

# Mario Party FAQ

by GavLuvsGA

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MARIO PARTY

FAQ by GavLuvsGA

Version 2 (16 April 2005)

Okay, apologies for the fact that for some time there has been a FAQ for this game under my name that was actually for Mario Party 2 FAQ. This was caused by my failure to label it properly. I now have this game, so here is my FAQ for it.

## E-Mail Policy

Write to EITHER GavLuvsGA@aol.com OR XPhileScaper1121@aol.com (please don't write to both though; I find that sort of thing annoying).

A few things to be aware of before posting:

- 1) Read the FAQ first to see if your question is answered. That is why it is there.
- 2) Put "Mario Party" in the subject heading, otherwise I will think you are sending spam. No matter how many times I say this, there are always some people who ignore this request. In particular, don't try to send e-mails headed: "I am the Great Mighty Poo"; sending an e-mail with this heading will likely lead to me blocking your e-mail address. This is based on a recent number of e-mails sent to me with this heading by one particular person.
- 3) No spam, and this includes asking questions and accompanying them with spam (e.g. "Help! Can you give me some tips on Paddle Battle. Go here to order viagra".)
- 4) Please don't attempt to send me IMs. I am far too busy for IMs.
- 5) Don't send attachments.
- 6) Write legibly, and in English. For example, if you write: "Y HA70 THAR IM SUTK ON DI5 GM3 CN U HLP M3!11!11111 I N3D H3PL ON BOMSKT1BLA!11!111" or something like that, I will have no idea what you are trying to say and will ignore you. Similarly, e-mails that are unclear as to what help is needed (e.g. simply writing: "Please help, I'm stuck" will not get a reply.
- 7) Banal questions will also be ignored. By that I mean looking for things that have not been included because no one should need a FAQ to work them out (e.g. "Which button is the control stick?", "Which character is Mario?").

Extra Note: All secret items are included in the "Secrets" section at the end of the FAQ so as not to spoil them for unwary FAQ readers. If it appears that I missed something out, it is likely that it will be found in this section.

Revision History

Version 1.1 - 3 January 2005

Made a few quick changes, including the addition of Mushroom Spaces and a few more items.

Version 2 - 16 April 2005

Updated to include a certain board and Koopa's Bonuses.

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1) CHARACTERS

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MARIO

Mario is, obviously, the star of the game.

LUIGI

Luigi is Mario's younger brother.

PEACH

Peach, a.k.a. Princess Toadstool, is the ruler of Mushroom Kingdom.

YOSHI

Yoshi is a dinosaur, who has helped Mario in many adventures.

DONKEY KONG

Donkey Kong is a gorilla, and was the title character of Mario's first game.

WARIO

Wario is Mario's greedy rival.

The following characters appear in the game, but are not playable

BOWSER

Bowser (a.k.a. Morton Koopa) is the king of the Koopas, and frequently tries to take over Mushroom Kingdom.

TOAD

Toad is Peach's steward. He helps you by giving you stars.

#### KOOPA TROOPA

Koopa Troopa is the host of all the boards and will give you coins to help you when you pass start.

#### BOO

Boo is a ghost who steals items from players for other players.

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#### 2) MINI GAMES

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#### 2.1) 4-PLAYER

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4-Player Mini Games happen if each player is on the same coloured space (Bowser spaces count as red; fortune and minigame spaces count as blue, while happening spaces randomly change to red or blue). In most 4 player games, the winner(s) will get 10 coins.

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#### BALLOON BURST

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Type: Skill

Difficulty: Easy

Press A and Z alternately or A and B alternately, to inflate your Bowser balloon. Don't press too rapidly, though - wait for your character to push or pull the pump properly before pressing the next button. Get the right rhythm to be the first to burst your balloon.

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#### BOMBS AWAY

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Type: Survival

Difficulty: Medium

Keep jumping to avoid the bombs fired from Bowser's pirate ship, or you will be momentarily stunned. If you manage to survive the time, then you win coins (all four players win coins if they all survive).

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#### BOX MOUNTAIN MAYHEM

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Type: Coin Collecting

Difficulty: Medium

Attack the boxes by punching (B) or hip dropping (A+Z), and quickly get the coins (easier said than done as the opponents can get in your way). Watch out for Thwomp Blocks, which bounce back and throw you across the room.

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BUMPER BALLS

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Type: Survival  
Difficulty: Fairly Easy

Use the control stick to move around and knock the other players off the platform (if you are lucky, some computer players may knock themselves off). Just try not to fall off yourself if an opponent dodges out of your way.

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BURIED TREASURE

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Type: Luck  
Difficulty: N/A (down to luck)

Press A repeatedly to dig and use the control stick to move, and search for the treasure chest. You will slow down slightly when digging through rocks. The chest is hidden somewhere, randomly. If you uncover an arrow, it is pointing in the direction of the chest.

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CAST AWAYS

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Type: Coin Collection  
Difficulty: Fairly Hard

Push the control stick forward to cast your line and hopefully get one of the items in the water, then rotate the stick to reel it in. Coins are worth one coin, bags are worth 5 and chests worth 10. You win all the coins you reel in.

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COIN BLOCK BLITZ

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Type: Coin Collection/Luck  
Difficulty: Easy

Keep jumping up and hitting the "?" blocks (nine in total) and get the coins inside (when a coin appears above it, you get it, like in traditional Mario games). The amount of coins in a block is random and can be anything from 1 to 10. You win all the coins you collect.

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CRAZY CUTTER

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Type: Skill  
Difficulty: Medium

Use the control stick to move your pneumatic drill around the fossilized character. Make the cut as neat as possible to win (the player or players with the highest score wins).

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FACE LIFT

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Type: Skill

Difficulty: Fairly Easy

Watch the way the Bowser face is distorted, and then copy it yourself by pressing A to grab a feature and using the control stick to move it (press A to release and B if you want to undo that move). Points are gained by how accurate you were, and the winner is the player with the highest score.

