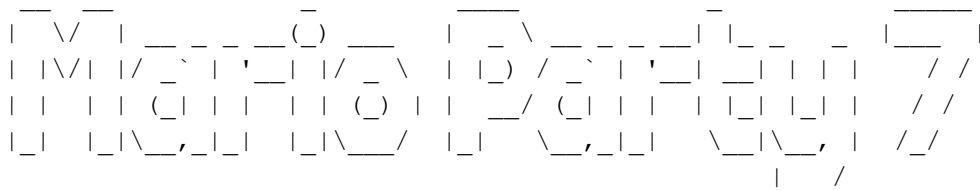


Mario Party 7 FAQ/Strategy Guide

by KeyBlade999

Updated to vFinal on Feb 7, 2012



```
0-----0
|           Mario Party 7           |
|       An FAQ/Strategy Guide       |
|           By KeyBlade999          |
|                                     |
|       Total Data: 75.1 KB         |
|       Current Version: Final      |
| Previous Update: 1:53 PM 10/8/2011 |
0-----0
```

-1. Donations*****MP-1*****

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

0. Contents*****MP0*****

| Section Title | CTRL+F Tag |
|-----------------------|------------|
| -1. Donations | **MP-1** |
| 0. Contents | **MP0** |
| 1. Intro | **MP1** |
| 2. Version History | **MP2** |
| 3. Legalities | **MP3** |
| 4. Basics of the Game | **MP4** |
| 5. The Game Boards | **MP5** |
| 6. Minigames | **MP6** |
| 7. The Duty-Free Shop | **MP7** |
| 8. Character Data | **MP8** |
| 9. Orb Data | **MP9** |

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*****
 This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any website or otherwise distributed publicly without advance written permission. Use of this guide on any other website or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

† 2011-2012 Daniel Chaviers (aka KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

| Allowed sites for my FAQs | Forever-Banned Sites |
|--|---|
| GameFAQs (www.gamefaqs.com) | CheatCC (www.cheatcc.com) |
| Neoseeker (www.neoseeker.com) | www.cheat-database.com |
| SuperCheats (www.supercheats.com) | Cheat Index (www.cheatindex.com) |
| | Cheat Search (www.cheatsearch.com) |
| | www.panstudio.com/cheatstop |
| | Game Express (www.gameexpress.com) |
| | Mega Games |
| | Cheats Guru (www.cheatsguru.com) |

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

```
O-----O
| Solo Cruise | Players: 1 or 2 (human/CPU)
O-----O
```

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 interruptions, 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-----O
| Deluxe Cruise | Players: 1 - 8 (human/CPU)
O-----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.

```
O-----O
| Minigame Cruise | Players: 1 - 4 (human/CPU)
O-----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-vs-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.

=====
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 Dropper

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

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

Rules (single player) : Try to eliminate the other three.
Rules (other players) : Avoid being hit by the spiky spinner for 30 seconds.
Controls (single player): Control Stick = Move the spiky spinner.
C Stick = Move the bumper spinner.

Controls (other players): Control Stick = Move.
A = Jump.

Tips : The lone player should try to bump the opponents into
the path of the spiky spinner. The other three can
jump over the bumper, so remember that.

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.
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.

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.

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.

A = Swim.

Tips : Just be watchful and stay near the bottom.

Camp Ukiki

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.]

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 five-person, 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.

=====

7. The Duty-Free Shop*****MP7*****

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

| Item | Cost |
|-------------------------|-----------------------------|
| Page 1 of 8 | |
| Birdo | 1,000 Cruise Mileage Points |
| Dry Bones | 1,000 Cruise Mileage Points |
| Brutal Difficulty | 1,000 Cruise Mileage Points |
| King of the River | 2,000 Cruise Mileage Points |
| Stunning Background | 2,000 Cruise Mileage Points |
| Staff Records | 3,000 Cruise Mileage Points |
| Page 2 of 8 | |
| Ice Moves | 3,000 Cruise Mileage Points |
| Stick and Spin | 3,000 Cruise Mileage Points |
| Annoy Mode | 500 Cruise Mileage Points |
| Map Sounds | 1,000 Cruise Mileage Points |
| Tour Sounds | 1,000 Cruise Mileage Points |
| Character Voices | 1,000 Cruise Mileage Points |
| Page 3 of 8 | |
| Cruise Mileage Secret 1 | 500 Cruise Mileage Points |
| Cruise Mileage Secret 2 | 500 Cruise Mileage Points |
| Aquarium Secret | 500 Cruise Mileage Points |
| Orb Shop Secret | 500 Cruise Mileage Points |
| Team Secret | 500 Cruise Mileage Points |
| Souvenir Secret | 500 Cruise Mileage Points |
| Page 4 of 8 | |
| Cheep Cheep Fountain | 500 Cruise Mileage Points |
| Blooper Fortune-Teller | 500 Cruise Mileage Points |
| Grand Canal Cookies | 500 Cruise Mileage Points |
| Gong Clock | 500 Cruise Mileage Points |
| Kung Fu Koopa T-shirt | 500 Cruise Mileage Points |
| Sticky Buns | 500 Cruise Mileage Points |
| Page 5 of 8 | |
| Pyramid Piggy Bank | 500 Cruise Mileage Points |
| Ancient Jar | 500 Cruise Mileage Points |
| Desert Chocolate | 500 Cruise Mileage Points |

| | | |
|------------------------|-----------------------------|--|
| Model Rocket | 500 Cruise Mileage Points | |
| Mysterious Flying Disc | 500 Cruise Mileage Points | |
| Top Hat Chocolate | 500 Cruise Mileage Points | |
| | | |
| | | |
| +-----+ | | |
| Page 6 of 8 | | |
| +-----+ | | |
| Model Windmill | 500 Cruise Mileage Points | |
| Fuzzy Sheep | 500 Cruise Mileage Points | |
| Windy Cheese | 500 Cruise Mileage Points | |
| Bowser's Crazy Torch | 500 Cruise Mileage Points | |
| Bowser's Killer Cannon | 500 Cruise Mileage Points | |
| Bowser's Boiled Eggs | 500 Cruise Mileage Points | |
| | | |
| | | |
| +-----+ | | |
| Page 7 of 8 | | |
| +-----+ | | |
| Singing Shy Guy | 500 Cruise Mileage Points | |
| Kung Fu Koopa | 500 Cruise Mileage Points | |
| Desert Goomba | 500 Cruise Mileage Points | |
| Top Hat Shy Guy | 500 Cruise Mileage Points | |
| Koopa Shepherdess | 500 Cruise Mileage Points | |
| Steel Goomba | 500 Cruise Mileage Points | |
| | | |
| | | |
| +-----+ | | |
| Page 8 of 8 | | |
| +-----+ | | |
| MSS Sea Star | 1,000 Cruise Mileage Points | |
| Free Play Sub | 1,000 Cruise Mileage Points | |
| Chop Chop Helicopter | 1,000 Cruise Mileage Points | |
| O=====O=====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-----O
| The Staff's Records |
O-----O
```

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

| O=====O=====O | | |
|---------------|--------------------------|--|
| Minigame Name | The Staff Record | |
| O=====O=====O | | |
| Fun Run | 0 minutes, 39.53 seconds | |
| Snow Ride | 0 minutes, 26.51 seconds | |
| Pokey Pummel | 0 minutes, 3.46 seconds | |
| Kart Wheeled | 0 minutes, 24.63 seconds | |

[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.

=====

Toady 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.

=====

Pink Boo Orb

