

Mario Party 7 FAQ

by GavLuvsGA

Updated to v1.4 on Jul 22, 2006

```
*****
*   MARIO PARTY 7   *
*****
             * *
            * *
           * *
          * *
         * *
        * *
       * *
      * *
     * *
    * *
   * *
  * *
 * *
* *
****
```

FAQ by GavLuvsGA

Version 1.4 (22 JuLY 2006)

E-Mail Address: GavLuvsGA@aol.com OR XPhileScaper1121@aol.com. Write to one of these, but please don't send the same e-mail to both addresses; this is unnecessary and annoying.

E-Mail Policy Below

DO

- *E-mail me if you have questions or hints relevant to the game
- *Read the FAQ first to see if your question is answered
- *Write legibly, and in English; if I can't read what you're saying, I won't respond
- *Put "Mario Party 7" in the title of your e-mail or I will assume you are spamming me

DON'T

- *Ask me questions about, or tell me about, things that are already covered in my FAQ
- *Attempt to contact me on AIM
- *Request my nintenovip.com PIN number
- *Send me spam or other e-mails irrelevant to the game
- *Resort to hate mail because that is really childish

REVISION HISTORY

Version 1.1 (22 JUNE 2006):

*Finished listing 1 v 3 Mic Minigames

- *(Almost) completed Duty Free Shop Listing
- *Completed King of the River Guide up to end of Normal Mode
- *Corrected error in King of the River Guide ("Take Me Ohm" mistakenly listed in place of "Royal Rumpus")
- *Started Secrets Guidee

Version 1.2 (24 JUNE 2006)

- *Completed King of the River section
- *Revised description of "Picture This"
- *Added "Souvenir Secret"
- *Added guide to "Bananas Faster"
- *Added Frequently Asked Questions section

Version 1.3 (3 JULY 2006)

- *After several (ie two) people with far superior Mario knowledge pointed it out to me, I removed the false claim that Dry Bones first ppeared in Paper Mario: The Thousand Year Door
- *Added a section regarding the trampoline in Windmillville

Version 1.4 (22 JULY 2006)

- *Corrected another erroneous claim that Bandit first appeared in Paper Mario: The Thousand Year Door
- *Added tips on Kung Fu Falls
- *Corrected an error whereby I typed "Magic Lamp" instead of "Flutter Orb".

CONTENTS

- *1: Characters*
- *2: Spaces and Common Events*
- *3: Orbs*
- *4: Party Cruise Walkthrough*
- *5: Solo Cruise Walkthrough*
- *6: Minigames*
- *7: Mini Game Mode*
- *8: Deluxe Cruise*
- *9: Duty Free Shop*
- *10: Secrets*
- *11: Frequently Asked Questions*

```
*****
      1: CHARACTERS
*****
*****
*****
*****
```

MARIO

Everyone's favourite plumber, formerly known as Jumpman!

LUIGI

Mario's brother

PEACH

The princess of the Mushroom Kingdom and Mario's girlfriend

DAISY

Another princess

YOSHI

My favourite Mario character, the lovable green dinosaur.

BIRDO

It was only a matter of time before Birdo showed up in a Mario Party game; Birdo is a strange-looking female dinosaur. (YOU NEED 1000 CRUISE MILEAGE POINTS TO UNLOCK BIRDO FROM THE DUTY FREE SHOP)

BOO

Added to the cast of playable characters in Mario Party 5, Boo is a ghost.

DRY BONES

A skeleton Koopa, first seen in many of the classic Mario games (yes, as many people have pointed out, my original claim that he is from Paper Mario: The Thousand Year Door was incorrect). (YOU NEED 1000 CRUISE MILEAGE POINTS TO UNLOCK DRY BONES FROM THE DUTY FREE SHOP)

WARIO

Mario's greedy rival.

WALUIGI

Wario's brother.

TOAD

Became a playable character in Mario Party 5; Toad is Peach's steward and one of many toads found around the Mushroom Kingdom.

TOADETTE

Introduced in Mario Kart: Double Dash, and also in Mario Party 6, Toadette is a female Toad.

NON-PLAYABLE CHARACTERS

DONKEY KONG

Donkey Kong was the star of Mario's original game, where he kidnapped the princess and threw barrels at Mario (or Jumpman). Now he helps Mario and friends when they land on his space.

BOWSER

The King of the Koopas and Mario's enemy, Bowser likes to disrupt the game.

MINI BOWSER

Also known to many online fans as "Koopa Kid", Mini Bowser (formerly Baby Bowser) is Bowser's minion and also causes trouble on the boards.

TOADSWORTH

Toadsworth is an upper-class English toad, who hosts the board maps.

2: SPACES AND COMMON EVENTS

BLUE SPACE

You will receive 3 coins.

RED SPACE

You will lose 3 coins.

? (HAPPENING) SPACE

A different event will take place, depending on the location.

MIC SPACE

You will play a Bonus Mic Game; you will wager a number of coins (your choice) and if you win the game, you get double that number back;

if you lose, you lose the coins, though - so be careful.

Toadsworth will show you a number of cards (up to five) and each has a different fruit on it). Remember what the fruits are and he will tell you to say which fruit is on each of the cards in turn. If you get them all right, you double the number of coins you wagered.

DUEL SPACE

Duel an opponent, be be warned; duels are different here than before as you don't choose what you wish to bet before the duel. Instead, once a winner has been decided, the winner stops a roulette to see what they receive from the loser - coins or a star. Be warned, it is possible that a red "X" will appear, meaning the winner gains nothing whatsoever.

DK SPACE

Donkey Kong will start a single player or multi player minigame. In a single player minigame, Donkey Kong will decide on a prize you get for winning (including a star), while in the multiplayer games, you win coins for the number of bananas you collected.

MINI BOWSER SPACE

If you land here, Mini Bowser will appear and trigger events:

CURSED MUSHROOM

On your next go, you can only throw numbers 1-5.

MINI BOWSER REVOLUTION

It's not called this, but it's just like the Bowser Revolution from the previous games; every players' coins will be redistributed equally, so not good if you have many more coins than your opponents.

COIN SWAP

Mini Bowser will swap your coins with that of another player; this can be good or bad, depending on how many the other player has.

SHUFFLE

The positions of the four players will be shuffled.

ORB SHUFFLE

Shuffles everyones' orbs.

BOWSER SPACE

Bowser will make you play evil single or multi-player mini games.

STAR SPACE

If you pass this, you can usually purchase a star for 20 coins, though on some boards the rules will be different.

ITEM SHOP

Purchase orbs as you pass. You can hold up to three orbs at a time.

BOWSER SHOP

If Bowser opened his item shop, he will sell you useless items; either as the Golden Bowser Statue (from the original Mario Party), which will then be stolen off you by Mini Bowser, or Mini Bowser Orbs, which will be used by Mini Bowser. Once he does this, he will abandon his shop, which becomes a normal item shop again. If you pass him with no coins, he will give you 10 coins - and keep his shop in place for the next victim.

BOWSER TIME

Every time you play a minigame, Bowser's rage increases; when the rage meter is filled up (every five turns), Bowser Time will take place. Events that may occur are:

BOWSER SHOP

Bowser will demolish an item shop and build his own where he makes you buy useless items (see above).

BOWSER'S SOUVENIR PHOTOGRAPH

This one takes maybe longer than necessary, but is good for a laugh. Bowser will get one of those placards with holes for peoples' faces in and the characters will gullibly stand behind it (the pictures look absolutely hilarious because of the silly expressions on their faces). Bowser will charge each player for 10 coins for a copy of the photograph (if Bowser "accidentally" got into the picture, he will make you pay 20 coins each, then - like all good scam artists - he will do a runner without giving you the photograph, at which point Toadsworth points out that you all got conned.

BRIDGE BREAKING

Bowser will break a bridge (or bridges); on Grand Canal he will build his own, but it it will be covered in Bowser spaces, on Pagoda Peak, a gap will be left in the board and players can end up getting stuck; on Pyramid Park he breaks both bridges using a sandstorm for three turns, and this can trap players on either side of the board.

EXERCISE

In Pagoda Peak, Bowser may decide to do some exercise - by jumping off the mountain and causing an Earthquake that sends all players some way down the mountain.

STEAL STARS

On Pyramid Park, Bowser likes to steal a star from the player in first place. He will entrust it to Mini Bowser, who will sit in a specific location. You can steal it back using a Chain-Chomp.

SANTA BOWSER

In Neon Heights, Bowser may choose to steal coins from everyone - or a star from the player in first place and place it in one of the chests, somewhere on the board. If you manage to find this, it's yours. Be warned; sometimes he will place a Z-Star (or Ztar) in one of the chests, and if you find this, you will lose a star (though if you have none, your total remains at zero).

STEALING COINS

In Windmillville, Bowser will sometimes send Mini Bowser to one of the windmills, and he will run off with some of the stored coins.

WINDMILL BREAKING

In Windmillville, Bowser may demolish a windmill at random and steal all of the coins inside; the windmill will be rebuilt, but with no coins inside - and therefore no owner.

ISLAND SINKING

In Bowser's own board, Bowser likes to sink the island with the star on it; the star will then move, and any player on that island loses half of their coins. The island stays sunk until Bowser sinks another island.

3: ORBS

Orbs can be obtained from Orb Spaces on the board, or bought from the Orb Shops, which are hosted by:

Grand Canal - Singing Shy Guy ("Whassamattayou?")

Pagoda Peak - Kung Fu Koopa

Pyramid Park - Desert Goomba

Neon Heights - Top Hat Shy Guy
Windmillville - Koopa Shepherdess
Bowser's Enchanted Inferno - Steel Goomba

Orbs sold in shops vary in price (see Secrets section, below)

SELF ORBS

Use these orbs on yourself.