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GRAB BAG  
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Type: Coin Stealing

Difficulty: Medium

Get behind an opponent and repeatedly press B to steal coins from their bag. If you are grabbed, press B repeatedly to stop them taking your coins. The difficulty here is getting behind opponents while stopping others from sneaking up on you. In this game, the coins that you have are all the coins you have collected so far, and coins will be added to or deducted from your total depending on what you gained or lost in the mini game.

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HAMMER DROP  
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Type: Coin Collection

Difficulty: Fairly Hard

Run around to get the coins dropped by the Hammer Brother, but avoid the hammers and avoid running off the edge of the tower. The reason I'm listing this as "fairly hard" is that the coins move fast, and the opponents will often get in your way when you are trying to get to them.

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HOT BOB OMB  
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Type: Sudden Death/Luck

Difficulty: N/A (mainly down to luck)

Keep pressing A to throw the Bob Omb to an opponent and use the control stick to specify the direction. Keep passing it, and make sure you are not holding it when it explodes. The player holding it when it explodes loses and must give five coins to all three opponents.

N.B. In that case that the losing player does not have 15 coins, the other players will still gain 5 coins each, but the loser will lose all the coins they have).

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HOT ROPE JUMP  
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Type: Survival

Difficulty: Fairly Easy

To beat this game, you must make 20 jumps over the podobo rope. Press A to jump when it swings near you and watch out when it speeds up. All survivors win 10 coins.

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KEY-PA-WAY  
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Type: Co-operative  
Difficulty:

Keep passing the key from player to player with B to avoid the spiked koopas getting it. If it lands on the floor, run to it fast to pick it up. Since this involves co-operation between all four players, all four win coins if they are successful.

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MARIO BANDSTAND  
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Type: Skill  
Difficulty: Playing Instruments - Easy; Conducting - Effectively Luck

One player conducts with the control stick and chooses when each player plays. If you are playing an instrument, watch for when an icon appears by your character's face and press A when the cursor goes over it; if you are conducting, push the control stick in the right direction at the right time. The 10 coins go to the player(s) who performed the best. If you happen to be conducting, it can be very hard to win, even if you do everything right. It seems that the conductor can only win if all the instrument players screw up (I have often conducted perfectly and won nothing). This game would maybe have been better as a 1 v 3 game.

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MUSHROOM MIX-UP  
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Type: Quick Reaction/Survival  
Difficulty: Medium

When Toad raises a flag, quickly get to the mushroom of the same colour as the flag before the other mushrooms lower into the water. Last one standing wins, and the longer it takes, the faster the mushrooms will move. You can also press A to jump and A + Z to hip drop. Be careful not to confuse the two shades of blue, or red and pink.

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MUSICAL MUSHROOM  
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Type: Quick Reactions  
Difficulty: Medium

When the music stops, quickly run to the centre mushroom and jump up to get the coins before your opponents. All I can suggest is concentrate and react fast, and don't bother with the smaller mushrooms as you will most likely leap it at it and miss completely in your haste to beat the other players.

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PLATFORM PERIL  
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Type: Race to the Finish

Difficulty: Medium

Keep jumping from platform to platform with A. There are a lot of coins littered around, but it is best to avoid being distracted by these. The winner is the first to the goal.

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RUNNING OF THE BULB  
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Type: Co-operative  
Difficulty: Fairly Easy

One player has the bulb, and the other three must protect them from Boos by punching the Boos (using B). The player with the bulb cannot attack boos. Rescue any trapped players with B too. At the end, throw the bulb into the socket to get rid of the boos.

In this game, all the players can win coins by making it to the end.

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SHY GUY SAYS  
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Type: Quick Reaction/Survival  
Difficulty: Medium

The Shy Guy will raise one of two flags, labelled A and B, and you should raise either button A or button B, depending on which is raised. If you make a mistake, he will take his cutlass and you will drift out to sea (and you are out). Be careful when he raises two flags to trick you, and wait a moment to gauge which one he will lower; don't take too long to raise a flag, though, or you will also be out. The last one standing wins.

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SKATEBOARD SCAMPER  
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Type: Race to the Finish  
Difficulty: Variable (depends on CPU or human opponent skill level)

Press B repeatedly to skate to avoid falling into the lava, and press A to jump over the Thwomps. Be careful not to hit A by accident or you will waste time. About halfway, you will see some coin bags overhead, which you can easily jump to get (worth 5 coins). This is always very close, but the winner gets 10 coins.

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SLOT CAR DERBY  
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Type: Race to the Finish  
Difficulty: Medium

To get around the track, hold the control stick on the straight section and let go on the curves to stop yourself spinning out. There are four laps.

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TIPSY TOURNEY  
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Type: Skill

Difficulty: Fairly Easy

Your weight will tilt the picture that you are on and will help you to uncover the picture. My usual tactic is to run to all four corners first to wipe out the tiles on the edges before dealing with the ones in the middle.

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TREASURE DIVERS  
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Type: Coin Collecting

Difficulty: Medium

Keep pressing A to swim and guide yourself with the control stick to get the treasure from the sea bed. Larger chests contain more coins. Don't stay down too long to avoid drowning, and avoid running into Sushi the Shark or the Gooper Bloopers, who will try their best to get in your way, otherwise you will drop your treasure. The game ends when all the treasure is collected, or time is up and you win all the coins you collected.

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2.2) 1 v 3 MINIGAMES  
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These are triggered if one player is on a different coloured space to the other three players. In most cases, the single player will either win or lose 15 coins and each of the three players will win or lose 5 coins.

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BASH 'N' CASH  
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Type: Single Player - Coin Protecting; Three Players - Coin Stealing

Difficulty: Single Player - Fairly Hard; Three Players - Medium

If you're the single player, keep running around and try not to let your opponents hit you; if they do, try and grab the coins that go flying out. If you're in the team of three, keep attacking the single player (with A) and try and get some of their coins.

