

# Mario Party 4 FAQ/Walkthrough

by gamemaster79

Updated on Jan 16, 2005

Game: Mario Party 4  
Platform: GameCube  
Name of FAQ: FAQ/Guide  
From: gamemaster79  
Copyright 2003

-----  
\\  
Table of Contents\  
\\

## Chapter 1-Introduction

- a. Welcome ID#1.a
- b. Why? ID#1.b
- c. Version History ID#1.c
- d. Characters ID#1.d
- e. Controls ID#1.e
- f. Spaces ID#1.f
- g. Items ID#1.g
- h. Last Five Turns Events ID#1.h
- i. Board Events ID#1.i

## Chapter 2-Boards Maps

- a. Toad's Midway Madness ID#2.a
- b. Goomba's Greedy Gala ID#2.b
- c. Shy Guy's Jungle Jam ID#2.c
- d. Boo's Haunted Bash ID#2.d
- e. Koopa's Seaside Soiree ID#2.e
- f. Bowser's Gnarly Party ID#2.f

## Chapter 3-Party Mode

- a. Getting Started ID#3.a
- b. What You Do ID#3.b
- c. Tips ID#3.c

## Chapter 4-Story Mode

- a. Getting Started ID#4.a
- b. What You Do ID#4.b
- c. Tips ID#4.c

## Chapter 5-Mini-Game Mode

- a. Getting Started ID#5.a
- b. What You Do ID#5.b

## Chapter 6-Option Room

- a. Rumble Settings ID#6.a
- b. Listen to Music ID#6.b
  - .1|Sound Settings
  - .2|Music/Volume
- c. View Records ID#6.c
  - .1|Board Map Records
  - .2|Mini-Game Records

## Chapter 7-Present Room

- a. Mario ID#7.a
- b. Luigi ID#7.b
- c. Peach ID#7.c
- d. Yoshi ID#7.d
- e. Wario ID#7.e
- f. Donkey Kong ID#7.f
- g. Daisy ID#7.g
- h. Waluigi ID#7.h

i. Mini-Games	ID#7.i
j. Got 'em All	ID#7.j
Chapter 8-Extra Room	
a. Getting Started	ID#8.a
b. Thwomp's Backroom Ball	ID#8.b
.1 Mega Board Mayhem	
.2 Mini Board Mad-Dash	
.3 Panel Panic	
.4 Booksquirm Challenge	
c. Whomp's Basement Brouhaha	ID#8.c
.1 Jigsaw Jitters	
.2 Mushroom Medic	
.3 Barrel Baron	
.4 Doors of Doom	
.5 Bob-omb X-ing	
.6 Goomba Stomp	
d. Ztar	ID#8.d
Chapter 9-Mini-games	
a. 4 Player	ID#9.a
b. 2 vs. 2	ID#9.b
c. 1 vs. 3	ID#9.c
d. Battle	ID#9.d
e. Bowser	ID#9.e
f. Story	ID#9.f
g. Etc. Games	ID#9.g
h. Mini Mini-Games	ID#9.h
i. Other	ID#9.i
Chapter 10-Closing	
a. Fun Stuff to Do	ID#10.a
b. Frequently Asked Questions	ID#10.b
c. Contact Me	ID#10.c
d. Legal Stuff	ID#10.d
e. Credits	ID#10.e
f. My FAQs	ID#10.f

-----  
++++  
+Chapter 1-Introduction+  
++++

a. Welcome ID#1.a  
Hello there! Well, welcome to my Mario Party 4 FAQ. I hope you find this FAQ interesting or of any help to you.

===  
b. Why? ID#1.b  
I typed this FAQ because of one reason: I wanted too. That is pretty much it. I wasn't really board because I have some other FAQs in progress at the time.

===  
c. Version History ID#1.c  
5-11-2003  
You know what? I'm tired of putting in updates, so this section has now been deleted.

6-21-2004  
I lied. Been a LOOOOOOONG time, hasn't it? I did some editing and also added more info to the game and on! Expect more, baby!

===  
d. Characters ID#1.d  
Mario Mario  
First Appearance: Donkey Kong (Arcade)  
-Everyone should know Nintendo's great plumber, Mario. Mario actually isn't Italian, he's a resident of the Mushroom Kingdom. He was born in the Mushroom

World but then transported to earth straight down to Italy where he (and his brother, Luigi) grew up. They then went to Brooklyn, U.S.A. where Mario met Pauline. He later went through some tubes and pipes and came out into the Mushroom World, where he now lives. Along Mario's great history he has been more than just a hero. He has also starred as a villain, doctor, teacher, racer, golfer and tennis player. He is the defender of the Mushroom Kingdom and has defeated the evil Bowser time after time using his amazing jumping ability. Mario once got to use a special piece of equipment called FLUDD. Oh, yeah. When I put the word Mario after the word Mario for Mario's name, I wasn't fooling around. That is Mario's last name (or so I've read.)

#### Luigi Mario

First Appearance: Mario Bros. (Arcade)

First Solo Appearance: Mario is Missing (SNES)

-Luigi is Mario's younger brother and an eternal understudy to his fellow plumber. A plumber just like Mario, Luigi has starred as a hero as well as a teacher, racer, golfer and tennis player. Luigi may not be as flexible, brave or as steady as his older brother but he can jump a ton higher than him. Despite all the times Luigi has been an understudy, he still got a solo roll in Mario is Missing and Luigi's Mansion. Luigi's last name is Mario.

#### Princess Peach Toadstool

First Appearance: Super Mario Bros. (NES)

First Appearance as a Playable Character: Super Mario Bros. 2 (NES)

-The princess of the Mushroom Kingdom. Peaches original name was Toadstool and then Princess was put on making Princess Toadstool. Peach was later her name. All her friends and pretty much just everyone that knows her calls Peach. She may look cute and innocent, but under that smiling crowned face of hers is a very mischievous person. Mario and Peaches relation between each other is actually pretty shadowy, but by most people it's said that they are bound to get married some day.

#### Yoshi the Dinosaur

First Appearance: Super Mario World (SNES)

First Solo Appearance: Super Mario World 2: Yoshi's Island (SNES)

-These cute little dragons come in a variety of many colors: green, yellow, pink, blue, red, light blue, purple, black and white, green being the most famous. The little dinosaurs can jump high, throw eggs, eat just about anything and also use the Yoshi Bomb, a ground pound technique. Yoshis live on Yoshi's Island and Isle Delfino. They started out by getting trapped in an egg by Bowser and then getting freed by Mario, where they then had Mario jump on their back and set off to defeat Bowser. Yoshis first meeting with Mario wasn't in Super Mario World; that was his first appearance. They first met when they were little babies in Super Mario World 2: Yoshi's Island. After that they had to take Baby Mario back to his parents. Their next great adventure put them in a storybook where they had to free themselves from the storybook spell set by Baby Bowser. Mario and Yoshi had met before Super Mario World took place, but because they were so young then, they forgot about each other and restarted their relationship.

#### Wario

First Appearance: Super Mario Land 2: 6 Golden Coins (GB)

First Appearance as a Playable Character and First Solo Appearance: Super Mario Land 3: Wario Land (GB)

-Starting out as a villain, Wario later became a hero. He first tried to take over Mario's mansion in Mario Land 2, but failed to do so, thus leading him to building his own. He has unspeakable strength and has many different hats including his Viking horns, dragon hat and jet pack hat. He can also change into different forms, including a zombie, bat, snowball, fireball, fat-cheeked man, spring, ice and puffy bee-stung man.

