

Mario Party 3 Mini-game FAQ

by Haunter120

Updated to v2.4 on Jun 9, 2001

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MINI-GAME GUIDE
VERSION 2.4

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By Haunter120  
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Version 2.4  
Nintendo 64  
AIM Name: Quasar950 (BTW, don't ask me questions on AIM. It's my  
policy. My AIM name is only MP3 discussion, no questions)
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2.4 Update:  
-More info on games.  
-Fixed some stuff.  
-More contributing comments.  
-Added my strength for each game.  
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2.0 Update:  
-Added my view for each game.  
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1.8 Update:  
-Added new things to various mini-games.  
-Added Fun Section.  
-Dizzy Dinghies and MPP Pro Data added.  
-Slap Down glitch fixed.  
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1.3 Update:  
-Added Stardust Battle.
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-Added Best and Worst Mini-Games.
-Added some data to other mini-games.
-Changed Water Whirled data.
-Added Cheat Tips for various games.

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1.2 Update:

-Added Eye Sore Data.
-Added Game Guy Mini-Games.
-Added some data to other mini-games.

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0.8 Version:

-4v4, 2v2, 1v3, Battle, and Duel Mini-Games listings...

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Thanks to ATadeo for letting me use his disclaimer!

Just a quick run of the mill mini-game guide here. No real FAQ/Walkthrough. Besides, I hate starting out walkthroughs, so I'm doing this one fast.

BTW, don't ask me questions on AIM. It's my policy. My AIM name is only MP3 discussion, no questions.

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4 PLAYER MINI-GAMES

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Awful Tower

Difficulty: 7/10

Fun Factor: 6/10

In this game, you have to get to the top of the tower by jumping from block to block. The blocks move back forth. The Hammer Bros. will throw hammers at you, and when you get close they will run away. To jump distances, simply back yourself up and run-jump to the next block. Once you get to the arrow block you will win. Try not to slip off a block, or you'll fall!

Awful Glitch??

On the third to the last platform, notice how when you jump on it, some "thing" moves you to the left and drops you down? This is weird, but don't worry, it doesn't happen all the time...

What Haunter Thinks:

Kind of fun, but the slip-off-glitch in most of the blocks will get you. Plus, the Hammer Bros. alignment of throwing hammers will tick you off. Still, try it anytime! B.

Can Haunter Beat You?

Yeah. I rock at this game, but if I trip and fall down, I have a smaller chance.

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The Beat Goes On

Difficulty: 6/10

Fun Factor: 6/10

There'll be lots of cussing in this game if you're playing with other people. Basically, the Shy Guys give out a tune and you have to copy it, adding a new note at the end. Then the next person will get the turn, and the next, and the next, then back to you. Try to make it stay in a pattern, like : B, Z, A, B, Z, A, etc. That's what the computer likes to do, anyway. The computer usually messes up on their second try though, so you can be last and be lucky.

Also Try:

Mario Bandstand from MP1 and Move to the Music from MP2. In Mario Bandstand, a tune pops up and the composer has to rhythm by pressing Up, Down, Left, or Right for the baton movement. The other players need to repeat the tune. In Move to the Music, one person makes up a dance tune by pressing various buttons and the other three need to copy it.

What Haunter Thinks:

It may be like all others match-the-button games, but this one isn't so great. If you get to the end, all you get is a measly draw. The computer tends to always screw up at the second time through too. Try it if you're bored. C-.

Can Haunter Beat You?

It depends. My memorizing skills are really good, so you should be very afraid.

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M.P.I.Q

Difficulty: 3/10

Fun Factor: 7/10

Toad will give out questions, that will be typed VERY slowly on the big board. Once they are typed you need to guess them by hitting the block. You can do this earlier, but you shouldn't since the question will not be finished. The one who hits the block will need to answer the question. If they get it right, they get a point. If they get it wrong, they're out for the next question only. The first person to 3 points wins. The questions Toad gives you are extremely easy, and you should know most of them.

Cheat Tips:

Annoy everyone else who's playing by continuously talking. Everyone around you will get annoyed and probably guess wrong. Also, you can say "I know!" and not tell anyone what the real answer is.

Take the Challenge:

Can you get all three answers right by buzzing in when there are only four words on the screen? Try it!

The Cheating AI:

Notice how the CPU gets EVERY single question right? Nintendo should've tested the game more and discovered this. Even on Easy, they get it all right, all the time.

What Haunter Thinks:

The questions are WAY too easy excluding the record questions. "What Mario Party game are you currently playing right now?" You'd have to be a total idiot to not know that one. Also, it's too slow of a game. C+.

Can Haunter Beat You?

As long as I know the record questions, so yes.
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Treadmill Grill

Difficulty: 5/10

Fun Factor: 9/10

This is one helluva fun game. The objective is to be the last one standing on a pack of moving conveyors that rotate from time to time. You can ground pound and punch your opponents hoping that they will fall off, but it's better of not doing anything and watching each of the other opponents kill themselves while you're just standing there. Podoboos will come out later, and if you touch them, you automatically lose. Also, the conveyors get narrower from time to time, so watch out!

Beer Battles:

For games like these, it's nice to have something good to drink (like beer). When you lose, chug some out of the bottle.

What Haunter Thinks:

Fun, of course. It's free roaming, meaning you get the whole field to roam around in. It will get on your nerves though as you keep on playing it. B+.

Can Haunter Beat You?

Yep.

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Picture Imperfect

Difficulty: 6/10

Fun Factor: 9/10

Another nice and fun game. You will first get to see a face of a Mario character, such as Toad, Mario, or the caterpillar. It will disappear and you will have to make the same face, or at least get close to making the same face. First, the top part will be moving, and when you see the right picture, you need to time right and hit the block. For example, on Mario's hat, it will go L, G, W, M... when you see M hit it quickly! Then it will go to the face parts and it moves faster. Whoever gets the most accurate picture wins.

Cheat Tips:

Be extremely mean and cover the screen with your hands when it shows the correct picture (before the game starts). Then, your human opponents will not know what the character looks like.

Take the Challenge:

Can you get the picture right with your eyes closed? I doubt it!

Also Try:

Face Lift from Mario Party 1 and Mario Party 2 (I prefer the one from MP1). The objective is to stretch all pieces of the face to make the picture look like the one shown in the center. Whoever has the most accurate picture wins!

The Computer is a Smart-Ass:

In Picture Imperfect, the computer does NOT grade you on how many parts of the face/hat/whatever you got right. The computer grades you on how much more things look like the person you needed to draw. So if (example) Yoshi had the mustache and nose right, but he got the blue glasses for the eyes, and Wario got only the mustache right, but open eyes (which are not Mario's main ones), Wario has a better chance of winning. Smart CPU grading, isn't it?

What Haunter Thinks:

Sure, making faces is fun, but there's more luck involved in this one than skill or memory. Quite funny faces can be made, and I guarantee you're gonna have a good time playing this game a couple of times. A-.

Can Haunter Beat You?

I have bad reflexes, so probably not.

