# Mario Party 7 FAQ/Strategy Guide 



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1. Intro***************************MP1

Welcome to my first FAQ for a GameCube game in about eight months. This will also be my first FAQ/Strategy Guide, and my fifth GameCube FAQ overall. This one covers the first GameCube game I ever got, Mario Party 7. It ended up being
among my favorites, which is why I'll write about it.

Enjoy.
2. Version History***************************MP2************************************)
v0. 60 - Finished the general layout. Finished Sections 0, 1, 3, 4, 5, 8, and 9. As for in-progress (which is Section 6), I'm at the 1-vs-3 Mic minigames. 11:51 PM 8/24/2011
Final - Finished all of Sections 6 and 7. Thusly, this FAQ is done.
~~ Start-End Time: 23 hours, 38 minutes.
~~File Size : 75 KB.
~~ Time of Update: 10:13 PM 8/25/2011

- Changed intro ASCII and Legal. 1:53 PM 10/8/2011

3. Legalities***************************MP3****************************************)

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4. Basics of the Game****************************MP4********************************) Mario Party is, to put it simply, a board game designed somewhat like Monopoly. It is a multiplayer game (or is more fun that way, usually) and has several modes. When you start the game, you'll enter the cruise ship and Toadsworth will direct you to choose one of the six options presented.

```
O-------------------
| Party Cruise | Players: 1 to 8 (human or CPU).
```

O------------------

In this mode, you can challenge others on a board. You can have a Battle Royale (four-player free-for-all), a Tag Battle (2-on-2), or an 8-Player game (four teams of two each). You then get to choose the characters, teams, board, etc.

After you start, you'll then have to try to complete the objective: get as many Stars as possible before the turns run out. Whoever has more at the end
will win; ties are broken by coin counts. Each board has its own method to obtaining the Star(s), listed in section five.

At the start, you'll hit a Dice Block to determine the order you'll go in; the number you roll determines this. Higher numbers go first.

After this, you'll hit your Dice Block and go that many spaces. If you land on a Blue Space, you'll get coins; Red Space, you'll lose some; DK space, you'll start a minigame; Bowser Space, you'll start a different minigame; Duel space, you'll start a Duel; ? mark space, you'll start something. There are other things that you'll come across, too.

When everyone finishes their moving, etc., you'll play a minigame. If everyone landed on Red/Blue spaces, it is a four-player. If one person had one color, and everyone else has the other, it is 1-vs-3. If two landed on a color, with the other two on the other, it is $2-v s-2$. You can randomly encounter Mic Minigames, Battle Minigames, and 8-Player Minigames (the last only applies to an 8-player game). If someone happens to land on a character's/team's space, or a green space, their color is random. DK space is auto-Blue, Bowser is auto-Red space.

After every five turns, Bowser will cause something to occur. You may have to pay coins, or something - it depends on the board. During the last five turns, Bowser will help out the person in last place.

After all 10/15/20/25/30/35/40/45/50 turns, your Stars and coins are tallied. You're then given bonus stars, if applicable. Here they are:
~~ Action Star: Awarded to whoever lands on the most green ?-mark spaces.
~ Minigame Star: Awarded to whoever wins the MOST COINS in minigames (not number of wins).
~~ Orb Star: Awarded to whoever uses the most Orbs.
~~ Red Star: Awarded to whoever lands on the most red spaces.
$\sim \sim$ Running Star: Awarded to whoever runs across the most spaces.
~~ Shopping Star: Awarded to whoever spends the most at shops.

After this, whoever has the most Stars (and coins, if applicable) is deemed as the Superstar! You can then see your stats for the game.


This is the "story mode" of Mario Party 7. It is a one-on-one game against a friend or the computer. It has the same boards.

However, the objectives are different. There is no turn limit, no minigames post-turn, no Bowser interupptions, and coin blocks are spread throughout the area. During this, you will want to try to complete the objective; the first to do so will win the game.

When you win, the number of turns it took to do so is recorded. The one who finishes all six boards in the fewest number of turns is the Solo Cruise Champion.

O-------------------
| Deluxe Cruise | Players: 1 - 8 (human/CPU)
o------------------

This is the cruise for playing the 8 -player minigames. In this, you will have to share controllers (if you have 5+ people) -- one uses the $L$ button and the gray Control Stick; the other uses the $R$ button and yellow C Stick.

There are two modes here. There is Free Pkay, where you can play any 8-Player game of choice. There also is Ice Battle, where you win by beating so-and-so 8-player minigames before everyone else.

```
0--------------------
| Minigame Cruise | Players: 1 - 4 (human/CPU)
```

O--------------------

In this mode, you can play all of the unlocked minigames, save for the 8-player ones. There are six different ways to play them...

Free Play Sub
…………
You'll pick and play a minigame of choice.

Volcano Peril

In this, you'll need one 4-player minigame, one $2-v s-2$ minigame, and one 1-vs-3 minigame unlocked before play is allowed.

In this, you'll need to win more minigames (3, 5, or 7) before the other players win them.

## Waterfall Battle

…………......
In this mode, you'll one Battle Minigame minimum.

