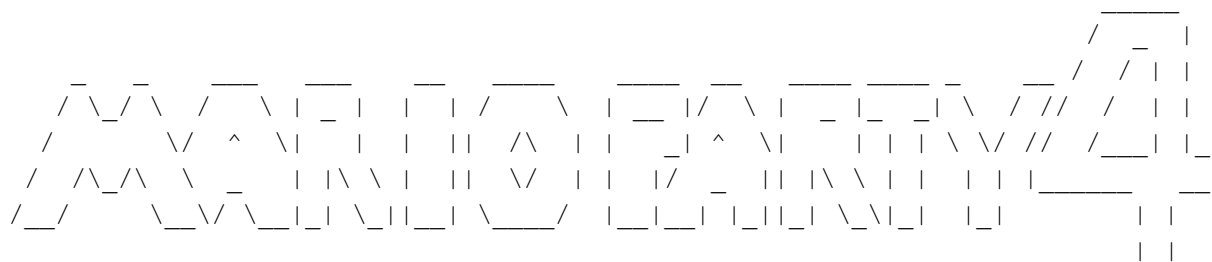


# Mario Party 4 Board FAQ

by barkera

Updated to v2.00 on Apr 4, 2008



## MARIO PARTY 4 BOARD FAQ

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+-----+
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|           Written and Compiled by Andrew Barker             |
|           Contact the Author: barkera0[at]gmail[dot]com     |
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If you have any suggestions, think I missed something, or see any errors in this file, please contact me using the email above.

This guide is not to be used without the author's permission under any circumstances. See the bottom of the document for more details.

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+-----+
+---- TABLE OF CONTENTS [0.00] -----+
+-----+
| Hit Ctrl + F then enter the corresponding number in the table of contents |
| to jump to the section you want.                                         |
+-----+
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```
[1.00] -- General Board Information
    [1.01] -- Spaces
    [1.02] -- Items
    [1.03] -- Locations
[2.00] -- In-Depth Board Guide
    [2.01] -- Toad's Midway Madness
    [2.02] -- Goomba's Greedy Gala
    [2.03] -- Shy Guy's Jungle Jam
    [2.04] -- Boo's Haunted Bash
    [2.05] -- Koopa's Seaside Soiree
    [2.06] -- Bowser's Gnarly Party
[2.00] -- Credits
[3.00] -- Legal Information
```

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+-----+
+---- GENERAL BOARD INFORMATION [1.00] -----+
+-----+
```

This section details objects and items that appear on most boards. If you're looking on information on what a space does then this is the place to get it.

```
+---- SPACES [1.01] -----+
```

Most spaces appear on all boards of the game. Though in the board walkthroughs I will tell you what happens on each hapening space depending on what board you are on. Here you can find general information for each space.

-- Blue Space --

-----

You gain 3 coins. These spaces are blue.

-- Red Space --

-----

You lose 3 coins. These spaces are red.

-- Happening Space --

-----

A different event will happen depending on which board you are on. These spaces are green with a question mark on them.

-- Mushroom Spaces --

-----

You get two boxes and can open only one. One has a mini mushroom and one has a mega mushroom. One box will be larger than the other but this does not effect what item you get. These spaces are green with a mushroom on it.

-- Bomb-omb Battle Space --

-----

A battle mini game starts. You will have to give 5, 10, 20, 30 or 50 coins (or however many you have left). If you win the game you get your coins back plus more depending on how many coins everyone paid. This space is also green with a picture of a bomb-omb on it.

-- Bowser Space --

-----

When you land here, you will receive a visitation from either a Mini Bower or Bowser himself. Mini Bowsers will always take coins; sometimes from just you, or sometimes from everyone.

Bowser may activate a Bowser Game (see below), divide all the coins equally between the players (the Bowser Revolution), or he may (but this is rare) give you a Bowser Suit. This space is red with a bowser head on it.

-- Fortune Space --

-----

These are really annoying if you're in the lead. Using pinball tables you choose two players and then who gives what and receives what. In this game it will nearly always be trading coins as well. This one drives you insane if you have a lot of coins and then have to trade them.

Of course, if your game is set to save every turn and it happens you could always cheat and restart your game. This space is green with a star on it.

-- Springy Space --

-----

You will spring to another player's space. Choose who you will go to with the spinner. This space is green with a picture of a spring on it.

+---- ITEMS [1.02] -----+

The number next to the item is how much it will cost in a shop. You also roll the dice after you have used any item. You can only hold up to three items at

a time.

