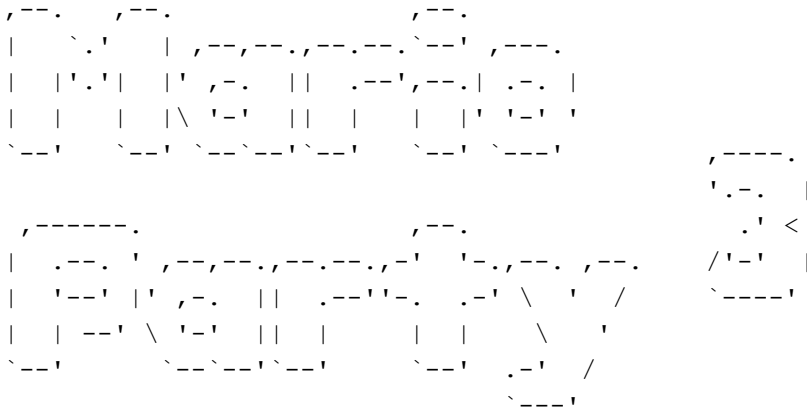


Mario Party 3 FAQ

by domiy

Updated to vFinal on Jun 8, 2007



| FAQ/Walkthrough || Nintendo 64 || Version 1.00 || June 8th 2007 |

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<http://www.gamefaqs.com/features/recognition/54511.html>

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| 1) INTRODUCTION                                     <A1>|
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Mario Party 3 was released in 2001 by Hudson Soft. Respectively I can say that it wasn't as good as the previous ones. Nonetheless it still bought fun and excitement into the gaming world. It is the last ever Mario Party game for Nintendo 64 so I strongly felt that this is a must own classic. It bought me lots of laughter so I don't think anyone should react differently to it. It has all new concepts and game types which is a good change for once.

After playing this game completely, I finally felt that its time to take action so I put together a little bit of data about the game and then BANG! Out of nowhere, I found myself with another complete guide. This is one of my favourite guides which I have written, mainly because of how great this game is.

So this is my guide for it.
 In here, you will find everything you need. From mini-games to items and more! I just want everyone to know that I really want this to be the best guide for Mario Party 3 ever, and I will do all I can to make sure it is just that.
 Hope you enjoy it.
 Let's get on with it!

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| 2) CONTROLS                                         <B2>|
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The controls in MP3 aren't too hard to get used to. If you have played any of previous Party games then these are pretty much the same as them. After playing this game for few hours, you can easily learn the basic controls. So here they are.

o=====o=====o		
	CONTROLS	
	FUNCTION	
o=====o=====o		
	A Button	
	Confirm selection, hit dice block, jump	
	B Button	
	Cancel selection and go back, use item, attack	
	Z Button	
	Show full map of current board	
	Analogue stick	
	Navigate cursor, move around	
	L Button	
	Taunt other players while on board map	
	R Button	
	Practice mini-game, view personal map of board	
-----+-----		

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| C-up button          | View description of items and partners |
|-----+-----|
| Start Button        | Pause game                             |
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| 3) STORY                                     <C3>|
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In the centre of the vast universe, a remarkably bright star was born. It was the millennium star, a star only born once every 1000 years. According to the legend, whoever possessed this mystical star would become the superstar of the universe. Since the millennium start was but a new born, it fell from the sky.

Around that time, Mario and his friends were happily relaxing when the star came crashing down. Seeing the mystical star, Mario and his friends began to argue about who should posses the star.

Just at that time, Lakitu came down with a toy box and dropped it.

'Mario Party' is the answer. They could play Mario Party to determine who is truly worthy of possessing the star. Suddenly, the millennium start gave of a bright flash and with that, Mario and his friends were transported into the toy box.

"Greetings. I am the millennium star. You must pass my test to prove yourself worthy enough of possessing me".

Now, you must play through the game and collect all 7 star stamps by playing the board maps to become the winner. That's when Mario and his friends set out to begin this unforgettable journey.

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| 4) GAME TYPES                                 <D4>|
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This game is basically divided into 2 different playing modes. Here is a description of each:

STORY MODE

In story mode you must set up the game settings first. First choose your character, then the difficulty level and lastly if you choose to play ALL or only EASY mini-games. Now you must follow the game concept, completing each board map and then a Duel map after it to gain different star stamps. In story mode the boards are played in the following order.

1st battle royal map- Chilly waters, then you play the Gate guy duel map to gain the Wit star stamp.

2nd Battle royal map- Deep Blooper Sea, Then the Arrowhead duel map to gain the Kindness star stamp

3rd Battle royal map- Spiny desert, after that you must complete the

Pipesqueak duel map to gain the Strength star stamp

4th Battle royal map- Woody woods, then Blowhard duel map to gain the Love star stamp

5th Battle royal map- Creepy caverns, then you play Mr Mover to gain the Courage star stamp, and after that you must play Backtrack for the beauty star stamp.

6th Battle royal map- Waluigi's island to gain the Mischief star stamp.

After the 6 battle royal maps and duel maps are completed then you face the Millennium star in Stardust battle. When you defeat him you will have completed the story mode of the game.

PARTY MODE
.....

When selected, you can play whatever board maps or mini-games you want.

Blue star room- Here you can play any battle royal board map.

Yellow star room- Here you can play any of the mini-games that you have discovered. This is also where you find the game guy room, where you play the game guy mini-games at random to see how many coins you can win.

Red star room- Play whatever duel map you want here.

You can also enter Peach's castle during Party mode. This is where you can listen to game soundtracks and view highscores.

| 5) CHARACTERS | <E5> |

There are 2 new characters introduced in Mario party 3. They are Waluigi and Daisy. They cannot be chosen to play with in story mode but all other game types allow you to play as them.

And it appears now that all you're other main favourite characters are back. Some even have a new look to them. Along with the basic playable characters, many new ones have also been released in the game. You will learn more about them as we go along.

For each character I will include some interesting history on them and there advantages and disadvantages.

Mario: The always jolly and focused Mario is the host of all the previous parties and is the mascot of Nintendo. There are hundreds of games named after him, which include him as almost the same appearance every time. He appears in many games and is known as the boyfriend of Princess Peach. His first game appearance was in the game "Donkey Kong". He loves to use Golden mushrooms and is said to be Luigi's older brother. Mario has quick and good attack in the

fighting mini-games and is just about equally matched at the rest of them. Despite looking fat, he has a good technique at jumping and performing ground pounds.

Luigi: As mentioned above this is Mario's younger yet taller brother. He was made completely as a copy of Mario, instead just different in terms of colour in uniform. His first appearance was in Mario bros where he was controlled and played with by the second player. He and Mario are known as the "Mario brothers" so its fair to say that his full name is Luigi Mario. Luigi's techniques are similar to Mario although some may find him easier in the games. His desire to take alternate routes is Large in the Mario party games, so his favourite item of choice is the skeleton key.

