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Ask me things I've answered in the FAQ

Tell me things I've already said in the FAQ

Whinge just because I made a few spelling mistakes here and there

Ask stupid questions that you obviously know the answer to, just because I didn't explain them in the FAQ (e.g. "What's a goomba?", "What's a snowball?")

**

Also, it is unnecessary to tell me what address to write back to, UNLESS it is a different address from the one you are using. Same goes for putting "Write back" at the end. I will write back as long as you followed the instructions I have given.

Criticism is acceptable as long as it's constructive. Suggestions for what I could add are constructive, but writing: "Ur FAQ sux u dumb@\$\$\$. I wil knock ur hous down!!!1111!!!1111" is not. Also, I will not make any changes after this FAQ is finalised.

I reserve the right to block e-mail from anyone who constantly sends me nuisance, time-wasting or harassing e-mails.

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1 - CHARACTERS

1.1 - Playable

Mario

Everyone's favourite plumber, and the star of the game.

Other games:

Donkey Kong
Mario Kart Arcade GP
Mario's Picross
Mario Golf (Gameboy Colour)
Mario Tennis
Donkey Kong Classics
Super Mario Land
Super Mario Land 2
Super Mario World
Super Mario World 2: Yoshi's Island
Super Mario Bros
Super Mario Bros 2
Super Mario Bros 3
Super Mario Bros Deluxe
Mario is Missing
Mario Open Golf
Mario's Time Machine
Mario Kart
Mario and Wario
Yoshi's Safari
Mario Paint
Mario's Early Years: Fun With Letters
Mario's Early Years: Fun With Numbers
Mario's Early Years: Pre-School
Super Mario All Stars
Super Mario RPG
Super Mario 64
Pilotwings 64 (Mario face seen in Mount Rushmore in one of the islands)
Mario Kart 64
Donkey Kong 64
Paper Mario
Super Smash Bros.
Super Smash Bros. Melee
Mario Golf (Nintendo 64)
Mario Tennis 64
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Mario Party Advance

Luigi's Mansion
Super Mario Sunshine
Mario Kart: Double Dash!
Mario & Luigi RPG
Mario & Luigi Superstar Saga
Super Mario Advance
Super Mario Advance 2
Super Mario Advance 4
Mario Kart Super Circuit
Mario Golf: Advance Tour
Super Mario Ball
Mario Tennis Advance
Mario vs Donkey Kong
Paper Mario: The Thousand Year Door
Super Mario 64 DS
Mario Kart DS

Luigi

Luigi is, of course, Mario's brother

Other Games

Mario Bros.
Mario Golf (Gameboy Colour)
Mario Tennis
Super Mario Bros.
Super Mario Bros. 2
Super Mario Bros. 3
Super Mario Bros. Deluxe
Mario is Missing
Mario Kart
Mario and Wario
Yoshi's Safari
Mario's Early Years: Fun With Letters
Mario's Early Years: Pre-School
Super Mario All Stars
Mario Kart 64
Paper Mario
Super Smash Bros.
Super Smash Bros. Melee
Mario Golf (Nintendo 64)
Mario Tennis 64
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Mario Party Advance
Luigi's Mansion
Mario Kart: Double Dash!
Mario Kart Super Circuit
Mario & Luigi RPG
Mario & Luigi Superstar Saga
Mario Golf: Advance Tour
Super Mario Advance 4
Paper Mario: The Thousand Year Door
Super Mario 64 DS

Peach

Peach, formerly known as Princess Toadstool and Daisy, is Mario's sweetheart

Other Games

Super Mario Land

Mario Tennis

Super Mario Bros. Deluxe

Super Mario Bros.

Super Mario Bros. 2

Super Mario Bros. 3

Super Mario World

Mario Kart

Mario and Wario

Yoshi's Safari

Mario's Early Years: Fun With Letters

Mario's Early Years: Pre-School

Super Mario All Stars

Super Mario 64

Mario Kart 64

Paper Mario

Super Smash Bros.

Super Smash Bros. Melee

Mario Golf (Nintendo 64)

Mario Tennis 64

Mario Party

Mario Party 2

Mario Party 3

Mario Party 4

Mario Party 5

Mario Party Advance

Super Mario Sunshine

Mario Kart: Double Dash!

Super Mario Advance

Super Mario Advance 2

Mario Kart Super Circuit

Mario & Luigi Superstar Saga

Mario Golf: Advance Tour

Super Mario Ball

Super Mario Advance 4

Paper Mario: The Thousand Year Door

Super Mario 64 DS

Yoshi

Yoshi is an adorable green dinosaur who has helped Mario on many occasions

Other Games

Yoshi

Mario Tennis

Super Mario World

Super Mario World 2: Yoshi's Island

Mario's Time Machine

Super Mario Bros. 2

Mario Kart

Mario and Wario

Yoshi's Cookie
Yoshi's Safari
Mario's Early Years: Fun With Letters
Mario's Early Years: Pre-School
Super Mario All Stars
Super Mario 64
Mario Kart 64
Mario Golf (Nintendo 64)
Mario Tennis 64
Paper Mario
Super Smash Bros.
Super Smash Bros. Melee
Yoshi's Story
Mario Golf
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Mario Party Advance
Super Mario Advance 3
Super Mario Sunshine
Mario Kart: Double Dash!
Mario Kart Super Circuit
Mario Golf: Advance Tour
Yoshi Topsy-Turvy
Paper Mario: The Thousand Year Door
Super Mario 64 DS

Wario

Wario is Mario's rival

Other Games

Super Mario Land 2
Super Mario Land 3: Wario Land
Mario Golf (Gameboy Colour)
Mario Tennis
Mario and Wario
Wario's Woods
Mario Kart 64
Mario Golf (Nintendo 64)
Mario Tennis 64
Wario Land
Wario Land 2
Wario Land 3
Wario Land 4
Wario Land Advance
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Mario Kart: Double Dash!
Mario Kart Super Circuit
Mario Golf: Advance Tour
Wario World
WarioWare, Inc: Mega Microgame\$

WarioWare: Twisted!

Super Mario 64 DS

Daisy

Daisy is another princess, and often thought of as Luigi's girlfriend (not to be confused with the Daisy from previous games).

Other Games

Mario Tennis 64

Mario Party 4

Mario Party 5

Mario Kart: Double Dash!

Waluigi

Dick Dastardly lookalike Waluigi is Wario's brother

Other Games

Mario Tennis

Mario Tennis 64

Mario Party 4

Mario Party 5

Mario Kart: Double Dash!

Mario Golf: Advance Tour

Toad

Toad, one of a number of toad people found around Mario Land, is Peach's steward and has shared many adventures with Mario

Other Games

Super Mario Bros. Deluxe

Super Mario Bros. 2

Mario Kart

Super Mario All Stars

Wario's Woods

Super Mario 64

Mario Kart 64

Paper Mario

Super Smash Bros.

Super Smash Bros. Melee

Mario Tennis

Mario Golf (Nintendo 64)

Mario Tennis 64

Mario Party

Mario Party 2

Mario Party 3

Mario Party 4

Mario Party 5

Mario Party Advance

Luigi's Mansion

Super Mario Sunshine

Mario Kart: Double Dash

Mario Kart Super Circuit
Paper Mario: The Thousand Year Door

Boo

Boo is a ghost.

Other Games

Super Mario World
Super Mario World 2
Super Mario 64
Mario Kart 64
Mario Tennis 64
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Super Mario Sunshine
Super Mario Ball
Paper Mario: The Thousand Year Door

Mini Bowser

Mini Bowser has also been known as Baby Bowser, Bowser Junior and Koopa Kid. He is the son of Bowser, and - apparently - Mario's friend in this game.