MUSHROOM

Move with two dice blocks. Should be used to get close to a star or chest, or escape from a Chain Chomp. Try not to use if you have too few coins to open a star or box.

ADVANTAGES: Getting two identical numbers gets you 10 coins; getting two sevens gets you 30 coins; helps you get the running star if you are lucky

DRAWBACKS: Doesn't guarantee that you will move far

SUPER 'SHROOM

Move with three dice blocks.

ADVANTAGES: Getting three identical numbers gets you 30 coins; getting three sevens gets you 50 coins; helps you get the running star if you are lucky

DRAWBACKS: Doesn't guarantee that you will move far

SLUGGISH 'SHROOM

The dice rolls slowly and you can choose what you throw easily. Try to hit the dice when the number just before the one you want shows up, and that should help you get what you want.

ADVANTAGES: Helps you avoid traps, and ensure you pass stars, and help you to get the running star or land on particular spaces

DRAWBACKS: None, really

METAL MUSHROOM

Turns you to metal and helps you avoid roadblock orbs in your way.

ADVANTAGES: Avoids roadblock orbs

DRAWBACKS: None really

FLUTTER

Having taken over from the Mushroom Genie, Flutter will take you to the star space; you still need to pay for the star, though, so make sure you have enough coins before using this orb.

ADVANTAGES: Takes you to the star

DRAWBACKS: You still need to pay for the star

CANNON

Only available in Pagoda Peak; will boost you towards the top of the mountain.

ADVANTAGES: Can send you a long way up the mountain if you are lucky

DRAWBACKS: Could send you a long way up too soon, and you could reach the top with too few coins to buy the star; sometimes will only send you a few spaces

LAKITU

Only available in Neon Heights; Lakitu will bring a treasure chest to you. Very useful if there is one box left on the board, as you know this will contain the star

ADVANTAGES: You open the treasure chest free of charge

DRAWBACKS: You don't choose which chest Lakitu takes

SNACK

Only available in Pyramid Park; for the next three turns, you will prevent the Chain Chomps from stealing a star from you (once a chain chomp tries, then the effect wears off). Unlike in previous games, this is NOT used automatically; you have to have it in effect, so use it wisely, and when someone seems like they are about to run over you.

ADVANTAGES: Prevents Chain Chomp attacks

DRAWBACKS: None, really

THROWN ORBS

Throw these on a space and anyone who lands on that space will suffer the consequences. You can throw these on opponents' spaces and even on Mini Bowser spaces. If you land on your own space, you get five coins. If the space you chose ends up as a star space, then it will revert to its original form afterwards.

HAMMER BRO

Hammer Bro. will show up and do a rather unnecessary juggling act before throwing hammers at you and taking 10 coins (or all the coins you have if you have less than 10), then will give them to the owner of the space.

ADVANTAGES: You get 10 coins

DRAWBACKS: None, really

PIRANHA PLANT

An opponent who lands here gives you half their coins.

ADVANTAGES: You can get a lot of coins from this
DRAWBACKS: None, really

SPEAR GUY

An opponent who lands here throws a dice to see how many coins they give you, then Spear Guy stabs the coins out of them.

ADVANTAGES: You can get coins from opponents
DRAWBACKS: None, really

KAMEK

Kamek turns up to three of the opponent's spaces (less only if the opponent doesn't have enough spaces) into your own spaces.

ADVANTAGES: You can steal useful spaces from opponents
DRAWBACKS: If the opponent has more than three spaces, the ones that become yours are chosen randomly

TOADY

Toady gives you one of the orbs from an opponent who lands on the space.

ADVANTAGES: Your opponents can lose items such as Flutter Orbs
DRAWBACKS: You don't get the orb that was taken

MR. BLIZZARD

An opponent who lands here loses every orb they hold.

ADVANTAGES: Your opponent loses all their orbs
DRAWBACKS: You don't actually gain any orbs

BANDIT

Only found in Windmillville; a Bandit (further to my claim that Bandits first appeared in Paper Mario: The Thousand Year Door, gtygywall tells me they first appeared in Super Mario World 2: Yoshi's Island) will steal some of the opponent's coins from one of their windmills, and give them to you.

ADVANTAGES: Can help you steal Windmills from opponents and you get coins
DRAWBACKS: None, really

PINK BOO

An opponent who lands here gives you a star, or 20 coins if they don't have a star. It is a good idea to use these ASAP when you get them in order to avoid any risk of losing them.

ADVANTAGES: Can steal stars or coins from opponents

DRAWBACKS: The price, I guess (20 - 30 coins)

ROADBLOCK ORBS

Any opponent who passes these will set them off, and then the spaces will return to normal.

SPINY

The opponent loses 10 coins (but doesn't give them to you like in previous games).

ADVANTAGES: Your opponent loses coins

DRAWBACKS: You don't get coins, and the item is wasted if the opponent has no coins anyway

ZAP

An opponent will lose three coins for every space after passing this; a good place to put these is close to a star space, such as the top of Pagoda Peak, for example.

ADVANTAGES: Your opponent can lose a lot of coins

DRAWBACKS: If your opponent's turn finishes soon after the space, or they have few or no coins, its a bit of a waste of an item

TWEESTER

The opponent will be blown to a random location.

ADVANTAGES: Can send an opponent away from the star

DRAWBACKS: Could backfire if the opponent is sent closer to the star

THWOMP

A Thwomp (this time in the traditional form from the old Mario games) will appear and Thwomp the player, stopping them in their tracks. Place these on red spaces for maximum annoyance.

ADVANTAGES: Stops opponents in their tracks

DRAWBACKS: If you placed it before a star location, it could backfire on you if, for example, the star appears in front of the opponent before their next turn, whereas otherwise they would have been ahead of the star space (it's kick yourself time)

WARP PIPE

This will send the opponent back to the space where their turn started.

ADVANTAGES: If your opponent had a large dice throw, this could send them back a long way

DRAWBACKS: If your opponent started just one or two spaces behind the space, it could have very little effect

BOB-OMB

Only found in Pagoda Peak, any opponent who passes will be sent some way back down the mountain.

ADVANTAGES: Sends your opponents back down the mountain

DRAWBACKS: Could give them time to collect the coins they need to pay Master Koopa.

CHARACTER ORBS

Can only be bought/used by the characters indicated, kind of like in Mario Kart: Double Dash. If playing in Team Mode, they can be used only by those characters - so if Mario is teamed with Yoshi and Yoshi gets an Egg Orb, Mario cannot use the Egg Orb, but Yoshi can.

FIREBALL (MARIO AND LUIGI)

Affects you for three turns; if you pass an opponent while this is in use, you get to steal coins from them.

ADVANTAGES: Allows you to steal coins

DRAWBACKS: Useless if you don't pass opponents, or if your opponents have no coins; you cannot use Mushroom Orbs while this is in effect

FLOWER (PEACH AND DAISY)

Flowers will grow on all spaces that you pass, and you will get three coins for each space and will avoid roadblock spaces.

ADVANTAGES: Avoids roadblock spaces and lets you gain coins

EGG (YOSHI AND BIRDO)

Should ideally be used when there are lots of roadblock spaces ahead of you and preferably when you don't have a lot of orbs; all character spaces you pass will become eggs (returning the spaces to normal), and the eggs will become orbs, which are yours to keep (if you end up with too many orbs, you may end up having to throw some away).

ADVANTAGES: You gain orbs, and if a Mini Bowser Space is in the way, you will not receive a Mini Bowser orb

DRAWBACKS: If you have a lot of orbs, you could overflow your orb capacity and be forced to throw some away

VACUUM (WARIO AND WALUIGI)

Much like the Paratroopa Orb from Mario Party 5, you get to spin a wheel to decide how many coins each player uses; the only difference is here you get to keep the coins they lost (much like E-Gadd's fan in Mario Party 6).

ADVANTAGES: You can gain up to 30 coins

DRAWBACKS: Useless if your opponents have hardly any coins

MAGIC (BOO AND DRY BONES)

Turns you invisible and doubles your throw on the dice for two turns (so, if you threw a 10, you move 20 spaces); you are also immune to roadblock orbs.

ADVANTAGES: Get to go further using the dice, avoids roadblocks

DRAWBACKS: Cannot use mushrooms while in use

TRIPLE 'SHROOM (TOAD AND TOADETTE)

For three turns, you get to use two dice blocks

ADVANTAGES: You can get extra coins for throwing identical dice blocks, and helps you move a long way across the board and provides an advantage in getting the running star

DRAWBACKS: Cannot use other Mushrooms while this is in use

OTHER ORBS

MINI BOWSER

Mini Bowser will appear and throw it on the board, creating a new Mini Bowser space. Unlike the Bowser capsules of Mario Party 5, these are actually very common.

ADVANTAGES: None really, except that you could accidentally screw an opponent over; also, very rarely, you may benefit from the Mini Bowser space

DRAWBACKS: An extra Mini Bowser Space

4: PARTY CRUISE WALKTHROUGH

In regular play, the four players throw a dice to see who goes first (chosen by the highest number). If Team Mode is used, you can have up to 8 players (but if you're a total loner, you can play with 7 computer controlled characters, so it's not a case of "Ha ha, you've got no friends, too bad!"), and each team will have two players, who will each throw a dice on every turn. In a team with two human players, or two computer players, the leader will change each turn, and the leader will decide whether to use orbs or where to go. If you are a human co-operating with a computer, you will always be leader. The team leader will play all minigames except for 8 player ones in which case two human players share a control pad if in the same team.

Bowser will start an event for the last four turns (no, not the last

five as was the tradition). The player in last place will spin the roulette and will choose one of the following "bonuses".

