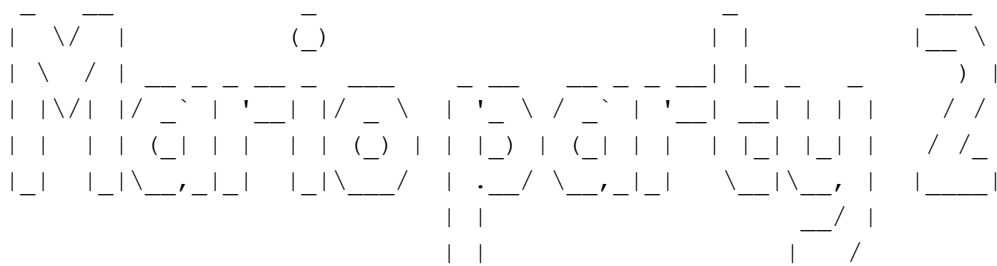


Mario Party 2 FAQ

by domiy

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1) INTRODUCTION

Hello to all, and welcome to my Mario Party 2 guide. Some of you may have already been reading this for help over the past few years it has been posted on the site, but now that I've found myself with a lot of downtime, I decided to update it and make it as great as I can. And lets be honest, the previous version was fairly sloppy. So here is what I hope will be another great and 'successful' FAQ/Walkthrough.

Given the fact that I absolutely worship this game, I saw it as my duty to write my own guide for it. These Mario games never die, and this one is another example of that. Mario Party 2 was released by the original creators, Hudson

Soft, who have a habit of making great games :)

It is the follow up sequel to the original and first Mario Party game, and it is much better than the first one.

So let's get it started!

2) CONTROLS

The controls are almost exactly the same as the previous Mario Party game. But here they are again.

Controls	Function
Analogue stick	Navigate cursor, move around
A Button	Confirm selection, jump, hit dice block
B Button	Cancel selection, attack, use item
R Button	View map, practice mini-games before playing
L Button	Taunt other players on board maps
Z Button	View entire board map, do ground pound
C-Directional buttons	Flip instruction pages

3) STORY

One day, Mario and his friends discovered a new land. With that, they all decided to name it 'Mario Land'. That is, all except one person which was Wario. He had the idea of naming the land after him. At that moment, the bunch all started arguing over who should name the land.

Peach proposed that it could be named after her, and so on. Before the argument could get any further, Bowser had some ideas of his own, and that was to attack the land.

The argument was eventually stopped by Toad, and at that moment, Koopa came in and told them what was happening to the land. So it was agreed, whoever can defeat the evil Bowser will be named the true superstar of the universe, and get to name the land after themselves. And with that, they all set out on the challenging journey.

4) GAME MODES

Before anything else I will explain the gameplay concept of the Mario Party game

modes, and give you my personal review of the game.

BOARD MAP ADVENTURE PLAY

Basically there are 4 players on an adventure board filled with spaces you can land on and other fun stuff. When you start you roll a dice to determine turn order. Now each player rolls a dice and moves the number of spaces shown. After all 4 players have rolled a mini-game will be determined at random and the winner of the mini-game gets a 10 coin reward. The aim is to find toad on the map and he will trade you 20 coins for a star. After the set number of turns the winner will be determined but it's not over yet. If you have the bonus option set to "ON" then players get rewarded with a star for the following.
Player who collected the most coins during mini-games will get a star
Player with the most coins overall gets a star
Player who landed on the "?" space the most times gets a star.
After all the bonus rewards have been given out then the player with the most stars is the winner. If players have the same amount of stars then it will be determined by the number of coins. If the coins are the same (very unlikely) then the winner will be determined by rolling a dice and the player who gets the higher number wins.

MINI-GAME LAND

This is a theme park you can choose to go to at the main menu with different game types. You can find the following in mini-game land:

Woody- He sells you mini-games to play. You can buy these with the coins collected during adventure board map play. Once you buy a mini-game then you are able to play it when desired in mini-game park.

Mini-game park- You can play any the mini-games you have bought from woody here by simply selecting them without having to wait for them in the board map play.

Mini-game stadium- There are 3 small game types to play in here. You must keep buying mini-games to unlock all of the game types. These are:

Battle- This is fun to play with friends. 4 players compete and play mini-games selected at random. You can choose a set number of wins you need to win. The first to win 3, 5 or 7 mini-games is the winner.

(Depending on how much wins you chose).

Trial- A small board map to play. You only earn coins if you win a mini-game (which will as normally take place after all 4 players' turns) or by completing a whole lap around the board, thus gaining you 10 coins.

Duel- You and one other player will play duel mini-games until you win the set number of wins chosen at the start.