### Donkey Kong

First Appearance: Donkey Kong (Arcade)

First Appearance as a Playable Character and First Solo Appearance: Donkey Kong Country (SNES) (some may consider DK Jr. as his first playable appearance)

-Donkey Kong's nickname is DK. He started out kidnapping Mario's girlfriend, Pauline. After being defeated by Mario, he got kidnapped by Mario. He then got freed by Donkey Kong Jr. and after that set off to DK Isle. There he sat back and enjoyed the jungle life until King K. Rool came along and started to take over everything. That's when DK set off with his friend, Diddy Kong, to stop King K. Rool in his plans. He has extraordinary strength that he got by finding a crystal coconut and making a wish for a truckload of bananas. After eating the bananas he got, he grew super strong. The only mystery to this is if he lived on DK Isle before stealing Pauline.

### Princess Daisy of Sarasaland

First Appearance: Super Mario Land (GB)

First Appearance as a Playable Character: Mario Golf (N64)

-Daisy met Mario when he defeated the evil alien, Tatanga, in Super Mario Land. Daisy is a bit of a tomboy and the counterpart to Peach. After her appearance in Mario Golf, gossips told that Daisy is Luigi's answer to Mario's Peach. Daisy appeared in only party games after Mario Golf, including Mario Tennis and Mario Party 3-5, and more to come in the future.

### Waluigi

First Appearance: Mario Tennis (N64)

-Waluigi spent all his time training as a tennis player for Mario Tennis. Little is known about the spiky mustached Mario Brother since he has only made an appearance in three games: Mario Tennis, Mario Party 3 and Mario Party 4. He also got a trophy of himself for Super Smash Bros. Melee. It is said that he has some sort of relationship to Wario.

### Toad the Toadstool

First Appearance: Super Mario Bros. (NES)

First Appearance as a Playable Character: Super Mario Bros. 2 (NES)

-When you first here the name Toad you would probably think of a toad, but these Toads are toadstools that serve Princess Peach. They are loyal but they aren't too good about completing their tasks. They came in a variety of colors in Mario Sunshine where both the dots on their mushroom head and the color of their vest are the same. Their leader is the intelligent Toadsworth.

### Goomba the Mushroom

First Appearance: Super Mario Bros. (NES)

-These greedy little mushrooms are traitors of the Mushroom Kingdoms army. They don't serve anyone but they still try to wander into Mario's way. They can be gone by simply jumping on their head, which flattens them into a crepe. At one time they had a blue color to them. They aren't very nice and find anything against someone hilarious.

### Shy Guy

First Appearance: Super Mario Bros. 2 (NES)

First Appearance as a Playable Character: Mario Party 4 (GCN)

-As their name says, these guys are extremely shy. They are so shy that they all have a mask strapped across their face. Ever wonder what's under their mask? Actually, they have a blank face their. Shy Guys have taken many forms: a stilt walker, a bigger version, a fat version, the Beezo form, Fly Guy, ghost, the Snifit form, the speared ghost and a spear holder.

### Boo the Ghost

First Appearance: Super Mario Bros. 3

First Appearance as a Playable Character: Mario Party 4 (GCN)

-The Boos from Super Mario Bros. 3 are shy little ghosts. The Big Boos from Super Mario World are shy nig ghosts. The Boos from Super Mario 64 are ghosts that disappear when looked at.

Koopa Troopa the Turtle

First Appearance: Mario Bros. (Arcade)

First Appearance as a Playable Character: Mario Kart (SNES)

-Koopa troopas come in green, red, yellow and blue. These turtles serve Bowser. When they get scared or someone jumps on them then they will hide out in their shell.

King Bowser Koopa

First Appearance: Super Mario Bros. (NES)

First Appearance as a Playable Character: Mario RPG (SNES)

-Bowser has tried time, after time, after time to defeat Mario and take over the Mushroom Kingdom. Actually, it is unknown why Bowser continues to capture Peach. According to Super Mario 64, he captured her to take over the Mushroom Kingdom, but according to Super Mario Sunshine he captured her on behalf of romantic desires.

Koopa Kid

First Appearance: Mario Party 4 (GCN)

-Confusion strikes again! A lot of people get confused about Baby Bowser, Koopa Kid and Bowser Jr. I'm going to clear this all up. Baby Bowser first appeared in Super Mario World 2: Yoshi's Island. Baby Bowser IS, yes, IS King Bowser Koopa. A Koopa Kid is a turtle that serves Bowser, but is more advanced than a Koopa Troopa. There are several of them and their only known appearance is in Mario Party 4. Bowser Jr. IS NOT Baby Bowser nor is he a Koopa Kid. Bowser Jr. is Bowser's son. Understand now? Good.

===

e. Controls

ID#1.e

Start/Pause

- Confirm most selections
- Shows pause menu

Control Stick

- Highlight selections
- Move character
- Scroll map

A

- Confirm all selections
- Hit dice block
- Mini-game button

B

- Cancel all selections
- Open item menu
- Mini-game button

X

- Mini-game button

Y

- Mini-game button

Z

- Display map
- Practice mini-game

L

-Mini-game button

R

-Change to controls to tips to explanation on mini-game description screen

-Mini-game button

+Control Pad

-NOT USED

C Stick

-NOT USED

===

f. Spaces

ID#1.f

Blue Space=Gives 3 coins, 6 if coin multiplier is rolled on last five turns

Red Space=Takes 3 coins, 6 if coin multiplier is rolled on last five turns

Happening Space=Does the boards special feature

Warp Space=Shoots you to a randomly chosen character

Mushroom Space=Randomly gives you a Mega Mushroom or a Mini Mushroom

Battle Space=You will play a battle game

Bowser Space=A koopa kid will take coins or Bowser will come and change

everyone's space or have you play a Bowser Game or make everybody's coins equal the same amount

Fortune Space=You will play a game of Reversal of Fortune. In the game you will give or trade stars or coins with someone else.

===

g. Items

ID#1.g

Mini Mushroom=Turns you mini allowing you too fit through tubes, but the dice block only goes from 1-5. This also lets you play mini mini-games. 5 coins.

Mega Mushroom=Turns you big allowing you to take 10 coins from anyone you pass, but you can't stop at any board events. You also get to role 2 dice blocks. 5 coins.

Super Mini Mushroom=Same as a mini mushroom but you get to role 2 dice blocks. 15 coins.

Super Mega Mushroom=Same as a mega mushroom but you get to role 3 dice blocks. 15 coins.

Mini-Mega Hammer=You can make a player randomly turn bigger or smaller. 15 coins.

Warp Pipe=You change places with a randomly chosen opponent. 10 coins.

Swap Card=You switch items with a randomly chosen opponent. 15 coins.

Sparky Sticker=You lay the Sparky Sticker on the space you're on. The first player that passes loses 10 coins. 15 coins.

Gaddlight=When Boo tries to steal from you, you use the Gaddlight. This prevents Boo from stealing from you. 15 coins.

Chomp Call=Changes the location of the star. ? coins.

Bowser Suit=After rolling the dice block you will take 30 coins from any opponent you pass. Received from Bowser. Price: N/A.

Boo's Crystal Ball=Use this to call Boo. 25 coins.

Magic Lamp=This takes you to the star. 30 coins.

Item Bag=This gives you 3 randomly chosen items. If you already have 1 item it gives 2, if you have 2 items, it gives 1. 30 coins.

NOTE: With the Super Mini Mushroom or Mega Mushroom, if you role the same numbers on both dice then you get 10-30 coins. You can only hold 3 items and use only 1 per turn.

h. Last Five Turns Events

Coin Multiplier=Makes red a blue spaces give or take 6 coins instead of 3

Free Star=Stars are now free

R > B=All red spaces become Bowser spaces

R > F=All red spaces become fortune spaces

===

## i. Board Events

ID#1.i

Board Events are the areas that a big, pink arrow is pointing at. Some board events have something else pointing at them.

### -Item Shops

Here you can buy one item.

### -Lottery

The lottery has you pay 5 coins to earn coins. You will either get the handle turn or the card scratch. The handle turn has you turn the control stick around and you will receive an egg of a certain color. The card scratch has you choose a card and scratch it to see if you won.