-- Mega Mushroom (5 coins) --

-----  
You can buy this from a shop, get it on a mushroom space or win it in a board mini-game. It is a large green mushroom. If you use it it will turn you huge and you will get to roll 2 dice. If you roll a double you get 10 coins and if you roll a double 7 you get 30 coins. If you pass someone on the board while mega you will take ten of their coins but while mega you bypass all events on the board including the star!

-- Mini Mushroom (5 coins) --

-----  
This is a small pink mushroom. You can find it in the same places as a mega mushroom. When you use this item it will make you shrink and you will roll a dice from 1-5. Once mini you are able to play board mini-games and go through pipes on the board.

-- Super Mega Mushroom (15 coins) --

-----  
Same as the Mega Mushroom except that you throw THREE dice. You get 30 coins for getting three numbers the same. If you roll three 7's you get 50 Coins.

-- Super Mini Mushroom (15 coins) --

-----  
Same as a Mini Mushroom, except you throw two dice. You can move up to 10 spaces.

-- Warp Pipe (10 coins) --

-----  
Swap places with an opponent (using a spinner). So be careful because you may not end up where you plan to go.

-- MiniMega Hammer (15 coins) --

-----  
Choose another player to make them mega or mini on their next go. You cannot use it on yourself.

-- Swap Card (20 coins) --

-----  
You use a spinner to see who you will swap items with. If you land on someone with no items you get nothing.

-- Boo's Crystal Ball (25 coins) --

-----  
Call Boo to steal coins from another player (5 coins), or a star (50 coins). This is the same effect if you go to Boo's House.

-- Gaddlight (15 coins) --

-----  
Use this to chase Boo away if it tries to steal from you. It's name is a reference to the professor in Luigi's Mansion.

-- Magic Lamp (30 coins) --

-----  
Makes the Genie of the Lamp appear, and transport you to the star. Don't use it if you have less than 20 coins (unless the last five turns event was free stars). If use it without 20 coins you get nothing.

-- Item Bag (30 coins) --

-----  
Up to three random items are inside (you will get less if you already have items). Only worth it if you have no items.

-- Bowser Suit (N/A) --  
-----

This is very rare. Bowser gives it to you. If you pass another player while using it you take 30 coins from them.

+---- LOCATIONS [1.03] -----+

This will be pretty brief as these are mentioned on the board walkthroughs.

-- Mushroom Shop --  
-----

There are about 2 of these per board. This is where you can buy your items. For information on the prices read the items section.

-- Lottery Shop --  
-----

Here you pay 5 coins to play a lottery game. You either play the egg game or rub a scratchie. You will also get a ticket for the drawing in the last 5 turns of the game. You will only get the ticket any time before that and only on your first visit.

-- Boo's House --  
-----

He He He. Here you can steal coins (5 coins) or a star (50 coins) from another player. If the other player is protected from a gaddlight this will have no effect. Also if the player presses A enough times they will escape.

-- Board Mini-games --  
-----

These are different depending on the board. You must be mini to enter these and if you win you will either get coins or an item.

-- Star --  
-----

This will be given to you by the guide when you get to the space the guide is on. It will cost you 20 coins. You can also use a magic lamp to get there.

-- Hidden Block --  
-----

This block can be found on any space on the board. Inside is either a star! Or 20 coins. Not bad eh!

+-----+  
+---- IN-DEPTH BOARD GUIDE [2.00] -----+  
+-----+

Here is a lot of information for each of the boards. You must be mini to play all board mini-games.

+---- TOAD'S MIDWAY MADNESS [2.01] -----+

-- STATS --  
-----

Difficulty: \*\*

Blue Spaces: 42

Red Spaces: 6  
Bowser Spaces: 2  
Battle Spaces: 3  
Happening Spaces: 9  
Mushroom Spaces: 18  
Springy Spaces: 4  
Fortune Spaces: 3

-- UNIQUE CHARACTERISTICS --

-----  
In 2 areas of the board, there are 3 spinning cups you will encounter, with an arrow sign in the middle. The arrow sign points in the direction you will progress when you reach these cups. Each time you go through, the arrow switches to the other direction.

-- SHOP LOCATIONS --

-----  
The shop here is down past the first tea cups at the start. The 2nd shop is in the middle up the top. The lottery shop is to the middle left of the board. Boo's house is in the top left corner near the exit to the roller coaster.

-- MINI-GAMES --

-----  
There are 2 mini-games on this board. The first one is a Rocket mini-game up the top left corner of the board. In this mini-game you choose a rocket and it will land on a certain amount of coins. You get those coins.

The Other mini-game is the merri-go-round mini game. Located on the right side of the board a little bit above the start. You will ride on a merri-go-round and wherever you stop you get that item.

