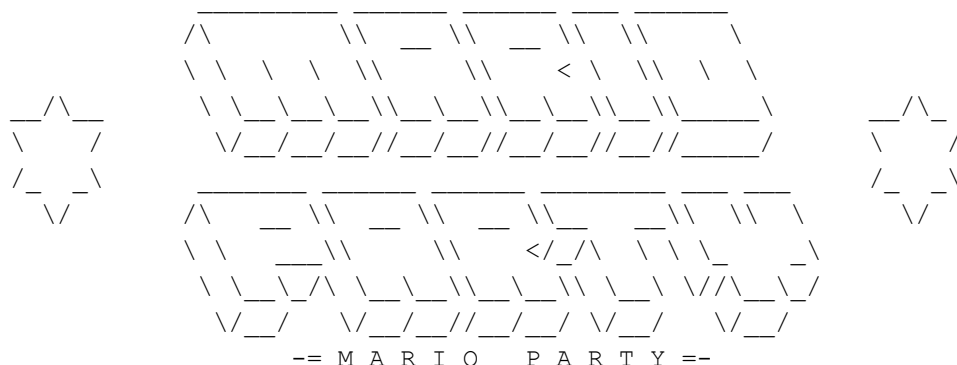


Mario Party FAQ

by Coffee

Updated to v1.12 on Jan 25, 2003



FAQ || Version 1.12 || January 26, 2003

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Contents:

- 1) Introduction
- 2) Story
- 3) How to play
- 4) Mushroom Village
- 5) Boards
- 6) Mini-games
 - 4 player games
 - 1 vs 3 games
 - 2 vs 2 games
 - 1 player games
- 7) Characters
- 8) Items
- 9) Secrets
- 10) Mini-game Island
- 11) Prices
 - Mini-games
 - Items
- 12) Frequently Asked Questions
- 13) Credits & Info

Version 1.12 (01/26/2003):

- Changed introduction

Version 1.11 (11/25/2002):

- Formatting changes
- Updated website URL

Version 1.1 (03/06/2001):

- Spellchecked everything, that's all

Version 1.1 (01/29/2000):

- Switched to a new alias, Coffee
- Updated the FAQ section with Mario Party 2 information

Version 1.0 (09/24/1999):

- Mini-game section is complete
- Characters section is complete
- New items and prices sections
- New Frequently Asked Questions section

Version 0.9 (09/18/1999):

- Updated the mini-games section...44 covered so far
- New introduction

Version 0.8 (09/13/1999):

- Divided "Basic Information" into the story and how to play sections
- New "Mushroom Village" section
- New "Mini-game Island" section
- Updated the mini-games section...39 covered so far

1) INTRODUCTION

- Mario Party -

Take a second to count the number of controller ports found in your N64. When Nintendo was designing the system, they knew that 4 players were better than 2. In my eyes, this decision paid off well, as I now fondly look back at the N64 as the multiplayer heaven. Mario Party is the game that sums up my love for the system. It痴 simple, frantic fun. This game is a first for the entire gaming world, as it痴 one of the first to be designed with multiplayer mayhem specifically in mind. And multiplayer mayhem it is. Simple, frantic fun.

2) STORY

[NOTE: As usual, I took this story straight from the instruction booklet. Nothing edited, nothing added, nothing removed. This story strangely doesn't match the story shown to us in the game's introduction... but the story isn't that important anyway.]

Mario looked around and smiled. Throwing a party had been an excellent idea. It had been a long time since they had all gotten together. All his friends were there: Luigi, Peach, Toad, Yoshi - even Wario and Donkey Kong. They laughed and talked about all the adventures they had shared together in the past. But what was there to do now?

The conversation turned to their dreams for the future. Amazingly, they all envisioned the same thing... To become a Super star upon whom everyone in the world could rely.

Then Wario asked, "Which one of us is the biggest Super star?"

"I am!" "It's me!" they all shouted. The gang couldn't come to an agreement because they each wanted to be the best. They needed to prove once and for all who truly was number one.

Suddenly, Toad had an idea. "Isn't a Super star someone who helps others when they're in trouble?"

Everyone realized he was right. Then Toad told them about a Warp Pipe in Mushroom Village that could take you anywhere you wanted to go. Surely there were people on the other side of that Pipe who needed their help.

They all ran as fast as they could to Mushroom Village and jumped into the Warp Pipe. But none of them knew what exciting adventures awaited them on the other side...

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| 3) HOW TO PLAY |  
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-- OVERVIEW --

As you probably know, Mario Party is a board game. But there is no set beginning and end. Rather, each board is designed like an endless loop which you must go around collecting coins and stars. Actually, it plays very much like Monopoly. You decide the number of turns you will play. And at the end of those turns, the player with the most stars and coins is the winner.

-- BEFORE YOU BEGIN --

The first thing to do is pick how many *humans* will participate in the game. A game in Mario Party absolutely must have 4 players. If there is only 1 human player, there are 3 computer players. If there are four human players, there are no computer players. You get to pick which character you would like to be: Mario, Luigi, Peach, Wario, Yoshi, or Donkey Kong. All these characters have the same abilities so it doesn't matter which one you pick.

If there are computer-controlled characters, you must set their level of skill. They can either be "Easy", "Normal", or "Hard". You can set them all to the same skill level or set their skills individually. When they are set at EASY, their skill level is low. When they are set at HARD, their skill level is high.

The next thing to do is select which board map you will play on. The different boards have different features. You can choose from either DK's Jungle Adventure, Peach's Birthday Cake, Yoshi's Tropical Island, Wario's Battle Canyon, Luigi's Engine Room, or Mario's Rainbow Castle. There are also secret boards that can only be used when you meet certain requirements. The secret boards are Bowser's Magma Mountain and Eternal Star. For more information about the boards, see the BOARDS section.

Now you need to choose how many turns you will play. You can pick either 20, 35, or 50 turns. A 20 turn game is called "Lite Play" and lasts for about 1 hour. A 35 turn game is called "Standard Play" and last for about 1 hour and 45 minutes. A 50 turn game is called "Full Play" and lasts for over 2 hours. I usually play 20 or 35 turns. I have only played a 50 turn game twice...

Now you arrive at the board map and Toad gives you a little overview of

the board. He also gives you 10 coins to start off with. The last thing to do before playing is to determine turn order. All four players hit a dice block. To hit the dice block, press the "A" button to jump up and hit it. The player with the highest number goes first, second highest goes second, third highest goes third, and the lowest goes last.

-- IN THE BOARD --

You are now actually playing the game. Each player hits the dice blocks and moves that number of turns. Then player will land on a space. Different things happen depending on what kind of space that player lands on. There are seven different kinds of spaces:

1. Blue Space - This is the most common space in the board. A player that lands here gets 3 coins (6 during the last 5 turns).
2. Red Space - This is not as common as the blue space. A player that lands here loses 3 coins (6 during the last 5 turns).
3. Star Space - This is also called a "mini-game space". A player that lands here gets to play a 1-player mini game.
4. "!" Space - These kinds of spaces are very rare. A player that lands here gets to do a chance game.
5. "?" Space - Different things happen depending on what board you are playing on. See the "boards" section for details.
6. Bowser Space - When a player lands here, Bowser appears and a Bowser event begins.
7. Mushroom Space - When a player lands here, a block appear above that player's head. The player hits the block like a dice. If a red mushroom appears on that block, the player gets another turn. If a purple mushroom appears on the block, the player is poisoned and loses a turn (but can still participate in the mini-games).