In this, you'll defeat the opponents in Battle Minigames. Losers are knocked to the bottom of the falls. Back-to-back winners get a second chance if they lose.

Pearl Hunt
……......
For this, you'll need at least one 4-player minigame.

For this, you'll first play a minigame. The winner will get to open a shell. The goal of the game is to open three shells with the character's face on it (your character for you, Luigi for Luigi, etc.). There are also some items in this game:

- Mushroom: Open one more shell.
- Super Shroom: One two more shells.
- Whirlpool: Shuffles all shells.
- Bob-omb: Opens the nearby shells briefly.

Decathlon Castle
……………
For this, you'll need these minigames unlocked: Air Farce, Fun Run, Helipopper, Kart Wheeled, Monty's Revenge, Pokey Pummel, Snow Ride, Take Me Ohm, Target Tag, and Tack \& Yield.

For this game, you'll climb up a castle and play five or ten of minigames listed above. Your performance on the game will determine the number of points you receive (up to 1,000, I think). At the end, the player with the most points will win.

King of the River

You'll need to buy this from the Duty-Free Shop.

In this game, you'll need to win a certain number of minigames to get to the end and the treasure. There are three difficulties, unlocked after you finish the newest one: Easy, Normal, and Hard. Each mode gets longer. You'll have three lives during the course of the game. You'll lose one for failing to win one of the minigames; you'll lose entirely for losing all of your lives.

```
O--------------------
    | Duty-Free Shop |
O--------------------
```

Here, you can purchase stuff, listen to the sounds of the game, view your records, and view your souvenirs. The last mentioned item is in section seven.

O-----------------
| Control Room |
o------------------

Here is the options menu.
5. The Game Boards***************************MP5*************************************)
 Grand Canal


Unlocked: Always.

Party Cruise Rules: You'll need to get to the Star and buy it (20 coins). It then randomly warps.
Solo Cruise Rules : You'll need to find the Star and buy it for 20 coins. It then randomly warps. First to get two Stars wins.

Space Counts:
~ Blue Spaces -- 47
~ Red Spaces -- 10
~ Green ? Spaces -- 7
~ Mic Spaces -- 2
~ Duel Spaces -- 2
~ DK Spaces -- 2
~ Bowser Spaces -- 0
~ Orb Spaces -- 3

Green ? Space Events:
~ You'll have Shy Guys toss coins and spiky balls at you. You want to get a lot of coins; the spiky balls stun you.
~ On the leaning tower, you'll be shot back to the start.
~ You can get offered a gondola ride. During it, jump to get coins (don't hit the spiky balls!).
~ Blooper can mix four chests around (Star, coins, Dark Star, and nothing) and you choose one. The Dark Star makes you lose a star.
~ On the bridge, you'll be sent to some random location.

Bowser Time Events:
~ Take a picture costing ten or twenty coins.
~ Destroy all wooden bridges, replacing them with bridges with Bowser spaces (lasts three turns).
~ Crush one shop and open up his own, forcing you to buy an item.

Last Four Turns Events:
~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed.
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.
~ The Star is half price (costs ten coins).


## Pagoda Peak



Unlocked: Always.

Party Cruise Rules: At the top, you must buy a Star. It will cost 10, 20 , 30 , or 40 coins. After this, you'll go to the start again and the price will be jacked up ten coins (or $T O$ ten coins, if it was 40). This price is randomly changed via gong, as well. Failure to buy here sends you to the bottom.
Solo Cruise Rules : Come up here with $100+$ coins to win. If you don't, you get a random amount of coins.

Space Counts:
~ Blue Spaces -- 23
~ Red Spaces -- 5
~ Green ? Spaces -- 6
~ Mic Spaces -- 2
~ Duel Spaces -- 3
~ DK Spaces -- 4
~ Bowser Spaces -- 1
~ Orb Spaces -- 3

Green ? Space Events:
~ The rocket event can send you forward or to the start. It seems random.
~ The gongs will change the price of the Star. You'll also get some coins.
~ At the waterfall, you'll try to catch ten coins. Catching all ten nets you a Star (fifty coins in Solo Cruise); less than that and you get the number of coins you grabbed.
~ At the aflame cave, if you blow out the fire, you'll get some random prize, which can be coins, a Star, or other stuff.
~ The dragon-head cannon will send you to the start.

Bowser Time Events:
~ Take a picture and charge 10/20 coins.
~ Destroy a bridge for a turn.
~ Cause everyone to go backwards.
~ Crush one shop and open up his own, forcing you to buy an item.

Last Four Turns Events:
~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed.
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.
 Pyramid Park


Unlocked:

Party Cruise Rules: Everyone begins with five Stars (plus their handicap, if any). You'll steal using the Chain Chomps around here, or the other methods.

Solo Cruise Rules : A Bandit has stolen a star. Use a Chain Chomp to get it and bring it to the Bowser Sphinx. BOTH must happen to win; if your opponent gets it, you can still steal it!