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Aces High

Difficulty: 6/10

Fun Factor: 8/10

This game is a lot like Shell Shocked from Mario Party 2, except it's fast paced, more fun, and more intense. Fly around and fire missiles at your opponents. If you fire a lot a Bullet Bill will fly out from your cannon. They're homing, so you can hit your opponents more easily. If you see a ! appear above you, immediately accelerate! Each person has 2 health, and if you're the last one standing you win. Hold Z until you see a bullet in your

compartment, then fire.

Also Try:

Any dog-fighting game. Ok, try Shell Shocked from MP2. You're in either a huge or small arena and you have 2 shells to shoot and 2 hearts (in a tank). Although you move as slow as the damn Crawler, you can shoot two kinds of shell shots and try to eliminate your opponent. Pretty fun game, though.

The Bullet Bill:

Regular shots are worthless from far away, so hold Z and power up your bullet bill so it homes, then send it away.

What Haunter Thinks:

One of the best games in this one, period. The dog-fighting is fun and there are a lot of options, like firing the homing missiles (Bullet Bills) or regular shots. There's even a radar, which is least expected in a Mario Party game. A.

Can Haunter Beat You?

I don't think so. I usually fire homers, but I get attacked and ganged up on all the time.

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Rockin' Raceway
Difficulty: 5/10
Fun Factor: 3/10

This game literally sucks, and will literally hurt your hands and numb them (not as bad as the rotating control stick in Mario Party 1). But if you want to win, you're gonna have to be hurt. Press A and B as quickly as you can, but make sure that when you have only 1 carrot, you stop and wait for it to recharge at least one more. The carrot icons will either bust your horse or make it stop for 2 seconds. The orange one will give you max carrots invulnerability and the blue one hurts you. Wait for the orange one and grab it!

Activate a Replay:

To activate a replay, someone will need to finish the race with another opponent an inch from the finish line.

Greg Miller:

I think you are playing Rockin Raceway wrong. The best way I have found is to hit A and B at a pace that will not drain all your carrots. It's ok to drain the first four, but you should hit A and B just fast enough to only gradually drain your carrots. The goal here is to reach the extra carrots just as your running out of carrots. Draining all your carrots really fast is inefficient, and not fun at all. Using the gradual hitting method I handily beat 3 normal comps. Sometimes it is better to slow down to make sure you don't pick up bad carrots. Rapid pushing wont win here.

Hopefully, this saves you from numb hands.

Reply: Doesn't do much expect have number hands. Although this doesn't drain the carrots as fast as the A and Z, it's practically the same thing with a different button. Thanks anyway!

Greg Miller Responds:

DO NOT HIT A and B(Z) BUTTONS FAST.

I repeat:

DO NOT HIT A and B(Z) BUTTONS FAST.

You need to hit the buttons slow. That's right slow. Not too slow, though. The object is to PACE yourself on carrot consumption. You shouldn't spin out on Rockin Raceway...ever. You need to alternate on A and B(Z) hitting at a pace so you get to the carrot just before you use your last carrot. This pace isn't that fast at all. It's slow and should hurt your hands like, say, cheep cheep chase or Bowser toss or even Baby Bowser Broadside. Think of a metronome. Please correct this in your faq, as I don't want anyone getting carpal tunnel needlessly.

Reply from me:

Okay, thanks. That fixes the problem. But then you said "should hurt your hands like, say, Cheep Cheep Chase or Bowser Toss or even Baby Bowser Broadside" hehehe, typo I guess.

What Haunter Thinks:

Blah. Like I said on the top paragraph, this game will hurt you no matter what button you press. It's a record game though. It's also very slow, and you will concentrate more on trying to win a measly ten coins instead of your hands' health. I'm raising the score since Greg Miller told me a good way to fix the problem. But I still don't like this game. C-.

Can Haunter Beat You?

Hell yes.

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Chip Shot Challenge

Difficulty: 5/10

Fun Factor: 8/10

You need to swing the club so the ball gets in the hole. Basically, this is golf, except it's shortened. Don't aim EXACTLY at the hole, aim a little away otherwise the ball will miss. Also, adjust the angle, then swing. Everyone swings, and the winner is either the one who gets the ball in the hole or the one closest to the hole.

Take the Challenge:

With 3 other human players, can you get all 4 balls in the hole?

What Haunter Thinks:

Good thinking, Nintendo! I never liked Golfing video games, but this one was quite fun. The aim was horrid (if you aim close right to the hole, it'll go off. If you aim close when the hole is far away, it'll go in). You should definitely play this one for a while. A-.

Can Haunter Beat You?

Depends where the hole is.

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Cheep Cheep Chase

Difficulty: 6/10

Fun Factor: 3/10

Repeatedly press A to swim, but dive when you see bombs in your path. Don't dive too early though, because you'll get air right at the bomb, and it'll

stun you so the big Cheep Cheep could eat you. The bombs move later on so watch out!

Also Try:

Skateboard Scamper from MP1 and MP2. Basically, you're on a skateboard without wheels (mmm, Snowboard) and you have to continuously press B to escape from either the big Boo or the falling platforms. There are also obstacles along the way.

What Haunter Thinks:

Yawn D+.

Can Haunter Beat You?

50% yes. 50% no.

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Mario's Puzzle Party

Difficulty: 8/10

Fun Factor: 9/10

This is one of the hardest mini-games in Mario Party 3, but can be very fun if you make it. Basically, this is Tetris, and when you get two blocks of the same color they disappear. Combo the blocks so you can make garbage blocks come to your opponents. Thwomps will also drop down, and you can use them to distort your blocks. This game can give you headaches if you play with the computer, since they often cheat. The first one to 100 points wins, but you can adjust it up to 1000 in Toad's mini-game room. I wouldn't do that if I were you though, it would be very long...

Take the Challenge:

Can you beat the computer on Hard and put the points Max up to 1000? Try it! You're going to have lots of trouble along the way!

Also Try:

Tetris Attack for the SNES. You can become addicted to it like hell. I used to call it Tetris Crack... You have to line up 2 blocks to get rid of them, and make combos and all that. It's much, MUCH better than Mario's Puzzle Party, in fact, MPP is nothing compared to it. There's also a version for the Game Boy. You could also try that new game Pokemon Puzzle League... Bah... stupid Pokemon.

What Haunter Thinks:

The AI IS A BITCH! If you're a super, super expert, you'll be able to beat them on at least Hard Mode. The problem is, they always tend to know where combos will be from start. Since the AI has no mind, it will know. You'll need to think as your CPU opponent drops damn garbage blocks in your bottle. It's very fun, though. Especially when you're playing a human. Always give it a try. B+.

Can Haunter Beat You?

No.

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Messy Memory

Difficulty: 4/10

Fun Factor: 5/10

First, you see many items stacked on shelves, then Toads come in and mess

everything up, starting the game. The objective is to get the items where they were before the Toads messed them up. Try to remember where the items were in your head. Press Z to close the curtain so no one will copy you.

What Haunter Thinks:

Blah. Only memory is required in this game. And the time limit is very short, eliminating time to mess with the curtains. Still, it's extremely easy and will earn you coins. C.

Can Haunter Beat You?

