

EmuMovies

# MARIO PARTY 4

INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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**THIS GAME SUPPORTS  
ALTERNATING GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

#### NEED HELP PLAYING A GAME?

You can visit our web site at [www.nintendo.com](http://www.nintendo.com) for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

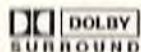
Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



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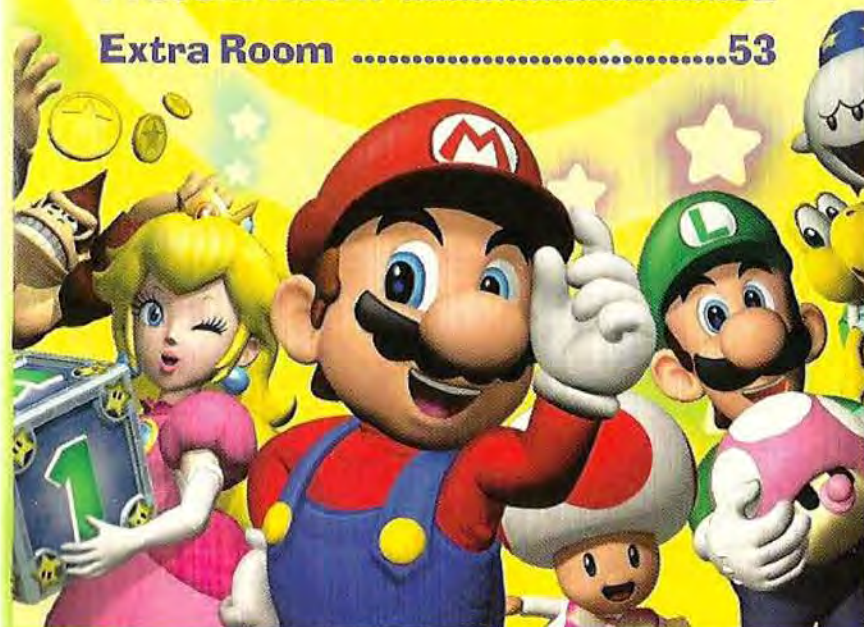


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# The Party Cube Cometh



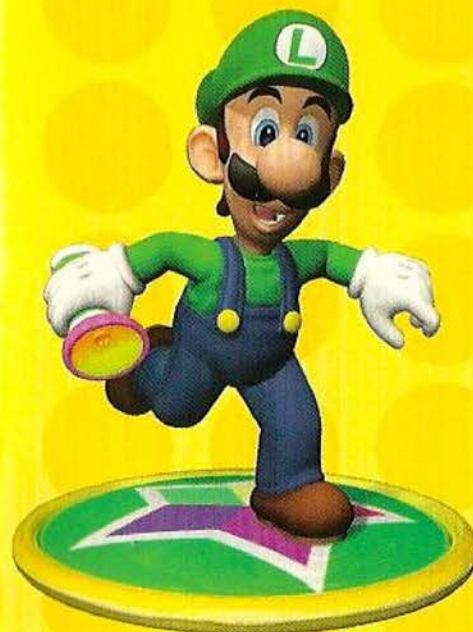
Toad, Koopa, and a whole host of party patrons have arrived on the mysterious Party Cube to celebrate **YOUR** Birthday Party!

But giving you presents would be way too easy, so you're going to have to win the presents by playing a game or two!

Now let's get this party started!



Mario's always been an all-around good guy. Just watch out when he gets a Mega Mushroom—he really starts cruisin'!



Mario's younger brother is just wild about Mushrooms! ...But does he have any hidden abilities?



**Peach**



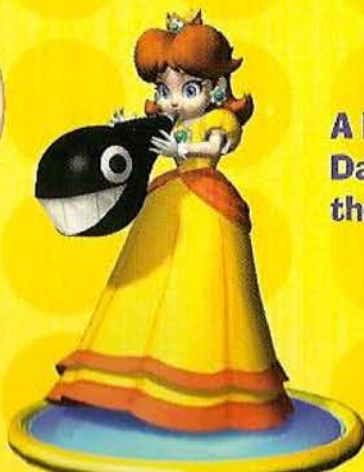
She seems to be cute and innocent, but Peach is secretly quite mischievous—watch out for her Swap Card!

**Yoshi**



Yoshi sure does love Warp Blocks! You never can tell where this unpredictable character will pop up next!

**Daisy**



A bit of a tom-boy, Daisy's a big fan of the Warp Pipe!