### -Boo House

Here you can steal coins (5 coins) or you can steal a star (50 coins.)

### -Gates

The gates look like a bent tube. To pass through one you need to be mini.

### -Star

Here you can buy a star for 20 coins.

### -Mini Mini-Games

To play a mini mini-game you need to pass the game while mini. There are two on each board and one lets you get coins while the other is to get an item.

### -Special Board Events

Each Board has some board events of its own. Here they are:

Toad's Midway Madness: Roller Coaster Ride

Goomba's Greedy Gala: Roulette Table and The Dice Game

Shy Guy's Jungle Jam: Raft Ride and Vulture Ride

Boo's Haunted Bash: Red Boo and Ghost Train

Koopa's Seaside Soiree: Koopa Kabana Resort Coin Deposit and Monkey Banana Slide

Bowser's Gnarly Party: Bowser

Roller Coaster Ride: You will ride a roller coaster trying to collect coins.

Roulette Table: You randomly get to go to a different area of the board.

Dice Game: You will play a dice game against Goomba and if you lose you go to the start of the board

Raft Ride: This takes you to a different area of the board

Vulture Ride: This takes you to the other side of the board while collecting coins

Red Boos: These disappear and reappear whenever you pass their space. If they're there then you can use the Red Boo bridge.

Ghost Train: If there is no red boos out then you can ride the ghost train and go to a different area of the board.

Koopa Kabana Resort Coin Deposit: When pass here you will have to pay 5 coins to Koopa.

Monkey Banana Slide: A monkey throws a banana down and you will randomly take a path.

Bowser: Bowser will be at a random spot on his board. Pass when your normal and half your coins are gone. Pass him while mini and you get sent to the START area in the middle of the board. If your mega you'll play a mini-game against

him. Beat him and he goes away until someone gets the star.

-----  
+++++

+Chapter 2-Board Maps+

+++++

a. Toad's Midway Madness

ID#2.a

Difficulty: \*

This stage is an amusement park. One mini mini-game has you try to shoot a rocket to get coins and another that is a merry-go-round where you get an item. The happening space will send the roller coaster cart after you and sends you off the track. You can also ride in the roller coaster and collect coins. Another happening space makes the direction of the teacups go in reverse.

===

b. Goomba's Greedy Gala

ID#2.b

Difficulty: \*\*

This stage is a casino. One mini mini-game lets you get an item. The other is a slot machine and you have to press A to stop it. One of the board events has you role a die against Goomba. If you lose you get sent back to the start. The craps table sends you to different area on the board. Getting a star on it lets you choose the way you go and also gives you 20 coins. The happening space puts you on a shuffleboard disc and lets you collect coins wile going to the other side of the board.

===

c. Shy Guy's Jungle Jam

ID#2.c

Difficulty: \*

This stage is a jungle. One of the two mini mini-games has you try to get an item by jumping. The other you have to press A as fast as you can. You can catch a ride on the raft to go to another area on the board or take a lift on the vulture to collect coins and get to the other side of the board. The happening space makes you make a wish. You choose either a fun wish or a sad wish. If you choose right you go on, but if you choose wrong then a flood starts and the bridge gets washed away.

===

d. Boo's Haunted Bash

ID#2.d

Difficulty: \*\*

This level is a haunted house. The red boo's will appear and reappear each time a character passes them. The red boo's also control the red boo bridge. One mini mini-game has you press a button to get coins. The other you have to chose a valve of a trumpet and you'll get one of three items. There are only 2 happening spaces and the third person to land on one of them triggers Big Boo. He acts like the normal Boo, but you can pay 15 coins to steel coins from EVERYONE or 150 coins to steel a star from EVERYONE. If you pass the graveyard and there aren't any red boos then you can ride the ghost train. Any character you hit gets on the ghost train as well.

===

e. Koopa's Seaside Soiree

ID#2.e

Difficulty: \*\*

This level is a tropical island. Every time you pass the space that has Koopa's face on it then you have to give 5 coins to Koopa for his island resort. The happening spaces by the resort make you give the number of coins that has been given to Koopa so far to him. So if 20 coins have been given to him then you have to pay him another 20 coins. The happening spaces everywhere else let you ride on the dolphin. Once again I have only played one of the two mini mini-games of this stage. That one has you fish to get coins.

===

f. Bowser's Gnarly Party

ID#2.f

Difficulty: \*\*\*

Your host isn't Bowser, it's Koopa Kid. This is the largest and the best board of them all (oppinion). Bowser will be at a random area on the board. Every time someone gets the star Bowser changes where he is. One mini mini-game for

this board is the bullet bill stopper. The other...I don't know. Also about Bowser, he's this only board's special board event.

-----  
+++++++  
+Chapter 3-Party Mode+  
+++++++

a. Getting Started

ID#3.a

At the start of the rule selecting Toad will ask if you want to see the board map rules. If you answer no then you start making the rules. You will first choose the number of players. You will then select the character you are playing as and the computer character. You will then choose a board map. You will finally choose the more detailed rules. You first choose teams, then the turns from 10 to 50 in multiples of 5, next the mini-games; all, easy or custom, Bonus on or off and last the handicap. It will then ask if these settings are OK. After that you start. If you already have saved game progress then they will ask if you want to continue it. If you answer no then you will never get to continue it.

===

b. What You Do

ID#3.b

When the game starts your host will tell you some things. You will then role a die to determine turns. The one with the highest number goes first. The game then starts. At the end of each turn you will play a mini-game. The type of mini-game you play is determined on the spaces the players moved on. You will occasionally play a lucky game which doubles or triple the amount of coins you get. After the mini-game the next turn will play. This goes on until the game is over. On the last 5 turns, your host will come up and show what place everyone is in. The one in last place will hit a block to add a new rule. The new rules are blue and red spaces give double the amount of coins, stars are free, all red spaces become Bowser spaces or all red spaces become fortune spaces. If someone got a lucky party ticket then it will be used here and seen if you won. If you win then you get a star. If bonuses are on then you will be able to receive extra stars at the end. The bonuses are the following:

Coin Star=Character that got the highest number of coins

Mini-Game Star=Character who got the most coins in mini-games

Happening Star=Character who landed on the happening space the most.

The person with the most stars wins. If two players got the first place then they will role a die to see who wins. The one with the highest number wins.

===

c. Tips

ID#3.c

-Steal Coins from the character with the most coins

-Try to put together a plan in a mini-game to beat it

-Don't buy items unless you have at least 20 coins

-In reversal of fortune, try to see how far back you pull the pole; this can alter the results drastically

-Use a chomp call at exactly the right time

-If someone has a magic lamp, use a swap card and try to get his or hers magic lamp

-Use a Mini-Mega Hammer on someone if they're close to the star and try to turn him or her mega so that they pass the star

-----  
+++++++  
+Chapter 4-Story Mode+  
+++++++

a. Getting Started

ID#4.a

When you start Story Mode you will choose your player. Then you choose the COM level. After that you do the mini-game settings which lets you choose either ALL, EASY or CUSTOM. After that you will chooses a board map. All the other data made is saved so you don't change it. The thing that doesn't get saved is the board map. After choosing all the rules except for the stage they will ask "Are these settings Okay?" Select yes to save and choose a board map. This is

only one player and the COMs are chosen randomly.

===

b. What You Do

ID#4.b

You will play a game just like you would in Party Mode. Role a die to see who goes first, a mini-game after each turn and coin and stars. At the end of the game you will see who gets the Mini-game, Coin and Happening space stars. Then you will see whom one. If two people tie then they will role a die to see who wins. If you won the board then you get to play a mini-game against the board guide. If you win the mini-game then you get a present for the present room (see chapter 7).