Other Games

Yoshi's Story
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Super Mario Sunshine
Mario Kart: Double Dash!

Toadette

Toadette is the new addition to the Mario Party series and Toad's girlfriend. She can be bought using 30 stars.

Other Games

Mario Kart: Double Dash!
Paper Mario: The Thousand Year Door

1.2 - Non-Playable

Bowser

Bowser, the King of the Koopas, is Mario's sworn enemy! Bowser will cause trouble if you land on his space.

Other Games

Super Mario World
Super Mario Bros. Deluxe
Mario Tennis
Mario is Missing
Mario's Time Machine
Super Mario Bros.
Super Mario Bros. 3
Mario's Early Years: Fun With Letters
Super Mario All Stars
Mario Kart
Super Mario RPG
Super Mario 64
Mario Kart 64
Mario Golf (Nintendo 64)
Mario Tennis 64
Super Smash Bros.
Super Smash Bros. Melee
Paper Mario
Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Super Mario Sunshine
Mario Kart Super Circuit
Mario & Luigi Superstar Saga
Super Mario Advance
Super Mario Advance 2
Mario Golf: Advance Tour
Yoshi Topsy-Turvy
Paper Mario: The Thousand Year Door

Donkey Kong

Relegated from a playable character to a mini game host, Donkey Kong is a gorilla and the title character of Mario's first game.

Other Games

Donkey Kong
Donkey Kong 3
Donkey Kong Land
Donkey Kong Land 2
Donkey Kong Land III
Donkey Kong Classics
Donkey Kong Country
Donkey Kong Country 2: Diddy Kong Quest
Donkey Kong Country 3: Dixie Kong's Double Trouble
Mario Tennis
Mario Kart
Mario Kart 64
Mario Tennis 64
Donkey Kong 64
Banjo Tooie (appearance of a Donkey Kong doll)
Super Smash Bros.
Super Smash Bros. Melee

Mario Party
Mario Party 2
Mario Party 3
Mario Party 4
Mario Party 5
Super Donkey Kong
Super Donkey Kong 2
Super Donkey Kong 3
Donkey Kong Plus

M. Bowser R, M. Bowser G. and M Bowser B.

Bowser's new minions are back and cause trouble in Solo Mode.

Other Game

Mario Party 5

Pink Boo

Pink Boo appears at night on Towering Treetop and Castaway Bay and will steal coins and stars.

Other Games

Super Mario Sunshine

Mario Party 4

Professor E. Gadd

Professor E. Gadd is an inventor (he invented the Poltergust 3000, a vacuum cleaner for sucking up ghosts), with his own board.

Other Games:

Luigi's Mansion

Mario Party Advance

2 - SPACES

2.1 - Party Mode

Blue Spaces

Gain three coins

Red Spaces

Lose three coins

Happening Spaces

Marked with a "?", these set off various events (different with each board).

Duel Space

Battle an opponent for coins or a star. Only go for a star if you have 40 coins or more, though, so you can bet 40 coins instead of one of your own stars.

Donkey Kong Space

Only available in the daytime, Donkey Kong will set off one of the following events:

DK Mini-Game: You play a minigame and exchange bananas for coins

DK Bonus: Roll a dice to see what DK will give you (coins or a star)

Bowser Space

Bowser will appear. He will start one of the following:

Bowser Mini-Game: All the losers must give up certain items, such as coins

Bowser Bonus: Throw a dice to see what Bowser will take from you (coins or a star)

If you have no coins, Bowser will give you ten coins instead.

Miracle Space

Same as reversal of fortune in the previous games, you will choose two players to trade stars and/or coins.

Character Space

If it's your space, you get five coins. If an opponent lands on it, something will happen to them.

Roadblock Space

When you set it, it will affect the first opponent who passes, before turning back to a normal space.

The following spaces don't count as one of the spaces in your throw.

Orb Space

Collect an orb as you pass

Orb Hut

You can buy an orb. You may get orbs that don't appear from the orb spaces.

Star Space

In most boards this moves around a lot. Buy a star here, usually for 20 coins.

3 - ORB GUIDE

If you get more than three orbs, you will be forced to throw one away.

3.1 - Orbs you use on yourself

Mushroom

Gives you an extra dice block. Getting two of the same number gets you 10 coins, while getting three sevens gets you 30 coins.

Super 'Shroom

Gives you two extra dice blocks. Getting three of the same number gets you 30 coins, while three sevens give you a whopping 50 coins.

Sluggish 'Shroom

The dice rolls slowly. Hit it when the number before the one you want appears to get the best chance of rolling the desired number. This is also in Solo Mode.

Metal Mushroom

Protects you from roadblocks, and will cause them to have no effect (and they will still vanish). But if you land on an opponent's space, you will still be affected by it.

Bullet Bill

Throw a dice and steal 20 coins from any opponents you pass. Use when there are opponents close ahead of you.

Warp Pipe

Swap places with another player.

Flutter

Flutter will fly you to the star. Make sure you have enough coins to buy it!

3.2 - Orbs you use on a space

You can use this on any space up to five spaces ahead or behind you, except occupied spaces, and only on red and blue spaces (or other character spaces). The character spaces will show up as the character's face, or - in the case of Tag Teams - the team's symbol (Sun or Moon).

Spiny

Any opponet who lands here loses 10 coins, which are given to you.

Goomba

The opponent throws a dice to see how many coins they will give to you.

Piranha Plant

Will eat the opponent and give you half their coins (this is rounded up to the nearest whole number if they had an odd number, so if they had 51 coins, you would get 26, not 25).

Klepto

Klepto will return the opponent to start.

Toady

Steals an orb from the opponent.

Kamek

Will turn one of the opponent's spaces into one of yours.

Mr. Blizzard

The opponent will lose all their orbs.

3.3 - Orbs you use as a roadblock *****

These can be thrown on other spaces, and will only be triggered once before vanishing. Simply passing these will trigger them.

Podobo

The opponent loses 10 coins, which are given to you.

Zap

The opponent loses 5 coins for every subsequent space.

Tweester

The opponent is blown to another part of the board.

Thwomp

The opponent will get stopped and their turn will end. Use this on red spaces for maximum annoyance.

Bob-Omb

A bob-omb will land in the player's hands, and their remaining spaces will be reduced by half. In the case of an odd number, it will be reduced in the way that benefits the opponent least - i.e. if they had three spaces left, they will only go on one and if they had one left, they will stop.

Paratroopa

Will swap the opponent with you. Be careful, as this could backfire and you could get taken away from a star.

IMPORTANT NOTE: In the Towering Treetop, E. Gadd's Garage and Clockwork Castle stages, should the star space move to a character space, then it will change back to its original status (blue or red) when the star space moves again, and the character space will be lost.

3.4 - Miscellaneous *****

Snack

On Snowflake Lake, use this to stop the Chain Chomps stealing your stars.

Boo-Away

Similar to Mario Party 4's Gaddlight, this stops Pink Boo (found on Towering Treetop and Castaway Bay) from stealing your stars.

Both of these are used automatically when needed and can't be used otherwise.

4 - MINI GAME GUIDE *****

Mic Minigames are covered in Section 7 of this FAQ.

4.1 - 4 Player *****

These are triggered when all four players are on the same colour space (red or blue). Green spaces (happenings, duel, miracle) will change randomly, as will character spaces.

Blooper Scooper

Difficulty: Fairly Easy

Type: Survival

After the opening cinema, keep pressing A to swim around the giant Blooper, avoiding the obstacles and the Blooper's tentacles. Slow down or go the other way if you look about to crash. The last surviving player wins.

