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1. What's New
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1/22/09: Started Guide (version 1.0 complete)

1/23/09: Reorganized Guide (version 1.1 complete)

1/23/09: Added a plethora of information to the guide (version 1.2 complete)

1/26/09: Updated Story Mode section and credited DBM11085 for allowing me to use the information from his guide (version 1.3 currently)

Current Version: 1.3

Please note that more updates will be coming soon. I will continue to improve upon this guide as much as possible.

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2. Introduction/Characters
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In the center of the vast universe, a remarkably bright star was born. It was a star that is born only once in a thousand years, the Millennium Star. According to legend, whoever possessed the mystical star was destined to become the Superstar of the Universe. However, since the Millennium Star was but a newborn, it fell from the sky. Around that Time, Mario and his friends were all happily relaxing when suddenly the Millennium Star came crashing down. Mario and his friends soon began arguing about who should keep the Millennium Star. Suddenly, The Millennium Star gave off a brilliantly bright flash of

light. And with that bright flash Mario and his friends were transported inside a giant toy box!

"Greetings. I am the Millennium Star. You must pass my test to prove yourself worthy of possessing me. You must journey across many lands and collect the Star Stamps. If you can collect all seven, I shall accept you as the top Superstar in the universe."

Mario- The ever-cheerful Mario scampers about using the Golden Mushroom. His goal this time is to be the top Superstar in the universe. Mario is an all around character, great for beginners, and great in the hands of a pro.

Luigi- Luigi is as dependable as ever as he uses his wits to master Mini-Games. He favors shortcuts using the Skeleton Key. Luigi is somebody that I've never used. If anybody has something to add about Luigi, please send me your review on him.

Peach- Peach masters Mini-Games with an easy grace. Her surprising fondness for the Plunder Chest reveals her mischievous side. Peach is very fast, but she lacks strength in games that require you to punch.

Donkey Kong- In tests of Strength, DK is the top banana. He loves to use the Reverse Mushroom to send his opponents in the wrong direction. This guy is very slow, but he makes up for it with his incredible strength.

Yoshi- The unpredictable Yoshi bewilders his opponents. To turn the tables, the Warp Block is his item of choice. Yoshi is my favorite character, but he seems to be subject to the Warp Block. Almost anytime an opponent uses it, he seems to be the one they switch with.

Daisy- Making her first appearance in the Mario Party series is the delightful tomboy Daisy. She can only be used in Party Mode. She is very similar to Peach.

Wario- In Duel Mini-Games, Wario is a matchless opponent. When he holds the Dueling Glove, there's bound to be trouble. Wario is another Strong but slow character. Not one of my favorites, but he's not too bad.

Waluigi- The craftiest guy of all, it's Waluigi. He's also appearing here for the first time and likewise can be used only in party mode. Never used him either. Somebody Email me telling me if he is any good.

Millennium Star- Only one is born every 1,000 years, a star among stars. It is said that whoever possesses it will be the greatest Superstar in the entire universe. He is the character that gives you Stars in the Battle Royal Maps.

Tumble- A magical die brought to life by the Millennium star, he's the player's guide and helper. He sets up the Mini game settings, and basically runs the boards.

Toad- His Role is less important in this Mario Party, but he is still very active. This time, he runs the Toad Store. You can buy items from him.

Baby Bowser- His role is the same as Toad's. He runs a different store than Toad. Only Evil Items are available from him. Also, both Toad and Baby Bowser may appear and ask you a question when you land on an Item Space.

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3. FAQ
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Send all questions to kevin[at]starwarsgalaxy[dot]zzn[dot]com, I will put your question with an answer on there in the next update.

Q: How do you acquire a Koopa Card?

A: There are 3 ways to acquire a Koopa Card:

1. You can get it randomly from Mini Bowser or Toad when they ask you a question.
2. You can find it in hidden blocks that appear on some blue spaces.
3. You can acquire it from Item Bags that you can buy in shops.

Q: what is the last rare mini-game?

A: The last rare mini-game is the 1-player mode of Mario Puzzle Party. You can unlock it by getting 1,000 or more coins in Game Guy's Room. You can unlock Game Guy's Room by being a Miracle Star in Story mode.

Q: Are there any unlockables characters in Mario Party 3?

A: No, there are no unlockable characters in Mario Party 3, or any Nintendo 64 Mario Party game for that matter.