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BOWL OVER  
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Type: Single Player - Coin Collecting/Stealing; Three Players - Coin Protecting

Difficulty: Single Player - Easy; Three Players - Hard

The single player has to throw the koopa shell (using A) and guide it to the other three players, who are bowling pins. Make sure you don't hit the sides (if so, you win nothing, but you lose nothing either). You win coins for every pin you knock down, and if you knock down an opponent, you steal five of their coins. If you're a skittle, don't go near the other players, and try and time a jump right as the shell is about to hit you. Computer players have an annoying tendency to follow you around, and you can be knocked down if another pin falls on you. The three players cannot win any coins in this game.

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COIN BLOCK BASH  
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Type: Coin Collecting  
Difficulty: Medium

One player has a mallet while the other players have no weapon. The mallet can stun opponents and break open the blocks faster, but also slows the player down. If you have the mallet, make sure you attack players trying to beat you to coins (A or B). The opponents can attack the player with the mallet and knock it out of their hands, and then anyone can take it - also, they can break the blocks by jumping (like in a traditional Mario game), but this takes longer.

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COIN SHOWER FLOWER  
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Type: Coin Collecting  
Difficulty: Single Player - Easy; Three Players - Hard

The single player runs around on the flower collecting coins by tilting it, while being careful not to run around the edge. If you're one of the three players, you will just have to collect what falls off the side by moving your boat around. You will all coins that you collect.

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CRANE GAME  
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Type: Single Player - Coin Collecting/Stealing; Three Players - Survival/Pointless  
Difficulty: Single Player - Fairly Easy; Three Players - Hard (if grabbed)

The unfairness of this game may have some players yelling at the screen. If you're in the crane, move it around so you are above an opponent or other prize (coin = 1 coin, bag = 5 coins, chest = 10 coins). Move so that your shadow is directly over the target, then press A to grab it, then repeatedly press A to move it back to the warp pipe. If you grab an opponent, you will win one third of their coins. If you're one of the "prizes", all you can do is bash A like crazy and hope the crane controller drops you (very hard against a computer). Generally, computers will go for whichever of the other players has most coins - this way you will know if you are likely to be picked on.

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PADDLE BATTLE  
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Type: Coin Stealing  
Difficulty: Single Player - Hard; Three Players - Easy

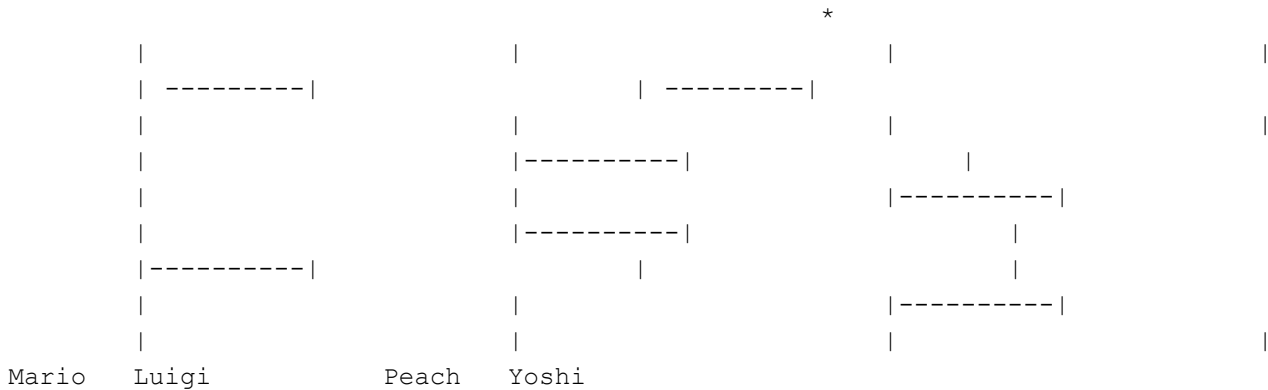
In order to row, you must rotate the control stick fully and quickly. You don't need to do it too fast, though. This will push the boat over to the opponents' side, hopefully. The single player is playing against all three others, and therefore has a harder job. Each time a player is speared by the shy guys (by getting too close to the bank), they lose coins - either the single player gives a coin to each opponent, or vice versa. Coins are deducted from your current total.

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PIPE MAZE  
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Type: Single player - Observation/Luck; Three Players - Luck  
 Difficulty: Single player - Medium/Luck; Three Players - Luck (or Impossible if playing against an expert)

Another gloriously unfair game, the single player will get to drop a chest of coins down the maze of pipes. The pipes act in a similar manner to the rocket minigames seen in some of the old Mario games, and every time one of the vertical pipes meets a horizontal pipe, the chest will follow the horizontal pipe and continue to fall down the next vertical pipe. If you are the single player, bear this in mind and try and work your way up the pipes from your character and see if you can deduce where you should drop the chest.

Here is an example below, with the lines representing pipes. If you are playing as Mario, then you would have to drop the chest from the pipe marked "\*" in order to receive it.



If you're not dropping the chest, this game is pure luck.

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PIRANHA'S PURSUIT
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Type: Single Player - Survival; Three Players - Knock Out  
 Difficulty: Medium

In all honesty, no one has much of an advantage. If you're the single player, keep pressing B like crazy and jump over all obstacles (including the falling logs), and swing on the vines if possible. If you're in the team of three, ground pound when the piranha plant is directly under the cloud to water it the best way possible, and hopefully you will catch the single player.

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TUG O' WAR
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Type: Survival  
 Difficulty: Single Player - Fairly Hard; Three Players - Fairly Easy

Keep rotating the control stick as fast as you can to pull your opponent(s) off the ledge, where they will be eaten alive by the piranha plant.

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2.3) 2 v 2 MINIGAMES
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BOBSLED RUN
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Type: Race to the Finish  
Difficulty: Easy

Keep pressing A repeatedly to run up with your bobsled, and then be the first to finish; try and run over the boosters to speed yourself up and don't fall off the edge. Computer players are always a pushover at this.

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BOMBSKETBALL  
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Type: Beat Other Team  
Difficulty: Medium

Keep passing to your partner with B if you have the "ball", and avoid having the ball stolen. If you don't have the ball, try and steal it. The team who first scores wins.

