

# Mario Party 4 Mini-Game FAQ

by The Sound Defense

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Mario Party 4 Mini-Game FAQ

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## 1 - Introduction

This is probably the first guide I did on impulse, but it's still good. I'll describe the rules and controls of each mini-game, and give some tips on doing well at most of them.

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## 2 - Version History

Version 1.0 (3:38 AM EDT 6/20/03) - Everything is complete. I don't really expect to be updating this, unless I get tips or something.

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## 3 - Mini-Games

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### 3.1 - 4-Player Mini-Games

- Manta Rings (Easy) -

#### Game Rules:

Dive through the rings while swimming in the ocean. Each ring is worth one point. If any enemies hit you, you'll lose points.

Controls Explanation:

Control Stick - Move

A - Press Repeatedly to Go Forward

Advice:

The gold Manta rings are worth three points, so try to grab as many gold ones as you can!

Strategy:

Press A as fast as you can to get ahead of the other players and grab the rings first. You can also shove them out of the way if you try. The first time the manta passes, you can only get one of the gold rings, but the second time, you can get all three if you stop pressing A for the third. Lastly, remember that you need to go somewhat through the center of the ring.

- Slime Time (Easy) -

Game Rules:

Escape from the slime! Be the first person to reach the middle platform to win!

Controls Explanation:

A - Press Quickly to Escape

Advice:

If you don't go fast enough, you'll be pulled back into the Big Slime, so don't give up until you're done.

Strategy:

To press A as fast as possible, lodge the controller somewhere where it won't move (between your folded legs, perhaps), and press with your two index fingers. If you get tired, you can press pause to rest your hands.

- Booksquirm (Easy) -

Game Rules:

Avoid getting flattened by the pages! Find a hole in the falling page and position yourself so you fit through to the next page!

Controls Explanation:

Control Stick - Move

Advice:

Look for shadows in the falling page to find the passage to the next page.

Strategy:

You can tell which parts of the page are holes if you can see something behind them. Also, if you're feeling mean, you can shove the person sharing your hole out so he/she gets squashed by the falling page.

- Mario Medley -

Game Rules:

Breaststroke, Backstroke, and Crawl. You must do a 25-meter lap of each different stroke to win this race.

Controls Explanation:

B+A (Simultaneously) - Breaststroke  
L>R (Alternately) - Backstroke  
B>A (Alternately) - Crawl

Advice:

If you swim too hard, you'll get tired, so watch your heart meter carefully!

Strategy:

Make sure to pace yourself so you never drop two little heart sections. Keep up this pace until halfway through the final lap; then, pour the lead out.

- Avalanche! -

Game Rules:

Don't get swallowed by the avalanche behind you! Ski down the mountain and avoid the obstacles too!

Controls Explanation:

Control Stick - Turn  
A - Use Poles for Speed

Advice:

If you don't use your poles, you'll slow down. Watch out for the walls and boulders as you speed down the hill.

Strategy:

Play through the course once as practice, and memorize where the boulders are so you can avoid them; then, you can use your poles a lot without worrying about slowing down. Use the jumps to gain distance. Lastly, if you hit a boulder, you can still get back up and continue racing sometimes, so don't give up!

- Domination (Easy) -

Game Rules:

Press the switch repeatedly to set up your Whomp dominoes.

Controls Explanation:

A - Tap the Switch

Advice:

Press A as fast as you can for 10 seconds.

Strategy:

To press A as fast as possible, lodge the controller somewhere where it won't move (between your folded legs, perhaps), and press with your two index fingers. If you get tired, you can press pause to rest your hands.

- Paratrooper Plunge (Easy) -

Game Rules:

This is a coin-collecting bonus game! If you run into enemies four times, you're out.

Controls Explanation:

Control Stick - Move

Advice:

Move around while you're falling to get the most coins and avoid all the enemies.

Strategy:

I really have nothing to say, except be careful.

- Toad's Quick Draw (Easy) -

Game Rules:

When Toad raises the flag, you have to find the balloon that's the same color and shoot it.

Controls Explanation:

Control Stick - Move Crosshairs

A - Fire

Advice:

Keep your cursor between the balloons so you can get to any of them as soon as Toad raises the flag.