Q: What is the highest rank you can get?

A: The highest rank is S.

Q: What is the lowest rank you can get?

A: The lowest rank is C.

Q: What is the highest rank you can get after beating Story mode?

A: Miracle Star.

Q: How do you beat the Millenium Star in a Stardust battle?

A: Grab the shooting stars with B and throw the star when he's near the ground with B. He will change the field if you hit him a few times. The ice field is the last field.

Q: How do you get through the red door in the Game Room?

A: Successfully complete Story mode and get as many 'S' rankings as possible. If you get enough 'S' rankings you'll be known as the Miracle Star. Then you will be able to access the Game Room.

Q: Does the difficulty level matter in Story mode?

A: The difficulty level doesn't matter in Story mode. You can play on Easy and still become a Miracle Star.

Q: How do you get an 'S' ranking?

A: In order to get an 'S' ranking you'll have to clear Battle Royal with at least 2 more stars than the second placer. In duel mode, you must have at least 3 more heart pieces than your opponent.

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4. Battle Royal Map Spaces
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Blue Space

When you land on this space, you gain 3 coins. If you are in the last 5 turns, you will gain 6 coins.

Red Space

When you land on this space, you lose 3 coins. If you are in the last 5 turns, you will lose 6 coins.

Bowser Space

When you land here, you will play Bowser's Roulette. You can win a bowser phone or bowser suit, but you can also lose as much as 30 coins, and other things too..

Chance Time

When you land here, you will play chance time. A slot type machine. You will choose the prize, which can range from stars to coins, and who gives it to who.

Battle Space

When you land here, you will play a battle mini-game. It can range anywhere from 0 to 50 coins. If it's 0, you wont play.

Happening Space

When you land here, different things will happen depending on the board that you are playing on.

Item Space

If you land here you will get to play an item mini-game. Or if you're lucky you will be asked a question and given the opportunity to get rare items.

Koopa Bank

If you land here, you will get all the coins that the bank has collected so far in the game.

Game Guy

If you land here, Game Guy takes all your coins. You then have to play a game to win then back double. Some games will even have x4, x6, x8, x10, x16, x32 and x64. If you lose though, you don't get the coins back.

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5. Duel Map Spaces
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Basic Space

When you land on this, your face will pop up on it. If you land on it with your face there, you will gain coins, if your opponent lands on yours, he will lose coins and they will go to you. Vise-versa.

Mini-Game Space

When you land here, you will play a 1 vs. 1 mini game against your opponent.

Power-Up Space

When you land here, your partner(s) will power up. Their Attack, Stamina, and Salary will all double. Can be good, can be bad.

Backwards Space

When you land here, you will roll another die and that's how many spaces you will move backwards.

Game Guy Space

If you land here, Game Guy takes all your coins. You then have to play

a game to win then back double. Some games will even have x4, x6, x8, x10, x16, x32 and x64. If you lose though, you don't get the coins back

Happening Space

When you land here, an event on the board will occur.

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6. Items

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Skeleton Key

Cost- 5 Coins

What it does- Sometimes, a gate may block the shortest route to a Star. If you have a skeleton key handy, you may be able to waltz through a barricade.

Mushroom

Cost- 5 Coins

What it does- A step down from the Golden Mushroom, the regular variety of mushroom will give you 2 rolls of the die.

Poison Mushroom

Cost- 5 Coins

What it does- The Poison Mushroom restricts a player from moving more than 3 spaces on the next turn. Use it on any player that's closing in a star or if the bank is right near you and you want to land on it.

Reverse Mushroom

Cost- 5 Coins

What it does- To make a player backtrack on the next move, use a Reverse Mushroom. If you're cursed, avoid a lengthy retreat by using one on yourself. A good tip that I have learned is by going by boo, then using the reverse mushroom next turn on yourself to turn around and go right back for him! Same if a star appears behind you, use it to go back!

Cellular Shopper

Cost- 5 Coins

What it does- If you're far from a shop and need an item quickly, the cellular shopper will put you in touch with Toad or Baby Bowser. Give either merchant a call to get your item right on the spot.

Warp Block

Cost- 5 Coins

What it does- If your stuck in a booby-trapped part of the Game Board, use the warp block to trade places with someone. Be careful when using it since you'll swap places with a random person.