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DEEP SEA DIVERS  
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Type: Coin Collecting/Co-operation  
Difficulty: Fairly Easy

If you're the one diving, first of all quickly swim down to the bottom to get the chest with 10 coins in and hopefully beat your opponent, then swim back fast before you drown (don't worry, you get resurrected after a few moments). Then go for the other chests; the ones to the sides, further down, have more coins in. If you're reeling in, rotate the control stick fast when your partner has a chest.

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DESERT DASH  
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Type: Race to the Finish  
Difficulty: Easy

Keep pressing left and right alternately to get to the end. If you press the wrong way, you will fall over. Don't worry too much about the Thwomp. This is second only to Ground Pound in terms of computer player stupidity.

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HANDCAR HAVOC  
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Type: Race to the Finish  
Difficulty: Hard

Keep pressing A to move the handcar and when you reach a bend, lean in the direction that you are turning, but be careful - lean too much and you will plunge off the track to a fiery death (very annoying).

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2.4) 1 PLAYER MINIGAMES  
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GHOST GUESS  
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Type: Observation  
Difficulty: Hard

Watch the shadows of the boos to see which one moves fast (they do so in quick succession), and try and at least make an educated guess as to which moved first and attack it. If you are right, you get the coins. If you are wrong, the Boos will spirit you away to another dimension.

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GROUND POUND  
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Type: Memory  
Difficulty: Very Easy

Prepare yourself to double up in laughter at the pathetic efforts of the computer players whenever they get this, as they turn it into a game of luck by randomly ground pounding everything in sight. All you need to do is memorise which of the posts have flat tops (easy unless someone distracts you), and then ground pound the butterflies on top (A + Z).

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KNOCK BLOCK TOWER  
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Type: Skill  
Difficulty: Medium

Jump (A) and kick (B) to break the wooden crates, but don't kick the Thwomps or you will be chucked off the tower. Be careful as the Thwomps move up and down, so timing is important, and you only have 10 seconds. Then, jump to get the chest when it is within reach.

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LIMBO DANCE  
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Type: Skill  
Difficulty: Medium - Hard (varies depending on which course you are given)

Keep pressing B to make your character lean back, but don't overdo it or you will fall over. Watch your characters getting into some really compromising looking positions as you have to dance lower and lower. If you look as though you are about to fall over, slow down your button tapping, and tap the button a few times repeatedly if you look like you are going to hit the bar. Courses vary in length; all you can do is hope you get the short course.

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MEMORY MATCH  
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Type: Memory/Luck  
Difficulty: N/A (Luck-based)

Ground pound matching tiles to win coins here; memorise where each picture is and try not to get Bowser. My advice is to start with the middle picture, then go around the sides, in sequence, only diverting when you find where a pair is.

You get 2 coins for each pair (maximum: 8 coins).

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PEDAL POWER

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Type: Survival  
Difficulty: Very Hard

This is one game you don't want the game to randomly serve up to you. Rotate the control stick like crazy to light the room before you are caught by the Big Boo. Even if your light looks very bright, you can still be caught out. The only way I managed this was to use the palm of my hand to avoid slippage (this can hurt a LOT, so try wearing a glove).

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SHELL GAME

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Type: Memory  
Difficulty: Easy

Simply keep your eye on which Koopa has the treasure chest with the coins in as they flip and spin around you. As long as nobody calls out to you and distracts you, you should find it quite easy to keep track of them. If a human opponent is playing this one, and you're particularly mean, you could always try distracting them in some way.

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SLOT MACHINE

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Type: Coin Collecting/Skill  
Difficulty: Fairly Hard

Carefully line up three of a kind. This can be hard because the roulettes spin very fast. Try and figure out which item is two items before the one you are aiming for and jump when that one comes up (easier said than done).

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TEETERING TOWERS

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Type: Reach the Goal  
Difficulty: Medium

As the towers teeter, do a running jump to get to the next one BEFORE you fall to your doom. The tower teeters depending on where you stand, so stand somewhere where you will easily reach another tower. This can often be harder than it looks.

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WHACK-A-PLANT

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Type: Coin Collecting  
Difficulty: Very Easy

Rejoice if you get this. Scream if an opponent gets it. This is easy money; jump on the heads of all the piranha plants you can and get a coin for each;

the numbers slowly increase from 1 to 8, and you can get many, many coins.

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### 3) SPACES AND BOARD EVENTS

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#### Blue Space

You win three coins, or six if during the last five turns

#### Red Space

You lose three coins, or six if during the last five turns

#### Happening Space

See next section for various effects

#### Chance Space

You can make other players give each other coins, or stars, or make them trade coins or stars, but be careful as you could end up losing a lot of things.

#### Mushroom

You will either get a red mushroom (throw again) or a poison mushroom (miss a turn).

#### Mini Game Space

You play a one-player mini game.

#### Bowser Space

You will unleash one of the following events:

Give coins to Bowser: Self-explanatory

Bowser revolution: All coins are divided equally

Bowser's Chance Time: One player must give coins to Bowser (the chances of it being you are doubled)

Bowser Mini-Game: All four players must play to avoid losing coins

- Face Lift (any player who gets less than 90 points loses some coins)
- Bash 'n' Cash (you will be in the Bowser suit; all coins that are bashed out of you will be lost forever; no one can collect them)
- Tug o' War (you are in the Bowser suit)
- Balloon Burst (you must win to avoid losing coins)

If you land on a Bowser space with no coins, prepare to say goodbye to one of your stars as Bowser will force you to sell it for the miserly sum of 10 coins. If you have no stars either, he'll give you 20 coins.

#### Koopa Troopa

Koopa Troopa stands by the start and gives you 10 coins as you pass. There are occasional bonuses; if you are the 10th person to pass, you get 20 coins; the 20th person to pass gets 30 coins, and so on. The coins you receive are doubled during the last five turns.

#### Toad

You can buy a star if you have 20 coins or more.

