Mario Party FAQ

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Mario Party Nintendo 64 FAO

Version: Final 6/4/03

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This FAQ is dedicated to all the victims of the September 11 attack. To all the firemen and police officers who risk their life to save others. To the families of all the victims who has lost their love ones. To the victims in the Pentagon, and World Trade Center. They will always be remember...

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These are the website that will always have my latest update and have my permission:

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Versions

Final (6/4/03) Final Updated for the FAQ

As if today this FAQ will no longer be updated. I have skimmed through the FAQ find any errors or something missing and fix them all. If you still see a problem with the FAQ email me.

- Reread the FAQ
- Changed Common Errors
- Fix up dividers to make the FAQ look better
- Update Contact Information
- COMPLETED 100% OF FAQ!
- 1.2 Some updates to make the FAQ better. (10/31/02)
- Yay, it Halloween today!
- Fix some typos.
- Fix up the ASCII art a little bit.
- 1.1 Finally I have time to fix uo the FAQ. (10/1/02)
- Fix some typos.
- Went through the FAQ and make it easier to read.
- Added more information for some mini-games.
- Fix up the ASCII title at the top a little bit.
- 1.0 The first version, so be prepare to see some error (9/22/02)
- Added all 1 Player Games.
- Added all 2 vs. 2 Players Games.
- Added all 3 vs. 1 Players Games.
- Added all 4 Players Games.
- Added all the mini-games Rules.

- Added the story from the instruction manual.
- Add the two ASCII art by me.
- Added all the controls.
- Added all in game options.
- Added all secrets found in the game.
- Added the Mini-Game Island Guide.

Introduction

As is you've already know this is another Mario game. But it isn't like The others, it's way different. Instead of going on wild adventure you have to play a board games. But that's not all you also get to play fun little mini-games also. After this game was release they make a sequel to it. But this on is the best one of all (in my opinion).

There are 40 mini-games you could play. Each one has it's own strategy and challenges. It can be hard to beat some mini-games sometime but that's why I made the FAQ. I'll tell you everything you need to know about the mini-games. From all the mini-game Island to all min game rules. Thanks for checking out another FAQ by me and good luck on the game.:)

Controls

There are lot kinds of controls. Some are for the board some are for The menu and even mini-games. Each mini-game got its own controls but don't worry I'll tell you all of them.

Basic Controls

Start: Use start to Pause the game and display the Pause Screen

Control Stick: Use the Control Stick to move the Cursor, scroll through maps and move between menu selections.

A Button: Press a button to confirm something or hit the Dice Block.

B Button: Use the B Button to cancel or return to the previous screen. On the board you can also use it to view the Maps.

R Button: Show Map View Mode.

C Buttons: Once when a mini-game is about to start press the C Buttons to view tips and hints and as well as the controls for the mini-game.

Story

This is the story straight out of the manual.

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...

In Game Options

There are a couple of places you can go to in Mushroom Village. Here are all of them and their description.

Option House

What to change your current audio or start a new game? Well you can go here to do so. You can also listen to your favorite game songs as well as listen to your parrot (if you bought one) too.

Mushroom Bank

If you bought any items and you want to use it here's the place to do so. You can also check how many coins and stars you have too.

Mushroom Shop

Here is where you can buy items to help you on the boards and to have some fun with. Check out the items section to see which items you can buy as well as there use and cost too.

Mini-Game House

There are a lot of things you can do in here. You can test to see how fast you rotate, buy and play your favorite Mini-Game and even check out a new Board that is not found anywhere but here.

Warp Pipe

This is where all the exciting adventures begin. You can select and play your favorite board here to see who the Super Star is.

Raft

This is the raft that will take you and a partner to mini-game island. While on the island you are to cure as much mini-game as you can. Once you reach the end you will get a reward. (check the mini-game island section for more information).

Rules

Before you start to see who is the Super Star of the board is, you must know the basics.

Dice Block

At the beginning of every characters turn you must hit the dice block. Character hit the dice block on the first round to see who gets to go first. The character with the highest number goes first. Numbers are from 1-10, let say if a character hit a 7 he then has to move 7 spaces. You can buy different kinds of block at the Mushroom Shop to change the Dice Block numbers.

Blue Space

Whenever you land on one of these you will be rewarded with 3 coins. But during the final 5 turns you will be awarded with 6 coins instead of 3. Most of any board is cover with these space.

Star Space

These spaces have a star on top of them so you'll know it's a mini-game space. Whenever someone land on this spot they will be randomly selected to play a 1 player mini-game.

Red Space

This space will harm you a little bit. Unlike the Blue Space you lose 3 coins instead of gaining 3. During the final 5 turns it will also be double, so that means you'll lose 6 instead of 3 coins.

! Space

Landing on these spaces will start the 1 player Chance Game. You can win coins, and even star if you do it right.

? Space

There is a lot of option for this space. It depends on what board you're on for this space to work. Check the Board FAQs Section.

Mushroom Space

Once a character hit this space a block will suddenly appear. The block has 2 choices, a good mushroom and a poisonous one. The good one will allow you to roll the Dice Block again and the poisonous one will cost you a turn.

Browser Space

This is one of the most dangerous spaces in a board. You land on one of

this you're going to play the Browser game. It's just like any other mini-games with Browser in it but if you lose you will lose a major amount of coins.

Roulette Option

Once a turn is done or you land on the ! or the ? space roulette will appear. It will randomly select a mini-game you're going to play.

Воо

This ghost can either be your friend or your foe. Once you come to this ghost too got 2 options. Let him steal coins for free or let him steal a star for 50 coins. Other players can do the same with him to. So be careful.

Koopa Troopa

This is your guide. He will explain each board rules and also help you out a little. Every time you get to him you'll receive 10 coins, but in the final 5 turns you'll get 20 instead.

Browser

Yep, this is Mario's old enemy. Watch out be cause if you get to him you'll lose a huge amount of coins, just for some useless items.

Toad

He will give you 1 star in exchange for 20 coins. Keep in mind that others are trying to get to him also and he moves around sometimes.