Plunder Chest

Cost- 10 Coins

What it does- With the chest, you can swipe an opponents item. Target Rivals who have the precious Magic Lamp or Boo Bell. If you're opponent has more than one item, you'll steal one at random.

Bowser Phone

Cost- 10 Coins

What it does- When Bowser pops up, he'll make his victim choose one of the handful of propositions. Put your opponents in dire dilemma by phoning up Koopa King and sending him their way.

Dueling Glove

Cost- 10 Coins

What it does- If one of your rivals is sitting pretty with a mountain of coins, the Dueling Glove will give you a chance to win them. The handy item allows you to challenge your opponents for all their money (or less).

Lucky Lamp

Cost- 10 Coins

What it does- Mushroom Genie will change the location of the star if you use this. Rub the lamp when someone's close to the star or when the star is in a hazardous part of the game board.

Golden Mushroom

Cost- 10 Coins

What it does- When booby traps lay a few steps away from you or you need to go the extra distance, pluck out the Golden Mushroom. You'll get 3 dice rolls so you'll be able to travel up to 30 spaces in one turn!

Boo Bell

Cost- 15 Coins

To steal a star or coins from an opponent, give the boo bell a jingle. When you ring it, boo will offer to steal something from the rival of your choice. If you pay him 50 coins, he steals a Star.

Boo Repellant

Cost- 10 Coins

What it does- Players can hire boo to steal coins or stars from you. If the ghost is trying to scare up some of your booty, the Boo Repellant will protect you. Buy it if someone owns a Boo Bell or is close to Boo.

Bowser Suit

Cost- 10 Coins

What it does- When players are nearby, put the bowser suit on. You can don the outfit for one turn, and any players that you pass or pass you will lose 20 coins and they will go to you.

Magic Lamp

Cost- 20 Coins

What it does- The easiest way to reach a star is by summoning the magic genie to carry you off to the star no matter how difficult it is to reach. You'll need 20 coins to buy his lamp and 20 more to buy the star.

Item Bag

Cost- 30 Coins

What it does- The best deal for your money, the item bag comes stuffed with 3 random goodies. The item's in Toad's Grab Bag differ from the ones in Baby Bowser's, and either one is worth the bargain.

Koopa Card

Cost- Rare: Not sold in stores

What it does- One of the 4 rare items you can score only by lucking out on an item space. The Koopa Card will allow you to withdraw all the coins from the bank when you pass it. Cha-ching! :P

Barter Box

Cost- Rare: Not sold in stores

What it does- All players can carry up to 3 items at a time. If the Barter Box is in your inventory, you can use it to trade all of your items for everything in your opponent's inventory.

Lucky Charm

Cost- Rare: Not sold in stores

What it does- The Game Guy's Chance games are a gamble because you must put all of your money on the line to play. Use the Lucky Charm so he'll challenge one of your rivals to come play the Game Guy for all or nothing.

Wacky Watch

Cost- Rare: Not sold in stores

What it does- By activating the Wacky Watch, you'll make it so that only 5 turns remain. Use it to finish things quickly when your in the lead or to extend a game when its on it's last turn.

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7. Controls
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This is the controls for the game board, and MOST mini games...

A Button- Confirm Selection, Hit Dice Block, Jump.

B Button- Cancel Selections, Return to previous menus, Use Items.

Z Button- View Entire Map.

L Button- Taunt

R Button- View the Scroll Map

Start- Pause

C UP- View Item Explanations.

C Left- View Mini Game Rules, and tips.

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8. Story Mode
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Pre-Game Settings

Before you start Story Mode for the first time, there are a few settings you must adjust before you play, including the player you wish to use (Waluigi and Daisy are NOT accessible in Story Mode), the difficulty setting of the game, and if you want all mini-games or just the easy ones. Those settings are kept until you complete Story Mode or if you start a new file. Also, you play for 15 turns on each board in this mode.