Space Counts:
~ Blue Spaces -- 45
~ Red Spaces -- 9
~ Green ? Spaces -- 7
~ Mic Spaces -- 3
~ Duel Spaces -- 5
~ DK Spaces -- 2
~ Bowser Spaces -- 2
~ Orb Spaces -- 4

Green ? Space Events:
~ On those above the whirlpools, you send everyone on the rocks to the other side of the board.
~ Monty Mole can let you hit snakes for coins. If you hit Monty Mole, you'll fail.
~ In the oasis, you can grab coins. However, the alligators can bite and make you lose coins!
~ Beside the Bowser Sphinx, you'll have your coins divided up. In Solo Cruise, you'll come here with the Star.

Bowser Time Events:
~ Take a picture and charge 10/20 coins.
~ Take a Star from the 1st Place player and give it to Koopa Kid. You can steal it from him by running over him via Chain Chomp.
~ Make a bridge-destroying sandstorm. Lasts three turns.
~ Crush one shop and open up his own, forcing you to buy an item.

Last Four Turns Events:
~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.
~ Chain Chomps are half-price!

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Windmillville
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

Unlocked: Always.

Party Cruise Rules: Each windmill has a Star value to it, stated above its gateway. Whoever puts the most coins into it will get the Star value. You can place it multiple times, as can the opposition, even in your windmills (and vica versa).
Solo Cruise Rules : All of the windmills are broken and are reparable by putting coins into them. 1-star windmills need 20 coins; $2-s t a r, 30$ coins; $3-s t a r, 50$ coins. The first to repair three windmills wins.

Space Counts:
~ Blue Spaces -- 45
~ Red Spaces -- 7
~ Green ? Spaces -- 2
~ Mic Spaces -- 2
~ Duel Spaces -- 4
~ DK Spaces -- 2
~ Bowser Spaces -- 2
~ Orb Spaces -- 4

Green ? Space Events:
~ On one space, you'll ground-pound leafs to get coins. The bags hold more.
~ On the other, you'll herd sheep. You'll get coins for each one herded.

Bowser Time Events:
~ Take a picture and charge 10/20 coins.
~ Destroy a windmill and replace it, having zero coins.
~ Koopa Kid will take some of a windmill's coins.

Last Four Turns Events:
~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed.
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.

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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    Neon Heights
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

Unlocked: Always.

Party Cruise Rules: There are three chests, each costing 10 coins. You need to open them. One has a Star, another has 20 coins, and one has a Bob-omb that'll send you to the start. After the Star is bought, three more random chests appear.
Solo Cruise Rules : There are eight chests (five Stars; three Bob-ombs) around the board. Each costs (5 x (number of chests opened +1 ) coins. The first to find three Stars wins.

Space Counts:
~ Blue Spaces -- 46
~ Red Spaces -- 10
~ Green ? Spaces -- 4
~ Mic Spaces -- 2
~ Duel Spaces -- 3
~ DK Spaces -- 2
~ Bowser Spaces -- 2
~ Orb Spaces -- 4
~ On a screen are nine pictures, with four pairs. You are to match the pairs together without flipping over Bowser (which makes you lose and lose 10 coins).
~ At the rocket ship, you are pump fuel into a rocket. You may get coins or a Star!
~ The UFO spaces will mess with the chests in Party Cruise, or warp you somewhere is Solo Cruise.

Bowser Time Events:
~ Take a picture and charge 10/20 coins.
~ Take 20 coins from all, adding it to the 20-coin chest.
~ Take 1 Star from the leader, putting it in the Star chest.
~ Replace the Bob-omb chest with a Dark Star chest.

## Last Four Turns Events:

~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed.
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.


## Bowser's Enchanted Inferno

Unlocked: Beat Solo Cruise.

Party Cruise Rules: You'll need to go to the Star and buy it for 20 coins. It then randomly warps.
Solo Cruise Rules : You'll need to go to the Star and buy it for 20 coins. It then randomly warps. You then are to return to the start to challenge Bowser to "Bowser's Lovely Lift". Failure will cause to lose you to lose your Star AND the next attemptor will start where you lost.

Space Counts:
~ Blue Spaces -- 32
~ Red Spaces -- 9
~ Green ? Spaces -- 11
~ Mic Spaces -- 2
~ Duel Spaces -- 1
~ DK Spaces -- 1
~ Bowser Spaces -- 0
~ Orb Spaces -- 2

Green ? Space Events:
~ If you land near the cannon, you'll be shot to another island.
~ On the northernmost spaces, you'll wrestle with Koopa Kid. Winning nets you 10 coins; losing takes away 10; ties do nothing.
~ On the southern spaces, you'll try to hop across three pedestals to a Star. Failure loses you 10 coins. It is random.
~ On the western spaces, you'll ride a roller coaster. You can jump to get coins.
~ There are some where Klepto will move the Star.

Bowser Time Events:
~ Bowser sinks the island with the Star. It moves to another place; all on the sunken island lose $\sim 50 \%$ of their coins. The island is inaccessible until the island rises again.

Last Four Turns Events:
~ Blue/Red/own-Character space value triples.
~ 10 Koopa Kid spaces are randomly placed.
~ Red spaces become Bowser spaces.
~ The last-place player earned 40 coins.
~ The Star is half price (costs ten coins).