Stars

A star in more important than coins. In the game they judge you by how many stars you have to win. In order to get stars you can steal them by paying Boo 50 coins or you and buy them from Toad for 10 coins. That's not all the ways you can get stars. At the end of every turn Koopa Troopa will come out and he'll give stars for the person who has the most coins, move the most space and beat a lot of mini-games. Once you have collected 100 stars a secret will be unlock. (check the secret section).

Coins

The only thing coins are good for is buying you items at the Mushroom Village and buying star. Sometime they will lodge you by the coins if you have the same amount of stars as someone else. And at the end of every turn you will get a star if you have the most coins. There are 3 different kinds of coins:

Regular Yellow Coin: 1 coin

Bag of Coin: 5 coins

Treasure Chest: 10 coins (some worth more)

Boards

There are a lot of boards you can choose to play. Each on has its own special features. When you first play try to pick an easy board then go to the tough ones.

Board Guide

______ Here you'll find all the boards (including the secret ones). I'll also list how hard it is, strategy for it and much more. Ledged: Board Name: Difficulty: 1-5 Spaces: (How many spaces there is in the board) ? Space =: What happen when you land on the space Mini-Map: (only for some boards) Strategy: Ending: !!!SPOILER!!! DK's Jungle Adventure Difficulty: 1 ! Spaces : 0 Red Spaces: 7 Red Bowser Spaces: 3 Blue Mushroom Spaces: 3 Blue Mini-Game Spaces: 5 Blue Spaces: 57 ? Spaces: 9 ? Space = When you land on a question mark space a rock will fall down and chase anybody in its path. That's right if the rock goes down where you are at you have to go back to the where you start! Strategy: This is a fairly simple and easy board. But there are a couple of things you should watch out for. Like Browser, he'll sell you a worthless banana for 10 coins. Watch out for twomp also (blue blocks), once in a while pay them money to get pass. Whatever you do try to stay away from the "? Space" or else a huge boulder will come out and chase anything in its path. Ending: !!!SPOILER!!! Once you beat the board a banana will come out and it will be a secret treasure for DK's Jungle Adventure. The 3 top players will stand by the first place player, while the player that is 4th will get chase by the boulder. Mario's Rainbow Castle Difficulty: 1 Blue Mini-Game Spaces: 4 Blue Spaces: 34

Red Spaces: 5 Red Bowser Spaces: 2 Blue Mushroom Spaces: 2 ! Spaces: 2 ? Spaces: 5

? Space = The question mark space will switch Toad with Browser once you land on it. Land on it again to switch it back.

Strategy: Yet another easy board. Enjoy the easiness while you still can.

There isn't a lot of things to worry about this board. There are 2 things to worry about. One the "? Space". Why? because whenever you land on it will switch from Toad to Browser. But it also can be good to trick other players to get to Browser first. The second thing is Browser. He will sell you a star for 20 coins...sound good well it's fake. Other than that this board is fairly simple to get lots of coins and stars.

Ending: !!!SPOILER!!! After you complete the board a star will create a rainbow so all that can climb. The three top characters will go up the rainbow while the last place one will fall.

Wario's Battle Canyon

Difficulty: 2

0 = Bombs: These little bombs will blast you from cannon to another region.

B = Browser: This time he'll steal 30 coins and shoot you to another spot.

K = Koopa Troopa: Once you get to him you'll get 10 coins. (except for the last 5 turns, you'll get 20 coins instead.

F = Shy Guy: Pay him a fee of 20 coins and he'll take you to Browser Place or other Fly Guy spot.

B = Boo

Blue Mushroom Spaces: 5 Red Bowser Spaces: 2 Blue Mini-Game Spaces: 10 Blue Spaces: 41

! Spaces: 41 ! Spaces: None Red Spaces: 7 ? Spaces: 2

? Space = This will change the cannon coordinates.

Strategy: What's so bad about landing on the "? Space"? Well all it does is change the cannon coordinates. That means that you'll be shoot to a different region than the one it use to shoot at. That's all you should be worry about. Don't worry you won't go to Browser's region often. Also Toad is extremely hard to find because he'll move around so good luck finding him.

Ending: !!!SPOILER!!! Once you're done with the board you get to go to a region where the 3 winners will go to watch amazing fireworks. As for the loser Browser will blast them from a cannon.

Difficulty: 2

Blue Mushroom Spaces: 3
Red Bowser Spaces: 2
Blue Spaces: 34

Blue Mini-Game Spaces: 4

Red Spaces: 3
! Spaces: 2
? Spaces: 7

? Space = A fish will switch Toad and Browser place.

Strategy: Ah, welcome to the tropical island. Just sit down and relax...not. This board isn't that hard but it's still hard. There are 2 islands, one has Toad the other have Browser. If you think you can just stay on one island, then you're wrong. Once someone land on the "? Space" Toad and Browser will get switch. There is only 1 way to go from one island to another. And that is to pay Twomp (blue block) a fee. But as you change from one island to another the fee will increase, so it'll be harder to go to the other island. Other than that you've got nothing to worry about. This board is quite easy. ant to know how can you get to the little Yoshi in the middle? Once you beat the board you'll find out, or you can just read ahead.

Ending: !!!SPOILER!!! Once you complete this board you will see a good FMV. A star will come and make a bridge to the Yoshi. Then the top 3 players will come to that island to watch the star. The loser how ever will be eaten by the fish (the one that switch Toad and Browser).

Peach's Birthday Cake

Difficulty: 2

! Spaces: 1

Blue Mushroom Spaces: 6
Red Bowser Spaces: 2
Blue Mini-Game Spaces: 2
Blue Mushroom Spaces: 6

Blue Spaces: 28
Red Spaces: 4
? Spaces: 14

? Space = A Goomba will sell you a seed for 30 coins to plant on that space. The seed will grow a plant and whoever will land on that see with the plant will lose a star!

Strategy: Happy birthday Peach!!! Welcome to Peach's Birthday Cake. As you may have already see there is a lot of "? Space" (check above). On this board the only thing you got to be careful about is picking the right Seed. That's right you have to pick the right Seed. Once you get to the Goomba you'll have to pay him 10 coins to pick a seed. There are 4 color seeds to choose from, 3 of them is the correct one that will lead you to Toad and 1 of them will lead you to Browser! On this board Browser will sell you a worthless birthday cake for 30 coins! So try to pick the right seed.

