

# Mario Party 2 Mini-Game Coaster Guide

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Updated to v1.11 on Dec 25, 2012

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Mario Party 2: Mini-Game Coaster Guide

By PD-Freak 5-000

Game Rating: 8/10  
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1. I N T R O D U C T I O N

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I decided to do this mini-walkthrough because i felt like doing it. Since im bored. I hope you will find this walkthrough useful, Im making this advanced.

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2. U P D A T E S

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Version 1.00 ---> Full Walkthrough Completed  
Version 1.10 ---> Fixed Up some strategys  
Changed World 3-2's strategy (Normal and Hard)  
Added Tip for World 7-5  
Added Tip for World 8-1  
Version 1.11 --> Changed E-mail Address.

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3. M I N I - G A M E C O A S T E R

How it works

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The Mini-Game Coaster is a Mini-Game Activity accessed in Mini-Game World. It is on the bottom island but it has to be unlocked. It is unlocked by Purchasing all 4 Player, 1 vs 3 and 2 vs 2 Mini-Games and for all of them to be on sale, You must have played the Mini-Game at least once in Party Mode or Trial Mode in the Mini-Game Stadium.

Anyways, When you select Mini-game coaster, You will start a new file, Pick your character and your partner for 2 vs 2 Mini-Games. Before Starting, You will learn the rules of Mini-Game coaster. The Mini-Game

Coaster is a ride that you will go through playing all unlocked mini-games except the bonus mini-games. In each world, you will start out on a toad space which lets you save your progress. Each undone mini-game is a blue space. When you complete the mini-game, The space turns yellow and you advance to the Next Blue space. You will also get 10 coins for each mini-game finished. If you finish two mini-games in a row, The amount of coins will double ( $10 \times 2 = 20$ ). If you finish three in a row, The amount of coins will triple ( $10 \times 3 = 30$ ). If you finish four in a row, The amount of coins will quadruple ( $10 \times 4 = 40$ ). It will continue until you lose a mini-game and it will start back at the regular amount of coins (single). When you fail the mini-game, You will also lose one life. You start with 4 lives (It's 3 but 0 counts as a life). When you lose all lives, You get game over. You have to start over the world when you get a game over. When you get 100 coins, You will get an extra life (99 maximum). You also have the option to Save and quit when you pause in the coaster screen. Here is a catch though, When you load the Save and quit file, The Save and quit file will automatically be deleted so there is no loophole for starting over the world.

You have an option to select a difficulty before you start the mini-game coaster. Easy, Normal and Hard. Easy Mode has Easier A.I Difficulty but you Only do 3 of the 9 worlds in the mini-game coaster. Normal has A.I Difficulty More harder and you do 6 of the 9 worlds in the mini-game coaster and mini-games with different music/paths will have another course. Ex, Easy mode Has Course 1 in Slot-Car Derby. Normal mode, Course 2. Hard mode has A.I Difficulty which makes the Computer try hard. Hard mode makes you do all 9 worlds in the mini-game coaster. It also has different music/paths like Slot car derby has course 3 in hard mode. Hard mode is also unplayable until Normal mode is done at least once. Easy mode does not matter, Its just for Practice (In my opinion).

When you are done a Course, These are your rewards

Easy Mode: 100 Coins + Extra

Normal Mode: 500 Coins + Extra and Item Mini-Games can be Purchased  
and you unlock Hard Mode

Hard Mode: 1000 Coins + Extra and Battle Mini-Games can be Purchased

All Courses Done: Mini-Game coaster soundtrack

(On the orange playlist, It's Mini Game Land Vol. 2)

I have no idea if it is either this or this and 100% Game Completed)

The Extra Coins are determined by the Amount of Lives and coins

Example: 5 Lives and 77 Coins = 577 Coins for the coin box.

The Lives determine the hundreths of the extra coins, The collected coins determine the tenths and ones of the extra coins. Getting a huge amount of lives will give you a big advantage. It is even possible to get 9999 coins by gaining 99 lives and 99 coins. You have to win every mini-game without losing once in the Hard course to do that though.

If you don't know what to do in the mini-game, You can always look at the instructions. I wrote the controls in each mini-game section.

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### 3a. WHAT I WOULD HAVE DONE IF I MADE THE MINI-GAME COASTER

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This is a small section where i think some changes should be made.

Instead of World 9 Being the world with all the goal posts, It should be a different world with 6 Battle Mini-games

World 9-1: Face Lift (90 points or over)

World 9-2: Bumper Ballon Cars

World 9-3: Grab Bag (Have 8 mushrooms or more at the end)

World 9-4: Hot Bob-Omb

World 9-5: Rakin 'em In (Have 8 mushrooms or more at the end)

World 9-6: Crazy Cutters (90 points or over)

I excluded Day at the races and Bowers Big Blast Because those are luck based Mini-games

The world with the goals will be known as World Star if it were like that.

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#### 4. WORLD 1 WALKTHROUGH

It begins right here...

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Here is the First world of the Mini-Game coaster. Save on the toad spot and Lets begin. We start out with 4 Player Mini games. But who says they are going to be easy...

##### Mini-Games

World 1-1: Bumper Balls

World 1-2: Roll Call

World 1-3: Tile Driver

World 1-4: Slot Car Derby

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#### 4a. WORLD 1-1: BUMPER BALLS

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Controls: Control Stick to Move

|-----|  
EASY COURSE

Difficulty: Simple (2/5)

Skill Required: Basic Control  
Basic Balance

Course: Lava Tower

##### Walkthrough:

This is easy with the Simple Computers and the Flat, Regular surface. Your goal is to survive and knock down all the computers. The strategy is to get the A.I To the edge and knock them off. The A.I are not that smart here. Also, wait till one computer knocks another, They don't have much teamwork. You have 60 seconds to do this.

|-----|  
NORMAL COURSE

Difficulty: Average (3/5)

Skill Required: Basic Control  
Basic Balance + Extra

Course: Ice Mountain

##### Walkthrough:

The Computers Is a bit Smarter and the surface is slippery in the center but it is still flat. The goal is the same thing. The strategy is to get the A.I to the edge once again. If they are fighting too hard, Get behind them in the area between the edge and the middle and get them until they are off the edge.

|-----|  
HARD COURSE

Difficulty: Hard (4/5)

Skill Required: Moderate Control  
Basic Balance + Extra

Course: Rocky Isle

Walkthrough:

The Computers are smart in this level and will do their best to fight back. What makes it easier to fall off and hard to get through is the rocky surface on the arena. Let the computers knock over one another and defend yourself until then. When it is you and the surviving computer, Go at it with each other for a few seconds then go behind him and try to get the computer to the edge. When he is at the very edge, Bump him off the isle if your fast enough. Either way, This is hard so you might get a few misses on this.

