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| ( 0 ) V E R S I O N H I S T O R Y |  
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V. 1.00, 26. January 2002:

FIRST RELEASE DATE! YAY!! Well, as you can see, I'm high in the sky right now!

V. 1.10, 29. January 2002:

Finished the rules-section, added the Item and Battle mini-games and fixed a bit here and there.

V. 1.20, 16. February 2002:

Got a new ASCII-art, thanks to Paul Courtney. Looked this FAQ over, found some spelling errors, fixed them, added some more information on the different Mini-games. Another board has been added in the Board section, and I'm making some maps for it. Some (new) FAQ-question has also been added! The reason why I don't update so much, is because I got TONS of school-work to do, so don't expect me updating so much! :)

V. 1.30, 17. February 2002:

My mistake... Wrong date on V. 1.20!

v. 1.40, 19. March 2002:

Ah... Time sure goes by fast. Sorry bout the big wait, but I've made a Spyro Season of Ice FAQ for GBA, but at last... As you might see, I've made a new design to make the whole thing more readable. Next update is coming soon...

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| ( 1 ) S T O R Y |  
+-----+

Note: From the introduction/start of Mario Party 3.

In the center of the vast universe, a remarkably bright star was born. It was a star that is born only once in a thousand years, the Millennium Star. According to legend, whoever possessed this mystical star was destined to become the Superstar of the universe. However, since the Millennium Star was but a newborn, it fell from the starry sky.

Around that time, Mario and his friends were all happily relaxing when suddenly the Millennium Star came crashing down. Mario and his friends soon began arguing about who should keep the Millennium Star.

Suddenly, the Millennium Star gave off a brilliantly bright flash of light. And with that bright flash, Mario and his friends were transported inside a toy box!

"Greetings. I am the Millennium Star. You must pass my test to prove yourself worthy of possessing me. You must journey across many lands and collect the Star Stamps. If you can collect all seven, I shall accept you as the top Superstar in the universe."

+-----+  
| (2) C H A R A C T E R S |  
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| |  
|i. Playable|  
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Here I'm going to give you some details about the eight different characters you can choose.

\_\_\_\_\_  
/Mario\  
\_\_\_\_\_

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Yep, the superstar of all stars, Nintendo's mascot. Even if you may say that he is disappearing a little in the last years, he is a great all-rounder. He is Italian by sound, and loves pizza and mushrooms. A great dueler with Koopa by his side. I like him a lot!

\_\_\_\_\_  
/Luigi\  
-----

Mario's younger brother, who unlike Mario, is getting more and more popular. He got one of the launch games to GC, and polls have showed that more people choose him instead of the great Mario! That's very good actually! He love the Skeleton key, and always start with Goomba (the brown ugly thingy from the Mario series) in the duel-settings.

\_\_\_\_\_  
/Peach\  
-----

Peach is the first of the two girls in this game. She wears a pink dress, and, well, a crown! She loves the plunder chest, and always start with Toad in the Duel Maps. She is in the newer Mario-games, as Mario's girlfriend.

\_\_\_\_\_  
/Yoshi\  
-----

My all-time favorite, this green dinosaur is, by my opinion, the best dueler in the game. He starts with Boo! He did first make his appearance in a SNES (Super Nintendo Entertainment System) game. This cute little fella has been my favorite in EVERY single game with him in. He like the Warp Block, and loves to turn on the tables!:) He makes quite a chaotic time, if he is at the Hard/Super Hard level! When you use a warp block, you're most likely going to change with this little fella.

\_\_\_\_\_  
/DK\  
-----

In a strength-test, DK should win with glance! He is the oldest Nintendo character with Mario, and they both was in the game on the classic NES. Hmm... You know what? He looks a bit like a dog... This crafty ape is the most irritating in the use of the reverse mushroom. When he is dueling, he always use Whomp, and, even tough losses on the offensive part, they make a heck of a punch on the defensive part! :)

\_\_\_\_\_  
/Wario\  
-----

Mario's Arch enemy is this guy. His dueling glove will take the wit out of you, and you're going to lose sometime to this guy! He loves war, and always go with Bob-omb on his side. Try your best to avoid this guy (if you not are him!).

\_\_\_\_\_  
/Daisy\  
-----

As the second lady in the game, she is visiting at a Mario Party for the first time! This lady can only be used in Party mode, and always begin with Snifit, one of the best in the game. She was the first girl Mario fell in love with, and was kidnapped by Donkey Kong. She is the counter-part of Peach, and is competing for Mario's love.

\_\_\_\_\_  
/Waluigi\  
-----

This crafty fella is a new person also in the MP series. He can be used only in Party Mode, and loves Piranha Plant. He is Luigi's archrival too, and is one tough cookie! He appeared first \*I think\* in Mario Tennis, and haven't got one platform game to this day!

Well, that's all the playable characters in this game.

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| |  
|ii. Non Playable|  
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\_\_\_\_\_  
/Millennium Star\  
-----

The star that changed it all, and is the reason you play this game. Only one is born in a Millennium (1000 years), and is the star among all stars. If one of the competitors gets it, it's said he is going to be the greatest Superstar in the universe. He trades stars for the small fee of 20 coins.

\_\_\_\_\_  
/Tumble\  
-----

This weird little guy is actually a magic die, that is your helper to guide you through the boards and mini-games.

\_\_\_\_\_  
/Toad\  
-----

Even though his role in this Mario Party has shrunk a bit, he is the ruler of the Toad's Trading Post, and he is also one of the duelers of the choice. You can only buy "good" items from him. He also asks you sometime about some "real tricky" questions if you land on an Item Space, then it's best to lie a bit... :p

\_\_\_\_\_  
/Baby Bowser\  
-----

This little, cool turtle is the ruler of the other shop. He's another dueler, and even though not the best, if his attack doesn't miss, he takes quite a punch! He may also ask you a question if you get on an Item Space.

\_\_\_\_\_  
/Bowser\  
-----

This big turtle is one of the worst figures in a game, this Koopa King is well-known in the Mario-series. When you get to him, he takes you to a classic roulette, and Bowser gets almost always the advantage.

\_\_\_\_\_  
/Game Guy\  
-----

This Shy Guy loves gambling, and takes all of your coins. If you win, you may triple it, or x36! Even though not always good, it can get your hard-earned 30 coins up to 300... The only problem is that his mini-games is all about luck! So in the long run, you're going to lose.

\_\_\_\_\_  
/Battle Goomba (Name?)\  
-----

Battle Goomba can't hold a real duel back! He takes 0-50 coins from you and your friends and lets a mini-game start! If you win, you'll get most, if you come 2nd, you'll win a little less than the winner, and if you place third or fourth, you'll get nothing!

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|iii. Partners|
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Partners are Duel-helpers! Without a partner, you couldn't win! Every character starts with one, and when you come to the start of any Duel Map, you'll get ten coins, and is going to choose a new partner. A partner can either stand behind you for protection (Here is Whomp or Twhomp best), or you could choose him/her/it to stand in the front of you. Then he'll attack! Here you will get some technical info. and some small other info!