MINI-GAME COASTER

This is fun but can get difficult. 1 player goes through a series of different worlds with mini-games. You must clear each mini-game to move on to the next one. You also must choose a partner to play with you on the 2 vs. 2 mini-games.

THE COIN BOX

This is a simple money box which stores your coins and tells you how much you have. There is only one way to get coins in here and that's by earning them in the board maps.

RECORDS BOTTLE

All your record times and distances you have gotten in mini-games are stored in this small bottle. You can view them at any time.

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| 5) CHARACTERS |  
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There are 6 different characters available to choose from in Mario party 2. Each with their unique talents and skills. Though they are mostly equally matched, you should always try new people to see which style you prefer. Some of them are slightly better at some mini-games though. It is all explained below.

MARIO

The star of all the Mario Nintendo games. Mario's favourite item to use is the mushroom. He is equally skilled at any mini-game and has been said to always play to the best of his ability. He also has a secret girlfriend Peach. He is similar in talents and skills to luigi but is also a good fighter. He can also be fast at the racing games such as skateboard scamper and etc.

LUIGI

Mario's younger brother Luigi has a desire for buying skeleton keys during gameplay. He is a man of talents who has always been seen as the jolly character of Mario party. This is a man of many wits and will surprisingly carry out a great victory performance. He is small, weak but fast and sneaky so watch out and don't under estimate him.

YOSHI

An energetic dinosaur that has large popularity in the Mario party series. Yoshi is always determined to go to battle and in his case its all or nothing. His favourite item of choice is the warp block.

When it comes to water and swimming mini-games Yoshi is the fastest swimmer of all the others and will have a huge advantage. He has a very slow attack which is a head but. He can do powerful ground pounds and good mid-air kicks. He can also run fairly fast.

WARIO

Mario's strong and sneaky rival Wario is the ultimate professional at duel mini-games. So it's obvious that his proffered item is the duelling glove to challenge people in coin stealing competitions.

Wario can be fast and athletic at some mini-games if used properly. He has a medium attack just like Mario and luigi and good speed to.

DONKEY KONG

Without a doubt the strongest one in the game with fast and good attack. This large ape is determined to give 100% in all mini-games. He is said to have a desire for happening spaces and his favourite item seems to be the bowser bomb. He's mini-games which bring advantages to him are the skating and fighting games. A huge favourite in Mario party.

PEACH

The only female character available to choose in the game. The lovely princess Peach is the princess of Mushroom kingdom. She can be very tricky so watch out as she will steal your item with her favourite item the plunder chest. Peach can be a big pain but when chosen as a character could do you many favours. She will always be that character who comes from nowhere to make a big name for herself. Her strength and attack is also bad, but she can travel at fair speed while racing.

THESE ARE SOME NON-PLAYABLE CHARACTERS YOU WILL FIND IN THE GAME

BOWSER

We all know this guy, the evil enemy of Mario. He is yet again appearing in a Mario related game, this time to make it even more challenging. This true pest will stop at nothing to ensure that all is evil. You should stay away from him as much as possible.

BABY BOWSER

You can find quite a few of these on the board maps. They are just like Bowser, except in a smaller baby version of him. They will also be causing mischief whenever they can, just to help their ultimate master. On the boards, they will take 5 coins from you when you pass them.

BOO

This sneaky ghost is located a couple of times around each board map. When you pass him, he will steal coins or even stars of any other character you wish. It will cost you though.

TOAD

This humble mushroom is the host of the game and will take you through all the boards etc. He also explains the rules of the mini-games to you before you play one. This kind guy is nothing short of your friend and is always good news. He will also sell you stars and items when you pass him in certain places.

KOOPA

This turtle creature is the owner of the banks around the board maps. Each time you pass him, you will need to deposit 5 coins into the bank. If you land on his space, then you get all the coins which he has collected given to you. Other than that, this guy likes to stay out of the way as much as possible.

GOOMBA

This small guy is the host and leader of the battle mini-games, so he will run you through each of them before you play it. He also appears when duels occur.

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| 6) ITEMS |  
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Items are purchased at stores during Board game play and are a huge help. They are used by pressing the "B" button before rolling the dice block. You can only carry one item at a time so choose wisely.

Mushroom

Price: 10 coins

This special mushroom allows you to hit 2 dice blocks before you move and the numbers you hit are doubled. Eg- If you hit a 7 and then a 5 you move 12 spaces.

Golden Mushroom

Price: 20 coins

A golden mushroom this time which brings you the power of rolling 3 dice blocks. If you roll 3 of the same number you get a special coin bonus and if you roll triple 7's you get a 50 coins bonus.