Triple the value of red and blue spaces (i.e. lose/gain 9 coins)
10 red or blue spaces become Mini Bowser Spaces
The losing player gets 40 coins
Stars will cost just 10 coins (in Grand Canal and Bowser's Enchanted Inferno)
All red spaces become Bowser spaces
All Chain-Chomp rides are half-price (in Pyramid Park)

At the end of the game, the winner is the player with most stars, or - if two players have the same number of stars - most coins and stars. If you have bonuses on, Toadsworth will choose randomly three bonus stars; this makes it worth doing the bonuses to see what he does, and it makes things less predictable.

MINI GAME STAR: Awarded to the player who earned most coins in mini games.

ACTION STAR: Awarded to the player who landed on most happening (?) spaces.

ORB STAR: Awarded to the player who used most boards.

SHOPPING STAR: Awarded to the player who spent most coins buying orbs from the stores.

RED STAR: A consolation prize for the player who landed on most red spaces.

RUNNING STAR: Awarded to the player who moved furthest using dice in the game (using cannons doesn't count). Boo, Dry Bones, Toad and Toadette have an obvious advantage in this case, but using Mushrooms and Super 'Shrooms can help you to get this, though this is still largely based on luck.

GRAND CANAL *****

Grand Canal is a regular board where you aim for the star space, and pay 20 coins for the star, at which point the star space moves. The place is based on Venice, though it's also similar to Super Mario Sunshine's Delfino Plaza (minus the Piantas).

HAPPENING SPACES -----

Gooper Blooper: Gooper Blooper will shuffle around four treasure chests containing a star, 10 coins, a ztar and nothing. Keep your eye on the star and try and get that one; getting the ztar will deduct a star from your total.

Shy Guy Gondola: Shy Guy will take you across the canal in his gondola and you can jump to grab coins. Only use it if it will take you closer to the star space.

Leaning Tower of Pisa: The tower will collapse and Cheep Cheeps will flip you back to the start.

Opening Bridge: The bridge will open and you will go flying to a random space.

Circus Maximus: Shy Guys will chuck coins and spinies at you and you must grab coins while dodging spinies.

PAGODA PEAK

This board takes elements from Mario's Rainbow Castle (Mario Party), Peach's Birthday Cake (Mario Party) and Faire Square (Mario Party 6), including the use of a board that does not loop around but has a distinctive start and finish where you return to the start once you reach the end of the track, the fact that you can't take an alternate path and the fact that the cost of coins changes constantly. The level takes place up a mountain with Japanese-style scenery, and the Master Koopa, a Koopa who bears a slight resemblance to Pai Mei from Kill Bill Vol. 2, who will sell you stars. These start at 10 coins, but once one player buys one, the price will increase by 10 coins - up to 40 coins, and then it is reset to 10 coins. If a player cannot buy the star, the cost remains the same. You can also use the cannon orbs on this board to give yourself a boost, but make sure you don't go too close to the top of the mountain with too few coins. There is also a "duel palace" with three duel spaces outside of it.

HAPPENING SPACES

Bottle Rockets: Choose a bottle rocket, and if you are lucky, you will be sent closer to the top of the mountain - or you could be sent back to start if you choose wrongly.

Kung Fu Falls: Jump across the waterfall (which is kind of reminiscent of something off Super Mario Sunshine's Noki Bay) and collect coins as they fall.

Mariofan150 writes: "if a player collects all 10 coins, you get a star".

Burning Rock: Mash the A button to fan the stone lion to put out the flames. If you are successful, you will get some coins which are inside (the number seems to depend on how fast you put the flames out).

Dragon: Situated two spaces away from Pai Mei - I mean, Master Koopa. Bad luck; it spits you back to the start space.

Gong: There are several of these and if you land here, you can spin a roulette and then stop it to choose the cost of stars. Try and use it to your advantage by considering how many players are ahead of you and how many coins they have - for example, if someone has 30 coins and the cost is 30, try changing it to 40 to screw them over. Master Koopa will give you coins after you stop the roulette.

PYRAMID PARK

This board is similar in style to Snowflake Lake from Mario Party 6, as each player is given five stars and must steal stars from others by riding chain Chomps. Chain Chomps normally cost 10 coins to use one dice block and 20 to use two, but with the giant red Chain-Chomp on the top left hand side of the board, you pay 10 coins to roll three

dice. The normal Chain-Chomps are all located towards the right. The Chain-Chomps can be directed to go to specific locations at forks in the path, but cannot pass the Whomp who blocks one of the paths to the Bowser Sphinx, and this path is usually reliable for sheltering from Red Chain-Chomp. You can use Bone Orbs to avoid attacks from the Chain-Chomps. The two areas of the board are connected by bridges, that Bowser will sometimes knock down using a sandstorm; they will be out for three turns if that happens.

HAPPENING SPACES

Quicksand: Two are located on either side of the board; the stones in the quicksand will sink and all players will be sucked in and will reappear on the other side of the board. This can be useful for making a quick escape from one of the Chain-Chomps.

Monty Mole: Monty Mole will let you bash the cobras that appear out of the holes; use the control stick to choose the direction and press A to bash, and you get a coin for each cobra you hit. Don't hit Monty Mole or he will stop the mini-game.

Bowser Sphinx: The Bowser Sphinx will catch you trying to steal his treasure, and will divide everyone's coins equally.

NEON HEIGHTS *****

Sounds like it's based on Las Vegas, but actually this board resembles a Hollywood film studio. This board features three chests, one of which contains a star. When you get the star, the chests will be randomly shuffled; you need only 10 coins to open them. The other two chests will contain 20 coins and a Bob Omb respectively; the latter will send you back to the start space, which can be good or bad, depending on where the other chests are. You can also use Lakitu capsules to bring a chest to you, but Lakitu will choose which chest gets stolen. A good time to use it is when there is just one chest left on the board - meaning you can be certain of getting the star.

There are also a couple of minigames you can play as you pass them:

SHOOTING GALLERY

A Shy Guy director will ask you to star in his movie; you will either end up as Lead (Mario, Luigi), Heroine (Peach, Daisy), Sidekick (Yoshi, Toad, Toadette, Birdo) or Villain (Wario, Waluigi, Boo, Dry Bones); it doesn't make any difference because in any case you must shoot the Mini Bowser targets (using A) as they sweep past. Whatever you do, don't hit the Toadsworth targets as you will not get any coins (and the Director will get mad and tell you his dog can act better). You will get a coin for every hit you make to a Mini Bowser target.

BASEBALL

A clone of Mario Party 5's Dinger Derby, you must press A to hit the baseballs as they come flying at you; you get two coins for each hit that you make.

HAPPENING SPACES

Slot Machine: Similar to Mario Party's matching game, you must select two matching pictures, while avoiding the Bowser picture. If you do this perfectly, with no mistakes (i.e. select all four pairs the first time), you will receive a star. If you fail to select a pair, your game is over and you get coins for the number of pairs you found, but if you are in teams, you will each get a chance and if one player screws up, the next player takes over. However, if the Bowser card is selected, the game ends and you lose 10 coins.

Rocket: Use A to pump fuel into the rocket and then see how high you can go, collecting coins along the way. If you are in Team Mode, you will be able to receive more coins that you would have done alone.

UFO: The UFO (similar to one of the UFOs from Mario Party 5's ID UFO Minigame) will switch the positions of the boxes.

WINDMILLVILLE

This board is very unusual in that it consists of several windmills, which contain a varying number of stars. Most contain 1 star, but the ones to either side contain two each, while the large one in the centre contains three. The windmills with more stars in are harder to pass because of the flowers. When a player passes over them, they will close up and the next player to pass will take a different route, and each time the route alternates, which means that you have a 50-50 chance of passing either of the 2 star windmills; there are two forks in the path just before the 3 star windmill, meaning you have a 1 in 4 chance of reaching it. It helps to pay 10 coins to ride the flower located at the top right-hand corner, which will take you to another location (which may or may not be the big windmill).

To own a windmill, you just need to have put the largest number of coins into it, so at first you can buy a windmill for 1 coin, but you can put more coins into a windmill and try and out-price your opponents. When it gets close to the end of the game, try putting large amounts of coins into a windmill so that the player(s) chasing you won't be able to afford to take the windmill from you - but be careful you don't overdo it or you could be struggling for coins.

HAPPENING SPACES

Trampoline: Do ground pounds to jump on the trampoline and get high enough to grab the coins that fly overhead - this might take some practice.

BOWSER'S ENCHANTED INFERNO

This is unlocked by beating every board on Single Player Mode.

The board uses the regular rules, with stars being bought for 20 coins each, and changing location; the board is divided into four islands (I'll call them East, West, North and South for simplicity). Bowser will often sink the island with the star on during Bowser Time, in which case any player on that island will be sent back to start and

lose half of their coins, and the star will move. That island will remain sunk until Bowser sinks another island. The bridge from the start space initially leads to the South Island, but if that island is sunk, then the bridge will move.

HAPPENING SPACES

Cannons: Located on each island, you will be blown to another island at random.

Klepto: Located on the South Island, Klepto will move the star space.

Obstacle Course: You must choose which obstacles to jump over using the control stick; if you make it across you get a star; if one of the obstacles sinks, you lose 10 coins; this is completely down to luck.

Roller Coaster: Located on the West Island, you will get on a roller coaster; jump to get the coins overhead.

Wrestling Arena: Mash A as fast as you can to push Mini Bowser off the podium; if you succeed, you get 10 coins, but you lose 10 coins if he pushes you off.

```
*****  
5: SOLO MODE WALKTHROUGH  
*****  
*****  
*****  
*****
```

Solo Mode can be played by one player against either a computer player or a human opponent. The rules are slightly different:

- 1) Each game will always last up to 30 turns
- 2) There are no minigames, except for duels, Bowser games and DK games (when the relevant spaces are landed on); Bowser and DK will only do single-player games and will only give/take coins
- 3) Blue and red spaces are worth plus and minus 5 coins respectively, instead of the usual 3
- 4) Dice blocks located around the boards can be thrown and used to get 5, 10 or 20 coins as you pass

At the start, only Grand Canal is playable; you can unlock each board in turn by beating the previous one.