===

c. Tips

ID#4.c

- Steal Coins from the character with the most coins
- Try to put together a plan in a mini-game to beat it
- Don't buy items unless you have at least 20 coins
- In reversal of fortune try to see how far back you pull the pole
- Use a chomp call at exactly the right time
- If someone has a magic lamp, use a swap card and try to get him or hers magic lamp
- Use a Mini-Mega Hammer on someone if they're close to the star and try to turn him or her mega so that they pass the star
- Continue to play a stage with the same character, you get a different present for each board.

-----  
+++++

+Chapter 5-Mini-Game Mode+

+++++

a. Getting Started

ID#5.a

When you go into the mini-game room Goomba will appear. You will then have to chose all the settings. You can either choose play, list, custom or records.

-Play: Play earned mini-games-

You will first choose a special game to play. They are:

Free Play: you can play any mini-game that you've earned. If you are doing a 2 vs. 2 or 1 vs. 3 mini-game then you must decide teams before you play the game. When you play this mode you must first select the number of players. You then select your characters. You then choose a mini-game to play.

Team Play: split into teams and play 2 vs. 2 mini-games. You set this mode up the same way you set up free mode, just you choose teams after choosing the character.

Battle Mode: you choose how many mini-games you need to win to win the game. you first choose the number of characters, and then who the characters are going to be. You then choose how many mini-games you need to win to win battle mode overall (1-win match, 5-win match or 7-win match).

Tic-Tac-Toe Mode: split into teams and play 2 vs. 2 mini-games. Every game you win lets you place a piece on the ti-tac-toe board. The first team to get 3-in-a-row wins. You first choose the number of players, then the characters that you and the computers are going to be, then teams then the min-game roulette goes, so the mini-games are chosen at random.

-List-

All this does is lets you look at all the mini-games you've earned.

-Custom-

This lets you make a custom mini-game list. A custom mini-game list makes it so you only play the mini-games you chose to play. You must choose at least 4

4-player mini-games, 3 2 vs. 2 mini-games, 3 1 vs. 3 mini-games and 2 battle mini-games.

-Records-

There are certain mini-games that have record of how fast you can beat the mini-game or how many of something you can get up for the mini-game. The highest records for each of these mini-games are here. Here is a list of all the mini-games that have a record scoring:

- Mario Medley (shortest time to beat)
- Domination (highest number of dominoes [Whomps] put up)
- Mario Speedwagons (fastest to beat race)
- Take a Breather (longest under the water)
- Right Oar Left? (fastest to exit the cave)
- Dungeon Duos (fastest to escape the dungeon)

===

b. What You Do ID#5.b

Well, you play mini-games that you've earned. There really isn't some line to playing this mode.

-----  
+++++

+Chapter 6-Option Room+

+++++

a. Rumble Settings ID#6.a

Simply tilt the control stick left or right to turn the rumble feature of your controllers on or off.

===

b. Listen to Music ID#6.b

Here you do stuff with the music and sound.

#####

.1|Sound Settings

Here you choose to change the sound to Mono or Stereo. Obviously, you should set the sound to the way your TV is.

#####

.2|Music/Voice

Here you can listen to the music on board maps and the sounds the characters make. You use the L and R buttons to change from list to list and press A to listen to a song or sound.

===

c. View Records ID#6.c

Here you can look at all the different records of the game.

#####

.1|Board Map Records

Click on the letter B on the side of the screen to look at these. Use L and R to change to the different board maps. This place shows you how many times the board has been played, how many victories each character has gotten on it, the highest number of stars ever gotten on the board and the highest number of coins ever gotten on the board.

#####

.2|Mini-Game Records

Click on the letter M on the side of the screen to look at these. This shows you the high scores of each of the mini-games that take a record scoring. This is no different than the records section in Mini-Game Mode.

-----  
+++++

+Chapter 7-Present Room+

+++++

NOTE: The character's constellation is unlocked by completing all stages of Story Mode for that character. Same goes for the presents, but only for each individual stage in Story Mode. You must beat the host of the stage in a special mini-game. To earn the Mini-Game presents you must get an amazing

record on the record-holding mini-games.

a. Mario ID#7.a  
Toad's Midway Madness: Mario's Sofa  
Goomba's Greedy Gala: Mario's Table  
Shy Guy's Jungle Jam: Mario's T.V.  
Boo's Haunted Bash: Mario's Fridge  
Koopa's Seaside Soiree: Mario's Doll  
Bowser's Gnarly Party: Bowser's Vase  
=House looks just like a square house with a triangle roof  
===

b. Luigi ID#7.b  
Toad's Midway Madness: Luigi's Table  
Goomba's Greedy Gala: Luigi's Airbike  
Shy Guy's Jungle Jam: Luigi's Dumbbell  
Boo's Haunted Bash: Luigi's Chair  
Koopa's Seaside Soiree: Luigi's Doll  
Bowser's Gnarly Party: Bowser's Television  
=Very simple house with two levels and triangle roof  
===

c. Peach ID#7.c  
Toad's Midway Madness: Peach's Chair  
Goomba's Greedy Gala: Peach's Table  
Shy Guy's Jungle Jam: Peach's Clock  
Boo's Haunted Bash: Peach's Treasure Chest  
Koopa's Seaside Soiree: Peach's Doll  
Bowser's Gnarly Party: Picture of Bowser  
=Castle with second level  
===

d. Yoshi ID#7.d  
Toad's Midway Madness: Yoshi's Egg  
Goomba's Greedy Gala: Yoshi's Computer  
Shy Guy's Jungle Jam: Yoshi's Table  
Boo's Haunted Bash: Yoshi's Shoes  
Koopa's Seaside Soiree: Yoshi's Doll  
Bowser's Gnarly Party: Bowser's Light  
=Similar to Luigi's with 2 levels and all  
===

e. Wario ID#7.e  
Toad's Midway Madness: Wario's Motorbike  
Goomba's Greedy Gala: Wario's Box  
Shy Guy's Jungle Jam: Wario's Recliner  
Boo's Haunted Bash: Wario's Hamburger  
Koopa's Seaside Soiree: Wario's Doll  
Bowser's Gnarly Party: Bowser's Clock  
=House looks like a miniature golden mansion  
===

f. Donkey Kong ID#7.f  
Toad's Midway Madness: DK's Barrel  
Goomba's Greedy Gala: DK's Tree  
Shy Guy's Jungle Jam: DK's Stand  
Boo's Haunted Bash: DK's Box  
Koopa's Seaside Soiree: DK's Doll  
Bowser's Gnarly Party: Bowser's Object  
=UNKNOWN  
===

g. Daisy ID#7.g  
Toad's Midway Madness: Daisy's Bed  
Goomba's Greedy Gala: Daisy's Flowers  
Shy Guy's Jungle Jam: Daisy's Table

Boo's Haunted Bash: Side Daisy's Table  
Koopa's Seaside Soiree: Daisy's Doll  
Bowser's Gnarly Party: Bowser's Teapot  
=A circular house

===

h. Waluigi ID#7.h

Toad's Midway Madness: Waluigi's Calendar  
Goomba's Greedy Gala: Waluigi's Shelf  
Shy Guy's Jungle Jam: Waluigi's Shower  
Boo's Haunted Bash: Waluigi's Chair  
Koopa's Seaside Soiree: Waluigi's Doll  
Bowser's Gnarly Party: Bowser's Bath  
=UNKNOWN

===

i. Mini-Games ID#7.i

Beach Volley Folley [clear Battle Mode]: Birthday Cake  
Take a Breather [7+ seconds]: Boo Plate  
Mario Speedwagons [00:10 or less]: Boo Photo Stand  
Mario Medley [1:00 or less]: Bowser Plate  
Booksquirm (normal or challenge) [15+ pages]: Goomba Plate  
Domination [100+ dominoes]: Goomba Clock  
Right Oar Left? [00:45 or less]: Koopa Plate  
Dungeon Duos [1:30 or less]: Shy Guy Plate  
Jigsaw Jitters, 20 Piece [1:00 or less]: Toad's Cups  
Jigsaw Jitters, 30 Piece [2:00 or less]: Toad's Teapot  
Jigsaw Jitters, 40 Piece [3:00 or less]: Toad Plate  
=Has similar to Mario's and Daisy's with star on floor

===

j. Got 'em All ID#7.j

Wondering, wondering and, oh, um... WONDERING! What happens when you collect all 48 character presents AND the 11 mini-game presents (making a total of 59 presents)? When you look in the present BEFORE this, there is a spot on the floor between 2 present houses that is flat (it's the floor, so obviously it's flat) and has a star on the ground. Once you collect all 59 presents you earn the awesome, breathtaking, radical, gnarly, tubular, way cool, special, unique, star-like, awesome, great, good looking, well-designed, unique, strange, awesome, shiny, awe-inspiring and (did I say awesome) BIRTHDAY STAR TROPHY! Congratulations, you beat the game. COMPLETELY! (That's assuming you beat Story Mode once on hard, earning expert ;).)