Cannonball Fun

Difficulty: Fairly Easy

Type: Skill

Similar to:

Shell Shocked (Mario Party 2)

Move around the trees, shooting your opponents. Press L and R to lean left and right and A to fire. All I can suggest is go all out and fire when you see an opponent. The first to make five hits wins.

Catch You Letter

Difficulty: Fairly Easy

Type: Collecting Items

Similar to:

Chimp Chase (Mario Party 5)

Run over letters to grab them (you can only hold one at a time) and then run after the Shy Guy to hand them to him. This can be annoying as he will run away from you, but try your best and don't let opponents get in the way. Love letters (with a heart on) are worth three points.

Circuit Maximus

Difficulty: Medium

Type: Race to the Finish

Run around the track, avoiding Ampz. Some are stationary, others move. Take your time, and you should beat your opponents.

Daft Rafts

Difficulty: Fairly Hard

Type: Race to the Finish

Jump across from raft to raft to get to the finish, and don't fall into the water. Don't be too hasty, or you will not be able to see what's coming up and you will end up falling.

Similar to:

Platform Peril (Mario Party, Mario Party 2)

Freeze Frame

Difficulty: Medium

Type: Quick Reaction

Move the viewfinder and quickly press A when you think there are enough characters in shot. They're very hard to spot, so be careful. The player with most points wins.

Granite Getaway

Difficulty: Fairly Hard

Type: Race to the Finish/Survival

In a situation straight out of "Raiders of the Lost Ark", all four players will be chased by a huge boulder. Keep running forward and jumping over rocks. Be careful, especially if you're stuck at the sides, as the computer players will often try to push you out of the way. Everyone who makes it to the end is declared a winner.

Lift Leapers

Difficulty: Fairly Easy

Type: Race to the Finish

This is like playing an old 2D platform Mario game. Jump across from lift to lift, watching the patterns, and avoid falling or you must restart the room. The third room has several moving lifts and you must use them carefully to progress up through the room. Try not to rush too much on his one.

Memory Lane

Difficulty: Medium/Luck

Type: Memory/Luck

The Shy Guy will run across the board. Memorise the Shy Guy's route as best as you can. If you make a mistake, you will fall through and waste time. If you're really stuck, use trail and error.

Money Belt

Difficulty: Medium/Luck

Type: Observation/Luck

Open the boxes to see if there are coins inside, and watch the X-ray machine

for clues in case a trap is inside. However, looking at the machine AND the boxes isn't easy.

Mowtown

Difficulty: Fairly Easy

Type: Item Collection

Move your lawnmower around to collect grass. A moves you forward (use the control stick) and collects grass, and B moves backward (and collects no grass). Reverse if you are in a tight spot. The player with most grass wins.

Note to Self

Difficulty: Fairly Easy

Type: Collecting Points

Keep hitting the three notes, jumping on opponents heads to get up higher. The player with most points wins.

Odd Card Out

Difficulty: Fairly Easy

Type: Quick Reaction

Similar to:

Mushroom Medic (Mario Party 4)
Pop-Star Piranhas (Mario Party 5)

Quickly look to see which of the three cards is different from the other two and press the button shown above it before your opponents. Be careful not to make a mistake or a Thwomp will knock you out for the next round. The first with two correct answers wins.

Pokey Punch-Out

Difficulty: Easy

Type: Skill

Get as many points by attacking the Pokeys (cacti) as you can. Press A and B to jump and kick. Hitting their segments makes them smaller while hitting their heads will kill them outright, as any seasoned Mario veteran will know. Get the most points to win.

Same is Lame

Difficulty: N/A

Type: Luck

Press one of the buttons - your choice. If you are the only one to press that button, you move up one level. The first to the top wins.

Smashdance

Difficulty: Easy

Type: Skill

Ground pound on all the lighted spaces you can (A twice). Be quick before they fade (they will turn blue when this is about to happen).

Snow Whirled

Difficulty: Medium

Type: Skill

Similar to:

Mecha Marathon (Mario Party 2)
Triple Jump (Mario Party 5)

Press the buttons as they light up to spin your board, and try to do this quickly, so you'll be able to spin more before landing. The highest score wins.

Sunday Drivers

Difficulty: Fairly Easy

Type: Quick Reaction

Similar to:

Dinger Derby (Mario Party 5)

Press the button shown to swing your golf club. Pressing wrong will waste time. The first to hit ten golf balls wins.

Throw Me a Bone

Difficulty: Medium

Type: Race to the Finish

Similar to:

Chomp Romp (Mario Party 5)

Throw the Bone when you are facing towards an obstacle-free zone to ride your Chomp to the end fastest. Time carefully, as ramming obstacles will slow you down.

Trap Ease Artist

Difficulty: Fairly Hard/Luck

Type: Quick Reaction/Luck

Wait until you think the right number of Goombas is in your area (denoted by the shadow by your character) and press A to spring the trap. Golden Goombas are worth three points. All I can suggest is wait until about four or five run into your area and go for it, before it's too late.

Treasure Trawlers

Difficulty: Medium

Type: Item Collecting

Similar to:

Barrel Baron (Mario Party 4)

Move around and look for rumbling spots (a "!" will appear if Rumble Off is selected), and press A to see if you can get a treasure chest. Score the most points to win.

Tricky Tires

Difficulty: Hard

Type: Race to the Finish

Get around the obstacles in your car by using the control stick to move the left tyres and the c stick to move the right tyres. This will take a lot of practise, but pressing both up will move you forward. Avoid the Thwomps and other obstacles.

What Goes Up...

Difficulty: Medium (day), Fairy Easy (night)

Type: Race to the Finish

Similar to: Leaf Leap (day only)

Day:

Keep jumping up, using the paratroopas and clouds as platforms. The person who gets highest wins. Be careful, as some of the paratroopas move.

Night:

Keep moving from side to side to avoid the paratroopas and clouds, and jump if necessary. First to the bottom wins.

4.2 - 2 v 2 Player

These are triggered if the colours are divided equally between players.

Body Builder

Difficulty: Medium

Type: Quick Reaction

If playing with a computer player, consider yourself a one-person team. They can be very, very useless. Take it in turns to stop the roulette at the lit item to build the robot. If you make a mistake, your partner must get the same item. The slots speed up each time.

Burnstile

Difficulty: Medium

Type: Survival

Similar to:

Hot Rope Jump (Mario Party, Mario Party 2)

Jump over the barricade when it sweeps round to avoid being knocked over. The last team with at least one standing wins. Hope that you're on the side that gets attacked second, as this gives you a slight advantage (you may be lucky and your opponents may be knocked out without you having to jump).

Cashapult

Difficulty: Very Easy

Type: Coin Collecting

When it is your turn to be thrown in the air, manoeuvre yourself to collect as many of the 20 coins as you can. You get two turns each, and all coins collected are won by your team.

Clean Team

Difficulty: Easy (if spraying), Fairly Easy (if polishing)

Type: Cooperation

If you're polishing, and a computer player is spraying, bad luck. Computer players NEVER seem to take a logical route on this game (at least not on weak or medium, anyway). The player spraying must spray the dirty windows before the player with the chamois leather can wipe them over (hold A for both). If you're spraying, climb up the ladder closest to you and get the windows you can reach, finishing with the shelf without a bucket on, and use this to cross over to the other side. If you're wiping, hope your partner is sensible and go to the sprayed windows. Other than that, don't get in each others' way.