Game Order

Story Mode is a little different than the rest of the game because of the set order you do things in. Here is the order in which you take on the regular (also known as Battle Royal Maps), the Duel Maps, and which Star Stamp you

win and where:

- Battle Royal Map 1 - Chilly Waters
- Duel Map 1 - Gate Guy (Wit Star Stamp)
- Battle Royal Map 2 - Deep Bloober Sea
- Duel Map 2 - Arrowhead (Kindness Star Stamp)
- Battle Royal Map 3 - Spiny Desert
- Duel Map 3 - Pipesqueak (Strength Star Stamp)
- Battle Royal Map 4 - Woody Woods
- Duel Map 4 - Blowhard (Love Star Stamp)
- Battle Royal Map 5 - Creepy Cavern
- Duel Map 5 - Mr. Mover (Courage Star Stamp)
- Daisy Duel Map - Backtrack (Beauty Star Stamp)
- Waluigi Battle Royal Map - Waluigi's Island (Mischief Star Stamp)
- VS. Millennium Star (Stardust Battle)

After you beat the first 5 regular/Duel boards, Daisy will appear and you'll have to play her on the Backtrack Duel board. When you beat that, you will then be challenged by Waluigi, and you'll play him on his regular game board, known as Waluigi's Island. After you beat his board, the Millennium Star will be floating in the air in the main area. Select it and you'll have to play against it in a mini-game where you must defeat Millennium Star. Information on this game will be at the end of the Mini-Games section of the guide. When you beat that, you will have completed the entire Story Mode and the credits will show.

Credit goes to Devin Morgan (DBM11085) for allowing me to use the Story Mode information in this guide.

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8.1. Story Script
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In the center of the vast universe, a remarkably bright star was born. It was a star that is born only once in a thousand years, the Millenium Star. According to legend, whoever possessed this mystical star was destined to become the Superstar of the universe. However, since the Millenium Star was but a newborn, it fell from the starry sky.

Around that time, Mario and his friends were all happily relaxing when suddenly the Millenium Star came crashing down. Mario and his friends soon began arguing about who should keep the Millenium Star.

Suddenly, the Millenium Star gave off a brilliantly bright flash of light. And with that bright flash, Mario and his friends were transported inside a toy box!

"Greetings. I am the Millenium Star. You must pass my test to prove yourself worthy of possessing me. You must journey across many lands and collect the Star Stamps. If you can collect all seven, I shall accept you as the top Superstar in the universe."

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9. Duel Mode Helpers Guide
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- Name- Koopa Troopa
- Character That it comes with- Mario
- Attack- 1
- Stamina- 2

Salary- 1 Coin per turn

Advantages- Its advantage is it's semi high life, it can take a hit and live from many of the Helpers. Also a low salary

Disadvantages- Its disadvantage is it's low attack. Many enemies can escape it's wrath.

Name- Goomba

Character That it comes with- Luigi

Attack- 2

Stamina- 1

Salary- 2 Coins per turn

Advantages- It has the advantage by delivering a good amount of damage with low salary.

Disadvantages- The disadvantage of Goomba is obviously it's low life.

Name- Toad

Character That it comes with- Peach

Attack- 1

Stamina- 1

Salary- 1 Coin per turn

Advantages- When you land on one of your opponent's spaces, you won't have to pay any money. Also the low salary is good and can keep him in there

Disadvantages- Low attack and low Life

Name- Bob-omb

Character That it comes with- Wario

Attack- 1

Stamina- 1

Salary- 2 Coins Per Turn

Advantages- There isn't too much of an advantage to this guy, except semi-low pay, can also be called high though.

Disadvantages- Low life, low attack, and high pay.

Name- Boo

Character That it comes with- Yoshi

Attack- 2

Stamina- 1

Salary- 3 Coins Per Turn

Advantages- When a character attacks boo, boo will turn around and do the same amount of damage, also has a good attack power.

Disadvantages- The attack's from opponents may go right through boo damaging your character

Name- Whomp

Character That it comes with- Donley Kong

Attack- 0

Stamina- 4

Salary- 3 Coins Per Turn

Advantages- High Defense

Disadvantages- Can't attack opponent, and high pay.

Name- Snifit

Character That it comes with- Daisy

Attack- 2

Stamina- 2

Salary- 5 Coins per turn

Advantages- This character will usually give you a few coins at the start of each turn. Also good attack power and good stamina.

Disadvantages- High Salary.

Name- Piranha Plant

Character That it comes with- Waluigi

Attack- 3

Stamina- 1

Salary- 5 Coins Per Turn

Advantages- It sometimes makes an extra die appear. High attack. Also something that I found is when I powered up Piranha Plant, he could do 6 damage killing my opponent who had full health in 1 turn

Disadvantages- High Pay, Low Stamina

Name- Thwomp

Character That it comes with- N/A

Attack- 0

Stamina- 2

Salary- 4 Coins Per Turn

Advantages- It can crush your opponent's helper in 1 turn.