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#### 4b. WORLD 1-2: ROLL CALL

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Controls: A to Put the counter up by one number

B to Put the counter down by one number

|-----|

| EASY COURSE |

|-----|

Difficulty: Simple (2/5)

Skill Required: Moderate Counting

What you are counting: Bob-Omb's

Walkthrough:

This is simple because the Bob-Omb's are in small numbers but the difficulty is a two because you can get confused. Count the Bob-Ombs by the groups they go in. Some will be individual so that might give you a little challenge. The Bob-Omb's blow up as time goes by so minus one number on the counter when one Bob-Omb Blows up. Also, It does not matter if the computer gets it right, What matters is that you get the right amount of Bob-Ombs on your counter. You have 30 seconds to do this

|-----|

|NORMAL COURSE|

|-----|

Difficulty: Moderate (3/5)

Skill Required: Advanced Counting

What you are counting: Boos

Walkthrough:

This is somewhat hard because there is a moderate amount of Boos to count on the field most of the time and They will turn transparent. You can see the transparent ones unless they are behind regular boos. Most Boos are also go around individually in a crowded area which will make it hard to keep track of all of them. You will get a few losses until you get used to it.

|-----|

| HARD COURSE |

|-----|

Difficulty: Challenging (5/5)

Skill Required: Professional Counting

What you are counting: Toads

Walkthrough:

This is really annoying to do, let alone clear the mini-game. The toads are crowded together and their big heads will confuse you while counting. Also, there are 3 mushrooms that do not count as toads and that will definitely confuse you if you can count good regardless of their big heads. There are 2 ways to count the mushrooms out:

Not-so Easy way: Pause the mini-game, Find the 3 mushroom's locations

and do not count those.

Easy way: Count everything on the screen then take away three from your

counter to count out the mushrooms  
It will take a few trys for success unless you've had practice or  
you got lucky.

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#### 4c. WORLD 1-3: TILE DRIVER

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Controls: Control Stick to Move  
          A to Jump  
          A then Z to Ground Pound

|-----|  
EASY AND NORMAL COURSES

Difficulty: Pushover (1/5)  
Skill Required: Almost Nothing  
Easy Mode Picture: Goomba  
Normal Mode Picture: Koopa

Walkthrough:

This is a really easy mini-game. Just ground pound on the required tile. Do not take too long either or you will lose this mini-game. Here is a simple tip

Easy Mode:	Normal Mode:
Leave the Yellow Tiles Alone	Leave the Red Tiles Alone
Ground Pound once on a Blue tile	Ground Pound once on a Yellow Tile
Ground Pound twice on a Red Tile	Ground Pound twice on a Blue Tile

Basically, Just ground pound the colored tiles below the amount of times i gave you depending on the coaster difficulty. Good luck although you probably don't need it.

|-----|  
HARD COURSE

Difficulty: Simple (2/5)  
Skill Required: Simple Procedure  
Picture: Boo

Walkthrough:

What makes this one level harder is the computers. They will do the mini-game as quick as possible to win so do the same thing. First of all, Ground pound the tile that you are standing on at the start then jump to the next tile and press Z in mid-air to ground pound on the next tile so you save time. Keep going to the next tile that needs to be ground pounded and do the strategy for a guarantee win. Here is a simple tip

Leave the Blue Tiles Alone  
Ground Pound once on a Red Tile  
Ground Pound twice on a Yellow Tile

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#### 4d. WORLD 1-4: SLOT CAR DERBY

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Controls: Control Stick Forward pushed all the way - Fast Speed  
          Control Stick Forward pushed halfway - Safe Speed

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EASY COURSE

Difficulty: Hard (4/5)  
Skill Required: Advanced Control  
Course: 1 (Shaped Like a small r)

Walkthrough:

This is hard because the course mostly consists of curves. You cannot go Fast Speed for too long around curves otherwise you will burn out for a moment and you will probably get a miss. Go Full speed where there are straight paths and use the Safe speed at curves. At the outer edge, there is more course path which means longer straight paths. Use that for an advantage. It would be best if you crossed the line when you are at the outer edge of the race-course so you get the lead. This will take a bit of chance so good luck.

|-----|  
NORMAL COURSE

Difficulty: Moderately Hard (3.5/5)  
Skill Required: Advanced Control  
Course: 2 (Shaped Like a lowercase n)  
Walkthrough:

This is slightly easier because the course has a long straight path at the top part of the course. Also, When you are at the inner edge, there is loose path near the starting line so basically, Its not as intense as Course 1 but you should still be really careful

|-----|  
HARD COURSE

Difficulty: Moderate (3/5)  
Skill Required: Advanced Control  
Course: 3 (A Loop-de-loop course)  
Walkthrough:

In my opinion, This is the easiest track out of all of the three. At the outer edge and inner edge, There is that part of the track where there are curves that aren't so loose so its a bit hard to burn out. The challenge are the middle lines so watch out for that. Also, Do not burn out at all here either, The computers have better skill although you might have a chance if you burn out only once.

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## 5. W O R L D 2 W A L K T H R O U G H

You are given a temporary brake...

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This world has a moderate mini-game first thing then the mini-games after that are so easy. I would call this world a temporary brake. Also, All mini-games here are 2 vs 2 Mini-Games

### Mini-Games

World 2-1: Cake Factory  
World 2-2: Destruction Duet  
World 2-3: Ballon Burst  
World 2-4: Looney Lumberjacks  
World 2-5: Speed Hockey

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### 5a. WORLD 2-1: CAKE FACTORY

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Controls: Press then Hold A - Take Ingredient and hold it  
Release A - Place Ingredient

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EASY AND NORMAL COURSES

Difficulty: Simple (2/5)

Skill Required: Moderate Timing

Walkthrough:

The Ingredient you are placing is Random so there are two strategys.

Cake Strategy: Your Partner will do good on placing the strawberries so the best thing to do is to just put a cake on and wait till your partner puts the strawberry on the cake. If you get another cake and your partner did not put the strawberry yet, Just Hold A Then release when the cake is made. Keep taking cakes when you can because your goal is to make the most cakes.

Strawberry Strategy: Collect the strawberry, Hold A Until your partner Places the cake on the tray. Get a strawberry from the conveyor belt when you can to make the most cakes. This will take some extra timing because you are waiting for your partner to place the cake on the tray. You have 30 seconds to do this

|-----|  
HARD COURSE

Difficulty: Moderate (3/5)

Skill Required: Advanced Timing

Walkthrough:

Follow the strategy above but i am putting this up to give you a warning.

The Computers here have good timing and will try to get the most. They will get over 10 Cakes most of the time. Try to get over 12 Cakes for a guarantee win because the computers get 12 Cakes average, Time it right and you will do good. It is easier if you are picking up the cakes so good luck.