-----

+++++

+Chapter 8-Extra Room+

+++++

a. Getting Started ID#8.a

The extra room has mini-games that you can't find anywhere else. You get started y clicking on Thwomp, Whomp or Ztar.

-Thwomp-

First choose the number of players and who you're going to be, then the mini-game, then you go to the rules explanation screen and if required the number of turns and rule settings.

-Whomp-

Choose who you're going to be, choose the mini-game, then you look at the rules explanation screen and then finally, start!

-Ztar-

You simple keep pressing A and then you choose your character and all that stuff (it'll be explained better later).

===

b. Thwomp's Backroom Ball ID#8.b

Here you play special versions of mini-games and extra boards.

#####

.1|Mega Board Mayhem

This plays just like a normal game, just without the mini-games between each turn. Thwomp will give each player 100 coins at the beginning. When you pass the item shop there will only be one item to choose from. Once the game ends the player with the most coins wins.

#####

.2|Mini Board Mad-Dash

This plays just like a normal game, just without the mini-games between each turn. Thwomp will give each player 100 coins at the beginning. This place is similar to Mega Board Mayhem, but you should go mini to avoid traps. You could go through a tube to get past the red space bombard area.

#####

.3|Panel Panic

This game is similar to Panels of Doom. The four players will choose one of the numbers and once that's done then all other players that weren't chosen will fall down on a place, and so will Bowser. So now every space is filled. Then everybody will roll a die all at the same time and all the numbers that appeared will break the space with the same number, making whoever is on it fall. This goes on until there is only one person standing.

#####

.4|Booksquirm Challenge

To know how to play Booksquirm, go to the mini-games section. This is the same mini-game as Booksquirm. Just one thing: how many pages fall go into a score. You play the same way as the normal Booksquirm just when there is only one person left the pages will keep falling until that very last person gets squished.

===

c. Whomp's Basement Brouhaha

ID#8.c

In this place you will play special 1-player mini-games.

#####

.1|Jigsaw Jitters

Controls: A---place piece

R/L---rotate piece

Control Stick---move piece

This game is the exact same as Photo Finish. You can choose to do a 20-piece puzzle, a 30-piece puzzle or a 40-piece puzzle. You must place all the pieces in the right place before 10 minutes are up.

#####

.2|Mushroom Medic

Controls: A---select patient

Control Stick---switch to next patient

There are 5 patient and one of them ate a poison mushroom. But which one? You have to move the control stick to another patient and if the rumble on your control is different from all the others, then that is the one that ate the poison mushroom.

#####

.3|Barrel Baron

Controls: A---pick at ground

Control Stick---move

Move around slowly until you feel a rumble on your controller. The second you feel the rumble stop. Make sure that when you stop you can still feel the rumble on your controller. If you can then keep pressing A to mine at the ground. You can get different sizes of oil geysers that can fill more or less barrels up with oil.

#####

.4|Doors of Doom

Controls: A---select door

Control Stick---select next door

This mini-game is potluck. You have to choose a door and hope that Bowser isn't on the other side to chase you away. Its just luck if you get the right door.

####

.5|Bob-omb X-ing

Controls: Control Stick---move

Simply try to not get blown up in a bob-omb explosion. Just run around avoiding any bob-ombs that have stopped and are changing colors, showing that they're about to blow up. It stays easy until the clock hits about 1:30, that's when a TON of bob-ombs start to appear.

#####

.6|Goomba Stomp

Controls: A---move forward

B---move backwards

Control Stick: change direction

Similar to Tree Stomp, just you try to crush as many Goombas as you possibly can. You're in the same robot that is in Tree Stomp. Just move around with the same controls and run into Goombas to knock 'em off the screen.

===

d. Ztar

ID#8.d

Ztar? Ztar is the name of the black star. After you earn every mini-game in Thwomp's and Whomp's place then Ztar will come along. Selecting him lets you play Beach Volley Folley. Here's how it works:

Controls: A---Hit ball

B---jump

Control Stick: move

You can play 1 of 2 modes: free or battle.

Battle: here you'll compete against opponents who get stronger each round.

Free: Play as any character and play Volley Folley!

How do you play? You have to move around your area trying to hit the ball to the other side. When the circle is under you that means that you're the person that needs to hit the ball. If you hit the ball 3 times without getting it onto the other end then the ball will drop on your side (nobody will have the circle under them). The first team to score 4 points (score a point by making the ball land in the opponents' area) wins.

Here's a battle mode walkthrough:

You'll first choose 1 or 2 human players. Then you'll select who you're going to be. If you have a COM player on your team then set him or her to hard (it won't change the opponents' level).

Game 1: You'll face two out of the 6 players you didn't select (its random).

Very easy, you'll beat it.

Game 2: You'll face two out of the other 4 players that you didn't choose or already battled. Another easy one, you'll win.

Game 3: You'll face the last two characters that you haven't faced yet. It starts getting difficult here, so be careful.

Game 4: You'll be pitted against Toad and Koopa! This is when it gets really tough. Concentrate and make sure the computer is at hard level!

Game 5: Now it's Boo and Shy Guy! A very tough one but with good hand-eye coordination, you'll get it!

Game 6: Now it's super-tough! Koopa Kid and Bowser! I believe that the only way to score here is to spike the ball. Try hitting the ball farther away from Bowser because he can hit it back with little movement involved. However, Koopa Kid is very fast, so be careful around him. The back or front might be the best places to hit the ball.

~Spiking: Spiking is easy once you get used to it. To spike, simply press B when the ball is coming towards you then move the control stick around to where you want to hit the ball and then press A when the ball gets near you. As simple as that.~

Free Mode: Free mode allows you to play one game against an opponent team. You

earn free mode by completing battle mode. In free mode you don't just have the choose to play as the 8 characters (I'm sure you know what eight I'm talking about) but you can also play as Toad, Shy Guy, Koopa, Boo, Koopa Kid and Bowser!

-----  
++++  
+Chapter 9-Mini-Games+  
++++

Note: Games marked with a \* are coin collecting games, where you earn as many coins as you collect in the mini-game. Games marked with \*\* are my favorite games. Games marked with \*\*\* are A-tap games that I recommend you use the A-tap trick. Games marked with # are games with records. CS refers to control stick. At the end of this chapter I'll explain the A-tap trick.

a. 4 Player ID#9.a

/Manta Rings\  
A---swim faster  
CS---move

In Manta Rings, you try to swim through the most rings and gather the most points. Blue rings are worth one point and gold rings are worth 3. You can continuously tap the A button to swim a little faster. If you hit a Blooper (squids) than you lose one point. If you hit Sushi the shark then you lose 2 points and if you hit the eel then you lose 3 points. If you have the most points at the end of the mini-game, you win.

/Slime Time\\*\*\*  
A---escape slime

The point is to continuously press A to try and escape the slime. If you escape first, you win!