Disadvantages- Can't attack opponent, and high pay.

Name- Chain Chomp

Character That it comes with- N/A

Attack- 1

Stamina- 2

Salary- 6 Coins Per Turn

Advantages- When it attacks, it will attack every member of the opponent's force, dealing damage to all of them. Also fairly good stamina.

Disadvantages- HIGH AS HELL PAY... hehe

Name- Snowman

Character That it comes with- N/A

Attack- 1

Stamina- 3

Salary- 2 Coins Per Turn

Advantages- High stamina, and low pay for the good character he is.

Disadvantages- Definitely the low attack, but it's not so bad, this character is very good.

Name- Baby Bowser

Character that it comes with- N/A

Attack- 1

Stamina- 1

Salary- 3 Coins Per Turn

Advantages- It's attack will multiply by 3.

Disadvantages- High Pay, 60% chance of hitting.

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10. 4-Player Mini Games

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Mario's Puzzle Party

In this Tetris-style puzzler, you can be the hit of the block party by eliminating multiple blocks at the same time. Match colors and use Thwomp to squish blocks.

Water Whirled

The first to sail five laps around the waterway wins. You'll drift a lot while cornering on the choppy seas, so veer early to avoid making wide turns

Snowball Summit

Stand in place and press B rapidly to form a snowball, then push it around the playfield to build it up. The bigger the snowball, the more punch it will pack.

Parasol Plummet

Unlike the other four-player games, everyone has a chance to pocket some coins. Open and close your parasol to control your descent and float into falling coins.

Curtain Call

As a chorus line of Boos, Koopas, and Goombas dance across the stage, memorize their order. Road will quiz you on their positions, like who was third from the left.

Messy Memory

Reshelf the items in their proper places. The Shy guy won't take down all of the items, so carefully watch them so you memorize only what is necessary.

Toadstool Titan

The player who smashes the block that contains the Mushroom will become a giant who must attack the other players. Avoid getting stomped by running walls.

M.P.I.Q.

In Mario Party 3, Toad is the host with the most trivia questions. He loves to quiz characters on mini game records, so pay attention to scores to pass his test.

Aces High

In the wild, blue yonder, dogfight with your 3 rivals and be the last one who isn't grounded. Use the radar in the center of the screen and change altitude if you are targeted.

Chip Shot Challenge

Chip the ball as close to the hole as you can. Monitor how the terrain and your rivals' power and aim affect their shots, then adjust your golf swing accordingly.

Rockin' Raceway

Tap A and B alternately, rocking out a rhythm that leaves your power meter with at least 2 carrots. Time your taps so you teeter over the power-up when it isn't blue.

The Beat Goes On

While keeping time with the beat, mimic the button sequence. Each drummer will build upon the rhythm by adding a personal button tap. It's safe to keep your added beat simple if your playing against computers, but if you're drumming with friends, break the pattern to make things tricky for them.

Treadmill Grill

Try to stay on the shrinking treadmill while avoiding the fire, and try to scorch the competition by attacking your rivals so they're helpless. If you attack using the ground pound, make sure no flames are nearby because it takes a second to recover from the move.

Awful Tower

Jump from block to block to climb the tower. The fastest climber, wins.

The Hammer Bros. will throw hammers at you to block your way. Use good timing to pass by them.

Bounce 'n' Trounce

Get on a bouncing ball, then knock your rivals off the playing field. As time passes, the playing field drops away one block at a time. Be careful not to drop away, too.

Cheep Cheep Chase

Swim like mad to avoid the hungry Cheep Cheep. Dive to avoid the bombs in the water. '!' will appear over your head just before the Cheep Cheep is going to catch you. Repeatedly press A to swim away.

Frigid Bridges

Use blocks to fix the broken path. The first player to carry 3 blocks and fix the path, wins. The path is frozen, so it's slippery. Don't panic. Exercise caution and control.

Ice Rink Risk

Try to avoid being hit by the spiked Koopa shell that slides around the frozen playing field. The more the Koopa shell moves, the faster it bounces, so watch out. The last player remaining wins the coins.