**Donkey Kong**



The strongest of the bunch, Donkey Kong loves his Mega Mushrooms.

**Wario**



Wario's a madman with his MiniMega Hammer. Be careful in duels, too, because he's a dueling master!

**Waluigi**



That Waluigi's a serious sneak! Watch out for his Sparky Sticker...



# Controls

## START/PAUSE

Display the Pause screen and change game settings. Pressing this button on a Mini-Game instruction screen starts the game.

## L Button

Used in Mini-Games. See Mini-Game instructions for game-specific controls.

## Control Stick

Move your character or cursor, make selections on menus, and scroll the map.

## +Control Pad

## C Stick

Not used in this game.

## Z Button

Display the Board Map during the game. On Mini-Game instruction screens, press this button to play a practice round of the Mini-Games.

## R Button

View the rule explanation and control guide on the Mini-Game instruction screen.

## Y Button

Used in Mini-Games. See Mini-Game instructions for game-specific controls.

## X Button

Used in Mini-Games. See Mini-Game instructions for game-specific controls.

## A Button

Choose an item or hit the Dice Block.

## B Button

Cancel an item, return to a previous screen, or open the item menu.

❖ Press START/PAUSE during a Mini-Game to view the instructions for the game you are playing.



# Party Planning

## GETTING READY

Place the Mario Party 4 Game Disc in the Nintendo GameCube system and close the Disc Cover. Insert a Memory Card into Slot A or Slot B, and turn the power on. (Press START/PAUSE to skip the opening movie.)



## MEMORY CARD INFORMATION



Each saved game requires 2 blocks on your Memory Card. You can save up to three games on a single Memory Card.

Story Mode Character

Empty File



No. of Stars collected. Date and time of previous save.

Description of your game's progress.

### Playing for the First Time

When you press START/PAUSE on the title screen, the Memory Card selection screen will appear. Choose either Slot A or Slot B and proceed to the file-selection screen. Choose a saved game from file 1, 2, or 3.

### Continuing from a Previous Save

You can continue from where you ended a previously saved game. In Party Mode and Story Mode, you can save during a party. However if you start playing another party and save it, your previous save data from the other party will be lost, so be careful.



### Copying and Erasing Data

To copy Saved Data, select the file you want to copy and press the Y Button. Then choose an empty file and press the A Button. To erase a saved game, select the file you want to erase and press the X Button, then press the A Button to confirm your choice.



## CAUTION!

- Refer to your Nintendo GameCube Instruction Booklet for more information about formatting memory cards and saving data.
- Do not remove the Memory Card, press the RESET Button, or turn the power off while saving. Doing so can damage your save file, and it can also cause damage to your Memory Card.
- There is no way to restore a lost file, so be careful.





## GAME MODES



### Party Mode

Up to four players can challenge each other in this mode. Compete in a Battle Royal or in a custom Team Match. See pg. 15 for more details.



### Story Mode

Triumph on each Board Map and earn presents from each of the board guides in this single-player mode. See pg. 39 for more details about presents.



### Mini-Game Mode

Select this mode to play all of the Mini-Games you have unlocked. You can also create a custom list of Mini-Games that you can access later. See pg. 44 for more details.



### Option Room

Change settings for sound and rumble here. You can also listen to music and character voices. See pg. 50 for more details.



### Present Room

You can view the presents you've won in Story Mode here. See pg. 52 for more details.



### Extra Room

You can play unique boards and Mini-Games that don't appear anywhere else in the game. See pg. 53 for more details.





## PARTY MODE

Get the most Stars to emerge victorious! Victory is determined by collecting the most Stars on the board. The trick is to collect coins in the 50+ Mini-Games and use those coins to collect more Stars than your opponents.

This is how a single turn of game play works. You can choose how many turns each game will last.

Rule Settings

Determine the Turn Order

The players hit the Dice Block, and the players with the highest numbers go first.

Hit the Dice Block to see how many spaces you'll move.

The space you land on may trigger an event.  
(Repeated for each player.)

Play a Mini-Game.

If bonuses are turned on, three bonus prizes will be awarded after the set number of turns have been played.

See the results!

### Rules Explanation



Before setting the rules in Party Mode, you can view an explanation of the rules on a special tutorial board. We recommend checking this out at least once.

## RULE SETTINGS

### Pick the Number of Players

There will always be four players on the board. If you don't have four humans playing, then the game will substitute computer players (COM).



Press the A Button for the next screen



Press the B Button for the previous screen

### Choose a Character

Use the cursor to select the character you would like to play. You can also choose the computer-controlled characters.