Plunder chest

Price: 15 coins

You can use this chest to steal another player's item but you don't get to choose which one though.

Skeleton key

Price: 10 coins

When this item is purchased you can take shorter routes around the Adventure map by opening the gates which stand in front of them.

Duelling Glove

Price: 15 coins

You can use this to choose an opponent which you compete in a duelling mini-game with. When this happens coins are on the line and go to the winner.

Warp Block

Price: 15 coins

When you use this you switch places with another player on the adventure board. Once again you cannot choose and it will be done at random

Magic Lamp

Price: 30 coins

A magic lamp which is the home of the Mushroom genie. He will be grateful if you use this item and free him so he will transport you straight to the Star location where toad is.

THESE FOLLOWING ITEMS CANNOT BE PURCHASED, YOU CAN ONLY GET THEM BY WINNING THEM IN THE ITEM MINI-GAMES

Boo Bell

This Bell is used to call Boo and he will appear at you to allow you to steal coins or a star from another player.

Bowser suit

A suit that makes you identical to Bowser. When you use this, you move around on the Adventure board as normal and every player you pass will mistake you for Bowser and give you 20 coins.

Bowser Bomb

Baby Bowser appears and transforms into the almighty real Bowser who rolls 3 dice blocks and moves around the board to steal ALL the coins of the players he passes. This happens after all 4 players have rolled. Avoid this item as much as possible.

7) BOARD MAPS

There are 6 different Adventure board maps available to play. After you have played the first 5 of them you will unlock a special Bowser land. I have rated each with a difficulty and fun level on a scale of 10.

PIRATE LAND

Difficulty: 3

Fun: 4

You and 3 other players become pirates and travel along the island in search of hidden treasure perhaps. If you're lucky enough to land on the shark's space with a bridge leading of it then he will carry you to the other side for a price. This can be helpful to get ahead of the other players. Watch out for the "?" spaces which make the ships shoot out cannons at you when they are landed on. If you are hit by a cannon then you end up back at the start. Overall it's the smallest map in the game. It is quite fun to play as well.

WESTERN LAND

Difficulty: 4

Fun: 4

Become the enforcers of an old town to keep it safe and peaceful. There are many alternate routes with plenty of different directions to go. Watch out for Steamer the train as he will start rolling and transport to different stations if a "?" space is landed on. If you are hit by the train then you will end up at the start again. You can also get steamer to ride you by paying him. A rather easy and fun map which keeps the party alive.

SPACE LAND

Difficulty: 6

Fun: 5

This time you are spacemen who travel along a space map with different routes and ways. Don't try anything because there are police patrolling the area and they will ride up and down the map and chase you to a different location. Watch out for the bowser beam which counts down from 5 every time a player passes. It will eventually blast through a straight line and take all the coins of anyone who gets in its way. This is a map for slightly advanced players and can be difficult and frustrating. You will have fun playing it though.

MYSTERY LAND

Difficulty: 7

Fun: 2

This map is split in 4 small islands and the only way you can get from one island to another is to land on a "?" space and you will be teleported there. It is extremely difficult and boring with a low fun level. However, it does have a mystery that needs to be solved.

HORROR LAND

Difficulty: 5

Fun: 7

A magical themed map with scary creatures and fun obstacles. The map changes to day or night after 2 turns or when you land on a "?" space. There are plenty of routes to choose from but be aware that the WHOMPS who lay in front of the paths will only move at day and not night. This is one of the most fun maps in the game.

BOWSER LAND

Difficulty: 8

Fun: 4

This is Bowers secretly unlocked map. It is hosted by baby bowser and not toad. It has dancing parades that will chase you back to the start and take some of your coins on the way. The "?" spaces will allow you to go in different areas of the map. It isn't much fun to play though.

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| 8) SPACES |  
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There are also many types of spaces you can land on during an Adventure board map play.

Blue space

This is a regular round blue space which you gain 3 coins from if you land on it. If it is the last 5 turns then it will double to 6 coins

Red space

This time you lose 3 coins if you land on this space. It doesn't occur as much as the blue space though. If it is the last 5 turns then you will lose 6 coins.

Happening space

This is a green space with a white "?" on it. It is the reason for all the weird actions that happen on a board map. It can be helpful in some situation, or it can backfire and things won't go exactly how you planned. Either way, if it goes your way or not the happening space is always fun and exciting. If the bonus option is set to "ON" then a star will be awarded to the player who lands on this space the most times.

Battle space

Another green space with a lightning bolt on it. When it is landed on then a battle game will take place where a portion of all 4 players coins go in and are awarded to the winner.