Strategy:

Something I like doing is moving my crosshairs in circles to distract the other players; it works interestingly well.

- Three Throw (Easy) -

Game Rules:

Try to make the most shots into the moving baskets.

Controls Explanation:

A - Jump

B - Shoot

Advice:

The middle baskets are worth two points, the bottom worth one. Shoot after the high point of a jump to make it in the middle row.

Strategy:

If you're on the left end of the players, you can monopolize the top or bottom basket lines so no one else can score in them, and when they change direction, you can take the middle row. Likewise, on the right end, you can take the middle row right away, and then go to the top or bottom row.

- Photo Finish (Easy) -

Game Rules:

Please finish this photo puzzle. You can only drop a piece in its proper place, so you'll know when you've found the correct spot.

Controls Explanation:

L/R - Rotate a Piece

Control Stick - Move a Piece

A - Drop a Piece

Advice:

Focus on the picture, so that you remember which way the pieces face.

Strategy:

With only eight pieces in the puzzle, there's really nothing to think about.

- Mr. Blizzard's Brigade (Easy) -

Game Rules:

Run on this frozen pond while avoiding the snowballs thrown by the Blizzards.

Controls Explanation:

Control Stick - Move

Advice:

Move right before the Blizzards throw their snowballs. They'll stop moving just before they throw.

Strategy:

The above works well for only a few Blizzards, but when it moves up to seven, you need to be moving constantly. Watch the shadows of the snowballs and go the other way.

- Bob-omb Breakers -

Game Rules:

Connect three like shapes to make them disappear. Remember, you can also play in other people's areas. First one to 100 pts. wins.

Controls Explanation:

Control Stick - Move Blocks

A - Rotate Clockwise

B - Rotate Counterclockwise

Y/X - Flip Over

Advice:

Bob-ombs explode when surrounded by blocks. You get more points for combos. Make sure to play in your opponents' areas!

Strategy:

Try to play in your area as little as possible, and bring the blocks down as fast as possible. When you get a Bob-omb, put it next to set blocks, then immediately surround it to make it explode. Each block that you make disappear (excluding Bob-ombs) is worth one point.

- Long Claw of the Law (Easy) -

Game Rules:

Catch the character shown in the wanted poster three times to win.

Controls Explanation:

R - Rotate Right

L - Rotate Left

Control Stick - Move Up and Down

A - Catch Character

Advice:

The wanted character is hidden behind a door. When you can't find him, either wait for a door to open or look at another door.

Strategy:

If you see a closed door and don't know what's behind it, wait for it

to open. If you know the wanted character is behind it, keep pressing A until it opens.

- Stamp Out! (Easy) -

Game Rules:

Try to stamp as much of your color as possible. If everyone stamps less than 5% of the field, it's a tie!

Controls Explanation:

Control Stick - Change Direction

A - Jump

Advice:

Holding A longer allows you to jump farther. Experiment to find a pattern that works for you.

Strategy:

Find the jump length that leaves no space in between squares, but doesn't overlap. Try playing on other players' stamped areas.

- Mario Speedwagons -

Game Rules:

Time to race on the speedway! Step on the gas when the light turns green!

Controls Explanation:

R - Accelerate

A - Change Gears

(When your meter starts blinking, it's time to shift gears.)

Advice:

You can hit the gas a little before the green light for a good start. If you overdo it, you will spin out and ruin your start.

Strategy:

The 'good start' mentioned above is not a rocket start, just so you know. Don't even look at your car, just pay attention to the meter; as soon as the needle touches the red area, press A.

- Take a Breather (Easy) -

Game Rules:

Take a deep breath and see who can stay underwater the longest.

Controls Explanation:

L/R - Press Alternately to Inhale

Advice:

Inhale lots of air by pressing L/R alternately until the time is up. Keep pressing L/R until then!

Strategy:

To press L/R as fast as possible, lodge the controller somewhere where it won't move (between your folded legs, perhaps), and press with your thumbs. If you get tired, you can press pause to rest your hands.

- Candlelight Flight (Easy) -

Game Rules:

One player holds a candle, while the other three try to extinguish the light with their water guns.

Controls Explanation:

(Player with Candle)

Control Stick - Move

(Players with Water Guns)

Control Stick - Move

A - Shoot Water Gun

Advice:

The team players should surround the candle holder and fire. The lone player should keep moving around.

