Island to avoid the incoming bombs. Last one on the Isle wins.

TIPSY TOURNEY - 50 Coins

Run around the picture to spread the sand to reveal a hidden picture. First one to reveal their picture, wins.

HONEYCOMB HAVOK - 150 Coins

Press A to hit the spinning block to reveal a number. That number represents the amount of fruit you have to catch. Don't catch the Honeycomb, though. Last one standing wins.

SLOT CAR DERBY - 150 Coins

Hold Forward to accelerate, but don't go too fast around the corners, unless you want to spin out. First one to cross the Finish Line wins.

SHY GUY SAYS - 50 Coins

Just like a game of Simon Says, you just have to repeat what the Shy Guy does. Last one standing, wins.

DIZZY DANCING - 150 Coins

The record player will make you dizzy. Be the first one to grab the Musical Note above it to win. It's hard.

TILE DRIVER - 150 Coins

Jump-drop the squares within the picture to reveal a hidden one. Be the first one to reveal their picture to win.

HEXAGON HEAT - 50 Coins

Attempt to stay on the falling hexagons. Push opponents off to stay alive. Last one standing wins.

DEEP SEA SALVAGE - 150 Coins

Use your submarine to swim around collecting sinking coins that are coming from the pirate ship. There is no winner in this Mini-Game.

ROLL CALL - 200 Coins

You need to count how many Mini-Toads are roaming around. Whoever counts correctly, wins.

BUMPER BALLS - 100 Coins

While rolling around on top of a giant ball, you must push the other three participants off the floating platform. Last one standing, wins.

PLATFORM PERIL - 50 Coins

Almost EXACTLY like Skateboard Scamper, you'll have to hop across moving platforms, while avoiding hazards like conveyor belts. First one to cross the finish line, wins.

SKATEBOARD SCAMPER - 50 Coins

Tap B to skate faster, and tap A to jump over obstacles. Avoid Boo, and be the first one to reach the goal, and open the curtains to win.

=====
3 On 1 Mini-Games
=====

CRANE GAME - 50 Coins

Try to pick up all of the other players before time runs out to win. if you ARE one of the other players, you need to tap A to try to wiggle out of the crane's Death Grip.

BOM-OMB BARRAGE - 150 Coins

Try to toss bombs into the other person's boat to win.

LOOK AWAY - 150 Coins

Follow the first person's Face to win, but you have to look in the opposite direction, and not shrink.

LIGHTS OUT - 150 Coins

Attempt to stay away from the guy with the hammer, while carrying the light bulb. If you are the other person, try to hammer the other three players with the light bulbs.

ARCHER-IVAL - 150 Coins

Attempt to shoot arrows at the other player's targets. If you are one of the targets, try to stay out of the way of these arrows.

QUICKSAND CACHE - 150 Coins

Try to stay out of the quicksand, while grabbing as many coins as you can.

MOVE TO THE MUSIC - 200 Coins

Follow the patterns of the orchestra. It's sorta like Simon Says. Last player standing wins.

FILET RELAY - 150 Coins

Attempt to carry your fish to the finish line before the others. First one to the finish line wins.

BOWL OVER - 100 Coins

If you are the one who's bowling, then you need to attempt to knock over the other three players with your shell. If you are one of the other players, you'll need to avoid the shell, and avoid getting knocked over. If the bowler knocks over all three other players, they win, but if any do not get knocked down, the other three players win.

SHOCK DROP OR ROLL - 150 Coins

Attempt to stay on the rolling beam to win, or try to make the others fall off to win.

=====
2 on 2 Mini-Games
=====

BOBSLED RUN - 100 Coins

Hold Forward to go faster, and try stay on the icy track. First team to get to the finish line wins.

SPEED HOCKEY - 150 Coins

Just like a crazy version of Pong, try to score a goal in the other team's goal. First one to three goals wins.

CAKE FACTORY - 150 Coins

Try to make a cake with your teammate. You need to put the cake on first, then the Strawberry.

MAGNET CARTA - 150 Coins

Use your magnetized car to grab as many coins as possible, and put them in your team's sack.

LOONEY LUMBERJACKS - 150 Coins

Use team work to cut your log in half. The team who cuts their log in half first, wins.

DESTRUCTION DUET - 200 Coins

Pound the Bowser statue until it crumbles down. First team to break their statue, wins.