Picture Imperfect

There will be a picture shown to you, and then it will dissolve, with good timing, you must recreate this picture. There will be slot machine type parts moving around fairly quick, you must press the button on the right one.

Pipe Cleaners

Hit the Baby Bowsers with the hammer as they pop out of the pipes on either side of you. The Baby Bowsers will try to fool you. The player who scores the most, gets coins.

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11. 1 vs. 3 Mini Games

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Thwomp Pull

Press the button that appears on-screen to power your sled. Tap the button quickly, but hesitate if a snowball is falling in your path. If you don't wait for it to land, you'll crash into it.

Boulder Ball

If you're the solo player who's rolling the boulder's down the slope, ricochet them off the walls. If you're a member of the three-person team, zigzag up the hill to reach the top.

Ridiculous Relay

The Hang Glider and the Robot spider are the most difficult vehicles to handle in the relay. Glider pilots must focus on dodging obstacles, while spider pilots must focus on a rhythm.

Tidal Toss

While one player makes waves, the other three must hop over them. Stay afloat by standing close to the boat and jumping immediately after the solo player hops.

Hide and Sneak

One player has three chances to guess the hiding spots of the other

three players. Success in Hide and Sneak is based purely on luck, so it's more fair than the other 1 vs. 3 games.

Coconut Conk

3 players are atop a tree and one is below in a barrel. The player below tries to roll around trying not to get hit by the 3 atop when they ground pound trees and coconuts fall. Very Simple Game.

Crazy Cogs

Three players: Try to avoid all of the incoming Bullet Bills. Single player: Spin the cog the other players are standing on. If one player remains till the end, the 3-player team wins. So, even if you are all alone, keep trying and don't give up.

Hand, Line, and Sinker

Reel in the 3 who have become fish. If all get caught, the single player wins. You can move the Magic Hand a little after you cast.

River Raiders

Ride on Koopa shells and try to collect coins as they flow down the river. If you hit a floating log, you won't be able to collect coins for a short time.

Spotlight Swim

1 player tries to swim around the pool without getting caught by the 3 trying to all get their spotlight on him. It's best for the one player to dive right when all 3 spotlights are right there. It's best for the 3 players to keep as close together as possible.

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12. 2 vs. 2 Mini Games
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Baby Bowser Broadside

In this game, you will pair up with your partner to shoot the Baby Bowser moving around in the middle. You try to shoot as rapid as you can, and move slightly at turning points.

Cosmic Coster

Ride the roller coaster and move side to side dodging obstacles hanging over the track. Look into the distance to anticipate upcoming hazards.

Eatsa Pizza

The duo that gobbles up the most pizza in 30 seconds wins. Rapidly tap A to eat and sweep back and forth while moving forwards to chow down on big chunks of the pizza.

Etch 'n' Catch

Work together to etch circles around the toad stamp. The game is quite hard because it takes both of you to complete a circle unless you're really good. :)

Hyper Hydrants

In this game, there will be a field with flames in it. You must work with your partner to destroy the flames. This is my worst game..Sadly I have never destroyed a flame :P. I guess I'm not the fireman type, hehe.

Log Jam

Place logs on the chopping block or hack them into firewood by pressing

the button that appears on your screen. If you hit the wrong button, you won't be able to move for a second.

Picking Panic

Pick and toss cherries into the basket to harvest them for victory. When timing and tossing your cherries, keep in mind that bigger bunches of cherries won't fly as far as smaller ones.

Pump, Pump, and Away

Press A and B with good timing to pump up your rocket. The team whose rocket flies higher, wins. Push the pump down when it flashes to send the most air to the rocket.

Slot Synch

Pair up to hit character blocks. Try to hit the same character as your partner did. Be sure not to get Baby Bowser, as he will make you lose 1 point.

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13. 1 vs. 1 Mini Games
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Vine with Me

Jump from vine to vine in a race through the piranha plant forest. The main thing you must concentrate on is timing. Try to nail the button right when 2 vines are crossing each other.

Popgun Pick-off

Shoot the Baby Bowser Targets as they appear in the windows. Don't hit Toad! You will have to be very rapid and accurate. If 3 Baby Bowser's are lined up, move the control stick across them while shooting rapidly to score big.

End of the Line

Climb aboard the Steamer, then choose the correct tunnel. A good strategy is to follow which way your opponent goes first, try to memorize which ones are wrong and which are right.