GRAND CANAL *****

The rules here are simple; you must be the first to grab 2 stars, so try and get as many coins as you can and get to the star fast. Also, try and get a Flutter Orb as it can really help you; Mushrooms help too. Try and avoid landing on the happening space by Gooper Blooper unless you have no stars, as THREE of his chests hold Zstars, and the other contains 20 coins.

PAGODA PEAK

The winner is the first to reach the top of the mountain whilst holding 100 coins. Use of the Mic Minigame can help on this, as can using the cannons and mushrooms to overtake your opponent. If you don't have enough stars, you will be sent back to the start, but you do get to throw a dice to gain coins. If your dice throw takes you over 100 coins, you will still be sent back to start. The happening spaces can usually be used to gain coins (the burning rock and Kung Fu Falls, for example), but try and avoid the dragon space. It's also best to avoid buying anything in the item shops, and instead save your money. Also, Mariofan150 tells me: "collecting all 10 coins (in Kung Fu Falls) get's you 50 coins"; this will help you immensely if you manage this; a sluggish 'shroom can help you to aim for the Kung Fu Falls Space if you manage to get one..

PYRAMID PARK

Bandit will steal a star from the Bowser Sphinx and stand on a random location on the board and you must steal it using the Chain Chomp and get it to the Bowser Sphinx before your opponent steals it from you. The board is altered slightly, with the direction of the path by the Bowser Sphinx reversed, so you access it from near to the Red Chain Chomp, and must pay Whomp 10 coins to access it. If Bandit is on the right hand side of the board, it's quickest to use one of the normal Chain-Chomps while if he is on the left hand side, then make a bee line for the red Chain-Chomp. There is a lot of luck involved in this game, as it involves getting good dice throws; also, remember that if your opponent has the star, you can still get it back using a Chain-Chomp, but you must do this before they pass Whomp. Super' Shrooms and Sluggish 'Shrooms are useful for making a quick getaway. If you are really lucky, you may get a Bone Capsule (or you could check in the item shops to see if one is on sale).

NEON HEIGHTS

There are eight boxes and five contain a star; you must be the first to find three stars (the fake boxes contain Bob Ombs and will send you back to start). It's best to take a logical route around the board; I tend to first of all take the path by the giant slot machine, and then get more coins using the shooting gallery/film set. The first box will cost 5 coins to open, and then each time a box is opened, the price increases by 5 coins - up to 40 coins with the last box (if it actually comes down to such a situation). Therefore, be careful when buying items as you could cheat yourself out of opening a box, and only visit the item shop if you have a large excess of coins.

WINDMILLVILLE

You must pay the amount of coins shown on the windmills to repair them; normal windmills cost 20 coins, the double windmills cost 30 and the giant windmill costs 50 coins. Obviously, it's most cost-effective to repair the normal windmills, but quite often, beggars can't be choosers and this game is very much down to the roll of the dice. Sluggish 'Shrooms are very useful here to ensure you will beat your opponent to a windmill, or ensure that you will not pass a windmill with too few

coins. Like with Pagoda Peak, buying items is usually a waste of money.

BOWSER'S ENCHANTED INFERNO

The object here is to get one star and then head towards the central area; pass the arrow signs (one on each island) while holding a star and you will be able to challenge Bowser. Be warned: Many of the happening spaces will cause Bowser to sink the island with the star on. There's not a lot to suggest here, save for get plenty of coins and by Super 'Shrooms or Flutter Orbs to beat your opponent to the stars.

When you challenge Bowser, you must play Bowser's Lovely Lift (see minigames section). Be warned, as if you are knocked out and your opponent reaches Bowser, they will start where you were knocked out, so they may be able to win with very little effort on their part. This can also work in your favour, since an opponent could screw up at the last moment, allowing you to step in and steal an easy victory.

6: MINIGAMES

4 PLAYER MINIGAMES

BIG DRIPPER

Similar to:

CONEY ISLAND (MARIO PARTY 5)

Difficulty: Fairly Easy

Run around to catch the honey that is dripping from the ceiling of the beehive, using the shadows so you can tell where they will fall. Watch out for when the controller rumbles (a "!" appears if Rumble is off), as it means a swarm of bees is about to appear. Press duck before they show up to avoid being stung (and briefly stunned). The player with most honey at the end wins.

BUBBLE BRAWL

Similar to:

LAVA TILE ISLE (MARIO PARTY 2)
FISH UPON A STAR (MARIO PARTY 5)
WRASSLING RAPIDS (MARIO PARTY 6)
THE FINAL COUNTDOWN (MARIO PARTY 7)

Difficulty: Fairly Hard

Press B to punch the opponents out of the bubble; be careful not go get too close to the edge yourself, though, or you will be an easy target

for your opponents.

CATCHY TUNES

Difficulty: Fairly Easy

Watch the shadows of the musical symbols (notes, bass clefs, etc.) and catch one of each symbol by jumping to grab them before the opponents (try jumping on them to stun them). I tend to just jump at any notes and hope for the best as the game gets too frenetic to try looking at your "checklist" every few moments.

COINTAGIOUS

Difficulty: N/A (luck)

Roll the dice (which shows the numbers 0-3), and you will get the number of coins shown. Keep rolling it until time is up. There is a rather annoying delay after you roll the dice, which just wastes time.

FUN RUN

Difficulty: Medium

Once you learn about the traps then this shouldn't be too hard; keep running around the spiralling trap, jumping over the spinies. Also, jump over the pink floor segments as these will give way, and jump when you see a funny pattern in the wall - these hide a trap that shoves you off the edge; stop right before these and then jump over the trap after it springs out). The first to the top wins.

GHOST IN THE HALL

Difficulty: N/A (luck)

Run through the haunted house to be the first to escape. Avoid the doors that open in your face and the pink boos (you don't know when these will show up, so be careful). Remember, you can't pass either, so if one pops up, you'll have to find a different route.

KART WHEELED

Similar to:

WATER WHIRLED (MARIO PARTY 3)

LATER SKATER (MARIO PARTY 5)

Difficulty: Easy

Press A to accelerate and use the control stick to move in order to make five laps of the track (shaped like an infinity symbol). First to make five laps wins.

PICTURE THIS

Difficulty: Medium

Use L and R to flick through the book to find the image shown. There are three different "stories" told in the book; one shows a plant growing from a seed, so if you see a fully grown plant, mash B until you get close to the back of the book, and with pictures of a seed, do the opposite. At the start of the story, you will see the seed being watered and a caterpillar appearing, and then the plant developing; at the end, there will also be a butterfly. In the other version, you will see a car driving down the road, a cow crossing the road (found close to the start) of the "story", and eventually the car stopping at a house. With this second one, another clue as to at what point in the book a picture can be found is the sky, which will start off as a red (sunset) sky, and will end up as a night sky. There is also a THIRD story with some snails appearing on a leaf, followed by a thunderstorm, and a rainbow at the end. As you get to similar looking pictures to the one you are looking for, slow down and watch out, and then when you see the picture you need, press A. Choosing the wrong picture will waste time. Computers set to Brutal will find the pictures insanely fast.

POKEY PUMMEL

Difficulty: Easy

Mash A as fast as you can to destroy the pokey (cactus) before the opponents. When playing against hard computers, rubbing a pencil across the A button helps to make things easier.

TAKE ME OHM

Similar to:

SURGE AND DESTROY (MARIO PARTY 6)

Difficulty: Medium

When the Thwomps (here in their traditional style) thwomp on the ground, they will send out electrical waves which you must dodge by jumping over them. The last player(s) standing wins. Try and stomp on your opponents to stun them.

TARGET TAG

Difficulty: Fairly Easy

Move your plane up and down (remember, holding the control stick down makes you go up and vice versa), and move left or right to go through the targets and you will get the number of points shown. Bowser targets cause you to lose all your points, though. The player with most points wins. The best tactic is to simply watch out for the 30/50 point targets and concentrate on these.

TRACK AND YIELD

Difficulty: Medium

Keep running and jumping over the hurdles (press A); this should be easy as long as you don't get carried away; don't stand too close to where the hurdles appear or you will probably end up tripping. Be especially careful to avoid the electrified ones, as they will knock you out straight away. If you stay too close to the back, you risk falling off the conveyor belt. It also speeds up gradually, so in the end it will go incredibly fast.

THE FOLLOWING GAMES ARE PLAYED USING THE MIC; ALL FOUR PLAYERS TAKE IT IN TURNS TO PLAY

BALLOON BUSTERS

Similar to:

BALLOON OF DOOM (MARIO PARTY 4)

Difficulty: N/A (luck)

Keep saying "Bigger" to inflate the balloon within the time limit (up to five times) and say "stop" to end your turn. The object is to get the balloon almost full to bursting on your turn, and then make the next player burst it. When this happens, all players will be blown away except for the player who was last to go, who is behind a protective screen. Try and inflate it lots to start with and then work out how full it can get before it inflates to give you an idea of how daring you can be.

CLOCK WATCHERS

Similar to:

TIME BOMB (MARIO PARTY 2)

Difficulty: Medium

A random time will be shown, and you must stop the clock when it reaches that time - by saying: "Stop". After about 3.5 seconds, the clock will be hidden, so you must time it yourself (using a watch can be useful for this). Say "stop" when you think the time is reached; the winner is whoever stops the clock closest to the correct time.