Gimme a break. Of course I can!

Ice Rink Risk

Difficulty: 6/10

Fun Factor: 10/10

A huge Spiny will drop onto an ice rink and you have to survive by escaping from it. It's slippery do be careful! More Spinys will drop down after a while, and they can change directions if they bump into each other. This could be very hard or very easy, depending on when your opponents die.

Cheat Tips:

Jump on an opponent's head to stun them. Do it when the shell is about to hit them.

What Haunter Thinks:

Sorry, I love this game. #1 favorite in Mario Party 3. A+.

Can Haunter Beat You?

If I don't get ganged up on by the shells, yes.

Curtain Call

Difficulty: 4/10

Fun Factor: 4/10

Koopas, Goombas, and Boos dance on a stage, once they leave, Toad will come out and ask you where they were during their dance. His questions are mostly "who's the third person from the left?" and those kind. SO try to remember. The people that guess it right move on, and it gets harder with the placement.

Cheat Tips:

Choose a random person REALLY FAST once the guessing starts. This will make everyone think you are right and choose the same thing. At the last minute, change your answer.

What Haunter Thinks:

Another trivia game. Enough of this shit already. D.

Can Haunter Beat You?

Sure...

Frigid Bridges

Difficulty: 7/10

Fun Factor: 5/10

You need to carry a block to the other side by crossing a very slippery and thin bridge, then come back, grab another block, and repeat until you have three blocks placed. This could be tough, since it slows you down if you fall, and you'll fall a lot. Be careful of the Cheep Cheep halfway through, and don't get distracted by your opponent's screen. Whoever gets to the island first wins.

What Haunter Thinks:

You won't have THAT much fun with this game, it's really annoying. You'll be crying when you fall, since you waste precious time. Don't try all the time. D+.

Can Haunter Beat You?

50% yes, I tend to slip off the bridge often. But if I walk slowly everyone else will be ahead...

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Toadstool Titan

Difficulty: 6/10

Fun Factor: 8/10

Hit blocks around the stage. One of them has a mushroom. Whoever gets the mushroom will turn giant and can take out the opponents for a short time. If you're not giant, then spread away from the giant to avoid getting hit altogether. Once the giant goes back to normal the blocks come back and you'll have to find the mushroom again.

Cheat Tips:

If you want to be a bastard, snatch the mushroom as it flies out of a block someone else hit.

Also Try:

Coin Block Bash from MP1. One person has the hammer while the others hit blocks do they can get coins. The person with the hammer can swing the hammer on the blocks so they can get coins. However, there are also Money Bags, which contain 5 coins, inside some of the blocks, so the hammer guy will have to attack the other players too to get their blocks. The other players can also hit the hammer guy so he can drop his hammer and they can take it...

What Haunter Thinks:

A quite fun game that's terribly underrated, in my opinion. You definitely need to play this with humans, otherwise it's no fun. B.

Can Haunter Beat You?

Well, I'm extremely good at avoiding the giant guy, but luck is not with me when I'm finding the mushroom.

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Water Whirled

Difficulty: 7/10

Fun Factor: 7/10

I don't hate this game anymore, now that I know how to play and figured out the controls =p. Hold the control stick left/right to move when you are turning a lap. Hold A to move forward, then rotate once you get to turns. 5

laps and it's over. Try to hug the inner wall so you can get to the end easier. This is a record game, so try to go as fast as you can!

Also Try:

Dizzy Dinghies, which is in this game, but will only be unlocked once you unlock every single mini-game. Try Slot Car Derby from MP1 and MP2. You race 5 laps around a stage with slot cars. This can be very hard, though.

What Haunter Thinks:

Once you get used to the damn controls, you're gonna like it. Otherwise, stay away if you hate control-that-takes-a-damn-long-time-to-get-used-to and getting stuck in corners. On the other hand, this game is a must-play for those of you who love racing and records. B.

Can Haunter Beat You?

Probably not.

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Bounce N' Trounce

Difficulty: 5/10

Fun Factor: 7/10

Jump high by pressing A. When you're in the air, press Z to attack your opponents hoping they will be kicked off the blocks. The blocks will start falling halfway through, and this could be a good thing if you're away from your opponents as they're fighting and losing on the other side of the battlefield.

Cheat Tips:

Jump on someone's head to stun them for a split-second. That won't seem much, but they'll have space for others to beat the crap outta them.

Also Try:

Bumper Balls. You're on a ball and you have to bump into other people basically. You need to knock them off the little island before time runs out or you get knocked off! It's quite a fun little mini-game.

What Haunter Thinks:

Nowhere as near as good as Bumper Balls, but close to similarities. Give it a try or two. C+.

Can Haunter Beat You?

If I avoid everyone else.

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Pipe Cleaners

Difficulty: 6/10

Fun Factor: 5/10

The controls are on the pipes, and you have to hit them when you see Baby Bowser in that pipe. Once you get used to it, you'll have a big chance if winning. Just make sure not to swing at everything if you don't get it.

Take the Challenge:

Can you whack EVERY single Baby Bowser that comes out from ANY pipe? You need good timing and quick reflexes!

What Haunter Thinks:

The game was cake for me. I got all 30 points on this one a lot. Aside for the easiness (the set difficulty in MP3 for this game wasn't in the easy set... WHY?!) it's just another whack-a-mole game. Bye. C.

Can Haunter Beat You?

Yeppers. Hell yeppers. This game is soooo easy.

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Snowball Summit

Difficulty: 6/10

Fun Factor: 9/10

Build snowballs by pushing B repeatedly against the snow. Throw snowballs at your opponents or move them against opponents. Best thing about them is that you can use them to defend yourself from other snowballs - a good strategy if you're being ganged up. When there's one person left on the screen besides you, and they don't have a snowball, immediately build one and make it extremely huge, then press A to throw it at them. They'll surely fall off and you'll win.

Cheat Tips:

Make a huge snowball as quick as you can and stand on the bottom edge. The others will kill each other with snowball while you stand with your snowball doing nothing. If they try to fire a snowball at you, it won't hurt you since it'll just break your regular snowball. If there is one person left and you still your huge snowball, lob it at him/her.

Take the Challenge:

How big can your snowball get? Try to build a huge snowball, and then throw it so it knocks every other opponent off the mountain!

What Haunter Thinks:

Fun! FUN! FUN!!! A.

Can Haunter Beat You?

If you let me build a big snowball, yes.

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Parasol Plummet

Difficulty: 7/10

Fun Factor: 5/10

You earn coins no matter what, but earning the most coins is hard. Let out your parasol when the Hammer Bros. are dropping down coins, but put it away once you see hammers. Try to be the guy at the top of all the other players since you can get more bags and coins. This could be tough, as your opponents can push you away and the hammer can beat you up.

What Haunter Thinks:

It's a coin-collecting mini-game, so don't expect so much from it. The whole idea was kind of stupid because sometimes you couldn't even see yourself...
C.

Can Haunter Beat You?

Does not apply to this game since it's a coin game.