Ending: !!!SPOILER!!! After you complete the board the candles will be light up. The top 3 players will get to see the star while the loser will be eaten by the Piranha Plant.

Luigi's Engine Room

Difficulty: 3

Red Bowser Spaces: 3
Blue Mushroom Spaces: 3

Blue Spaces: 57

Blue Mini-Game Spaces: 4

! Spaces: None
Red Spaces: 4
? Spaces: 5

? Space = Once land on this space the doors will close and another one will open making a way to another place in the board.

Strategy: This is one of the hardest boards in the entire game and it's also one of the largest. Try to stay away from the left side of the board or else you'll meet Browser. He will only steal 20 coins from you ad he'll give back 1 coin. Isn't that nice. Also sometimes pay the machine sometimes. Why? To stop some players to get to the stars. Once you beat this difficult board you'll get to see a great FMV.

Ending: !!!SPOILER!!! After you beat this board a star will come up. It will power up the engine, and with the engine power up the ship can move again. The 3 winners will get to go aboard the great wonder while the loser will fall and has to stay in the engine room.

Congrats you beat all the board...not. There 3 secret boards left in the game. Check the secret section to find out how to find them. But since this is a board guide, I'll tell you strategy about them.

Browser's Magma Mountain

Difficulty: 3

Blue Spaces: 45

Blue Mushroom Spaces: 3

Red Spaces: 4

Blue Mini-Game Spaces: 3

! Spaces : None
Red Bowser Spaces: 2

? Spaces: 4

? Space = This time the space will turn all of the blue space into red space!

Strategy: Welcome to Browser's place, located on the volcano. On this board you'll be expected to lose a huge amount of coins, so be careful. Here are a couple of things you should watch out for. 1 Browser of course. He'll steal your star! But if you don't have any stars then he'll steal all your coins instead! But don't worry you won't be ending up seeing him all the time. There will be a shortcut to get to the star faster. Where is the shortcut? You have to pay Blobby Mountain Guy 10 coins. But don't think it's that simple. You have to play a chance game when you pay him. If you lose at the chance game you will be force to go see Browser!!!

Ending: !!!SPOILER!!! Once you complete this board the volcano will blow up! Which will hurt? Browser and then the 1 place player will get to jump on him.

Eternal Star

Difficulty: 3

Blue Spaces: 36
Red Bowser Spaces: 3

Red Spaces: 4

Blue Mushroom Spaces: 3
Blue Mini-Game Spaces: 3

! Spaces: None ? Space: 4

? Space = Landing on this space will cause all characters to go back to the beginning of the board.

Strategy: If you think Browser's Magma Mountain was hard you're in for a surprise. This is the hardest, longest, biggest board in the entire game! The Eternal Star is a huge star destroy by Browser and his game. Only the Super Star will have the power to restore it to normal. Since the star is Broken there are 7 regions that you can go on. To change to another region ou must take Browser's teleport machine. What Toad is not in here? That's right Toad isn't in this board this time. He has been kidnap by one of the mini Browser. To get stars you have to pay the mini Browser 20 coins and you have to beat them in a game of dice before you could get the star. The game is quite simple, all you to do is try to get a higher number than the mini Browser. There are a Baby Browsers on each regions, so good luck. Oh yeah this time Browser won't steal anything from you but he'll switch the teleport machine direction, so watch out.

Ending: SORRY THIS IS ONE OF THE BEST ENDING EVER AND I"M NOT ABOUT TO RUN IT.

Mini-Games FAQ

Need help on a certain mini-game? Here I'll list all mini-games and their strategies and controls.

Tip: Press Ctrl + F and type in the game that you want to view it faster.

Types of Mini-Games

Bonus Games: Games which you can get more than the normal 10 coins for winning. Even if you miss, you don't lose coins.

Success Games: Games which you get 10 coins for clearing. If you miss, you lose 5 coins.

Chance Games: When you win, you get coins from the loser. When you lose, coins get stolen.

2-on-2 Games: 2 vs. 2 games in which the winning team members get 10 coin each. Members of the losing team lose 10 coins each.

Racing Games: Games in which the character who finishes first wins 10 coins. Even if you lose, you don't lose coins.

Point Games: Games in which the player with the highest score gets 10 coins. If several players have the same score, they all win coins.

Survival Games: The last player standing in these games wins 10 coins.

If a mini-game is green on the roulette screen it means that you will get a lot of money on it.

Now that you know all types of mini-games it's time to learn how to beat them.

Legend: Here's how I'm going to put everything in order.

Game Name

Difficulty: 1-5

Controls:
Coins Earn:

Rules: (from the manual)

Strategy:

1 Player Games

These games only 1 player can play it. There will be no computer.

Memory Match

Difficulty: 1

Controls:

Control Stick: Move

A Button: Jump

A + Z Buttons: Jump and Drop

Coins Earn: 10

Rules: Match up as many kind of grid as you can.

Strategy: This is a highly simple game. All you got to do is try to match the pictures to get 2 coins. Try to watch out for the Browser Picture or else your characters will get dizzy for a while and will lose time. To flip a grid over press A and then Z while still in the air. There will be 4 will be 5 different kinds of pictures. Red Shell, Mushroom, Flower, Browser, Green Shell match up 4 pairs to win the game. Also watch the timer you only have 30 second to succeed.

Knock Block Tower

Difficulty: 3

Controls:

Control Stick: Move Around

A Button: Jump
B Button: Hit

Coins Earn: 10

Rules: Knock down all wooden boxes to get to the prize that awaits you.

Strategy: This can be very difficult sometime. All you need to do is destroy all of the brown box to get to the chest. Sound easy? It's not, if you accidentally hit the Blue Block its game over. But that's not the hard part. The hard part is the 10 second time limit so you got to be fast a careful. Remember one false move then it'll all is over.

Limbo Dance

Difficulty: 4

Controls:

A Button: Go Forward/Lean Back

Coins Earn: 10

Rules: It's time to limbo! Try to go through all the stick, if you can.

Strategy: This has got to be one of the hardest mini-games there is. You have to go under the sticks without falling down. If you press A to much you'll fall down then its game over. Out of all the sticks the one you should watch out for is the Red one. It is the lowest out of the three. Try to press A fast and let go quick once you've pass a stick.