Choose the difficulty of computer-controlled characters by tilting the Control Stick to the left or right. There are three settings to choose from: Easy, Normal, and Hard.



### Choose a Board Map

Select which Board Map you want to play. See pg. 35 for more details.





## Rules

There are two ways to play Party Mode:

### BATTLE ROYAL

Four players compete against each other.

### TEAM MATCH

Two teams of two players each compete against each other.

- Teams compete to get the most coins and Stars.
- There will be no 1 vs. 3 Mini-Games.
- 2 vs. 2 Mini-Games will always be divided by the teams you set.

Tilt the Control Stick to the left or right to choose Battle Royal or Team Match.



## Number of Turns

Set the number of turns you want the game to last. You can set it to between 10 and 50 turns, in multiples of 5.

## Mini-Games

Set the Mini-Games which can appear during the game. Choose one of the following three options:

- All — All Mini-Games will appear.
- Easy — Only easy games will appear.
- Custom — Only the Mini-Games you choose will appear. See pg. 44 for more details.

## Bonus Settings

If you choose "Bonuses On," then the Board Map will contain Hidden Blocks that award you coins, or Stars when you find them. Also, at the end of the game, three bonus prizes of one Star each will be awarded to players based on their performance. See pg. 34 for more details. If you choose "Bonuses Off," then no bonus awards will be handed out, and the winner will be decided based only on the number of coins and Stars found during the game.

## Handicap

Set a handicap for a player by changing the number of Stars next to his or her character. Tilt the Control Stick to the left or right to choose a character, then tilt the Control Stick up or down to set the number of Stars.

Once you have finished all settings, you will see the message "Are these settings OK?" Choose "Yes" to start the game or "No" to change the settings.

## Determining the Turn Order

Hit the Dice Block at the start of the game to determine the turn order. The character with the highest number goes first.



Put on your party best, 'cause you're all set to go!



This page explains board spaces and Board Map layout. (You cannot choose games from this screen.)

## Dice Block



Characters hit the Dice Block and move forward the number of spaces shown. The block is normally numbered from 1 to 10.



## Board Events

Passing through spaces marked with an arrow triggers different events. See pg. 24 for more details.

## Stars

When you land on a space with a Star, you can pay 20 coins to take the Star.

- ❖ Spaces with Board Events and Stars are not like other spaces. Your character will stop there momentarily for the event and continue moving afterward.

## Junctions

When you reach a junction, use your Control Stick to choose the direction you want to move.

## Spaces

When you finish moving, an event takes place. What exactly happens depends on the type of space on which you landed. See pg. 26 for more details.



## GAME SCREEN



The background reflects the color of the space you are on.



During a Team Match, the border shows the color of your team.

Computer-controlled character

## ON THE BOARD MAP

Before you hit the Dice Block, you can perform various functions by pressing the following buttons:

**B Button** Use an item you're carrying.

**Z Button** View the Board Map to look ahead and see where you might land.

**R Button** View the entire Board Map.



## MINI-MEGA SYSTEM

The Mushroom items make your character bigger or smaller for a short period of time. Both options have good and bad points, so learn when to use each!

### GET MEGA!

Your character becomes larger when you use a Mega Mushroom or a Super Mega Mushroom on the Board Map.



#### • Pros of being Mega

- Hit two dice blocks in a row (three with the Super Mega Mushroom!). If you roll doubles, you'll be rewarded 10 Coins!
- You'll take 10 coins from every player you step on.

#### • Cons of being Mega

- You'll skip over all Event Spaces and Star Spaces.

### GET MINI!

Your character shrinks when you use a Mini Mushroom or a Super Mini Mushroom on the Board Map.



#### • Pros of being Mini

- You'll pass through small openings, like pipes.
- You can play the Mini Mini-Games.

#### • Cons of being Mini

- Your Dice Block will only roll numbers from 1 to 5. (When you use the Super Mini Mushroom, you'll have two Dice Blocks, rolling 1 to 5 each.)

❖ Your character automatically returns to normal size when you've finished moving for the turn.



## BOARD EVENTS

Whenever you pass a space with an arrow mark, you will start a Board Event.

### ITEM SHOP

You can buy items here and use them to gain an advantage. If you don't have any coins or already have three items, you won't be able to buy anything.



### LOTTERY SHOP

You can pay 5 coins to play a lottery game here. Each game has first, second, and third prizes, ranging from coins to mushrooms to other items. Or you may win nothing at all! It's all based on the luck of the draw!