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BATTLE MINI-GAMES

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Locked Out

Difficulty: 6/10

Fun Factor: 9/10

I love this game. It's just so many fun. The objective is to get a key that matches the color of the door and use it to open the door. There are three doors and four characters, so one of them will die. It will continue until there are 2 characters left, and one of them will win. You can punch someone to have them drop their key, but that rarely works =(.

Also Try:

Key-Pa-Way from Mario Party 1. The objective is to work together as a team. One player has the key and he needs to get it to the end of the stage, while avoiding Spiky Koopas. The other three players need to keep the Koopas away from the player with the key. The Key player can also throw the key to someone else. If a Koopa gets the key, you lose.

What Haunter Thinks:

Lots of fun when you're partying with humans. You'll love this one. A-.

Can Haunter Beat You?

I guess so. I'm good at this game, but the key keeps falling out of my hands when I get punched, then I lose.

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Slap Down

Difficulty: 7/10

Fun Factor: 6/10

A big flower picture is in the middle and many blocks are around it. Throughout the game the blocks will reveal themselves. One of the blocks matches the flower in the middle. When you see this one immediately press A to slap down the flower. Whoever slaps first wins first prize. You need quick reflexes here. A good trick would be to slap down when a random picture pops up that is NOT the right one to trick everyone else. This could make them think it's the right picture and slap too. It even works on the computer! Although I don't recommend doing this, you could have much fun seeing your opponent be so stupid.

Cheat Tips:

Roughly touch the A Button (don't push it!) when a picture appears which is NOT the right picture. Since you roughly touched it and you can hear the sound, others will think it's the one and push.

More Cheat Tips:

Pause immediately when a picture of a flower appears or when you know one will appear. You'll take a good look at the picture and if it's the right one, resume and PUSH!

What Haunter Thinks:

There needed to be more to this game... it's very simple. C.

Can Haunter Beat You?

With my cheat tips, yes!

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Storm Chasers
Difficulty: 6/10
Fun Factor: 4/10

You need to chase down the storm cloud with your flower pot to make the Piranha Plant grow. When it grows it flashes. Don't go in your opponents' way, because chances are the cloud will escape, and you'll still be stuck within your opponents. Whoever's Plant grows the largest wins. DO NOT TOUCH THE MONTY MOLES. I REPEAT, DO NOT TOUCH THE MONTY MOLES. They will trip you, and you will lose all your water. ALL your water.

Mega:

I read you FAQs and reviews, good work. Anywho, this is about the Storm Chasers game in MP3. You do know that when the plant flashes, that's when the plant is watered, right? The plants grow at the end of the game. I suggest just running around and following the cloud AS HUMANLY CLOSE AS POSSIBLE. Don't be afraid to rush into the crowd under da cloud to get watered. I play this alot and win... if you put this in ya FAQ, refer to me as Mega.

My Reply:

Yeah, but those other players can pus me into a Monty Mole. Still, good thinking.

What Haunter Thinks:

AHHH!!! I'VE BEEN UNDER THE CLOUD FOREVER! MY PLANT DOESN'T GROW! *throws controller against the wall for losing 50 coins*. D+.

Can Haunter Beat You?

No.

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Stacked Deck
Difficulty: 7/10
Fun Factor: 5/10

This game is based purely on luck, 100% luck, no skill needed (unless you count Ground Pound as a skill =p). Ground Pound a random card. If it's a Toad, you go to the end of the line and continue the game. If it's a Baby Bowser, you die. If it's a Boo, the order of the line gets scrambled, but you don't die. You never know which card is which, so it's all luck. Kind of like Russian Roulette.

Also Try:

Bowser's Big Blast from MP2. There are 5 switches and if you hit the wrong one you lose. Players alternate and take turns. Like this one, it's all based on luck.

What Haunter Thinks:

Not as bad as Merry Go Chomp... the Boo cards saved the game by putting more variety in it. Still, it's a damn luck game. C-.

Can Haunter Beat You?

This is luck, so I don't know.

Merry Go Chomp
Difficulty: 7/10
Fun Factor: 3/10

Just like above. This game is all luck. Step on a colored part of the spinning column. Whichever one ends up near the chomp, the chomp eats the character on that part of the column, and it continues. All luck.

What Haunter Thinks:

Let's play Russian Roulette. Ready to die? D-.

Can Haunter Beat You?

Luck, so I don't know.

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Eye Sore

Difficulty: 4/10

Fun Factor: 8/10

Run around Mr. I 15 times to make him disappear. Touching him will hurt you and stun you, so don't do that. As you run, Podoboos will fall out. You will see their shadow, so you'll know where they will fall. If you touch them you'll be stunned. Try to go around them if they are in your way, don't just wait for them to get out of your way. Or you can jump... It's not that hard, I don't understand why the computer sucks at this game...

Take the Challenge:

Want a challenge? Set the computer on Hard, then start the game. Give all the computers a head start - have them run around Mr. I four times, then start running. Can you still beat them?

What to Do?!

Notice how the What to Do!?! Music is played during the best mini-games (in my opinion)? It's played in various good mini-games such as Locked Out, All Fired Up, Ice Rink Risk, and Treadmill Grill. You can listen to it in Peach's Castle, in the sound room.

What Haunter Thinks:

Lot of strategy involved. It may seem simple at first, but running around the eye later on avoiding multiple Podoboos will get to be a true challenge later on. Fun. B+.

Can Haunter Beat You?

Maybe so.

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All Fired Up

Difficulty: 7/10

Fun Factor: 8/10

The podoboos are all over the place and you have to escape from them. They will make circles, jump ropes, crosses, and other things around the circled arena to try to stop you. Jump over the circles and try not to go near an opponent, because they might bump you into the flame.

Also Try:

Hot Rope Jump from MP1 and MP2. It's pretty self-explanatory - you need to jump rope. It's made out of podoboos, and it gets faster and slower as time

passes.

Tip:

Never, EVER, stay in the middle. It's the uniting point of the Podoboos, and they get there fast! So try to refrain from even going near the middle.

What Haunter Thinks:

It's fun, but extremely difficult. B+.

Can Haunter Beat You?

No.

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Three Door Monty

Difficulty: 4/10

Fun Factor: 5/10

Toad, Boo, and Koopa will enter and/or exit different doorways. Once all of them enter a certain doorway, a picture of one of the characters will appear in the middle of the screen. You have to answer which doorway this character entered last. The first one to answer gets first place, so be quick.

What Haunter Thinks:

A BATTLE guessing game? It's simple and dumb, and the AI buzzes in extremely fast. D.

Can Haunter Beat You?

No.

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DUEL MINI-GAMES
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Crowd Cover

Difficulty: 2/10

Fun Factor: 6/10

A big picture of a character is drawn on the middle of the board and three pictures are on the bottom. Your job is to guess which picture matches the one on the bottom. However, many characters walk around the picture, blocking the expressions/movements of the characters. Once you see what you need to see, you'll know. It's an easy game...

It's so Easy it's Fun:

That's why I gave it a 6 on the Fun Factor...

Also Try:

Roll Call from MP2. The objective is to count up the number of Toads/Boos/Bobombs that appear in front of you. There are a lot of them, and some will even disappear, so it won't be that easy.