/Booksquirm\# (in the extra room)  
CS---move

Here you run around in a book trying not to get squished. When a page falls look for the light and stand in it to go through the page. The last person standing (the one that didn't get squished) wins.

/Mario Medley\\*\*/#  
L/R (simultaneously)---Swim  
A/B (simultaneously)---Swim  
L/R (alternating)---Swim

You start the mini-game out by swimming. First press L and R at the same time, then A and B at the same time and finally L and R alternately. Press the button a little fast, but not too fast. Press them too fast and you're heart meter will go down, stopping you.

/Avalanche!\  
A---go faster  
CS---move

You're trying to escape the avalanche on skis. Press A to use the poles and go a little faster. Avoid the rocks and if you see a jump, go off it, for it will make you go faster and farther. You win by getting off the final jump successfully (meaning you're the first one to fall of the edge). All the rest get smashed into snowballs.

/Domination\\*\*/#  
A---hit button

Continuously tap A to hit the button and raise a domino (actually, a Whomp). The A-tap trick is HIGHLY recommended here, for it is difficult (for some people) to tap A very quickly. You have ten seconds to put up the most

dominoes. If you are really good and can tap the a button 160 times in ten seconds, then you'll get the highest of all high scores, meaning you'll get 160 Whomps up. That's the highest it goes.

/Paratrooper Plunge\\*

CS---move

Not my favorite coin-collecting game but it can still be fun. You fly around trying to get as many coins as you can. If you hit a Paratroopa or a Shy Guy, then your balloon gets smaller. Get hit 4 times and you're out. However, you still get to keep as many coins as you collected.

/Toad's Quick Draw\

A---shoot

CS---move crosshair

A train will come and release a number of balloons. Then, after a couple seconds, Toad will raise a flag matching the color of one of the balloons. Find the balloon, highlight it with your crosshair (the crosshair will turn into a circle) and SHOOT! Do that three times and you win. Its best to keep your crosshair in the middle of the balloon area then find it the actual balloon when Toad raises the flag.

/Three Throw\

A---jump

B---throw

There will be three rows of baskets. The top and bottom rows are worth one point per basket and the middle row is worth two points per basket. Press A to jump then B to throw (you can't make a basket by just standing there). If you have the most points when time runs out, you win!

/Photo Finish\

A---place piece

R/L---rotate piece

CS---move piece

There will be a 4x2 puzzle (eight pieces) that you have to remake. It will show you it at the beginning, and then you have to put it together. Easy. Find where the piece goes, rotate it left or right by pressing L or R and finally, press A to place the piece.

/Mr. Blizzard's Brigade\\*\*

CS---move

One simple point: move around trying to avoid the snowballs thrown at you. If one hits you, you're out! As time passes more and more Mr. Blizzards will come making a total of 5 (counting the big one). Then the BIG one wakes up and throws a BIG snowball. The slippery ground makes the mini-game a bit more difficult.

/Bob-omb Breakers\\*\*

A---rotate clockwise

B---rotate counterclockwise

Y/X---Flip over

CS---move piece

This is like Tetris, but with explosion and opponent play! You need to match 3 of the same shaped pieces together to earn points. If you get a Bob-omb piece, place it down and immediately surround it to make it explode, heightening your score. Remember, you can put YOUR pieces in YOUR opponents' area and destroy YOUR opponents that way. First one to 100 points wins!

/Long Claw of the Law\

A---extend claw (catch character)

L---move claw left

R---move claw right

CS Up/Down---move claw up or down

There will be a picture of the convict in the middle of the screen. Move the claw around the screen with L and R and wait for the doors to open. When you see the convict, move the crosshair over it and press A to capture it. First one to capture 3 of that convict wins.

/Stamp Out!\

A---jump

CS---change direction

Move your character in the direction you want to move then press A. The longer you hold down A, the farther you'll go. The one to cover the most percentage of the field by the timers end wins the game. If all players stamp less than 5% of the field, a DRAW is declared.

/Mario Speedwagons\  
A---shift gears (when meter starts blinking, shift)

R---accelerate

Wait for the lights to turn green, then immediately press and hold R. When the meter at the bottom right corner of your screen starts flashing, it's time to shift gears. First one to cross the finish line wins.

/Take a Breather\#

L/R (alternately)---inhale

Press L and R alternately at a very fast speed to inhale. Once the timer reaches zero, all players will jump in the water. The last one to have to take a breath wins.

===

b. 2 vs. 2

ID#9.b

/The Great Deflate\  
A---jump

A+L or A+A---ground pound

The point of this game is to jump up with A and then do a ground pound by pressing L or A while you are in the air. Every time you ground pound on your whomp, it becomes flatter. The first to fully deflate their whomp wins.

/Revers-a-Bomb\  
B---press button

CS---move up/down

Bob-ombs are everywhere! Working with your partner, you need to send the bob-ombs towards your opponent. Whenever a button lights up on your side, run over to it and press B. Hint: you should take only the bottom or the top three buttons. Your partner should take the other three. I do this every time when I play this mini-game, and the computer always ends up with the other three. Works like a charm. The first team to have 10 bob-ombs blow up at their base loses, or if more bob-ombs have blown up at their base by the timers end they lose.

/Right Oar Left?  
???

/Cliffhangers\  
A---cling to mountain

CS---move

Alongside your partner, you have to get to the top of the mountain. Climb the mountain with the control stick and when the controller rumbles violently, immediately press and hold A to hold onto the mountain and keep from falling down the mountain. If you have the rumble turned off, then an exclamation point will appear instead.

/Team Treasure Trek\\*\*

???

/Pair-a-Sailing\\*

CS---move

One team member is driving the motor boat while the other is parasailing. The motorboater moves around avoiding boxes and trying to get their partner closer to the coins. The parasailer moves around in the air trying to grab as many coins as possible. 30 seconds is your coin collectin' time limit.

/Order Up\  
???

/Dungeon Duos\\*\*\* (for B, X and Y)

A---jump

B---push a lever

X/Y---use a lever

R/L (alternating)---pump a balloon

CS---move

This is an obstacle course mini-game. I'm going to explain it in a step-by-step process.

Step 1: Gates

=Partner A pushes a level with the button B to lower a gate opening a path for partner B. Partner B then does the same for partner A and then again for partner B.

Step 2: Platforms

=Either partner pushes a lever with X rotating a platform so it is level with the main surface. The other partner boards the platform and the lever-pushing partner moves the boarded partner to the other end of the pit. The partner who was just transported (we will call him partner B) will then run to another lever and use X to transport partner A.

Step 3: Broken Platforms

=Same as step 2, except replace "X" with "Y" and the rotating platform only has one end instead of two.

Step 4: Guess The Pipe

=There are five pipes arranged like a pentagon. Jump into the pipes until you find the correct one. The correct one will transport you to the next step.

Step 5: Pump The Balloon

=Alternate pressing L and R to blow up your hot air balloon. Don't do it too fast, but don't pump too slow. Pump at a steady rate to blow the balloon to its maximum size.

Once you complete step 5 you win the mini-game. Remember that you do all of this with a partner. The average time that it takes to beat this mini-game is 1:45-2 minutes, but the present is awarded if beaten in 1:30. (Tough, tough.)

/Cheep Cheep Sweep\  
???

===

c. 1 vs. 3

ID#9.c

/Candlelight Flight\  
Loner:

CS---move

Team:

A---squirt gun

CS---move

The team tries to squirt out the loner's candle. It takes about 4 hits to completely smother the flame. If even a smidge of light remains when the time runs out, the loner wins. The loner needs to simply avoid the mean team players.

/Makin' Wave\

Loner:

A---jump

A+L or A+A---ground pound

Team:

A---jump

CS---move

The loner does ground pounds on his little wooden boat which creates waves around him. The higher the ground pound, the bigger the wave. The team needs to try to jump over the waves. When any team member gets hit by a wave, they are pushed back towards the edge. When all team members fall off the edge, the loner wins.