Slot Machine

Difficulty: 2

Controls:

A Button: Jump

Control Stick: Move around

Coins Earn: 1-20

Rules: Hit the three blocks and try to get the same pictures. Once you get 3 of the same pictures you'll win coins!

Strategy: This game can earn you a good amount of coins if you do it right. There isn't much of a strategy in this game but all you need is luck and skill. Try to land on three of the same pictures (just like the real slot machine) to win coins. There are 7 different pictures. Each worth a different amount of coins.

Coins: 1 Coin

Koopa Shells: 3 Coins
Money Bags: 5 Coins
Mushrooms: 6 Coins
Flowers: 7 Coins

Treasure Chests: 10 Coins

Hats: 20 Coins

Pedal Power

Difficulty: 3

Controls:

Rotate Controls Stick: Pedal

Coins Earn: 10

Rules: Boo is after you so you better pedal as fast as you can!

Strategy: Speed is the key of winning on this mini-game. Try to rotate the control stick as fast as you can to light up the bulb before Boo get to you.

Whack-a-Plant

Difficulty: 1

Controls:

Control Stick: Move around

A Button: Jump

Coins Earn: Random

Rules: Jump on the Piranha Plants that come out of the pipes and knock them back down. Get Coins for each one you jump on.

Strategy: This game can earn you a bundle if you do it right. All you got to do is jump on as much of Piranha Plants as you can. You earn 1 coin for each one so good luck.

Shell Game

Difficulty: 4

Control:

Control Stick: Move Around

A Button: Jump A + Z Button: Drop

B: Hit

Coins Earn: 10

Rules: The Koopa Troopas hide their chests. Find the Koopa Troopa that has the chest and win coins.

Strategy: This game is all on luck. If you're lucky enough to select the right shell you'll get some coins. Try to keep your eyes on the shell that has the chest.

Ghost Guess

Difficulty: 4

Controls:

Control Stick: Move Around

A Button: Jump A + Z Button: Drop

B: Hit

Coins Earn: 10

Rules: Who is the leader of the Boos? Find him to get the prize.

Strategy: Another guessing game. This one is just like the others except now you have to find the right Boo. The strategy here is to look at the shadow to find out who's the leader.

Ground Pound

Difficulty: 1

Controls:

Control Stick: Move Around

A Button: Jump A + Z Button: Drop

Coins Earn: 10

Rules: Pound until you find all the right post. But watch out for the sharp ones!

Strategy: This game is quite easy. All you got to do is find all the right pieces of wood before the times goes out. Before the butterflies land on the woods, try to remember where the right pieces of wood are. If you accidentally hit the spike wood you'll character will be hurt and will waste a little bit of time. You got about 30 second so good luck.

Teetering Towers

Difficulty: 3

Controls:

Controls Stick: Move Around

A Button: Jump

Coins Earn: 10-20

Rules: The towers are falling down, so try to get to the other side fast!

Strategy: All you got to do is get to the other side and don't fall. Sounds easy right? It's not. If you don稚 jump at the right time you will fall down and lose. Along the way there will be some coins and bag of coins you can get for extra coins. It's optional if you want to get it or not (you don't have to). Just remember to jump once the towers are about to fall.

Handcar havoc

Difficulty: 3

Controls:

Control Stick: Lean Car A Button: Speed up B Button: Brake

Coins Earn: 10

Rules: You and your partner must reach the finish line before the other team. But don't go too fast r you'll fall.

Strategy: Try to press A as fast as possible. Once you're about to turn a corner use the break before you falls down. If you go to fast you will lose so use the brake often. If the computer on your team it won't do nothing so it's up to you to win.

Deep Sea Diver

Difficulty: 2

Controls:

Reeling: | Diving:

Control Stick Rotate: to Reel in | Control Stick: Move
Left/Right: Move Boat left/right | A Button: Swim

Coins Earn: Random

Rules: You and your comrade must seek the treasure in the ocean.

Strategy: If you are the realer wait until your team mate get a chest then reel him or her in. But if you're a diver don't bother getting the big treasure because you'll run out of air. Just get one of the little one and wait until your opponent ran out of air drop the big chest, then you can go back and get it.

Desert Dash

Difficulty: 2

Controls:

Control Stick Left: Step with left leg Control Stick Right: Step with right leg

Coins Earn: 10

Rules: Try to dash across the desert with your partner. but watch out for the things that will crush you!

Strategy: If you play with the computer team mate then it's all up to you. When ever the arrow point right push the control stick to the right. Same thing goes for the left to. If you press the wrong way you'll lose so time.

Bomsket	
Difficu	ty: 2
Control	:
	Offense Defense Control Stick: Move Around Control Stick: Move Around A Button: Jump/Shoot A Button: Jump B Button: Pass B Button: Steal the Ball
Coins E	rn: 10
	basketball game with a bomb. So you better be careful. You and tner will go against the other team. First one to score wins it al
instead ball to steal. I	: It's a two on two basketball games but this time it's a bomb of a ball. If you defense try to jump on the person with the make them drop it. Jumping on them is easier that trying to ut if you are in offense doesn稚 bother passing. Jump on the if they are trying to steal the ball. After you get close to jump and shoot.
Bobsled	Run
Difficu	
Control	: A Button: Push Sled (only while walking) Control Stick: Steer the Sled
Coins E	rn: 10
	obsled in the mountain. But watch out for tricky turns that will down for good.
you first on the sturn. Is There is speed be	: This in my opinion is the hardest 2 vs. 2 player game ever. Once t start out Press A repeatedly until you get on the ice. Once you ce push the control stick up to go faster but watch out for some you accidentally hit the wall you'll lose speed so watch out. something on the track to help you go faster. And it is the ost. Go on it and you'll get a speed boost for a while. There are of them of in a race, try to goon as many of them as you can.
--*-	*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-
	1 vs. 3 Games
*_*_*.	*-

Controls:

A Button: Confirm (drop chest)

Coins Earn: 10

Rules: Where will the chest will go to? Find out after you drop it in the pipe.