Strategy:

If you're with the water gun people, while the candle player is running around, one should follow behind and the two others should run ahead and cut off his escape routes. If you've got the candle, try turning around suddenly and plowing through the other players.

- Makin' Waves (Easy) -

Game Rules:

The team players must pound the ground to make waves, while the lone player must try to balance on the shell.

Controls Explanation:

(Player On Shell)

Control Stick - Move

(Players On Floats)

Control Stick - Move

A>A - Ground Pound

Advice:

Try making waves from different angles to rock the shell. The lone player might have to move in circles to stay on board.

Strategy:

For the team: two players should get next to each other and make giant waves, while the other circles around, making waves at various points. For the lone player: running in circles works.

- Hide and Go BOOM! (Easy) -

Game Rules:

The team players can hide in any of the four cannons. The lone player must fire the cannons to find them.

Controls Explanation:

(Player Firing Cannons)

B/A/Y/X - Light a Fuse

(Players Hiding)

B/A/Y/X - Pick a Hiding Spot

Advice:

The last button pressed by each player decides which cannon each player

will hide in. Wait until you are offscreen to hide!

Strategy:

What can I say? This game is basically luck. Mathematically, the lone player has a one-in-four chance of winning, assuming he guesses at random.

- Tree Stomp (Easy) -

Game Rules:

Three players control robots while the other player runs. The runner must stay alive for 45 seconds to win.

Controls Explanation:

(Player Running)

Control Stick - Move

(Players In Robots)

Control Stick - Change Direction

A - Forward

B - Back

Advice:

Grabbing a golden banana will make you go faster, but be careful how fast you get going!

Strategy:

The team players should be able to always be heading toward the runner, using forward and back. Try cornering him. As for the runner, just keep running.

- Fish n' Drips -

Game Rules:

Fill the tank with enough water for the Cheep Cheep to swim.

Controls Explanation:

(Lone Player)

B/A/Y/X/L/R - Press these buttons in the order in which they appear.

(Team Players)

B/A/Y/X/L/R - Press the correct button on your turn.

Advice:

The lone player can press all the buttons, but the team players must work together smoothly.

Strategy:

The lone player can pause for a second to look at the combination before executing it. I have nothing to say to the team players.

- Hop Or Pop (Easy) -

Game Rules:

One player gets in a spiky ball and tries to pop the balloons of the other three. If any of the three targets survive, all three win.

Controls Explanation:

(Player In Spiky Ball)

A - Jump

Control Stick - Roll/Move



(Players In Balloons)

A - Jump

Control Stick - Change Direction

Advice:

If the players with balloons time their jumps right, they can jump farther.

Strategy:

For the lone player, it's faster to run into the opposite wall and go the other way than to turn around in mid-field. For the team players, try changing your direction every jump. If you really want to give the lone player a hard time, try jumping over his ball on your third jump.

- Money Belts (Easy) -

Game Rules:

This is a coin-collecting bonus game. Avoid the cookies and sweets on the belt and grab as many coins as possible.

Controls Explanation:

(All Players)

Control Stick: Move

Advice:

Sweets come off the conveyor belts on the left and right, too, so watch out, and be careful!

Strategy:

This is easiest for the team players, as the coins are compound. For the lone player, run back and forth on the conveyor belt if you need to; if you keep running, you needn't worry about falling. Remember, if you fall, you'll just come back.

- GOOOOOOAL!! -

Game Rules:

One player is the goalie! Protect the goal from the team players' shots. Get ten goals to win!

Controls Explanation:

(Goalie)

Control Stick - Move

A - Jump

(Players With Soccer Balls)

Control Stick - Aim Shot

A - Shoot (Hold Longer for Power)

Advice:

The goalie must move left and right effectively and even dive to protect the goal!

Strategy:

The team players should aim on opposite sides of the goal and shoot at the same time. The lone player should dive constantly.

- Blame It On The Crane -

Game Rules:

One player uses a crane to try to capture the other three players. The

other three must try to avoid the claw.

Controls Explanation:

(Player Handling Crane)

A - Press to Move Forward

A - Release to Lower

(The crane also lowers automatically.)