### □□□ Lucky Party Ticket □□□

The first time you enter the Lottery Shop, you'll receive a free Lucky Party Ticket.



During the Last Five Turns Event, a lottery drawing takes place. The winner of the drawing receives a Star! Players can only receive one ticket each.

### BOO HOUSE

You can hire Boos to steal coins or even a Star from your opponents! Pay 5 coins to have a Boo steal coins for you or 50 coins to have one steal a Star. If Boos are after you, press the A Button repeatedly to foil their attempt. If all goes well, you just might lower the number of coins they take from you.



### GATES

In order to pass through a gate, you must use a Mini Mushroom to turn small before you start moving. You cannot pass through a gate unless you're Mini. On the other side of a gate, you might find spaces where you can play a Mini Mini-Game.



### Mini Mini-Games

You can only play these one-person Mini-Games while your character is Mini. Here's an added chance for you to win items and coins!





# SPACES

## BLUE SPACES

These blue spaces give you three coins when you land on them. If you are playing with bonuses on, then they might also contain Hidden Blocks.

## RED SPACES

If you land on these red spaces, you'll lose three coins!

## HAPPENING SPACES

If you land on one of these green spaces, a Board Event will begin.

## WARP SPACES

If you land on this space, a spinner with the other three characters' faces will appear. You'll then warp to the same space as the player chosen by the spinner.

## MUSHROOM SPACES

If you land on this green space, then one small and one large box will appear. Use your cursor to select one, and you will receive either a Mega or a Mini Mushroom.

## BATTLE SPACES

If you land on this green space, a Battle Mini-Game will begin. All players will then have to contribute the number of coins determined by a spinner. Players who do well in the Mini-Game can win these coins back when the game is over. The player that wins a very expensive Battle Game could suddenly become the one with the most coins!



## BOWSER SPACES

If you land on this red space, Koopa Kid will appear to play a trick on you! Sometimes, it might trigger a Bowser Mini-Game, in which the losing player forfeits coins or items!



Bowser's Mini-Games include  
Darts of Doom  
Fruits of Doom  
Balloon of Doom

## FORTUNE SPACES

If you land on this space, you can play a round of Reversal of Fortune.



## Reversal of Fortune

The player who lands on the Fortune Space plays Reversal of Fortune. A quick game of pinball determines who gets items, who loses items, and which items are lost!

Who knows, you may wind up receiving a Star... or giving one away!



## ITEMS



You can carry up to three items for use during game play. To use an item, press the B Button before you hit the Dice Block at the beginning of your turn.

### Mini Mushroom



This makes you smaller and allows you to pass through pipes. However, the Dice Block is limited to 1-5.

### Mega Mushroom



This makes you bigger and allows you to hit two Dice Blocks. You will take 10 coins from any opponent you pass. However, you won't stop to get a Star or experience any Board Events.

### Super Mini Mushroom



This makes you smaller and allows you to pass through gates, but you will be able to hit two Dice Blocks. (The Dice Block will still only show numbers from 1-5.)

### Super Mega Mushroom



This makes you bigger and allows you to hit three Dice Blocks. You will take 10 coins from any opponent you pass. However, you won't stop to get a Star or experience a Board Event.

### Mini-Mega Hammer



This makes a randomly chosen player bigger or smaller. You may not use this item on yourself.

### Warp Pipe



Whoever uses this item switches places with another player. Spin the roulette to determine which player.

### Swap Card



Whoever uses this item exchanges items with another player. Spin the roulette to determine which player.



## Sparky Sticker



Place this sticker on the space on which you're standing, and any player who touches this space will lose 10 coins, as well as any Mushroom effects.

## Gaddlight



This single-use item protects you from Boos who are out to steal your coins or Stars. The Gaddlight disappears after you use it.

## Chomp Call



Use this item to change the location of the Star. Time it so that you use it when your opponents get close to a Star!

## Bowser Suit



Put on this suit to intimidate your opponents! Roll the Dice Block once and take 30 coins from each player you pass!

## Boo's Crystal Ball



Use this to call a Boo to steal coins or a Star from your opponent. You must pay 5 coins to have a Boo steal coins and 50 coins to steal a Star.

## Genie Lamp



Use this item to call the Genie of the Lamp. The Genie will then take you to the Star's location, where you can exchange your coins for a Star.

## Item Bag



This special bag contains several unknown items. If you buy this when you have no items, then it will contain three items. You cannot buy this if you already have three items.