Garden Grab

Difficulty: Fairly Easy

Type: Quick Reactions/Button Mashing

Press the button shown above your character to pull up the giant carrot. When both characters have a button shown, press the one above your character repeatedly. A turbo controller helps here.

Gondola Glide

Difficulty: Medium

Type: Button Mashing

Keep mashing the button shown on the last gate (A or B), and change quickly when you see the other button appear. Setting one of the buttons to turbo can help to give your fingers a rest.

Jump the Gun

Difficulty: Medium

Type: Cooperation/Skill

If you're crossing the bridge, watch where your partner is aiming the bullet bills and jump for it. The bullet bills won't fall, so don't worry, but you will waste time if you fall. When you get about five spaces from the end, it is very possible to get there with a jump rather than waiting for your partner (computers aren't terribly clever about where they fire the bullet bills). If you're firing, try and place the bullet bills at the right distance apart so that your partner can just about make it across.

Light Breeze

Difficulty: Medium

Type: Button Mashing

Repeatedly mash the L and R buttons alternately, and the first team to fill up their gauge wins. As far as I can tell, this game is only played during the night.

Mole-It!

Difficulty: Fairly Easy (Day), Medium (Night)

Type: Quick Reaction

During the day, the moles will be above you, so you only need to jump up to get them, but dodge the piranha plants. Golden moles are worth three points. At night, the moles are in the floor, so ground pounds are required. Try not to get in each others' way (computer players will do this a lot), and watch carefully.

Pixel Perfect

Difficulty: Medium

Type: Observation/Cooperation

Computer players can be a nuisance on this one. Ground pound the panels to change the colour and match the example. Make sure you don't get in each other's way, and don't ground pound your partner or you stun them (computer players often run under you when you are ground pounding, or ground pound you). If you are partnered with a human player, try allocating one half of the screen to one player and the other to the other player, and this should help speed things up and stop you getting in each others' way.

Rocky Road

Difficulty: Easy

Type: Race to the Finish

Anyone got any vinegar? Punch the rocks to get them out of the way quickly. A good technique is to concentrate on different rocks if there is more than one, and that makes it less likely for you to get in each others' way. If you punch your opponent, you will knock them out briefly - same applies for if you accidentally stomp on them. Computer players can be a handful on this, but try and endure it, and you should win.

Slot Trot

Difficulty: Medium

Type: Skill

Press A to move the slot machine backward and B to move forward. Move your slots to match those in the example shown. Once again, working with computer can be an enormous pain.

4.3 - 1 v 3 Players

Ball Dozers

Difficulty: Medium

Type: Skill/Cooperation

Press A to knock out the pegs blocking the giant pinball to get it to the bottom of the bagatelle machine quickly. The three players have a bigger ball than the single player. Computer characters can often be no help at all, but keep looking at what is blocking the ball and get rid of them. The metal screws cannot be destroyed.

Cash Flow

Difficulty: Easy

Type: Coin Collecting

The single player rides in a rubber tube, and the three players ride on their

backsides. As you go down the waterslide, collect as many coins as you can, and don't get hit by the spinies.

Conveyor Bolt

Difficulty: Fairly Easy (Single Player), Fairly Hard (Three Players) (during the day, situation is reversed at night)

Type: Knock Out (Single Player), Survival (Three Players) (during the day, situation is reversed at night)

Similar to:

Big Top Drop (Mario Party 5)

During the day, the single player must drop lightning bolts while the three players avoid them. The conveyor belt is always moving and has spikes on it, which should be avoided. At night, things are the exact opposite. The three players drop bolts on the single player - the conveyor belt here does not move, though.

Crate and Peril

Difficulty: Easy (single player), Medium (three players)

Type: Knock out (single player), Survival (three players)

Once you've got past the horrible decor in the opening sequence, this is a very enjoyable game. The single player uses the control stick to tilt the box so the spinies will hit the three players, who must move around to avoid them in a manner similar to Bowser's Pit Boss Minigame. If you're one of the three players, all you can do is hope for the best and watch where the spinies are, watching you don't get stuck behind another member of your team.

Dust 'til Dawn

Difficulty: Easy (single player), Medium (three players)

Type: Race/Cooperation

This minigame is going annoy a lot of people. Mario and his friends must dust a sickeningly childish doll's house. The single player takes the bedroom, which has fewer things that are dusty, while the three players take the main room. Go to a dusty object (anything grey) and mash A to dust it. If you're in the team of three with two other human players, I'd suggest quickly dividing the room into three sections and assigning one player to the left, one to the centre and one to the back of the room, so you don't waste time running across the room. Computer players, sadly, aren't that bright, and will not take a logical route around the room.

Fruit Talktail

Difficulty: Easy (single player), Medium (three players)

Pop Star

Difficulty: Medium (Fairly Easy as the single player, if you have a turbo controller)

Type: Button Mashing (Single Player), Skill/Cooperation (Three Players)

Similar to:

Balloon Burst (Mario Party, Mario Party 2)

The single player mashes A to use the hammer. The three players must do ground pounds to inflate the balloon. If you're in the three, do your ground pounds at the same time as your partners, and a turbo controller can help you as the single player. The first to burst their balloon wins.

Ray of Fright

Difficulty: Very Easy (single player), Very Hard (three players)

Type: Knock Out (single player), Survival (three players)

Similar to:

Revolving Fire (Mario Party 5)

Press L and R to rotate, and then hold A to fire the laser if you are the single player. Try to get a direct hit on the opponent. If you're trying to avoid the laser, don't get in the direct line of fire of the two glowing discs.

Sink or Swim

Difficulty: Easy (Single Player), Fairly Hard (Three Players)

Type: Knock Out (Single Player), Survival (Three Players)

Similar to:

Big Top Drop (Mario Party 5)

If you're the single player, keep dropping mines using A. The three players must swim around, but watch their air (shown by the heart by their face). If you're in the team of three, come up for breath before your air runs out or you will rise up and become a sitting duck for the single player. If you're the single player, take advantage of this.

Snow Brawl

Difficulty: Medium (Single Player), Fairly Easy (Three Players)

Type: Knock Out

Similar to:

Mr. Blizzard's Brigade (Mario Party 4)

The players must throw snowballs at each other. Press B to make one and A to throw it in the direction you are facing. The three players win by freezing the

single player (being hit freezes you), and the single player wins by knocking out the opponents. This may sound unfair, but the single player does have some helpers - Ukikis at day, Shy Guys at night - to use as a shield.

Stage Fright

Difficulty: Fairly Easy (Single Player), Fairly Hard (Three Players)

Type: Survival (Single Player), Knock Out Three Players)

Similar to:

Tightrope Treachery (Mario Party)

Rainbow Run (Mario Party 2)

Big Top Drop (Mario Party 5)

The single player must run about on stage to avoid missiles. The three players must throw missiles to hit the single player (pressing A). This is harder to do than it looks as the single player has lots of time to react, and if you're at the back or middle, the player(s) in front of you can get in the way. If you hit a partner, you stun them.

Surge and Destroy

Difficulty: Easy (Single Player), Hard (Three Players)

Type: Knock Out (Single Player), Survival (Three Players)

The single player must use the control stick to move the laser around and knock out the opponents. If you're one of the three players, the best I can suggest is to run around and jump over the laser repeatedly until time is up.

For Mic Minigames, see Section 7, "Mic Mode".