(More info is coming)

AP = Attack Power  
ST = Strength  
SA = Salary pr. turn

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_____  
/Koopas\  
-----
```

AP 1/ST 2/SA 1

This turtle is very cheap, and has a decent stamina!

Advantages: None  
Disadvantages: None

```
_____  
/Goomba\  
-----
```

AP 2/ST 1/SA 2

This brown... ehh... hat, is strong!

Advantages: None  
Disadvantages: None

```
_____  
/Toad\  
-----
```

AP 1/ST 1/SA 1

This mushroom is another cheap guy. He has a great Advantage!

Advantages: Whenever you land on opponent space, you won't pay any coins.  
Disadvantages: None

```
_____  
/Bob-Omb\  
-----
```

AP 1/ST 1/SA 3

Bob-omb may look like he's bad, exactly what he is!

Advantages: None  
Disadvantages: When attacking, committing suicide by blowing him self up!

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_____  
/Boo\  
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```

AP 2/ST 1/SA 3

Boo is a good fighter, and takes back when someone attacks him!

Advantages: Can't get hurt, and when (tried) to be attacked, gives back as much damage!

Disadvantages: When attacked, the attack goes right thru him, and attack you instead!

\_\_\_\_\_  
/Whomp\  
-----

AP 0/ST 4/SA 3

Ouch, this is one tough cookie! He never attacks, but have a HP of four... That makes him the guy with most lives in the game!

Advantages: None

Disadvantages: Can't attack

\_\_\_\_\_  
/Snifit\  
-----

AP 2/ST 2/SA 5

This bandit is so coool! While the big salary, he is a big fighter!

Advantages: In the start, he may give you up to four coins.

Disadvantages: None

\_\_\_\_\_  
/Piranha Plant\  
-----

AP 3/ ST 1/ SA 5

This plant isn't one of the best in my opinion! He's salary is way to big, and his strength is way to low!

Advantages: Sometimes find another die

Disadvantages: None

\_\_\_\_\_  
/Chain Chomp\  
-----

AP 1/ ST 2/ SA 6

A Black ball that have teeth and is barking. Also named BowWow. It attacks all members of the opponents team, but have a big salary, so I don't like him very much.

Advantages: Attacks all members of the opponents team.

Disadvantages: None

\_\_\_\_\_  
/Thwomp\  
-----

AP 0/ ST 2/ SA 4

Although Thwomp never attacks directly, he'll flatten the partner to the opponents team in one blow.

Advantages: Flattens opponents partner in one blow.

Disadvantages: Never attacks directly

\_\_\_\_\_  
/Mr. Blizzard\  
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AP 1/ ST 3/ SA 2

My favorite is Mr. Blizzard. When he attacks, he always attacks the target farthest away from him. He's high on strength, and somewhat low salary.

Advantages: Attacks target farthest away from him.  
Disadvantages: None

\_\_\_\_\_  
/Baby Bowser\  
-----

AP 1/ ST 1/ SA 3

Lol, remember when I first tried him. Well, a salary at three and both AP and ST at one, this COULDN'T be good! And on the top of that, when I attacked, my jaw dropped. He MISSED!! What a thing to do! But when I attacked next turn, he suddenly transformed into Bowser and hit him. He lost three hearts, and now I use him a lot!

Advantages: Transform into Bowser and take three hearts  
Disadvantages: Misses very often (3 : 1)

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| ( 3 ) R U L E S |  
+-----+

First time user? Well, Mario Party 3 has a good training mode, but to simplify it a bit, I'll just list it here in MY way!

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| |  
|i. Battle Royal|  
| |  
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1. Start the game on a board!

To start the game, you must go through some serious choosing! First choose how many human players there is going to be. (1 - 4 humans)

Then you are going to choose your character.

After it, Tumble asks what level the computers should be at (If you're four players, you'll skip this step). You could choose individually or all equal! (In the start there are three difficulties: Easy, Normal and Hard. In the later, you'll get Super Hard difficulty too. See the Secret section for that.)

Next you'll choose handicap. The handicap is the amount of stars a player/computer starts with. If you choose no handicap, every player starts with none stars.

Then, a board must be selected. In the start you can choose five boards: Chilly Waters, Deep Bloober Sea, Spiny Desert, Woody woods and Creepy Cavern. Later you get Waluigi's Island too! See Secrets.

After you've selected a board, you must choose how many turns you should play. You can choose four settings here, Lite Play (20 turns), Standard Play (35 turns), Full Play (50 turns) and Custom Play (10, 15, 20, 25, 30, 35, 40, 45 or 50 turns).



Now you must choose either all mini-games or only easy mini-games.

Bonus Settings is next. Here you'll choose if you want to have bonuses. Bonuses will be announced at the end of the game. There are three categories, and it's one star to each category.

At last is the turn order! Hit a Dice Block, and the player with the highest number will go first.

-----  
2. At the board.

Hit the dice, and a number (1-10) pops out. You will then move as many spaces it is on the number. You always land on a space, so here I'll give you some information on all:

Blue space: The most ordinary space. When you land on it, you'll get three coins. In the last five turns, you will get 6 coins when you land on it.

Red Space: Another ordinary space, although not as ordinary as the blue. Whenever you land on these, you lose three coins. In the last five turns, you'll lose 6 coins instead.

Item Space: When you land on this space, an Item Mini-game starts. Sometimes Baby Bowser or Toad will appear and asks you a question.

(?) Space: A "secret" will begin. This secret varies from every board.

Bowser Space: You is visiting Bowser, and have a roulette. Most likely it is ending bad...

Battle Space: A Goomba appear and take some coins from you. It varies from 0-50 coins. After that a four-player battle Mini-Game will begin.

(!) Space: A Single-player chance time game will begin.

Game Guy Space: A Shy Guy takes all your money and takes you to a duel (kind of) with him.

Koopa Bank: Every time you is visiting here, you'll pay five coins. If you land on it, you get ALL the coins there is there.

Also there are some things that's not counted as Spaces. It is...:

Millennium Star: You can buy a star here for twenty coins. It'll move every time you or some one else buy one.

Item Shop: If you don't have three items and have enough money, you'll buy items here. See the Item Section for more details.

Boo: Boo will steal stars or coins from another player. The fee is 5 for coins and 50 for stars. The player he'll steal from, must press A as fast as she/he can.

At last there are some other small things to remember...

Junctions: Use the control stick to choose directory. Then press A to choose it.

Gates: A Gate can only be opened by a skeleton key. They close certain paths of the board. Remember when you use a skeleton key, it'll be gone forever!

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### 3. Mini-Game Time

After this, a mini-game starts. The category it's on depends on which space you landed on. Red + Red + Blue + Blue = 2 vs. 2 game, Red + Blue + Blue + Blue = 1 vs. 3 game. You get the point, don't you?

After a mini-game coins are given to the winner, and a new turn starts...

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### 4. Last 5 turns

When you reach the last five turns, Bowser or Millennium Star will predict who'll be the loser/winner. He'll then lose or get 10 coins.

In the last five turns, it's two things to remember.

1. When you land on a blue space, you'll get 6 coins instead of 3. The same is when you land on a red space, you'll lose 6 coins instead of three.
2. If you land on a space where a player already stands, a duel begins.

---

### 5. Finish!

After [the number of turns you took on the start] turns, the game ends. Millennium star will then count your stars and coins.

If you took bonus settings on, he will deal out 3 stars in three different categories: Mini-Game Star, Coin Star and Happening Star.

The Mini-Game Star is given to the player who wins most coins during mini-games.

Coin Star is given to the player who has the highest overall coin in total.

And the Happening Star is given to the player who lands on most (?)-spaces (Happening-spaces.)

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### iii. Duel Maps

1. To start the game.

Even though not as complicated as the Royal Map-setup, but there are some serious choosing here to. First of all, choose if it is going to be two players or one player and one computer.

Then select which character you'll use. You also see the characters duel-helper! Choose for yourself and the computer.

Next is the skill level of the computer. If you have two players, you'll skip this step, but if you have one computer, you can choose either easy, normal or hard.

Then, the handicap is selected. Instead of giving stars, you'll choose how many heart-pieces you begin with. If you don't use handicaps, you both begins with five heart-pieces.

You must select the board you want to play on also. In the beginning you can select one of the five boards: Gate Guy, Arrowhead, Pipesqueak, Blowhard or Mr. Mover. In the later, you can select Backtrack also. See the secret section for that.

After this, you'll select the number of turns. This time it's two options: Lite Play and Normal Play. Lite Play is twenty turns, and Normal Play is forever until one player loses all of his coins. Remember that here the turns go incredibly fast, so Normal Play is my alternative!

Then after, you must select if you will have all mini-games or easy only. Again, it's best to have all!

Next is the turn order. The Millennium star comes, and spin around. If it gets heads, player one starts, if he's facing backwards, player two begins.

At the end, you'll chose if your partner shall stand in front of you (attack position) or behind you (defensive position).

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## 2. Ground Rules

The first you'll notice, is that it's only two players here. This is because it's a `_duel_` map! The second thing is that you have an animal/plant/thing either behind you or in front of you. If it's behind you, it most likely will protect you from the attack of the other players helper. If it's in front of you, it'll beat the other character up. Most of the duel helpers have disadvantages and advantages. See the character section for that.

When a mini-game starts, the winner gets ten coins.

If you land on opponents space, you must pay some coins. The fee varies from different turns. The fee is...

- o Turns 1-5: 3 coins
- o Turns 6-10: 5 coins
- o Turns 11-15: 8 coins
- o Turns 15+: 10 coins

Belltop is a Mini-Game guy. Whenever a person passes him, he'll count down from five to 0. When at 0, a mini-game starts and the winner wins coins. The price varies from different turns to. The price is...

- o Turns 1-10: 20 coins
- o Turns 11-20: 30 coins
- o Turns 20+: 40 coins

When you reach your start, you'll get 10 coins and a new partner. You can get two partners at a time.

---

### 3. At the board

There aren't the same spaces as normal here. All of them are new but happening space and game guy space. So I'll list them here:

**Basic Normal Space:** If you land on one of these, the space you landed on belong to you. (Gee... Monopoly without coins...) However, if you land on your space, you'll get an amount of coins. This vary from which turn it is. If a competitor lands on this, he or she must pay you a fixed amount of coins. See the Ground Rules above for that.

**Mini-Game Space:** A 1 vs. 1 mini-game starts. The winner gets 10 coins.

**Game Guy Space:** A Shy Guy takes all of your coins and a Game Guy Mini-Game begins. Everything can happen!

**Power Up Space:** Your partner(s) will be powered up and have double attack, strength and salary.

**Happening Space:** A random event will occur, in example get opponents spaces, or minus 20 coins etc.

**Back Space:** When you land on this space, a new dice will pop up. But this time, you go backwards instead of forward.

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### 4. Battle

Whenever a competitor or you stands in front of each other, a battle starts. The player who met the other, starts it. He then attacks the opponents partner or the opponent himself. Everyone has different abilities, advantages and disadvantages. See the Duel Helpers in the character part for it.

The number that stands behind the AP, is the attack power. That is the number of hearts it takes from the opponent or the opponent's partner. The SP is the number of hearts your partner has. When an opponent attacks you, the SP drops. When it reaches zero, your partner dies. If you don't have a partner in the protective stance (behind), you are taking the number of damage that your partner should've take. You start with five hearts.

The duel ends automatically when your or your opponents health bar reaches zero. If you took on "lite play", the duel ends after twenty turns.

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### 5. Finish

After twenty turns (lite play), or when someone has lost all its HP (normal play), the battle ends. The winner is being announced.

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|_____ | <-- Start

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Action (?): If you land on a "?"-space, you'll get the snowman to roll a ball after you and the competitors. Then press "A" to jump over it. If you succeeded, and another players stands down, the snowball rolls after them too. Note that this only works if one or more players stands in the top-,left- or right part of the map. If they can't manage to jump over, they runs till the end of the path. The snowman \*may\* not wake when you hit the "?"-space. Then, no snowball is rolling!

Warning: The ice in the middle of the map may break if two or more players stand on it. You will then run to the \* on the map. Also, the ice is on a hill at the end of the ice. The character will try to run up. If you fail to get up, you'll be stuck in that place until next turn. Then try again.