What Haunter Thinks:

Some of the pictures, like the Boo one, are extremely hard to get the right answer. Other than that, it's very easy. B-.

Can Haunter Beat You?

Yes.

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Vine With Me

Difficulty: 6/10

Fun Factor: 9/10

All you have to do is swing vine to vine. To make it easy, grab the next vine just as you got on the last vine, it should work. If you fall, you'll be stunned. This can become annoying, but time your jumps as the vine is closer to you.

What Haunter Thinks:

It may seem overwhelming the first time you play it, but I loved the game.
A.

Can Haunter Beat You?

At this game, OF COURSE!!!

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Popgun Pick-off

Difficulty: 4/10

Fun Factor: 6/10

Shoot Bowser and DO NOT shoot Toad. You will need to hold the control stick left (HOLD, not press) to shoot the left window, and same with others. It's always put in the center. Each time you shoot Baby Bowser you get one point, and you can score lots of shots in one round. Shooting Toad will cause you to lose 10 points. A good strategy is to pause when Baby Bowser and Toad come out, and get used to where they are, then resume and fire away.

Cheat Tips:

Pause a split-second before Toads and Baby Bowsers appear. You'll see where they are and you won't have a chance of hitting a Toad, and more of a chance of hitting Baby Bowser.

What Haunter Thinks:

No comment. Try it, though. C+.

Can Haunter Beat You?

Yes.

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Tick Tock Hop

Difficulty: 7/10

Fun Factor: 7/10

Jump over the minute hand as it circles the clock. This may seem easy, but later the hour hand you start moving on starts doing nasty thing like spinning the other way the minute hand is spinning, or slowing down the minute hand while making itself quicker. Whoever touches the minute hand loses, and it's not easy to win here.

Cheat Tips:

Yell "JUMP!" a little too soon...

Also Try:

Hot Rope Jump from MP1 and MP2. You can find more about this game under the

'All Fired Up' mini-game description.

What Haunter Thinks:

I loved this game. You will too. Keep playing it and try to get a lot of jumps! (on the top right corner it tells you how much jumps you have. My grand total was 45). A-.

Can Haunter Beat You?

Yes!

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End of the Line

Difficulty: 6/10

Fun Factor: 5/10

Make it to the end of the tracks without falling. When you fall down by taking the wrong path, you start over. Memorize the wrong and right paths and you should be fine. There are three sections with two passages each. It's always random.

Cheat Tips:

Look at the opponent's screen and see where they are going. If they go the right way and you go the wrong way, you can copy the opponent... Also, you can yell out "LEFT!" to make your opponent think it really is left, but end up going the wrong way.

What Haunter Thinks:

Luck... *sigh* C-.

Can Haunter Beat You?

I have good memory, but this game is also luck, so I don't know.

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Motor Rooter

Difficulty: 8/10

Fun Factor: 6/10

Make it to the end of the tunnel. To speed up, use the speed arrows. Bad controls here, especially when you're at the top. Avoid the watts, and rely on the speed arrows. The maps in the middle show where the watts are and how far you are and your opponent. But don't look at the map too much, you'll lose track of the race.

What Haunter Thinks:

Nice, but the control ruins it all. C+.

Can Haunter Beat You?

More no than yes.

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Bowser Toss

Difficulty: 8/10

Fun Factor: 5/10

Throw Bowser farther than your partner does. Repeatedly tap A to spin him faster, and adjust your angle forward a little bit and higher, but not TOO high, otherwise he won't fly far enough.

What's your Record?

What's your record on this game? Not the computer's record, just yours! I got 57.27 once...

What Hunter Thinks:

Too hard. Plus, the AI cheats by getting the Bowser doll spinning extremely fast after 5 or 6 seconds into the game. C-.

Can Hunter Beat You?

Hell no.

=====
Silly Screws

Difficulty: 4/10

Fun Factor: 4/10

To get to the end you need to jump over screws. Press A to make the screw go away from the wall, and B to go next to the wall. Once the screw is near the next one, you'll see an arrow. Make sure you stop repeatedly pressing either A or B before you get to the arrow, otherwise you'll go past the screw.

What Hunter Thinks:

Blah. Way too simple. Nintendo must've ran out of ideas... C-.

Can Hunter Beat You?

80% yes. 20% no.

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Baby Bowser Bonkers

Difficulty: 3/10

Fun Factor: 4/10

Jump on as many Baby Bowsers as you can, kind of like Whack a Mole without the hammer. Actually you don't need to necessarily "jump" as when you touch them you automatically kill them. Stomp on as many as you can. Many will appear at the end, so you'll have advantages.

Also Try:

Whack-a-Plant from MP1. The objective is to... well... you can figure it out.

What Hunter Thinks:

Another boring and simple game. Do people actually play these games? D.

Can Hunter Beat You?

Maybe.

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Fowl Play

Difficulty: 7/10

Fun Factor: 6/10

Chase the chicken around the farm and grab it with the B Button. If you lose track of it, find the footprints and follow them. The chicken is fast. To make matters worse, the split-screen can really piss you off. It's best to corner the chicken or chase it away from your partner, and then catch it.

Jump over the fence if you need to.

What Haunter Thinks:

The side split screen ruins the game. It would've been fun. I would've preferred a top-view for this game, though. B-.

Can Haunter Beat You?

Probably not.

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1 VS 3 MINI-GAMES

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Hide and Sneak

Difficulty: 5/10

Fun Factor: 7/10

When you're the player that is looking for the others, don't be fooled to where the others go to. It will seem weird, but if (example) Waluigi's last run was to the rock, he may actually be hiding behind the log. Try to predict where characters will hide. When you're one of the ones that needs to hide, use teamwork and don't hide all in the same place, but don't take all separate places either, because it will be easier for the finder to track you down.

Cheat Tips:

Mind boggle the opponent and tell him where you REALLY are. He won't trust you, of course, and choose something else.

More Cheat Tips:

If you're the lone player, furtively look at your human opponent's controller to see where they move the control pad. Then you'll know where they will be hiding!

Also Try:

Look Away from MP2. There are 3 player faces and 1 big player face. Once time reaches 0, the 3 players need to turn a certain direction. If the big player face turns the same direction as the others, the others will lose a point. The small players have 2 points, and there are 5 rounds.

Advantage:

Neutral.

What Haunter Thinks:

Luck, but good kind of luck. B+.

Can Haunter Beat You?

Luck, so I don't know.

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Boulder Balls

Difficulty: 8/10

Fun Factor: 5/10

It's practically impossible to win when you're the one throwing boulders, because the computer will cheat and somehow avoid the boulder, then get to the top. But try to aim for the player that is closest to the top. If you're

a runner, don't always be in the same path and spread out from the others.

Advantage:

Three players have a strong advantage over the loner.

What Hunter Thinks:

Okay. I'll be the one player that throws boulders. Wow! This is fun! What? How did he get up here so fast? HUH? HUUH? Oh, maybe the AI cheated! C.

Can Hunter Beat You?

Yes if I'm one of the three players. No if I'm the loner.