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5b. WORLD 2-2: DESTRUCTION DUET  
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Controls: Control Stick - Move

A - Jump

B - Punch

A then B - Kick

A then Z - Ground Pound

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ALL COURSES

Difficulty: Pushover (1/5)

Skill Required: Simple Strategy of Destruction

Bowser Statue Destroying: Easy Course - Statue Bending Over

Normal Course - Short Stand-Up Statue

Hard Course - Tall Stand-Up Statue

Walkthrough: For the Easy mode Statue, Go on top of it and ground pound on it's head until it is destroyed, The Computers are slow, even you can win here.

For the Normal Statue, The statue is tall so it is a bit hard to get on top. Either try to go on top to ground pound the statue or Constantly Kick the statue until it is destroyed, Either way is fine. Be sure the computer does not win.

For the Hard mode Statue, It is impossible to get on top of the statue so keep kicking the statue as quickly as possible and you will clear the game easy.

You should have no problem with this mini-game on any course, It is very easy regardless of the Computers Difficulty



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5c. WORLD 2-3: BALLOON BURST  
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Controls: A - Push Pump Down  
          B or Z - Pull Up the Pump

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ALL COURSES

Difficulty: Pushover (1/5)

Skill Required: Simple Timing

Walkthrough: The key is not to do it as fast as possible but once its at the top/bottom of the pump. Do it at a pace which the balloon will grow fast then eventually, It will pop. Also, Your partner will not fail you. Basically, A, B/Z, A, B/Z at the right pace.

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5d. WORLD 2-4: LOONEY LUMBERJACKS  
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Controls: A - Pull Saw  
          B - Push Saw

|-----|  
ALL COURSES

Difficulty: Pushover (1/5)

Skill Required: Simple Timing

Walkthrough: It is similar to Balloon Burst except the Z button cannot be used. So do A, B, A, B At a rate where it will go all the way to the left/right but not too slow. Not too fast either or you will lose. Your partner will not fail you. When you and your partner are sweating, The log is about to be cut.

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5e. WORLD 2-5: SPEED HOCKEY  
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Controls: Control Stick (Up/Down) - Move

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ALL COURSES

Difficulty: Simple (2/5)

Skill Required: Simple Movement

Walkthrough: You are always on the frontline when you are playing this mini-game. When the puck is about to go past you, Deflect it to the other side. When it is behind you, Hope that the goalie or the post deflects it and get out of the pucks way so it can go to the Opposing team. 3 goals to win. Once you are used to this, It will be 3 - 0 for you average.

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6. W O R L D   3   W A L K T H R O U G H  
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The challenge begins and the adrenaline rises...

When Playing either Normal or Hard courses, This is one of the world which will be a pain in the neck at the beginning. Most of it will be a pain on the Hard Course. This is also the Final world for the Easy Course. This world is easy for the Easy Course. Basically, This world is a bit important. Also, All mini-games are 1 vs 3 and you are solo for all the mini-games.

Mini-Games

World 3-1: Crane Game (Solo)

World 3-2: Look Away (Solo)  
World 3-3: Archer-Ival(Solo)  
World 3-4: Bowl Over (Solo)

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6a. WORLD 3-1: CRANE GAME

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Controls: Control Stick - Move Character

A - Makes your character try to pick up something

Drop Extra time Clock

A (Repeatedly) - Grab hold of a computer

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| ALL COURSES |

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Difficulty: Moderate (3/5)

Skill Required: Simple Strategy

Moderate Button Mashing Skills

Walkthrough: The good thing here is that you are the person picking up the computers otherwise, This mini-game would probably get you plenty of game overs. Anyways, Pick up the computers and clocks in a simple pattern Like this: Computer, Timer, Computer, Timer, Timer, Computer

When Picking up the timers, Pick them up in numerical order (+15,+20,+30). You must button mash fastly but not world record fast, Just Fast enough so you can prevent the computers from escaping. What will give you trouble is the computers in sitting position. That way, The crane will pick up the computers head and it will be hard to put the computer in the pipe. This game will give you trouble in the beginning so just get used to it and move on.

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6b. WORLD 3-2: LOOK AWAY

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Controls: Control Stick - Look at direction (Up, Down, Left or Right)

Leave Control Stick Alone - Look Straight

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| EASY COURSE |

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Difficulty: Simple (2/5)

Skill Required: Simple Timing

Walkthrough:

Your objective is to look the same direction as your computers. This is really easy because the computers only look somewhere once. This is easy because they do not look lastminute. You have five chances to get all the computers out. It is possible to do it in one try, The computers have to be stupid enough so they can all look at the same direction.

|-----|

|NORMAL COURSE|

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Difficulty: Hard (4/5)

Skill Required: Advanced Timing

Walkthrough:

This mini-game is hard for the normal course because the computers usually look somewhere twice in different directions, The Last time being last minute. If you look too early, They will look somewhere else a third time. You have to time it right so you look the same way as the computer. You will probably get misses the first few times then you will get used to it.

|-----|

| HARD COURSE |

|-----|

Difficulty: Challenging (5/5)

Skill Required: Professional Timing

Walkthrough:

God, I hate this while doing the hard course. When i get through this on one try, I get lucky. Anyways, The computers look somewhere three times in different directions. When the computer looks for the last time, They will do it right before the turn is done. Probably once when each star flashes. Beside your characters head are three stars. The First one flashes blue, The second flashes yellow and the last one flashes red. The stars are a countdown before every head goes stationary and the way they look is stationary before the next chance starts. Around when the yellow star ends, Try to look where they look. As said, Really hard and annoying. It won't be surprising if anyone gets a fail first time.

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#### 6c. WORLD 3-3: ARCHER-IVAL

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Controls: Left/Right - Move

A (Once) - Setup Arrow

A (Again) - Shoot Arrow

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|EASY AND NORMAL COURSES|

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Difficulty: Pushover (1/5)

Skill Required: Simple Strategy

Walkthrough:

This is easy enough. Shoot the arrows at the computers to win. They might dodge your arrows so when the purple targets barricade a computer player so they can't move, That is the time to shoot them. I wouldn't recommend shooting the purple targets for the extra coins otherwise, You could fail. You have 30 seconds to do this.

|-----|  
HARD COURSE

Difficulty: Simple (2/5)

Skill Required: Novice Strategy

Walkthrough:

This is slightly harder on the Hard course because the computers will do their best to dodge every arrow you shoot. Do not shoot the purple targets for coins, These targets are your advantage to kill the computer targets. Either let 2 purple targets surround a computer target or let 1 purple target push the computer target to the side and that will give you a good advantage and hopefully clear the mini-game

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#### 6d. WORLD 3-4: BOWL OVER

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Controls: Control Stick (Before bowling the shell) - Move (Left and Right)

Control Stick (After bowling the shell) - Move Shell (Any direction)

A - Bowl Shell

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|EASY AND NORMAL COURSES|

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Difficulty: Simple (2/5)

Skill Required: Simple Movement

Course: Easy Course: 1 (Straight line bended to the right)

Normal Course: 2 (Straight line bended to the left)

Walkthrough:

This is the last mini-game on the Easy course. Anyways, On these courses,

It will probably take the two shells you have because there is a chance that the computer pins will separate so you can't get all of them first try. You will probably get them out though, Wait for the hard course then see what it is like.