Boo

Steals other players' coins for free (this costs five coins in other Mario Parties), or stars for 50 coins.

Bowser

Bowser will usually take coins for you, rarely giving you anything in return. He will usually charge a set amount of coins for his "services", and will take all your coins if you don't have enough.

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#### 4) BOARDS

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##### 4.1 MARIO'S RAINBOW CASTLE

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A castle, set in the sky. This board is very different from the typical sort of board that you will find in Mario Party Games. Rather than going around in circles, you follow a single path, with only a few points where you can take different routes (e.g. to go past the Boo). When you reach the end, ride the cloud up to find either Toad or Bowser. Toad will give you a star, but as soon as someone has visited Toad, he will switch with Bowser, and vice-versa.

Bowser Effect

Bowser will give you a Ztar (fake star), which is useless and costs a massive 40 coins.

Happening Spaces

Each happening space will switch Toad and Bowser around.

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##### 4.2 DK'S JUNGLE ADVENTURE

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This game is a more traditionally-styled board; Toad will move whenever you get the star, but Bowser remains in one spot. You can pass the Whomps by paying 10 coins and the grey slate barriers only let you past if you have 20 or more coins (you don't pay any though).

Bowser Effect

Bowser will give you a completely worthless Golden Bowser Statue, costing 10 coins.

Happening Spaces

If a player is in the right place, a rock will chase them and any other players in the way across the board, and they will end up at the bottom of the board, right in the middle.

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##### 4.3 PEACH'S BIRTHDAY CAKE

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This board is very luck-based, and you have to keep following the same path all the time. There are a lot of happening spaces, so you will need to win a lot of Mini Games in order to get coins. The main feature of the board is Goomba's lottery. Pick one of four seeds and only one is a "winner". Actually, the "prize" is being sent towards Bowser's space. All the other three send you to Toad (who stays in the same place throughout the game). When the next player reaches the lottery, they choose one from the remaining seeds; when all are gone, the game restarts.

Bowser Effect

Bowser will give you a Bowser Cake, costing you 20 coins.

Happening Spaces

If you have less than 30 coins, nothing happens. If you do happen to have 30 or more coins, you have the option of paying 30 coins for Goomba to grow a piranha plant. When someone with a star lands there, the piranha plant will steal their star and give it to you.

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 4.4 YOSHI'S TROPICAL ISLAND  
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This board consists of two islands, connected by two bridges with Thwomps on, who you must pay to pass. The toll starts off as 1 coin, but increases by one coin each time someone passes (you can also increase the toll yourself). Toad will start on one of the islands, and will swap places with Bowser when a Happening space is landed on. However, it is best just to stay on one island rather than follow Toad around (happening space events are very frequent). Each island has an advantage; the left hand one has Koopa, and the right hand one has Boo.

Bowser Effect

Bowser will give you a Bowser Tube, costing 30 coins, which will burst due to the fact that it is too small.

Happening Spaces

Bubba (the big fish from Super Mario 64) will swallow Toad and Bowser will surf in and take his place. Bubba will spit Toad out where Bowser was previously (on the other island).

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 4.5 WARIO'S BATTLE CANYON  
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This board consists of five areas, and to make things clearer I've provided a rough diagram.

3 (RED)

4 (BLUE)

BOWSER

1 (RED)



Each of the main areas has a cannon, which you will be forced to go in when you pass them. When you are fired, you will go to another area (the cannons in the red areas will always fire you to the blue areas and vice-versa). The cursor will flash randomly over the spaces and you must press A to stop it and you will land on the space the cursor is on. This is generally luck-based, and this board can be very unpredictable. Bowser is in the circle in the middle and is surrounded by one-player games, but its best to avoid this area completely.

Bowser Effect

You must pay Bowser to use the cannon to go to one of the other areas (chosen randomly).

Happening Spaces

The cannons will change direction. There are two possible ways in which they can be orientated.

1)	Cannon	Takes You To Area	
	1		2
	2		3
	3		4
	4		1
2)			
	1		4
	2		1
	3		2
	4		3

Fly Guy

You can pay the fly guy 10 coins to either take another player to him (handy if one player is close to the star), or you can pay him to take you to Bowser (usually not worth it, unless you happen to get Whack-a-Plant).

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4.6 LUIGI'S ENGINE ROOM
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From turn to turn, the red and blue gates will alternated between being open and closed, so this board can often be unpredictable. When you reach a warp pipe, you will return to near the start (and pass Boo).

Bowser Effect

Bowser will give you a coin he made in his coin machine. But this will cost you 20 coins - meaning a net loss of 19 coins.

Happening Spaces

The closed gates will open and the open ones will close. The Happening Spaces to the top right will make the player go flying onto the other pathway nearby.

Robots

If you have 20 coins when you pass them, you can pay them to switch the positions of the gates. Very useful for screwing opponents over.

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## 5) ENDINGS

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This section details the endings for the various boards.

### MARIO'S RAINBOW CASTLE

A bunch of rainbows appear and a bridge is formed to a new tower, which the players run up, except for the player in last place, who slips down and is saved from certain death by Lakitu, but is swept away and prevented from taking part in the final pose.

### DONKEY KONG'S JUNGLE ADVENTURE

The star will reveal a treasure chest containing golden bananas. The player in last place will be chased by a rock (that'll teach them).

### PEACH'S BIRTHDAY CAKE

While the player in last place sulks in the corner, the other three players go to the top of the cake to celebrate.

### YOSHI'S TROPICAL ISLAND

The stars will create a bridge for the blue Yoshi to reach the pink Yoshi. The players will run across it, but the player in last place will be eaten by Bubba.

### WARIO'S BATTLE CANYON

The two Bob Omb armies will make peace with each other, and then put the losing player in a cannon and fire him away, for being so unhelpful.

### LUIGI'S ENGINE ROOM

The winning player will create a huge airship, which they will fly off in. The losing player is shown being chucked about by pistons.

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## 6) MINI GAME ISLAND

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This walkthrough details all the games you will play on this one-player mode. Remember, the player you select as your partner will accompany you on two player games and will never play against you.