Baby Bowser Bonkers

Baby Bowsers are poppin' up everywhere, so stomp on em'! A good strategy is to hit one baby Bowser then try to cause a jumping type chain reaction by going from one to the next.

Silly Screws

Spin the nuts to line them up. A good strategy is to hold right at all times, as it will cut precious seconds off your time. Spin Rapid to get there, then slow down when you are nearing the end.

Crowd Cover

As the characters disperse, choose the matching picture. Its pretty easy to tell who it is, so just watch carefully and be very quick to answer.

Tick Tock Hop

Jump to dodge the minute hand as it comes spinning toward you. Be careful, because the Clock can speed up the hour hand or the minute hand at either time. Time your jumps carefully.

Bowser Toss

Spin Bowser Round and Round, then see how far you can toss him. Spin

Rapidly while trying to keep at a 45 degree angle (/). If set right, you will send your Baby Bowser soaring.

Motor Rooter

Race Koopa Shells through pipes where Amps are hiding. Be sure to get all the turbo's you can. And look ahead to see where you need to be to pass the amp, it will help.

Fowl Play

Catch the runaway chicken before your opponent does. Try to get the chicken cornered where it has no moves, then make sure your opponent is away, then snatch the chicken.

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14. Game Guy Mini Games
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These games don't have names, but oh well, I can make up some :P

Lucky 7's

In this game, you will try to match or get higher than Game Guy's roll. You will have 2 rolls, and you cannot exceed 7. If you match or beat him, you will get x2, if you get 7 in 2 rolls, you get x10

Little Chomp vs. Big Chomp

In this you will bet on which chomp will eat the cake the fastest. Coin Multipliers can range anywhere from x2 to x64. A huge tip is to read what each character is saying before they eat, such as "I'm hungry!" or "Too sweet to eat..."

Roulette

You will bet on which character the roulette will land on, a very simple and practical game. :)

Toad or Baby Bowser

In this game toad and baby bowser will be in one of the 2 boxes, you must pick which box has the toad on it. First Time- x2, If you risk it and go again, it will be x4, and if you try yet again, you can win x8 of what you started with.

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15. Item Mini Games
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Dorrie Dip

If you pound on Dorrie's back, she'll grab an item for you. Keep in mind that it takes a little while for Dorrie to pick up an item after you have ground pounded.

Winner's Wheel

This is a roulette type game. How I usually win the item of my choice is stop the wheel on the item before the one I want. It will usually spin around once then land on the next item.

Bobbing Bow-loons

Unlike other minigames, Item Games are one-player activities that offer items instead of coins. In the archery game, wait for a clear shot to nail an item.

Swing 'n' Swipe

Keep an eye on Baby Bowser who's carrying the prize you're after, then whack him with your hammer. As long as you hit a baby bowser, you'll win a prize.

Hey, Batter, Batter!

No strikes or balls are allowed in Baby Bowser's baseball game. You have one chance to hit baby bowser's pitch. Use the control stick to aim for the prize you want, and avoid hitting the ball down the center since Baby Bowser will usually catch it.

Swinging with Sharks

Before the 10-second time limit expires, you must leap from your swing in the hopes of landing on an item. Timing is important- to reach the farthest item, you must hit A when you are at the beginning of your downswing.

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16. Battle Mini Games

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All Fired Up

Avoid the different Podoboos that will fan out in different patterns. When the flames line up and spin around the arena, run from the fire hazard rather than jumping over it.

Eye Sore

Run clockwise around the eye until it disappears. Podoboo's will ignite in your path, so dodge them or wait for them to flicker out while making laps around the peeper.

Merry-go-Chomp

This is a game based 100% on luck. You will choose a color, and then Chain Chomp will spin the thing, if it lands on your color, you're out.

Slap Down

In this game, you must be the first to slap the plant that matches the one shown to you in the center of the screen. It can be very tempting when the computer messes up, it might make you hit the button if you are too ready, hehe :)

Stacked Deck

Use a Ground Pound to flip the card and find a Toad. If you flip over a Baby Bowser, you lose! If you flip over a Boo, the order of turns will change, so watch out!

Storm Chasers

Chase the roving rain cloud so your pottery gets soaked. Stay ahead of the crowd so you can hog the rain for yourself and dodge the moles that try to trip you.