Strategy: There isn't much of a strategy for this mini-game. Once the screen goes up remember which pipe goes where and then drop the chest in the right pipe. Once you drop the chest in a pipe, just hope it'll end up going to you.

Bash'n Cash

Difficulty: 2 (not browser) , 5 (browser suit)

Controls:

Bowser Suit | Hammers

Control Stick : Move | Control Stick : Move A Button: Jump | A Button: Attack

Coins Earn: Random

Rules: It's a 3 on 1 conflict. Try to hit the person with the Browser Suit for lots of coins.

Strategy: If you are in the Browser Suit try to run away and jump on the person with the hammer. And whenever you get hit try to get the coins back efore anyone else get it. But if you are the person with the hammer you hit the guy with the Browser Suit and then run and get the money, before someone else get it.

Tug'o War

Difficulty: 3

Controls:

Rotate Control Stick: Pull Rope

Coins Earn: Random

Rules: Let's play Tug'o War! Try to pull the other persons down to win their coins. Better watch out of for the hidden creature at the bottom of the canyon!

Strategy: It doesn't matter which side are you on. Just keep rotating the control stick to win.

Bowl Over

Difficulty: 2 (bowler) , 3 (pins)

Controls:

Bowler | Pins

Control Stick: Aim/Steer Shell | A Button: Jump

A Button: Thrown Shell | Control Stick: Direction to Jump

Coins Earn: Random

Rules: A good game of bowling with a shell. Knock the characters pin down to get there coins, but watch out for the side it will shock your shell!

Strategy: If you are the pins try to get away from the shell once it comes near. If you are the person that's bowling right now try to not turn fast or else the shell will go out of bound.

Paddle Battle

Difficulty: 3

Controls:

Rotate Control Stick: Paddle

Coins Earn: Random

Rules: Must keep paddling to win. A Shy Guy will steal your coins if you're not paddling hard enough.

Strategy: Just try to rotate your control stick as fast a possible to earn some coins. Stay away from shore as much as you can or else a Shy Guy will get your coins and give it to someone else. The person that got poke by the Shy Guy will lose 3 coins.

Coin Shower Flower

Difficulty: 2

Controls:

Player on the Flower | Players in Boats

Control Stick: Move Around | Control Stick: Move Boat

A Button: Jump

Coins Earn: Random

Rules: Try to stay on the flower and get as many coins as you can. For if you drop a coin the others a get it.

Strategy: If you are on the boat wait until a coin drop down from the flower then go and get it before the other players do. IF you are on the flower, try not to get to close to the edge or else you'll fall down. Jus jump and try to get as many coins as you can.

Piranha's Pursuit

Coins Earn: Random

Difficulty: 3

Controls:

Skateboarder | Cloud Riders

A Button: Jump | Control Stick: Move Around

Rules: Escape the Piranha Plant on a skateboard. The players on the cloud Hip Drop to feed the Piranha Plant with rain to make it bigger.

Strategy: If you are on the Cloud use A + Z Button to drop rain, so the Piranha will be bigger. But if you are on the skateboard, go as fast as you can and jump over the falling threes.

Tightrope Treachery

Difficulty: 1 (walker) , 2 (boats)

Controls:

Tightrope Walker Boats

Control Stick: Move Boat
A Button: Shoot Cannon

Coins Earn: Random

Rules: Don't lose your balance or it's going to be a long fall. The others will fire cannons at you so better watch out.

Strategy: If you are walking on the rope try to stop when you see the left blows. But if you are in the boats try to shoot the other person down from the rope.

Coin Block Bash

Difficulty: 1

 ${\tt Controls:}$

With Hammer | Without Hammer

Control Stick: Move | Control Stick: Move

A Button: Overhead swing | A Button: Jump B Button: Sideways swing | B Button: Attack

Coins Earn: Random

Rules: Whack as many blocks as you can with the hammer. But watch out for the others will be after the coins!

Strategy: If you don't have the hammers don種 get close to the person who does. Instead wait until they smash the block then go and steal the coins from them. If you have the hammer, enjoy whacking everyone.

Crane Game

Difficulty: 1 (Crane) , 5 (dolls)

Controls:

Crane | Dolls

Control Stick: Move Around | A Button: Wiggle

A Button: Lower Crane/Grab

Coins Earn: Random

Rules: Go for the grab. But if you're a doll better be careful...

Strategy: If you are a doll you're help less. All you can do is wiggle and pray that they won't grab you. But if you are the crane don't bother getting the Treasure Chest, Bags, or the coins, go after the dolls instead. Chance of you getting a Treasure Chest is slim so go after the doll with the most coins instead.

4 Player Games

There are more of these games then any other kinds. This is the longest, most Challenging section in the FAQ.

Face Lift

Difficulty: 1

Controls:

Control Stick: Move Hand

A Button: Grab

A + Control Stick: Pull

Coins Earn: 10 (per each winner)

Rules: Match your face with the other Browser face.

Strategy: Once the game begins the computer will make the Browser face. What you got to do is try to make a face just like that. Once you're done they will give you a point (0-100) the person with the highest point wins. But if it's a ties between 2 person, both players will Receive coins.

Crazy Cutter

Difficulty: 2

Controls:

Control Stick: Move

Coins Earn 10 (per each winner)

Rules: Try and trace the picture, to make it come alive.

Strategy: This is a really simple game. All you got to do is try to Trace the pictures the best as you can to win. At the end the player with the most points will be the winner. If it is a tie both players will get 10 coins. There will be 3 different kinds of pictures to trace. Bomb, Boo, Goomba. The easiest one is Goomba, the medium one is Bomb, and the hardest one is Boo.

Balloon Burst

Difficulty: 3

Controls:

A Button: Push pump down
B Button: Pull pump up
Z Button: Pull pump up

Coins Earn: 10

Rules: Pump as fast as you can. For the first one whose balloon is blown up is the winner.

Strategy: As you already guess the players who blow up their balloon first wins. Try to press A and then B or Z as fast as you can. Do not push them at the same time or else nothing will happen.

Hot Bob-omb

Difficulty: 1

Controls:

Control Stick: Pick direction

A Button: Pass bomb

Coins Earn: 5 Coins (for each 3 winners)

Rules: A game of hot potatoes, but this time with a bomb!