There are also some characters you may pass by and an event will occur. If you pass by Toad, you can buy a star from him for 20 coins. If you pass by Bowser, he will sell you a worthless item for high prices. If you pass by Boo, you can steal coins or stars from your opponents.

After all the players have moved, a mini-game begins. It can be a 4 player mini-game, a 1 vs. 3 mini-game, or a 2 vs 2 mini-game. If all players are on the same colored space then a 4 player game begins (this is the most common). If all players are on the same colored space except one, then a 1 vs. 3 game begins. If two players are on blue, and two players are on red, then a 2 vs. 2 game begins. [NOTE: The star spaces, "!" spaces, and mushroom spaces are considered blue. The Bowser space is considered red. When a player is on a green "?" space, that player is randomly chosen to be blue or red.]

To choose which mini-game you will play, there is a quick roulette screen. Then there is a "mini-game introduction screen". This screen will tell you the objectives of the mini-game and what controls to use. Press C-left or C-right to see the messages. If you are all set, press start to play the mini-game. <see mini-game section for details on the individual games>. When the game is done, you may either gain or lose coins. Now all the players hit the dice blocks again and the cycle

continues until all the turns are done. Then...

-- IN THE END --

After the last turn has been played, three awards are given to the players. The GAME STAR award is given to the player than won the most coins in the mini-games. The COIN STAR award is given to the player that had the most coins at any time during the game. The HAPPENING AWARD is given to the player that landed on the "?" spaces the most.

The winner of the game, or the "superstar", is the person with the most stars. If two or more players have the same number of stars, then the winner is the player with the most stars and coins. In the rare event that two players have EXACTLY the same number of stars and coins, then the winner is decided by hitting a dice block.

4) MUSHROOM VILLAGE

The Mushroom Village is like Mario Party's menu. Here you can choose what you would like to do or see. You can go to the main game, the one player game, buy items, or choose your settings for play.

WARP PIPE:

The Warp Pipe is the entrance to the different boards of Mario Party. It is the big green pipe at the center of the Village. You will most likely access the Warp Pipe more than any other area of the Mushroom Village.

RAFT:

The Raft leads to Mario Party's one player mode, the mini-game island. In the mini-game island you get to play all of Mario Party's mini-games in order, similar to the old school Mario Bros. games. See the mini-game island section for more details.

MUSHROOM SHOP:

In the Mushroom Shop you can buy different items for use in the game boards. Not all the items are available for you to buy at once, though. To select which items to use, go to the Mushroom Bank. See the items section for more details.

MUSHROOM BANK:

This is the building in the top-left Mushroom Village that says "Bank" on it. Here you can talk to the person on the right to choose what items you would like to use in the boards. Talk to the person at the right to know what is your total balance of stars and coins. It stops counting after you get 100 stars.

MINI-GAME HOUSE:

There are many things to do in the Mini-Game House. You can talk to the person here to buy mini-games with tour coins, or you can look into the crystal ball to play the mini-games you have bought. Looking into the pot in the back brings you to the mini-game stadium, a scaled down version of the main game. If you bought the mecha fly-guy from the shop, you can use it here to test your analog spinning skills.

#1 - FACE LIFT

Price: 400 coins

Type: Point game

The screen is divided into four quarters, one for each player. An example Bowser face is shown to you and placed in the center of the screen. Your task is to stretch your Bowser face to match (as close as possible) the example Bowser face in the center. Use the A button to grab the different areas of his face and stretch. You can only grab his chin, eyebrows, nose, and cheeks. At the end of the time limit, each player's Bowser face will be given a score. The person with the highest score is the winner.

#2 - CRAZY CUTTER

Price: 150 coins

Type: Point game

Just like in Face Lift, each player gets his/her own area of the screen to work on. You are riding a jackhammer, and there is a pattern on the floor. You need to ride the jackhammer around and try to trace the outline of the pattern. There are only three patterns that appear: Goomba, Bob-omb, or Boo. Use the analog control stick to move. There is a time limit but you have more than enough time to move carefully. At the end, each player is given a score as to how close you followed the pattern. ALL players with a score of 80 or above are the winners.

#3 - HOT BOB-OMB

Price: 300 coins

Type: Chance game

This is a very simple game. All the players are in a circle, and there is a Bob-omb ready to explode. Toss the Bob-omb around until it explodes! Use the A button to pass it to another player, and the control stick to pick which player to pass it to. There is no special technique here except to be prepared to throw the Bob-omb as soon as it comes to you. DO NOT keep the Bob-omb with you and wait until it almost blows up... it's very hard to tell when it's about to explode. You can also tell your friends to pass it all to the same person to try to screw him up :)

#4 - MUSICAL MUSHROOM

Price: 100 coins

Type: Racing game

This mini-game is modeled after Musical Chairs. All four players go around in a circle...around the center mushroom which has the treasure. When the music stops, rush to the top of the center mushroom and get the treasure. The best technique is to *always* have your control stick pointing towards to center mushroom so you will quickly go there as soon as the music stops. The little blue mushrooms can act as springs to

bounce you onto the center mushroom, but it's better to just go directly to the treasure. The player who gets the treasure first is the winner of 10 coins.

#5 - COIN BLOCK BLITZ

Price: 50 coins

Type: Bonus game

In Coin Block Blitz, there are nine yellow "?" blocks (like the ones in the old Mario Bros. games). You try to get as many coins as possible from the blocks by standing under them and jumping to hit the block with your head. At the beginning, try to get coins from the block *closest* to you so you won't waste time. Forget trying to push the other players and fighting over the blocks, that won't get you so much. Use the control stick to move and the A button to jump.

#6 - BALLOON BURST

Price: 400 coins

Type: Racing game

In Balloon Burst, all four players have a pump attached to a big Bowser balloon. But that Bowser balloon doesn't have any air! Your task is to use the pump to inflate the Bowser balloon... until it pops. The first player to make their balloon explode is the winner of 10 coins. To use the pump, press A and Z (or A and B) alternately. The "A" button to pump up, and the "Z" (or "B") button to push the pump down. I prefer to use the A and B buttons... rocking my right thumb back and forth with a steady rhythm. Whatever you do, DO NOT tap the A and B/Z buttons wildly, that gets you nowhere at all. Just keep a steady beat to your pumping.

#7 - SKATEBOARD SCAMPER

Price: 200 coins

Type: Racing game

All four characters are skateboarding on a strip of land...and this strip of land is quickly collapsing behind you! To move your skateboard forward, tap the "B" button like mad. Along the way you will encounter obstacles, push the "A" button to jump over them. At the beginning, the camera is facing you so you can't see too much of what's ahead. Be wary of the block at the beginning. When you get to the bag of coins floating in the air, jump to get it for 5 coins. When you are near the end, the camera will slowly shift behind you... now tap the "B" button with all your might! The player to reach the end first is the winner of 10 coins.