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Tidal Toss

Difficulty: 4/10

Fun Factor: 6/10

Combo up different techniques if you're the wave-making player. For example, jump many times, then do a ground pound. You can trick the computer into thinking you're doing a pattern, and then breaking the pattern with a few ground pounds to knock them away. If you're one of the three, try to jump over the smaller waves and save a jump for the big one. Don't stay near the edge or the tide will throw you off.

Cheat Tips:

If you're one of three, listen up: When you get hit and you're near the edge, you'll be flashing invulnerable for about a second. This gives you time to go back to the inner part. With this, it's almost impossible to lose. Also, you can purposely get hit by a small wave that'll be followed by a big one, so you can avoid the big one's power.

Advantage:

One player has a strong advantage over the others.

What Hunter Thinks:

Way too easy when you're the one player. Way too easy when you're one of the three. Way too hard for the computer both ways, though. B.

Can Hunter Beat You?

Yes both ways.

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Hand, Line, and Sinker

Difficulty: 5/10

Fun Factor: 5/10

If you're the fisherman, wait for the fishes to get in a certain position where it's perfect to catch them, then cast your hook. Or wait for them to bunch up. If you're a fish, avoid staying close to the others otherwise you will be caught.

Also Try:

Also try... uhm... fishing.

Advantage:

Neutral.

What Hunter Thinks:

The control sucks big time. Ruins the whole game, too. C-.

Can Haunter Beat You?

Dunno...

Ridiculous Relay

Difficulty: 7/10

Fun Factor: 4/10

If you're the lone player, speed up and never let go of the control stick. You will get hit, and there's no avoiding it. Avoid all goombas and keep below the bullet bills. If you're one of the three, make sure you know how to pilot your vehicle and do it fast. There's a bigger chance the top player will win than the bottom ones. The Spider Tank controls are always the same: Up+A, Down+A, Up+B, Down+B, so you can keep pressing them without even looking at the screen.

Also Try:

Filet Relay from MP2. There is one player and 3 others. The three others need to make it to the end by alternating turns and repeatedly pressing A. The lone one is all by himself. It's boring mini-game though.

Advantage:

Lone player has a slight advantage over the others.

What Haunter Thinks:

No comment. C.

Can Haunter Beat You?

No, I suck at this game.

River Raiders

Difficulty: 4/10

Fun Factor: 5/10

If you're the lone player, avoid all the coins unless they're scrunched up, and go for the money bags making sure they don't get to the other players behind you. If you're one of the three, take a side unless you're the middle player. If you're the middle player, you're screwed. The others should take the left/right sides, but be aware of the logs. No matter what, you don't lose anything here, you will get coins.

Advantage:

Neutral.

What Haunter Thinks:

It's a coin collecting mini-game, so I can't give it such a good score. C.

Can Haunter Beat You?

Doesn't apply to this game since it's coin collecting.

Spotlight Swim

Difficulty: 5/10

Fun Factor: 8/10

If you're the lone player, dive under the water when the searchlights appear to be ganging up on you. You will know where you are when you dive when it shows the bubbles. Swim underwater away from the searchlights and it will be easier to evade. Keep in mind that when a searchlight spots you, a ! will appear, and you'll have about a split-second to dive or you will lose. If you're one of the three players, follow the swimmer and his bubbles. Try to predict where he will rise and keep the searchlight there. Actually, all three searchlights need to be on the swimmer for him/her to get caught.

Cheat Tips:

Not really cheat tips, but oh well... if one of your opponents is on your side as one of the three, and you want him to lose, you can keep your searchlight away from the swimmer at all times. Since all three searchlights need to spot the swimmer, this could be a good thing if your opponent has 10 - 19 coins and is right near the star.

Also Try:

Lights Out from MP2. Three players enter a dark room with only a light bulb in their hand while the other player - who can't see himself - has the hammer. The objective for the hammer guy is to smash all three players, and the other players need to survive for 30 seconds. Fun, huh?

More Cheat Tips:

If you're the lone player, never be afraid of one or two searchlights. All three need to catch you in order for you to lose, so don't be scared.

Advantage:

Neutral.

What Haunter Thinks:

This game is godly! A-.

Can Haunter Beat You?

Yes both ways.

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Thwomp Pull

Difficulty: 6/10

Fun Factor: 4/10

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If you're the lone player, you have a higher chance of winning. Just press the button that shows up, then the next, and the next, and so on... The three players are assigned a button, so when their button pops up they'll push it.

Also Try:

Desert Dash from MP1. There are 2 teams (it's a 2v2 mini-game), and each team needs to press the button shown to move forward. If you screw up, you get stunned. The first team to the finish line wins!

Advantage:

Lone player has a slight advantage over the others.

What Haunter Thinks:

BORING..... D+.

Can Haunter Beat You:

Yes if I'm the loner.

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Coconut Conk

Difficulty: 5/10

Fun Factor: 6/10

If you're the lone player, roll away from the coconuts but make sure you don't get trapped in the corner. If you're one of the three, don't bunch up and take different palm trees, then gang up.

Cheat Tips:

The three players: Make up different patterns in throwing down coconuts. Have one person take the left side, one take the right, and one take the center. Since there are 6 palm trees, each person can take two. You'll have a higher chance of hitting the roller and you won't be hitting each other.

Advantage:

Lone player has a slight advantage over the others.

What Haunter Thinks:

Too much jumping on each other. Too vulnerable. You might want to try a couple of times, though. C+.

Can Haunter Beat You?

Maybe.
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Crazy Cogs

Difficulty: 4/10

Fun Factor: 6/10

If you're the lone player, trick the other by moving the cog one way, then immediately the other way. Try to get them in the position where you know they'll be hit by bullet bills. If you're one of the three players, stay as far away from the bullet bills. You'll know when they're coming when you see their shadow. Don't be fooled by the player controlling the cog!

Also Try:

Shock, Drop, or Roll from MP2. Three players are on a roller and one player controls it. He can make it move left or right, and he needs to knock all three off the roller. The three need to survive for 30 seconds in order to win.

Advantage:

Lone player has a strong advantage over the others.

What Haunter Thinks:

What I think about this game? Oh, uhm... well... no comment. B-.

Can Haunter Beat You?

Yes if I'm the loner.
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Log Jam

Difficulty: 2/10

Fun Factor: 6/10

This game is so easy it's fun. If you're the log placer, just push the button it says on the log. Same with the cutter, except it's easier for him. You shouldn't screw up unless you do it on purpose.

Also Try:

Looney Lumberjacks from MP2. Basically, you cut wood. That's all.

What Haunter Thinks:

Too easy. C.

Can Haunter Beat You?

Yes.

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Cosmic Coaster

Difficulty: 7/10

Fun Factor: 6/10

Avoid the walls as you race through the coaster. You have a chance of hitting many walls, and your partner may screw you up. When you reach the point with passage in the middle, it's best to pause and think of what to do. Hitting a wall will slow you down, and the game is definitely not easy.

Also Try:

Handcar Havoc from MP1 and MP2. You need to press A repeatedly to head on forward. In MP1 however, you needed to be good at precise turning, otherwise you'd fall down.