Three Door Monty

Boo, Goomba, and Koopa will all enter a door, then the doors will lose. It will then flash a picture of one of the characters, and you must be the first to tap the button of the door that the character went into.

Locked Out

Players always out-number doors and keys by one. Race to the key that matches the emblem on the door and press the B button to fend off grabby rivals.

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17. Hidden Mini Games
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Mario's Puzzle Party Pro

Score as many points as you can in the Mario's Puzzle Party 1-Player Game. You will have 3 minutes to score all that you can. Be warned that garbage blocks fall at every 100 points. If you get out before the 3 minutes, you're score won't count.

Stardust Battle

Gather up the falling stars that land in the playing field, then throw them at the Millennium Star. If you try to pick up a falling star while it's still glowing, you'll be out, so be careful. A good strategy is to run around the outside of the playing field and then snatch one as you are running by.

Dizzy Dinghies

In this game, you will be in a Jet Ski type craft and you will race around a course trying to get the best time. There are 3 courses, and this is a very simple game :P

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18. Secrets
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Bonus game boards

Successfully complete story mode to unlock the Backtracks and Waluigi's Island game boards in party mode.

Classic saved game names

Create a new saved game file, but do not enter a name. The game will automatically name the file after a classic Nintendo character.

Easy coins

Roll doubles on the dice after using a mushroom for ten coins.

Taunt

While playing a game, press L to hear your character's taunt. You can only do this while on game board, but not in mini-games.

40 Free Coins

If you have 0 coins (you can still have a star or stars) and happen to land on Bowser's space, Bowser will sympathize with you and give you 40 free coins.

Koopa's Bank Free Coins

If you land on a bank space Koopa will automatically give you however many coins are currently in the bank. You receive the amount of coins deposited.

High Dice Rolls

You can actually control what number you get on a dice roll, it's not random. If you watch the dice carefully when it is your turn, you will see that it bobs up and down. If you hit the dice when it is at its peak, then you will get a high number, and vice-versa. Be careful though because if you hit it a little too late (when it starts to go down) even if it is still near the top, it will be a low number. Practice a lot and you will be able to land on every good space on the board.

Secret

If your playing a long 50 turns battle Royal Map or infinite turns on Duel Map then press start while people are moving around. Then go on save game after every turn then you can come back to it another time.

Action Replay Codes

Any Number

YUBG-67HG-DE43D

MJM7-HHH7-BGN08

No Music Glitch

Choose the mini-game M.P.I.Q. in mini-game mode and make sure to view the rules. Choose practice. Pause during the game when you don't hear any sound. Unpause and press the 'R' button quickly to quit the mini-game. The game will have no sound at all until it is reset.

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19. Unlockables

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Unlock 3 Mini-Games

Complete the following tasks to unlock the corresponding mini-game.

Unlock Stardust Battle (1st):

Beat the game on Story mode.

Unlock Dizzy Dinghies (2nd):

Play every non-secret mini-game.

Unlock 1-player Mario's Puzzle Party (3rd):

Collect 1,000 or more coins in Game Guy's Room.

NOTE: You need Game Guy's Room unlocked for this.

Unlock Gold Mt. Mariomore

Beat Hard mode with ALL characters and with ALL 'S' ranks.

Unlock Game Guy's Room

Be a Miracle Star in Story mode.

Unlock Hidden Maps

To unlock Battle Royal Map Waluigi's Island and the Duel Map Backtrack for use in Party mode, beat the levels with those maps in Story mode.

Unlock Miracle Star

Get about 8 'S' rankings on the Battle Royal and Duel maps.

Unlock Super Hard difficulty

Beat Story mode with nay character you choose, on Hard difficulty.

Now Super Hard difficulty is available in both Story mode and Party mode.

Mt. Mariomore

To get your character's face on the mountain, beat story mode with that character. Becoming the Miracle Star isn't required.

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20. Contact

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You can e-mail me at kevin[at]starwarsgalaxy[dot]zsn[dot]com for praise,

questions, comments, or inquiries about this guide. Please only use the subject "Mario Party 3 Guide" in your e-mail message or I will delete it. Also, my GameFAQs username and contributor name is Roguesquad6. I can also be found on AIM. E-mail me if you want to add my AIM screenname. You can also e-mail me submissions or additional information on Mario Party 3. If you do this, I will add it and you will be credited for your submission.

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21. End of Document
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End of Guide.

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