#8 - BOX MOUNTAIN MAYHEM

Price: 300 coins

Type: Bonus game

In Box Mountain Mayhem, there is a mountain on boxes piled up at the corner of a room. All four players attack the boxes (with the "B" button) to get the coins inside. You can also jump with the "A" button. Most boxes contain a single coins, other boxes contain bags (5 coins), and some other boxes are like enemies that bounce you away. There is one "enemy" box in here that contains not one, but THREE bags of coins! Since it's an enemy box, all the bags are brought away from the mountain...so you can easily get the bags if you just wait patiently at the side :)

#9 - PLATFORM PERIL

Price: 450 coins

Type: Racing game

In Platform Peril, there are several rectangular platforms forming a path in the sky. The four players race on these platforms jumping from one to another in a race to the end. As usual, use the control stick to move and the "A" button to jump. Along the path you may find some bags of coins. You can jump up and grab these bags for 5 coins. Also, some platforms have walls blocking some areas. Be careful of those walls and go around them. The first player to the finish gets 10 coins. The spacing between the last few platforms is a little wider than usual, so be careful to jump far enough at that point.

#10 - MUSHROOM MIX-UP

Price: 50 coins

Type: Survival game

This is one of my favorite games. There are 7 differently colored mushrooms in the middle of the sea. All four characters are on top of these mushrooms. And at the side is Toad with his colored flags. When Toad raises a colored flag, you should rush to the mushroom of the same color (ex: Toad raises pink flag, you go to pink mushroom). A few seconds after Toad raises his flag, all the other mushrooms (besides the one with the color of the flag) will sink down into the sea. Anyone that touches the water is out of the game. Then all the mushrooms come back up and it starts over again. The game gets a bit faster and more challenging after a while. As soon as the mushrooms come back up, you should try to stay at the center mushroom (the black one) so you can easily access the other mushrooms. Also, try not to jump on other characters because they'll bounce you away into the sea. It's possible to stand at the edge of the mushroom and block the players that are trying to get there. The last player left is the winner of 10 coins.

#11 - TREASURE DIVERS

Price: 250 coins

Type: Bonus game

This is the first mini-game I ever played. All four players are set in the sea. There are a bunch of treasure chests of different sizes at the

bottom of the sea. So obviously, your objective is to swim to the bottom, get the treasure chests, and bring them back up to the surface. To complicate matters, there is a shark and two squids patrolling the area. If they touch you, you drop the treasure chest. And if you stay in the water too long, you drown (and drop the chest). Tap the "A" button quickly to swim and the control stick to navigate. Be careful only to move when the squids and the shark won't get you. Bigger treasure chests have more coins than little ones, so go for the big ones first. When there's only one chest left with another player, tell everyone else to crowd around him and try to drown him. This is incredibly frustrating for the person with the last chest...and really fun for everyone else :D

#12 - GRAB BAG

Price: 400 coins

Type: Chance game

This is another one of my favorite games. All players have a bag at their back with all that player's coins inside. You should try to get to someone's back and grab their bag by rapidly pressing the "B" button. At the same time, the person that is being grabbed will also press the "B" button rapidly. If the *grabbers* button pressing is stronger than the button pressing of the one being *grabbed*, then the grabber gets coins from the bag. It can be either a bag of coins or a single coin depending on the power of the button pressing. If you are good enough at this game, you could win TONS of coins! Try to focus on the person with the most coins and keep on getting from him. Just keep getting from the same person instead of running around like crazy chasing someone.

#13 - BUMPER BALLS

Price: 250 coins

Type: Racing game

This is a fun mini-game with a funny name :). In Bumper Balls, all four players are set on an island... and each player is riding on a large ball. The objective is to bump your opponents off the island while riding on the ball. Simply use the control stick to move around on the ball. At the start you should just try bumping everyone like crazy and try to stay in the center of the island. When there are only 2 players left, try staying at the edge of the land to lure someone to you. But before that person could bump you, quickly move away and let the momentum of the other player carry him into the water. Two players repeatedly bumping each other in the middle of the island will get you nowhere. The last person remaining on the island is the winner. In case there is more than one player remaining when time runs out, nobody will win any coins.

#14 - TIPSY TOURNEY

Price: 300 coins

Type: Racing game

Like in Face Lift and Crazy Cutter, the screen is split into 4. Each

player has his own little "platform" with a turtle shell on it. This platform is unstable and can be tipped around by standing on one edge of it. When the platform is tipped, the turtle shell will slide to the lower side of the platform. This platform also has "tiles" on it. When the turtle shell passes over the tiles, they disappear. Your goal is to tip the platform to make the shell move...and make all the tiles disappear. The winner is the first person to clear all the tiles on the platform.

#15 - BOMBS AWAY

Price: 250 coins
Type: Survival game

In this mini-game, all four players are on an island in the middle of the sea... and there's a pirate ship firing cannon balls at the island! The island sways to the left and right each time the water around the island is hit. You need to try and stay on the island avoiding falling into the water. If you fall in the water, you are considered "out" of the mini-game. If a cannonball manages to hit the island *directly*, then everyone standing on the island will be stunned and cannot move for a few seconds. To avoid getting stunned, jump in the air when the island is hit. If YOU are hit by the cannonball, you will surely go flying into the water. Watch the shadows to know where the cannonball will hit.

#16 - MARIO BANDSTAND

Price: 350 coins
Type: Point game

I remember one magazine called this mini-game "A super simple clone of Parappa the Rappa"... and so it is. The four players are part of a mini-orchestra. Each one has their own part to play: Violin, drum, horn, or conductor. The conductor has the hardest part (in my opinion). He has to move his analog stick to match the position of the box at the upper left of the screen. As for the remaining three players... they need to listen first to an example, then follow the example with their own individual instrument. Watch closely the box at the bottom, play your instrument (with A) when the box passes over your instrument. The music of the bad players will only distract you. Try to ignore them and concentrate on following the example. If you see something thrown at a player, then that player made a mistake (and therefore lost). Here's a tip: If you KNOW that you're going to lose, try screwing up your opponents with horrible music. But that won't work against the computer. All players who played *perfectly* will win 10 coins.

#17 - CAST AWAYS

Price: 250 coins
Type: Bonus game

The four players are set on the beach with fishing rods. There are coins floating in the water (chests, bags, and coins). Your objective is to cast your line and try to catch the money. To cast the line, pull back

on the analog stick and let go. The line will go depending on how far back you pulled the stick. After that, rotate the control stick the reel it in. Continue doing this until the time runs out. I usually go for the back row of coins by pulling the stick as far back as possible. This is because I find it hard to position correctly to get the close rows. And because there are more chests at the back. Here's a tip: Never get anything but the chests. Chests are worth 10, bags worth 5, and coins worth 1. So the chest is worth 2x more than the bags, and 10x more than the coins! Position correctly and anticipate where the object will be when you cast your line. This is one of my favorite mini-games because all my friends suck at it except me. I have gotten 50 coins in this game!

#18 - HAMMER DROP

Price: 450 coins

Type: Bonus game

All four players are on a small platform. There is a hammer brother riding on a small cloud above you (like Lakitu usually does). This hammer brother drops down coins, coin bags, and hammers. You need to run around trying to collect the coins, but avoiding the hammers. Be careful not to accidentally fall off the platform and into the water below. If you DO fall off the platform, you can no longer participate in collecting coins (but you still keep the coins that you already got). Don't jump too much, you might bounce on the heads of other players and go flying into the water. Also be sure of what the hammer brother is throwing. Work extra hard at getting the coin bags... that's where the real money is.