## PLAYING MINI-GAMES



A Mini-Game will begin at the end of each turn once all players have finished moving. The type of Mini-Game will change depending on the colors of the spaces where players have stopped. Before the Mini-Game begins, green spaces will randomly change to either Blue or Red Spaces.

### 4-Player Mini-Games (All players are on same-colored spaces.)



In these four-player free-for-alls, defeat your rivals or be the last player standing to win.

### 1 Vs. 3 Mini-Games (One player is standing on a different color)



In 1 vs. 3 Mini-Games, one player must prevail over all others to win.

### 2 Vs. 2 Mini-Games (Two players are on same-colored spaces.)



In these 2-on-2 Mini-Games, players must team up and work together to achieve victory.

### Team Match Mini-Game Types

When playing Team Match, 1 Vs. 3 Mini-Games will not appear. Also, in 2 Vs. 2 Mini-Games, players will play according to their own teams, regardless of the colors of the spaces they land on.



### Mini-Game Roulette

The Mini-Game Roulette will determine which Mini-Game will be played. Games that have not yet been played will be shown as "?????" on-screen.

### Mini-Game Explanation Screen

The color of these tiles will change depending on the color of your team.

Guide Character



Mini-Game Instructions

From this screen, you can read the Mini-Game rules and controls, and you can even practice the Mini-Game before you play! Press the R Button to view the controls and read a piece of advice about the game. Press the Z Button to practice the Mini-Game, or just press START/PAUSE to play the game. You can change the settings in the pause menu so that the Mini-Games starts without ever displaying this screen. See pg. 38 for more details.

### Mini-Game Results



Coins are given out based on the results of the Mini-Game. The winning player or team always receives the most coins.



## DECIDING THE PARTY STAR

**The Last Five Turns Events can make for dramatic turnarounds!** Before the last five turns begin, a drawing is held to see if there's a winner for the Lucky Party Ticket. (See pg. 24 for more details.) The current standings are announced, and the player in last place will be asked to spin a large wheel to determine a new rule for the last five turns.

### New Rule Variations

- Blue/Red Spaces give or take twice the number of coins as usual.
- Stars are now free if you pass them on the board.
- All Red Spaces become Bowser Spaces.
- All Blue Spaces become Fortune Spaces.

With these new rules, there's always a chance for a comeback. Don't give up!

## Final Results



When the last turn ends, the game is over. If you are playing with Bonuses on, then three Bonus Stars are awarded at the end of the game.

### Mini-Game Star

The player who won the most coins in Mini-Games.

### Coin Star

The player who collected the most coins.

### Happening Star

The player who landed on the most Happening Spaces.

The ultimate Party Star is the player who has the most Stars and coins. If there is a tie, players have to hit the Dice Block to decide the winner.

## BOARDS

### Toad's Midway Madness

Difficulty ★



Toad built this board to look like an amusement park. The coffee cups on the Board Map move you in a different direction whenever you reach them.



Riding the Roller Coaster lets you cover a lot of ground quickly and get coins as you do so!

### Goomba's Greedy Gala

Difficulty ★★



Goomba loves the high-rolling lifestyle, so he designed his board to resemble a casino. If you stop on a star mark, you get to choose which direction you want to move, and you win 20 coins as well!



The ball on the roulette wheel determines your direction on this board. If the ball lands on a star, you get to choose which direction you want to go, and you win 20 coins as well!



## Shy Guy's Jungle Jam

Difficulty ★



Shy Guy's a little too meek to go adventuring, so he designed a board that looks like a wild jungle. Catch a ride on the raft to move to other areas on the Board Map. This board will surely bring out the adventurer in you!



You might have to make a wish to the Shy Guy Statue. Choose one of the two options and hope it's the right one! If not, there will be a great flood, and the bridge will be washed out.

## Boo's Haunted Bash

Difficulty ★★



Boo knows a little scare every now and then is good for the heart, so he built a board that looks like a haunted house. Watch out for the Red Boo bridge—it flickers in and out of existence! You might not be going in the direction you thought you were...



When the Red Boos have disappeared, you can ride a Mystery Train made of coffins!

## Koopa's Seaside Soiree

Difficulty ★★



Koopa always wanted a tropical resort, and now he's got one...in board form! Ride on the backs of dolphins as you relax in this sun-kissed paradise!



When you pass the Koopa mark near the top of the board, Koopa will ask you to invest 5 coins to help him build his magnificent resort hotel, the Koopa Kabana! If you land on the Happening Space in front of the hotel, you'll have to match the total amount that all the players have invested in the hotel, so be careful! Paradise isn't cheap!