Strategy: If you can remember the hot potatoes game, this mini-game is just like it. You have to pass the bomb around before it explodes. The person with the bomb when it explodes will lose. To make it easier on you here's a secret. Once you get the bomb don't toss it yet. Instead wait until the bomb is about to blow then pass it to another player fast. If you do it right, as soon as the bomb goes to the other player it will explode.

Box Mountain Mayhem

Difficulty: 1

Controls:

Control Stick: Move Around

A Button: Jump
B Button: Hit
A + Z Button: Drop

Coins Earn: Random

Rules: Break the mountain of stacked boxes. You can find Coins inside.

Strategy: In this game all you got to do is hit the boxes and you'll get 1 coin. But some of the boxes will have Bags of Coins in it so be sure to grab it before someone else does.

Platform Peril

Difficulty: 3

Controls:

Control Stick: Move Around

A Button: Jump

Coins Earn: Random

Rules: Try to run across the platform before it collapses.

Strategy: This may sound easy but it's not. As you start running some of the stairs will fall down, so watch out. There will be some Bags of Coins and some coins along the way, you can get them if you want but you will lose a little bit of speed. There's is also anther thing you should be worry about. Blocks that will stand in you way and will cause you to fall.

Mushroom Mix-up

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump A + Z Button: Drop

Coins Earn: 10

Rules: Move quickly to the same colored Mushroom as Toad's flag. If you're too slow, the mushrooms will sink and you'll lose!

Strategy: This is just like musical chairs. Once they tell you a mushroom to jump on you better get on it because the others will sink. That's easy, right? Well whatever you do don稚 jump on other players, because you'll bounce on then and you will fall in the water. What you can do is once the mushroom is about to go down drop on the opponent and then run to the right mushroom. The drop will cause your opponent it is flat and unable to move for a while.

Treasure Divers

Difficulty: 1

Controls:

Control Stick: Pick Directions
A Button (repeatedly): Swim

Coins Earn: Random

Rules: Dive and bring up as many treasure chest as you can. But watch out for the shark and squid.

Strategy: Once you begin the game go down and try to get as many big chests as you can. Then go get the little ones. Also watch out for the shark and Squid, one touch from them you will be force to drop the chest! Once you see a number on top of a characters head that means if you don't go up in that amount of time you will be force to drop the chest and go up.

Grab Bag ______ Difficulty: 2 Controls: Control Stick: Move Around A Button: Jump B Button: Steal coins/break free Coins Earn: Random Rules: Grab the other person's coins before they get yours. Strategy: This game can either earn you a huge amount of coins or make you lose a huge amount of coins. All you got to do is get behind an opponent and press B Button to steal there coins. But since you're able to steal coins so are they. Once they try to steal your coins press B to reduce the amount of coins. Tipsy Tourney Difficulty: 2 Controls: Control Stick: Move Around A Button Jump Coins Earn:10 Rule: Try and make the shell go on all parts of the board before the others. Strategy: There isn't much of a strategy in this game. All you got to do is try to fill up the boards as fast as you can to win. Coin Block Blitz ______ Difficulty: 1 Controls: Control Stick: Move Around A Button: Jump Coins Earn: Random Rules: An old fashion blocks hitting. Jump under as many blocks as you can to get coins. Strategy: There are also no strategies for this game. All you do is jump up under a block to get a coin. Once the block run out you can go to

another one.

Skateboard Scamper

Difficulty: 3

Controls:

B Button: Push A Button: Jump

Coins Earn: Random

Rules: Scamper across before the floor break up.

Strategy: This is not as easy as it sound. All you do is keep pressing B and wait until there is a Twomp (blue block) then jump over it. But that's not the hard thing. The hard thing is floor, it will break up and if you don't go fast enough you'll fall and it's game over. On your way there are also bags of coins too, so you can get it for extra coins.

Bumper Balls

Difficulty: 2

Controls:

Control Stick: Move Around

Coins Earn: 10

Rules: Bump the others into the sea before4 they do it to you!

Strategy: There is 2 ways you can win this game. First one is try to push he other players into the ocean. And the second one is wait until the times up. Once you see players close to the edge of the island push them own before they get away.

Bombs Away

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump
A + Z Button: Drop

Coins Earn: 10 (per each winner)

Rules: Stay on the little island as long as you can and try to dodge the cannons.

Strategy: This game is simple. The last player standing before the timer runs out is the winner. Once the game begins a ship will shoot bombs at you! If the bomb hits you, you're automatically thrown of the little island. Try to jump on people to make them fall of easier. If the timer goes out and there is more than 1 people on the island all will be rewarded with 10 coins.

Mario Bandstand

Difficulty: 2

Controls:

Conductor | Instruments
Control Stick: Conduct | A Button: Play

Coins Earn: Random

Rules: It's and orchestra and you're in it. Try to follow along and conduct to make this the best concert ever.

Strategy: In this game anything goes. If you are the conductor follow the arrows (on the top) with your control stick. And if you are the person who is playing the instrument press A once the notes come up.

Cast Away

Difficulty: 2

Controls:

Control Stick Flick: Cast line

Rotate: Reel line

Coins Earn: Random

Rules: Go fishing for coins!

Strategy: Here you have it the best mini-game there is. This game will earn you up to 60 coins if you do it right. To cast the line small flick the control stick a little bit, to make the line go a little longer flick the control stick slightly hard, and to make it go far push it back the whole way. I know its sound hard but once you master this game will be a cinch. Once you grab on to a coin, bag of coins, or a chest rotate the control stick to reel them in. Try not to get coins that are in the far back because they'll take to long to reel in.

Hammer Drop

Difficulty: 2

Controls:

Control Stick: Move Around

A Button: Jump

Coins Earn: Random

Rules: The flying guy will drop coins but watch out for his hammers!

Strategy: Once the game begins the flying guy on the cloud will start dropping coins and hammers. Try to get as many coins as you can but also watch out for the hammers. Why are the hammers so dangerous? They will smash you causing you to be flat and you'll lose time. Just wait until he drops the coins then goes for it.

Shy Guy Says

Difficulty: 2

Controls:

A Button: Red Flag
B Button: Blue Flag

Coin Earn: 10

Rules: Follow the flag as the Shy Guy Say!