#19 - SHY GUY SAYS

Price: 250 coins

Type: Survival game

This is a fun game. The four players are on small individual boats that are tied to a bigger boat. On the bigger boat there is a shy guy with two flags: One red and one white. Likewise, each of the four players also have a red flag and a white flag. The shy guy will raise one flag, and the other players should raise the same colored flag as him. Press the "A" button to raise the white flag and the "B" button to raise the red flag. If a player raises the wrong flag or takes too long to raise a flag, then the shy guy will release that player's boat and he will be out of the game. This process gradually becomes faster and harder. The last player remaining is the winner of 10 coins. You must have presence of mind while you do this game. Clear your mind and concentrate well on the flag that is raised. When BOTH flags are raised, don't immediately raise a flag! Wait patiently for one of the flags to be lowered before you make your move.

#20 - KEY-PA WAY

Price: 400 coins

Type: Success game

This game is different from other 4-player games because you all need to work together to earn coins. One random player has the key at the beginning. The objective of this game is to bring the key to the keyhole at the other side of the room. This would be easy if it weren't for the spiky monsters all around the room trying to get the key from you. You can jump with the "A" button and pass the key with the "B" button. When you pass the key, it is thrown straight forward whether another player will catch it or not. When passing the key, be sure that you're throwing it to another player! You can easily lose if you blindly throw the key without thinking and a spiky Koopa takes it. Another thing: Don't stand on the platform where the key is if you don't have the key or else the person with the key won't be able to put the key in the hole.

#21 - BURIED TREASURE

Price: 150 coins

Type: Racing game

In Buried Treasure, the four players are underground digging their way through the dirt. Why are they digging through dirt? Because they're looking for treasure! To dig, rapidly tap the "A" button and use the analog stick to control your directing. As you go through the dirt, you'll uncover signs with arrows that point towards the direction of the treasure. The arrows are not EXACTLY pointing directly at the treasure, it only the approximate direction. Peek at the other players to check if they found the arrows or the treasure. The real secret to winning this game is tapping the "A" button REALLY fast. Since I am a fast button tapper, I can easily get to the other side of the screen before the other characters get to the middle. It is much harder to dig through the rock than to dig through dirt, so you should avoid the rock area as much as possible (the treasure usually isn't there anyway). The first person to find the chest gets to keep the treasure: 10 coins.

#22 - RUNNING OF THE BULB

Price: 400 coins

Type: Success game

This is another 4-player "cooperation" game (like Key-pa-way). One random player holds the bulb, while the other three guard the bulb from ghosts. You need to successfully bring the bulb to the socket at the end of the hallway. As you go down this hallway, there is a GIANT ghost behind you... so he will get you if you go too slowly. There are also smaller ghosts. If someone gets touched by a ghost, there are possessed and walk towards the giant ghost. To make a player "uppossessed", punch him with the "B" button. Yes, punch him. The three players should punch the small ghosts to make sure that the bulb-holder makes it to the end. At the end of the hallway, there is a socket for the bulb to go into. Put the bulb in the socket to turn on the light and get rid of the ghosts. Successfully reaching the socket will get each player 10 coins. Nobody gets coins if the ghosts capture the bulb.

#23 - HOT ROPE JUMP

In Pipe Maze, there is one person that controls the treasure chest. This person chooses which of the four pipes the chest should be dropped into. As it goes down, the chest will go through any horizontal pipes it encounters. At the end, the chest will drop on one of the four players at the bottom. The person who gets the chest is the winner of 10 coins. If you're eyes and mind are fast enough, you might be able to see the path going to your character from looking at the pipes at the beginning. Yes, it's very hard to recognize which pipe is the correct one, but I have been able to pick the correct pipe 50% of the time. If you have no idea which pipe to pick, just pick the one directly above your character. Hopefully it will reach him. If you don't control the chest and you know where you want it to go, just say to the player "The first one" and he will usually be quick to drop it in the first pipe without thinking :)

#27 - BASH 'N CASH

Price: 400 coins

Type: Chance game

This game is fun, but simply cruel for the one being bashed. One player is dressed up in a Bowser costume, the other three players have big squeaky hammers. The three players try to hit the "Bowser player" with their hammers. When the Bowser player is hit, a bag of money comes out and a player can get it. The Bowser player can go around and jump to try to escape from getting hit by the hammers. When trying to escape from the hammers, wait from the players to get close to you... then jump over them just before you get hit. You can't jump for the few seconds after you just jumped. Because of this, the bashers should use this opportunity to bash!

#28 - TUG-O-WAR

Price: 150 coins

Type: Chance game

This mini-game is modeled after tug-o-war. One player is dressed in a Bowser costume (which I presume gives him super strength) and stands on the left side of a pit. The remaining three players stand together at the right side of the pit. The "Bowser player" pulls one end of the rope while the other three players pull the other side of the rope. Pull on the rope by rotating the control stick. The player(s) who fall into the pit are the losers. If the Bowser player, he loses 15 coins while the others gain 5 coins each. If the three players lose, the Bowser player gains 15 coins while the others lose 5 coins each. There's not much strategy for winning this game besides rotating the control stick really really fast. If you are one of the three players, make sure that your other teammates are also working as hard as you. I don't think it matters which way you rotate the control stick.

#29 - BOWL OVER

Price: 350 coins

Type: Chance game

In this mini-game, one player is the bowler and the other three players are the pins. The bowler is given a shell to use as a bowling ball. He must use this to hit as many pins as possible. As for the pins, they are practically helpless. The pins can jump around with the "A" button to try escaping from getting hit. When the bowler bowls the ball, he can control it to make it move left or right. The bowler gets 5 coins for each "player pin" that is hit and 1 coin for each "normal pin" he hits. If the shell touches the sides, the bowler loses 15 coins while the others gain 5 each. It's important not for the bowler to move the shell too much to the sides, try to keep it at the center area. Try to go for the player pins to get the most coins out of them. As for the pins, there's not much you can do. It may be good to go near the left or right side... this way the bowler might accidentally hit the sides and lose. Whatever you do, DON'T stay near the rest of the players. This makes you all an easy target for him to hit you all.

#30 - PADDLE BATTLE

Price: 50 coins

Type: Chance game

In Paddle Battle, all four players are in a little boat. 1 player is on the left side, 3 players are on the right side. You must all start paddling to try and make the boat go to the side of your opponents. When the boat gets close to the land, a shy guy comes and pokes the players at the side close to him with a stick. For example: If the boat is at the right side, the players at the right side of the boat get hit. Each time a player is hit, he loses 3 coins. These 3 coins go to the player(s) on the other side. For the 3 players on the right, this game a chance for you to screw the person on the left. The game ends when you reach the end of the river. There's not much technique here except for spinning the analog stick well.

#31 - COIN SHOWER FLOWER

Price: 50 coins

Type: Bonus game

The one player stands on the giant flower, the three players ride in boats in the water around the flower. There are coins falling down from the sky and onto the flower. The player on the flower gets to collect as much coins as he can! The players in the boats below get to take anything that the flower player misses. If the player on the flower falls into the water, then the game is over and all players keep whatever they already got. The game also ends when the time runs out. The flower player can get over 30 coins if he does this game right. As for the boat players, you won't get too much... you just have to watch as your opponent drowns himself in his "shower of coins". The boat players should just go around and anticipate where the coins will land, judging by the tilt of the flower. You can't see anything behind the flower. The flower player should try to get everything and let nothing fall down to the water. You can see where the coins will land by looking at their shadows. If you are about to fall off of the flower, remember to *jump* back to the center.