Yoshi: The always determined and battling Yoshi is said to be either a dinosaur or a dragon. He is seen as an agile character in all of the games he appears in. His first appearance was in Super Mario World. He is said to be Mario's close friend. In the game he is excellent at swimming and has a slightly faster swim speed than others. He also has the talent of performing good ground pounds. He has poor attack when used as a fighter in the mini-games because he will attack with his head; this is slow and barely powerful. His favourite item of choice is the warp block, and he is for all or nothing competitions.

Wario: The master of duelling. This sneaky rascal is Mario's rival. The smarty but always ready Wario will conquer all games with top efforts. His fighting is similar to Mario and Luigi's. Always be aware if he's in possession of his favourite item the duelling glove as he will pull out unexpected surprises and steal your coins.

DK: When it comes down to strength then DK is always the favourite pick. This large ape loves happening spaces and is always prepared for anything in his way. He will send you in the opposite direction with his favourite item, the reverse mushroom. He has good skills at the racing and athletic games with not much speed but outstanding strength and attack.

Peach: The princess of Mushroom kingdom Peach. This chicks got allot of heart and some good wits. She will easily clear mini-games with great performances. Peach is mostly underestimated and will pull out quick surprises. Her favourite item is the plunder chest so be careful as she is after your items. She has a big lack in strength and can be a huge disappointment in fighting mini-games.

Waluigi: He is one of the new characters introduced. Finally we have someone that can compare to the evilness and trickiness of Wario. Waluigi is the sneaky bugger who has good speed and is somewhat similar to the other Human characters. He is said to be Luigi's sworn enemy. Though he does run like an idiot, he is a good pick in mini-games. He and Luigi seem to be fighting over the lovely princess Daisy. He has a huge relationship with Wario as they both look and act the same.

Daisy: This is a remake of Peach, just in a more tomboy version of her. She is very similar to Peach so there's nothing to explain about her. She is another one of the new characters introduced to the game.

** ** ** ** **

These are the in game character that you can't choose to play as in the game.

Millennium star: One of these is born every 1000 years, so they are very rare. It is truly every players dream to posses this star, as said In the story. He will be located around the battle royal maps to sell you stars for 20 coins each.

Toad: Toad has now opened his own item shop; I guess the star business was too much for him ^_^
His shop is located around every battle royal board, so you can buy items of him when you pass his shop.

Baby Bowser: He sells you items around board maps as well. But his items are much different ones than Toad.

Tumble: He is a nice and humble dice block bought to life. He will be your guide in the board maps and mini-games.

Boo: A sneaky Ghost which is located about once around each board map. He will steal coins and stars from other players of your choice for a certain price.

Goomba: I don't know what this guy is. He looks like a hairball or something. He is in charge of battle and duel mini-games, so he will appear when one of these occurs.

Koopa: This is a turtle like creature who is located at the banks of the board maps. If you pass him you will need to deposit a 5 coin fee, and if you land on his bank space then you get ALL the coins collected from him.

| 6) SPACES |<F6>|

All the normal spaces from the previous Mario Party games are the same in this one. Although as there are new game types etc, some new spaces/functions have

been added. Here is a description of each:

BATTLE ROYAL SPACES

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Blue space: This is a typical blue space which occurs the most times in any board. You gain 3 coins if you land on it. If it is the last 5 turns then you will gain 6 coins.

Red space: This doesn't occur as much. It is a red space which you lose 3 coins if landed on. Once again, if it is the last 5 turns then you will lose 6 coins.

Happening space: This is a green space with a "?" on it. If you land on it different actions occur during the board play. Each board has a different action which will occur.

Bowser space: A red space which is in the shape of bowsers face. If you land on it you will play Bowser's roulette game which has cruel and punishing regrets.

Chance time space: This is another green space with a "!" on it. If you land on it you play the special chance time game, which is certain to end up with one happy winner.

Battle space: When you land on this each player will give a certain amount of coins and then play a battle mini-game. The players who place 1st and 2nd win the coins.

Item space: You're always lucky to land on this. You get to play an item mini-game to try and win some items, or toad or baby bowser might just ask you a question and see what items you deserve and give them to you.

Koopa bank space: This is the space right in front of Koopa's bank. If you pass this space then you give a 5 coin deposit, but if you happen to land on the space then you take all the coins which were deposited by all the players.

Game guy space: If you land on this then the game guy will take all your coins and then you play a game guy mini-game. If you win then your coins will double and be returned, but if you lose then you get absolutely nothing back.

DUEL MAP SPACES

.....

Normal space: Also known as the basic space. If you land on this during duel map play then your face will appear on it, if you land on it again then you gain 5 coins (sometimes more). If the other player lands on it then they lose 5 coins and

it goes to you.

Mini-game space: When landed on, both players compete in a mini-game and the winner gets 10 coins

Power up space: If you land on this then your partner's stats will double giving them more hit points and attack power but so will their pay.

Reverse space: When landed on you must roll again and move backwards in the opposite direction.

Game guy space: If you land on this during a duel map it is the same effect. Your coins are taken and doubled if the mini-game is won, but your coins are lost if you lose.

Happening space: If you land on this then a quick and short roulette takes place and different actions will occur.

| 7) ITEMS |<G7>|

Some new items have been added to Mario party 3. You can get items by purchasing them, winning them in item mini-games, or sometimes toad or baby Bowser will ask you some weird questions and reward you with items depending on how you answer. I have listed the items below including their price, who sells them and what they do.

Mushroom

Price: 5 coins

Available from: Toad

When used, this allows you to roll 2 dice blocks for that turn only. The numbers you rolled are added and you get to move the number of spaces shown. If you roll the same number twice you get a 20 coin bonus.

Skeleton key

Price: 5 coins

Available from: Toad & baby Bowser

You can take alternate and shorter routes around the board by opening the gates with this key. You only get to use it once though. You can also get this item from a hidden block.

Warp block

Price: 5 coins

Available from: Toad

You get to switch positions with another player on the board. You do not get to choose which player to switch with.

Reverse mushroom

Price: 5 coins

Available from: baby Bowser

Use this on another player to make them move backwards on their next turn. You do get to choose which player you want to use it on.

Cellular shopper

Price: 5 coins

Available from: Toad

When used, Toad or baby Bowser will come to you and you can buy an item from one of them.

Poison mushroom

Price: 5 coins

Available from: baby Bowser

When used on another player they only get to move 1-3 spaces on their next turn.

Plunder chest

Price: 10 coins

Available from: baby Bowser

When used, you get to steal another player's item. You do get to choose who to steal from but you don't get to choose which one of their items to take.

Duelling glove

Price: 10 coins

Available from: Toad

Use this to challenge another player of your choice to a duel mini-game. You get to decide how many coins to bet on as well.