4.4 - Duel

Duel games are initiated when one player lands on a duel space, or if you land on the same space as an opponent during the last five turns (if you are doing tag teams and you land on a space with your partner, no duel will take place). You can bet coins or stars, and choose what you want from your opponent. My advice is - never bet your own stars, unless you're feeling really confident, because you could end up getting Pitifall, an infuriating luck minigame (unless you are using the Action or Weird minigame packages, where it does not appear), or a minigame you aren't very good at. If you have 40 or more coins, you can bet 40 coins for one of your opponent's stars.

Asteroad Rage

Difficulty: Medium

Type: Survival

Similar to:

Sky Survivor (Mario Party 5)

Use L to move left and R to move right to avoid the meteors, and watch the pattern quickly, and be fast to act. The one who survives longest wins (if both crash at the same time, or time runs out, a tie is declared).

Black Hole Boogie

Difficulty: Medium

Type: Button Mashing

Similar to:

Wind Wavers (Mario Party 5)

Keep mashing A as soon as the black hole appears and hope you can out-mash your opponent.

Boo'd Off the Stage

Difficulty: Medium

Type: Survival

Keep running around to avoid the pink boos as they travel across the screen, some large ones and some smaller ones in groups. The survivor wins.

Boonanza

Difficulty: Easy

Type: Get Most Points

This is actually similar to Donkey Kong 64's Beaver Bother, only not as annoying. Run after the Pink Boos to herd them into the pen, remembering that they will always run away from you. Whoever has most Pink Boos at the end wins.

Cog Jog

Difficulty: Fairly Hard

Type: Race to the Finish

Run over the cogs quickly to get to the end. Be careful for the spinies on one cog (this cog changes direction whenever the Thwomp at the back thwomps). If you fall, you are sent back to the start.

Full Tilt

Difficulty: Medium

Type: Race to the Finish

Similar to:

Paths of Peril (Mario Party 4)

Run along the path, avoiding falling off when it tilts (or you will be sent back to start). Once you pass the checkpoint, you will return to that point. It's best to stick to the path unless you're an expert. First to finish wins.

Light Up My Night

Difficulty: Fairly Hard

Type: Meet Specific Conditions

Be the first to light up five candles. They are hard to see in the dark, but do your best to look carefully and press A. The locations will always be random.

Lunar-Tics

Difficulty: Medium

Type: Timing

Keep pressing A to slow your descent, and watch the timer. Try to land as close to 0:00 seconds as you can. Usually going just a little slower than your opponent helps you to win (computers tend to land before the counter hits 0:00 and goes into negative figures).

Mass Meteor

Difficulty: Easy

Type: Race to the Finish

Beating the computer at this one is easy, as they will often fly to the left of the screen right away. I suggest you watch the meteors and act accordingly, moving up and down, and watching where you go because of the effect of gravity. Hitting meteors knocks them out of the way, but slows you down. First to the finish wins.

O-Zone

Difficulty: Medium

Type: Memory/Luck

Similar to: Ground Pound Down (Mario Party)

Try to memorise where some of the Os are as the panel spins and aim for them. Take care not to let your partner ground pound you, as you can be disabled for some time. Also, avoid the Xs as you will get electrocuted if you uncover these.

Pitifall

Difficulty: N/A (down to luck)

Type: Luck

Similar to:

Get a Rope (Mario Party 5)

This is one of the most annoying games to get, due to its blatant dependence on luck.

Pick one of the three ropes, using A (both players choose at the same time), and use the ropes to swing across the chasm. There will be three possible outcomes:

- 1) You land on the platform on the other side
- 2) Your partner lands on the platform
- 3) Both of you fall to certain death

In old soccer cup matches, if a winner could not be decided, the winning team would be chosen by the toss of a coin. Something similar happens here if both players miss the platform; one randomly will randomly (and unfairly) get rescued by a Fly Guy. The platform is always placed randomly.

Something's Amist

Difficulty: N/A (Luck)

Type: Meet Certain Conditions/Luck

Similar to:

Barrel Baron (Mario Party 4)

Run around and find a rumbling spot (a ! will appear if the rumble feature is turned off), and pick up a jewel (which looks suspiciously like one of the Chaos Emeralds from the Sonic games) using A. This is largely down to luck, but if you go slowly and try and cover most of the play area, then stop when you feel a rumble, you should be okay.

Sumo of Doom-o

Difficulty: Fairly Hard

Type: Knock Out

The controls for the vehicles are control stick for the left wheels and c stick for the right wheels. This can be hard to get the hang of, but keep hitting your opponent and hope you knock them off the gradually diminishing platform first.

T Minus Five

Difficulty: Medium/Luck

Type: Skill/Luck

Watch the sequence of the flashing lights and ground pound when the pod you are on flashes green to teleport to the next one. If you do it wrong, you will be electrocuted. At first, it's best to perform the move when the pad next to you turns green, but the sequence will speed up, so in the end, you may have to

rely on pure luck.

Trick or Tree

Difficulty: N/A (Luck)

Type: Luck

You can try watching the tallest tree if you like, but it won't do a lot of good as the trees will often form groups of two or more, and when they split, it is impossible to tell which is which. Choose the highest tree to win.

4.5 - Battle

Sometimes, and randomly, this will take place instead of a 4 player minigame at the end of a turn. A random fee of coins (5, 10, 20, 30 or 50) is chosen. About 70% of the total coins will go to the winner (or will be divided between the winners if there is more than one), and the rest goes to the player(s) in second place. If there is an odd number of coins, extra ones will be handed out at random to any player.

Control Schtick

Difficulty: Fairly Hard

Type: Survival

Quickly copy the two arrows in front of you using the control stick (left hand) and c stick (right hand), or you will fall to your doom. Be careful to hold your control pad straight in front of you, as it can be all too easy to mess up.

Hyper Sniper

Difficulty: Easy

Type: Get Most Points

Keep shooting the targets, and get the number of points shown, by moving your crosshairs. Higher scoring ones are smaller, but still fairly easy to hit.

Don't hit the Bowser targets or your score will reset to zero.

N.B. The colour of your crosshairs does not correspond to the character you are using, so watch at the start to see which crosshairs you are using (there is a brief demonstration).

Insectiride

Difficulty: Variable

Type: Quick reactions/Button Mashing

Similar to:

Day at the Races (Mario Party 2)

Random Ride (Mario Party 5)

The only difference between this and the similar games I listed is that you actually have some control over your character. Choose an insect (unless you're last to choose, in which case you get no choice), and be first to ride it across the finish line.

Grasshopper:

Press the eight buttons shown quickly, and in sequence.

Snail:

Press A when the snail's head is out of the shell as far as it will go, but don't wait too long or it will retract.

Earwig:

Press the buttons as they appear.

Ladybird:

Press the button shown ten times quickly. Count how many times you press, and stop before the next button comes up, or you will waste a lot of time.

Stamp by Me

Difficulty: Fairly Easy

Type: Timing/Quick Reactions

The two belts move past at various speeds; press A to stamp to the right when an item goes past and press B to stamp to the left. The one with most points at the end wins.

Strawberry Shortfuse

Difficulty: N/A (Luck)

Type: Memory/Luck

Similar to:

Bowser's Big Blast (Mario Party 2)

Bowser's Bigger Blast (Mario Party 4)

Fruits of Doom (Mario Party 4)

Try and keep your eyes on two of the Ukikis who are holding cakes, before they put the lids on their dishes, and run around randomly. They will go hither and thither, occasionally tripping over, and then reform. Now, you must choose plates that hold cake in order to stay in. Choose a Ukiki and press A. If you've memorised some of the locations, you should be okay, unless an opponent goes and picks the one you were memorising (which is why watching two is handy if you can manage it). Eventually, this will be completely luck based. When all the cakes are gone, the Ukikis will run away and another Ukiki will sweep the floor, before the whole sequence begins again.