/Hide and Go BOOM!\

Loner:

A/B/X/Y---light fuse to cannon

Team:

A/B/X/Y---hide in chosen cannon

In the beginning, the team players choose one of four cannons, each marked with either A, B, X or Y. After the team has made their decision, the loner chooses three out of the four cannons and lights their fuses. If any players where in the cannon of the lit fuse, then they get blown away. If by anny chance the loner lites all of the correct cannons, the loner wins. If he misses just one team member, the team wins.

/Tree Stomp\\*\*

Loner:

CS---move

Team:

A---move forward

B---move backward

CS---change direction

The team are in giant wooden tree robots trying to stomp on the loner who is running around in the cramped arena all alone trying to avoid the tree stompers. The trees move slow, but just one touch of their spiky feet against the loner spells victory for the team. When time runs out and the loner still exists, the loner is victorious. There are bananas that will get thrown upon the arena. If the team or the loner step on a banana peel, they slip and are temporarily preoccupied. Red bananas, if touched, speed the motion of the person who grabbed it.

/Fish n' Drips\

Loner:

A/B/X/Y/R/L---pump the pump

Team:

A/B/X/Y/R/L---hand off bucket

Loner's Job:

=The loner is on a pump. They have to press A, B, X, Y, R and L in a random order (as shown) to make water come out of the pump. The order that the buttons need to be pressed in appeared beside the loner. The order is decided at the mini-games start and it sticks throughout the mini-game.

Team's Job:

=The player at the front of the team will recieve a bucket of water. A random button (A, B, X, Y, R or L) will appear beside them and that button must be

pressed to hand the bucket to the next member in line. The next member then presses the button that appears beside them to hand the bucket to the last person in line and the last person presses the shown button to empty the bucket into the tank. The button that has to be pressed is random each time for each member.

Either way, the first team to fill their tank (loner or team) wins the mini-game. It takes about 7 or 8 pumps/bucket fulls to fill the tank.

/Hop or Pop\

Loner:

CS---move

Team:

A---jump

CS---change direction

The team are in balloons. You move around by jumping with A and then moving with the control stick. They try to avoid touching the loner. The team can also jump 3 times straight, each time jumping higher than the last jump. The loner is in a spiky ball and they simply roll around trying to touch the team members and pop their balloon. When all the team members' balloons have been popped, the loner wins.

/Money Belts\

CS---move

On this coin collecting mini-game, coins and money bags go all on a wide conveyer belt. The loner is on a conveyer belt that is higher than the other. The cash will first go onto this belt and the loner tries to get as many coins as possible. The team is on a conveyer belt that is at a lower elevation. They try to grab any coins or bags that the loner may have missed. Also candy and other junk will try to block your path and create a sort of maze on the belt. This stuff just gets in the way.

/GOOOOOOAL!!\

???

/Blame it on the Crane\

???

===

d. Battle

ID#9.d

NOTE: Battle mini-games are activated by landing on a battle space during a board map game. Goomba will come and begin a roulette with 5, 10, 20, 30 and 50 on it. Whatever number is chosen, every player has to give that many coins. The winner of the mini-game gets the majority of those coins given up, the second place winner will get the rest of the coins. The third and fourth players may randomly get one coin that happens to be left over after the top two are rewarded. Battle games are always all-vs.-all mini-games.

/Trace Race\

CS---move

Every contestant is given a squiggly and wavy path they need to retrace as best as they can. The person with the most accurate trace wins the game.

/Chain Chomp Fever\

???

/Paths of Peril\

CS---move

Every contestant has their own path to follow. You try to follow the path without falling off the edge. If you do fall off then Lakitu has to bring you back up. Eventually you will encounter a fork in the path. One path leads to a very

wavy and curved path while the other leads to a path with sharp turns and straightforward paths. Whatever path each direction leads you to is random. You win if you are the first person to reach the finish line.

/Bowser's Bigger Blast\  
CS---move left/right  
R---Push plunger

Ever played Mario Party 2? Bowser's Bigger Blast is the exact same game as Bowser's Big Blast (or something like that) from Mario Party 2. In this game there are five plungers. You walk over to a plunger and press R to push it down. Four out of the five plungers are safe. If you choose a correct one then smoke comes out of the bomb's nose, but if you choose the wrong plunger, then a 3 second countdown begins and you are DISQUALIFIED! The plunger count then reduces to 4 and so on till there is only one contestant left.

/Butterfly Blitz\  
A---vertical swing  
B---horizontal swing

The point of this game is to catch as many butterflies with your net as possible. Yellows are worth 1 point, reds 2 and blues 3. The player with the most points by the timer's end wins.

/Rumble Fishing\  
A---pull pole in

This game has one simple purpose: be the first person to press A. As soon as your controller rumbles (or you see an ! point) press A to reel in a fish. The first person to press A when the controllers rumble wins.

===

e. Bowser

ID#9.e

NOTE: Bowser mini-games are one of the results of landing on a Bowser space and having bowser appear instead of a Koopa Kid.

/Darts of Doom\  
A---throw darts

A dart board with three circles on it will appear. The three circles will move around non-stop on the dart board. Press A to stop the circles and then darts will hit where the three circles are. The score will add up and then the other three players will go. The person with the lowest score gets torched by Bowser. If you hit the bulls-eye, then you automatically lose.

/Fruits of Doom\  
A---select fruit  
CS---move left/right

When you start a long table with multiple types of fruit on it will appear. Walk left or right and press A to select the fruit that you think Bowser may like to eat at that moment. This game is completely random luck. If you guessed correctly then Bowser will eat your fruit and you go to the back of the line. The next person will choose a fruit and so on. This game will continue to go until somebody finally chooses wrong and gets torched.

/Balloon of Doom\\*\*  
A---jump  
A+L or A+A---ground pound

When you start a pump and balloon will appear. What you do is you will stand on the pump and you can do a ground pound of any strength on it. After your ground pound the next person goes and so on. Everybody will rotate ground pounding the balloon until it pops. The popper will get torched and lose.

===

f. Story

ID#9.f

NOTE: Story mini-games are earned by completing a board map on Story Mode.

Each board map has its very own story mode game. SECOND NOTE: The story mode game earned from Bowser's Gnarly Party in Story Mode is not classified under "Story" in mini-game mode.

???

???

===

g. Etc. Games

ID#9.g

NOTE: There are three etc. games. Two of them are earned on Bowser's Gnarly Party if you cross Bowser's path when you are giant. The other one is earned by completing Story Mode once.

/??? (Wrestling Game)\\*\*

???

/Panels of Doom\\*\*

CS---move

On this game you select one of the nine panels by walking onto it. Bowser will then choose a panel. You and Bowser will both roll a die and whatever numbers are rolled, those panels disintegrate (10 isn't on the dice block.) This will continue until a picture of either you or Bowser appears, and whoseever picture it is their panel disintegrates.

/The Final Battle\\*\*

???

===

h. Mini Mini-Games

ID#9.h

NOTE: Mini Mini-games CANNOT be played through Mini-Game Mode. They can only be played on a normal board map. Each board map has two different mini mini-games that you can only access by passing them while you are in mini form.

~Toad's Midway Madness~

/The Rocket Game\

???

/The Merry-Go-Round\

A---stop merry-go-round

You will see four items displayed on the merry-go-round. The carasoul will then start spinning. You are standing on the left side of the carasoul. Press A when the item you want is directly in front of you and you should end up with that item.

~Goomba's Greedy Gala~

/The Chip Flip\\*

CS---partially control movement

On this game a Goomba will push you on a poker chip across a platform scattered with coins. You can somewhat move around with the control stick, but it won't move you a lot. This game is mostly coin-collecting luck.

/Shuffled Hats\

A---select hat

CS---choose hat

At the beginning a Goomba will stick 3 items under three hats. He will then shuffle the hats around and from there you can select the hat with the item that you want in it.