Lucky lamp

Price: 10 coins

Available from: baby Bowser

When used, you will summon the mushroom genie and he will change the location of the star to a random spot on the board.

Bowser phone

Price: 10 coins

Available from: baby Bowser

Use this on other players to have Bowser come to them and make them play the Bowser roulette.

Golden mushroom

Price: 10 coins

Available from: Toad

When used, you get to roll 3 dice blocks for one turn only. The numbers you roll are added up to determine how much spaces you move.

Boo repellent

Price: 10 coins

Available from: Toad

This spray protects you from Boo if he comes to steal your coins or stars. When used it will scare him away.

Boo bell

Price: 15 coins

Available from: baby Bowser

Use this bell to call Boo and make him steal coins or a star from other players.

Magic lamp

Price: 20 coins

Available from: Toad

Use this to free a magic genie and he will take you straight to the star Location. *HINT* you still have to pay for the star so make sure you have 20 coins before using this.

Item bag

Price: 30 coins

Available from: Toad & baby Bowser

This bag is packed with 3 random items in it which will come out when you hit the bag.

THE FOLLOWING ITEMS ARE VERY RARE ONES WHICH ARE ONLY AVAILABLE FROM ITEM BAGS OR HIDDEN BLOCKS. TOAD MIGHT ALSO GIVE YOU ONE OF THESE IF YOU ANSWER A QUESTION WITH A GOOD ANSWER.

Wacky watch

This watch will set the time so that there are only 5 turns remaining in the game.

Barter box

This allows you to trade all the items you have for another players items.

Koopa card

When you have this very rare item you will be able to withdraw ALL the coins from the bank when you pass it.

Lucky charm

Use this to send the game guy to another player and force them to play a game guy mini-game.

8) BATTLE ROYAL BOARD MAPS <H8>

There are a total of 6 board maps available to play. After you complete the first 5 in story mode then you unlock a secret board map. In this game type 4 players will race around a board by rolling a dice and moving the number of spaces shown. After each player rolls then a mini-game will begin. The object is to collect as many stars as possible by locating the millennium star to trade him 20 coins for one star. After the set numbers of turns are over, then bonus stars are given out for performances during the game. The player with the most stars wins. These are the battle royal board maps.

Chilly Waters

Difficulty: 3
Fun factor: 4
Blue spaces: 52
Red spaces: 12
Item shops: 2
Banks: 2

This is the first and easiest of all the boards. It is a snowy and ice themed map with a giant snowman. If you land on a "?" space then he will throw a massive snowball which will roll along the path of the board. If you happen to get in its way then you must jump over it or be chased away to another location. There are some different routes around the board you can take but be careful of the thin ice which is in the middle of the board. It doesn't look strong and might crack if more than 1 player lands on it. If you pass the ice area your character will attempt to climb the icy hill, most times you will make it but you can slip and lose the rest of your turn.

Deep Blooper Sea

Difficulty: 4
Fun factor: 5
Blue spaces: 44
Red spaces: 4
Item shops: 2
Banks: 2

This is an underwater board map. It is pretty big so reaching the star will be tough, if you land on "?" space then the giant squid will pick you up and place you on the other side. This could be helpful or frustrating. There is a point on the map where there are a large number of "?" spaces placed together one after another. If you land on one of these then the sea monster will attempt to swallow you and spit you out to another location. Press "A" repeatedly to swim free. There is a route which brings you to 2 directions; you can choose which way you want to go but the shark will ask you to press one of the coloured

buttons, if you press the wrong one then you will be shot by some sort of a missile and will have to take the opposite direction. If you press one of the many correct buttons then you can pass with no fuss.

Spiny desert

Difficulty: 6

Fun factor: 7

Blue spaces: 56

Red spaces: 6

Item shops: 2

Banks: 2

This is battle royal map takes place in a desert. There are 2 circular parts of this map where you move around in a sand pit filled with many happening spaces. If you land on one of them then the sand will suck you in a take you to the opposite side of the board where the other sand pit is. The most difficult thing about this board is that there are 2 star locations. One of them is the real star but the other is a fake mirage which will disappear when you pass it. Both of them are identical so there is no way of telling which one is real.

Woody Woods

Difficulty: 6

Fun factor: 6

Blue spaces: 48

Red spaces: 7

Item shops: 2

Banks: 1

This is a nice forest themed map which may sound scary but is actually fun and has good scenery. Unless you come to the dull and evil part at the top where it isn't so good. You must be careful in choosing your routes because after each turn the mole will change the sign pointing direction and you must follow it, It will also change if you land on the "?" space. Once again there are a number of Happening spaces placed together in a row but they will help you if landed on. You play a short game where the tree will drop two kinds of fruits. You must pick a direction to run in and collect one of them. The coin fruit gives you 5 coins and the space block fruit allows you to roll again on the same turn.

Creepy Cavern

Difficulty: 6

Fun factor: 6

Blue spaces: 50

Red spaces: 6

Item shops: 2

Banks: 2

This is a cool board with many hazards and features. There is a railroad for trains going through the board. If you pass Thwomp at the station then he will allow you to ride the train for 5 coins, but you must jump on it yourself by pressing the "A" button at the right time when it passes. If you land on a "?" space then the train will start its journey and chase away anyone who is on the tracks. There is a path which has a giant Whomp lying in front of it. He will only move if you give him a skeleton key or if you land on a nearby Happening space

Waluigi's island

Difficulty: 7

Fun factor: 8

Blue spaces: 45

Red spaces: 19

Item shops: 2

Banks: 2

This is the secret board map. It is Waluigi's map and is extremely difficult. There is another circular section here as well which has a large dynamite bomb sitting in the middle. If you keep landing on the happening spaces then it will count down from 5 each time you land on one. When it reaches zero then it will explode and all players caught in the explosion will lose ALL their coins. To get out of this circle you must come to the intersection at the top of it. The light spins around and lights up the 3 arrows. You must jump up and when you come down you move in the direction of the lighten up arrow. There is a separated island which is part of this map. You can only get on it by using the bridges. There are some "?" spaces near those bridges and if you land on one then one bridge will rise up and the other will come down. If you are on the island then it could be trouble, as all the spaces are the same on it. They will change after every turn.

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| 9) DUEL BOARD MAPS <I9>|
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The duel maps contain only 2 players who attack each other to the death using their partners. Players start with 5 heart pieces and the player who has the most remaining heart pieces after the set number of turns wins. If you take away all of a players heart pieces then you win immediately. You can use your partners to stand in front of you and attack a player when you meet them or you can order them to stand behind you and protect you from other attacks.