#32 - PIRANHA'S PURSUIT

Price: 100 coins

Type: Chance game

In this 3 vs. 1 game, the 3 player team rides on top of a cloud and the 1 player is on a skateboard. There is a cute little piranha plant chasing the player on the skateboard. The objective for the 3 players is to do butt-stomps (A + Z) on the cloud to make it rain down on the piranha plant. The objective for the 1 player is to use the skateboard to skate away from that piranha plant! That's not all... the player also has to avoid other obstacles along the way, such as rocks and falling logs. To skate, rapidly tap the "B" button. To jump (to avoid the rocks and logs), press the "A" button. As the 3 player team makes rain for the piranha plant, the plant gradually becomes bigger and bigger... until it is 3 times the size of the player! This supposedly makes the plant stronger and faster, but I don't really notice any difference besides the size. For the 1 player, be sure not to stop tapping the "B" button! Just continue tapping it at a fast pace and you will stay at a safe distance away from the piranha plant. Also look ahead for obstacles. Jump when you come to a rock or a log. Sometimes, a log will drop down from the background and right in front of the player. You should anticipate this and have quick reflexes.

#33 - TIGHT ROPE TREACHERY

Price: 250 coins

Type: Chance game

In Tight Rope Treachery, there is a big tight rope stretching over the ocean. The 1 player is on this tightrope and must cross it going to the finish line. Meanwhile, the other 3 players are in little boats in the ocean beneath the tightrope. The objective for the 3 players is to shoot the 1 player with cannon balls to make that player fall down. To shoot cannon balls, press the "A" button. When the 1 player gets hit by a cannon ball, he will lose balance and stumble to the side. If that player is too close to the side when he gets hit, he will fall completely off of the rope and lose the game. In addition to the 3 players shooting at him, the 1 player will also have to worry about the wind blowing him off of the rope. You can detect the wind by observing the direction of the leaves blowing by. If the 1 player falls into the sea, he loses 15 coins and the other players gain 5 coins each. If the 1 player reaches the finish line, he gets 15 coins while the others lose 5 coins each.

#34 - COIN BLOCK BASH

Price: 50 coins

Type: Bonus game

This Mini-game is very similar to Coin Block Blitz (see mini-game #5). This time, there are 9 blocks made of bricks that must be hit several times before they break. To hit a block, a player must stay under the block and jump up, hitting it with their head. Coins come out when the

tired of tapping halfway through the race. Don't slow down! If you go too slowly you might not have enough power to get up a slope and you will roll down. Also make sure that you're partner is tapping fast too, you can't win this race with a lazy partner. When you come to a turn, be sure to let go of the controls stick after turning. Over-turning can cause you to fall off the track. You can see your position on the track by looking at the little icons at the center of the screen.

#37 - DEEP SEA DIVERS

Price: 300 coins

Type: Bonus game

There are two teams in this mini-game with two people in each team. One person gets to ride the boat and the other gets to be the diver. The diver's task is to dive underwater, get a treasure chest, and bring it back up to the surface (tap the "A" button to swim). This diver is connected to the boat above through a fishing line. The task of the person in the boat is to pull the diver up to the surface once he has a chest. The diver cannot get back up to the surface without the help of the "fisherman". Rotate the control stick to pull the diver back up. The game ends when the time runs out and each team gets to keep the coins they collected. The first thing you should do is to race for the huge chest at the bottom of the sea. This chest has 10 coins. It's pretty heavy so the team should work extra hard to bring it up to the surface... because you can drown if you take too long. If you're the diver, you might need to remind your partner when to pull you up. He might forget to do his job or pull you up at the wrong time.

#38 - DESERT DASH

Price: 150 coins

Type: 2 on 2 game

The screen is split in half vertically (like in Handcar Havoc). Each team has their own side of the screen. The 2 players in a team have their feet connected. Naturally, the two players must move their feet together to progress forward. And that's what you should do. During the race, there is a small symbol above the team's head. This symbol tells you to push the analog stick either left or right. Both players must follow this symbol in order to move their feet together and move forward. If the players do not move together, then they will both fall down and be delayed for a few seconds. The first team to reach the finish line is the winner. There is also a thwomp in the middle of the track. This thwomp can squash you if you stay under him for too long. To move faster, you can actually tilt the stick a split second before the symbol even changes. If you and you're partner move like this, you can easily reach is finish line in only a few seconds.

#39 - BOMBSKETBALL

Price: 300 coins

Type: 2 on 2 game

Price: 200 coins
Type: Success game

There is a tower of blocks and thwomps in front of you. At the top of this tower there is the treasure chest! The thwomps of the tower move up and down, just like they do in normal Mario games. What you need to do is get the treasure chest at the top... but the tower is too high! So you need to make the tower shorter by breaking the *wooden boxes*. Break a wooden box by punching it with the "B" button. You'll need to jump to reach these boxes (jump with the "A" button, of course). If you touch a thwomp, you will bounce off of the tower and the game is finished. You win the game when you get the treasure chest. The time limit here is terribly short. You need to move quickly, but not too quickly! Trying to rush just makes you careless. Have good presence of mind here. When you are right in front of the block, punch it! Keep on practicing and you'll be able to clear this game easily.

#43 - LIMBO DANCE

Price: 50 coins
Type: Success game

You know this, it's the limbo dance! There are some limbo poles in front of you. By pressing the "A" button, your character will make a little hop forward and lean back a bit. If you don't touch anything, the character will slowly return to standing position. What you need to do is tap the "A" button with a correct rhythm so that you will lean far back enough so that you can go under the poles but not completely far down backwards. This requires you to feel the correct beat of your hopping. If you're leaning too far back, you will start to wobble around. Pause for a split second to regain control. You win the game when you reach the goal without falling. At the beginning of the game, you should tap faster so that you will be leaning back far enough when you reach the first bar.

#44 - SLOT MACHINE

Price: 200 coins
Type: Bonus game

Wow! A slot machine! There are three rotating things (I don't really know what they're called). You need to match 3 of the same picture in order to win. To stop the rotation, hit the block above you with your head (jump to it with the "A" button). If you match up 3 of the same picture you get some coins. Although it may seem impossible to some stupid people, you *can* actually see the individual pictures moving by and you can recognize their pattern. You might need good eyesight to see the picture when it goes by. Follow your target and get the rhythm of when you should press the button. The secret is all in the timing. The best pictures for you to go for are the chest and the hat (which give you 10 and 20 coins respectively).

#45 - PEDAL POWER

Price: 150 coins
Type: Success game

In this mini-game, you are on a bicycle that is attached to a light bulb. As you pedal on the bike, the bulb starts to light up. If you pedal hard enough, the light bulb will be fully lit. While you pedal, there is a boo slowly heading towards you. Your job is to pedal hard enough and fast enough to light up the bulb before the boo gets to you. The boo will disappear when the bulb is fully lit. Rotate the control stick to pedal. This game relies your pure skill of rotating the control stick. Simply use your best analog spinning skills to win this game. You get 10 coins if you win. [NOTE: I don't think it matters which way you spin the stick, as long as you spin it.]