DART ATTACK

Difficulty: Fairly Hard

Five targets will be in front of you, with the number of points you win for hitting them displayed (10 is easiest to hit with 50 being hardest). Say "Fire" to fire a dart; you only get five shots and you must take them within the time limit, so don't take too long waiting.

MATHEMORTICIAN

Difficulty: Medium

Pink Boos will fly past numbers and you must say a number to fire a missile at and hopefully hit a boo. You will get one point for each normal pink boo, or three for a boo wearing a crown. Try watching the boos and say a number that they are just about to pass, as there is a slight delay between you saying the word and the missile hitting the screen.

OIL CRISIS

Difficulty: Fairly Easy

Get as far as you can before your oil runs out; remember to go through the oil tanks to get more fuel and avoid the oil slicks, by saying, "Left" and "Right". Wait until you have a clear path with no oil slicks before saying "Mushroom" for a boost (you can use this just once).

1 v 3 MINIGAMES

BALLOONATIC

Similar to:

TIGHTROPE TREACHERY (MARIO PARTY)
RAINBOW RUN (MARIO PARTY 2)

Difficulty:

Single Player - Medium
Three Players - Fairly Easy

The single player flies around using three balloons, and the three players must fire cannonballs at the balloons to burst them, using the crosshairs to aim and A to fire. The single player should watch the crosshairs and move around at all times, using A to ascend (it isn't quite as hard as it sounds, but the single player will slow down when there are fewer balloons remaining; if the three players manage to burst all three balloons, they win.

COIN OP BOP

Similar to:

FISH AND DRIPS (MARIO PARTY 4)

Difficulty:

Single Player - Easy
Three Players - Fairly Easy

The single player presses a combination of buttons shown on the slot machine while each of the three players press the button that appears above their heads, in order to win coins. If any player makes a mistake they will be stunned by a bob omb for a few seconds. You win any coins

received from the slot machine. As long as the single player is adept at hitting the right buttons, they may actually have a huge advantage over the opponents (especially where computer characters are involved).

EASY PICKINGS

Difficulty: N/A (luck)

The single player has one large pickaxe, while the three players each have small pickaxes. Press A to hit the breakable rocks (the large pickaxe breaks rocks in one go while the smaller ones take three hits) and get points for any gemstones you find. The player(s) with most points at the end win. Try not to hit the same rocks as your partners, as this will waste time.

FLASHFRIGHT

Difficulty:

Single Player - Fairly Easy

Three Players - Fairly Hard

This game reminds me of the Searchlight Seek Minigame in Donkey Kong 64. The three players run around the dark graveyard with the single player in hot pursuit, trying to avoid being caught in the beam of the torch carried by the single player - otherwise they are out. Running around the statues in the corners is useful for eluding the player with the flashlight, as is doubling back on yourself if necessary. Also, whichever side you are on, try not to get stuck behind the opponents who have just been knocked out, as they will barricade pathways before being carried off by a Fly Guy; if you are holding the flashlight, you will waste time trying to pass them, and if you are running, you risk getting trapped by the single player. The single player can take advantage of such a situation.

LA BOMBA

Similar to:

CONVEYOR BOLT (MARIO PARTY 6)

Difficulty:

Single Player - Medium

Three Players - Easy

The single player drops bob ombbs, using ground pounds (A+A) on the boxes under their feet, which the others must avoid before they explode. Make sure you keep on the move all the time if on the team of three and don't get in each others' way. If all opponents are knocked out, the single player wins. The coloured boxes have more bombs in, which can help knocking the opponents out.

POGO-A-GO-GO

Difficulty:

Single Player - Fairly Hard

Three Players - Fairly Easy

The single player rotates the platform with L and R, while the three players use the control sticks to avoid tumbling into the holes. If you're in the team of three this is just a simple case of looking out for the holes and keeping moving at all times; for the single player, try changing direction when an opponent is very close to a hole and hope to catch them unawares. The best advice I can give to the single player is to try and turn the wheel when the opponents are very close to the holes and hope that you catch them unawares and they fall in.

SPINNER CELL

Similar to:

SURGE AND DESTROY (MARIO PARTY 6)

Difficulty:

Single Player - Fairly Easy

Three Players - Medium

The single player controls a large spinner with the control stick and a smaller one with the C stick, while the three players run to avoid them. The small spinner stuns the opponents while the larger, slower, one knocks them out. A good tactic is to keep the spinners close together and stun players with the small spinner before going in for the kill with the big spinner. The single player wins by knocking out all three opponents.

SPRAY ANYTHING

Difficulty:

Single Player - Medium

Three Players - Easy

The single player is in the middle and the opponents fire bubbles at them, which they must dodge; use A to fire bubbles. If you're in the team of three, try not to stand right opposite a team partner as you may end up hitting, and stunning, each other. Dodging the bubbles is not hard, as they go slowly, but watch that you don't get caught on the edge of the playing field. The three players should try and force this to happen, so that the single player is forced to take a hit.

THINK TANK

Similar to:

SHELL SHOCKED (MARIO PARTY 2)

MARIO MECHS (MARIO PARTY 5)

Difficulty:

Single Player - Fairly Easy
Three Players - Fairly Hard

The single player is in a large tank with nine hearts, while the three players are in smaller tanks with three hearts each. They must knock each other out to win; if you're in the big tank, it's best to keep firing like crazy and watch no one sneaks up on you; for the three players, try performing a sneaky attack on the single player from the rear.

FOR THE FOLLOWING GAMES, THE SINGLE PLAYER USES THE MIC

BE MY CHUM!

Difficulty:

Single Player - Easy
Three Players - Medium

The single player uses the mic to say, "Cheep Cheep", "Sushi", "Blooper" or "Lakitu" commands to send fish (and Lakitus) to attack the opponents, who must move out of the way and avoid being hit. Lakitu will drop spinies on the opponents, which is useful and hard for them to dodge; try combining this or Cheep Cheep with an attack from Sushi. Bloopers do very little to help, though.

BOXING DAY

Difficulty:

Single Player - Fairly Easy
Three Players - Medium

The single player gives commands to the giant robot to the three players, who must avoid the attacks for the duration of the game. If the three players can ground pound all of the tiles, they win. Commands include: "Rotate", "Double Punch", "Rocket Punch", "Left" and "Right".

NUMBER CRUNCHERS

Difficulty:

Single Player - Fairly Easy
Three Players - Medium

The single player can say: "1", "2", "3", or "Square" or "Circle" and all the panels with those specifications (i.e. all the square ones or all the ones with 1s on) will get attacked by Thwomps. The three players must avoid being crushed. The single player should anticipate where the three players are going to go, and try and catch them out.

STRATOSFEAR

Difficulty:

Single Player - Fairly Easy
Three Players - Hard

Say "Up" and "Down" to move up and down the Classic Mario-style platform and hopefully lead the opponents into the attack of Bullet Bills. The three players can jump on the Bullet Bills, but if they are hit directly, they are out. Watch the Bills so you know the best way to catch your opponents out.

WHEEL OF WOE

Difficulty:

Single Player - Fairly Hard
Three Players - Medium

The three players are on a disc shape, similar to that on "Pogo-A-Go-Go". The single player can call the commands: "Chain Chomp" (sends Chain Chomps across the disc), "Bullet Bill" (fires Bullet Bills), and "Shy Guy" (the shy guy will change the direction the disc is spinning in). This can be hard for the single player, but try sending out a Chain Chomp and then saying, "Shy Guy".

2 v 2 MINIGAMES

BATTERY RAM

Difficulty: Hard

Both players are at either end of a battery and must take it through a maze of passages. You must remember that the battery can't go everywhere, since it can't bend, so good spatial awareness is good. The battery will not go around a tight 90 degree corner, for example. So, you will end up doing a lot of backing up in the Y-shaped junctions; this can be hard against a computer, but it is still possible to win. Human players are far easier to cooperate with, as often the computer player will be an idiot and try to push the battery in the opposite direction to you; kind of like two dogs fighting over the same bone.

BUMPER CROP

Difficulty: Medium

Similar to the way that Peach could pick turnips in the old games, you must pick two of each kind of vegetable and put them in the truck to win this game. Watch the gauge at the top of the screen to see which vegetables you need and press A to grab one and A again to throw it. To complicate things, a Shy Guy will sometimes hold up an X to stop you throwing vegetables, so watch the Shy Guys. If you're playing with a computer character, watch which vegetables your partner goes for so you don't get one too many; with a human partner, you can easily decide beforehand who grabs what - so you could say: "I'll take two potatoes, you get two turnips and we'll both get one carrot". Also, watch out as some of the vegetables have no roots, and are therefore useless.

BUZZSTORMER

Difficulty: Easy

This game reminds me of levels of the game, "Bugdom" where you had to ride a giant dragonfly. Here, each team is on a giant bee and must use left and right to avoid the sunflowers; cooperation is vital between the players.

CARDINAL RULE

Similar to:

ASTRO-LOGICAL (MARIO PARTY 5)

Difficulty: Medium

A picture will appear and you must ground pound one of the cards with an identical picture; if both members of your team do this before the opponents, you get a point. Be careful, as many pictures show the same character, in different poses - so make sure you get the right one. Try and not get in your partner's way, and try stomping on opponents to slow them down.

HERBICIDAL MANIAC

Difficulty: Easy

Move the crosshairs over the piranha plants and fire (using A) to kill them, but avoid the bombs or your area will become infested with piranha plants. The first player to defeat all piranha plants gets one star. The first team to get three stars wins the game. Watch your partner's crosshairs and don't waste time attacking the same plants as them.

HOP-O-MATIC 4000

Difficulty: Fairly Easy

As long as your partner is quick at pressing buttons, this should be a piece of cake. Press the button shown above your character's head to move forward; pressing the wrong button will waste time. Each time that four buttons are pressed, the strange contraption will jump forward. The first to the finish wins the race.