Gate guy

Normal spaces: 15

Power up spaces: 1

Mini-game spaces: 2

Happening spaces: 3

Reverse spaces: 4

Game guy spaces: 2

Notice the shorter route paths you can access. They will allow you to go straight through the map instead of going all the way around. You must pay 5 coins to use these paths though. There is a weird bell creature who sits in the middle of this route and he will count down every time you pass him. He starts from 5 and when he reaches zero then you play a 1 on 1 mini-game and the winner will receive a big coin prize. (Around 20 coins)

Arrowhead

Normal Spaces: 17

Power up spaces: 2
Mini-game spaces: 3
Happening Spaces: 2
Reverse spaces: 2
Game guy spaces: 2

This is basically just a normal and pretty simple map. The bell creature sits in the middle again and will count down every time you pass him.

Pipesqueak

Normal Spaces: 13
Power up spaces: 1
Mini-game spaces: 1
Happening Spaces: 2
Reverse spaces: 4
Game guy spaces: 2

This map is kind of confusing. At all 4 corners there are coloured pipes which you can jump into. They will spit you back out to another location on the opposite side of the board. The bell sits at the bottom area of this map.

Blowhard

Normal Spaces: 12
Power up spaces: 2
Mini-game spaces: 2
Happening Spaces: 3
Reverse spaces: 0
Game guy spaces: 6

There is another shorter route path on this map. You can use it for free and it will lead you to a big fan. When you pass him he will blow you up in the air and you can choose which direction you want to go. Be aware that when you are blown up your partner positions will change.

Mr. Mover

Normal Spaces: 18
Power up spaces: 3
Mini-game spaces: 2
Happening Spaces: 3
Reverse spaces: 1
Game guy spaces: 2

The main thing in this map is the conveyor belt which you can use as a shortcut. It changes direction after each turn so be aware.

Backtrack

Normal Spaces: 8
Power up spaces: 2
Mini-game spaces: 2
Happening Spaces: 2
Reverse spaces: 5
Game guy spaces: 2

This is a board map in the shape of a star. At the corners there is a backward

space which will switch the direction you go in and also switch your partner positions if you land on one of them.

10) DUEL PARTNERS <J10>

There are different partners available to you in the duel maps. You cannot win without them so keep them in mind as they have a salary wage which is deducted from your coins after each turn. If you don't have enough to pay them then they will leave and you will be alone until you reach your checkpoint base where you are given 10 coins and a new partner chosen by roulette. You get to choose if you want your partner to stand in front of you and attack the opponents or make them stand behind you and protect you from attacks. I have listed every piece of information about each partner and where they are recommended to stand.

Boo

Attack: 2

Stamina: 1

Salary: 3 coins

Recommended: Front

Boo is a ghost so he can't protect you as attacks will go straight through him and hit you. A good thing is that when you are attacked he will attack the other player back automatically.

Bob-omb

Attack: 1

Stamina: 1

Salary: 2 coins

Recommended: Behind

This guy is just awful. When he attacks someone he will blow himself up in the process just to do 1 damage. His stamina is also low and he will die in one hit.

Baby Bowser

Attack: 1

Stamina: 1

Salary: 3 coins

Recommended: Front

When he attacks he will attempt to transform into the real Bowser. Most times he fails but when he does get it Bowser will attack and do a large amount of damage. He does at least 3 damage but sometimes even more.

Chomp

Attack: 1

Stamina: 2

Salary: 6 coins

Recommended: Behind

If you have a partner behind you, Chomp will jump over them and attack you. His high pay is a real disadvantage though.

Goomba

Attack: 2

Stamina: 1

Salary: 2 coins

Recommended: Front

There are no advantages or disadvantages for Goomba. He will attack as normal doing 2 damage to the opponent.

Koopa troopa

Attack: 1

Stamina: 2

Salary: 1 coin

Recommended: Behind

He attacks by hiding in his shell and charging at the opponent.

Mr Blizzard

Attack: 1

Stamina: 3

Salary: 2 coins

Recommended: Behind

He will not attack the partner who is protecting the other player.

Instead, he throws snowballs over them usually hitting the far partner standing at the front.

Piranha plant

Attack: 3

Stamina: 1

Salary: 5 coins

Recommended: Front

He has good attack but poor stamina and high pay. He will sometimes make an extra dice block appear allowing you to roll again but only from 1-3 spaces.

Snifit

Attack: 2

Stamina: 2

Salary: 5 coins

Recommended: Front

He has good attack and stamina but high pay. Sometimes he will find a few coins and give them to you before your turn.

Toad

Attack: 1

Stamina: 1

Salary: 1 coin

Recommended: Front

His stats are low but so is his pay. If you land on another players face you will not lose any coins if Toad is with you.

Thwomp

Attack: 0

Stamina: 2

Salary: 4

Recommended: Behind

He has no attack so most of the time when you meet another player he

will do nothing, but if you're lucky sometimes he will crush the opponent's partner and defeat them in one hit.

Whomp

Attack: 0

Stamina: 4

Salary:

Recommended: Behind

Whomp is another partner with no attack and no matter how much you try, he will never do any damage but his stamina makes up for it so he will be a good protection from behind.

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| 11) STAR LEVELS                                     <K11>|  
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You will be ranked with Star levels after each board map. They are determined by how well you cleared a board. These are the following star levels you can get.

BATTLE ROYAL MAP STAR LEVELS
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'S' ranking- Win and have at least 2 more stars than the person who placed 2nd.

'A'- Win and have 1 more star than the 2nd place finisher.

'B'- Have the same amount of stars then the person who came 2nd, win by having more coins.

'C'- Have the same number of stars and coins than the 2nd place finisher, win by the roll of a die. (Roll the highest number to win).

DUEL MAP STAR LEVELS
.....

'S' ranking- Win and have 3 more heart pieces than the other player.

'A' ranking- Win and have 2 more heart pieces than the other player.

'B' ranking- Have 1 more heart piece than the other player.

'C' ranking- Have the same amount of heart pieces than the other player, win by having more coins.

The 4 player mini-games are chosen and played at random after each player has had their turn on the board map. It is every player for themselves and sometimes there can be more than one winner. I have rated the mini-games with a difficulty level and a fun factor on a scale of 10.

Aces high

=====

Difficulty: 4

Fun factor: 6

Each player guides their plane around and must shoot down the other players' planes by hitting them twice with their missiles. When a missile is coming near you your plane will begin to beep and show a sign above your head. When this happens then quickly move out of the way by turning repeatedly or decreasing your height to dodge the missile. Hold the "A" button to accelerate forward and press "Z" to shoot missiles.

Awful tower

=====

Difficulty: 5

Fun factor: 6

Make your way up the tall tower using the blocks which move up and down. "A" button is to jump and that's all the controls you need. The blocks are constantly rising and falling so be ready to jump on them when they come down and be careful of the Hammer bros who will be throwing hammers down at you. If you are hit by a hammer then you get knocked down and possibly fall a few blocks down. *HINT* if you see a hammer bro then wait until he throws a hammer and then jump to the next block.