Bowser space

You won't be so fortunate to land on this. It is a red space in the shape of bowsers face. When you land on this then you play bowsers roulette with many punishing actions on it determined randomly.

Item game space

These are on of the spaces that you would want to land on. A green space with a chest on it. You get to play a special mini-game where you have the chance to win an item. It doesn't appear much in the game so don't waste this opportunity. If you already have an item then nothing will happen as you can only have one item at a time.

Chance time space

A very rare space which is green and has a white "!" sign on it. When somebody lands on this have your fingers crossed because they will play a mini-game where you stop the players faces and the object they lose. It is very difficult to get what you want so it's basically just luck. Heres and example. First block: DK's face. Second block: star and the third block has Yoshi's face on it then DK gives a star to Yoshi.

Koopa bank space

When a player goes past this space then they must give 5 coins deposit. If you are lucky enough to land on this space then you will get all the coins collected from the players who deposited.

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| 9) MINI-GAMES |
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There are around a total of 63 mini-games in Mario party 2. I have listed them with a fun and difficulty rating on a scale of 10. They aren't perfectly correct in alphabetical order but it is starting with the "A"'s and then "B" and so on.

The mini-games occur after every turn of gameplay. The basic reward for winning a mini-game is 10 coins, but can sometimes be even more.

I have included a description of them, controls used in them and helpful hints in some of them. You will also find a fun and difficulty factor rating for each of them

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4 PLAYER MINI-GAMES
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The 4 player mini-games consist of all 4 players against each other to fight to the victory. It is usually a last man standing competition but some can have more than 1 winner.

Abandon ship

Difficulty: 6

Fun: 4

The ship has crashed and the water is filling in the ship. You must climb up the pillars by pressing the "A" button as fast as you can repeatedly to climb. You must turn and switch sides as there are pieces of wood in the way which block you off and also you must watch out for the Big Cheep Cheeps who will jump out of the water and attack you, thus slowing you down. If the water catches you then you will drown and be out. The fastest one to reach the top wins.

Bumper balls

Difficulty: 5

Fun: 7

Players are standing on balls which they roll on.. Simply just use the analogue stick to roll around and bump your opponents off the ledge. Last player standing wins. There is time though so if more than one player is still on the ledge then it's a draw.

Bombs away

Difficulty: 5

Fun: 6

The 4 players are on a small island which is under attack from the evil bowser who shoots bombs at you. You must dodge the torpedoes that come for you but most of the time they hit the island which causes a large shaking and you will fall off if you're not careful. Jumping is critical to avoid being hit and squashing other players to increase the chance of them falling off.

Deep sea salvage

Difficulty: 3

Fun: 5

You are all in your own under water submarine and you collect the coins and bags of coins which are thrown by the Hammer bros. Press "A" repeatedly to float up and the joystick to move around. Watch out for the mines as you will fall down to the bottom and be unable to collect coins for a few seconds. The aim is to get as much coins as possible so there is no winner or loser.

Dizzy dancing

Difficulty: 7

Fun: 4

All the players start on a record disc which will spin around very fast. When it stops you will be dizzy and the controls are all mixed up and you will go in the opposite direction or something. The first player to get back on the record disc and hit the musical note above it wins. *HINT* jump on other players to get higher.

Hot rope jump

Difficulty: 6

Fun: 5

The rope of fire swings around and you must jump over it when it reaches you. Timing is everything here and you must be concentrated to be ready for the fire rope. The rope spins faster and faster every time and players are eliminated when they are hit by the fire. Last player standing wins.

Hexagon heat

Difficulty: 6

Fun: 6

There are 7 hexagons which are all different colour. Toad will raise a coloured flag and you must get to the hexagon which matches the colour of toads flag as all the others will drop. Again you need to concentrate and be ready to move to the flag. *HINT*: when players jump and are in the air try to go under them because if they land on you they will bounce around and most likely fall off.

Honeycomb havoc

Difficulty: 7

Fun: 3

There will be fruit sliding off a tree and you must stop the dice block on either 1 or 2. Whatever number you get that's how much items you collect, but choose carefully as you don't want to collect the honeycomb full of bees because they will chase you away and you will be out.

Lava tile isle.

Difficulty: 6

Fun: 5

The 4 players will be standing on a platform made up of tiles. The tiles will eventually fall and you must get off them and try to stay alive. The tile which is about to fall will shake a little first so be on a lookout. *HINT* you can punch other players to hit them backwards slightly to try and make them fall off.

Mecha marathon

Difficulty: 7

Fun: 5

It's a competition of distance. You must wind up your little shy guy toy using the "A" and "B" buttons at the same time as fast as you can. After 10 seconds they fly off depending on how much you winded them up. The player who gets his doll the furthest wins.