## PAUSE MENU



Press START/PAUSE during the game to open the pause menu. Here, you can change some of the game settings.

## CHANGING CONTROL

You can change the control settings for each character. Pick a character and then choose COM or player. You can also change Com character difficulty here. Consider this if you want to play for a little while then relinquish control of your character.





## ||||| PAUSE MENU |||||

### Playing Mini-Games

You can choose to set the Mini-Game Explanation Screen to **SHOW** or **DON'T SHOW**. We recommend leaving this on **SHOW** until you are accustomed to all the games.

### COM Mini-Games

You can choose **SHOW** or **DON'T SHOW** depending on whether you want to watch Mini-Games involving only computer-controlled characters.



### Mini-Game Pack

Use this setting to control the Mini-Games that appear on Mini-Game Roulette. You can choose from **All**, **Easy**, and **Custom**. (You can only choose **Custom** if you have opened enough games to make a custom set of games.)

### Rumble Settings

Change the Controller Rumble settings here. Tilt the Control Stick left or right to choose **ON** or **OFF**.

### Message Speed

Use this setting to change the speed at which messages display. Choose from either **Fast**, **Normal**, or **Slow**.

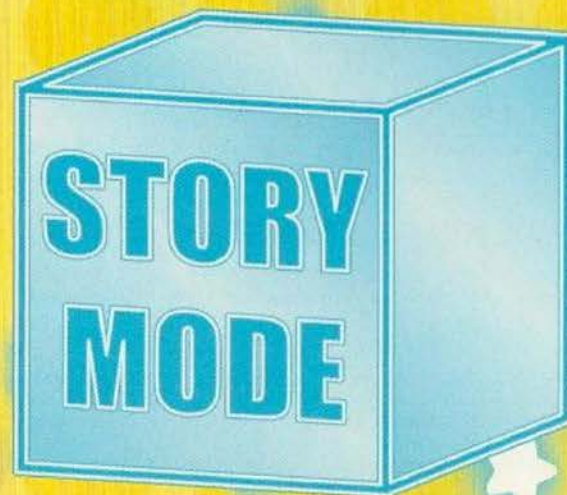
### Save

- Don't save — Game Data will not be saved.
- Save this turn — Data will be saved once at the end of the current turn.
- Save every turn — Data will be saved at the end of every turn.

### Quit

Choose this to quit the game in progress and return to the Party Cube screen.

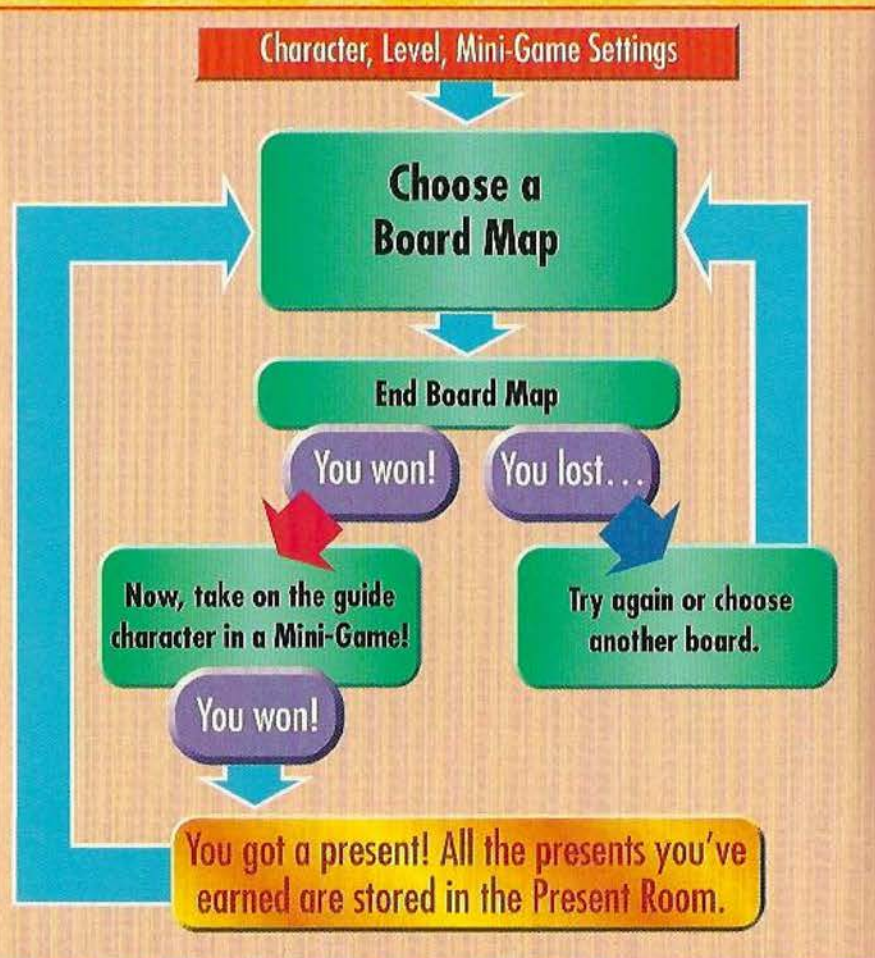
❖ We recommend that you save before quitting the game.