Bounce 'N' Trounce

=====

Difficulty: 5

Fun factor: 5

The players are on bouncy balls and they must hit their opponents off the ledge by doing a spinning attack. Press the "A" button to jump high and then "Z" to perform a spin attack and hit your opponents off. The blocks you are on will keep on falling so be careful you don't go down with them. The last player bouncing wins. *HINT* the blocks will shake and wiggle just before they fall so be on the lookout.

Cheep Cheep chase

=====

Difficulty: 6

Fun factor: 5

Swim away from the giant Cheep Cheep fish that will eat anything in his path. You must also watch out for the bombs in the water as they will stop you for a while and most likely you will get caught by the fish if this happens. The first one out of the water wins. Press the "A" button repeatedly to swim and hold "Z" to dive under and dodge the bombs.

Chip shot challenge

=====

Difficulty: 6

Fun factor: 4

Hit the golf ball as close to the hole as possible, or better yet, in the hole. Use the analogue stick to aim your shot and set up the power for it, then press "A" to take the shot. It takes practice to get the flow of this one. *HINT* You don't really need much power, and be aware that the shot wont go directly in the position you point it, it will curve slightly.

Curtain call

=====

Difficulty: 6

Fun factor: 3

Boo, Koopa and Goomba will come out dancing in a certain order which you MUST remember. After they come and go, Toad will ask you questions in relation to the order they where in. They will be questions like "Who was the third person from the right?" and etc. You all must answer the question by moving the analogue stick and putting the characters head in the cloud above your player. *EG*- If the answer is Boo, then flick through the players and stop it on boo then press "A". Each time you answer a question the amount of people dancing will double to make it more difficult. If you get a question wrong then you're out. It is a process of elimination game.

Frigid bridges

=====

Difficulty: 6

Fun factor: 4

4 players race across the icy path and must use the blocks to make a bridge and get to the island in the middle. Be careful of the big fish that jump across as they will hit you in the water. If this happens it takes some time to get put back on the path so it's best to just pace yourself and avoid falling in.

Ice rink risk

=====

Difficulty: 6

Fun factor: 7

Slide around the small ice rink circle and dodge the spiny shells which will fall from the sky and bounce around the rink. Use the joystick to move around and the "A" button to jump. If you get hit by a shell then you're eliminated. Last player standing wins. *HINT* if you run for a while then switch directions, you will slide for a while so pace yourself. Also, when the shells are about to fall you can see their shadows on the floor so move away so they don't land on you.

Mario's puzzle party

=====

Difficulty: 5

Fun factor: 4

This is very similar to the old game of tetras. The blocks will drop

into your square and you must match the colours to break the blocks. Get s coloured block and connect it to another block of the same colour to break them and earn points. The thwomps will occasionally fall and you can slam them down to lower your tower. If the blocks reach the top then you're out. Use the analogue stick to control the blocks and the "Z" button to drop them. The first to 100 points wins.

Messy memory

=====

Difficulty: 7

Fun factor: 4

See the picture at the beginning with the items placed on the shelf. Memorise this as the toads will come and knock it all of and mix it up. You must now place the items back on the shelf in the right order. The player with the most points wins. Press "A" to grab and item and then press it again to drop it. You can also close your curtain when you're done so other human characters can't copy you.

M.P.I.Q

=====

Difficulty: 3

Fun factor: 5

A question will be written up on the board for players to see. If you know the answers then press "A" for your chance at it. The first player to answer 3 questions correctly wins. The questions are written up very slowly and they are very simple ones so there shouldn't be any problems. When it's your turn at answering press the "A", "B" or "Z" buttons to choose one of the 3 answers. If you get a question wrong then you will not be able to answer the next one as you will be out for a while.

Parasol plummet

=====

Difficulty: 4

Fun factor: 6

This is a bonus mini-game so everyone is certain to get some coins. You must collect as many coins as you can while falling from the sky. Press "A" to open your umbrella and slow down to gain control and collect coins. Watch out for the hammers which are being thrown down as well as you will fall to the bottom of the screen and be unable to collect coins for a short time.

Picture imperfect

=====

Difficulty: 6

Fun factor: 6

The face of a character will be shown. Now you must make it again starting with only the head. Different face features will appear one after another and you must stop them on the right one in the right place to make the face as identical as possible. The closest one wins.

Pipe cleaners

=====

Difficulty: 4

Fun factor: 6

The baby bowsers will stick their heads out of the 4 pipes and you must hit them with your mallet. Similar to whack-a-mole. You stand in the middle of the 4 pipes so press "A" and point the analogue stick where you want to hit. If it is one the opposite side then press "B" and then the direction you want to hit. The player who hits the most baby Bowsers wins.

Rockin' raceway

=====

Difficulty: 6

Fun factor: 6

Saddle up your hobby horses and race them to the finish line. Press the "A" and "B" button simultaneously (at the same time) to make your hobby horse rock forward and move. Keep an eye on the carrot meter for your player which will decrease if you go too fast. If it reaches the bottom then you will spin out and lose precious time, so just pace yourself. If you get the carrot boost on the track then you will be able to go as fast as you want without decreasing the meter. Be careful as the carrot boost will occasionally change to a poison one and make you spin out. The first player to the finish line wins.

Snowball Summit

=====

Difficulty: 5

Fun factor: 8

This is one of the best mini-games in the game. 4 players must hit each other off the summit by rolling up snowballs and rolling at them. Press the "B" button repeatedly to roll up and make the snowball. Then just move around to make it bigger and then press "A" to roll it at someone. The bigger the snowball, the further it sends an opponent. The laster player standing on the summit wins. *HINT* you can also use your snowball as a protection from other attacks.

The beat goes on

=====

Difficulty: 7

Fun factor: 3

This is another remembering game where a series of drums are played, and you must repeat it by pressing the same buttons. After you've repeated the tune then you must add your own drum note. If you play the tune wrong then you will be chased away by the fire podopos. This keeps going until there is one player left.

Toadstool titan

=====

Difficulty: 5

Fun factor: 8

Another great mini-game. Crack the boxes to search for the mushroom. Whichever player gets it then they will power up and turn into a giant. They must now run around and try to knock out the other smaller players. The last player standing wins. *HINT* When you're running from the bigger player then stick close to the walls and

dodge them when they come. If the giant hits a wall then they will be disabled for a short amount of time. If one person finds the mushroom, its not over, you can still get it if you hurry as it jumps out of the box.

Treadmill grill

=====

Difficulty: 6

Fun factor: 6

4 players are on a treadmill and must attack each other in attempt to hit them off into the fire. Press "B" to punch and "A" to jump. The last player on the treadmill wins. *HINT* if you jump on a player you will squash them and make him unable to move for a short time. Watch out, as the treadmill will change direction so go with it. You must also watch out for the fireballs which will come onto the treadmill occasionally.