-- HAPPENING SPACES --

-----  
When you land on Happening Spaces located on portions of the roller coaster track, the roller coaster will zoom through and chase you. You will end up at either end of the track when it's through. Also, next to both ends of the track are platforms that Toad will sometimes be standing on. If you pay him, you can ride the roller coaster and collect Coins by hitting other players on the track. Also if you land on a happening space near the cups it will change their direction.

+---- SHY GUY'S JUNGLE JAM [2.02] -----+

-- STATS --

-----  
Difficulty: \*

Blue Spaces: 58  
Red Spaces: 8  
Bowser Spaces: 4  
Battle Spaces: 4  
Happening Spaces: 6  
Mushroom Spaces: 17  
Springy Spaces: 4  
Fortune Spaces: 1

-- UNIQUE CHARACTERISTICS --

-----  
In the northwest and east areas of the map, there is a giant bird that sits on a perch. If you pay it 5 Coins, it'll fly you in the air to the other perch.

You can collect several Coins along the way, too. Occasionally the volcano also erupts with coins.

-- SHOP LOCATIONS --

-----  
The first shop is on the row of space above the row on which you start near a junction. The 2nd shop is up the top left near the vulture's platform. The lottery shop is up the top left near the Shy Guy spinning game. Boo's House is on the left side of the board after going through a mini pipe.

-- MINI-GAMES --

-----  
There are two mini-games here. There is one located on the far left side of the board where you jump for swinging items and which ever one you jump at that is the item you get. The other one is up the top just before the lottery shop. You must press A as fast as you can and if you press it quite fast the Shy Guy will fly to the top and you will get 20 coins.

-- HAPPENING SPACES --

-----  
If you land on any of the Happening Spaces on the board, a Shy Guy statue will ask if you want to make a fun wish or a sad wish. Pick either, and the giant Shy Guy head in the north area of the map will cry, creating a huge river dividing the board. The river will be drained after 1-3 turns, but until then, access to either side is cut off.

+----- BOO'S HAUNTED BASH [2.03] -----+

-- STATS --

-----  
Difficulty: \*\*\*

Blue Spaces: 43  
Red Spaces: 4  
Bowser Spaces: 3  
Battle Spaces: 4  
Happening Spaces: 2  
Mushroom Spaces: 13  
Springy Spaces: 4  
Fortune Spaces: 3

-- UNIQUE CHARACTERISTICS --

-----  
In the north end of the map, you may notice a bridge that seems to disappear from time to time. If you pass a Boo before the bridge, it may offer a ride on the graveyard train, depending on if the Red Boos are around or not. If they're not around, you can ride. When on the ghostly train, you can go over the pit if the bridge isn't there.

-- SHOP LOCATIONS --

-----  
The shop is to the left of the start. The 2nd shop is on the left side of the board. The Lottery Shop is the top middle of the board. Boo's house is directly above the start.

-- MINI-GAMES --

-----  
A little bit above the start is a trumpet mini-game. Three items will go in the trumpet and whichever key you jump on an item will pop out and you will get that item. This is a bove the trumpet game. Press the button Boo shows before

the CPU makes you move automatically to get more coins.

-- HAPPENING SPACES --

-----

In the upper-right area of the board there are only 2 Happening Spaces. If you land on one, the Red Boos may appear or disappear.

+---- GOOMBA'S GREEDY GALA [2.04] -----+

-- STATS --

-----

Difficulty: \*\*\*

Blue Spaces: 47

Red Spaces: 7

Bowser Spaces: 3

Battle Spaces: 3

Happening Spaces: 5

Mushroom Spaces: 16

Springy Spaces: 4

Fortune Spaces: 2

-- UNIQUE CHARACTERISTICS --

-----

In the middle of this area, there is a roulette table with colored arrows signifying the 4 paths to be taken. The Goomba that runs it accepts bribes of 5, 10, or even 20 Coins; supposedly the more you pay, the better the chances of being sent to the path with a Star on it. If the ball doesn't hit an arrow, you get 20 Coins and the choice of any path you want. In every quadrant is a die, and when you pass it, Goomba comes out. He rolls a number on the dice, and you must roll higher than his number. If you win, you get 10 Coins; if you lose, you go back to start.

-- SHOP LOCATIONS --

-----

The shop is just near the start to the left. The second shop is near the top left corner of the board. The lottery shop is in the red area to the bottom left. Boo's house is to the left above the start.

-- MINI-GAMES --

-----

Follow the Goomba with the item you want and select it for that item. This is up in the top left hand area of the board. The other one is the slot machine and you win something no matter what but you get a better prize for three in a row.