#46 - WHACK A PLANT

Price: 200 coins
Type: Bonus game

This game can really get you a lot of coins if played well. There are nine warp pipes in the room. Piranha Plants pop out of these pipes. What you need to do is jump on these Piranha Plants. You'll gain 1 coin for each plant you kill. At first, only 1 plant comes out of the pipes... then 2... then 3... and this continues until 8. There are a total of 36 piranha plants, so you can get 36 coins if you kill them all! The best technique for getting them all is to bounce from one plant to another without even touching the ground. This method can kill many plants in just a short time. There are also some orange bumpers at the sides that you can use for bouncing to the other side... but there's really no need to use them at all.

#47 - SHELL GAME

Price: 200 coins
Type: Success game

In this easy game, there are four Koopa shells. The treasure chest is placed in one of the shells. Then the shells are moved around really fast. You need to watch the shell with the treasure in it. When the shells are done being mixed up, you need to pick which shell has the treasure in it. You win 10 coins if you pick the correct shell. There are actually only two ways that the shells move. The first way the move is by spinning around really fast. The second way is when the shells switch places with the shell at the opposite side. Don't blink while the shells are moving! A single blink at the wrong time could cause you to lose the shell you were watching.

#48 - GHOST GUESS

Price: 100 coins
Type: Success game

This game is a *little* similar to the Shell Game, but much harder. You

are in the center of a ring of ghosts. These ghosts are slowly spinning around you and slowly getting closer to you. One of these ghosts is the leader... he moves ahead of the others (he does the action first). You need to pick which one of these ghosts is the leader. To pick, simply walk up to the ghost whom you think is the leader and touch him. The difference is pretty hard to spot between these ghosts, it's might help to look at the shadows instead of looking directly at the ghosts. If you take too long to pick, the ghosts will close in on you and you lose. But don't be impatient because that leads to carelessness. Also be sure of your movements when you touch the ghost. One time, I really *knew* which ghost was the leader but I touched the wrong ghost by accident >:(

#49 - GROUND POUND

Price: 50 coins

Type: Success game

This is the easiest mini-game of all. There are 12 wooden stumps arranged in a field. Some of them have a flat top, the other stumps have a spiked top. For a few seconds at the start, you get to see which ones are flat and which ones are spiked. Then after a few seconds, some butterflies come and land on the stumps. Your objective now is to stomp on all of the flat topped stumps and avoid the spiked ones. Stomp on them by pressing A + Z. You have a rather long time limit here. Stomp on all of the flat-topped stumps to win 10 coins. If you stomp on a spiked stump, you will be temporarily stunned (you won't be out of the game). To make things even easier, you can even see some of the tops of the stumps under the butterflies! In fact, you can stomp on almost every stump and still win the game. The computer goes veeerrryyy slowly in this game and still wins!!!

#50 - TEETERING TOWERS

Price: 100 coins

Type: Success game

In this game, there are a whole bunch of platforms (or towers) in front of you. When you stand at the edge of a tower, that tower will begin to lean in that direction. Before it falls down, you should jump to the next tower! You lose the game if you fall off of a tower into the dark abyss below. You win the game if you make it to the end without falling off. When jumping from one tower to the next, try to be as close to the edge of the tower as possible. This way there is a smaller gap that you need to jump over. Some of the towers have coin bags or coins on them... try to get to these towers to earn additional coins. You get 10 coins (plus any coins you may have picked up along the way) if you win the game. [NOTE: The first jump that you make in this game is a sort of "example" jump where you are jump automatically].

#51 - BUMPER BALL MAZE 1

Price: --

Type: --

This is a "secret" mini-game. It can only be played in the mini-game house after you complete all of the mini-games in the mini-game island. Although it's called bumper ball maze, there is no bumping involved here. It's not even a maze! You are on a ball similar to the one used in the bumper balls mini-game. You need to reach the goal by following a very narrow path (using the analog stick to move). If you fall off the path, you lose. If you reach the goal, you win. It's pretty hard (especially at the *insanely* narrow path at the end). There is a shortcut at the lower right area, you may take it to get a better finishing time... but it might be better not to take the shortcut because it is very narrow and you can easily fall off. Be very sensitive with your analog stick movements, a slight wrong move could cause you to fall off! Take advantage of the thick paths by going fast at them, but be more careful at narrow paths and turns. My record for this game: 48 seconds.

#52 - BUMPER BALL MAZE 2

Price: --

Type: --

This is another secret mini-game that can only be played in the mini-game house after you finish all the games in the mini-game island. It's basically the same game as Bumper Ball Maze 1 except with a different course. Just continue using your best techniques that you use for Bumper Ball Maze 1. This course is quite long, so you might run out of time if you go too slow. There are THREE shortcuts this time, the first one is thick and easy to take, the other two are much narrower. The path at the top isn't too narrow, but it's very crooked. Be especially careful at that area. I often fall off at the very end part! My record for this game: 53 seconds.

#53 - BUMPER BALL MAZE 3

Price: --

Type: --

This is yet another version of the Bumper Ball Mazes. Like the others, it can only be played in the mini-game house. To unlock this game, you must have first beaten the first 2 Bumper Ball Mazes with a record time (any time below 1:00). The maze is the longest and hardest of all! There are many turns that are a potential danger area. As always, be very very careful when going around a corner and during the end path. The path at the end of this maze is a *real* challenge. It is very narrow, it is very crooked, and you have the time limit to face. Anyway, good luck! My record for this game: 50 seconds.

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| 7) CHARACTERS |
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All of the characters in Mario Party are the same. They have no special abilities or advantages over each other... so you can pick any character you want and not worry about him being weaker. The character

descriptions below are just based on people's general idea...

MARIO:

Mario is obviously the most popular guy in the video game universe, but does he have what it takes to be the superstar of Mario Party? He isn't as strong as Wario or Donkey Kong, he isn't as tall as Luigi or Peach. But can he stand as the champion in this game?

LUIGI:

Luigi is Mario's ignored younger brother. He's spent his entire life hiding in Mario's shadow. The instruction booklet says he's smarter than Mario... is he really? Although he's always behind Mario, he still has his loyal fans who wait patiently for his rise to stardom. Can he be the superstar in this contest?

PEACH:

Princess Peach is a player that only little girls would use. She looks like the weakest player. Wearing a pink dress and make-up, she definitely doesn't look very strong. Princess Peach has a burning hate for Bowser in her heart. Could her anger be turned into strength to win in this game?

DONKEY KONG:

Donkey Kong is my personal favorite player. He looks very big and strong, making him look more powerful against the other characters. He isn't as popular as the other characters however. DK started out as Mario's enemy in the 1980's. Is he destined to be the superstar?

WARIO:

Wario also started out as Mario's enemy...and it looks like he still is. He's certainly more cunning and sneaky than the other players. Even though he is a "bad guy" in many games, he has fans who await his return in a video game. Wario is my personal favorite character to use.

YOSHI:

Last but not the least, we have Yoshi. He has been Mario's friend from his beginning in Super Mario World (SNES). He's traveled with Mario in adventures ever since he was a baby. Yoshi is full of energy and rich with experience. Could he be the superstar?

8) ITEMS

This section covers the items that can be bought in the mushroom shop. The "secret items" are hidden and must be unlocked before they are bought (see the secrets section for more details). So, here are the items as they are listed in the instruction booklet...