Water whirled

=====

Difficulty: 5

Fun factor: 7

Guide your jet-ski in the race. It is a water race where you must complete 5 short laps the fastest to win. Hold the "A" button to accelerate and use the analogue stick to steer. *HINT* the handling on the jet-ski's are bad so turn slightly before to avoid collision with the wall.

,-----.
| 13) 2 VS. 2 MINI-GAMES <M13>|
'-----'

These mini-games will have all 4 players split into teams of 2. Teams work together to win, and there is only ONE team that can win. These have also been rated out of 10 with a difficulty level and fun factor.

Baby Bowser broadside

=====

Difficulty: 5

Fun factor: 5

Each player sits in a shooting machine which fires small balls. You must hit the Bowser balloon thing which sits in the middle on a tower. Use the "A" button to fire. The team that hits it the most times wins. *HINT* when the building you're on starts rotating then your machine goes the opposite direction so be aware.

Cosmic coaster

=====

Difficulty: 5

Fun factor: 5

In this race to the finish each team is in a coaster and must dodge the many signs which are in front of the track. Use the analogue stick to move your cart. If you hit one of the signs (very likely) you will slow down.

Eatsa pizza

=====

Difficulty: 5

Fun factor: 7

Players must eat as much of the big pizza as possible. Press the "A" button repeatedly to eat. The team that has eaten the most pizza when the time is up wins. *HINT* When you eat the toppings (pepperoni etc) they are harder to eat so press the "A" button faster.

Etch 'N' catch

=====

Difficulty: 5

Fun factor: 6

Each team must work together and trace a circle around the Toad on the page. You are holding big pencils and there marks only last a while so you need to each go in a different direction to complete a circle. The team that draws the most circles around Toad wins.

Hyper hydrants

=====

Difficulty: 4

Fun factor: 6

One player pumps the water and the other player aims the hose to put the fires. The team that extinguishes the most fires wins. Press the "A" to push the pump down and then "B" to pull it back up. Do this repeatedly to pump the water. If you're in charge of the hose then use the analogue stick to aim and the "A" button to spray. *HINT* the water is coming out automatically and this is enough to douse the flames. If you press "A" to spray the water goes everywhere, so I wouldn't do it.

Log jam

=====

Difficulty: 5

Fun factor: 6

Chop as much wood as you can before the timer runs out. One player sets the log down and the other must chop it. Press the button that appears on the log to either set it down or chop it. The button will change every time so be focused. If you press the wrong button then your player will stall for a while. The team that chops the most logs wins.

Puddle paddle

=====

Difficulty: 4

Fun factor: 6

There is no winner here. Just get as much coins as you can and they will be added to your total. The Lakitu will throw coins into the river and you must paddle to collect them, watch out for the hammers that will get thrown as well. They will disable you for a very short time. Press "A" repeatedly to paddle and the analogue stick to steer your boat.

Picking panic

=====

Difficulty: 5

Fun factor: 5

You must work together in this one if there are two human players. Each team must get as many cherries in the basket as possible. You will be swinging on vines so timing is everything. Press and hold the "A" button to grab the fruit then release the "A" button to throw it to the other player when you meet. The other player must also just press and hold "A" to catch the cherry and release to drop it into the basket. The team that collects the most cherries wins.

Pump pump and away

=====

Difficulty: 6

Fun factor: 5

Pump air into your rocket to send it flying up. Use the "A" button to push the pump down and "B" to bring it back up and pump air. The team who's rocket flies highest wins. *HINT* push the pump down when it flashes to get more air pumped. Do not press the buttons too fast as you won't get much air if you do.

Slot synch

=====

Difficulty: 5

Fun factor: 4

One player must stop the spinning block on any characters face, and then the other must match it by stopping it on the same face to get points. Each character is worth different points. Toad= 3pts, Koopa=2pts, Goomba= 1pts and baby Bowser= -3pts. The team that scores the most points wins.

,-----.
| 14) 1 VS. 3 MINI-GAMES <N14>|
'-----'

The 1 vs. 3 mini-games have one player taking on the other three players. Though the single player may be outnumbered, they usually hold an advantage to make it fair. Again, I have rated each with a fun factor and difficulty level on a scale of 10.

Boulder ball

=====

Difficulty (single player): 6

Difficulty (team of 3 players): 5

Fun factor: 4

The single player sits in a machine at the top of the hill and must throw boulders down to prevent the other players from reaching the top. Press "A" to throw the boulders. For the team of 3, Use the analogue stick to move around. *HINT* if you're running up the hill then be aware of how the boulders bounce off the walls, you should stay close to the walls.

Coconut conk

=====

Difficulty (single player): 4

Difficulty (team of 3 players): 5

Fun factor: 5

The single player lies in a barrel below and must dodge the coconuts which fall off the trees. For the team of three players, do a ground pound (A + Z) on a tree to make the coconut fall off it. The player by themselves uses the analogue stick to move left or right and avoid being hit. If the team of three hits the single player then they win, but if the single player stays in until the time runs out then they win.

Crazy cogs

=====

Difficulty (single player): 5

Difficulty (team of 3 players): 5

Fun factor: 6

The team of 3 is on a spinning wheel and must avoid being hit by the bullet bills. The single player turns the lever left or right to make the wheel spin and try to have the other players hit. If any of the 3 players is still on the wheel when the time runs out then the whole team wins.

Hand, line, and sinker

=====

Difficulty (single player): 6

Difficulty (team of 3 players): 4

Fun factor: 5

The 3 players are fish, and the single player uses the hand rod to catch them. The team of players use the "A" button repeatedly to swim around, and the single player uses the analogue stick to aim and set up the rod and throw it out. They must catch ALL the 3 players to win.

Hide and sneak

=====

Difficulty (single player): 7

Difficulty (team of 3 players): 5

The team of 3 must use the analogue stick to select a hiding location behind one of the big boards. Then the single player must find them by choosing one of the boards to lower and reveal who's behind it. If the single player finds all of the others then he/she wins. For the single player: use the "A" button to select a board to lower.

Ridiculous relay

=====

Difficulty (single player): 4

Difficulty (team of 3 players): 6

Fun factor: 7

The single player sits in a plane type vehicle and must fly to the end. The other 3 players are all in different vehicles. The first player is in a row boat, the second is in a weird spider vehicle with long legs, and the last player is in another boat. The first player must press the "A" and "B" buttons repeatedly after each other to row to the checkpoint. Then the second player presses "A" and points the analogue stick up, then "A" again and points the analogue stick down.

Now do the same thing with the "B" button. Keep doing this to move along the river. Now the last player presses the "A" button repeatedly to move forward and finish the race.