What Haunter Thinks:

This game is WAY too underrated. I liked it =). The layout was great, but the course was too short. B.

Can Haunter Beat You?

Maybe.

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Picking Panic

Difficulty: 7/10

Fun Factor: 6/10

If you're a picker, pick up the fruit and throw it to your partner at the right time. Note this with the three fruits, because they are worth the most. It's hard to grab, especially if your partner messes everything up by throwing at the wrong time. Like the duel game Vine with Me, you need time your fruit throw when you get to the part where your partner is closest to you.

What Haunter Thinks:

Your partner can be an ass and throw fruits to you the wrong way. C.

Can Haunter Beat You?

Maybe.

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Eatsa Pizza

Difficulty: 2/10

Fun Factor: 7/10

This game is very easy. Repeatedly push A to dig your way through the pizza. Eat the pepperoni and the good stuff first, then finish up all the crumbs. You shouldn't have so much trouble with this one, mainly because of it's easiness.

Also Try:

Buried Treasure from MP1. You press A repeatedly to dig through the ground and find the buried treasure. Arrows point the way to it. It's a 4 player mini-game.

What Haunter Thinks:

I liked watching myself eat pizza. Made me hungry. Anyways, it's far too easy and the AI sucks at it. B-.

Can Haunter Beat You?

Yes.

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Etch N Catch

Difficulty: 5/10

Fun Factor: 5/10

Trap the Toad face with a circle made by your magic marker to get a Toad. The Toad can be annoying since he moves around so much. Make sure you're going the opposite direction as your partner to prevent colliding and less chance of getting a point. Teamwork is required, so don't cuss or beat up your partner out of game if you mess the mini-game up.

What Haunter Thinks:

So if you need to free Toad, why can't he just sit his damn ass in one place while you draw a circle around him? Too frustrating. C-.

Can Haunter Beat You?

No.

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Puddle Paddle

Difficulty: 4/10

Fun Factor: 4/10

This mini-game is very, very simple. All you have to do is repeatedly press A and steer using the awkward controls to grab the coins and money bags the Hammer Bros. throws. Go for the money bags and avoid the hammers.

What Haunter Thinks:

Bad control. Bad aim. Average game. C.

Can Haunter Beat You?

Coin game, so no appliance.

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Baby Bowser Broadside

Difficulty: 6/10
Fun Factor: 7/10

Once again, teamwork is required. Shoot Baby Bowser once you start moving. It'll be hard to aim once you're moving, but if you're precise you can get a shot along with your partner.

What Haunter Thinks:

Pretty good. Try it when you feel like it. One of the better 2v2 mini-games in Mario Party 3. B+.

Can Haunter Beat You?

Maybe.

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Slot Synch

Difficulty: 5/10

Fun Factor: 5/10

If you're playing with the computer as your partner, it'll be easy for you, since the CPU tends to get the same block you get all the time. Aim for Toad and hit the block. Toad gives the most points, while Bowser subtracts one point. You need good reflexes so if your partner hits first, do your best to time it right and get the same picture.

Also Try:

Toad in a Box from MP2. The objective is to hit the toad box as the box spins around. You need to hit Toad five times in the box, but it starts spinning faster once you hit him a couple of times. It is a 4-player mini-game.

What Haunter Thinks:

If the computer is your partner, you're gonna have an easy time beating this game as long as you don't get Baby Bowser. You'll see why. C-.

Can Haunter Beat You?

No.

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Hyper Hydrants

Difficulty: 6/10

Fun Factor: 5/10

If you press A, you'll spray around the sidelines. Don't press A though, it wastes precious time and never really works. Aim for the small podoboos first, then go for the big ones. But first, always aim for the podoboos that are bunched up together.

What Haunter Thinks:

No comment. C+.

Can Haunter Beat You?

Maybe.

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Pump, Pump, and Away

Difficulty: 7/10

Fun Factor: 5/10

Continuously press A and Z to pump up the rocket. Don't press them too fast though. Watch as your character gets the pump all the way to the bottom, then press Z. Do it faster than a second, but slower than you would normally tap A and Z/B in these types of games. Get a record if your rocket goes up high!

Also Try:

Balloon Burst from MP1 and MP2. You alternate by pressing A and Z (or B). Whosever balloon is bigger wins. In MP2 it was a 2v2 mini-game, while in MP1 it was a 4-player mini-game.

What Haunter Thinks:

No comment either. C+.

Can Haunter Beat You?

More yes than no.

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ITEM MINI-GAMES

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Swing N Swipe

This mini-game is easy. All you have to is hammer a Baby Bowser. No matter what you still get an item.

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Dorrie Dip

Ground pound Dorrie as soon as she passes Baby Bowser. She doesn't immediately grab the item, so make sure Baby Bowser isn't near.

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Swinging With Sharks

Time your jump by making the swing go high. If you do it right, you'll land on a barrel and get the item drawn on there. Otherwise you'll land in the water and get nothing.

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Hey Batter Batter!

Baby Bowser will throw the baseball at you when the countdown reaches 0. Hit it at the right time and it will go to an item. If you hit it too late, it will fly up in the air and you get nothing.

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Winner's Wheel

Press A once the light is on the item you want, and it should come to the item you want. Just don't do it near Baby Bowser's icon.

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Bobbing Bow-loons

You need to fire an arrow and pop the balloon with the item you want. Make sure the balloons aren't in the middle when you fire, and a little off to the top or bottom.

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GAME GUY MINI-GAMES

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When you land on a Game Guy space, Game Guy will come out. If you have more than 0 coins, you will lose them all and play a mini-game that Game Guy made. They are below. If you win, your coins are doubled. If you lose, you lose all your coins. It's very risky, since Game Guy's games are all based on luck. I wouldn't land on the Game Guy spaces if I were you (unless you had to). You will need to get 1000 coins by gambling in Game Guy's room to earn Mario's Puzzle Party Pro.

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Game Guy's Sweet Surprise

Predict which Chomp will eat the cake faster. Most of the time it's the Large Chomp. If you look in the top right corner, and it says x2 Large Chomp, and times a big number for Small Chomp, the Large Chomp will always win, unless the Small Chomp number is usually less than 10, it will have a very, very small chance.

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Lucky Seven

This game is played like Blackjack, except you go up to seven and you have turn only once, twice if you want to roll again. The objective is to be on a higher number than Game Guy's. If you roll a 5 or above, it's best to stay and not roll again. Game Guy doesn't roll his numbers TOO big, but he can roll twice also...

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Magic Boxes

Luck again. Predict which box Toad will be in. There are two boxes, and if you guess the wrong box, Baby Bowser will come out of there and you'll lose all your coins. It's always random and there's no specific box Toad is always in. If you do win, you get the chance to double your coins again, or lose them all. Then you can do it one more time. It's better to just double them once and get outta there.