-- FOR USE IN BOARD GAMES --

PLUS BLOCK (200 coins):

This is a dice block that appears randomly. When it appears, you receive the number of coins shown on the block. Obviously useful if you want more coins.

MINUS BLOCK (100 coins):

This is a dice block that appears randomly. When it appears, you LOSE the number of coins shown on the block. I have no idea why anyone would want to use this item.

SPEED BLOCK (200 coins):

This is a dice block that appears randomly. It only has the numbers 8 through 10. Good to use if you want to travel far in a single turn.

SLOW BLOCK (100 coins):

This is a dice block that appears randomly. It only has the numbers 1 through 3. I guess it's good to use if you don't want to move so far. Actually, nobody would want to use this item :P

WARP BLOCK (200 coins):

This is a dice block that appears randomly. When it appears, you trade places with another player. I've never really used this item, so I can't say much about it...

EVENT BLOCK (200 coins):

This is another dice block that appears randomly. When it appears, either Boo, Koopa Troopa, or Bowser will do something their event to you (Boo lets you steal, Koopa gives you 20 coins, Bowser takes 20 coins from you). A fun item to use for surprises (unless you get Bowser :).

-- FOR USE THE MINI-GAME HOUSE --

MECHA FLY-GUY (100 coins):

You can only play this game in the mini-game house. You have only 10 seconds to wind up a toy "fly guy" by rotating the control stick. When 10 seconds are up, the fly guy starts to fly. The more times you rotated the stick, the further it will fly. If you rotate enough, the fly guy will land on the table and you win.

-- FOR USE IN THE OPTION HOUSE --

RECORD (50 coins):

This items lets you listen to the music of Mario Party. To use it, select the jukebox in the option house and pick your song. It's a good item since Mario Party has pretty good music :)

TALKING PARROT (50 coins):

This cute parrot lets you listen to some random character voice samples. It's found in the option house. There's no way to pick which voice it plays.

-- COIN BOXES --

COIN BOX:

You don't have to buy this item, you have it already when you begin the game. It holds you coins and doesn't have any special effect on your coins.

LUCKY BOX (400 coins):

This is an upgrade to your original coin box. Instead of simply storing your coins, it gives you 10% interest! For example: If you earn 320 coins in a game, then you get 32 extra coins for a total of 352 coins!

CASINO BOX (300 coins):

This is another upgrade to your original coin box. At the end of a game, you play the casino game to determine if you get double or half of the coins you earn. If you get "x2" then your coins are doubled. If you get "1/2" then your coins are halved. There's no effect if you get "-". I don't use it because my coins always get halved >:(

-- SPECIAL ITEM --

GAMEBALLS (300 coins):

This item lets you play a random mini-game in the mini-game house... even if you haven't discovered them in the regular Board Game play yet.

-- SECRET ITEMS --

MAGMA MOUNTAIN (980 coins):

This is Bowser's "secret board". To make this board available in the shop, you must have played on all six of the regular adventure boards. Then you can buy Magma Mountain in the shop for 980 coins! It's the most expensive item. See the boards section for information.

CREDITS (100 coins):

This item allows you to see the ending credits as much as you want. It sucks because the ending is pretty stupid. I've only used it once out of my boredom.

NO KOOPA (500 coins):

When this item is used, Koopa will not appear on the game board to give you any coins for passing him. It doesn't work on some boards. I like Koopa and never used this item.

NO BOO (500 coins):

When this item is used, Boo will not appear on the board and you can't steal coins or stars from the other players. It doesn't work on some boards. I also like Boo and never used this item. Good if you want the game to be more "fair".

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| 9) SECRETS |
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BOWSER'S MAGMA MOUNTAIN

- There is a secret adventure board in Mario Party called "Bowser's Magma Mountain". To get this board, you must have played on all six of the regular adventure boards (DK's Jungle Adventure, Peach's Birthday Cake, Yoshi's Tropical Island, Wario's Battle Canyon, Luigi's Engine Room, Mario's Rainbow Castle). Then Magma Mountain will be available for you to buy in the Mushroom Shop. It costs 980 coins. See the boards section for information about Magma Mountain.

ETERNAL STAR

- Another secret board is "Eternal Star". To get this board, you must have gotten at least 100 stars from the other adventure boards. This does not include star that the computer gets. When you finally get 100 stars, Bowser will come and steal them all! Bwa ha ha ha! Then you must

go to Eternal Star to get them back from Bowser. See the boards section for more information about Eternal Star.

BUMPER BALL MAZE 1 & 2

- The Bumper Ball Mazes are secret mini-games that can only be played in the mini-game house. To get this, you must have completed all of the other mini-games in the mini-game island (including the goal). Then Bumper Ball Maze 1 & 2 will be available for you to play in the mini-game house (no need to buy them).

BUMPER BALL MAZE 3

- The third Bumper Ball Maze! To get this one you must have already gotten Bumper Ball Maze 1 & 2. Then you should complete both of them with a time under 1:00. Now you can play Bumper Ball Maze 3 in the mini-game house.

NO BOO/NO KOOPA

- The "No Boo" and "No Koopa" are secret items that can be bought from the Mushroom Shop. These items allow you to play in the boards without Boo or Koopa. Who would want to do that?! Anyway... to get them, you must have completed the Eternal Star Board. Then you can buy it from the shop for 500 coins each.

THE ENDING

- This is another secret item that can be bought from the Mushroom Shop. It is available in the shop after you have completed the Eternal Star board. It costs you 100 coins. Use it in the Mushroom Bank. It can be used as much as you want (but the ending sucks... who would want this item?!).

LOTS OF COINS AND STARS!!!

- This is actually a glitch that allows you to get loads of coins and stars without even playing. First, start a 1-player game in the mini-game stadium, and set the computer difficulty to the "hard" setting. Also give everyone a handicap of 50 coins at the start. Set the game to as many turns as possible. When the game starts, press start and turn yourself into a computer player. Now sit back and wait for the VERY LAST TURN. Just before the final mini-game, turn all 4 characters into human players. When the game ends, you will collect the coins and stars from all 4 players!!! That's A LOT of money!

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| 10) MINI-GAME ISLAND |  
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In addition to the regular boards, Mario Party also features a mode of play called the "Mini-game Island". This is a 1-player game where the player goes through all 50+ mini-games in order, like the stages in the old Mario games. To progress to the next mini-game, you must accomplish the goal of the previous mini-game. Each time you beat a new mini-game, you earn one life. You lose a life when you lose a mini-game. You can also get an extra life when you get 100 coins. Here's a listing of the mini-games with their goals:

1-1	Coin Block Blitz	Get 10 or more coins
1-2	Coin Block Bash	Get 10 or more coins
1-3	Coin Shower Flower	Get 20 or more coins