## PLAYING THE STORY MODE

Story mode allows you to clear Board Maps and collect presents. You can play by rules that you select, and, if you become the Party Star on that board, you will also get a chance to challenge the guide character. If you win, you will get a present!



### ★ Presents ★

You get different presents depending on which Board Map you clear and which character you use to clear it. When you get them all, be on the lookout for something cool!

## RULE SETTINGS

### Choose a Character

Use the cursor to pick the character you want to play.



Press the A Button for  
the next screen



Press the B Button for  
the previous screen

### Choose a Level

Choose a difficulty level from the following options: Easy, Normal, Hard, and Auto. If you choose Auto, the game will get harder every time you clear a Board Map.



### Mini-Games

You can choose which Mini-Games will appear while you play. Choose one of the following three options:

- All – All Mini-Games appear.
- Easy – Only easy games appear.
- Custom – Only the games you choose will appear. See pg. 44 for more details.



Once you have finished adjusting settings, you will see the message "Are these settings OK?" Choose "Yes" to start the game or "No" to readjust the settings.



A

B

## Choose a Board Map

Choose the Board Map you want to play. See pg. 35 for more details.



## Decide Turn Order

Your computer opponents are chosen automatically. Their difficulty settings and that of the board are chosen based on the difficulty setting you selected earlier. Hit the Dice Block to determine the turn order. The character who rolls the highest goes first.



## Other Rule Settings

These are the detailed rule settings:

Teams Battle Royal

No. of Turns 15 Turns

Bonuses ON

Handicap OFF

The Board Map and Mini-Game rules and game-play instructions are all similar to those in the Battle Royal. See pg. 20 for more details.

## CHALLENGE THE GUIDE CHARACTER!

Once you have bested your opponents on the Board Map, you still have to prove yourself to the guide character in a Mini-Game Duel to receive your present! This Mini-Game is called a Story Mini-Game, and each Board Map has a different one.



In the Story Mini-Game, you must challenge the guide character to a one-on-one match. If you win, you will receive a present. If you lose, well... you can always try again.



## Story Mini-Games

Bowser Bop

Archaeologuess

Mystic Match 'Em

Kareening Koops

Goomba's Chip Flip





# Mini-Game Mode



In this mode, you can play any of the Mini-Games you have opened elsewhere or arrange them to create your own custom set of Mini-Games.

## PLAY

Play any of the Mini-Games you have opened elsewhere. Choose from one of the following four options:

- Free Play:** Play any game you like.
- Team Play:** Split into teams and play.
- Battle Mode:** Decide how many victories are needed to win, and be the first to rack 'em up!
- Tic-Tac-Toe Mode:** Split into teams and try to get Tic-Tac-Toe! Fill in one space for each win.

See pg. 45 for more details on each setting.

## LIST

View a list of all Mini-Games you have unlocked so far.

## CUSTOM

Build a custom game set from the games that you have opened. Keep in mind that you will not be able to create a custom set unless you have opened at least the following numbers of Mini-Games:



4-Player Mini-Games: 4  
1 Vs. 3 Mini-games: 3

2 Vs. 2 Mini-games: 3  
Battle Mini-Games: 2

## RECORDS

View the records from Mini-Games that keep track of best times or the high scores.

## FREE PLAY/TEAM PLAY SETTINGS

### Set the Number of Players

You must have four players to play these modes. If you don't have enough human players, then you can substitute computer-controlled players.

Press the A Button for the next screen



Press the B Button for the previous screen

### Choose a Character

Use the cursor to select the character you want to play. You must also choose the difficulty level of computer-controlled players.



If you choose Team play, you must also tilt the Control Stick left or right to pick team colors.