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|-----|  
| HARD COURSE |  
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Difficulty: Moderate (3/5)

Skill Required: Moderate Movement

Basic Control

Course: 3 (Course has 2 turns)

Walkthrough:

This will give you a little trouble because the computers go separate directions most of the time. There is a chance that you will get a miss the first time. Try to get two computers out because it will be easier if there is one left on the second try. Do your best then you can get out of world 3

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#### 6e. EASY COURSE CONCLUSION

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If you are doing the easy course, This is where it ends. Chances are that most of it was too easy. Your reward will be a...

- 100 coin gift + Extra

- Part 1 of unlocking the Mini-Game coaster soundtrack

Extra is determined by the Amount of lives and coins you had at the end of the course (1 live + 89 coins = 189 coins). You should start the normal course because you can unlock hard mode and get better prizes once you are done the normal course.

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#### 7. W O R L D 4 W A L K T H R O U G H

Mostly easy but there are some hard things to do in this world...

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I would say this world is a moderate difficulty because there are some hard mini-games and some easy mini-games. This world cannot be accessed on the easy course. Basically, You should go through this world with some damage but you will be okay. You go back to 4 Player Mini-Games

Mini-Games

World 4-1: TOAD in the Box

World 4-2: Topsy Tourney

World 4-3: Totem Pole Pound

World 4-4: Dizzy Dancing

World 4-5: Shell Shocked

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#### 7a. WORLD 4-1: TOAD IN THE BOX

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Controls: A - Hit Box

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|-----|  
| BOTH COURSES |  
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Difficulty: Hard (4/5)

Skill Required: Advanced Timing

Luck

Walkthrough: Yes, This game is going to take luck. Anyways, your goal is to hit the box five times with the toad face showing. Anyways, The very first box Is easy so hit it when the toad face comes. At the second box, It is a bit

faster so time it right. The third box will require some timing. When the box is just about to show toad's face, Hit it. The fourth box is going to take luck if your sight isn't the greatest so good luck with that. For the final box, I just hit the box right away but there is a chance you won't get the toad face. It will take some luck to clear this mini-game. I say, Good luck to you. This is what the block effects do

Toad -----> Let's You advance to the Next Block  
Pirahna Plant -> Bonks You in the head once (Short Stun)  
Chain Chomp ---> Bonks You in the head twice (Moderate Stun)  
Baby Bowser ---> Crushes You (Long Stun)

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7b. WORLD 4-2: TIPSy TOURNEY  
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Controls: Control Stick - Move

|-----|  
BOTH COURSES

Difficulty: Moderate (3/5)

Skill Required: Moderate Movement  
Moderate Balance

Walkthrough: Here is an ASCII strategy

O = Uncleared Tile C = Character Position X = Path to go I = Cleared Tile

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 C O O	O O I I O	O O I O O	STEP 1
O O O X O	O O O I I	O O O I I	
O O O O X	O O O O C	O O O O C	
	Successful	Alternative	
Path to go	Turnout	Turnout	

X X X X X	I I I I I	
X O O O X	I O O O I	
X O X O X	I O I O C	STEP 2
X O O O O	I O O I I	
X X X X C	I I I I I	

Path to go Turnout

From Here on, Try to control the shell to get the other 6 (or 7) Tiles in the center. This is where the challenge begins. You must balance the board well so the shell can get the last of the tiles before the computers can. You will get used to this, Don't worry.

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7c. WORLD 4-3: TOTEM POLE POUND  
-----

Controls: A - Jump  
A then Z - Ground Pound

|-----|  
BOTH COURSES

Difficulty: Pushover (1/5)

Skill Required: Simple Timing

Walkthrough: This Mini-Game is really easy. The trick is to jump all the way to the top then ground pound when you are at the very top. That way, One block will go down entirely. If you keep doing that process, You will complete the

mini-game within five ground pounds. Make sure you do it within five ground pounds because the computers will do their best to win but they will make a weak ground pound eventually so this game should be easy for you.

---

#### 7d. WORLD 4-4: DIZZY DANCING

---

Controls: Control Stick - Move (The direction has been altered randomly)

A - Jump  
B - Attack

|-----|  
BOTH COURSES

Difficulty: Simple (2/5)

Skill Required: Fast Learning

Walkthrough: This game is easy but you have to rotate the control stick slowly until you go the direction that will get you to the music note. There is a chance you will get a miss because you will either learn the movement too slowly or the computer will jump on you. This should be easy but do your best so you do not lose.

---

#### 7e. WORLD 4-5: SHELL SHOCKED

---

Controls: Control Stick - Move

A - Straight shot ----->  
                          /--\  
                          /  \  
B - Lob Shot /          >  
Z - Aim Cannon

|-----|  
BOTH COURSES

Difficulty: Simple (2/5)

Skill Required: Simple Sniping (Normal)

Moderate Strategy

Course: Normal Course - 2 (1 pipe on the center of each wall)

Hard Course - 1 (One pipe in the center)

Walkthrough: For Normal Mode, Take out the computer that starts on the corner right in front of you from your starting position. This is where the sniping comes in. Afterwards, Let the other computers come to the center and snipe them from there when they are against each other. When the survivor is left, Shoot the computer and you win.

For Hard Mode, You start in front of the pipe facing a corner of the battlefield. Go around the pipe going left to find the first computer, Shoot the computer two times so he is out of our way. Then look at a direction where you can see the pipe so you see the two computers. Go to a safe distance then shoot the second computer when it comes out from either side of the pipe. For the last computer, Go to the pipe and do Lob shots on your final target until the computer comes beside you then do a regular shot then you are done.

Why is Course 3 excluded... (It isn't but it is not used in this mini-game)

---

#### 8. WORLD 5 WALKTHROUGH

Easy world with one or two kicks in the back...

---



B - Brake

Control Stick (Left/Right) - Lean Left/Right

|-----|  
NORMAL COURSE

Difficulty: Challenging (5/5)

Skill Required: Advanced Button Mashing Skills

Walkthrough:

For some reason, This is really hard on the normal course but really easy on the hard course. Anyways, You will have a very hard time with this. The computers will get an average time of 30-33 seconds on this mini-game. If you are a very good button masher, You will have a little trouble but will get it. Your first clear on this mini-game will probably be a very close shave. Also, When you take a turn, Lean the direction the track curves, That will also help with this mini-game. You must take the shortcut if you want to win (Succeed at the "SPEED UP" part)

|-----|  
HARD COURSE

Difficulty: Moderate (3/5)

Skill Required: Moderate Button Mashing Skills

Walkthrough:

This is easier when you are doing the hard course. I guess they wanted to give you a brake from the previous mini-games. Do the same strategy as if it was normal mode. The computers will get an average time of 32-35 seconds on this course (i assume). Basically, You should have no problem with this if you have completed it on the normal course.