Strategy: The point of the game is to follow the flag that the Shy Guy says. If he hold up the red one you have to raise up the red one. If you do it to slow or raise the wrong flag you will be cast into the sea. The last person standing is the winner.

Key-pa-Way

Difficulty: 1

Controls:

Control Stick: Move
A Button: Jump
B Button: Throw Key

Coins Earn: 10 (for all players)

Rules: All players will join as a team and try to get the key to the lock. But watch out of for the Spikes, they will steal your key then it'll be all over!

Strategy: Once the game begins and you have the key don't bother passing it to someone else. Instead jump on the other players because it'll keep you away from the Spike. If someone else have the key, and you don't, jump on them to steal the key.

Buried Treasure

Difficulty: 3

Controls:

Control Stick: Pick Direction

B Button: Dig

Coins Earn: 10

Rules: The treasure chest is some where hidden in the dirt. First one to find it is the winner!

Strategy: there isn稚 any strategy for this mini-game. Because the chest is hidden randomly. All you do is dig until you find it.

Running of the Bulb

Difficulty: 3

Controls:

Light Bulb Player | Other Players

Control Stick: Move Around | Control Stick: Move Around

A Button: Jump | B Button: Hit | A Button: Jump

Coins Earn: 10 (for all players)

Rules: You and the other players will team up and try to get the bulb to the other side, to

destroy the Boos.

Strategy: If you have the bulb try to get away from the Boos or else they'll put you on a trance and you will be force to go back to where you started and will lose this game! The other players without the bulb will help you out by hitting the Boos away. But once a player is in a trance by the Boos you can hit them to get them out of it.

Hot Rope Jump

Difficulty: 3

Controls:

A Button: Jump

Coins Earn 10

Rules: A game of jump rope...with a fire rope!

Strategy: All you do in this game is jump until the timer run out. Once you値l lose or someone else lose it's game over for all. AS you jump the speed will go faster and faster so be careful. Sorry isn't a lot of strategy for this mini-game.

Slot Card Derby

Difficulty: 4

Controls:

Control Stick: Go faster/Steer
Control Stick (backward): Slow Down

Coins Earn: 10

Rules: It's a mini-car race.

Strategy: This has got to be one of the hardest mini-games ever! Once the race has begin go as fast a you can, but once you see smoke stop immediately. Why? Because the smoke mean that your card is about to go out of control and you will lose a lot of speed and time so stop once the smoke comes out!

Items

Here is all the items you can buy in the Mushroom Village store.

Mushroom Shop Items

Plus Block

Cost: 200 Coins

Description: This block will appear randomly on every board. Once it's appear you get the number of coins for the number on the block. For example if you get

a 6 you will get 6 coins.

Minus Block Cost: 100 Coins

Description: This block will appear randomly on every board. Once it's appear you will lose the number of coins for the number on the block. If you get a 3

you will lose 3 coins.

Speed Block Cost: 200 Coins

Description: This block will appear randomly on every board. Once it's appear

you will only get to move from 8-10 spaces.

Slow Block

Cost: 100 Coins

Description: This block will appear randomly on every board. Once it's appear

you will only get to move from 1-3 spaces.

Warp Block

Cost:200 Coins

Description: This block will appear randomly on every board. Once it's appear

you will be switch with another character spot.

Mecha Fly Guy Cost: 100 Coins

Description: Want to know how fast you can rotate the control stick? Well the

Mecha Fly Guy will let you do so. Go to the Mini-Game House to use him.

Parrot

Cost: 50 Coins

Description: The Parrot is something to cheer you up even if you lose. You can find him in the Option House on a stick. Once you talk to him he will mimic

a character voice.

Record

Cost: 50 Coins

Description: In the record you can here your favorite songs in the game. You

can only use the record in the Option House.

Coin Box

Cost: 0

Description: Once you start a new game you'll automatically have this box.
Lucky Box Cost: 400 Coins Description: Once you beat a board, you'll get a 10% interest in the coins you earn.
Casino Box Cost: 300 Coins Description: This is a gambling box. Once you beat a board you can get twice the coins you have, lose half of the coins, or nothing will happen.
Gameball Machine Cost: 300 Coins (every time) Description: You can buy mini-games with this item instead of going to the mini-game house.
Note: This item can only be available if you beat the mini-game island.
Magma Mountain Cost: 980 Coins Description: This is a secret board you can buy.
No Boo Cost: 500 Coins Description: Boo will no be in any board once you use this items.
No Koopa Cost: 500 Coins Description: Koopa Troopa will not be in a board if you use this item.
Credits Cost: 100 Coins Description: View all the person who made this game.
Mini-Games
Did you know you can buy your favorite mini-game and play it all you want
1 vs. 3 Games
Games:

1 Player Games

Games:	Cost:		1
	 		-
Memory Match	Cost:	50	
Whack-a-Plant	Cost:	200	
Slot Machine	Cost:	200	
Ground Pound	Cost:	50	
Shell Game	Cost:	200	
Teetering Towers	Cost:	100	
Ghost Guess	Cost:	100	-
Knock Block Tower	Cost:	200	
Pedal Power	Cost:	150	
Limbo Dance	Cost:	50	

2 vs. 2

Games:	-	Cost:	
Bobsled Run		Cost:	200
Handcar Havoc		Cost:	200
Desert Dash		Cost:	150
Deep Sea Divers		Cost:	300
Bombsketball		Cost:	300