/Slots\

???

~Shy Guy's Jungle Jam~

???

~Boo's Haunted Bash~

/Trumpet and Valves\

A---select valve

CS---choose valve

Three items will be tossed into a trumpet. The items get shuffled around inside and then you choose a valve to press down. Whatever item happened to be under that valve you get. This game is random luck for what item you receive.

/Haunted Piano\\*

???

~Koopas Seaside Soiree~

/Gone Fishin'\

???

/Watermelon Game\

???

~Bowser's Gnarly Party~

/Stop the Bullet Bill\\*/\*\*\*

A---stop Bullet Bill

On this game a Koopa Kids shoots a Bullet Bill and you need to press A as quickly as you possibly can to stop it. It will stop over a number and you get coins equal to the number.

===

i. Other

ID#9.i

NOTE: Other mini-games are any mini-games within a board map that you play as normal size. These game CANNOT be accessed through Mini-game Mode.

/Lottery Game\

Every board map has a couple of lottery shops. You have the choose to play your luck for five coins or just continue forward. If you do choose to play, you pay the host five coins. There are two lottery games.

-Scrath: On this one there are several cards. You choose a card and move the hand around to scratch the stuff off the card and reveal your prize. A "1" gets the 100 coin jackpot, a "2" gets the 30 coin jackpot, a "3" awards a random mushroom, (either Super Mega or Super Mini) and a "MISS" means just that

-Turn the Crank: In this lotto game there is a crank that you turn. You rotate the control stick around in circles to turn the crank and eventually a ball will fall out. A gold ball gets you the 100 coin jackpot, a red ball gets you the 30 coin jackpot, a blue ball gets you a mushroom (either Super Mega or Super Mini), and a white ball gets you nothing.

This is a luck game, and the majority of the time you'll get nothing. Also when you visit this place for the first time you get a lucky lottery ticket, which is used at the last five turns event in another luck-based mini-game (sort of.)

/Lucky Lotto Ticket\

If you went to the lottery shop at least once, then you get a lucky lottery ticket. The lottery ticket will have three circles, each with a face of one of the people playing on the board map. During the last five turns event, a roulette comes down with the four faces of the board map contestants. The host will then hit the roulette once, and if anybody has the face it has, he does it again. He will hit the block three times if each time somebody gets a straight match.

EX-(This means that if somebody has, say, a Waluigi first and then a Daisy and then a Yoshi. Say the host is Toad. He hits the block once and the roulette lands on Waluigi, he stays in. On the second time the roulette lands on Yoshi, He DOES NOT stay in. But if it did land on Daisy, he would stay in.)

If the roulette lands on all three pictures in a row, in their designated order, the lucky person gets a STAR!

/Boo's Stealing Game\

Every board map has a Boo space somewhere. Enter if you may. When go there you have the choice to either steel coins from somebody for the hefty price of 5 coins, or steel a star from someone for 50 coins. If you choose to steel a star then you get the star nomadder what, they can't escape Boo's star-steelin' grasp. If you choose to steel coins then the person can fight back. I always like to press A when I'M STEALING coins. I don't know if it helps, but I do it anyways. If you are the one being stolen from, then press A as fast you can to keep him from steeling as many. If the person you plan to steel from has a Gadd Light DO NOT STEAL FROM THEM. The Gadd Light protects the person from Boo, even if you try to steel a star. If you try to steal coins or a star at somebody with a Gadd Light, and it doesn't work out, Boo DOES NOT OFFER REFUNDS!

-----  
++++  
+Chapter 10-Closing+  
++++

a. Fun Stuff To Do

ID#10.a

In Mario Party 1 and 2 there was a mini-game island (Mario Party) and a Roller Coaster (Mario Party 2). However, in Mario Party's 3 and 4 there are nothing like this. I have compiled a list of Mini-games under certain order that could be Mario Party 4's mini-game island. (NOTE: Just like the old ones, the difficulty of the opponents has to all be the same. On 1 vs. 3 gmaes you are the loner. In coin collecting games you must collect the most coins to win. You must play the mini-games in the designated order.)

Green Land

- Butterfly Blitz
- Photo Finish
- Three Throw
- Tree Stomp
- GOOOOOOAL!!

Powerhouse Factory

- Slime Time
- Blame it on the Crane
- Stamp Out!
- Hop or Pop
- Revers-a-Bomb
- Money Belts

Mushroom Ocean

- The Great Deflate
- (Koopa's Mini-game)
- Manta Rings
- Take a Breather
- Fish n' Drips
- Pair-a-sailing
- Rumble Fishing
- Makin' Waves

Fun Hut

- Booksquirm
- Cheep Cheep Sweep
- Order Up
- Trace Race
- (Toad's Mini-game)

Kalimari Desert

- Toad's Quick Draw
- Paths of Peril

Mountain

- Mr. Blizzard's Brigade
- Hide and Go BOOM!
- Cliffhangers
- Avalanche!

Caves

- Bowser's Bigger Blast
- Right Oar Left?
- (Boo's Mini-game)
- (Shy Guy's Mini-game)
- Dungeon Duos

Bowser's Castle (interior)

- Long Claw of the Law
- Candlelight Flight
- (Wrestling Game)
- Balloon of Doom
- Fruits of Doom

Bowser's Castle (roof) & The Sky

- Team Treasure Trek
- Domination
- Bob-omb Breakers
- Darts of Doom
- Panels of Doom
- Paratrooper Plunge

Final Destination

- Mario Speedwagons
- (Goomba's Mini-game)
- The Final Battle

TO BE ADDED: Chain Chomp Fever

===

b. Frequently Asked Questions ID#10.b

When I get some FAQs from the people, I'll post them here. NOTE ON SENDING ME FAQs: I will put your name down on this FAQ when you ask me a question. If you would rather not have your name posted here please tell me and I will put it from ANONYMOUS.

===

c. Contact Me ID#10.c

You can contact me for any FAQ-related reason at:

gamemaster79@hotmail.com

===

d. Legal Stuff ID#10.d

If you want this FAQ on your website, you must first contact me. I will check out the site and varify it as user-friendly and give you permission to use it. If I give you permission to use it then you CANNOT in any way change the contents of this FAQ, call it your work, and you MUST give credit to me for making it. Sites currently allowed to use this FAQ:

-----  
www.GameFAQs.com

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright owners, in this case 2002 Nintendo and 2002 Hudson Soft.

===

e. Credits ID#10.e

gamemaster79 (me) - Typist of this FAQ

Any websites listed in [d. Legal Stuff] - Publishers

You! - for reading this FAQ

===

f. My FAQs ID#10.f

Here is a list of all the FAQs I have made or are in progress or have been posted on a website:

GAME NAME	SYSTEM	FAQ NAME	STATUS
Animal Crossing	GameCube	House and Theme FAQ	In Progress
Mario Party 4	GameCube	FAQ/Guide	Complete
Pharaoh	PC/Macintosh	Building List	In Progress
Spy Fox in Dry Cereal	PC/Macintosh	FAQ/Walkthrough	At GameFAQs
Super Mario World	SNES/GBA	Secret Exit Guide	Complete
Super Smash Bros. Melee	GameCube	Adventure Mode FAQ	Complete
Ultim. Ride Coaster DX	PC/Macintosh	FAQ/Guide	At GameFAQs
Luigi's Mansion	GameCube	Money Guide	Complete
Mario Kart: Double Dash	GameCube	Item & Shortcut Guide	Complete
Final Fantasy IX	Playstation	Area Guide	Complete

In Progress: the FAQ has been completed and is currently under construction

Complete: the FAQ is complete from start to finish but has not been posted on any website yet

At GameFAQs: the FAQ has been posted on GameFAQs.com

So thus ends my Mario Party 4 general guide! Goodnight and thank you for reading this FAQ!

This document is copyright gamemaster79 and hosted by VGM with permission.