River raiders

=====

Difficulty (single player): 4

Difficulty (team of 3 players): 6

Fun factor: 5

This is another bonus game where you must collect as many coins as you can. The single player is on a jet-ski and has the other 3 water surfing and tied to the back. It is easier for the single player as he is at the front and can collect whatever coins he wants, but his jet-ski has poor turning. The other 3 players just use the analogue stick as well to lean out and collect the coins.

Spotlight swim

=====

Difficulty (single player): 6

Difficulty (team of 3 players): 4

Fun factor: 6

The single player is in a pool guarded by the other 3 players. He must swim around until the time runs out without being caught by the 3 lights held by the team of 3. You must shine ALL 3 lights on the player to win. The single player can dive underwater for a short amount of time to hide. *HINT* When the player comes up from underwater he will stop for a while so you can easily shine the lights on him at that time.

Thwomp pull

=====

Difficulty (single player): 5

Difficulty (team of 3 players): 4

Fun factor: 5

The team of three sits on a board attached to the 3 Thwomps and they must press the buttons that appear on top of them. The single player is exactly the same just he must do it by himself. Each player on the team of 3 has their own button which they are in charge of pressing. When you press the buttons the Thwomps will move forward slightly. First one to the end wins.

Tidal toss

=====

Difficulty (single player): 4

Difficulty (team of 3 players): 4

Fun factor: 6

The single player stands in a boat and must create waves by jumping. The other 3 players stand outside the boat in the shallow water and must jump over the waves or get hit off the ledge by them. The single player uses the "A" button to jump or A + Z to create big waves with a ground pound. The others just use "A" to jump. If they can survive the time without being hit off the ledge then they win. *HINT* for the single player, create a series of small waves and then do a ground pound as the players wont be ready for the big wave.

The battle mini-games occur when a player lands on a battle space during a battle royal board map. The 2 players who place 1st and 2nd win the coins. Once again these have been rated with a difficulty & fun level.

All fired up

=====

Difficulty: 7

Fun factor: 6

The Podopoo fires will jump around and form patterns of fire which you must avoid. If you get burnt by one of the flames then you're eliminated. The last 2 players win coins. Use "A" to jump and the analogue stick to move around. *HINT* stick close to the walls when you're jumping over the fire.

Eye sore

=====

Difficulty: 5

Fun factor: 7

Players must run around the giant eyeball and make it shrink. The eye will follow your direction and get smaller when you complete a whole lap around it. Don't get too close to the eye as you will fall over if you hit it. Also watch out for the flames which will jump out of nowhere occasionally. The first 2 players to make the eye disappear completely win.

Locked out

=====

Difficulty: 6

Fun factor: 7

There are 3 doors, 3 keys but 4 players. When the mini-game starts pick up one of the keys which are shown on the doors, then rush to the door to unlock it and go to the next round. 3 players will get a key but one will miss out and be eliminated. Each time a player is eliminated then the number of doors and keys decreases. The last 2 players left win. Use the analogue stick to move around, "A" button to grab a key and "B" to punch a player and make them drop the key.

Merry-go-Chomp

=====

Difficulty: 7

Fun factor: 5

This is another guessing and luck based mini-game. The platform in the middle will spin around. Press "A" to jump on a platform. The chomp waits below, the reel will eventually stop spinning and the chomp will capture the player who stops in front of him. Each time someone is captured the number of platforms decreases and the chance of you getting captured by the chomp increases.

Slap down

=====

Difficulty: 6

Fun factor: 6

See the picture of the big flower in the middle. The small boxes around it will begin spinning and occasionally show a picture of a flower. When they show a picture that matches the one in the middle press the "A" button to slap down your hand. The 2 quickest players win. If you slap down too early or on the wrong picture then you are disqualified.

Stacked deck

=====

Difficulty: 7

Fun factor: 6

There are many cards on the deck which are flipped over. Choose one of them to do a ground pound on and flip it over. If you reveal Toad then you're safe for the time being. When a player flips a card with baby Bowser on the other side then they're eliminated. Revealing Boo will not get you out but it will mix up the turn positions. The last player still in wins.

Storm chasers

=====

Difficulty: 5

Fun factor: 7

Each player is holding a pot with a flower in it. You must run under the small cloud which lets out rain to water your flower. When the time runs out then the plants will grow and the tallest one wins. Use the analogue stick to move around. Watch out for the moles which will occasionally come up and trip you over.

Three door Monty

=====

Difficulty: 8

Fun factor: 4

Boo, Koopa and Toad will run into one of the three doors with the letters "A", "B" and "Z" on top of them. Remember which door each player one went in. Now a picture of one of them will come up and you must press "A", "B" or "Z" depending on which door they went in. The 2 players who are quickest to answer win. It is very difficult.

| 16) ITEM MINI-GAMES |<P16>|

The item mini-games are very short so there is no fun factor for them. You will play one of these every time you land on an item space. Your objective is to win the item which you want most out of all the others available.

Bobbing bow-loons

=====

Difficulty: 5

The items are in the balloons which are floating up and down. Use the "A" button to fire your arrow and pop a balloon. Whichever item is in

the balloon you popped, that is what you get. If your arrow goes past all the balloons it will hit the wall and come back to pop the balloon your floating on.

Dorrie dip
=====

Difficulty: 5

You are on the back of a giant loch ness monster named Dorrie. Around her are rotating boards which have items on them. Do a ground pound (A + Z) to make Dorrie lean down and pick up an item. *HINT* time your ground pound right as it takes Dorrie some time to go down.

Hey, Batter Batter
=====

Difficulty: 7

It's almost impossible to get what item you want. Baby Bowser will throw the ball and you must time your hit perfectly to hit the ball and make it hit one of the boards with items on them. Use the "A" button to swing and the analogue stick to point in the desired direction of your shot. If you swing too early or too late then you fail and get nothing.

Swinging with sharks
=====

Difficulty: 4

You will be on a swing and the platforms below contain items on them. When you're ready press "A" to jump from the swing and attempt to land on a barrel to get the item. *HINT* the higher the swing is, the further you will jump.

Swing 'N' swipe
=====

Difficulty: 3

The baby Bowsers are carrying chests which contain items. You can see what items go in which chest at the beginning. Keep an eye on what chest contains which item you want, then when the baby Bowsers start moving around simply hit one of them with your mallet.

Winners wheel
=====

Difficulty: 5

Pictures of the items are on a spinning wheel. Press the "A" button to slow the wheel down. Whatever the light stops on, is what item you get.

The duel mini-games occur only when a player lands on a mini-game space during a duel board map. They are 1 on 1 mini-game and there is always only 1 winner.

Baby Bowser bonkers

=====

Difficulty: 4

Fun factor: 5

The baby Bowsers will stick their heads out of the holes and you must step on them. The player who steps on the most wins.