(Players In Balls)

Control Stick - Move

Advice:

Grabbing a Shy Guy slows you down! Players should hide among the Shy Guys to make it more difficult.

Strategy:

The crane operator needs to anticipate where and how fast the team players will be passing, and grab accordingly. The team players should go against the flow when not near the crane, then speed up when they pass.

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3.3 - 2 vs. 2 Mini-Games

- The Great Deflate (Easy) -

Game Rules:

Do Ground Pounds on the inflated Thwomp repeatedly to deflate it.

Controls Explanation:

A>A - Ground Pound

Advice:

Time your jumps with your partner to deflate the Thwomp faster.

Strategy:

Try to always Ground Pound at the peak of your jump.

- Revers-a-Bomb (Easy) -

Game Rules:

Press the corresponding buttons to redirect the Bob-ombs. Blow the other team up 10 times to win.

Controls Explanation:

Control Stick - Move

A - Press Button

Advice:

Explosions stop you from moving for a little while, so when those buttons light up, get to them quickly.

Strategy:

One team member should take the top three buttons, the other the bottom three. If one is put out of action, the other can play Disaster Control for a minute and take them all, and if a switch is necessary after that, go ahead.

- Right Oar Left? -

Game Rules:

Be the first to pilot the Dorrie Boat out of the cave!

Controls Explanation:

B+A - Forward  
A - Row Right Oar  
B - Row Left Oar

Advice:

The right oar turns you left. The left oar turns you right. Avoid the flames, and get out of there.

Strategy:

Quick recap - A is left, B is right. If you have two human players on your team, pick one to be the captain and dictate directions.

- Cliffhangers (Easy) -

Game Rules:

Don't let the snowy winds blow you off the face as you climb! Grab hold when the wind and the rumble start to pick up!

Controls Explanation:

Control Stick - Move  
A - Hold On

Advice:

If the Rumble Feature is set to OFF, a '!!!' will appear when the wind picks up to tell you when to hold on.

Strategy:

Keep moving up; move left or right only as much as necessary. Only hold on when the rumbling becomes severe.

- Team Treasure Trek -

Game Rules:

Find the '?' blocks that match your team's color. Once you and your partner have found each block, you must meet each other in the maze!

Controls Explanation:

Control Stick - Move  
Y/X - Display/Hide Map

Advice:

The two players in the left are the Red Team, and the two on the right are the Blue Team. If you get lost, check your map.

Strategy:

Remember if you landed on a blue or red space in the board map, because that's what team you're on. The blocks are on the opposite side of the maze from where you start. Once you get to one of your blocks, both teammates should run to the other.

- Pair-a-sailing (Easy) -

Game Rules:

This is a coin-collecting bonus game. Teams cooperate in the boat and parachute to get all the coins they can!

Controls Explanation:

(Boat Driver)

Control Stick - Move

A - Speed Up

B - Slow Down

(Parachute Sailor)

Control Stick - Move

Advice:

Going slower means the parachute will sink lower. The driver of the boat must avoid the obstacles in the water.

Strategy:

If you're the parachute sailor, don't go for a coin that will drag the boat into a box. Neither players should go for a coin that's out of the way of more coins.

- Order Up (Easy) -

Game Rules:

Toad will order items that you must find in the boxes before the other team. First to 3 pts. wins.

Controls Explanation:

Control Stick - Move

A - Open a Box

Advice:

Before the boxes come down, try to memorize the order of items in the circle.

Strategy:

A good memory trigger is groups of items. Example: if you see two fries next to each other, remember what was to either side, and keep your eyes on the fries.

- Dungeon Duos (Easy) -

Game Rules:

Help your teammate to clear all the obstacles in this dank dungeon.

Controls Explanation:

Control Stick - Move

A - Jump

B - Move a Lever

Y - Rotate a Platform

X - Rotate a Platform

L>R - Fill Balloon with Air

Advice:

Work with your teammate to escape smoothly so you don't waste time.

Strategy:

At the pipes, remember that both the one you go in and the one you come out are wrong. At the balloon, pace yourself so you fill up the balloon with as many big pumps as you can.

- Cheep Cheep Sweep -

Game Rules:

Catch the Cheep Cheeps in your net. Red Cheep Cheeps are worth 1 point,

and yellow ones are worth 2 points.