---

#### 8d. WORLD 5-4: SKY PILOTS

---

Controls: Control Stick - Navigate

|-----|  
BOTH COURSES

Difficulty: Simple (2/5)

Skill Required: Simple Navigation

Walkthrough: You will not be flapping the wings on your vehicle so this makes the mini-game easy. Anyways, When you get to the boosters, Try to go through both of them (There are 2 boosters per pair). When you are near the cannons, Navigate your vehicle to the bottom and dodge by going left or right. When you are near the bowser ballons, Navigate downwards to the maximum so they don't hit you. If you do good, You will get an average time of 50-58 seconds and that average is good.

---

#### 8e. WORLD 5-5: TORPEDO TARGETS

---

Controls: A - Fire Torpedo

Control Stick - Control Torpedo

|-----|  
BOTH COURSES

Difficulty: Moderate (3/5)

Skill Required: Simple Navigation

Simple Timing

Walkthrough: This is easy but you could lose because the computers could make it a tie. You will always fire the torpedos so do not worry about navigating. When you get close enough to the target in a good angle, Fire the torpedo and



control it when necessary. Also, When you have to, Fire a torpedo at the opposing team so they don't get the target. You need to have the most targets hit to win. Do not be surprised if you lose once, It might happen so be prepared. You have 60 seconds to do this.

---

#### 8f. WORLD 5-6: TOAD'S BANDSTAND

---

Controls: A - Play Instrument

```
|-----|
| BOTH COURSES |
|-----|
```

Difficulty: Simple (2/5)

Skill Required: Simple Timing

Walkthrough: What you have to do is Press A when the bar goes to your instrument icon. To find out what instrument you are, Look at your character icon to the left. The instrument you play is random. On the normal course, It is the Flower waltz. On the Hard course, It is the Toad's Waltz.

Here is a ASCII Diagram of the instrument spreadsheet

D = Drums      F = Flute      O = Press A Here

```
          |-1-2-3-4-5|-1-2-3-4-5|-1-2-3-4-5|
          D O O  O  |  O    O  | O O    O
Normal Course |-----|-----|-----| End of Mini-Game
          F O O O  |  O O O  O  | O O O O O
          |-----|-----|-----|
          PHASE 1   PHASE 2   PHASE 3
          |-1-2-3-4-5|-1-2-3-4-5|-1-2-3-4-5|
          D O O    |  O  O    | O  O  O
Hard Course  |-----|-----|-----| End of Mini-Game
          F O O O O O | O O O O O | O O O O O
          |-----|-----|-----|
```

NOTE: This is your spreadsheet only, Does not include the computers spreadsheet.

If you are playing the drums, You got it easy but it is not the end of the world if you are playing the flute. Some people like a challenge.

---

#### 9. WORLD 6 WALKTHROUGH

From here on, You are going to experience a lot of challenging tasks...

---

Starting here, There will be no more mini-games that are at the difficulty of one and rarely any with the difficulty of two. This is the last of the 1 vs 3 mini-games and hosts a mini-game where you have to collect coins. This is also the Final world for the Normal Course. This is also the last world for first-time players. Things will be challenging starting World 6-4. WARNING: Get ready to experience hell once you have done World 6 on the Hard Course.

##### Mini-Games

World 6-1: Quicksand Cache (Team of 3), (10 coins on Normal, 15 coins on Hard)  
World 6-2: Lights Out (Solo on Normal, Team of 3 on Hard)  
World 6-3: Shock Drop or Roll (Team of 3)  
World 6-4: Move to the Music (Team of 3)  
World 6-5: Filet Relay (Solo)  
World 6-6: Bob-Omb Barrage (Solo)

---

#### 9a. WORLD 6-1: QUICKSAND CACHE

---

Controls: Control Stick - Move

|-----|  
BOTH COURSES

Difficulty: Simple (2/5)

Skill Required: Simple Direction

Walkthrough: Your Objective is to get 10 coins on the Normal Course, 15 on the Hard Course before the time is up. You are on the team of three so when the coins fall, Try to collect it. It is important to get the coin bags because the coins are almost far apart. The quicksand controller will change the direction of the quicksand. If you go the opposite direction of where the quicksand is moving, You will move slow. Try to get as much coins as you can because all the coins you collect goes to your coin count so you can get a life or two with a good multiplier. Also, Do not go in the center with the dark sand, Stay around the edge. You have 30 seconds to collect

Tips

- Your partner might be on your team, The coins he collects will not go to Your coin count.
- If you sink in the quicksand with the required amount of coins, You will clear the mini-game.

-----  
9b. WORLD 6-2: LIGHTS OUT  
-----

Controls: Control Stick - Move

- A - Swing Hammer Vertically (Normal)
- B - Swing Hammer Horizontally (Normal)

|-----|  
NORMAL COURSE

Difficulty: Simple (2/5)

Skill Required: Simple Timing  
Simple Movement

Walkthrough:

On the Normal course, You are the person with the hammer that must smash the three lightbulb holders. This is simple because the computers wont try to run around constantly. If you are lost, Do a vertical swing to find out your location. Stars will appear afterwards. When you are near one of your targets, Do a horizontal swing to knock them out. Do horizontal because it has better range. Even you will not have much of a problem with this

|-----|  
HARD COURSE

Difficulty: Moderate (3/5)

Skill Required: Average Sight  
Moderate Movement

Walkthrough:

On the Hard course, You are one of the people holding lightbulbs and must survive for the duration of this mini-game (30 seconds). My strategy is to run where the hammer person would not go. Take your other 2 partners light radius as an advantage. Once the main lights go back on for a moment, Go the opposite direction where the hammer person is. It will get harder if your teammates are smashed from the hammer. Hang in there, Its a hard world.

-----  
9c. WORLD 6-3: SHOCK DROP OR ROLL  
-----

Controls: Control Stick (Up and Down) - Move  
A - Jump

|-----|  
BOTH COURSES

Difficulty Without Strategy: Hard (4/5)

Difficulty With Strategy: Simple (2/5)

Skill Required: Advanced Reacting (Without Strategy)

Walkthrough: People forget that you can jump in this mini-game. The strategy is to Jump on the top area of the turbine regardless of which way it is rolling. You can accidentally make a mistake and be close to falling so once the computer switches directions and you get back to the top, Start jumping again. If you want to do it without the strategy, Just go the direction the opposite of the turbine rolling. Keep going that direction until you get to the middle, Going to the other side, Change the direction of your control stick. Good luck if you don't want to do the strategy.