Platform peril

Difficulty: 6

Fun: 4

4 players must run across the platforms which will fall and jump to the other ones and so forth. It is a race to the end and can be difficult because you will fall off if you're not fast enough. Once you have played the game a while then

you get used to this game and most of the time you will make it to the end but it is very hard to be the first one there.

Roll call

Difficulty: 8

Fun: 2

Before you judge your teacher just think what they have to go through to take roll call. You must count either the boo's, toads or bombs. They will move around and there are fake identical ones so count carefully. You must get the right amount to win. Use "A" to count up and "B" to decrease your count. Some of the bombs will explode once in a while so you must be on the lookout.

Shell shocked

Difficulty: 5

Fun: 8

The players are in small turtle tanks and you must battle each other to the death. Press "A" and "B" to shoot your cannon and the joystick to move around. When players are hit twice they're eliminated. *HINT* watch your back and don't focus on just one player, try to take cover behind the pipes.

Shy guy says

Difficulty: 6

Fun: 6

Don't listen to Simon anymore. Your focus is the shy guy who holds up either a red or white flag. You must hold up the same colour flag as him. "A" is to raise the white flag and "B" is to raise the red. Be quick and correct in putting up the flags as the shy guy will bust your balloon if you don't get it right. He will try to trick you by holding up 2 flags at once and then changing them so be focused.

Skateboard scamper

Difficulty: 6

Fun: 4

His is another rather difficult mini-game. You must skate away from the giant boo. Press "B" repeatedly to skate and "A" to jump. A curtain waits to be opened at the by the first player to get there to expose boo to the light and get rid of him. The first player to the finish point wins.

Slot car derby

Difficulty: 5

Fun: 4

Use your joystick to control your cart around the tracks. There are bends that will make you spin out if you take them too fast so slow down and maintain speed and control.

Sneak 'N' snore

Difficulty: 6

Fun: 7

The 4 players are hidden in barrels to hide from the giant Chomp. You must get to the other side where Chomp is sleeping and press the button to open the door. Then you go back and escape. Watch out when the Chomp wakes up, as you must release your joystick to stop moving and hide. If he catches you then you're gone.

Tile driver

Difficulty: 4

Fun: 5

The Players have their own square of consisting of 9 tiles all together. You must perform a hip drop using the "A" and "Z" buttons and flip the tiles over and match them to the picture shown in the middle.

TOAD in the box

Difficulty: 8

Fun: 6

You must stop the spinning box on top of your head so it shows toad. When you stop it on Toad then you move up a level and the spinning speed increases. You must get Toad 5 times to win. The other pictures are Bowser, chomp and some other thing. They will squash you when you choose them and you will lose time. When it gets to the last box then it is almost impossible to stop it on toad so you're just based on luck when you get in this situation. *HINT* memorise the order the faces appear so you know when toad is coming up and time your hit right.

Totem pole pound

Difficulty: 3

Fun: 5

You are raised up in the air by the Totem poles and you must perform a hip drop to send them down slightly. The first player to reach the bottom wins. *HINT* Press the "A" button harder and longer to jump higher and to a larger hip drop. Thus causing more effect and lowering you faster.

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2 vs. 2 MINI-GAMES
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The 2 vs. 2 mini-games are where the 4 players are split in teams of 2 and they must go against the other 2 players.

Balloon burst

Difficulty: 4

Fun: 6

You and your partner must use the "A" and "Z" button to compress your pump and blow up your big balloon. The first team to pop their balloon wins. *HINT* if you press the "A" and "Z" button too quickly after each other then you wont get much air pumped so wait till the lever is pushed all the way down and then pulled all the way up.

Bobsled run

Difficulty: 6

Fun: 7

It's a bobsled race to the finish line. Press the "A" button repeatedly to push your sled at the start and then hop in it. Hold the analogue stick up to gain speed and pull it back to slow down. *HINT* Go on the red dash boards to get a big boost in speed and watch out for narrow parts of the track with sharp turns. A good trick is to block off your opponents and not let them pass you.

Cake factory

Difficulty: 6

Fun: 6

Every second counts in this. You must make cakes by placing a cake base on the bench and then finish it off with a strawberry. One player grabs the cake base and the other grabs the strawberry. "A" button is to grab and release it to drop the item you're holding. If you miss something and don't grab it you will lose time as your player gets angry and loses confidence by slamming his hand down. *HINT* time it right and work together as you cannot place 2 cakes on the bench at once or a single strawberry without a cake base.