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6. Minigames*****************************MPG
(Listed as the game does so.)
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    4-Player Games
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

[minigame name]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]

Catchy Tunes

Rules : Collect all five notes before the others.
Controls: Control Stick = Move.
A = Jump.
Tips : Remember that you can jump on the opponents. Also keep track of which ones you need and look at the shadows for the notes.

Bubble Brawl

Rules : Knock everyone out of the bubble before you get the same. Last one standing wins.
Controls: Control Stick $=$ Move. $\mathrm{B}=$ Punch.
Tips : None.

Track \& Yield

Rules : Jump over the hurdles and be the last one standing.
Controls: Control Stick = Move.
A = Jump.
Tips : DON'T TOUCH THE ELECTRIC HURDLES.

Fun Run

Rules : Run up the tower. First to the apex wins.
Controls: Control Stick = Move.
A = Jump.
Tips : Always begin by running due forward, jumping only when an obstacle gets in the way.

Cointagious

Rules : Jump and hit the box to earn coins.
Controls: A = Jump.
Tips : None.

Snow Ride

Rules : Go down the slopes and through gates to the finish line; first one there wins.
Controls: Control Stick $=$ Move.
Tips : None.

Picture This

Rules : Stop the picture book on the displayed picture (in the middle) and select it. Three matches is a win.
Controls: $L=$ Go back. $R=$ Go forward. A $=$ Select picture.
Tips : None.

Ghost in the Hall

Rules : Get out of the haunted house.
Controls: Control Stick = Move.
Tips : It's all pretty much random.

Big Dripper

Rules : Collect lots of honey - the one with the most wins.
Controls: Control Stick = Move.

$$
A=\text { Duck. }
$$

Tips : When the bees come, go underneath a shadowed puddle to get more honey during the bees' flying out.

Target Tag

Rules : Hit the targets to get points. The one with the most wins.
Controls: Control Stick = Move.
Tips : Don't hit the Bowser target - you'll lose all of your points.

Pokey Pummel

Rules : Get rid of the whole Pokey. The first to do so wins.
Controls: $A=$ Swing hammer.

Tips : Tap fast!

Take Me Ohm

Rules : Survive being shocked by jumping over the electricity. Last one standing wins.

Controls: Control Stick = Move. A = Jump.
Tips : None.

Kart Wheeled

Rules : Cross the finish line five times before anyone else.
Controls: Control Stick $=$ Move.
$A=$ Accelerate/Speed up.
Tips : None.

|  |  |
| :---: | :---: |
| 4-Player Mic Games |  |
| >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> | >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> |
| [minigame name] |  |
| Rules : [Rules of the game.] |  |
| Controls: [The controls.] |  |
| Tips : [Tips.] |  |

Balloon Busters

Rules : Be behind the shield when the balloon pops.
Controls: "Bigger" = Make the balloon bigger. Max of five per turn. "Stop" = Finish your turn early.
Tips : None.

Clock Watchers

Rules : Stop the timer as close to the target time as possible. The one who is the least off wins.

Controls: "Start" = Begin. "Stop" $=$ See your result.
Tips : Try mentally counting "one thousand one, one thousand two, ..." until you reach the target time. Not perfectly accurate, but good enough.

Dart Attack

Rules : Hit the targets with five darts for points. The most points wins. Controls: "Fire" = Fire a dart.

Tips : Remember about the Mic lag and the in-game lag.

Oil Crisis

Rules : Get as far as possible, collecting fuel to go even further. The person to cross the line or go furthest wins.
Controls: "Left" = Go left. "Right" = Go right. "Mushroom" = Speed up. One only.
Tips : Avoid the oil slicks. If one IS unavoidable, use your Mushroom then. (And there's the lag...)

Mathemortician

Rules : Shoot Boos to get points (regular $=1$; crowned $=3$ ). The most points wins.
Controls: "1", "2", "3", "4", "5", "6", "7", "8", or "9" = Shoot at said number.
Tips : Remember about the lag!

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    1-vs-3 Games
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
[minigame name]
Rules (single player) : [Rules of the game.]
Rules (other players) : [Rules of the game.]
Controls (single player): [The controls.]
Controls (other players): [The controls.]
Tips : [Tips.]
La Bomba
Rules (single player) : Try to drop Bob-ombs onto the other three.
Rules (other players) : Avoid being blown-up or spiked for 30 seconds.
Controls (single player) : Control Stick = Move.
A = Jump.
A (twice) = Ground pound (drops box's Bob-ombs).
Controls (other players): Control Stick = Move.
Tips : The three players want to avoid corners and the spikes. The lone player wants to drop Bob-ombs from the larger boxes.
```

Spray Anything

Rules (single player) : Avoid being hit for 30 second.
Rules (other players) : Hit the lone player.
Controls (single player) : Control Stick = Move.

Controls (other players): $L / R=$ Move counterclockwise/clockwise. A = Fire.
Tips : For the lone player, the balls are slow. Regardless, stay near the middle.

Balloonatic