Wrasslin' Rapids

Difficulty: Medium

Type: Knock Out

Similar to:

Lava Tile Isle (Mario Party 2)

Fish Upon A Star (Mario Party 5)

Keep hitting your opponents to send them into the water, by pressing B), and try to stay in the centre. The last one standing wins.

4.6 - DK

Landing on a DK space (daytime only) may trigger one of these. DK will choose how many coins each banana is worth (usually one, but sometimes two or three).

Banana Shake

Difficulty: Medium/Luck

Keep pressing A to shake the tree and grab the bananas. If a hammer appears, quickly press B to duck (easier said than done), but don't duck bananas or you will miss them.

Pier Factor

Difficulty: Luck

Choose a barrel and roll down the pier. Those of you who have played Mario Party's Pipe Maze will be familiar with the system; whenever you reach a branch, the barrel will take it, and move onto another pier. If it bumps into an opponent, though, it will bounce back and keep going down the pier. Don't even try and predict the result; choose a barrel and hope for the best.

Tally Me Banana

Difficulty: Medium

Jump/bounce from barrel to barrel and collect bananas, but don't fall in the water or it's all over. Use the head of other players in the water as stepping stones to help you. The barrels vanish after you touch them).

6.7 - Bowser

These may be selected if you land on a Bowser Space (night only). Any losers will lose whatever Bowser says you will lose (coins or orbs). If you are doing Tag Teams, only one team member from each time has to survive for the team to "win".

Dark 'n Crispy

Difficulty: Fairly Easy

Type: Survival

Similar to:

Lights Out (Mario Party 2)

Bowser runs around in the dark and occasionally stops to breathe fire. You must avoid him. It's not too hard, as you can usually just about see Bowser, but watch you don't fall off the edge. When time is up, any survivors win.

Dizzy Rotisserie

Difficulty: Fairly Hard

Type: Escape

Similar to:

Dizzy Dancing (Mario Party 2)

Bowser makes you dizzy and you must escape from the room before Bowser torches you to death. Your controls are messed up, so you'll have to work out what control moves you forward and make it through the gate before time is up.

Pit Boss

Difficulty: Hard

Type: Survival

Similar to:

Chain Chomp Fever (Mario Party 4)

Bowser will chuck a spike ball into the pit with you and you must avoid it, Eventually, he'll throw two more in, making it harder to survive. Try not to get trapped behind opponents and keep running, and eventually all the balls will stop. Any survivors will win the game.

4.8 - Rare

These all need to be unlocked in order to be played in Mini Game Mode.

Block Star

1 - 2 players

Unlocked by: Landing on the Rare Minigame Space in Astro Avenue

Difficulty: Medium

Type: Get most points

Similar to:

Bob-Omb Breakers (Mario Party 4)

Like tetris, keep putting together groups of five or more blocks of the same colour to get rid of the stars (use blocks the same colour as the block with the stars on). Use A to pick up and hold blocks and release to let go. See how many levels you can get through.

The two-player version can be bought for 50 stars in the Star Bank.

Dunk Bros.

2 v 2 players

Unlocked by: Landing on the Rare Minigame Space in Thirsty Gulch

Difficulty: Medium

Type: Get Most Points

Similar to:

Bombsketball (Mario Party)
Beach Volley Folly (Mario Party 4 & 5)

At first I read this as "Drunk Bros.". Score as many points as you can in a game of street basketball.

Lab Brats

1 player

Unlocked by: Landing on the Rare Minigame space in Infernal Tower

Difficulty: Variable

Type: Race to the finish

Run around the maze, pressing R to zoom out to see where you are, to get the the finish. There are five mazes, of gradually increasing difficulty. As a sidequest, try and find the friend hidden in each maze. At the end, Professor E. Gadd will rank you depending on how you did.

Seer Terror

1 player

Unlocked by: Getting 50 stars to buy it in the Star Bank.

Difficulty: N/A (Luck)

Similar to:

Get A Rope (Mario Party 5)
Pitifall

Choose any of the four ropes to get a random surprise from Bowser as he reads your fortune. Possible outcomes include:

"You will soon get a cash windfall" (You will get coins)

"You will get a visit from an old flame" (Podobos will attack you)

"You will get a large pet" (A Chain Chomp will chase you away)

I probably didn't quote exactly, so don't complain, please.

4.9 - Mini Game Packages

This section shows which minigames are included in each of the four packages (if you select "All Minigames" all of them will be selected. This only applies to 4 player, 2 v 2 player, 1 v 3 player, Duel and Battle games.

Easy

Black Hole Boogie

Blooper Scooper

Boo'd Off the Stage

Boonanza

Burnstile

Cannonball Fun

Cashapult

Cash Flow

Catch You Letter

Circuit Maximus

Control Schtick

Conveyor Bolt

Crate and Peril

Dust 'til Dawn

Freeze Frame

Gondola Glide

Hyper Sniper

Insectride

Jump the Gun

Lunar-Tics

Mass Meteor

Mole-It!

Money Belt

Note to Self

Odd Card Out

O-Zone

Pitifall

Pixel Perfect

Pokey Punch-Out

Pop Star

Rocky Road

Same is Lame

Slot Trot

Smashdance

Snow Brawl

Stage Fright

Stamp by Me

Sunday Drivers

Surge and Destroy

Throw Me a Bone

Trick or Tree

Trap Ease Artist

Treasure Trawlers

Action

Asteroad Rage
Boo'd Off the Stage
Boonanza
Burnstile
Cannonball Fun
Cashapult
Cash Flow
Circuit Maximus
Cog Jog
Control Schtick
Conveyor Bolt
Crate and Peril
Daft Rafts
Full Tilt
Granite Getaway
Jump the Gun
Lift Leapers
Mole-It!
Money Belt
Note to Self
Pixel Perfect
Pokey Punch-Out
Ray of Fright
Rocky Road
Smashdance
Snow Brawl
Stamp by Me
Surge and Destroy
What Goes Up...
Wrasslin' Rapids

Skill

Ball Dozers
Black Hole Boogie
Blooper Scooper
Body Builder
Cashapult
Cash Flow
Catch You Letter
Clean Team
Dust 'til Dawn
Freeze Frame
Garden Grab
Gondola Glide
Hyper Sniper
Insectiride
Light Breeze
Money Belt
Mowtown
Odd Card Out
Pitifall
Pop Star
Sink or Swim
Snow Whirled
Stage Fright

Strawberry Shortfuse
Sumo of Doom-O
Sunday Drivers
T Minus Five
Treasure Trawlers
Trick or Tree
Tricky Tires

Weird

Ball Dozers
Body Builder
Cashapult
Cash Flow
Circuit Maximus
Control Schtick
Conveyor Bolt
Crate and Peril
Insectiride
Jump the Gun
Light Breeze
Light Up My Night
Lunar-Tics
Mass Meteor
Memory Lane
Money Belt
Note to Self
O-Zone
Pixel Perfect
Pokey Punch-Out
Ray of Fright
Same is Lame
Slot Trot
Smashdance
Something's Amist
Strawberry Shortfuse
Surge and Destroy
Throw Me a Bone
Trap Ease Artist
What Goes Up...

5 - PARTY MODE WALKTHROUGH

5.1 Towering Treetop

This board is set in a large tree, and is like a traditional Mario Party Board. The star will be placed randomly and will move when someone collects it.

Happening Spaces

THE TREE SNEEZES

This one is found on the bottom level. The tree will say he is about to sneeze. Mash button A as fast as you can to tickle, and if you do it fast enough, the

tree will sneeze. Players in the branches will be knocked on to other paths.