1-4	Paddle Battle	Get 15 or more coins
2-1	Memory Match	Match all of the pictures in the time limit
2-2	Ground Pound	Pound all the flat-topped posts
2-3	Limbo Dance	Reach the goal
2-4	Musical Mushroom	Get the treasure chest
2-5	Piranha's Pursuit	Reach the goal
3-1	Crazy Cutter	Get 80 or more points
3-2	Buried Treasure	Get the treasure chest
3-3	Desert Dash	Win the race
3-4	Tug 'o War	Pull the other team off the cliff
3-5	Teetering Towers	Reach the goal
4-1	Bobsled Run	Be the first team across the finish line
4-2	Skateboard Scamper	Be the first to cross the finish line
4-3	Handcar Havoc	Win the race
4-4	Ghost Guess	Find the leader
5-1	Cast Aways	Get 30 or more coins
5-2	Shy Guy Says	Be the last one standing
5-3	Bumper Balls	Be the last one alive
5-4	Treasure Divers	Get 10 or more coins
5-5	Bombs Away	Stay on the island until time runs out
5-6	Deep Sea Divers	Get 15 or more coins
5-7	Mushroom Mix-Up	Be the last one standing
5-8	Tightrope Treachery	Cross the finish line
6-1	Box Mountain Mayhem	Get 10 or more coins
6-2	Pedal Power	Beat Boo
6-3	Tipsy Tourney	Be the first to reveal the whole picture
6-4	Hot Bob-omb	Don't hold the bomb when it explodes
6-5	Bombsketball	Be the first team to score
6-6	Hot Rope Jump	Jump 40 times
7-1	Slot Machine	Get three of the same marks
7-2	Crane Game	Grab one person and drop them in the pipe
7-3	Pipe Maze	Get the chest
7-4	Bowl Over	Knock down three bowling pin characters
7-5	Whack-a-Plant	Get 25 or more coins
7-6	Mario Bandstand	Be bathed in the spot light
8-1	Running of the Bulb	Put the bulb in the socket
8-2	Grab Bag	Get 15 or more coins
8-3	Key-pa-Way	Open the door
8-4	Balloon Burst	Be the first to burst your balloon
8-5	Face Lift	Get 90 or more points
8-6	Bash 'n Cash	Have at least 1 coin left
9-1	Hammer Drop	Get 10 or more coins
9-2	Slot Car Derby 1	Win the race
9-3	Shell Game	Find the Koopa Troopa that has the treasure
9-4	Knock Block Tower	Get the treasure chest
9-5	Platform Peril	Cross the finish line first
GOAL	Slot Car Derby 2	Win the race

Here's a list of the prices of the mini-games and items in Mario Party. This information is also included in other areas of the FAQ, but it's nice to have them all in one place for easy reference. Anyway, here it is:

MINI-GAME PRICES

Face Lift.....	400	Pipe Maze.....	350
Crazy Cutter.....	150	Bash 'n Cash.....	400
Hot Bob-omb.....	300	Tug-o-War.....	150
Musical Mushroom.....	100	Bowl Over.....	350
Coin Block Blitz.....	50	Paddle Battle.....	50
Balloon Burst.....	400	Coin Shower Flower.....	50
Skateboard Skamper.....	200	Piranha's Pursuit.....	100
Box Mountain Mayhem.....	300	Tight Rope Treachery.....	250
Platform Peril.....	450	Coin Block Bash.....	50
Mushroom Mix-up.....	50	Crane Game.....	350
Treasure Divers.....	250	Handcar Havoc.....	200
Grab Bag.....	400	Deep Sea Divers.....	300
Bumper Balls.....	250	Desert Dash.....	150
Tipsy Tourney.....	300	Bombsketball.....	300
Bombs Away.....	250	Bobsled Run.....	200
Mario Bandstand.....	350	Memory Match.....	50
Cast Aways.....	250	Knock Block Tower.....	200
Hammer Drop.....	450	Limbo Dance.....	50
Shy Guy Says.....	250	Slot Machine.....	200
Key-Pa-Way.....	400	Pedal Power.....	150
Buried Treasure.....	150	Whack a Plant.....	200
Running of the Bulb.....	400	Shell Game.....	200
Hot Rope Jump.....	300	Ghost Guess.....	100
Slot Car Derby 1.....	450	Ground Pound.....	50
Slot Car Derby 2.....	500	Teetering Towers.....	100

ITEM PRICES

Plus Block.....	200
Minus Block.....	100
Speed Block.....	200
Slow Block.....	100
Warp Block.....	200
Event Block.....	200
Mecha Fly Guy.....	100
Record.....	50
Talking Parrot.....	50
Lucky Box.....	400
Casino Box.....	300
Gameballs.....	300
Magma Mountain.....	980
No Boo.....	500
No Koopa.....	500

12) FREQUENTLY ASKED QUESTIONS

Q: Who's the best character to use?

A: All of the characters have equal abilities. Nobody has an advantage or disadvantage over the other players. Even though it says some things in the instruction booklet that suggests some special abilities. DK and Wario look bigger, but they're really not. I prefer to use Wario because he looks cool :)

Q: Where are the secret characters?

A: Sadly, there are no secret characters in Mario Party. Just Mario, Luigi, Peach, Donkey Kong, Wario, and Yoshi. All of the characters have equal abilities anyway, so there's really no use of having secret characters in the first place! But Mario Party 2 (coming in 2000) will reportedly have some new characters. Next question...

Q: Are there any secret mini-games?

A: Actually, yes. There are three secret mini-games that can only be played in the mini-game house. These are the "Bumper Ball Maze" games. In order to access them, you must have beaten all of the spaces on the mini-game island, then you can play Bumper Ball Maze 1 and 2 in the mini-game house. You can access Bumper Ball Maze 3 after you beat the first two mazes.

Q: Are there any cheat codes in the game for getting coins?

A: Knowing Nintendo's ways, I'm pretty sure there are no cheat codes to skip through the game without doing anything! Nintendo encourages players to make it through the game themselves, instead of cheating through a game and saying that you beat it. But there is a sort of glitch to get lots of money... see the secrets section for that.

Q: What's the use of the talking parrot?

A: After you buy it from the mushroom shop, the talking parrot can be found at the option house. When you select him, he will mimic one of the character's sayings in the game. What this parrot says is completely random and you don't have any control over what he says. He's just there for fun... although he doesn't really provide much of it :P

Q: What's the best way of rotating the control stick?

A: There are different ways that work well for different people. Personally, I prefer to put the palm of my right hand on the control

stick and rotate my whole hand counter-clockwise. But this makes my whole are get tired, especially during Pedal Power and Paddle Battle and Tug-o-War!!!

Q: What's the best way to rapidly tap a button?

A: Again, different methods work well for different people. For REALLY fast tapping, I rest the control in my lap and hold it in place with my left hand. Then put my right index finger over the button and strain my hand muscles to make me shake really fast. This works very well for Buried Treasure and Crane Game. You'll need to hold the controller normally for games where you must use the other buttons as well (like in Skateboard Scamper and Piranha's Pursuit).

Q: What's new in Mario Party 2?

A: Mario Party 2 is obviously the sequel to Mario Party. Amazingly, Mario Party 2 was released only a year after the original...that's pretty fast considering that most N64 games take 2 years to complete. There are a few new mini-games, a few updated mini-games, and some mini-games were erased. There are a lot of new adventure boards. Bumper Balls is even more fun in Mario Party 2! This isn't an MP2 FAQ, so look elsewhere for more information...

13) CREDITS & INFO

Special thanks to...

- Nintendo for making this game
- Gamefaqs.com for posting all my FAQs. This is my 4th so far.
- Mr. Face for telling me to buy this game. Mr. Face never wrong!
- My parents for buying the game for me

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