-- HAPPENING SPACES --

-----

In the north end of the board, there are 5 Happening Spaces you can land on. If you get to one, you'll jump onto the board in the background and ride a chip across the board, collecting Coins on the way.

+---- KOOPA'S SEASIE SOIREE [2.05] -----+

-- STATS --

-----

Difficulty: \*\*\*

Blue Spaces: 43

Red Spaces: 3

Bowser Spaces: 4  
Battle Spaces: 4  
Happening Spaces: 13  
Mushroom Spaces: 13  
Springy Spaces: 2  
Fortune Spaces: 4

-- UNIQUE CHARACTERISTICS --

-----  
In the middle area, there are a couple of Koopa spaces you pass by. When you do so, the Koopa will ask for 5 Coins towards building the Koopa Kabana. The more money that's put into the Kabana, the bigger/better the building he makes. On the left and right sides of the board, there are intersections guarded by monkeys in trees. When you come to this, the monkey will throw out a banana and you'll be forced to move on it, randomly slipping onto either path.

-- SHOP LOCATIONS --

-----  
The 1st shop is directly to the left of the start. The 2nd shop is up near the left Ukiki's banana peel junction. The lottery shop is up the top left of the board. Boo's house is up the top to the left of the lottery shop.

-- MINI-GAMES --

-----  
Down the bottom left hand corner is a game where you must try to guess the biggest fish. You get coins if you win. Three items hide in watermelons. Koopa will blind you and spin you round and round. When he finishes select a watermelon and hit it to get an item. Despite you're dizzy it's not that hard. In fact, it's the easiest item game.

-- HAPPENING SPACES --

-----  
In the middle area, there are Happening Spaces around the Koopa Kabana. If you land on one, you'll have to pay the Koopa however much was invested in the Kabana. When you do so, a wave will knock it down and the investments will be reset to 0. There are also several Happening Spaces situated next to docks around the board. If you land on one, you can ride a dolphin across the water to the other end of the board. You'll be able to jump over a portion of the board, collecting a few Coins on the way.

+---- BOWSER'S GNARLY PARTY [2.06] -----+

-- STATS --

-----  
Difficulty: \*\*\*\*

Blue Spaces: 57  
Red Spaces: 4  
Bowser Spaces: 4  
Battle Spaces: 4  
Happening Spaces: 6  
Mushroom Spaces: 16  
Springy Spaces: 2  
Fortune Spaces: 2

-- UNIQUE CHARACTERISTICS --

-----  
In the middle of the stage, you will notice an intersection with a stone bridge above the lava. Each time a player walks across it, it crumbles a bit. When its been walked over 3 times, it crumbles and a new bridge appears going in the



other direction. Also, at a random spot on the map, you'll find Bowser sitting there. If you pass by him while in Mega form, you will play a mini-game against Bowser. Every so often, at the beginning of a turn, Bowser may even turn all players Mini or Mega, so be prepared!

-- SHOP LOCATIONS --

-----  
1st Shop is to the left of the start and up 3 spaces. 2nd Shop is directly above the first one but a bit of a way up. Lottery Shop is To the top left of the board. Boo's House is just under the top right corner.

-- MINI-GAMES --

-----  
Press A repeatedly to stop Bullet Bill and the quicker you do it, the more coins you win. Koopa Kid hides three items in boxes, then switches them around so you can't get the one you want. Even if you keep track sometimes that item is still not there.

-- HAPPENING SPACES --

-----  
There are two areas on the board where there are Happening Spaces; in the upper-right area and the lower-left area. If you land on one, the giant statue will spit out fire and burn apart one of your items!

+-----+  
+---- CREDITS [3.00] -----+  
+-----+

Thanks to all of you for reading this guide! I only wrote this in the hopes it would help some of you, so thanks for supporting me! And hopefully it really did help you!

A special thanks to...

- DMorgan -- For specifying how many blue and red spaces are on each board.
- GavLuvsGA -- For help with some of the board mini-games.
- Linkkirby -- For help with some of the board mini-games.

+-----+  
+---- LEGAL INFORMATION [4.00] -----+  
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+-----+  
+---- THE END [x.xx] -----+  
+-----+

Written by Andrew Barker[barkera] April 1st, 2003 - August 30th, 2011

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Guide first written. Completed on the 3rd of April, 2004.

Version 1.10: April 5th, 2003

Added more detail to the board guides.

Version 2.00: August 30th, 2011

Visual overhaul of the guide. Looks nicer, reads more cleanly.

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