All 1 v 3 games are played as the single player.

For more information on the individual games, please refer to Section 2 of this FAQ.

### Stage 1

#### 1.1: Coin Block Blitz

Goal: Get 10 coins

Difficulty: Very Easy

Tips: Refer to what I said above; this should be no problem at all.

### 1.2: Coin Block Bash

Goal: Get 10 coins

Difficulty: Fairly Easy

Tips: Make sure you keep hitting your opponents to stop them snagging the coins you are after.

### 1.3: Coin Shower Flower

Goal: Get 20 coins

Difficulty: Easy

Tips: Keep running about and don't fall in. You really shouldn't need help on this.

### 1.4: Paddle Battle

Goal: Get 15 coins from your opponents.

Difficulty: Fairly Hard

Tips: All I can say is practise rotating the control stick in the intro screen to see how you paddle before trying this one. This might take several tries, so you may need to return to previous games to collect extra lives.

After this game, you will reach the first save space.

## Stage 2

### 2.1: Memory Match

Goal: Match all of the pictures

Difficulty: N/A (luck-based)

Tips: You need a lot of luck for this one. Use the tips I gave in the mini game section and hope you don't get Bowser.

### 2.2: Ground Pound

Goal: Pound all the posts without spikes

Difficulty: Very Easy

Tips: Simply memorize the positions of the posts with no spikes before the butterflies land; this is one of the easiest games ever.

### 2.3: Limbo Dance

Goal: Reach the end

Difficulty: Fairly Hard

Tips: You are on the longest course; near the end there are about three low red bars, so be careful when going under these. You may well want to save after clearing this one.

### 2.4: Musical Mushroom

Goal: Get the chest

Difficulty: Medium

Tips: As I said before, simply make a dash for the centre mushroom when the music stops.

### 2.5: Piranha's Pursuit

Goal: Reach the end without being caught

Difficulty: Medium

Tips: Simply go as fast as you can and try and swing on the vines if you can to help you; this isn't particularly hard to beat.

After this point, you can go two different ways. You can take Stage 3 or take a shortcut through Stage 5. It is a good idea to take both if you want to unlock everything.

### Stage 3

#### 3.1: Crazy Cutter

Goal: Get 80 points

Difficulty: Medium

Tips: As long as you get 80 points or more, you will be okay; simply make sure you cut as neatly as you can.

#### 3.2: Buried Treasure

Goal: Get the chest

Difficulty: N/A (luck)

Tips: All I can suggest is watch out for the arrows and the chest (sometimes the computer players will partially unearth the chest and dig away from it). The chest will rarely be under rocks.

#### 3.3: Desert Dash

Goal: Win the race

Difficulty: Very Easy

Tips: The opponents on this are incredibly bad, and will probably fall over about three times at least; you should have no difficulty clearing this one.

#### 3.4: Tug O' War

Goal: Win the Mini Game

Difficulty: Fairly Hard

Tips: If you're not very good at control-stick twirling, save before trying this one. All I can suggest is doing it as fast as you can and hopefully you will beat the computer players.

#### 3.5: Teetering Towers

Goal: Get to the end

Difficulty: Medium

Tips: Once again, make sure you do running jumps to make it to the next tower each time.

### Stage 4

#### 4.1: Bobsled Run

Goal: Win the race

Difficulty: Easy

Tips: Simply go over all the boosters and try and get a good start. This should be no problem whatsoever.

#### 4.2: Skateboard Scamper

Goal: Win the race

Difficulty: Fairly Easy

Tips: Again, the opponents here will not put up much effort and you should win easily.

#### 4.3: Handcar Havoc

Goal: Win the race

Difficulty: Hard

Tips: Be careful when leaning your cart so as not to overbalance into the lava, and you should beat the computers if you mash the A button fast enough.

#### 4.4: Ghost Guess

Goal: Win the game

Difficulty: Hard

Tips: As before, check the shadows of the Boos carefully, and watch where the first signs of movement are.

Stage 5 (optional)

#### 5.1: Cast Aways

Goal: Get 30 coins

Difficulty: Hard

Tips: It's probably quickest here to only go for the chests and ignore everything else. I tend to find doing long casts easiest, so learn to time correctly when to cast, and also hold the control stick ready for when a chest appears. If you're on the far right, you should cast just as the chest is about to pass you; if you're second from the right, try casting as it passes the player on your right; if you're second from the left, the best time to cast is as it passes between the two players on your right; if you're on the far left, cast just after it passes the second-to-right player.

#### 5.2: Shy Guy Says

Goal: Be the last one standing

Difficulty: Fairly Easy

Tips: Don't be too hasty when the Shy Guy raises both flags as you will get a fair amount of time. With any luck, the computer players will be hopeless at this.

#### 5.3: Bumper Balls

Goal: Be the last one standing

Difficulty: Fairly Easy

Tips: Try and trick opponents into falling off by standing on the edge and then moving out of the way; with any luck, at least one opponent will commit suicide by rolling off the edge for no reason at all.

#### 5.4: Treasure Divers

Goal: Get 10 coins

Difficulty: Medium

Tips: Go for one of the larger chests, and don't be too hasty when trying to surface; watch the movement of Sushi and the Gooper Bloopers and start moving when they're not too close to you. When there are only a few chests left, stick close to an opponent with a chest and hope they get hit, then grab the chest when they drop it.

#### 5.5: Bombs Away

Goal: Survive the Game

Difficulty: Fairly Easy

Tips: Bowser seems to be a pretty rotten shot in this one; most of the bombs will miss the island. Keep jumping and try not to jump over the edge and you should make it.

#### 5.6: Deep Sea Divers

Goal: Get 15 coins

Difficulty: Medium

Tips: Mash the A button like crazy and beat your computer opponent to the large chest; after that, go for one of the chests in the middle of the screen, to one of the sides, and then get as many chests as you can.