Bowser toss

=====

Difficulty: 7

Fun factor: 4

Each player has Bowser in their hands. Press the "A" button repeatedly to spin him and the analogue stick to adjust throw height. After the time runs out Bowser is thrown automatically and whoever gets him further wins.

Crowd cover

=====

Difficulty: 4

Fun factor: 5

There will be a picture of a character on a large sheet. The Boo's or Toads will be standing over it making it difficult to see. The big picture is identical to one of the three small ones. Use "A", "B" or "Z" to choose the picture you think matches the big one. The characters covering the picture will disappear slowly making it more visible. If you get it wrong then you lose, so don't rush yourself. *HINT* you should wait for some of them to disappear before you try to answer.

End of the line

=====

Difficulty: 6

Fun factor: 6

Steer your train in either the left or right direction at the turns. One of the two routes is correct at each turn. Choose a direction using the analogue stick. You must go in the right direction 3 times to win. If you go in the wrong turn then you start from the beginning again.

Fowl play

=====

Difficulty: 5

Fun factor: 7

The chicken runs around the field and you must catch it. It will get scared when you get too close to it so this makes it difficult and requires you to be quick. Press "B" when you're at close range to attempt to grab it. Try to time your grab as the chicken will constantly run around and it takes a few seconds to make a grab. The first player to catch the chicken wins.

Motor rooter

=====

Difficulty: 6

Fun factor: 5

Players travel in circle vehicles through the pipe. The vehicle goes automatically but you wont get nowhere without the dash boards. They are everywhere so go on as much as possible. Watch out for the electrical sections which require you to swerve in another direction to avoid being slowed down. The first one to the finish line wins.

Popgun pickoff

=====

Difficulty: 5

Fun factor: 6

The baby Bowsers face will appear in the windows. Press "A" to shoot your popgun and hit the Bowsers. Each time you hit a Baby Bowser face, you will get 1 point. If you hit Toad then you lose 10 points.

Silly screws

=====

Difficulty: 5

Fun factor: 5

Go from screw to screw in this race to the end. Press the button which appears on the screw repeatedly to make it spin and line it up with the next one to be able to jump to it. Use "A" or "B" to make the screws spin. First one to the end wins.

Tick Tock Hop

=====

Difficulty: 5

Fun factor: 7

Jump over the clock hand that rotates around the clock. If you get hit, you're out. The hands change speed and direction suddenly so always be focused and ready to jump with the "A" button.

Vine with me

=====

Difficulty: 6

Fun factor: 7

Swing from vine to vine in a race through the jungle to finish line. Press "A" when a vine swings in close range to you to jump on it. If you fall then you're not out, you will be put back on the vine and be able to continue the race. The first one to the finish line wins.

| 18) GAME GUY MINI-GAMES |<R18>|

These mini-games occur when a player lands on the game guy space during a board

map. They are ALL simply based on luck so there is no difficulty level or fun factor.

Game guys luck 7

=====

The game guy will roll a block and move up the number of steps depending on what number he rolled. Now it's your turn, if you roll higher than him then he will roll again. Most times he goes over the 7th step and falls off. At this point, you have won the mini-game and can choose either to end it now, taking your winnings or you can roll again in attempt to roll and stop exactly on the 7th step. If you do so, your coins will be doubled even more times and you win as a very rich player. But if you go over the 7th step and fall off, you lose all your coins. It's up to you.

Game guys magic boxes

=====

Toad and baby Bowser will go into a chest. The curtains are closed and the chests are mixed up. Now you must choose the chest with Toad in it to win. If you choose the chest with baby Bowser then you lose.

Game guys roulette

=====

Choose a space that you think the shell will stop on. If its stops on the space you selected then you win and your coins are increased depending on the value of the space. Different spaces have different values, the high value spaces are small and the low value spaces are quite large.

Game guy's sweet surprise

=====

Big Chomp and baby Chomp will have an eating contest, to see who can eat the cake faster. You must place your bet on which Chomp you think will win. *HINT* Most times, Big Chomp will win so I would bet on him.

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| 19) HIDDEN MINI-GAMES                               <S19>|  
'-----'
```

These are mini-games which you must unlock to be able to play them
(See the secrets and tips section).

Dizzy Dinghies

=====

Difficulty: 6

Fun factor: 6

Choose a boat and race through the water track to try and set a record. Use the "A" button to accelerate and the analogue stick to steer.

Mario's puzzle party pro

=====

Difficulty: 5

Fun factor: 4

This is a one player version of Mario's puzzle party. Score as many points as you can in 3 minutes.

Stardust battle

=====

Difficulty: 9

Fun factor: 6

This is where you compete against the Millennium star. Pick up the stars that fall from the sky and throw them at the Millennium star when he is in range. Press "B" to pick up and throw the stars and "A" to jump. You must hit him around 3 times to defeat him. If you get by one of the falling stars then you're out. *HINT* Do not pick up a star while it's still glowing as this will hurt you and you will be out.

| 20) SECRETS |<T20>|

Here are some special features you can unlock during Gameplay:

Stardust battle mini-game- To unlock the stardust battle mini-game you need to complete the story mode and defeat the Millennium star in this mini-game.

Dizzy dinghies- To be able to play this mini-game all you need to do is play all the normal mini-games first and then you will unlock this.

Mario's puzzle party pro- To unlock this one player mini-game, you must win 1000 coins in the game guy room.

Mt Mariomore- To get a characters face carved on the big mountain, simply complete story mode with them.

Super hard difficulty- to be able to play on the super hard difficulty, simply complete story mode on hard.

Classic save file name - Create a new file (game) and don't enter any name. When created, the file will be named after a classic Nintendo character.

If you know any other secrets or unlockable features in the game that I didn't include above then please email them to me, and don't worry I will credit you if you help me out.

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| 22) CONTACT INFORMATION <V22>|
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If you have any questions, issues, contributions 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. And be sure to check the latest version first before you email me.

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| 23) CREDITS <W23>|
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Special thanks to:

- The FAQ critiques board - for going through this guide and pointing out major errors.
- <http://www.kammerl.de/ascii/AsciiSignature.php> - for the great ASCII art title.
- Hudson Soft and Nintendo - for creating such another great game
- All the websites currently hosting this guide
- All of you who have read this guide - it makes me feel better to see that this guide is receiving lots of views from many people. Thanks for reading everybody!

Contribute something to me or the guide to get your name in here!

24) CLOSING <X24>

So thus concludes the guide. This has been updated more times than I can imagine, because I had to constantly fix up some errors. Anyway, I think this is really it this time. There should be no further need to update this seeing as I'm happy with the current state of the guide.

So until next time, this is domiy closing out once again with another great guide. Don't forget to check out all my other work which can be found at the URL in the box at the top.

So anyway, Cheers for now!

domiy ~ 2007.

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