```
Rules (single player) : Avoid being hit for 30 seconds.
Rules (other players) : Pop the lone player's three balloons.
Controls (single player): Control Stick = Move.
    A = Go up.
Controls (other players): Control Stick = Aim.
    A = Fire.
Tips : The lone player should randomize their movements.
```

Spinner Cell


Think Tank

Rules (single player) : Eliminate your opponents.
Rules (other players) : Eliminate your opponent.
Controls (single player) : Control Stick = Move.
$A=$ Fire.
Controls (other players): Control Stick = Move.
$\mathrm{A}=$ Fire.
Tips : None.

Flashfright

| Rules (single player) | : Shine the flashlight on the other players. |
| :--- | :--- |
| Rules (other players) | : Avoid being shined-on for 30 seconds. |
| Controls (single player): Control Stick $=$ Move. |  |
| Controls (other players) : Control Stick $=$ Move. |  |
| Tips | : The Shy Guys' statues aren't that protective! And the |
|  | lone player runs faster. |

Coin-op Bop

Rules (single player) : Push buttons as they appear.
Rules (other players) : Push buttons as they appear.

Controls (single player): $A / B / Y / X / L / R=$ Press as it appears.
Controls (other players): A/B/Y/X/L/R = Press as it appears.
Tips : None.

## Easy Pickings



Pogo-a-Go-Go

| Rules (single player) | : Attempt to make all the opponents fall down. |
| ---: | :--- |
| Rules (other players) | : Avoid falling for 30 seconds. |
| Controls (single player) $: ~ L / R=$ Rotate platform counterclockwise/clockwise. |  |
| Controls (other players) $:$ | Control Stick $=$ Move. |
| Tips | That one path between the two big holes is HARD to go |
|  | across... |

$\square$

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    1-vs-3 Mic Games
```


[minigame name]
Rules (single player) : [Rules of the game.]
Rules (other players) : [Rules of the game.]
Controls (single player): [The controls.]
Controls (other players): [The controls.]
Tips : [Tips.]

Wheel of Woe

```
Rules (single player) : Try to eliminate the opponents.
Rules (other players) : Try to survive for 30 seconds.
Controls (single player): "Bullet Bill" = Fire two Bullet Bills.
                                    "Chain Chomp" = Release a Chain Chomp.
    "Shy Guy" = Reverse the stage.
Controls (other players): Control Stick = Move.
    A = Jump.
Tips : (Lone Player) Try releasing Chain Chomps, then
    reversing the board. While the Chomp reloads, fire
    Bullet Bills.
    (Other Three) Avoid the holes and jump over the
    Bullet Bills.
```

Boxing Day

Rules (single player) : Eliminate the other three before they finish the picture.
Rules (other players) : Ground-pound the ?-cards and uncover the picture!
Controls (single player): "Left/Right" = Left/Right Punch. "Double Punch" = Right $->$ Left Punch. "Rotate" = Arm sweeper. "Rocket Punch" = Fist launch.
Controls (other players): Control Stick = Move.
$A=$ Jump.
A (twice) $=$ Ground-pound.
Tips : (Lone player) Avoid the Rocket Punch; use the Double Punch and Rotate commands.

Be My Chum!

| Rules (single player) | Try to eliminate the other three. |
| :--- | :--- |
| Rules (other players) | Try to survive for thirty seconds. |
| Controls (single player) : "Cheep Cheep" = Cheep Cheeps swim through the water. |  |
|  | "Lakitu" $=$ Lakitu drops spiky balls. |
|  | "Sushi" $=$ Shark! |
|  | "Blooper" $=$ Sends Blooper swimming through the water. |
| Controls (other players): Control Stick $=$ Move. |  |
| Tips | (Lone player) Send slow stuff, THEN fast stuff. |

## StratosFEAR!

Rules (single player) : Move the platform so as to get the opponents hit.
Rules (other players) : Avoid the Bullet Bills for thirty seconds.
Controls (single player): "Move Up/Down" = Platform moves up/down.
Controls (other players): Control Stick = Move.
$A=$ Jump.
Tips : (Three-person team) You can jump on the Bullet Bills and get rid of them.

Number Crunchers

| Rules (single player) | Use Thwomps to squash the opponents. |
| :--- | :--- |
| Rules (other players) | : Try to survive for thirty seconds. |
| Controls (single player): "1", "2", "3", "Square", or "Circle": Thwomps fall on |  |
|  | the stated |
|  | platforms. |

Controls (other players): Control Stick = Move.
$A=$ Jump.
Tips : None.
[minigame name]

Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]

## Buzzstormer

```
Rules : Make out of the field first to win.
Controls: Control Stick = Move.
Tips : Move only when required and, with humans, communicate your intent:
    two different tilts equals no turning.
```

Tile and Error
Rules : Ground-pound and tiles to make more of them of your color.
Controls: A = Jump.
A (twice) = Ground-pound.
$B=$ Punch.
A then B = Jump-kick.
Tips : You can flip over multiple tiles - up to four, if you're lucky.

## Battery Ram

Rules : Get to the end of the maze first.
Controls: Control Stick = Move.
Tips : You'll have to go along the slant paths to be able to get around the sharp corners. Try communicating with your partner.

Cardinal Rule

Rules : Ground-pound two cards matching the one displayed. Three matches is a win.

Controls: Control Stick = Move.
A = Jump.
A (twice) $=$ Ground-pound.
Tips : None.