Destruction Duet

Difficulty: 5

Fun: 7

You and your partner must attack the statue using the "B" button to punch it. The first team to break their statue wins. *HINT* while 1 player punches the statue you can jump on top of it and perform hip drops on it. This is slow but does a lot of damage.

Dungeon Dash

Difficulty: 8

Fun: 6

You must alternately press Right and left to move along the dungeon floor, but each team is joined together, so each player must press their button at the same time, or you will fall over and lose time. Also, avoid being hit by the flames and the Thwomp or you will also lose time. The first team out of the dungeon wins.

Handcar havoc

Difficulty: 7

Fun: 7

The 2 teams must race to the finish line using their mining handcar and the "A" button to pull the lever up and down for acceleration. Use the joystick to turn left or right at the sharp bends. *HINT* when a turn approaches then you should slow down and be ready to turn hard as you can fall off the ledge if you're not cautious.

Looney Lumberjacks

Difficulty: 4

Fun: 6

Use the "A" and "B" buttons alternately to push and pull your saw through the log. The first team to cut a piece off wins. *HINT* just like balloon burst, don't press the buttons too fast after each other or you won't cut as much as the saw doesn't follow all the way through the log.

Magnet Carta

Difficulty: 4

Fun: 5

Use your joystick to control your cart and pick up the coins, bags and chest and then bring them back to your base. *HINT* create an opening to get the big chest which sits in the middle.

Sky pilots

Difficulty: 6

Fun: 7

One player must steer the plane away from the torpedoes and lead it into the finish line, while the other person flaps the wings up and down using the joystick. *HINT* Go through the rainbow circles to fly through and gain speed.

Speed hockey

Difficulty: 5

Fun: 8

Move up and down the small course to block your goal from the red shell and hit it to bounce it in the opponent's goal. First to about 3 points wins.

Toad bandstand

Difficulty: 3

Fun: 4

Create a piece of music with one person playing the flute and the other playing the drums. A box will move and pass over a picture of your instrument. When it is on your instrument press the "A" button to play. If you don't do it at the right time you will get acorns thrown at you. The team with the best performance wins.

Torpedo targets

Difficulty: 5

Fun: 5

Hit as many targets as you can by having one player accelerate and steer the submarine using "A" and the other player firing the torpedoes and guiding them with the analogue stick. The team that hits the most targets wins.

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1 vs. 3 MINI-GAMES

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These mini-games have 1 player against 3 others. Though the single player is outnumbered he always has an advantage. The difficulty rating in these depend on what situation you're in

Archer-Ival

Difficulty: (For single player) 4

Difficulty: (for team of three players) 6

Fun: 5

One player uses his bow and arrow to shoot down the other players who are archery target boards with the "A" button. You can hit boo, bowser or toad to win a little extra coins. The other 3 players must move around and avoid getting hit. You are usually trapped between the other players so this makes it difficult for you. The single player can win by shooting down all the other players and the others can win by just staying alive.

Bob - omb Barrage

Difficulty: (for single player) 4

Difficulty: (for team of three players) 6

Fun: 7

One player is in a small tub on the water and they must move around and avoid getting a bomb thrown in their tub. It is easier for the player in the tub as it is extremely difficult to throw the bomb in the tub. Pull the joystick back and

release it to throw the bomb. The further you pull the joystick the further you throw. If a bomb gets thrown in the single players tub then the team of 3 win.

Bowl over

Difficulty: (for single player) 2

Difficulty: (for team of three players) 7

Fun: 4

The single player rolls the shell and guides it down the isle and must knock down the other players (who have turned into bowling pins). Use the "A" button to roll the shell and the joystick to control it. You need to knock down all the players to win. You get 2 shells to bowl so use them both wisely. The other players must move around using the "A" button to jump around very slowly.

Crane game

Difficulty: (for single player) 4

Difficulty: (for team of three players) 8

Fun: 3

One player is attached to crane and he must grab the other players and drop them into the tunnel. You can also pick up clocks to gain time. When you grab someone then you must repeatedly press the "A" button to hold on to them. The other players can also press "A" to wiggle free of the grabbing. If one of the three players are still not disposed of then the team of three wins.

Filet relay

Difficulty: (for single player) 6

Difficulty: (for team of three players) 4

Fun: 7

It's a penguin race. There are three small penguins who are the team of three and the single player is a larger penguin. Press "A" repeatedly to waddle forward and gain speed. If you go too fast you will fall over so be careful. Also use your analogue stick to turn left or right and dodge the walls and the snowballs thrown at you. The first one to deliver the fish to the penguins at the end wins.