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Game Guy's Roulette

Predict where the shell will stop. Place your bet on one part of the circle. If the shell stops at that part, you get the amount of coins as it tells you to:

(Thanks to VGMaster96!)
Koopa X 2

Bob-omb X 4
Goomba X 8
Boo X 16
Toad X 32
Shy Guy X 64

The Shy Guy has a very small part of the circle, so it's extremely rare to have the shell land on him. My strategy for this game is to place 10 coins all the time on Toad. You won't lose so much if you do lose, but you'll win 320 coins if you win.

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??? MINI-GAMES:
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Stardust Battle

You need to kill the "fake" Millennium Star here in order to actually win Story Mode. First, the star will make 5-6 stars fall on you. When they turn blue, immediately grab one before it fades away. When the Millennium Star touches the ground, throw it at him, otherwise jump and throw at him. Touching the Millennium Star stuns you. After you throw 2 stars at him, he will change the course and fill it up with "water". This doesn't do much but make you slower. It also won't let you jump as high. The Millennium Star will now throw 8-9 stars at you. Run in a circle on the outer parts of the area until the last star has been throw and turns blue. Grab it and wait for the Millennium Star to go lower, then throw it at him. Repeat the process once more and the Millennium Star will change the area into ice. It's slippery, do stopping and trying to run back won't be as easy. The best thing to do is to hug the outer wall and run around until the Millennium Star throws about 10-12 stars at you. Pick the last one up, as always, and jump-throw it at him. Do this twice and you'll win the battle.

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Dizzy Dinghies

Choose a dinghy and a track. There are three dinghies and three tracks. The No-Slip dinghy was my favorite though. If you know how to play Water Whirled fairly well, then you shouldn't have much trouble with this game. Try to get a good record. The courses aren't that hard, either.

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Mario's Puzzle Party Pro

Just like the other MPP, but you're by yourself on this one, and you have 3 minutes to score. This is best used for practice on the real game, since the CPU cheats on that one. Can you score 1000 points on this one?

Better than MPP:

Pro is better than the regular MPP because you won't get so much garbage blocks falling down on you. Realize that, and then think...

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MY BEST/WORST MINI-GAMES
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MY TOP 5 BEST 4 PLAYER MINI-GAMES:

1. Ice Rink Risk
2. Aces High
3. Mario's Puzzle Party
4. Treadmill Grill
5. Picture Imperfect

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MY TOP 3 WORST 4 PLAYER MINI-GAMES:

1. Curtain Call
2. -
3. -

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MY TOP 3 BEST BATTLE MINI-GAMES:

1. Locked Out
2. All Fired Up
3. Eye Sore

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MY TOP 3 WORST BATTLE MINI-GAMES:

1. Merry Go Chomp
2. Stacked Deck
3. Storm Chasers

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MY TOP 3 BEST DUEL MINI-GAMES:

1. Tick Tock Hop
2. Vine with Me
3. Crowd Cover

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MY TOP 3 WORST DUEL MINI-GAMES:

1. Baby Bowser Bonkers
2. -
3. Bowser Toss

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MY TOP 3 BEST 1V3 MINI-GAMES:

1. Spotlight Swim
2. Tidal Toss
3. Coconut Conk

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MY TOP 3 WORST 1V3 MINI-GAMES:

1. -
2. -
3. -

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MY TOP 3 BEST 2V2 MINI-GAMES:

1. Baby Bowser Broadside
2. Cosmic Coaster
3. Eatsa Pizza

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MY TOP 3 WORST 2V2 MINI-GAMES:

1. -
2. -
3. Picking Panic

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MY TOP 3 FAVORITE MINI-GAMES:

1. Treadmill Grill
2. Locked Out
3. Picture Imperfect

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MY TOP 3 MOST HATED MINI-GAMES:

1. Game Guy's Magic Boxes
2. Game Guy's Lucky Seven
3. Game Guy's Sweet Surprise

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FUN SECTION

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Tired of playing the same games over and over? Well, try this!

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MINI-GAME ISLAND, MOCK 2:

In Mario Party 1, there was a mini-game island where you played all the mini-games in order to try to become the Superstar. In Mario Party 2 there was a mini-game coaster. There's nothing like that in Mario Party 3, so why not make something like that. FOR THE THREE PLAYER MINI-GAMES, YOU ARE ALWAYS THE LONE PLAYER UNLESS THE COMPUTER'S DIFFICULTY IS SET ON EASY. For the Item Mini-Games, you just need to get the item. For the others you just need to win. The difficulty is just the simply difficulty of the game. Play these games in order. If you lose, you'll need to try again:

World 1 - Grass World (I'm making this up)

1. Log Jam
2. Swinging with Sharks
3. Vine with Me
4. Hide and Sneak
5. Picking Panic

World 2 - Mushroom Plains

1. Coconut Conk
2. Treadmill Grill
3. Hand, Line, and Sinker
4. Fowl Play
5. Slap Down
6. Slot Synch

World 3 - Desert/Canyon World

1. Storm Chasers
2. Puddle Paddle (get more coins than opposing team)
3. End of the Line
4. Boulder Balls
5. Picture Imperfect

World 4 - Cave World

1. Baby Bowser Bonkers
2. Dorrie Dip
3. Baby Bowser Broadside
4. Toadstool Titan
5. Motor Rooter

World 5 - Highlands

1. Chip Shot Challenge
2. M.P.I.Q
3. Hey, Batter, Batter!
4. River Raiders (get 20 or more coins)
5. Tidal Toss

World 6 - Ocean World

1. Rockin' Raceway

2. Dizzy Dinghies (get 25 seconds or less on any course)
3. Frigid Bridges
4. Ridiculous Relay
5. Water Whirled

World 7 - Night World

1. The Beat Goes On
2. Swing N Swipe
3. Merry Go Chomp
4. Popgun Pick-Off
5. Silly Screws

World 8 - Boo's Mansion

1. Crazy Cogs
2. Curtain Call
3. Tick Tock Hop
4. Stacked Deck
5. All Fired Up

World 9 - Boo's Mansion Part 2

1. Eatsa Pizza
2. Locked Out
3. Eye Sore
4. Etch N Catch
5. Crowd Cover

World 10 - Ice Mountain/Bowser Castle Gate

1. Thwomp Pull
2. Ice Rink Risk
3. Snowball Summit
4. Three Door Monty
5. Bowser Toss

World 11 - Bowser's Castle

1. Hyper Hydrants
2. Spotlight Swim
3. Cheep Cheep Chase
4. Winner's Wheel
5. Messy Memory (get ALL items right)

World 12 - Sky World

1. Pump, Pump and Away!
2. Awful Tower
3. Aces High
4. Parasol Plummet (get 30 or more coins)
5. Bobbing Bow-loons
6. Mario's Puzzle Party

World 13 - Space World

1. Cosmic Coaster
2. Bounce N Trounce
3. Mario's Puzzle Party Pro (get 400 or more points)
4. Stardust Battle

Not only is the above thing makes you do something that you probably wouldn't have thought of, but it also helps you master the mini-games!

CREDITS:

Thanks to:

Wiseone444: As always.

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Greg Miller: Alternate Rockin' Raceway strategy.

Mega: For Storm Chasers tip.

CJayC: Making GameFAQs and working so hard.

Me: Writing this.

More updates soon!

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