Bumper Crop

Rules : Put two of each of the three vegetable types into the truck.
Controls: Control Stick $=$ Move.
$A=$ Pick up or toss vegetable.
Tips : None.

Hop-O-Matic 4000

Rules : Press the buttons as they appear. Cross the finish line first to win. Controls: A/B/X/Y/L/R = Push as it appears.
Tips : None.

Wingin' It

Rules : Pump fuel into your bird and fly higher than the other team to win. Controls: $A=$ Pump fuel.
Tips : Press fast!

Sphere Factor

Rules : Push the ball across the finish line first to win.
Controls: Control Stick = Move.
Tips : Try to avoid all obstacles. Also try to keep the ball on the bridge near the end - it is much faster.

Herbicidal Maniac

Rules : Shoot all of the Piranha Plants on the board. The first to clear three boards wins.
Controls: Control Stick $=$ Move targeting cursor.
A = Fire.
Tips : DON'T SHOOT THE SPIKE BOMB!

Pyramid Scheme

Rules : Grab the coins using your crate.
Controls: Control Stick = Move.
Tips : Shadows appear where something will soon fall. You can also push your opponents out of the way.

World Piece

Rules : Grab pieces on the ground that match the indent on the board. First to do so three times wins.
Controls: Control Stick $=$ Move. $A=$ Grab/Release piece.
Tips : None.

Spider Stomp

Rules : Kill spiders and save Flutter!
Controls: Control Stick $=$ Move.
$A=$ Fire.
Tips : Avoid the webs, the tackles, and avoid firing at your partner.

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```


## Battle Games



```
[minigame name]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]
```

Helipopper

Rules : Pop more balloons than anyone else!
Controls: Control Stick = Move.
Tips : None.

Monty's Revenge

Rules : Stay out as long as possible before without being hit!
Controls: Control Stick $=$ Move cursor.
$A=$ Stick head out.
Tips : None.

Deck Hands

Rules : Pick three cards and have their sum be the highest!
Controls: Control Stick $=$ Move cursor.
$A=$ Pick card.
Tips : None.

Air Farce

Rules : Hang-glide as far as possible before getting wet!
Controls: Control Stick $=$ Move.
Tips : At the start, try to have the glider not exactly flat, but tilted downward just slightly. Try to maintain this.

The Final Countdown

Rules : Try to stay on the board the longest.
Controls: Control Stick = Move.
$A=$ Jump.
$B=$ Punch.
A then $B=$ Jump-kick.
Tips : The panels slowly decrease in number, and open when they hit zero. You can also punch/kick your opponents off.

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    Duel Games
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
[minigame name]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]
```

Warp Pipe Dreams
Rules : Get to the center pipe first.
Controls: Control Stick $=$ Move.
$A=$ Jump.
Tips : From the start, each pipe has a randomly fixed destination.

Weight for It

Rules : Hit the spheres to your opponent's side. The side with the most balls loses.
Controls: Control Stick $=$ Move.
$A=$ Swing hammer.
Tips : Try to hit the opponent, and send back their balls.

Mad Props

Rules : Be the first to cross the finish line further downriver.
Controls: L = Power the left (port) propeller.
$R=$ Power the right (starboard) propeller.
Tips : Holding just L rotates you clockwise; R, counterclockwise; and both, you'll go forward.

Gimme a Sign

Rules : A Shy Guy will hold a sign(s) and the platforms with those icons will sink. The first to get wet loses.
Controls: Control Stick = Move. $A=$ Jump.
Tips : None.

Bridge Work

Rules : Avoid being hit by the Cheep Cheeps or falling into the river.
Controls: Control Stick $=$ Move.
A = Jump.

Tips : None.

Spin Doctor

```
Rules : Move across the bridges to the opposite corner; first to get there wins.
Controls: Control Stick = Move.
Tips : Go along to the right, and later turn north around the corner.
```

Hip Hop Drop

Rules : Press the button on the next platform to go forward. Reach the end to win.
Controls: A/B/X/Y/L/R = Press it when it appears.
Tips : None.

Royal Rumpus

Rules : Ground-pound more Goombas than your opponent.
Controls: Control Stick = Move.
A = Jump.
A (twice) $=$ Ground-pound.
Tips : None.

Light Speed

```
Rules : Move your hovercraft across the tiles to change their color. The
    one with the most tiles of their color wins.
Controls: Control Stick = Move.
Tips : None.
```

Apes of Wrath
Rules : Avoid the monkeys!
Controls: Control Stick = Move.
$A=$ Jump.
Tips : Avoid the corners, too!
Fish \& Cheeps
Rules : Avoid being hit by the Cheep Cheeps.
Controls: Control Stick = Move.
$\mathrm{A}=$ Swim.
Tips : Just be watchful and stay near the bottom.

Rules : Run through the obstacle course to the finish line. First there wins. Controls: Control Stick = Move.

$$
A=\text { Jump. }
$$

Tips : Practice makes perfect.