BEE HIVES

The bees will sting you and steal a random number of coins.

DANDELION CLOCK AIRLINES

Choose one of three Dandelion Clocks to be taken to a random location. This is roughly in the centre of the screen.

MINI TREE

This is found at the top and the effect will change depending on whether it is day or night.

Daytime

The flower to the left of the tree will open, resulting in a slightly longer route when taking the left hand path. The mini tree I mentioned earlier will give everyone a random number of coins (different for each player) when someone lands on the happening space next to it.

) Night)

The flower to the right will open, leading to a longer route as you go down to the right hand side of the tree. The tree that gave you coins during the day will have an angry scowl on his face now, and will steal coins from everyone if the happening space is triggered.

Pink Boo appears at night. Pay her 5 coins to steal coins from opponents, and Forty coins to steal stars.

This happens on every board, but I'll mention it here: Item Shop prices are reduced during the night.

5.2 - E. Gadd's Garage

This is a garage owned by professor E. Gadd. It plays like a conventional board.

Happening Spaces

CONVEYOR BELTS

These will cause the conveyor belts to move along, knocking off any players on them, who will land at the bottom of the screen. But they will get a few coins.

TELEPORTER

There are three of these and you can warp between them if you land on the happening spaces next to them.

ORB CONVERTER

Depending on the time of day, these will convert orbs into other orbs (during the day), or coins (during the night).

ORB PLACER

Probably not the right name for the machine, but it's found towards the bottom right hand corner. Land on the space by it and E Gadd will place an orb on the board on your behalf if you pay him to do so.

GIANT FAN

You can use this to blow opponents around on the board.

Daytime

E. Gadd's Orb Convertor can be used to switch your orbs for different orbs.

) Night)

The turntable in the middle will move, changing the layout of the board slightly, so be careful when approaching it when the time of day is about to change. Also, E. Gadd's Orb Convertor can be used to switch your orbs for coins. I recommend not doing this unless you are in desperate need of coins, as using more orbs gives you a better chance of claiming the Orb Star award (unless you switched off bonuses).

5.3 - Faire Square

This is a medieval village style board, and is similar to Peach's Birthday cake in Mario Party in that there is just one star spot. This is in the marketplace, found in the centre of the board, and you can buy up to five stars if you have enough coins to do so.

There are a number of notable locations around the board, a slot machine where you can pay coins and then line up the slots to win coins back. Getting three treasure chests will earn you all the coins paid in so far. The slot machine is located along the left hand side. Also, you can pay the Thwomp 10 coins to pass as you go around the market square. This is useful if you have a lot of coins and want to buy more stars.

Playing Tag Teams on this board in particular while partnered with a computer character is a bad idea as they will often risk your team's stars needlessly.

Happening Spaces

SWAP FEST

You will get the option of taking part in a swap fest using coins (by day) and stars (by night). 20 coins (or 1 star) are taken from each player, and each player in turn gets to choose a position to stand in, from which beanstalks will be grown. Whoever (randomly) gets the highest beanstalk will win everything.

Computer players will insist on playing this, but you should avoid this during the night (unless you feel really lucky), and only do it during the daytime if you have plenty of coins.

DOORS

Towards the right hand side are some doors. If you land outside them, you will be dragged in and kicked out next to the start space.

Daytime

During the day, Brighton will always charge 20 coins per star. You will use coins at the swap fest, and you can also convert one star into two using the game found on the right hand side of the board. You will be offered the chance by Koopa as you pass, and he will put one of your stars under one of three hats and they will shuffle. Follow the one with your star in around and identify it to turn it into two stars. Fail, and you lose your star.

) Night)

Twila will throw a dice to choose how much she will charge for stars (anywhere between 5 and 40 coins). The Koopa at the slot machine will be replaced by a Shy Guy, who will charge you double, but increase the number of coins you can win. The swap fest will involve stars, and the game on the right hand side of the screen will allow you to turn one star into three. Be warned: The number of hats is increased considerably.

5.4 - SNOWFLAKE LAKE

This is a very unconventional board. You are each given 10 stars and must use the Chomps to steal each other's stars as you go around the outside. You can also choose to go around the lake in the middle for some way to avoid the Chomps; this is a good idea if you don't have enough coins to ride one, but you see someone else nearby who has enough.

When you ride a Chomp, your turn will end when the Chomp stops.

Happening Spaces

FROZEN LAKE

This will differ depending on the time of day. See below.

SNOWMAN ATTACK

Hit a happening space on the top of the screen and a snowman will throw a snowball at you. Any player caught will be sent back to start.

Daytime

You can pay the Chomps 20 coins and then throw a dice block to ride up to 10 spaces. Landing on a happening space next to the frozen lake will trigger an ice skating session. Use the control stick to collect any coins that appear on the ice.

) Night)

You can pay the Chomps 10 coins to use one dice block, but you can also now use up to three dice blocks (10 coins per dice), allowing up to 30 spaces. Most routes to the lake will now be blocked off, but landing on a happening space by

the lake will start a snowball fight, and you can hit opponents to make them lose coins - and then grab any dropped coins.

5.5 - Castaway Bay

This board bears a strong similarity to Mario's Rainbow Castle in Mario Party. You can get a star from DK at the end, but he will then move aside and Bowser will step in with his boat. Boarding that will cost you a star (or 20 coins if you don't have any stars). You will then be sent back to start in either case.

As you approach the end, you need to use a strategy to make sure you get there when DK is docked, not Bowser. You will often get Golden Mushrooms, which are only advisable to use when DK is there. When you reach the island, you should take into account whether or not anyone else is there and whether they will reach the star point before you before making up your mind. If Bowser is there, you could take the longer route, but be careful you don't screw yourself over by landing on a Happening Space that switches their positions.

You can also take a shortcut to the last island by paying Shy Guy 10 coins to use his White Water Rafting Ride (located by taking the top path). You need to be careful, though, because when DK is in the dock, Bowser will attack you - if he hits you, you will lose five coins, and your turn will end on a space near to DK. Using it when Bowser is in dock will stop you being attacked, but is risky - so only use it if you know your dice throw will not take you past Bowser, and there is someone else who is certain to get to Bowser before you - or if you can see you will land on the happening space right before the star space.

Happening Spaces

SWITCH DK AND BOWSER

Identified by the star symbol next to them, they will cause DK and Bowser to switch places.

UKIKI

Play with Ukiki and catch the coins he throws.

MUSHROOM SHRINE

Press A quickly and repeatedly to please the mushroom gods and you will get a random orb.

Daytime

I'm not aware of anything specific to daytime hours other than the presence of the DK squares and higher item shop prices.

) Night)

Pink Boo will appear again; she is located along the top route, in the middle of the screen.

5.6 - Clockwork Castle

This board can be purchased from the Star Bank with 100 stars.

This is one of the best boards in the game. DK will be placed randomly on the board with a star, but there is a twist. After everyone has had their turn, DK will have a turn and he will move around the board. If he passes any player with 20 or more coins, he will automatically sell them a star. If you catch him on your turn, you get the option of taking a star for 20 coins, and then DK will move to another random point.

But that's not all. At night, DK will be replaced with Bowser, and also, play will be reversed (during day you go clockwise; during night, you go anticlockwise). Now, you must avoid Bowser at all costs, as meeting him on your turn (or having him pass you) will cost you a star (or 20 coins if you don't have any stars).

So, be careful when you are chasing DK because you could be caught out. Watch out for the warp pipes, as they can take you closer to DK or further from Bowser. They link up to each other - so entering one green one will take you out of the other green one; same with the red ones. Two will always be grey and blocked off. Remember, check the map before entering a warp pipe.