---

9d. WORLD 6-4: MOVE TO THE MUSIC

---

Controls: A, B, Z, Control stick (Left, Up, Right, Down) - Do move

|-----|  
BOTH COURSES

Difficulty: Moderate (3/5)

Skill Required: Moderate Memory

Song: Rhythm Shakers (Normal)

Dancing Star (Hard)

Walkthrough: You will do Rhythm Shakers on the Normal Course and Dancing Star on the Hard Course. Try saying the notes that come up to yourself if your not that good at memorizing or get a paper and pen and write the notes quickly. If you can memorize the notes yourself, You should do good. You press or point the control desired buttons when the slider comes to your note. If the note is left alone, Do any move on it. It does not matter if your partners survive or lose, You must win by yourself.

---

9e. WORLD 6-5: FILET RELAY

---

Controls: Control Stick (Left or Right) - Go Left or Right

A (Repeatedly) - Go Forward

|-----|  
BOTH COURSES

Difficulty: Hard (4/5)

Skill Required: Advanced Button Mashing Skills

Simple Movement

Walkthrough: This is a hard mini-game to get a clear on. Anyways, You must button mash not too fast, not too slow so you slip without falling. When you are in the lead and they catch up to you, Turn so your right behind the computer and when the computer trys to get past you, The computer will crash on your back. Go the left path when the race starts then when you are at the zig-zag path, Make sure you don't crash. At the end, make sure they don't pass you so you win. What makes this hard is that your carrying a heavier fish.

---

9f. WORLD 6-6: BOB-OMB BARRAGE

---

Controls: Control Stick - Move Tub

|-----|

| BOTH COURSES |

|-----|

Difficulty: Simple (2/5)

Skill Required: Moderate Movement

Walkthrough: You are the person in the tub trying to avoid the Bob-ombs from coming into your tub. First of all, Stay at the back of the pond for extra safety. When the Bob-Omb comes at you, Move so you avoid it. When you see a round shadow going directly at you, Move because above the shadow is a Bob-omb. You have 30 seconds until you clear this mini-game. You should do this 3 trys at the most.

-----  
9g. NORMAL COURSE CONCLUSION  
-----

If you are doing the Normal course, This is where it ends. It had some challenges but nothing too hard and crucial. Your reward will be a...

- 500 coin gift + Extra
  - You can purchase Item mini-games now
  - You unlock Hard mode.
  - Part 2 of unlocking the Mini-Game coaster soundtrack
- Extra is determined by the Amount of lives and coins you had at the end of the course (1 live + 89 coins = 189 coins). If you have completed this for the first time, You have unlocked the hard course. Either way, You should go through that now because you can unlock battle mini-games and get a big coin reward. Hard mode is actually hard, It is not easy to finish so good luck with that.

-----  
10. W O R L D 7 W A L K T H R O U G H  
-----

The spawn of all evil, hatred and misery...

You do not know how much i absolutely hate this world. If you are not careful, You can get a miss easily. All mini-games are a challenge which three of them take good button mashing skills. World 7-2 Takes the cake. No wonder the Normal course excluded this world, It is a giant pain in every way. If you Make it to World 8, Be proud of yourself. What makes the Hard Course Very Hard is this world. Good luck, You will definetly need it.

Mini-Games

World 7-1: Honeycomb Havoc

World 7-2: Mecha-Marathon (Expect a lot of fails here)

World 7-3: Abandon Ship

World 7-4: Hot Rope Jump (50 jumps required)

World 7-5: Skateboard Scamper

World 7-6: Platform Peril

-----  
10a. WORLD 7-1: HONEYCOMB HAVOC  
-----

Controls: A - Hit Block

|-----|

| WALKTHROUGH |

|-----|

Difficulty: It Varies (In my opinion: Moderate (3/5))

Skill Required: Advanced Strategy

A Bit of Luck

Walkthrough:

This mini-game will taken some strategy and a bit of luck because the starting position. Here are some tips

First Set of Fruit: 0000000000X (Fruits and Honeycomb, Honeycomb is the X)  
Avoid making it so there is 6 fruit after your turn (C1 - 2, C2 - 2, C3 - 2)  
Avoid making it so there is 5 fruit after your turn (C1 - 1, C2 - 2, C3 - 2)  
Avoid making it so there is 4 fruit after your turn (C1 - 1, C2 - 1, C3 - 2)  
Avoid making it so there is 3 fruit after your turn (C1 - 1, C2 - 1, C3 - 1)  
You are going to lose if there are 7, 6 or 5 fruit at your turn. For 4 and 3,  
Hit 2. If there is 8 fruit left, Hit 1. If there is 9, Hit either one.  
Hitting these numbers on the dye with the amount of fruit left make it  
impossible for your doom.  
7, 6 and 5 is the number you absolutely want to avoid.  
9 is the number you want to have before your last turn for this stage.  
If you make it through, You will go on to the second set of fruit.

Second Set of Fruit: 000000000X  
Avoid making it so there is 4 fruit after your turn (C1 - 2, C2 - 2)  
Avoid making it so there is 3 fruit after your turn (C1 - 2, C2 - 1)  
Avoid making it so there is 2 fruit after your turn (C1 - 1, C2 - 1)  
You are going to lose if there are 4 or 5 fruit at your turn. For 6, Hit 1  
so you avoid having 4 fruit left after your turn. For 7, Hit either one.  
5 and 4 is the number you absolutely want to avoid.  
7 is the number you want to have before your last turn for this stage.  
Time for the third set of fruit if you made it...

Final Set of Fruit: 00000000X  
Avoid making it so there is 2 fruit after your turn (C1 - 2)  
Avoid making it so there is 1 fruit after your turn (C1 - 1)  
You are going to lose if there are 6 or 3 fruit at your turn. For 4, Hit 1  
For 5, Hit 2. For 7, Hit 1.  
6 and 3 is the number you absolutely want to avoid.  
7, 5 or 3 is the number you want to have before your last turn.  
If you go second, You are screwed because the computer will hit a 2.  
If you are lucky, The computer will make a mistake for your win.  
If you are still surviving, You have won this mini-game. Continue for  
a mini-game much worse.

#### Initial Tips:

When i am talking about a number over 2, that is the amount of fruit left  
on the tree. Look out if it is 1 and 2 so you do not get confused.  
First set of Fruit: First to go will give you a bad chance  
Second set of Fruit: Last to go will give you a bad chance  
Final set of Fruit: Last to go will give you a bad chance

---

#### 10b. WORLD 7-2: MECHA-MARATHON

---

Controls: A + B (Repeatedly) - Wind Shy guy

|-----|  
WALKTHROUGH

Difficulty if you are an average button masher: Cruelty (6/5)

Difficulty if you are a pro button masher: Hard (4/5)

Skill Required: Professional Button-Mashing Skills...