```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
                                    DK Games
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
[minigame name]
Type : [One player or multiplayer?]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]
```

Peel Out

Type : Multiplayer.
Rules : Choose paths to grab bananas.
Controls: Control Stick $=$ Choose path.
Tips : None.

## Bananas Faster

```
Type : Multiplayer.
Rules : Jump on the roulette wheel and collect bananas.
Controls: A = Jump.
Tips : None.
```

Stump Change
Type : Multiplayer.
Rules : Move your barrel around and grab the bananas.
Controls: Control Stick = Move.
Tips : Don't fall off!

Jump, Man

```
Type : Single player.
Rules : Climb to the top of the area, avoiding barrels as you go.
Controls: Control Stick = Move.
    A = Jump.
Tips : You can jump on the barrels.
```

```
Type : Single player.
Rules : Climb to the top as fast as possible.
Controls: Control Stick = Switch sides.
                                A = Climb.
Tips : Press fast and switch sides to avoid being hit.
```



A Bridge Too Short

[minigame name]

Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]

Funstacle Course

```
Type : Multiplayer.
Rules : Survive the course!
Controls: Control Stick = Move.
    A = Jump.
Tips : None.
```

Funderwall!
Type : Multiplayer.
Rules : Go up the fence while avoiding being burned or spiked.
Controls: Control Stick = Move.
Tips : When a cursor turns red, expect fire. When it's green, you're fine.
Magmagical Journey!

```
Type : Multiplayer.
Rules : Jump from pillar to pillar while avoiding being hit or falling.
Controls: Control Stick = Move.
    A = Jump.
Tips : None.
```

Tunnel of Lava!

Type : Single player.
Rules : Stomp on the Mechikoopas to get a key.
Controls: Control Stick = Move.
A = Jump.
Tips : Try multijumping (jump on one and then another, and so on, without hitting the ground).

Treasure Dome!

```
Type : Single player.
Rules : Open all five chests.
Controls: Control Stick = Move.
    A = Use key.
Tips : Keep track of the tried chests.
```

Slot-O-Whirl!
Type : Single player.
Rules : Match up three key emblems on the slots.
Controls: $A=$ Stop wheel.
Tips : Just randomly press A.

```
Bowser's Lovely Lift!
(Must be unlocked in Solo Cruise first.)
Type : Single player.
Rules : Hit the dice in the corners to move the lift up that many levels.
    Get to 100F to win.
Controls: Control Stick = Move.
    A = Jump.
Tips : None.
```


Rare Games

Each game must be bought from the Duty-Free Shop.

```
[minigame name]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]
```

Rules : Push the puck into the goal. Most points wins.
Controls: Control Stick = Move.
A = Speed boost.
Tips : Use the speed boost for more powerful shots. In a two-on-two, someone needs to guard the goal while another does the shooting.

Stick and Spin

Rules : Clear off the balls by connecting five of the same coloration.
Controls: Control Stick $=$ Spin stage.
$A=$ Drop ball.
Tips : Sucks to be color blind, eh?

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
    8-Player Games
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
[minigame name]
Rules : [Rules of the game.]
Controls: [The controls.]
Tips : [Tips.]
```

Real Smoothie

Rules : Throw your assigned fruit into the blender. The most points wins. Controls: $L / R=$ Grab and throw fruit.
Tips : None.

Synch-row-nicity

Rules : The first to cross the finish line wins.
Controls: Control Stick/C Stick $=$ Move paddles.
Tips : Rhythm!~

Grin and Bar It

Rules : Jump over the bar when it passes by. Last one standing wins.
Controls: L/R = Jump.
Tips : The bar is not straight.

Hammer Spammer

Rules : Avoid being hit by the hammers. Last one standing wins.
Controls: Control Stick/C Stick = Move.

Tips : Watch the shadows.

Gimme a Brake

Rules : Stop the scooter as close to the edge as possible.
Controls: L/R = Brake.
Tips : With rain/snow, the area is slicker and you'll need more stopping room.

Bumper to Bumper

Rules : Bump your opponents off. Last one standing wins.
Controls: Control Stick/C Stick = Move.
Tips : Stay away from the edge.

Duct \& Cover

Rules : Seal up all of the leaks. First team to do so wins.
Controls: Control Stick/C Stick = Move. A/B/X/Y/L/R = Press as indicated.

Tips : The C Stick person should press $A / B / X / Y / R$ with the other using L. It isn't shared work, but it's better than randomly grasping around.

## Bob-omb-atic Plague

Rules : Pass the Bob-omb around. Last one standing wins.
Controls: L/R = Pass Bob-omb along.
Tips : Try to pass the Bob-omb when it'll explode away from you. For example, in the eight-person round, when it lights up. In the fiveperson, shortly after it does. In the two-person, just before it should explode.

Unhappy Trails

Rules : Go along the trail to the chest. Bring back the jewel to win.
Controls: Control Stick/C Stick = Move.
Tips : Be careful.

Shock Absorbers

Rules : Hit the lit-up button or get shocked. (If it is red, you'll get shocked and need to duck down.) Last one standing wins.
Controls: Control Stick/C Stick $=$ Hit button.
Tips : None.


O--------------------
| The Shop Itself |
O--------------------



Those on Page 8 of 8 can only be bought after doing certain things:
~ MSS Sea Star: Play each board once in Party Mode.
~ Free Play Sub: Unlock each minigame.
~ Chop Chop Helicopter: Play Deluxe Cruise five times.