SKT PILOTS - 200 Coins

Just like Bobsled Run, only tougher. One player tries to steer the plane, while the other makes it fly. The first team to cross the finish line, wins.

HANDCAR HAVOC - 100 Coins

You and your partner need to race against another team in order to win. Tap A to go faster, and hit B to use the brakes. First team to cross the finish line, wins.

.....
9. ITEMS
.....

MUSHROOMS- 10 Coins

Hit Two dice blocks instead of one at the start of your turn.

SKELETON KEY- 10 Coins

Use this Item to open Keyed Gates on the Adventure Boards. This can only be used when you are in front of a Keyed Gate.

PLUNDER CHEST- 15 Coins

Use the Plunder Chest to steal an Item from an opponent. However, you cannot choose from which opponent to steal.

DUELING GLOVE- 15 Coins

Choose an opponent to duel in a Duel Mini-Game.

WARP BLOCK- 15 Coins

Change places with another player on the Adventure Board. However, you cannot choose the player with whom you'll trade trade places.

GOLDEN MUSHROOM- 20 Coins

Hit 3 dice Blocks instead of one when you start your turn.

MAGIC LAMP- 30 Coins

The Mushroom Genie appears and takes you straight to Toad.

BOO BELL- N/A

Use the Bell to call Boo.

BOWSER SUIT- N/A

Put on the Bowser Suit and steal 20 coins from each opponent who mistakes you for Bowser. If you meet an opponent who has no Coins, you won't get anything.

BOWSER BOMB- N/A

Baby Bowser transforms into Bowser. Bowser then hits 3 dice Blocks, moves the total number of spaces shown, and steals ALL Coins from any player he meets. This Item is automatically used at the end of the turn in which the Item is received.

.....

10. TOP 3 WORST MINI-GAMES

.....

These are MY opinions:

- 3.) Bobsled Run
- 2.) Crane Game
- 1.) Look Away

READER CHOICES

Least Favorite Games-

- 1)Honeycomb Havoc (its just boring)
- 2)Slot Car Derby (I find this frustrating at times)
- 3)Crane Game (if someone picks you up, its almost impossible to escape

-From: "James Morgan" <jamesmorgan27@hotmail.com>

Least Favorite Mini-Games:

- 1) Crane Game (It sucks!)
- 2) Honeycomb Havoc
- 3) Filet Relay (It's SO hard)

-From: <phillipf4@juno.com>

*Send in YOUR Top 3 Worst Mini-Games to brett17@ignmail.com. Thanks!

.....
11. TOP 3 BEST MINI-GAMES
.....

These are MY opinions:

- 3.) Magnet Carta
- 2.) Bowl Over (Although it's only fun if you're the one bowling)
- 1.) Bumper Balls

READER CHOICES

Favorite Games-

- 1) Crazy Cutters (I love this game)
- 2) Shy Guy Says (its so easy to win)
- 3) Dizzy Dancing (it may be hard, but its fun)

-From: "James Morgan" <jamesmorgan27@hotmail.com>

Top 3 Fav. Mini-Games:

- 1) Lights Out (It's easy as hell)
- 2) Shell Shocked (It's just plain cool)
- 3) Archer-ival (It's easy if you are the one who's shooting)

-From: <phillipf4@juno.com>

*Send in YOUR Top 3 Best Mini-Games to brett17@ignmail.com. Thanks!
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12. FAQ (Frequently Asked Questions)

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1) Q: How many Mini-Games are in Mario Party 2?

A: There are about 64 Mini-Games within Mario Party 2.

2) Q: Is Mario Party 2 worth buying if you already have the first Mario Party?

A: Yes. Yes it is. :)

3) Q: Are there any hidden players?

A: No.

4) Q: Are there any hidden Boards?

A: Yes, it's called "Bowser Land", and I'll add the Map & Key Locations when I open it.

5) Q: What if I don't HAVE three other friends?

A: Well, either get some, or play the one-player game. It's not as fun as the multiplayer game, but it's better than nothing...or just don't buy it--buy Harvest Moon 64 instead. :P

6) Q: How often will you update this FAQ?

A: When I feel like it. Just kidding. :) I'll update it once I get more Mini-Games and Boards or Players.

7) Q: Is this REALLY the best multiplayer/party game EVER?