Oh, and DK and Bowser will sometimes throw double dice. You can tell when they are about to do this as DK will eat half a banana, and Bowser will breathe fire.

Happening Spaces

REARRANGE WARP PIPES

The locations of the warp pipes will change.

ORB FISHING

If you agree to do this, press A to get an orb, but beware as there is a slim chance that you could receive a bob omb - which will lose all your orbs. Don't do it if you have an orb you wish to keep, but if you have no orbs, you have nothing to lose, so go ahead and do it.

UFO

Located towards the right-hand side of the screen, the UFO will appear and send you back to the start.

CHANGE THE TIME OF DAY

Located right in the centre of the top path in the castle, jump up and hit the block to determine whether or not you change the time of day. That is, if the spinner lands on day and it is night, then it changes from night to day, and vice versa, but if you land on day when it is day and vice versa, there will be no change. This is quite cool for screwing up people even further, by changing DK to Bowser when people aren't expecting it.

BRIGHTON AND TWILAS' HOUSES

Stop outside here for Brighton and Twila to appear out of their respective houses and offer you two chests, and you can choose either to get a prize -

such as coins or a star. Twila lives on the left side of the screen and Brighton on the right. They will only appear from their houses at the right time, though (Brighton during the day, Twila during the night).

Daytime

DK will roam the board (see board explanation, above), and play will go clockwise. You can get prizes by stopping outside Brighton's house.

) Night)

Bowser will chase you around the board, anti-clockwise. Stopping outside Twila's house will get you prizes.

6 - SOLO MODE WALKTHROUGH

Solo Mode consists of three new boards; Thirsty Gulch, Astro Avenue and Infernal Tower. In each case, the aim is to unlock as many new minigames as you can (playing against the Mini Bowsers from Mario Party 5).

Happening Spaces will have various effects:

Thirsty Gulch - The bridge will collapse and you will be sent back a little way

Astro Avenue - You will move ahead several spaces

Infernal Tower - You will be sent back to start

Land on a VS space, and you must duel a Mini Bowser, who will take half of your coins (won by beating minigames) if you lose. If you land on a Bowser space, then you will be forced to win the minigame that you play or lose all the minigames that you won.

The only items you will get are Cursed Mushrooms (only allow 1-3 to appear on the dice) and Sluggish 'Shrooms, and these are useful for helping you to land on the final space and claim the Rare Minigame that you win. When you are getting within 6 spaces of the goal (the dice only goes up to 6 in Solo Mode), use a Sluggish 'Shroom if you have one, and make sure you get the right number to land on the last space. To make things easier, you are told how many spaces remain.

If you overshoot the last space, you lose all the minigames you collected. If you win, you will get coin bonuses and can get extra stars to spend in the star bank.

It is also possible to make the dice throw a particular number by saying the number into the mic as you press A to choose the number - but you must do it at the right time to pull this trick off. This can be useful for avoiding certain spaces.

7 - MIC MODE

If you have the Microphone plugged in to Slot B of your Gamecube, and the Mic switched on in the options menu, then you are ready to play this mode. Make sure you press the button when speaking into the mic, and be aware that the mic is NOT perfect. It won't always register what you're saying correctly.

Mic minigames are most fun with more than one human player (only human players can control the mic, obviously), but they can be enjoyable played alone.

7.1 - Mic Minigames Available in Party Mode

All are 1 v 3. The single player uses the mic.

Fruit Talktail

Say the name of one of the fruits shown in the pictures, and all the pictures that DON'T show that fruit will sink out of sight. The trio of players must rush to the platforms that AREN'T sinking (this will happen faster each time). If all the three opponents are knocked out, the single player wins.

Shoot Your Mouth Off

The single player should watch where the opponents are and say the numbers 1-9 to launch the appropriately numbered weapons (using the shy guys). There are only a limited number of shy guys, so don't try using too many attacks at once. The single player wins by knocking out all three opponents.

Talkie Walkie

The single player moves with "forward", "backward", "left" and "right", while the opponents try and hit him with a spiny. This is the only mic game where the three players actually have the advantage.

Verbal Assault

The single player attacks the three players using commands such as "drop bombs", "missile" and "laser". The single player wins if the three players lose all their energy.

Word Herd

The single player must stop the other players rounding up the goombas by controlling the goombas, shouting out directions and telling them to "scramble".

7.2 - Star Sprint

In this single player mode, use commands to get your character to the finish with the star. You can tell your character to speed up by saying "faster", jump with "jump" and also you can tell your character to "move up" and "move down". You can get the other characters to help you at various points with "Mario Party", and then shouting what the game tells you to motivate them. You will get extra stars if you beat the levels fast enough.

7.3 - Speak Up

This is a quiz, and you speak the answers into the microphone. As with all mic modes, sometimes the mic won't register what you have said properly (I've heard stories of "Toadette" registering as "Toad"), so try not to get frustrated. Ideally, you need two or more players to play this properly.

8 - MINI GAME MODE

You can play a number of different games here. These are as follows:

8.1 - Mini Game Tour

Twila will drive your chosen characters around in a 60s - style coach, and you can choose to play any of the mini games you have unlocked. This is good for practising.

8.2 - Battle Bridge

Unlock this by playing at least one 4 player minigame, one 1 v 3 minigame and one 2 v 2 minigames (not including bonus and mic games).

Choose how many wins are needed (three, five or seven), and then games will be randomly chosen. The winner(s) of each minigame will progress one space across the bridge; you win by being the first across the bridge.

8.3 - Treetop Bingo

Unlock this by playing at least one 4 player minigame (not including Bonus games).

First, set the number of complete rows you need to win before playing. Minigames are chosen at random and the winner each time gets to claim a numbered space (spaces are different for each player). You have to claim spaces that form a row of five to help you to win at Bingo (like in real life). However, once you uncover a space, the same numbered space is uncovered on each player's bingo board, so be careful you don't inadvertently help your opponents - so look at their boards carefully before making up your mind.

8.4 - Mount Duel

You need to have played at least one Duel game to play this.

The four players will play duel games against each other; a bracket will be randomly formed, and the players will have two duels. After this, the two losers will have a play off and finally the two winners will have a duel to see who the overall winner is.

8.5 - Decathlon Park

The four players play ten minigames against each other, and their performance determines how many stars they get. In the case of games where you race to the

end, the game will not end until the last player crosses the finish line. To unlock this mode, you must play the ten minigames featured, which are:

- 1) Smashdance
- 2) What Goes Up...
- 3) Circuit Maximus
- 4) Snow Whirled
- 5) Note to Self
- 6) Pokey Punch-Out
- 7) Sunday Drivers
- 8) Throw Me a Bone
- 9) Hyper Sniper
- 10) Stamp By Me

8.6 - Endurance Alley

Collect at least one 4 player game, one 1 v 3 game and one duel game AND buy it in the Star Bank to play this.

The object is to keep winning Minigames; as soon as you lose, then it's all over. This is a single player mode, and you will play a total of 100 mini games.

9 - FREQUENTLY ASKED QUESTIONS

Please don't ask me questions that are already covered in this section.

Q: How do I play Clockwork Castle?

A: Purchase it from the Star Bank for 100 stars

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Q: How come I can't use the mic? It's plugged in!

A: It's possible that the game is set to Mic off. Check the options screen.

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Q: How do I get Toadette?

A: Buy her in the Star Bank for 30 stars.

More will be added as required.

END OF FAQ

For contact details, please see at the top of the FAQ for details.