```

Spaces... Blue Spaces:    52
          Red Spaces:     12
          Item Spaces:    11
          (?) Spaces:      9
          Bowser Spaces:   6
          Battle Spaces:   6
          (!) Spaces:      3
          Bank Spaces:     2
          Game Guy Spaces: 2

          Total Spaces:   103

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/Deep Bloober Sea\  
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Difficulty: \*

Desc. from Tumble: Sunken treasure & fantastic creatures.

Map: (Note that this map is not 100% correct, but it's the best I can.)

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 | \ \ / / | | | | \ \
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(Coming soon)

/Waluigi Island\  
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Difficulty: \*\*\*

Desc. from Tumble: Tricky traps & crafty contraptions.

Map: (Note that this map is not 100% correct, but it's the best I can.)

(Coming soon)

MORE COMING

+-----+  
| ( 4 ) I T E M S |  
+-----+

Unlike the other Mario Party's, here you can hold three items at once. Here, you'll get some information about all. To get an item, you can either buy it in Toad's Trading Post/Baby Bowser's Joint or land on an item space. If you land on an item space, a mini-game usually appear. If not, Toad or Baby-Bowser appear and ask a question. Here you get some rough info on the 20 items in the game. Remember that the rating I give, is MY opinion! 1 star is worst, 5 stars is best!

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| |  
|i. Toad's|  
| |  
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/	[Name]	[Desc.]	[Cost]	[Rating]	/
/	\ Skeleton Key	Opens a locked gate	5 coins	**	/
/	\ Mushroom	Hit dice two times in one turn	5 coins	***	/
/	\ Cellular shopper	Call the shop anytime	5 coins	****	/
/	\ Warp Block	Switch place to another Player	5 coins	**	/
/	\ Dueling Glove	Duel another player win coins	10 coins	****	/
/	\ Golden Mushroom	Hit dice three times	10 coins	***	/
/	\ Boo Repellent	Protects you from Boo when he comes	10 coins	*****	/
/	\ Magic Lamp	Go straight to the millennium star	20 coins	*****	/
/	\ Item Bag	Get three random items	30 coins	***	/

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|       |
|ii. Mini-Bowser's|
|       |
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[Name]	[Desc.]	[Cost]	[Rating]
Skeleton Key	Opens a locked gate	5 coins	**
Poison Mushroom	Opponent can only move 1-3 spaces next turn	5 coins	***
Reverse Mushroom	Opponent moves backwards	5 coins	**
Plunder chest	Steals items from another player.	10 coins	**
Bowser Phone	Call Bowser to a player. You choose which.	10 coins	****
Lucky Lamp	Moves star to another place	10 coins	*****
Bowser suit	Transform into Bowser	10 coins	***
Boo Bell	Boo comes to you and you can steal coins.	15 coins	****
Item Bag	Get three random items that Baby Bowser sell.	30 coins	***

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|       |
|iii. Rare|
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NOTE: You can only get rare items in Hidden blocks, Item Bags or special events.