    If not, Improvement and Luck

#### Walkthrough:

I absolutely hate this mini-game. If you want good chances of winning this  
mini-game, Your average records is 30 yards or over which is very unlikely.  
If you are an average button masher, Expect your lives to be gone in a  
heartbeat. It will take a lot of luck. It is also annoying that you have  
to button mash two buttons at once. Another idea would be to put something

round and flat so you can put it between the two buttons, I say lots of luck to you because this game is a pain.

---

10c. WORLD 7-3: ABANDON SHIP

---

Controls: A (Repeatedly) - Climb Pole  
Control Stick (Left/Right) - Switch Sides

|-----|  
WALKTHROUGH

Difficulty: Hard (4/5)

Skill Required: Advanced Button-Mashing Skills

Walkthrough:

This is hard on the mini-game coaster but i say this is better than Mecha-Marathon. Anyways, At the beginning, Make sure you are at the middle of the pole at camera view. Do not go for the coins because they will give you a better chance of failing. You will probably get hit by cheep-cheeps, That is normal. At the end, Button mash A as fast as you can. If your button mashing skills are good, You should win eventually. Good luck, World 7 is a pain.

---

10d. WORLD 7-4: HOT ROPE JUMP

---

Controls: A - Jump

|-----|  
WALKTHROUGH

Difficulty: Moderately Hard (3.5/5)

Skill Required: Advanced Timing

Walkthrough:

What Makes this mini-game hard and unique is that you are not supposed to be the last surviving but jump the hot rope 50 times to clear the mini-game. This makes the mini-game slightly harder. Anyways, The first 20 jumps is easy so get through that. What is hard after 20 is that the rope will go really fast and a few more jumps, It will still go fast but lower the speed for 1 or 2 jumps. This is where the timing comes in. Also, Press the A button lightly when the rope goes fast so you can jump in time to not get burned. Good luck once again.

---

10e. WORLD 7-5: SKATEBOARD SCAMPER

---

Controls: A - Jump  
B (Repeatedly) - Skate

|-----|  
WALKTHROUGH

Difficulty: Hard (4/5)

Skill Required: Advanced Button-Mashing Skills

Simple Strategy

Walkthrough:

I would say this is the second hardest mini-game in World 7. The hardest is Mecha-Marathon. Anyways, Try to get through the obstacle course like normal, assuming you can tie your enemies during that area. Do not go for the coins, it will slow you down. Try to do perfect on the jumps because if you get stuck, You will probably lose. I would say the hardest part is at the very end where you are about to get to the finish. Button Mash as fast as you can so you can try to win.

If you don't like to button mash with the B Button instead of A, Flip the Controller and B is A, A is B. Just don't forget which buttons are right. You will probably get misses the first few times. Eventually, You will pass this mini-game.

---

#### 10f. WORLD 7-6: PLATFORM PERIL

---

Controls: Control Stick - Move (Straight is Up diagonal-right)

A - Jump

|-----|  
WALKTHROUGH

Difficulty: Moderate (3/5)

Skill Required: Simple Timing

Simple Speed

Walkthrough:

Luckily, This Mini-game wraps up this god awful World 7. Anyways, Its similar to skateboard scamper but you do not have to button mash. Be grateful for that. Anyways, Try jumping from the front of the platform to go faster and do not go for the coins unless you can collect it before you land. Watch out where the metal platforms that move left and right are or you can fall When you come to the two seperate platforms, make sure you are not in the middle or your chances of losing will be higher. When you complete this mini-game, You will have Completed World 7 Which will prove that you are capable of completing this on Hard mode.

---

#### 11. W O R L D 8 W A L K T H R O U G H

The final world. An amazing feat...

---

World 8 is a bit easier than World 7. You should be glad you have made it here because World 7 was really hard. There is another world after this but i don't count it because it only has one mini-game. It has some hard mini-games but also some very easy ones for what i call stress relief. When you complete this world, It is the final battle in the mini-game coaster. Continue playing to complete this world.

Mini-Games

World 8-1: Deep Sea Salvage (15 coins)

World 8-2: Shy Guy Says

World 8-3: Sneak 'n' Snore

World 8-4: Hexagon Heat

World 8-5: Lava Tile Isle

World 8-6: Bombs Away

---

#### 11a. WORLD 8-1: DEEP SEA SALVAGE

---

Controls: A (Repeatedly) - Surface Submarine

Control Stick (Left/Right) - Go Left/Right

|-----|  
WALKTHROUGH

Difficulty: Simple (2/5)

Skill Required: Simple Control

Walkthrough:

This is simple, You only have to collect 15 coins and if you do good, You can collect almost 30 coins. When the Hammer Bro drops the coin bags, Collect

those, He will drop plenty of those. You can get an advantage if a coin bag lands on the left or right cliff because it is stationary and you can get it anytime. Also, Collect the coins when no coin bags come up. Try collecting as many coins as possible. It will go to your coin count and you can get a life of two with a good multiplier. You have 30 seconds to collect the coins.

---

11b. WORLD 8-2: SHY GUY SAYS

---

Controls: A - Raise White Flag  
          B - Raise Red Flag

|-----|  
WALKTHROUGH

Difficulty: Hard (4/5)

Skill Required: Advanced Timing

Walkthrough:

This is easy when he only raises one flag so when he does that, Raise the same colored flag. When he raises both flags, That means he will try to trick you. After he raises both flags, He puts away one and if applied, Puts away the one he just raised and raises the other flag. Wait until he is holding up a flag while the other one is offically put the other flag away to hold up the same flag as the shy guy. If you are having trouble putting up the flag in time, Note the lakitu that goes across the screen. Once he exits the screen from the right, You must have the flag up or you lose. When lakitu goes fast, it is one flag. If lakitu goes a bit slow, Shy guy will try to trick you.

What makes this hard is the computers ability to last long in this mini-game You probably will get some misses until you see how the plan works.

---

11c. WORLD 8-3: SNEAK 'N' SNORE

---

Controls: Control Stick: Down - Go to Direction of Button  
                          Up - Go to Direction of Door  
                          Release - Hide in Barrel

|-----|  
WALKTHROUGH

Difficulty: Hard (4/5)

Skill Required: Advanced Timing

Walkthrough:

This will be really hard unless you can release the control stick as soon as the bubble pops. You should hide in the barrel when he usually wakes up. That might help. What makes this hard is that if you are not fast enough, The computers will make it to the doors first. If you are very lucky, One, Two or All computers will be detected by chain chomp. When all are out, Go slowly, You start with 1 minute on the timer. You will get some fails here but with some luck and skill, You will make it.