Lights out

Difficulty: (for single player) 6

Difficulty: (for team of three players) 5

Fun: 8

This is a great and fun game. One player has a hammer and he must hit the other players who are carrying light bulbs. Once in a while the lights will go out and only the 3 players with bulbs can see themselves. The player with the hammer will be invisible and must swing away hoping for the best. The object for the team of three is to just stay alive. *HINT* when the lights go out stick close to the walls and rotate around the circle.

Look Away

Difficulty: (for single player) 6

Difficulty: (for team of three players) 5

Fun: 4

When the music stops, each player must look up, down, left or right (use the joystick), and if one of the players in the team of three looks in the same direction as the single player, they're out. Players can move their heads for a few seconds until they are frozen. The single player must knock out all the other players to win. It is very difficult and is basically just based on luck.

Move to the music

Difficulty: (for single player) 2

Difficulty: (for team of three players) 6

Fun: 4

This is similar to the TOAD Bandstand. One player has to create a dance using the joystick, A, B and Z buttons. To do this, press a button whenever the box on the stave passes over a note. The other players must memorise this. When it is their turn, they each have a separate stave (with their face on) and they must only perform a move when a note appears on the stave. Forget a move and you're out; if all three players screw up, the "Dance Master" wins. The single player has a huge advantage here. *HINTS* When creating a dance, make the majority of them directional moves as these are harder to memorise on top of all the other buttons.

Quicksand cache

Difficulty: (for single player) 5

Difficulty: (for team of three players) 4

Fun: 6

One player is the ultimate Monster who is in the middle of the quicksand. That player can control the quicksand direction of spinning to try and suck in as many coins as possible and also try to suck in the other players who walk around collecting coins. There is no winner here but all the coins you collect are added.

Shock Drop or Roll

Difficulty: (for single player) 3

Difficulty: (for team of three players) 5

Fun: 5

The 3 players are on a cylinder which is controlled by the single player who must try to knock the players off by spinning the cylinder and tricking them. Use the joystick to control the direction of which the cylinder spins and the other players can use the "A" button to jump and also the joystick to run in a direction. *HINT* Make the cylinder spin a certain way for a while and then quickly turn it to the other direction to try tricking the players

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BATTLE MINI-GAMES

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The battle mini-games are very rare and only occur when a player lands on the battle space. MOST of them are based on luck and the difficulty rating is not applicable for some of them.

Day at the races

Fun: 5

This is one which is based on luck. You must each pick a racer who will race for you. These are Whomp, Thwomp, Boo and Bob - Omb. All of them have their advantages and disadvantages and they have all won at least once in the time I have been playing. My personal favourite is boo. I must admit that he is one of the best there so if you get first pick then I would recommend him. The race is fun to watch.

Bowsers big blast

Fun: 4

Each player has a turn at picking a lever and pushing it. 4 of them are safe but one is a bomb which will explode and eliminate you if you press it. Each time a player is eliminated a lever will disappear and there will be one less. The last person alive wins.

Bumper balloon cars

Difficulty: 6

Fun: 7

Use the spikes at the front of your small carts to burst the balloons which are behind the other players' carts. When someone's balloon is popped then they are out. Last person standing wins it all. *HINT* if you want to be sneaky and cheat then you should stay in the position you are in at the start because you start in a position where nobody can get you. Then you just start playing when there is only 1 other cart left.

Crazy cutters

Difficulty: 5

Fun: 6

Each player has a jackhammer and must cut around a fossil in the ground as neatly as possible using the joystick. Most of the time all the players' fossils are accepted because it is hard not to get the required score. It's the person with the neatest fossil and the best score who wins most of the coins.

Face lift

Difficulty: 4

Fun: 7

Rearrange the face and make it identical to the one shown in the middle using your analogue stick to move your hand around and holding the "A" button to hold on to the face part. The best score wins.

Grab bag

Difficulty: 4

Fun: 6

What's more fun than robbing someone of their coins. Here players are given a backpack containing mushrooms which represent the number of coins they hold. Players must get behind their opponents and grab their bag and steal some mushrooms. You must watch your own back as well because the compute characters are just hungry for your mushrooms. There is a golden mushroom hidden in someone's bag and this is worth 3 mushrooms. *HINT* try to find the golden mushroom and hold on to it as long as possible. Keep running in circles when a player comes from behind you to avoid them robbing you

Hot bob-omb

Difficulty: 6

Fun: 8

Similar to the game "hot potato". Throw the little bob-omb around the circle to the desired player. The bob-omb will eventually get hot and explode, eliminating the player holding it. Use the "A" button to throw the bob-omb, "B" button to catch it when thrown at you and the joystick to face in desired direction where you want to throw. The last player standing wins. *HINT* Do not try to be sneaky and hold the bob-omb for a while and then throw it on the last second. You may get away with it the first few times but it will explode unexpectedly despite how hot you see it get. If you don't catch the bob-omb then your player will stall for a while with you still holding the bob-omb.