[Name]	[Desc.]	[Rating]
Koopa Card	Get all money in Koopa Bank, very useful.	*****
Lucky Charm	Let you take another player to Game Guy! (even you self)	***
Barter Box	Change all of your items to another's items	****
Wacky Watch	Get to the last 5 turns in the game. ^_^	*****

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|       |
|iv. Other|
|       |
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Star: You can buy a star from Millennium Star for 20 coins, or you can steal a star from another player with Boo for 50 coins. Use it to win the game. If you get most stars, you'll win. Also, in the end, you can choose to have bonuses. Then, three stars is going for three rewards: Happening, coin and mini-game!

Coins: You can get coins for landing on blue spaces, winning mini-games and some other stuff. If two players have the same amount of stars in the end, the winner will be the one with most coins.

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|               ( 5 ) M I N I - G A M E S               |
+-----+
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This is the stuff you bought this game for, no? There are 70 new mini-games here, and lot's-o-fun! A Mini-game will start after end of the turn. The type of Mini-game is chosen of where you landed. I.e. if you landed on a blue space and all of the competitors but one landed on red, you and the other are in teams. If all landed on the same color, a 4-player mini-game appears. You get the point, don't you? Oh yes... I almost forgot, if you land on a green space (!, ?, bank and that sort of things), you'll be random.

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|               |
|i. 4-Player Mini-games|
|               |
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```

All 4-player mini-games appear when all four are either blue or red. Here, all are against each other. It's the most "fair" mini-games. There are twenty of them overall.

Name: Treadmill Grill

Easy Set: Yes

Controls: B: punch  
Control-stick: Steer  
A: Jump  
A+Z: Ground Pound

Description: Yup, as the name says, you are going on a treadmill! The Podobos are coming to you, and you must try to not be hit. You can punch each other out. If you Ground Pound on one of your opponents head, they'll be stunned for a while. Do this when a Podobo is walking (?) towards them.

Fun Factor: 4/10

Goal: Last Player that stays, win.

---

Name: Ice Rink Risk

Easy Set: Yes

Controls: Control-stick: steer

Description: You are going on a big ice rink, with some Koopa-shells flying by. The more it/they hits the walls, the faster it moves, so be careful! By some reason, every time I play it, I get more and more addicted! Why? I don't know!

Fun Factor: 6/10

Goal: Last Player that stays, win.

---

Name: Parasol Plummet

Easy Set: Yes

Controls: Control-stick: steer  
A: open/close umbrella

Description: The Hammer Bros., are throwing down money or hammers, collect the money that falls down, but don't crash in the hammers! There are two types of money: Coin (1) and Money-bag (5). If you crash into the very top of the screen or plummet down, your umbrella will open or close. The controls are a bit icky and hard to master, but if you do, you can get in the higher twenties, or if you are very good, you can manage the lower thirties!

Fun Factor: 8/10

Goal: None (Collect as much money as you can!)

---

Name: Messy Memory

Easy Set: Yes (shouldn't be easy!)

Controls: Control-stick: Move hand  
A: Grab/Place items  
Z: Close/Open curtain

Description: The Toads are scattering all items from the shelves, you have to put them back in the right place! You see the right place the items in the start. Good memory is required! You can mess a bit with the curtains, so your opponents gets confused! Try to get all items on the right place!

Fun Factor: 4/10

Goal: The player with most right, wins.

---

Name: Picture Imperfect

Easy Set: Yes

Controls: A: Jump on block

Description: Well... Put the right parts together! When you jump on the block, the part that is showing on the big picture is staying. Try to get it most like the original that was showed in the start! My reflexes do that I get Mario with an X on the cap, thin, long nose, and glasses! It looks really cool! ^\_^

Fun Factor: 9/10

Goal: The one who gets the most right picture, wins.

---

Name: M.P.I.Q

Easy Set: Yes

Controls: A: Hit the answer-block and select answer  
Control-stick: choose an answer.

Description: This mini-game is maybe the best in the game! Toad is asking questions about Mario Party 3 . If you hit the answer-block before he reads the whole question, you can't see it. If you answers wrong, you must stay over one turn.

Fun Factor: 10/10

Goal: First that answers three questions right.

---

Name: Curtain Call

Easy Set: Yes

Controls: Control-stick: Select person  
A: Confirm selection  
B: Cancel selection

Description: There are three different characters that will go on the scene. You must remember where the are. (i.e. from right: Boo, Koopa and Goomba) Then Toad will come and ask a question. (i.e. Who was the second person from the right, then you'll answer Koopa). First time, only three is coming, second time there are five, and last time, it's seven. It's a veeeery boring game! Gee... If Nintendo just had deleted these boring games!

Fun Factor: 2/10

Goal: The last remaining character wins.

---

Name: Cheep Cheep Chase

Easy Set: Yes

Controls: A repeatedly: Swim

B or Z: dive

Description: Swim like crazy to avoid the big lunger that's behind you.  
Dive under bombs, and don't be caught!

Fun Factor: 5/10

Goal: The first person who hits land, wins.

---

Name: Snowball Summit

Easy Set: Yes

Controls: B Repeatedly: Make a ball  
Control-stick: Make ball bigger  
A: Release ball

Description: Well, it's time to play in the snow! Make a ball, make it so big you can and release it to blast you rivals if the mountain you're standing on. It's very easy!

Fun Factor: 9/10

Goal: Last person standing

---

Name: Toadstool Titan

Easy Set: No

Controls: Before powering up:

Control-stick: Move  
A: jump  
B: Attack

After powering up:  
Control-stick: move

Description: Smash the blocks to one finds the mushroom. He or she will then be big for a moment (About 5-10 sec.), and his or her goal now is to run on the other. If another player successfully avoid him or her, some new blocks will appear. It then continues till someone beats all or the time runs out.

Fun Factor: 7/10

Goal: Last person standing

---

Name: Aces High

Easy Set: No

Controls: A: accelerate  
B: brake

Z: shoot

Control-stick: Steer

Description: Well, it's then time for a fun mini-game again! This game may be the best mini-game in this game. You are controlling a plane, with weapons. Many dogfights appear! There are two types of bullets; Small and big. The small is ordinary, they don't follow a player, while the big does! To get a big bullet, you'll press "Z" and hold it there. When I plays this game, it often gets draw. The time ran out, so in the next Mario Party, there may be an idea to have more time. :)

Fun Factor: 10/10

Goal: Last person standing (Well, actually flying)

---

Name: Bounce 'n' Trounce

Easy Set: No

Controls: A: Jump

A+Z: Attack

Control-stick: Move

Description: Wow... A good game, but a little confusing sometimes. You bounce on a bouncing ball. Attack the other players out of the field. As the time goes by, the field gets smaller and smaller! Just stay on focus, and don't jump to much, you'll probably win! :)

Fun Factor: 6/10

Goal: Last person standing

---

Name: Chip Shot Challenge

Easy Set: No

Controls: A: Hit the ball

Control-stick: Aim ball and adjust height

Description: Golf! Aim for the hole, and swing away! If it hits the hole, you'll get many coins. The one nearest the hole wins. The aim isn't perfect, and the steering of it is... You'll find out!{O\_o}

Fun Factor: 8/10

Goal: Get nearest the hole

---

Name: Mario's Puzzle Party

Easy Set: No

Controls: A: turn brick  
Z: Drop block  
Control-stick: choose path

Description: Ah... Tetris, the genial game that Alexej Platinov made at the 70., this game isn't the exact same. Place two bricks at the same color at the same place to break them. You get some points for everyone destroyed. Now and then, small stones fall down, and also a Whomp. Use it to crush the blocks to the half. Here's a tactic I've found pretty useful! Although it *may* not work, it often does! Since the AI cheats so bad, I figured out to try their tactic! First, get up to 25 points (or a bit more) You'll then have some bricks left on the ground, right? Then, press Z to drop them down. Don't ever turn on it! If you're lucky, you get a 12+ bonus, that helps VERY much! After some combo's, you most likely going to win!