Controls Explanation:

Control Stick - Move

A - Catch

B - Empty the Net

Advice:

Your net can hold up to three Cheep Cheeps. Approach them slowly so you don't scare them away.

Strategy:

Remember to hold A when sweeping. When you sweep your net, sweep it in a full circle to catch more Cheep Cheeps.

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### 3.4 - Battle Mini-Games

- Trace Race -

Game Rules:

Trace the colored line on the ground. Whoever stays closest to the original line wins!

Controls Explanation:

Control Stick - Move

Advice:

If no one scores more than 30 points, we'll call it a tie. Try to get 100, you guys!

Strategy:

Remember that 'trace' is more important than 'race'. It's okay to slow down when you need to.

- Chain Chomp Fever (Easy) -

Game Rules:

Watch out for Chain Chomp and the lava cracks! Oh, and don't fall off the side, either!

Controls Explanation:

Control Stick - Move

Advice:

The Chain Chomp only moves straight, so watch where he's headed, and get out of the way!

Strategy:

It is not okay to stall when he's coming at you; immediately get out of the way. And pay attention to the sides; it's easier to fall off than you'd think.

- Paths Of Peril -

Game Rules:

Walk the narrow path without falling to reach the goal!

Controls Explanation:

Control Stick - Move

Advice:

If you run carelessly, you will surely fall. Be careful, and keep your cool.

Strategy:

As you play this more often, you can run faster and faster without falling off. Soon you can run the entire way.

- Bowser's Bigger Blast (Easy) -

Game Rules:

Players press the switches one by one. Try not to be the one who sets off the bomb!

Controls Explanation:

Control Stick - Move

R - Press the Switch

Advice:

If you change your mind, you have five seconds to choose another switch.

Strategy:

Entirely random. I have nothing to say.

- Butterfly Blitz (Easy) -

Game Rules:

Catch the butterflies fluttering about. Make sure to catch the most!

Controls Explanation:

Control Stick - Move

A - Swipe Net Upwards

B - Swipe Net Sideways

Advice:

Butterflies of different colors have different points values. Yellow is 1 point, Red is 2, and Blue is 3.

Strategy:

Try to concentrate on the blue butterflies, and just swipe sideways of there isn't. If everyone else does that, however, the field is yours; do as you please.

- Rumble Fishing (Easy) -

Game Rules:

Be the first player to reel in the Cheep Cheep! Whoever reels it in the fastest wins!

Controls Explanation:

A - Reel In

Advice:

When you feel the rumble or see a '!!!', press the button as quickly as you can.

Strategy:

Be very alert. And remember to press A once.

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### 3.5 - Bowser Mini-Games

These are initially played by landing on a Bowser Space.

#### - Darts Of Doom -

Controls:

A - Throw Darts

Three cursors, corresponding to three darts, move across a spinning dart board. Throw them to try and get a high score. If you get the lowest score, or hit the bulls-eye, you lose. After each small pass through the bulls-eye, the cursors pause for a bit; this is probably the safest time to throw.

#### - Fruits Of Doom -

Controls:

Control Stick - Move

A - Choose Fruit

Bowser will give a list of fruits that he wants to eat. Problem is, it starts slow, then goes too fast to be at all legible. You then have to bring to him the fruits he requested. Try to bring him the first few fruits he asked for, which you probably could read.

#### - Balloon Of Doom -

Controls:

A>A - Ground Pound

You will all take turns blowing up a Bowser balloon. Use a Ground Pound to pump air into the balloon. If you are the one to make the balloon pop, you lose. At the beginning, pump lots of air in, but near the end, try to make your Ground Pounds as small as possible. The balloon can get pretty big before it pops, so remember that.

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### 3.6 - Story Mini-Games

#### - Bowser Bop -

Unlocked by beating Toad's Midway Madness in Story Mode.

Controls:

Control Stick - Move

A - Bop

In this mini-game, you have to run around hitting the Koopa Kid and Bowser heads with your hammer. Koopa Kids are worth 1 point, Bowser is worth 2 points. If you're at a cabinet with two heads, try to save time and hit both at once. The one with the most points after 60 seconds wins.

#### r- Mystic Match 'Em -

Unlocked by beating Boo's Haunted Bash in Story Mode.