4 Player

Games:		Cos	t:
Buried Treasure		Cost:	150
Bumper Balls		Cost:	250
Treasure Divers		Cost:	250
Tipsy Tourney		Cost:	300
Hot Bob-omb		Cost:	300
Bombs Away		Cost:	250
Musical Mushroom		Cost:	100
Mario Bandstand	-	Cost:	350
Crazy Cutter	-	Cost:	150
Shy Guy Says	-	Cost:	250
Face Lift	-	Cost:	400
Cast Away	-	Cost:	250
Balloon Burst	-	Cost:	400

```
| Cost: 400|
|Key-pa-Way
|Coin Block Blitz | Cost: 50|
|Running of the Bulb | Cost: 400|
|Skateboard Scamper | Cost: 200|
|Hot Rope Jump | Cost: 300|
|Box Mountain Mayhem | Cost: 300|
| Hammer Drop | Cost: 450|
|Platform Peril | Cost: 450|
|Slot Car Derby 1
                | Cost: 450|
|Mushroom Mix-Up
                | Cost: 50|
|Slot Car Derby 2 | Cost: 500|
|Grab Bag
                | Cost: 400|
_____
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Mini-Game Island Guide

Where is the Mini-Game Island? To get to it you have to get the Raft found in the Mushroom Village. Once on the Raft they will ask you to pick a partner a long, in case you lose. Mini-Game Island is an Island full of mini-games that you have to clear. Once you clear all mini-games you will get some rewards (check the secret section). The mini-games will be:

|World: | Games: |Goal: **|----**| Coin Block Blitz | Get 10 or more Coins |1-1 | Coin Block Bash 11-2 | Get 10 or more Coins | Coin Shower Flower | Get 20 or more Coins 11-3 | Paddle Battle | Get 15 or more Coins |1-4||-----| Memory Match | Clear all the tiles |2-1 | Ground Pound 12-2 | Pound all the stumps |2-3 | Limbo Dance | Reach the Goal |2-4 | Musical Mushroom | Get the Treasure Chest first |-----| | Crazy Cutter | Get 80 or more points | Buried Treasure |3-2 | Find the Treasure Chest first |3-3 | Desert Dash | Reach the Goal first | Tug o' War | Pull the other team off the cliff | 13-4 | Teetering Towers | Reach the Goal |-----| | Bobsled Run | Reach the Goal first |4-1|| 4-2 | Skateboard Scamper | Reach the Goal first | Handcar Havoc | Reach the Goal first 14-3 | Pick the right Ghost | Ghost Guess |-----| |5-1 |5-2 | Shy Guy Says |5-3 | Treasure Divers | Get 10 or more Coins 15 - 4|5-5 | Bombs Away | Outlast the other characters | Deep Sea Divers | Get 15 or more Coins 15-6 | Mushroom Mix-Up | Outlast the other characters |5-7 |5-8 | Tightrope Treachery| Reach the Goal |-----| 16-1 | Box Mountain Mayhem| Get 10 or more Coins

6-2		Pedal Power		Light up the bulb
6-3		Tipsy Tourney		Complete the picture first
6-4		Hot Bob-omb		Don't be the one to get blown up
6-5		Bombsketball		Be the first team to score a basket
6-6		Hot Rope Jump		Complete 40 jumps in a row
7-1		Slot Machine	 	Get three of the same mark
17-2		Crane Game		Drop one person into the Pipe
17-3		Pipe Maze		Get the Treasure Chest
7-4		Bowl Over		Knock down all three opponent pins
7-5		Whack-a-Plant		Get 25 or more Coins
7-6		Mario Bandstand		Win the most Coins
 8-1		Running of the Bulb	 	Reach the Goal with the light bulb
8-2		Grab Bag		Get 15 or more Coins
8-3		Key-pa-way		Get the Key to the Lock
8-4		Balloon Burst		Be the first to pop your balloon
8-5		Face Lift		Get 90 or more points
8-6		Bash 'n' Cash		Have 1 Coin or more by the end
 9-1	 	Hammer Drop	 	Get 10 or more Coins
9-2	-	Slot Car Derby		Complete three laps first
9-3		Shell Game		Choose the correct Koopa Troopa
9-4		Knock Block Tower		Get the Treasure Chest
9-5		Platform Peril	I	Reach the Goal first
 GOAL	 	Toad Slot Car Derby		Complete three laps first

Spaces

Star Spaces = Return to the Mushroom Village

Turtle Spaces = Save and go back to Mushroom Village or Return to the Mushroom Village.

Mini-Game Spaces = Play a mini-game and try to clear it.

Goal Space = This is where you'll play your final mini-game to beat the island.

Secrets

Here is all the secrets in the game.

Browser Magma Mountain

To unlock this secret board you have to get 100 stars.

Eternal Star

This is the hardest board there is in the game. Get $100 \, \mathrm{stars}$ and beat Browser Magma Mountain to unlock this board.

Gameball Machine

Unlock and buy 30 mini-games in the Mini-Game House to unlock the Gameball Machine.

Bumper Ball Maze 1

To unlock this mini-game you must beat Slot Car Derby 1 in the mini-game island.

Bumper Ball Maze 2

Beat all mini-games on the Mini-Game Island to unlock this mini-game.

No Boo

To get the No Boo items in the Mushroom Village shop you have to get 100 stars and beat the Eternal Star Board. Once you use this items boo won't be found in any board.

No Koopa

To get the No Koopa items in the Mushroom Village shop you have to get 100 stars and beat the Eternal Star Board. Once you use this item Koopa Troopa won't be found in any board.

Credits

That's right you can actually buy the credits to see who made the game. After you beat the Eternal Star board this item will be available in the Mushroom Village Shop.

Q&A

Here is some commonly asked question about the game. If you have your own

Here is some commonly asked question about the game. If you have your own question please email me.

- Q: How many characters are there in the entire game?
- A: 6 and only 6
- Q: I didn't find the Gameball machine in the Mushroom Village shop. Where can I get it?
- A: You have to beat the mini-game island before it become evadible.
- Q: I heard about an Eternal Star Board. How can I go on it?
- A:. !SPOILER! Once you beat Magma Mountain the board will become available.
- Q: Is there any chance of the Browser Roulette land on Star Steal?
- A: No, I have play the game many times and never once has it land there.
- Q: On Yoshi's Tropical Island, how can you get to the little Yoshi that's stuck in the middle?
- A: Beat it and find out. Or !SPOILER! once you beat the board the stars will make a bridge for him.

Credits

Thank you nnguyen11490 (me) for taking time for writing this.

Thank you Nintendo for making this great game.

Thanks to all the sites (with my permission) for posting this FAQ.

Thank you Ryouga for letting use some information on his FAQ.

Thank nnguyen11490 (me again) for adding the 2 ASCII art.

And last thank you whoever was reading this FAQ.

Contact Information
Here's some ways you can contact me to fix or make the FAQ better. Feel
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