Fun Factor: 10/10

Goal: First to hundred points (or more if in Mini-Game mode)

---

Name: The Beat Goes On

Easy Set: No

Controls: A: Select Drum  
B: Select Drum  
Z: Select Drum

Description: Well... we can't get out of the way of a booooring mini-game. This is a musical drum-concert. Do exactly the same as the others drummers, and to the end, you add a new note. If you miss one note, you're out, so be careful!

Fun Factor: 1/10

Goal: Last person stands

---

Name: Water Whirled

Easy Set: No

Controls: A: Accelerate  
B: Brake  
Control-stick: Steer

Description: Drive your boat around the circuit five times to win. If you go too fast, you will hit the corner. The steering is hard, but it is easy to win.

Fun Factor: 7/10

Goal: Place first

---



Name: Frigid Bridges

Easy Set: No

Controls: Control-stick: Move

Description: Take 3 ice-bricks and place them in the end of the path to make a bridge. Full speed isn't too good here, as the ice is slippery. Watch your step carefully, and don't panic is the key to success.

Fun Factor: 6/10

Goal: To be the first to come over to the island.

---

Name: Awful Tower

Easy Set: No

Controls: A: Jump  
Control-stick: Steer

Description: Ooo... A hard mini-game. The thing here is timing! Jump on the moving blocks to reach the top. Watch out for the Hammer Bros., who are throwing hammers at you. Remember: If the timing fails completely, you can fall down to the start.

Fun Factor: 9/10

Goal: First to the top

---

Name: Pipe Cleaners

Easy Set: No

Controls: Up + A: Hammer up to the right  
Down + A: Hammer down to the right  
Up + B: Hammer up to the left  
Down + B: Hammer down to the left

Description: Hammer all Baby Bowser's that appear. Try to catch all. To the end, Baby-Bowser gets in all four pipes. When you smack one, it disappear.

Fun Factor: 4/10

Goal: Hammer most Baby-Bowser

---

Name: Rockin' Raceway

Easy Set: No

Controls: A + B (Alternate Repeatedly): Accelerate

Description: Well, get fast to the finish-line. The carrots that's in the road, is good or bad: Orange or blue. If you take the orange, you'll get infinitive carrots for a short time. If you get the blue one, you'll spin around.

Fun Factor: 5/10

Goal: First to the finish

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|ii. 2 vs. 2 Mini-games|  
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To get to the 2 vs. 2 mini-games, two and two must land on the same space-color. (i.e. you land on a red, two other lands on blue and the last also lands on red). These games are fair, and there are 10 of them. Here we go again!

---

Name: Eatsa Pizza

Easy set: Yes

Controls: Control-Stick: Move  
A (Repeatedly): Eat

Description: Here goes the first! Well, go into teams and eat a lot of pizza. Try to eat the toppings last, 'cos they're tougher to eat than the other. "Dig" into the pizza, and eat as much you can!

Fun Factor: 8/10

Goal: The team that eats most pizza, wins

---

Name: Baby Bowser Broadside

Easy Set: Yes

Controls: Control-stick: Aim Cannon  
A: Fire

Description: Shoot the baby Bowser target with your cannon. You will begin circling around him soon, and shoot like crazy! I think it's a bit confusing, and that takes the Fun Factor so much down. Try to focus to your character and Baby Bowser, not the points you have, or the other players.

Fun Factor: 4/10

Goal: Team with most points, wins

---

Name: Cosmic Coaster

Easy Set: Yes

Controls: Control-Stick: Steer

Description: You stand on a Koopa-Coaster, and there are many Bowser signs. Avoid these by taking the control-stick to the right or left. There are two types of signs: Small and big! The small is the easy to get away from, while the big... well, duh. You'll find out as soon as you try it out! :D Very fun game, indeed. If you crash into the signs, you'll slow down a bit.

Fun Factor: 9/10

Goal: First team who crosses the finish-line wins!

---

Name: Puddle Paddle

Easy Set: Yes

Controls: Control-stick: Steer  
A (repeatedly): Paddle

Description: Get into some rafts and paddle around the lake to get the Money that the Hammer Bros. is throwing out. Here, you can get TONS of money! ^\_^

Fun Factor: 7/10

Goal: None (Get as much money you can)

---

Name: Log Jam

Easy Set: Yes

Controls: A-B or Z: Place/Chop logs.

Description: You are placed randomly at two works: Place logs and chop logs. If you're gonna place logs, press the button the button who stands on a log, and the one that chops them, press the same button!

Fun Factor: 7/10

Goal: The players that chop up most wood, wins

---

Name: Pump, Pump and Away

Easy Set: No

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

Description: Played any other Mario Party's? Well, anyway pump your rocket as much as you can in ten seconds. When ten seconds has passed, the rocket goes up into the air! The more you pump, the higher the rocket goes!

Fun Factor: 8/10

Goal: The rocket that goes highest up, wins

---

Name: Hyper Hydrants

Easy Set: No

Controls: (Player spraying water): Control Stick: Aim water  
A: Spray water  
(Player pumping water): A: Push pump down  
B or Z: Pull pump up

Description: You are fire-fighters who is trying to extinguish the fire caused by the giant Podobo. If the player(s) that spray water press and hold A, you'll spray water. However, the length of the spray is cut, so you can't reach the podobos that's longest away from you. If you release A, your spray will go in a long, thin pattern.

Fun Factor: 8/10

Goal: The team that extinguish most podobos wins.

---

Name: Picking Panic

Easy Set: No

Controls: A: Grab/Throw/Release berries

Description: This game is sooo fun (^\_^) One player on each team grabs berries from Woody, and one is taking it and releases it over the bucket. There are three types of berries: Small (1 cherry at once), Medium (2 cherries at once) and large (3 cherries at once). When someone throws a small berry, it'll go farther than the large, so timing is EXTREMELY important here! When someone throws the berry to another player, he must press A (and hold) to grab it!

Fun Factor: 10/10

Goal: The team that gets most berries in the bottle wins.

---

Name: Etch 'n' Catch

Easy Set: No

Controls: Control Stick: Walk and Draw

Description: After a cool mini-game, there's always a bad one, I've figured out! Even tough the concept is great, it gets extremely

boring sometimes. Draw a circle around the Toad stamp. Here, the AI is so bad that they actually follows you at some times.

Fun Factor: 3/10

Goal: The team that draws around most Toads wins.

---

Name: Slot Synch

Easy Set: No

Controls: A: Hit Block

Description: Match up your team-mate's choose in the cube. If you both gets Baby Bowser, you'll lose three points. If you both match Koopa, you'll get two points, if both get goomba, it's 1 point to you. And if both gets Toad, you'll get three points. Sometimes boring after my taste.