Controls:

Control Stick - Select Card

A - Choose Card

The object of this game is to obtain three matching cards before your opponent. You and your opponent will take turns drawing cards. First, discard a card in your hand, which will go face up onto the table. Then, select another card from the table to go in your hand. You cannot select any cards that are face up, but if you get a Boo card, all your cards go back in the deck, along with all the cards on the table. You get three new cards, and the cards on the table are dealt again. The wisest course of action would be to try and not put back cards that your opponent would need, unless you have two matching cards.

- Archaeologuess -

Controls:

Control Stick - Move

A - Choose Shape

In this game, you'll be presented with five spinning shapes. One of them is not shaped like the others, and you must pick it out. If you pick the wrong one, it will fall on you, and you'll be stalled for a minute. The first to pick three correct shapes wins.

- Goomba's Chip Flip -

Controls:

Control Stick - Move

A>A - Ground Pound

The object of this game is to get chips with points that add up to 50. 20 chips will be dealt, with point values ranging from 20 to -10. You and your opponent will take turns selecting chips. To select a chip, use a Ground Pound.

- Kareening Koopas -

Controls:

Control Stick - Tilt Board

In this game, you need to put the shells into the holes on the board by tilting the board. When a shell falls into a hole, it stays there. The first to three filled boards wins.

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3.7 - Etc. Mini-Games

- The Final Battle -

To play this, play through Story Mode on any difficulty and you'll play this at the end.

Controls:

Control Stick - Move

A - Jump

A>A - Ground Pound

This is a cube level with several different objectives. You have 10 points of health, and if you touch the magma at any time, the game



ends.

Part 1: Jump across the platforms while avoiding the flames in 60 seconds. Go left, then right twice, then jump to the walkway to end this.

Part 2: Rearrange the three panels of the Koopa Kid's face until they are lined up. Use a Ground Pound to move a panel to the one available space. The Koopa Kids will be trying to injure you all the time, so be careful; other than that, this is very easy.

Part 3: Cross more platforms while avoiding more flames, once again with 60 seconds. There's also another platform that sinks, but the flames on the next one move fast, so you'll haven't a problem.

Part 4: Rearrange the eight panels to form a picture of Bowser. If you use more than six ground pounds, you've probably screwed up. Bowser will be trying to attack you through this.

Part 5: Defeat Bowser by trapping him within a power triangle. There are five switches around the arena; pound three of them to form a triangle. If Bowser is within the triangle, he will be hurt. Do this five times to defeat him. He'll be throwing a flame boomerang to injure you, and breathing fire; they are both relatively easy to avoid.

- Bowser Wrestling -

To play this, pass by Bowser on the Bowser's Gnarly Party board map while mega. He'll challenge you to either this or Panels of Doom.

Controls:

A - Initial Shove

L>R (Alternately) - Push Bowser

In this sumo-wrestling game you have to push your opponent out of the ring. When "Stomp 'Em!" appears, press A ASAP, then alternate pressing L and R. Remember to pace yourself so you don't run out of energy. Near the end, you can press as fast as you want to push him out of the ring.

- Panels Of Doom -

To play this, pass by Bowser on the Bowser's Gnarly Party board map while mega. He'll challenge you to either this or Bowser Wrestling.

Controls:

Control Stick - Select

A - Choose a Panel; Roll the Dice

The objective is to make your opponent drop. Pick a panel (numbered 1-9), then roll the die to try and roll the panel number your opponent is on. The first to make the other drop is the winner. Remember your opponent's face is also on the die; roll it and you win instantly.

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3.8 - Extra Room

- - - - -  
3.81 - Thwomp's Backroom Ball

These games are all multi-player.

- Mega Board Mayhem -

This is a miniature game board with no stars at all, only coins. Mushroom Spaces are abound, and Mega Mushrooms are your main revenue source besides blue spaces. There is an Item Shop and a Lottery Shop, but the Item Shop only sells one item at a time. You start with 100 coins, and whoever has the most coins wins.

- Mini Board Mad-Dash -

This is another miniature game board that has only coins. There are numerous red spaces and Bowser spaces that can only be avoided by passing through pipes while mini. There are Mushroom Spaces in numerous places, one Item Shop that sells one item at a time, and one Lottery Shop. You start with 100 coins, and whoever has the most coins wins.