There are two other souvenirs, too.
~ Magic Lamp: Beat Normal in the King of the River.
~ Power Star Statue: Beat Hard in the King of the River.

```
O--------------------------
| The Staff's Records |
O------------------------
```

For reference or if you don't want to spend 3,000 Cruise Mileage Points.


| Buzzstormer | 0 minutes, 19.45 seconds |
| :---: | :---: |
| Battery Ram | 0 minutes, 32.53 seconds |
| Hop-0-Matic 4000 | 0 minutes, 33 seconds |
| Sphere Factor | 0 minutes, 36.6 seconds |
| Mad Props | 0 minutes, 31.4 seconds |
| Hip Hop Drop | 0 minutes, 27.01 seconds |
| Air Farce | 110.63 yds. |
| Stick and Spin | 20,190 pts. |



9. Orb Data***************************MP 9
 Self Orbs (use on yourself)

[orb name]

Effect : [What does it do?]
Location: [Is it board-specific?]

Mushroom Orb

Effect : Hit two Dice Blocks. If they're the same, you get 10 coins.
Location: All boards.

Super 'Shroom Orb

Effect : Hit three Dice Block. If they're the same, you'll get 30 coins. I think getting three 7 's nets you 50 coins.

Location: All boards.

Slow 'Shroom Orb

Effect : Makes the Dice Block move slowly and numerically.
Location: All boards.


Metal Mushroom Orb

Effect : Allows you to pass Roadblocks unaffected.
Location: All boards.

Flutter Orb

Effect : Flutter will fly you straight to the star!
Location: Grand Canal; Bowser's Enchanted Inferno.

Cannon Orb

Effect : Sends you flying up or down the mountain.
Location: Pagoda Peak.

Lakitu Orb

Effect : Lakitu brings you a chest for free. It doesn't neccessarily contain the Star, though...
Location: Neon Heights.

Snack Orb

Effect : Prevents Chain Chomps from stealing your Star once for the three turns after usage.
Location: Pyramid Park.
[orb name]

Effect : [What does it do?]
Location: [Is it board-specific?]

Hammer Bro Orb

Effect : Takes 10 coins from your opponent and gives them to you. Location: All boards.

Piranha Plant

Effect : Takes half (rounds up if decimal) of your opponent's coins and gives them to you.
Location: All boards.

Spear Guy Orb

Effect : Takes coins from your opponent equal to the roll of a Dice Block (up to thirty) and gives them to you.
Location: All boards.

Kamek Orb

Effect : Gives you three Character spaces at random from your opponent. Location: All boards.
roady Orb

Effect : Steal an orb from your opponent. Location: All boards.

Mr. Blizzard Orb

Effect : Makes your opponent lose all of their orbs. Location: All boards.

Bandit Orb

Effect : Steals coins from an opponent's windmill and gives them to you. Location: Windmillville.

Effect : Steals a Star (or 20 coins if there isn't a Star) from your opponent.
Location: Grand Canal; Neon Heights; Bowser's Enchanted Inferno.
 Roadblock Orbs (become traps you usually cannot pass)

[orb name]

Effect : [What does it do?]
Location: [Is it board-specific?]

Spiny Orb

Effect : Opponent loses ten coins.
Location: All boards.

Zap Orb

Effect : Opponent loses three coins per space walked past the trap. Location: All boards.

Tweester Orb

Effect : Randomly drops an opponent somewhere else. Location: All boards.

Thwomp Orb

Effect : Stops your opponent on this trap's space. Location: All boards.

Warp Pipe Orb

Effect : Warps the opponent to their starting space for the turn.
Location: All boards.

Bob-omb Orb

Effect : Sends your opponent down the mountain.
Location: Pagoda Peak.

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
[orb name]
Effect : [What does it do?]
Used by : [Who uses it?]
Location: [Is it board-specific?]
```

Fireball Orb

Effect : If you pass an opponent or land on the same space as them, you will take ten of their coins. (Lasts three turns.)
Used by : Mario and Luigi.
Location: All boards.

Flower Orb

Effect : Avoid roadblocks and get three coins per space moved.
Used by : Peach and Daisy.
Location: All boards.

Egg Prb

Effect : Eats up Character, Roadblock, and Koopa Kid Spaces, and transforms them into usable orbs (except for the Koopa Kid orbs).
Used by : Yoshi and Birdo.
Location: All boards.

Vacuum Orb

Effect : Sucks away a random number of coins from each opponent. Used by : Wario and Waluigi. Location: All boards.

Magic Orb

Effect : Doubles your dice roll and allows passing of Roadblocks. Lasts for two turns.
Used by : Boo and Dry Dones.
Location: All boards.

Triple 'Shroom Orb

Effect : Hit two Dice Blocks, not one. Lasts three turns.
Used by : Toad and Toadette.

Location: All boards.

Koopa Kid Orb

[orb name]

Effect : [What does it do?]
Location: [Is it board-specific?]

Koopa Kid Orb

Effect : Creates a Koopa Kid space in a random location.
Location: All boards; from the random orbs on the board or one of Dowser's forced shops.


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