Fun Factor: 6/10

Goal: The team with most points wins.

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|iii. 1 vs. 3 Mini-games|
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Name: Coconut Conk

Easy Set: Yes

Controls: Player in barrel: Control Stick: Move

Players in tree: Control Stick: Move  
A: Jump  
A+Z: Ground Pound

Description: Three players is walking on six trees. The lone player is rolling on ground, and the three players ground pound on a tree to make a coconut fall down. It must hit the lone player to win. Although, the space up in the tree is so bad that you most likely is going to hit another player. The lone player must dodge the coconuts till the time is out.

Fun Factor: 7/10

Goal: Loner: Must survive  
Team: Hit him with a coconut.

---

Name: Spotlight Swim

Easy Set: Yes

Controls: Player in water: Control Stick: Swim  
A: Dive

Players with spotlights: Control Stick: Move spotlight

Description: The three players must catch the player swimming. To do this, all players must have their spotlight on him. The lone player can dive, but when he goes up again, he or she will stop a second or two. Then you should try to shine on him or she.

Fun Factor: 5/10

Goal: Loner: Not be caught by the spotlights  
Team: Shine all three spotlights on him.

---

Name: Boulder Ball

Easy Set: Yes

Controls: Lone player: Control Stick: Aim  
A: Shoot stone

Three players: Control stick: Move

Description: I HATE THIS GAME! The CPU cheats big time here, even on easy! Suddenly I realize that I walk slower than the other! I just said "what the... I must've seen wrong!", then when I was the loner, I couldn't hit them! It's not fair! Well, to the point. The team must get to the top (It's here the CPU cheats, he or she is up in 10 seconds. Arrgh), and the loner must stop them by rolling stones on them. It's practically impossible with CPU's on the other team. It's boring anyway, so it doesn't matter for me!

Fun Factor: 1/10

Goal: Loner: protects the hill.  
Team: Get up the hill.

---

Name: Crazy Cogs

Easy Set: Yes

Controls: Player with control: Control Stick (left/right): Choose direction

Players on cog: Control Stick: Move

Description: Here there's no advantage to the loner or the team! :D This IS fun! The lone player chooses directory the big cog spins in, and bullet bills is continually being shot at the cog. The team must try to avoid these, to the time is out! Very fun!

Fun Factor: 9/10

Goal: Loner: Get all players shot  
Team: survive till the time is out.

---

Name: Hide and Sneak

Easy Set: Yes

Controls: Player choosing the obstacle: Control Stick: Move  
A: Choose

Players hiding: Control Stick: Choose obstacle

Description: Another fun game, although a bit icky and hard sometimes. The team must hide behind one of the four different obstacles on the scene, and the single must try to guess where they are. If you play with three other players, you can cheat a bit, and look at the controls they have. Original? No! Fun? YES!

Fun Factor: 8/10

Goal: Loner: Guess all  
Team: Don't be guessed

---

Name: River Raiders

Easy Set: Yes

Controls: Player steering boat: Control Stick: Move

Players on shell: Control Stick: Move

Description: At last a coin game, here the loner is steering the boat, and the team is on a shell. There are moneybags and coins on the way, and lumber too. If you hit one of these, you can't catch any coins in... say... three seconds. Although the loner has a bit more chance to get most, the three back is collecting coins very good to! The only thing is that the AI literally sucks. If you're in the middle of two CPU's, they'll most likely going to block you, and the boat in front of you receives all money.

Fun Factor: 7/10

Goal: Collect as many coins as you can

---

Name: Tidal Toss

Easy Set: Yes

Controls: Player in boat (sorta): A: Jump  
A+Z: Ground Pound

Players in water: Control Stick: Move  
A: Jump

Description: Ooo... All the fun games to the last! The player in the boat (actually a bathing tub (?)) is trying to blast the team out with big waves. The higher he/she jumps, the higher is the waves, who'll make it more difficult for the others to jump over. The thing I uses mostly, is a combo. It (usually) knocks

out ALL easy and normal computers, and also some friends! :)  
The combo is: A, A, A, A, A+Z, A, A+Z, A+Z. For the players in  
the water, its very hard to slip away from the first four  
waves, and when the big comes, they're unaware of the danger  
and I hit them out of the ring. Ah... I love this game!

Fun Factor: 10/10

Goal: Loner: Knock out all opponents  
Team: Survive the time

---

Name: Hand, Line and Sinker

Easy Set: No

Controls: Player with Fishing Rod: Control Stick: Aim  
A: Throw

Players that is fish: Control Stick: Swim

Description: Well, from a good to a bad! Three players are fish, and one  
has a fishing rod. The fish's just swimming around, and the  
loner tries to catch him. It would have been a good game if  
better steering had been used, but no! Nintendo's the boss! :S

Fun Factor: 3/10

Goal: Loner: Catch all players with a fishing rod  
Team: Try to not be caught

---

Name: Ridiculous Relay

Easy Set: No

Controls: Lone: Control Stick: Steer

Team: first player: A-B repeatedly: Speed up  
Second Player: A-up, A-down, B up and B-down: Speed up.  
Last Player: A repeatedly: Speed Up

Description: It's filet relay from MP2 with an extra twist! The lone player  
is floating in the air in a paraglide. He'll have many  
obstacles (Goomba with wings and bullet bills), and the team  
is on water. Each of the different players have one boat. The  
first is a boat where you paddle. Press A and B (Not at the  
same time) repeatedly, fast to speed up. The guy in the  
Spider-vehicle must press A-up, A-down, B-up and B-down to get  
forward. The last vehicle is a speedboat. The only thing to  
press is A repeatedly and fast!

Fun Factor: 9/10

Goal: First to the finish line!

---

Name: Thwomp Pull

Easy Set: No



Controls: Both: A-B-Z: Speed Up

Description: You probably already noticed that the controls are like. But the team has another problem! Each of them gets `_one_` button to press, and the loner has all buttons to press. You must press the button that stands over the head of one of the three Thwomps, but if you'll get wrong, it gets confused by you. Mr. Blizzard's here too! He'll throw snowballs on you. Don't get hit!

Fun Factor: 7/10

Goal: First to the finish line!

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|iv. 1 vs. 1 Mini-games|
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Name: Vine With Me

Easy Set: Yes

Controls: A: Release wine

Description: I love this game. It is a very simple "first-to-the-finish" game, the only thing you must do is to swing from one vine to another. Sometimes throughout the course, you can skip a vine by timing your jump carefully. If you fall down, the piranha plants will chase you up again, and you'll lose time.  
Excellent duel game.

Fun Factor: 9/10

Goal: First to the finish

---

Name: Popgun Pick-Off

Easy Set: Yes

Controls: Control Stick: Aim  
A: Shoot

Description: Another fun game, but this game involves much more complexity than the "Vine With Me". The main plot is to fire off as many bullets you can on the Baby-Bowsers that appear in the windows. For each hit, you get one point. But be careful! Toad appear random sometimes, and if you shoot him, you'll lose ten points. (!!)

Just hold your aim steady, and press A as fast as you can!

Fun Factor: 7/10

Goal: The player who shoots most Baby Bowsers, wins.

---

Name: End of the Line

Easy Set: Yes

Controls: Control Stick: Choose path.