#### 5.7: Mushroom Mix-Up

Goal: Be the last one standing

Difficulty: Fairly Hard

Tips: The computer players are actually quite good at this one, and it is likely that this could go on for a while. Make sure you get back to the centre as soon as possible and try and get in their way as they jump to the mushroom.

#### 5.8: Tightrope Treachery

Goal: Don't fall off

Difficulty: Fairly Easy

Tips: Keep walking; the computer players are somewhat poor at this one.

### Stage 6

#### 6.1: Box Mountain Mayhem

Goal: Get 10 coins

Difficulty: Medium

Tips: All I can suggest is attacking the boxes like crazy and hoping for the best.

#### 6.2: Pedal Power

Goal: Turn the light on fully

Difficulty: Very Hard

Tips: Use the palm of your hand to get a better grip on the control stick and try wearing a glove or something to avoid doing yourself a physical injury.

#### 6.3: Tipsy Tourney

Goal: Win the Game

Difficulty: Medium

Tips: Go for the tiles on the outside first, and then carefully take out the middle ones.

#### 6.4: Hot Bob-Omb

Goal: Don't lost

Difficulty: N/A (luck)

Tips: This one is down to luck. Save before playing this one, and then save after.

#### 6.5: Bombsketball

Goal: Win the game

Difficulty: Fairly Easy

Tips: Let your partner help, and with any luck they will score (your partner is very skilled at this game).

#### 6.6: Hot Rope Jump

Goal: Make 40 jumps

Difficulty: Medium

Tips: The rope will slowly speed up, but after 20 jumps it will drastically slow down for a while. Don't be caught out when this happens.

### Stage 7

#### 7.1: Slot Machine

Goal: Line up three of a kind

Difficulty: Fairly Hard

Tips: All I can suggest is hope for the best; try and time it right and don't panic.

#### 7.2: Crane Game

Goal: Capture one opponent

Difficulty: Easy

Tips: The computers hardly put up a fight at all, so all you need to worry about is your positioning.

#### 7.3: Pipe Maze

Goal: Get the chest

Difficulty: Fairly Hard

Tips: Follow the maze upward from yourself, using the tips I gave before rather than relying on luck alone.

#### 7.4: Bowl Over

Goal: Knock down all three opponents

Difficulty: Medium

Tips: Watch carefully where the opponents are. Computers aren't too bright on this one and will often bunch together and make this an easy win.

#### 7.5: Whack-a-Plant

Goal: Get 25 or more coins

Difficulty: Very Easy

Tips: Simply bounce on the head of every piranha plant you can, and when there is more than one showing, try to bounce from one plant to another. Remember, you can still get them when they're half-retracted.

#### 7.6: Mario Bandstand

Goal: Win the game

Difficulty: N/A (luck)

Tips: Save before this game; you are likely to lose a lot of lives (and patience) here. You are the conductor, and as far as I can tell, you can only win if all three opponents mess up at some point, and you conduct perfectly. The problem, is, that usually - while two opponents will always be terrible at this, there will usually be one that makes no mistakes, and there is no way you can force a computer into screwing up at this. This is an atrociously unfair

game.

## Stage 8

### 8.1: Running of the Bulb

Goal: Place the bulb

Difficulty: Medium

Tips: One of the computer players will be your chosen partner. The other two, unfortunately, will make very little effort at helping whatsoever. You will be using the bulb, and all I can suggest is keeping away from the Big Boo and hoping your partner will not let you down.

### 8.2: Grab Bag

Goal: Win 15 or more coins

Difficulty: Fairly Hard

Tips: Simply try and go after one of the opponents and hope no one gets behind you. Once you've grabbed someone's coins, try and grab them again. I beat this one by repeatedly attacking Peach.

### 8.3: Key-Pa-Way

Goal: Open the Door

Difficulty: Fairly Easy

Tips: Don't even bother passing to any opponents; computers are generally bad at this in normal play. Make a run for the Spiked Koopas and jump over their heads, then dash for the barrel and jump on it.

### 8.4: Balloon Burst

Goal: Burst your Bowser balloon first

Difficulty: Easy

Tips: As I said before, get a good rhythm going and you should beat the computers.

### 8.5: Face Lift

Goal: Get 90 or more points

Difficulty: Fairly Easy

Tips: Watch the example and ignore the pathetic efforts of the computers, who will more often than not do something they weren't meant to do at all. As long as you don't assume they must be correct and copy them, you should be okay.

### 8.6: Bash 'n' Cash

Goal: Have at least 1 coin left at the end

Difficulty: Very Easy

Tips: The computers are very slow and tend to bunch together, so keep running around. Finishing the game with 1 coin is actually incredibly simple.

## Stage 9

### 9.1: Hammer Drop

Goal: Get 10 coins

Difficulty: Fairly Hard

Tips: Keep jumping to get the coins before the opponents, and hope that your opponents are stupid enough to jump off the tower.



## 9.2: Slot Car Derby

Goal: Win the race

Difficulty: Fairly Easy

Tips: Release the control stick as you go around bends and don't start until you hear Toad say: "Go". This track is very straightforward.

## 9.3: Shell Game

Goal: Get the coins

Difficulty: Easy

Tips: Simply watch the chests, and if someone calls out to you or looks like they're about to walk in front of the screen, just tell them to hold on a moment - you must not lose concentration on this one.

## 9.4: Knock Block Tower

Goal: Get the chest

Difficulty: Medium

Tips: Don't rush, and time it right to kick the boxes (not the Thwomps) and you should be okay.

## 9.5: Platform Peril

Goal: Win the race

Difficulty: Medium

Tips: Getting ahead of the computers isn't too hard; don't get too worried about grabbing the coins that are scattered around.

## FINAL STAGE

Toad will tell you you must play against him in Slot Car Derby

## Slot Car Derby (Version 2)

Goal: Win the race

Difficulty: Medium

Tips: You will be playing against Toad and two other computer players. Toad drives quite fast, but isn't particularly hard to beat (I beat him on my second attempt).

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## 7) ITEM SHOP

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Most items bought in here must be activated in the Mushroom Bank before use. You buy these with coins collected in Board play, but ONLY coins collected by human players get saved.