A: In my opinion, yes. Goldeneye is WONDERFUL, but I think Mario Party 2 is just a little bit better in terms of being a party game, because anyone can play it.

8) Q: Is there any way to stop Bowser from running away during the "Bowser Roulette"?

A: Nope.

9) Q: How do I unlock the Battle Mode, Trial Mode, and Duel Battle Mode in Mini-Game Stadium?

A: I think you need to buy 5 Mini-Games from Woody to open up Battle Mode, and I think you need to buy 10 Mini-Games from Woody to unlock Trial Mode. I don't really know how many you need to buy to unlock Duel Mode, though.

.....

13. SECRETS

.....

- Unlock "Bowser Land" game board:
Win all of the original 5 boards, the Baby Bowser will kidnap Toad, and tell you to go to Bowser Land. Now Bowser Land will be unlocked!
-From: "James Morgan" <jamesmorgan27@hotmail.com>

- Unlock "Mini-Game Rollercoaster"-
Buy all Mini-Games from Woody.
-From: "James Morgan" <jamesmorgan27@hotmail.com>

- Unlock "Dungeon Dash" Mini-Game:
Beat Mini-Game Rollercoaster on Normal difficulty.
-From: "Michael Bacon" <Bacon@home.com>

- Ability to buy Item Mini-Games from Woody:
Beat Mini-Game Rollercoaster on Normal difficulty.
-From: Paul D <mdoc1948@home.com>

- Lots of Coins:
Beat Mini-Game Rollercoaster on Easy difficulty. Toad will then give you 100 Coins, an extra 100 Coins for every life you have left, and all of the Coins that are left over.
-From: Paul D <mdoc1948@home.com>

- "Credits Machine":
To open up the "Credits Machine" in the Laboratory, which allows you to view the credits, beat "Bowser Land".
-From: Paul D <mdoc1948@home.com>

- Character cheers:
Press L anytime while on a board, and your character will cheer.
-From: <LimpBzBob@aol.com>

- Buy Mini-Games Faster:
On the Final Turn of the game, turn all computer opponents into human opponents. Then you will get all of their Coins and Stars as well as your own.
-From: "James Morgan" <jamesmorgan27@hotmail.com>

- Ability to purchase Battle Mini-Games:
Beat Mini-Game Coaster on hard difficulty.
-From: Eevee2Flareon@aol.com

- Get "Rainbow Run" Mini-Game:
First gain access to the Item Mini-Games, then buy them up. Now go to the Mini-Game park and you'll receive it. It's a kind of "tight-rope" walking Mini-Game.
-From: Eevee2Flareon@aol.com

- Get "Driver's Ed" Mini-Game:
First beat Mini-Game Coaster and gain ability to buy Battle Games, then buy them all up, and go to the Mini Game Park to receive it. It's sorta like Mario Kart.
-From: Eevee2Flareon@aol.com

- Access Mini-Game Stadium:

BATTLE MODE: Purchase a minimum of 3 of each type of Mini-Game from Woody, so 9 total.

TRIAL MODE: Purchase a minimum of 3 of each type of Mini-Game from Woody, so 9 total.

DUEL MODE: You need to have played ALL 6 Duel Mini-Games during regular board games.

-From: Alan Mitsugi

.....

14. CREDITS

.....

CJayC- For creating the best web site on the net, and for accepting all of my FAQs! Keep up the great work!

Myself- For typing up this FAQ ;)

Mario Party 2 Instruction Booklet- For the game story, item descriptions, and the character info

"James Morgan" <jamesmorgan27@hotmail.com>- For the corrections, and for the Top 3 Best and Worst Mini-Games. Also for the info on how to unlock Bowser Land and Mini-Game Rollercoaster. Also for telling me what the difficulty for Bowser Land was, since I was too lazy to check myself. :p Thanks!

.....

14. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000

-Mario Party 2

DREAMCAST:

-Carrier

-Crazy Taxi

-Hydro Thunder

-MDK 2

-Sega GT: Homologation Special

-Sega Rally 2

-Sega Swirl

-Resident Evil Code: Veronica (Coming soon!!!)

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E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ
- Your favorite Mini-Games
- Any Mini-Games that you hate

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS

- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details. NO MEANS NO!

"If I were a fat zombie, I would eat myself." -Shawn Smith, EGM

~End of Document~

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