Description: Gee... Luck. There are three different places with two different junctions. Choose whichever you want. If you fall out of the clip, you'll get another chance. Remember which path you took. Luck, luck, luck...

Fun Factor: 0/10

Goal: First to the station.

---

Name: Baby Bowser Bonkers

Easy Set: Yes

Controls: Control Stick: Move  
A: Jump

Description: Way to simple! Whack-a-plant from Mario Party 1. Walk/jump on all the Baby-Bowsers that pops out of the ground. To the end, there will be more Baby-Bowsers that pops out. You can jump on more than one Baby-Bowsers at a time. Try to get some combo's!

Fun Factor: 2/10

Goal: The player who whacks most Baby-Bowsers, wins.

---

Name: Silly Screws

Easy Set: Yes

Controls: A: Go forwards  
B: Go Backwards

Description: Bah! Another simple one. Run on the screws and jump to each of them. You can jump over when an arrow appears. Remember that if you go too far, you must go back a bit.

Fun Factor: 3/10

Goal: First to the finish.

---

Name: Crowd Cower

Easy Set: Yes

Controls: A: Choose  
B: Choose  
Z: Choose

Description: Why, WHY are the games so bad around here?! This is so easy to win, only buzz in as fast as you can. When you see the picture, you'll most likely going to win.

Fun Factor: 5/10

Goal: The first to guess right, wins.

---

Name: Tick Tock Hop

Easy Set: Yes

Controls: A: Jump

Description: Played Mario Party 1 or Mario Party 2 before? Well, there is a mini-game that's called Hot Rope Jump there. The only thing you have to concentrate on the minute hand. Jump over it as it passes by. After some rounds, it suddenly begin to move faster! And then slower, and all the sudden, the hour hand begins to move. Timing and concentration is all here, so do your best!

Fun Factor: 9/10

Goal: Survive to the last.

---

Name: Bowser Toss

Easy Set: No

Controls: A: Spin Bowser  
Control Stick: Adjust angle

Description: The AI cheats (again) here, and gets the Bowser spinning really fast, and when the ten seconds is out, you throw him away. But pressing A fast alone, isn't enough, though. You must adjust the angle, and to get it spin faster, take it to a bit below middle, and in the last two seconds, take it a bit up.

Fun Factor: 5/10

Goal: Player who throws farthest, wins.

---

Name: Motor Rooter

Easy Set: No

Controls: Control stick: Turn

Description: A very good game. It's one of the "first-to-the-finish" games. In the road are some small arrow-points, who'll speed you up. (if you manage to hit it, duh!) Also, some amps are to slow you down. You can avoid these, but it is somewhat hard.

Fun Factor: 9/10

Goal: First to the finish!

---

Name: Fowl Play

Easy Set: No

Controls: Control Stick: Move

A: Jump

B: Grab

Description: Gwahahaha! The chicken is loose! Your mission: Infiltrate the chicken-pen defense, and catch him! Remember that the other team chases him also, so make sure you catch him first! Lots-o-fun! You can jump over the fences to make a "shortcut"!

Fun Factor: 10/10

Goal: First who catch the chicken, wins

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|v. Item Mini-games|
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Name: Winner's wheel

Easy Set: N/A

Controls: A: Stop roulette wheel

Description: The roulette wheel is spinning very fast. Time your button-press to get the item you want. When you press, it'll go one round (And maybe some more) before stopping.

Fun Factor: N/A

Goal: N/A

---

Name: Hey, Batter, Batter!

Easy Set: N/A

Controls: A: Swing bat

Description: It's a baseball match. You against Baby Bowser! Baby Bowser throws the ball, and you must hit it. You can only swing the bat once, so be careful!

Fun Factor: N/A

Goal: N/A

---

Name: Bobbing Bow-Loons

Easy Set: N/A

Controls: A: Shoot arrow

Description: Maybe the easiest mini-game around. Shoot an arrow and hit one if the other five balloons with an item in. The balloon that's farthest back, is flying much slower than the ones in front. You get the item that's in the balloon you hit.

Fun Factor: N/A

Goal: N/A

---

Name: Dorrie Dip

Easy Set: N/A

Controls: A+Z: Ground Pound

Description: Aww... Poor old Dorrie, her first appearance was (I believe) in Super Mario 64. Ground Pound on her back to make her nod down to an item. Remember that Dorrie isn't too fast, so timing is what you need most, here.

Fun Factor: N/A

Goal: N/A

---

Name: Swinging with Sharks

Easy Set: N/A

Controls: A: Jump of the swing

Description: This is maybe the hardest Item mini-game. Although it may sound easy, it isn't. You are swinging on a swing. Below you is shark-infested water, and Baby-Bowser is ready to attack if you fall into it. If you swing of at ca. 80 degrees, you'll get the item on the last barrel. If you swing of at ca. 40 degrees, you probably get the third item. Remember that you can fall \*between\* the barrels too, so be careful!

Fun Factor: N/A

Goal: N/A

---

Name: Swing 'n' swipe

Easy Set: N/A

Controls: Control stick: Move  
A: Swing hammer

Description: First, you'll see five Baby-Bowsers with one treasure chest each. Target an item, walk to the unlucky Baby-Bowser who has it, and SMACK! You got him! You only got ten seconds to do this, so make it fast. Although you don't move fast, you most likely has enough time to do it!

Fun Factor: N/A

Goal: N/A

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|vi. Battle Mini-games|
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Name: Stacked Deck

Easy Set: Yes

Controls: Control Stick: Move

A: Jump

A+Z: Pound Ground

Description: Why do Nintendo make luck mini-games?!? I just want to make them know this: Luck suck! Toad, Boo and Baby Bowser is hidden in some cards. The cards get stacked, and you or the opponents are going out on the board. Then Ground Pound on one of them, to reveal who that's under it. If it is Baby Bowser, you'll lose immediately, if it is Toad, you're going free that turn. But if you get Boo, the order you choose a card in, is stacked, in other words, if you were first, you can end up in being the last who chooses a card! If the Boo hadn't be there, this game would get a bad, but deserved: 1/10!

Fun Factor: 2/10

Goal: Last remaining, wins.

---

Name: Three Door Monty

Easy Set: Yes

Controls: A: Make selection

B: Make Selection

Z: Make selection

Description: Follow closely at the characters as they go into one of three doors. They can enter a used door, but then one of them goes out and takes the free door. Then a countdown starts, and in the end a picture with either Koopa, Boo or Toad with. You shall then remember which door that person walked into, and press the button as fast as you can. If you pressed it first, you win, if you pressed it second, you came second and so on.

Fun Factor: 6/10

Goal: First who presses the right button, wins.

---

Name: Merry-Go-Chomp

Easy Set: Yes

Controls: A: Jump on

Description: \*crying\* NOOOOO!!! Not ANOTHER luck-game?!??? Why?!? We already had enough of this crap! Choose a color, wait and see if you were right. So easy could it be described! Luck games suck, luck games suck, luck games suck...

Fun Factor: 0/10

Goal: Last person who is not eaten by the big Chain Chomp, wins

---

Name: Slap Down

Easy Set: Yes

Controls: A: Slap hand down

Description: After three boring mini-games, Nintendo sees the light and gives us this brilliant game! You each has one (mechanical?) hand. There's a big flower in the middle of the circle, and nine [?]-boxes around. These [?]-boxes is rolling, and one suddenly stops, with a picture of a flower in it. If it matches the big one, press A as fast as you can! If you want to cheat (you're a bad person, who can ever think about cheating??), you need some friends who are playing with you. When a [?]-box stops, press B (not A), It'll make the characteristic Button-press-noise. Your friends think you're right, and press A so they'll lose! (I've done it with ALL of my friends! :D)

Fun Factor: 9/10

Goal: Be the first person to slap down on the right flower.