PYRAMID SCHEME

Similar to:

CONEY ISLAND (MARIO PARTY 5)

Difficulty: Medium

Two two teams are inside a pyramid and must keep moving around to catch

coins in the bucket they are holding, so cooperation is essential. The shadows show where coins are going to fall. If they land on your character, they also count. Coin bags are worth 5 coins. Like with Battery Ram, computer players will occasionally try and pull in the opposite direction to you.

SPHERE FACTOR

Difficulty: Medium

Cooperate with your partner to push the large ball through the maze. This should be easy as long as both players work together and push in the right direction, avoiding the obstacles. Try and push it across the bridge at the end as you will take a longer time if it goes down the ditch and you end up having to push it up the steep slope.

SPIDER STOMP

Similar to:

ROCKY ROAD (MARIO PARTY 6)

Difficulty: Fairly Easy

Keep pressing A to shoot the spiders and avoid getting trapped in the webs they fire (keep pressing A to escape if trapped). When you kill all the spiders in one section, you will move on until you fight the big boss spider. When the boss is defeated, you will rescue the kidnapped Flutter. The boss spider will attack with triple webs, but these can be easily avoided by sidestepping; watch out for when it charges you.

TILE AND ERROR

Difficulty: Fairly Easy

Keep doing ground pounds (A+A) to flip over the panels to change them to your team's colour; also, try pounding on the space between two tiles to turn them both over. Don't flip over tiles of your own colour, though. Use B to kick opponents, and be careful not to pound your own partner (computer players do this all the time).

WORLD PIECE

Difficulty: Fairly Easy

Choose from the number of shapes before you which two join to form the one in the picture (they will always be identical shapes). Use A to pick up a shape and then A again to place it. After a while, you will get a good idea of what shapes form which picture. Try and hope the computer players don't get in your way too much.

WINGIN' IT

Difficulty: Variable

Keep mashing the A button to make your flying machine rise; the team who goes highest wins. Using a pencil (see Pokey Pummel) helps a lot.

BATTLE MINIGAMES

In battle minigames, a certain number of coins will be put into the pot from the players' totals and the players in first and second place will win a share of the coins (with the most going to the player in first place).

AIR FARCE

Difficulty: Hard

Tilt the control stick to dive in your hang glider and then come out of the dive and see how far you fly - whoever flies furthest wins. Make sure you don't overdo your dive or you may go straight into the water.

DECK HANDS

Similar to:

MYSTIC MATCH-'EM (MARIO PARTY 4)

Difficulty: N/A (luck)

The description of the game even admits that this is a luck game of obscene proportions. Each player gets to pick a card in turn; these are numbered 1 to 13 and are laid face down. Each player picks three times. The aim is to get the highest total of all three card values added together, so you can end up with a minimum 6 points and a maximum 36 points.

HELIPOPPER

Difficulty: Fairly Easy

Use the control stick to fly into the balloons to get points; bunches of balloons are worth more points. The winner is the player with most points. Try and watch for where there are huge lines of balloons and don't go too fast or you may miss your targets.

MONTY'S REVENGE

Difficulty: Fairly Hard

Fed up with being used in mole-bashing games in funfairs, the Monty Moles take delight in whacking the players. The object is to select a hole to surface from and hold A to stay up for as long as you can without getting bashed. The player who manages this is the winner.

THE FINAL COUNTDOWN

Similar to:

LAVA TILE ISLE (MARIO PARTY 2)
FISH UPON A STAR (MARIO PARTY 5)
WRASSLING RAPIDS (MARIO PARTY 6)
BUBBLE BRAWL (MARIO PARTY 7)

Difficulty: Medium

The four players are placed on a board with numbers on, which will count down to zero; when they reach zero, the panels will open up and anyone on them will fall off. Try and stand on a panel with a high number and punch (with B) your opponents towards the edge, or the panels which are approaching zero - or wait for your opponents to be stupid enough to kill themselves. Remember to move onto a different panel when the one you're standing on gets to about 2.

DUEL MINIGAMES

The winner of a duel minigame rolls the slot of stupendousness to find out what he/she wins from the opponent. This can be:

"X" - Nothing
10 coins - You win 10 coins
Double coin - This means you get half of the opponent's coins
Triple coin - This means you get all of the opponent's coins
1 star - You get one of the opponent's stars
2 stars - You get two of their stars

APES OF WRATH

Difficulty: Medium

The explanation actually looks like a 13 year old kid on the internet wrote it, with rather too many references to "stupid monkeys" for my liking. Your characters have been caught stealing the Ukikis' private apple supply, so you must run to avoid being caught (press A to jump). Slowly, more Ukikis will show up. The loser is the first player to be caught.

BRIDGE WORK

Difficulty: Fairly Hard

A bunch of Cheep Cheeps will jump across the bridge and you must avoid them; watch where they are coming from and dodge accordingly; be extra careful to avoid the big ones because they are harder to avoid. Try and stay in the middle and don't try to go too far out as a Shy Guy and a pair of Goombas block your way and you can easily become trapped.

CAMP UKIKI

Difficulty: Fairly Easy

The title gave me a mental image of a Ukiki dressed like Mr. Humphreys from "Are You Being Served?" walking around saying: "I'm free", but

this game actually takes place on an obstacle course in what is evidently supposed to be a fat camp. Make your way through the obstacle course before your opponent (don't fall or you waste time) to win the duel.

FISH & CHEEPS

Difficulty: Fairly Easy

Swim up the river by mashing A and use the control stick to avoid the Cheep Cheeps. Watch out for where they are and dodge accordingly. The first player to get hit loses.

GIMME A SIGN

Similar to:

MUSHROOM MIX-UP (MARIO PARTY)

HEXAGON HEAT (MARIO PARTY 2)

Difficulty: Medium

The Shy Guy will hold up one or two signs, showing coloured symbols. These correspond to tiles on each side of the screen, and show which ones will sink into the water; the aim is to be the last one out of the water - so if the symbol you are standing on is held up, get out of the way (things speed up as the game progressed). Try and stand on the middle tiles as much as you can, as you could get trapped on the end tile with no easy escape route when it sinks.

HIP HOP DROP

Difficulty: Very Easy

Press the button shown in front of you to advance using your pogo stick. If you make a mistake, the floor will give way and you will waste time while Lakitu rescues you. The first across the bridge wins.

LIGHT SPEED

Difficulty: Very Easy

Move your hover car over the tiles to change them to your colour and use the warps to move across the screen easily - watch for where tiles are your opponents colour and go over those; the player with most tiles in their colour wins.

MAD PROPS

Similar to:

RIGHT OAR LEFT (MARIO PARTY 4)

Difficulty: Medium

The L button controls the left propellor and the R button controls the right propellor. Press both down to go forward, and use the left propellor to turn right (and vice versa). First to the finish wins.

SPIN DOCTOR

Difficulty: Medium/Luck

Run through the maze, using the turntables, which will turn around and allow you to access different paths on the junctions. To make things complicated, the pink turntables will not turn all the way around, but will instead do a 180 degree turn, then go back the other way, and so can not be accessed from all four routes. It is a good idea to watch how the pink turntables move as the screen pans across at the start, and while you use the normal turntables, as you can see if you can take a particular route without having to turn around.

WARP PIPE DREAMS

Difficulty: N/A (luck)

Jump in the warp pipes to try and warp to the centre of the maze before your opponent. Where the pipes go is totally random.

WEIGHT FOR IT

Difficulty: Easy

Use A and the direction pad to hit soccer balls into your opponent's half of the play area using a croquet mallet. The player with least balls in their half at the end wins. Keep hitting the balls whenever they show up and you should be okay, but watch they don't hit you as they can stun you.

8-PLAYER MINIGAMES

In each case the player holding the left side of the controller uses L and the control stick, while the player using the right side uses R and the C stick. Chances are in many cases there will be a lot of computer characters involved anyway. These can be played in Deluxe Cruise or Team Mode.

BOB-OMBIC PLAGUE

Similar to:

HOT BOB-OMB (MARIO PARTY, MARIO PARTY 2)

Difficulty: N/A (luck)

Press L/R to pass on the Bob-Omb, making sure it isn't near to you when it explodes (it turns red when it is about to do this). When it explodes, it will knock out the player holding it and the two players on either side, so you will start with 8 players and then go down to 5 and lastly 2. You can try holding on for a while and then passing it on

and hoping it gets far away from you by the time it explodes. When you are down to two players, they will continue playing if they are not in the same team, and the last player standing wins for their team.

BUMPER TO BUMPER

Similar to:

BUMPER BALLS (MARIO PARTY, MARIO PARTY 2)

Difficulty: Fairly Hard

Use the control stick/C stick to knock your opponents (but not your partner) off the arena. If you hit an opponent hard enough, you can send them flying off. The last team to have a member standing wins.

DUCT & COVER

Difficulty: Fairly Easy

Run to each of the leaks in the pipe on your side and see which button comes up, then mash that button until the leak is fixed (with human players this could cause mayhem as you are not restricted to the usual buttons); kind of tame cooperating with the computer.

GIMME A BRAKE

Difficulty: Medium

It had to happen sometime; a minigame name got RECYCLED. "Give Me A Brake" was the title of an item game in Mario Party 2! Press L/R to brake your contraption as close to the edge of the death slide as you can. If you are too late, you will go sailing over the edge, which is NOT good. The team containing the player who stopped closest to the end of the track wins.

GRIN AND BAR IT

Similar to:

HOT ROPE JUMP (MARIO PARTY/MARIO PARTY 2)

BURNSTILE (MARIO PARTY 6)

Difficulty: Fairly Easy

Press L/R to jump over the bar as it swings round without getting hit. If you are hit, you are out; the last team to have at least one member standing is the winner.