Hidden Block (Cost: 200 coins)

This will randomly appear in Board Play when you land on a space. You will either get:

Koopa Troopa (gives you 20 coins)

Boo (steals coins or a star for you)

Bowser (steals 20 coins from you)

Speed Block (Cost: 200 coins)

Will sometimes appear instead of the normal dice; only the numbers 8-10 will appear on it.

Slow Block (Cost: 100 coins)

Appears in place of the normal dice; only the numbers 1-3 will appear.

Plus Block (Cost: 200 coins)

However many spaces you get to move, you will also receive that number of coins.

Minus Block (Cost: 100 coins)

Has the opposite effect of the plus block; causes you to lose coins.

Warp Block (Cost: 200 coins)

Will allow you to switch places with another player (randomly)

Lucky Coin Box (Cost: 400 coins)

You get a 10% discount on all collected coins (i.e. if you win 200 coins in a board, you will end up with 220).

Casino Box (Cost: 300 coins)

Using this, you can gamble to get double the coins you won in a game, but be careful, because you could also lose half.

Mecha Fly Guy (Cost: 100 coins)

This item does not need to be activated first and will be placed in the Mini Game House. Try rotating the control stick as much as you can in 10 seconds to see how long you can make him fly.

Parrot (Cost: 100 coins)

The parrot sits in the Options room and does not require activation. Use the parrot to listen to random character voices.

Jukebox (Cost: 100 coins)

Also does not require activation, this is placed in the Option room and allows you to play the music from the game.

Further items are covered in "Secrets", below.

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8) SECRETS

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This section contains SPOILERS

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## 8.1: SECRET BOARDS

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8.1.1) BOWSER'S MAGMA MOUNTAIN  
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Play all six main boards once and this will appear in the Item Shop. Purchase it for 980 coins.

This board is full of roulette spaces where you can pay 10 coins for the chance of taking shortcuts. Images of Bowser and a star will flash up and you must get the star to take the shortcut. Time it right to jump up just as Bowser is vanishing and you should get the star.

### Bowser Effect

Avoid Bowser at all costs (there is a roulette at the end of the path that chooses whether you pass Boo or Bowser). Bowser will take coins or stars from you, so beware.

### Happening Spaces

Bowser will start a volcanic eruption and all blue spaces will become red spaces for two turns.

### Ending

For once, the losing player does not get beaten up, eaten or kicked out in any way. The winning player will defeat Bowser and all players will celebrate.

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8.1.2) ETERNAL STAR  
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This becomes available once you have 100 stars deposited in the Mushroom Bank.

Once you reach 100 stars, the game will not let you collect more. However, once you return to the menu screen, a trail of footprints will appear leading from Mushroom Bank to the Warp Pipe.

Go into the bank and you will discover that Bowser stole all of your hard-earned stars. Go to the warp pipe, and the game will force you to play Eternal Star.

This is a very unconventional board, set on a broken up star. You must use the warp machines to go from area to area. The biggest difference is that there will be up to seven stars on the board at any time, each guarded by Baby Bowsers (also known as Mini Bowsers and Koopa Kids). Once each of the stars has been collected, another lot will be set.

But there is a twist. When you give your coins to the Baby Bowsers, you must play a dice game to throw higher than your opponent to get the star, in addition to paying 20 coins. It's not that bad, as your dice only throws

between 8 and 10 (giving you an 80% chance of success, but if by chance the Baby Bowser rolls higher than you, then you lose one of your stars.

\*\*As yet, I have not witnessed the Baby Bowsers throwing the same number as the player, so I have no idea if this is even possible, or whether there are different rules in such a case. But, to be fair, I have only just played this board for the first time a few hours ago, as I write this.\*\*

And there are three different warp sequences, so the machines will not ALWAYS take you to the same place each time, so be careful you don't accidentally warp to Bowser's space.

A good tactic I use is to identify which warp machine takes you to Boo, and if have between 50 and 69 coins and know that I will be passing a Baby Bowser and Boo on my turn, I tend to decline the chance to gamble for a star (the Baby Bowser calls you a wimp if you do this, but don't let that get to you), then steal a star using Boo. This is a good idea as, despite the extra cost of stealing the star, it will save you lots of frustration in the case that you end up losing a star from the gamble. You should of course only do this if at least one opponent as a star for you to steal.

Oh, and one last thing - at the start of the board, Baby Bowser will kick Koopa Troopa off the board, so don't expect to receive a bonus when you pass start.

#### Bowser Effect

The biggest danger on this board is running into Bowser. If you have a star, he'll steal one; if you don't, he will take your coins. Either way, you'll be sent back to start and Bowser will alter the pattern of the warp machines, making it impossible to tell which machine leads to his space.

#### Happening Spaces

Everyone on the board is sent back to start by Bowser.

#### Ending

The stars will flick Bowser and Baby Bowser off the board, which will join together to make a perfect star. After this, you will view the credits.

### 8.2: SECRET MINI-GAMES

There are three Bumper Ball Mazes, which are one player games with the objective of reaching the goal within the time limit. You must not fall into the sea, so make sure you take them slowly, but not too slow or you will run out of time. The first is collected by beating Mini Game Island, the second by clearing all the Mini Games in Mini Game Island, and the third is by clearing both of the first two.

### 8.3: PLAY WITHOUT BOO OR KOOPA

It is possible to remove both from the boards, if you are so inclined, after playing Eternal Star once. You need 500 coins for both.

### 8.4: CREDITS

Once you've played Eternal Star, you can buy these to play from the Option House for 100 coins. In all honesty, the credits aren't really worth watching more than once, though.

#### 8.5: COLLECT COINS AND STARS FROM COMPUTER PLAYERS

If you have more controllers than human players, this will work. On the last turn by a computer player (or on your last turn, if you happen to be the last to go), pause the game and put the player 2 controller into socket 3. You can then change the settings so that the computer players are set as human players (but you can only have as many "humans" as you have control pads). You will now collect more coins and stars at the end of the game.

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