---

Name: Locked Out

Easy Set: No

Controls: A: Grab Key, release key  
B: Punch  
Control Stick: Move

Description: Grab a key with the same picture that is on the door. Go to it, and walk in. If your key get punched out of your hands, anyone else can take it. There're three possible patterns on the door and on the keys. If you grab a wrong one, just release it. The only minus with this game, is the time. It's WAY too little time in this. If you don't manage to get in before it runs out, you'll lose!

Fun Factor: 8/10

Goal: Survive all chambers.

---

Name: All Fired Up

Easy Set: No

Controls: Control Stick: Move

A: Jump

Description: Avoid the Podobos, as they make various formations and patterns. One tip: Never ever stay in the middle, as that's the meeting point to the Podobos.

Fun Factor: 9/10

Goal: Survive to the finish.

---

Name: Storm Chasers

Easy Set: No

Controls: Control Stick: Move

Description: Another good game, the main goal here is to stay \*under\* the rain cloud as it drop water. You each has one Piranha Plant to take care of, so you must water it as much as you can. But be careful: The Monty moles are after you, and if they hit you, you'll lose ALL of your water!

Fun Factor: 9/10

Goal: Water Piranha Plant most.

---

Name: Eye Sore

Easy Set: No

Controls: Control Stick: Move

Description: It seems that all of the great games comes to the end. Walk around Mr. I (big eye), to make him shrink. Complete 15 laps to make Mr. I vanish. After some time, Podoboo fall down on the floor. If you hit them, you'll bump down in the floor. Same as if you hit Mr. I.

Fun Factor: 8/10

Goal: Be the first to make Mr. I vanish.

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MORE COMING!

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| ( 7 ) S M A L L   W A L K T H R O U G H   F O R   S T O R Y   M O D E |
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In Mario Party 3, a Story Mode is included. It offers a better single player mode, and is a way to get some secrets, as Super-Hard difficulty, and some other things. First of all, you must choose what character you'll use. Remember that Daisy and Waluigi isn't selectable in this mode. (see chapter 2, characters for some other info.) After that, choose if you wanna have easy mini-games only, or all. Then, off we go!!

More coming!



Mt. Mariomore  
-----

This first secret is maybe the easiest to get. Beat the game with any character to get his or her face carved into the mountain behind Princess Peach's Castle.

Super Hard Difficulty  
-----

The Super Hard Difficulty is Super Hard to get! Beat the game on Hard settings on Story mode with any character!

Bowser is kind...?  
-----

Not really a secret, but I'll list it here anyway. Simply go to Bowser while you have 0 coins. He'll then give you 30, 40 or 50 coins, since you're such a loser. Well, SOMETHING good came out of him!

Access Backtrack  
-----

To access this secret board, clear through it in the story mode.

Access Waluigi's Island  
-----

To access this secret board, clear through it in the story mode.

Access Game Guy Room  
-----

In the Mini-Game room, there is a door who can't be opened before you get the Miracle Star Ranking (8 S or more in Story Mode). This is the Game Guy Room.

Access Dizzy Dinghies  
-----

To access this secret Mini-Game, play all non-secret mini-games.

Access Mario's Puzzle Party Pro  
-----

Another secret Mini-Game. To access it, get at least 1000 coins in the Game Guy Room.

Access Stardust Battle  
-----

This last Mini-Game is easy to get. Just beat the game to get this one.

Well, a game isn't perfect, and it'll never be it either! But here's my personal wish list for the next Mario Party! Hopefully it'll going to come till GCN!

1. Link, Zelda, Ganondorf, Kirby, Fox etc. (everyone that is in SSB:M!) becomes playable characters!
2. Many new and cool Mini-games
3. Wider single-player mode
4. More Items
5. A shop like the one found on MP 1
6. Better story
7. More boards
8. Better Graphics, DK NOT a dog!
9. Please!! Much better sound!
10. More Party, less Mario

If someone sends me a wish-list, I'll post it here, so start sending (Yes, I'll give you full credit)! :D

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Here, I'll set up some questions I get by Email!

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Question: What is your favorite game?

Answer: It varies very much, but it's mostly the Zelda-games. When the Pokemon-craze went through the world, my favorite game was -then- Pokemon Gold. I also love the platform-games that Rare makes. Right now I play Mario Party 3, Paper Mario and Banjo Tooie.

-----  
Question: If you got the choice of GameCube, PS2 and the X-box, and only could take two, who'll you take then?

Answer: (No offense) The first thing I'd choose, was the GameCube, then a PS2. Sorry, all of you X-box-lovers, but that's the way I am!

-----  
Question: What music do you like?

Answer: I hardly don't hear music at all, so I can't answer this!

-----  
Question: I've heard that you can get Gold Mt. Mariomore! How?

Answer: Yeah, I also heard this. From what I heard, you need to beat the game in Hard with nothing but S-ranks. But this is insanely hard, and I haven't got it yet. I'll tell you when I do! :)

-----  
Question: Is there another, secret character(s)?

Answer: No... It is too bad, because I want to have Link in this game!  
C'mon Nintendo! Link is cool! Take him in Mario Party 4! ^\_^

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Question: Any major cheats in this game?

Answer: No, and not even minor! That is if you don't have Gameshark!

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| ( 1 1 ) C R E D I T S |  
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My highest thanks goes to...

All of my friends (both MSN and real-life): For helping me out, and for keeping my phase up! Without them, this FAQ probably never had seen the light! Thanks, pals! Special thanks to Kim, Trond, Patrick and Magnus! They all helped me with various things in this FAQ! :-)

Patrick, yup a friend that is listed up there, but has helped me with the game maaany times. THANKS!!

My English-teacher, Birgitte: For learning me almost everything I know of English-grammar and spelling! Thanks :-D

CjayC, For hosting this FAQ on the worlds largest FAQ-side, GameFAQs!

Neoseeker: For hosting this FAQ.

Paul Courtney (paulkortne@yahoo.com) ; Made the title ASCII art. Contact him if you would like some art.

[Your name here]: For (Hopefully) reading this Faq!

My parents: For buying me this wonderful game!

And last, but not least: Nintendo, for making this game, and many other quality games!!

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| ( 1 2 ) O U T R O |  
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E M A I L W A R N I N G!

OK... Figured out I got to have this thing too... :)

o not send me any E-Mails about other games than the ones I've covered! (if you're not Norwegian and have seen the other site I'm working on (<http://legendn.cjb.net>, Norway's biggest Zelda-site) where I have written some guides for various Zelda-Games. If I get Nasty E-mails, I most likely going to block you! If you are giving me "nice" critics, I'll reply you! If you want to be my MSN or Email-friend, that's okay! But please, PLEASE don't ask to be my girlfriend! (Yes, sometimes I get these emails in Norway! (and it is NOT funny) \*sigh\*) The answer is no anyway, so DON'T send me it! If you're going to send me some information or corrections,

please do it! I will credit you, and post your information at once! Of course, full credit is given!

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C O P Y R I G H T

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