HAMMER SPAMMER

Similar to:

MR. BLIZZARD'S BRIGADE (MARIO PARTY 4)

Difficulty: Hard

Watch the shadows of the hammers as the Hammer Bros. throw them at you and avoid them, using the control stick/C stick. Avoid the centre of the arena as much as possible as periodically, a bunch of giant hammers will smack down and try to flatten you. You will be forewarned as all four Hammer Bros. will retreat when this is about to happen.

REAL SMOOTHIE

Similar to:

CAKE FACTORY (MARIO PARTY 2)

Difficulty: Fairly Easy

The player on the left grabs oranges and the player on the right grabs strawberries. Make sure you grab only your assigned fruit or you will waste time in preparing your smoothie. The team that grabs most fruit wins.

ROPE A DOPE

Difficulty: Medium

The two players are attached to each other by a rope, and must run along narrow platforms to each the end. Since the platforms often go further apart, you must be careful not to pull your partner off - or allow your partner to pull you off. Things get tricky around the star shape near to the end.

SHOCK ABSORBERS

Difficulty: Medium

The title sounds familiar, but it's nothing like the duel game from Mario Party 5 that shares the title. Watch the lights above you and press them as and when they light up, using the control stick/c stick; when all glow red, duck. If you press the wrong button, you will be knocked out. This is quite easy as long as you don't tilt your control stick incorrectly. The team with the last player(s) standing wins.

SPIN OFF

Difficulty: Fairly Easy (with a human); Fairly Hard (with a computer)

The player on the left controls the bottom wheel and the player on the right controls the top. You must stop the wheels (using L/R) at the right moment to create one of the characters shown. After you press the button, the wheel will take one rotation to stop, so try and learn the order in which the characters appear and stop at the right time. If you make a mistake, start the wheel again with L/R. This is definitely easier with a human player when you can say to each other which character you should try and make; computer players tend to be rather obstinate, and if you happen to both have halves of a different

character shown, the computer will not bother to change and simply wait for you do spin the wheel again. Create all three characters shown to win the game.

SYNCH-ROW-NICITY

Difficulty: Medium

Using the control stick/c stick, row, row, row your boat gently down the stream. Try and synchronise your movements with your partner (easier with a human player as you can watch what your partner is doing and discuss tactics).

UNHAPPY TRAILS

Similar to:

PATHS OF PERIL (MARIO PARTY 4)

The first player to move carries the key along the narrow path to their partner, who then takes over and carries it to the treasure chest; then they must go back the other way to carry the gem to the start. Make sure you don't rush or you will fall off and waste time; also, hope you're not partnered with an idiot.

DONKEY KONG MINIGAMES (SINGLE PLAYER)

DK will give you 10, 20 or 30 coins, or a star for winning these. In Windmillville, the only prizes are 20 or 30 coins.

A BRIDGE TOO SHORT

Difficulty: N/A (luck)

Choose one of two bridges to run across. If a section falls away, you chose the wrong bridge and must go back to take the other one. Get to the finish before Donkey Kong does in order to win.

JUMP, MAN!

Difficulty: Fairly Hard

A deliberate reference to Mario's original name, this game is clearly based on the original Donkey Kong arcade game, only this time DK isn't throwing the barrels, and they don't kill you instantly. Race DK to the top of the track, jumping over barrels and climbing vines to win this minigame.

VINE COUNTRY

Similar to:

ABANDON SHIP (MARIO PARTY 2)

Difficulty: Fairly Easy

Mash A as fast as you can to climb the vine, and use the control stick to switch sides when a spider or honeycomb appears. Quick reactions are the key here; make sure you only move if the obstacle is on your side.

DONKEY KONG MINIGAMES (MULTIPLAYER)

Donkey Kong will trade any bananas you collect for 1, 2 or 3 coins.

BANANAS FASTER

Difficulty: N/A (luck)

Press A to jump on and off of the roulette wheel; you will land on either:

*A banana peel (you will slip and waste time)

*A banana (you get 1 banana)

*A banana bunch (you get 5 bananas)

The roulette goes very fast, so the best tactic is to simply jump in and hope for the best.

PEEL OUT

Difficulty: N/A (luck)

As you slide down the slide, choose a direction at each junction (or go with the default, which is the last direction you chose). Use the control stick to change direction, and collect all bananas that you slide over.

STUMP CHANGE

Difficulty: Easy

Roll your barrel right to the centre of the tree stump first of all in an attempt to get the banana bunch (all players will aim for this, and then get the bananas around the sides. Avoid falling off the stump or you will have to stop playing and make do with what bananas you collected.

BOWSER MINIGAMES (SINGLE PLAYER)

You can lose coins or stars for losing these single player minigames; the exception is Bowser's Lovely Lift, where losing at it will simply prevent you from beating Solo Mode.

BOWSER'S LOVELY LIFT

Difficulty: Fairly Hard/Luck

Unlike the other Bowser minigames, this is played as the final battle

in Solo Mode. You will be standing on a lift with four dice, while Bowser attacks you with missiles. While dodging the missiles, you must hit all four dice. The combined total of these dice will determine how many floors you go up, with the goal being the 100th floor; when you reach the 100th floor, you will stop, whatever the total on the dice, and you win the game. As you go up, Bowser will step up his attacks and after the 50th floor, Mini Bowser will join in. One of their favourite attacks is to use lasers that extend across the entire length of the floor. Time it to jump over the lasers as they come towards you.

Remember, in Solo Mode, if you are knocked out, the next player (you or your opponent) will start on the floor where you left off.

SLOT-O-WHIRL

Similar to:

BOWSER SLOTS (MARIO PARTY 2)

Difficulty: Medium/Luck

Line up three key symbols to get a key and escape from Bowser's castle. If you make a mistake, you spin the wheel again and then move on when you get a key. If you make it out within the time limit, then you win. The slots speed up, so the first time it's easy; the second time try and hit it when the red bowser appears, and you should bring up the key. The last time is pure luck.

TREASURE DOME

Difficulty: Easy/Luck

Run up to any of the chests and try to see if the key fits using A; if it doesn't, move on, and if it does, grab the new key. Remember which chests you checked with each key (very easy to do) and don't hesitate too much; when each chest is open, you get the key and win the game.

TUNNEL OF LAVA

Difficulty: Medium/Luck

A bunch of Mechakoopas (from Super Mario World) will show up, one of which has swallowed the key you so desperately crave. Keep jumping on them to find the right one, while avoiding them when they glow red and breathe fire (or you get stunned). Try and move quickly, and get away fast when they glow red.

BOWSER MINIGAMES (MULTIPLAYER)

Bowser will take coins from all players who lose at these games.

FUNDERWALL!

Difficulty: Fairly Hard

All players are climbing a large mesh while Mini Bowsers attack them. You must climb by avoiding obstacles and attacks (a crosshairs will appear to show where the Minibowsers are targetting). Everyone who is hit is knocked out and will suffer the consequences of losing. Watch the crosshairs and then dodge to avoid the flames when they appear; try not to go too close to the top of the screen, as sometimes they will launch a sudden attack that you will not be ready for.

FUNSTACLE COURSE!

Difficulty: Medium

Avoid all the obstacles, including Mini Bowsers (M Bowser R, M Bowser G and M Bowser B, first introduced in Mario Party 5) firing flamethrowers at you, to reach the finish line. Try and keep about two thirds of the way along the screen from the left; that way, you can avoid the flamethrowers and be alert for what is coming next. First of all, avoid the Thwomps (this is quite easy, simply don't run on the shadows on the floor, then run carefully along the narrow platforms, jumping over gaps. Then, jump over the spiked logs that come flying towards you. Finally, the Minibowsers start firing fireballs at you, jump over them or dodge them and you should be able to avoid them easily. Running towards the minibowsers actually helps in the last stage.

MAGMAGICAL JOURNEY!

Similar to:

TEETERING TOWERS (MARIO PARTY)

Difficulty: Medium

This place looks a bit like the interior of the volcano in Super Mario Sunshine, only it's not quite as hard. Jump across from tile to tile, making sure not to be too slow as they sink into the lava; also, avoid attempting to jump too far and being hit by the Mini Bowsers. If you get knocked out or fall into the lava, you suffer the consequences.

RARE MINIGAMES

Rare Minigames can be purchased for 3000 Cruise Mileage Points each in the Duty Free Shop, and can be played in Mini Game Mode.

ICE MOVES

Difficulty: Fairly Easy

Kind of like an ice hockey version of Subbuteo, you can play with teams of 1 or 2. Keep moving around using the control stick and press A to speed up and defend your goal while scoring as many goals against your opponent(s) as you can. Choose a length of 1, 3 or 5 minutes.