---

11d. WORLD 8-4: HEXAGON HEAT

---

Controls: Control Stick - Move  
          A - Jump  
          A then Z - Ground Pound

|-----|  
WALKTHROUGH

Difficulty: Simple (2/5)



Skill Required: Moderate Strategy

Walkthrough:

This is really simple because the A.I is moderate difficulty here. There are 7 colors on each hexagon (White, Red, Blue, Yellow, Green, Light Blue, Pink). You might mistake White for Light Blue and vice versa. If you want to finish this quick, Ground pound on the computer just before toad raises the flag. When the computers are going to jump on the lone platform, Make it so they bounce on you so they keep jumping until they fall into the lava. You should do this just fine with a chance of missing.

---

11e. WORLD 8-5: LAVA TILE ISLE

---

Controls: Control Stick - Move

A - Jump

B - Punch

A then B - Kick

A then Z - Ground Pound

|-----|  
WALKTHROUGH

Difficulty: Moderate (3/5)

Skill Required: Advanced Strategy

Walkthrough:

Some people think this is hard. You need to try out my strategy to see if it makes it easier. First of all, Let the computers go at it until one or two of them are out. When fighting a computer, Punch repeatedly until you get jumped on. When you are squished, Find a safe place until you go back to normal. Also, Watch out for when the grindels move, They will shake if they are about to move. The safest grindel alignment is something like this

| - | - | Look closely, The space between the lines are the grindels.

-	-	-
-	-	

Good Luck, This is a hard one.

---

11f. WORLD 8-6: BOMBS AWAY

---

Controls: Control Stick - Move

|-----|  
WALKTHROUGH

Difficulty: Simple (3/5)

Skill Required: Simple Strategy

Simple Timing

Walkthrough:

This is simple because getting the computers out does not matter. What matters is that you survive for the full 30 seconds. The mini-game will still go even if all computers fall off the island. For the Cannonballs, Just stay in the middle so you don't go off balance of the island. For the Torpedos, Jump when the torpedos are about to hit the island. If your on the island when the torpedo hits, You will be knocked out for a short moment. When the Bowser bomb is ready, It is vital to jump before the bomb lands. Otherwise, You are automatically out. Once you beat this game, You get out of the eerie World 8.

## 12. WORLD 9 WALKTHROUGH

The ultimate showdown with three lowlifes...

World 9 is basically the world with all three goals. There is a save point just before the goal. When you get to the hard mode goal, The toad will congratulate you then say you must go back to World 1. Say No. I heard if you said Yes, You actually start over the coaster. I also heard that the real toad stops you from starting over. Say No if you don't want to take the risk. When the real toad comes, He will say the Toad is a fake. Then the fake toad turns into Three Baby Bowsers. You must do this one final mini-game before you officially complete the hard course.

### Mini-Games

World 9-1: Shell Shocked - Baby Bowser Edition

#### 12a. WORLD 9-1: SHELL SHOCKED - BABY BOWSER EDITION

Controls: Control Stick - Move

A - Straight shot ----->

                          /--\  
                          /  \  
B - Lob Shot /          >

Z - Aim Cannon

|-----|  
WALKTHROUGH

Difficulty: Moderately Hard (3/5)

Skill Required: Simple Sniping

                  Advanced Strategy

Course: 3 (One pipe in the center with 8 surrounding it)

Walkthrough:

This will take a few tries because the Baby Bowsers Team up against you. What is really good is that you do not lose a life when you lose. When you give up, You go back to the save point. Basically, Take your time here. But what is annoying is the Bowser's bad pun when you lose.

Let one of the bowsers come to you then shoot him while dodging his cannon shots. When he is done for, Watch out for the other two bowsers so you can dodge their shots. Shoot the bowser that shows his face first. When that bowser is done for. For the third, If the Bowser is behind the pipe, Lob shot him. Otherwise, Finish him off when he is showing his face.

When you have won, The Baby Bowsers will run away and afterwards, You have COMPLETED THE MINI-GAME COASTER ON HARD MODE... CONGRATULATIONS!!!

#### 12b. HARD COURSE CONCLUSION

If you are doing the Hard course, This is where it ends. It was a very hard task and it is considered to be one of the hardest things to do on Mario Party 2. Your Rewards Are.

- 1000 coin gift + Extra

- You can purchase Battle mini-games now

- Part 3 of unlocking the Mini-Game coaster soundtrack

Extra is determined by the Amount of lives and coins you had at the end of the course (1 live + 89 coins = 189 coins). If you have completed this, You have unlocked the other two types of mini-games. The 1000 coin gift is not enough because Item and Battle Mini-Games are very expensive. If you have completed all courses, The Mini-Game Coaster Soundtrack can be listened to on the Orange Playlist in the option laboratory. I say you did a very good job

completing this Insane Task.

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### 13. E X T R A S

Mostly Unlockables...

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Unlock Dungeon Dash - Purchase all Mini-Games (4 Player)  
Unlock Rainbow Run - Purchase all Mini-Games (Item)  
Unlock Item Mini-Games - Beat the Mini-Game Coaster on Normal  
Unlock Battle Mini-Games - Beat the Mini-Game Coaster on Hard  
Unlock Drivers Ed - Purchase all Mini-Games (All Types)  
Unlock Mini-Game Coaster Hard Mode - Beat the Mini-Game Coaster on Normal  
Unlock Mini-Game Coaster Soundtrack - Beat the Mini-Game Coasters on All  
Course Difficultys

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### 14. L E G A L R U L E S

Your safe if you follow the rules...

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#### ALLOWED:

Copy & Pasting onto Computer for Shorter Access  
Put My FAQ On your personal Website (IMPORTANT: ASK FIRST)  
Copy My strategy AS LONG AS YOU GIVE ME PERMISSION AND YOU GIVE ME CREDIT

#### NOT ALLOWED:

Taking My strategy onto your FAQ Without My Permission  
Posting on other game sites Without My Permission

NOTE: If you think i took your strategy. If you let me keep it, I will give you credit. If you don't, I will Delete it.

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### 15. E - M A I L R U L E S

What to E-mail and Not to E-mail...

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If you want to E-mail me, The E-mail is [pd\\_rocksyoworld28@yahoo.ca](mailto:pd_rocksyoworld28@yahoo.ca)

What you can and cannot E-Mail

#### ACCEPTED:

Questions for this FAQ  
Extra Strategys (Will give credit in the credits section)  
Praise Mail  
Corrections (Ask Nicely)  
Extras

#### DENIED:

Spam (Will be ignored)  
Hate Mail (Keep it to yourself)  
Destructive Criticism of My Walkthrough

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### 16. C L O S I N G A N D C R E D I T S

This Concludes the Walkthrough

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#### Credits:

Nobody is on the list right now...

Closing:

This is the end of the Guide

I hope you enjoyed this walkthrough which i have put my best effort into it.

Mario Party 2: Mini-Game Coaster Guide

By PD-Freak 5-000

Game Rating: 8/10

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