- Panel Panic -

Unlock by playing the Panels of Doom mini-game on the Bowser's Gnarly Party board map in Party or Story Mode.

Controls:

Control Stick - Select

A - Choose a Panel; Roll the Dice

The four players start out; they each select a panel and go to it, then the other four characters and Bowser fall on the other panels. Everyone rolls a die, and the numbers that turn up are the panels that will be removed, and the players on those panels will fall. The last one standing is the winner!

- Challenge Booksquirm -

Unlock by playing the Booksquirm mini-game in Party or Story Mode.

Controls:

Control Stick - Move

This is identical to Booksquirm (section 3.1), except it continues until everyone is flat.

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3.82 - Whomp's Basement Brouhaha

These games are all one-player.

- Jigsaw Jitters -

Unlock by playing the Photo Finish mini-game in Party or Story Mode.

Game Rules:

Put the scrambled pieces of the puzzle together to form a picture.

Controls:

L/R: Rotate a Piece

Control Stick - Move a Piece

A - Place a Piece

Strategy: This is essentially a more challenging version of Photo

Finish; you can choose a 20-piece, 30-piece or 40-piece puzzle. There are also outlines of the pieces you have to drop. The best way to do well is to play this twice, the first time remembering where pieces go. Even if you don't have that good a memory, it'll do you well.

- Barrel Baron -

Game Rules:

Find a rumbling spot, and press A to dig for oil. For RUMBLE OFF settings, a '!!!' will appear.

Controls:

Control Stick - Move

A - Dig

(Dig three times to strike oil.)

Strategy:

The best way to do well on this game is to ignore the small rumbles and go for the big ones so you get points faster. The smallest ones are worth only one point, the medium ones are ten, and the big ones are 100.

- Mushroom Medic -

Game Rules:

Try to figure out who ate the poison mushroom. The one who ate it will have a different heartbeat.

Controls:

Control Stick - Move the Cursor

A - Choose

Strategy:

You have to be VERY attentive with some of the patients, as the different heartbeat may still be very similar.

- Doors Of Doom -

Game Rules:

Choose the left or right door and go forward. One leads to the next room, and the other, well...

Controls:

L - Open the Left Door

R - Open the Right Door

Strategy:

The doors are random. I have nothing to say.

- Bob-omb X-ing -

Game Rules:

A bunch of Bob-ombs are walking around. Try not to get caught in their explosions.

Controls:

Control Stick - Move

Strategy:

Running in circles around the perimeter of the area seems to do well.

Run away from any red flashing bombs.

- Goomba Stomp -

Unlock by playing the Tree Stomp mini-game in Party or Story Mode.

Game Rules:

Get in the robot and stomp on as many Goombas as you can within the time limit.

Controls:

Control Stick - Change Direction

A - Forward

B - Back

Strategy:

Try to head for the big groups, as there are almost always big groups of Goombas.

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3.83 - Ztar

Ztar has only one game available - Beach Volley Folly. To unlock it, you have to play all of the other mini-games in the Extra Room.

Controls:

Control Stick - Move; Aim Crosshairs

A - Shoot

B - Jump

This is essentially a game of beach volleyball; first to five points wins. Initially you can only play Battle Mode, with a maximum of two players for the team. In Battle Mode, you play six matches, with opponents of increasing difficulty. When a ball is hit your way, there will be blue crosshairs to indicate where it lands. Run to that place and press A to volley it to your partner, who will either shoot it or volley it back. After the second volley, you can shoot it normally (which the other team is almost guaranteed to catch), or you can jump and shoot. Jump when you're in the orange circle, but before the ball gets there. While you're in the air, you can aim where the ball lands, then shoot when it gets to you. Try to aim it far away from the other players. Remember that you can also go right up to the net to spike. Once you've beaten Battle Mode, you'll unlock Free Mode, which allows up to four players.

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4 - Frequently Asked Questions

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me concerning any of the above situations. I will post good questions and tips. Remember to say where you found this FAQ.

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5 - Thanks To...

GameFAQs for posting this guide.

Neoseeker for posting this guide (they have all my guides).

Cheats.de for posting this FAQ.

Family Video for letting me rent this (and for their low late fees).

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## 6 - Legal Info

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