STICK AND SPIN

Difficulty: Medium

Like Mario Party 6's Knock Block Tower, this is a variation on Tetris. This can be played solo or against an opponent; in this version, you must spin around the wheel as the coloured discs fall and connect a number of discs of the same colour; doing this will send "Vexing Blocks" to your opponent. These are black and have numbers on them, and can get in your way, but can be eliminated by getting enough blocks of the same colour around them.

```
*****  
7: MINIGAME MODE  
*****  
*****  
*****  
*****  
*****
```

In this mode, you can play various minigames. You will also get 10 Cruise Mileage Points for every minigame you play while in Minigame Mode (this works for Deluxe Cruise - 8 Player Minigame Mode - too).

```
FREE PLAY SUB  
*****
```

Play any game you want, as long as you unlocked it first by playing it in Party Mode (the exceptions are the Mic Games, which are already unlocked). You can play the Rare Minigames here after purchasing them.

```
VOLCANO PERIL  
*****
```

Choose how many wins are needed to be the winner (3, 5 or 7); you can choose to play 4 player, 1 v 3 or 2 v 2 minigames. To unlock this, you must have played at least one 4 player, 1 v 3 player and 2 v 2 player minigame in Party Mode.

```
WATERFALL BATTLE  
*****
```

The first two players play a duel minigame, and the winner gets to play against the next player, but if that player loses, the previous loser could get a chance for a comeback. For example, Mario beats Luigi, and then beats Peach, but then loses to Yoshi, then Yoshi duels against Luigi, and then Peach and wins the battle if he beats both of them. To play this, you must play atleast one duel minigame in Party Mode. You can very sneakily get a lot of Cruise Mileage Points here by dragging this out for as long as possible (easiest with four human players). Remember, each minigame you play gets you 10 points.

```
PEARL HUNT  
*****
```

Whoever wins each of the 4 player minigames gets to choose a pearl. This will either contain:

- 1) Your character's picture (you get to keep this)
- 2) Another character's picture (you don't get to keep this, and it shows your opponents where their pictures are)

- 3) Mushroom (gives you an extra chance to pick a pearl)
- 4) Golden Mushroom (gives you two extra chances to pick a pearl)
- 5) Bob Omb (briefly opens all pearls nearby, so make sure you look at what they contain to help you choose in future)
- 6) Whirlpool (will shuffle the oysters, so you don't know where the pearls are)

If another player gets a pearl with your character's face on, remember where it is and then grab it when you win a game (if a whirlpool was found in the meantime, bad luck); also, remember where pearls with another character's face are and avoid getting these. A pen and paper are handy here. If there is a tie, or more than one winner on a minigame, no one gets to choose an oyster.

Unlock this by playing at least one 4 player minigame.

DECATHLON CASTLE

In Full Race, you will compete in all of the following Minigames:

Track & Yield
Fun Run
Snow Ride
Target Tag
Pokey Pummel
Take Me Ohm
Kart Wheeled
Helipopper
Monty's Revenge
Air Farce

You can also play Half Race, and you will play five of these games (chosen randomly). In the case of race minigames, the game will not end when one player wins, but will continue until all players finish, and players score points based on how well they did. The player with most points wins.

You must have played all of the minigames featured in Minigame Mode in order to play this.

KING OF THE RIVER

Buy this from the Duty Free Shop for 2000 Credits. You start off with easy; beating this unlocks normal mode and beating that finally unlocks hard mode. If a mode remains unlocked despite you having beaten the previous level, it is because you haven't played all of the minigames featured. Each "level" on King of the River consists of five minigames, which you must play - win them to progress; win five in a row without losing and you will get an extra credit (unless you already have three); you lose credits by losing at a minigame. You can also save after every five minigames.

At the end of each course, you must play (and win) a Bowser game).

Walkthrough

The games listed will be played in a random order, but the games listed 1-10 will always be played in the first section, and the games

listed 11-20 will always be played in the second section - and so on. 3 v 1 games will always be played as the single player. You will know if a Bowser minigame is about to show up, as Mini Bowser will appear, instead of a Spear Guy.

ALL MODES

- 1) Fish and Cheeps
- 2) Pokey Pummel
- 3) La Bomba
- 4) Fun Run
- 5) Royal Rumpus
- 6) Catchy Tunes
- 7) Think Tank
- 8) Mad Props
- 9) Weight For It
- 10) Funstacle Course!

NORMAL AND HARD MODE ONLY

- 11) Flashfright
- 12) Apes of Wrath
- 13) Take Me Ohm
- 14) Target Tag
- 15) Spinner Cell
- 16) Balloonatic
- 17) Hip Hop Drop
- 18) Snow Ride
- 19) Gimme a Sign
- 20) Funderwall!

HARD MODE ONLY

- 21) Picture This
- 22) Track & Yield
- 23) Camp Ukiki
- 24) Kart Wheeled
- 25) Bubble Brawl
- 26) Bridge Work
- 27) Spray Anything
- 28) Pogo-A-Go-Go
- 29) Light Speed
- 30) Magmagical Journey

Items can be unlocked by beating each mode and you gain Cruise Mileage Points based on how well you did. If you beat all five minigames in one section, a token will be left behind and you can get extra Cruise Mileage Points from this.

```
*****  
      8: DELUXE CRUISE  
*****  
*****  
*****  
*****
```

In this mode, you can either play 8 player games in free play, or you can play an 8-player ice battle. This is like Volcano Peril, except

with 8 player minigames. The team that is first to get the target number of wins wins the contest.

```
*****
          9: DUTY FREE SHOP
*****
*****
*****
*****
*****
```

This is where you can purchase new items and view your souvenirs.

Items on sale include (CMP = Cruise Mileage Points):

BIRDO PLAYABLE (1000 CMP)
DRY BONES PLAYABLE (1000 CMP)
BRUTAL CPU DIFFICULTY (1000 CMP)
KING OF THE RIVER PLAYABLE (2000 CMP)
STUNNING BACKGROUND IN SOLO MODE (2000 CMP) (*YOU MUST HAVE BEATEN SOLO MODE ONCE TO BUY THIS*)
VIEW STAFF RECORDS (3000 CMP)
ICE MOVES (RARE MINIGAME) (3000 CMP)
STICK AND SPIN (RARE MINIGAME) (3000 CMP)
ANNOY MODE (PRESS L TO TAUNT OPPONENTS DURING THEIR TURN) (500 CMP)
MAP SOUNDS (AVAILABLE FOR SOUND TEST) (1000 CMP)
TOUE SOUNDS (SOUND TEST) (1000 CMP)
CHARACTER VOICES (SOUND TEST) (1000 CMP)
CRUISE MILEAGE SECRET (500 CMP)
AQUARIUM SECRET (500 CMP)
ORB SHOP SECRET (500 CMP)
TEAM SECRET (500 CMP)
SOUVENIR SECRET (500 CMP)

The following are all Souvenirs that are available to buy and view, for 500 CMP unless otherwise stated:

CHEEP CHEEP FOUNTAIN
BLOOPER FORTUNE TELLER
CRAND CANAL COOKIES
GONG CLOCK
KUNG FU KOOPA T-SHIRT
STICKY BUNS
PYRAMID PIGGY BANK
ANCIENT JAR
DESERT CHOCOLATE
MODEL ROCKET
MYSTERIOUS FLYING DISC
TOP HAT CHOCOLATE
MODEL WINDMILL
FUZZY SHEEP
WINDY CHEESE
BOWSER'S CRAZY TORCH
BOWSER'S KILLER CANNON
BOWSER'S BOILED EGGS
SINGING SHY GUY
KUNG FU KOOPA
DESERT GOOMBA

TOP HAT SHY GUY
KOOPA SHEPHERDESS
STEEL GOOMBA

The following souvenirs appear after you beat the Solo Cruise once
(for 1000 CMP)

MSS SEA STAR
FREE PLAY SUB
CHOP CHOP HELICOPTER

The following are unlocked in King of the River

GOLDEN CHEST (EASY)
MAGIC LAMP (NORMAL)
STAR WREATH (HARD) - This can be used to view the credits - say
"surprise" into the microphone when viewing it

```
*****  
10: SECRETS  
*****  
*****  
*****  
*****
```

CRUISE MILEAGE SECRETS:

- 1) You get 10 Cruise Mileage Points for every minigame you play in Minigame Cruise or Deluxe Cruise
- 2) You get an extra 500 Cruise Mileage Points for beating the CPU in Solo Cruise (as opposed to a human opponent)

AQUARIUM SECRET:

In Be My Chum, saying "Goomba" into the Mic Makes the Goombas in the background jump up and down; pretty useless.

ORB SHOP SECRET:

The Orb Shop will charge you less for orbs if you are behind.

TEAM SECRET:

When playing in teams, you can sometimes get a star from games that would normally win you coins (for example, the burning rock on Pagoda Peak).

SOUVENIR SECRET:

If you say "Surprise" into the mic while viewing the souvenirs, SOMETHING will happen - for example, a Koopa starts striking the gong clock, and zstars appear from the magic lamp

CREDITS:

Using the above secret on the prize for beating Hard Mode on King of the River will allow you to view the credits (see above).

11: FREQUENTLY ASKED QUESTIONS

Q: DK got hit many more times than me on Vine Country and that dumb ape still beat me to the top. Is he cheating?

A: Most likely you didn't mash A fast enough - you need to mash it like crazy.

Q: Why can't I play Decathlon Castle?

A: You probably haven't played all of the minigames featured yet.

Q: Okay, I beat Easy Mode on King of the River and it won't let me play Normal Mode/I beat Normal Mode and it won't let me play Hard Mode. What's going on?

A: You probably haven't played all of the games featured in that particular mode.

Q: The manual says Birdo and Dry Bones are in this game, but I can't find them. Is the manual lying?

A: You need to buy them from the Duty Free Shop.

Q: Toadsoworth used a mild cuss word in his intro. to "Grand Canal" - what on Earth?

A: Scary, isn't it? But he's not using it in a vulgar sense, and I get the impression that in America it doesn't actually have such an offensive meaning as it does in some places.

Q: Is there another way to play the mic minigames?

A: Well, if you set the mic settings to "use controller", you can access a menu of commands by pressing R, then choose the one you want, but it is more time consuming, and not advisable. If you have no mic, you're best off with the "mic off" setting.

Q: What do you do with the souvenirs?

A: Try saying "Surprise" into the mic when you view them.

Q: How do I unlock (name of minigame)?

A: For most minigames, they will be unlocked randomly at the end of turns; all mic minigames are unlocked by default, and to get Bowser and DK games, try using sluggish 'shrooms to land on their spaces. Rare Minigames are purchased from the Duty Free Shop. Battle Games are unlocked based on when the majority vote was to play them, so if you are having trouble, play with some friends and you can choose to all vote for the game you want, rather than having to put up with the whims of the computer players.

THE END

For contact info, please see top

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