Raking them in

Difficulty: 6

Fun: 7

Players are in a raking machine which allows them to send out their rake and take in some mushrooms which rotate around on a wooden board. Watch out not to get the purple mushrooms as they will lower your score of coins and be on the lookout for the golden mushroom and try to get one.

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DUEL MINI-GAMES

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A duel mini-game occurs when either a duelling glove is used or a player lands on the same space as another player on the last five turns. They require concentration, luck and confidence

Saber slashes

Difficulty: 4

Fun: 6

This is the duel mini-game for pirate land. Goomba will set up a series of buttons to press and they will be shown at the top of the screen. The first player to press all the buttons in the right order the fastest wins.

Quick draw corks

Difficulty: 5

Fun: 7

This is the western land duel mini-game. The 2 players are back to back and when goomba says "START" then you must be the first to press the "A" button and shoot your opponent with the cork gun.

Time bomb

Difficulty: 6

Fun: 4

Timing is everything in this one. This is the duelling mini-game for space land. Goomba will tell you to press the remote detonator after a certain amount of seconds after he says "START". The player who stops the detonator closest to the time given wins. Use the "A" button to press the detonator

Psychic Safari

Difficulty: 6

Fun: 6

Two mushroom statues stand in the background. Summon up psychic energy by pressing A and B alternately as many times as you can. The more times you do it, the more powerful the relic becomes. The relics will now duel; the most powerful one wins and knocks the other one away.

Mushroom brew

Difficulty: 5

Fun: 6

Goomba will give you a certain colour to throw in your brew. They appear suddenly so be ready to press the colour. The colours match the colour of the button on your control. Press "A" for blue, "B" for green and "Z" for grey. The

letter will appear anyway. Whoever makes the best brew with the least mistakes wins.

Rock paper Mario

Fun: 5

This is one based on luck. It's a copy of the common game of scissors, paper and rock. To select Mario press "A", for peach press "B" and press "Z" for bowser. No matter who you pick everyone can be beaten. Mario beats bowser, Peach beats Mario and Bowser beats peach. It is just based on luck and guessing what your opponent will choose.

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ITEM MINI-GAMES

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The item mini-games occur when a single player lands on the item space during a board map.

Roll out the barrels

Difficulty: 4

Fun: 5

Available in: Pirate land

Each barrel has an item under it. When they rise at the beginning, find the item you want then follow the barrel it goes in. When they stop moving around just punch it and you get the item. You must keep a close eye as they will mix around and move fast

Give me a break

Difficulty: 5

Fun: 6

Available in: Wester land

All the items are placed on a train; each item is on a separate kart. Pull the lever to stop the train and whatever item stops in front of you is what you get. It is very difficult to get the exact item you want.

Hammer slammer

Difficulty: 5

Fun: 5

Available in: Space land

I'm sure you've seen this kind of game before. Tap the "A" button repeatedly to raise the hammer and then press "B" to drop it. The bar will then fly up and stop on an item. The harder you hit, the higher the bar will go.

Mallet-go-round

Difficulty: 6

Fun: 4

Available in: Mystery Land

The items are placed on top of two big blocks. When they spin you must break the block the item is on to win it. You need to break both blocks to lower the item and get it, but baby Bowser is sitting only one 1 block so if you hit his block, then you lose

Coffin congestion

Difficulty: 6

Fun: 6

Available in: Horror Land

There are a number of coffins sitting in front of you. Each coffin contains an item, but they will mix around and the items change places and go into different coffins. They will occasionally open and close very quickly so spot out the item you want and break the coffin it hides inside to get it.

Bowser slots

Difficulty: 7

Fun: 4

Available in: Bowser land

Just like a regular game of slots. The item pictures are on the slot and you need to stop 3 of them in a row together to win it.

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11) EMAILING ME

If you have any questions, issues or anything else related then you can email me at cro_evolution@hotmail.com

To ensure your email is answered, include the title of the game in the subject column so I know what it is about. And please do not send me junk or chain mail as it will just be deleted.

12) CLOSING

Well, it's been nothing short of a good time for me to have written this guide. I'm so happy that it is finally complete to the full extent. This is yet another guide which I like to look back at in pride.

I would like to thank all the sites currently hosting this guide, and all of you for reading the guide!

All my other guides can be found at the URL in the box at the beginning. Don't forget to check them out as you are sure to find something of your interest. So this is domiy, signing out once again until next time!

Cheers!

~domiy 2007