Press the B Button to return to the play-selection screen

### Choose a Mini-Game

Tilt the Control Stick left or right to choose the type of Mini-Game, then tilt up or down to choose the Mini-Game.



If you choose Free Play, the computer automatically determines the teams for any Mini-Games that require teams.

### Play the Mini-Game

Once you have finished playing the game, you will return to the Mini-Game selection screen.



## BATTLE MODE SETTINGS

### Choose the Number of Players/Choose Characters

This is similar to the settings required in Free Play or Team Play. See pg. 45 for more details.

Press the A Button for the next screen



Press the B Button for the previous screen

### Choose the Number of Wins Needed

You can choose from the following: 1-Win Match, 5-Win Match, or 7-Win Match.



### Mini-Game Roulette

Choose a type of Mini-Game and divide into teams if necessary. The roulette wheel determines which Mini-Game you play. You can also view Mini-Game rules here or skip them if you prefer.



### Play a Mini-Game

When one Mini-Game ends, you will return to the Mini-Game roulette and determine which game you will play next. Keep playing until one player gets enough victories to win.



## TIC-TAC-TOE MODE SETTINGS

### Choose the number of players

See pg. 45 for more details on how to choose the number of players.

Press the A Button for the next screen



Press the B Button for the previous screen

### Choose Characters/Split into teams

Use the cursor to choose the character you want to play. You must also choose characters for the computer-controlled players, as well as their difficulty levels. There are four difficulty level settings.



### Tic-Tac-Toe/Mini-Game Roulette

When the Tic-Tac-Toe board is displayed, choose the space that you want your team's coin to appear in. The roulette determines which Mini-Game you will play next.



### Play the Mini-Game

When the Mini-Game ends, the Tic-Tac-Toe board will appear, and the coin of the winning team will appear in the space they have chosen. This pattern (choosing a space on the card, roulette wheel, play a game) will continue until one team completes a horizontal, vertical, or diagonal row with their coin.





## MINI-GAME LIST

### Four-Player Mini-Games

Manta Rings

Slime Time

Booksquirm

Mario Medley

Avalanche!

Domination

Paratrooper Plunge ❖

Toad's Quick Draw



Mr. Blizzard's Brigade

Bob-omb Breakers

Long Claw of the Law

Stamp Out!

Mario Speedwagons

Take a Breather

Three Throw

Photo Finish



### 1 Vs. 3 Mini-Games

Candlelight Flight

Makin' Waves

Hide and Go BOOM!

Tree Stomp

Fish n' Drips

Hop or Pop

Money Belts ❖



GOOOOOOAL!!

Blame it on the Crane

### 2 Vs. 2 Mini-Games

The Great Deflate

Revers-a-Bomb

Right Oar Left?

Cliffhangers

Team Treasure Trek



Pair-a-sailing ❖

Order Up

Dungeon Duos

Cheep Cheep Sweep



### Battle Mini-Games

Trace Race

Chain Chomp Fever

Paths of Peril

Bowser's Bigger Blast

Butterfly Blitz

Rumble Fishing



❖ Games with this mark are coin-collecting Mini-Games, where you have chance to collect as many coins as you can.

There are other Mini-Games in addition to those listed here.



# Option Room



Tilt the Control Stick right or left, and press the A Button to choose which option you want to change. Press the B Button to return to the Party Cube.

## Rumble Settings

Tilt the Control Stick up or down to set the Rumble Settings ON or OFF.



## Listen to Music

### SOUND SETTINGS

You may choose Stereo or Mono sound settings. Adjust this setting according to the specifications of your TV.

### MUSIC/VOICE

You may listen to music or voices heard throughout the game here. Use the L and R Buttons to navigate the list, and press the A Button to hear a song or voice sample.



## View Records

You may view the records set on the various boards here. There is one records page for Board Maps and one for Mini-Games. Tilt the Control Stick up or down to change between the Board Maps and Mini-Game records, and use the L and R Buttons to scroll through the different Board Maps.

### B (Board Map Records)

This shows how many times each Board Map has been played, as well as how many times each character has won.



### M (Mini-Game Records)

You can see the high scores for all Mini-Games here.



# Present Room



All of the presents that you collect throughout the game are stored in the Present Room.

## Pedestals

Inside of the Present Room, you will notice that presents are placed on pedestals. Choose a pedestal with the Control Stick and press the A Button to view presents on the pedestal individually.



If you press the B Button without choosing a pedestal, Shy Guy will ask if you want to leave. To leave the Present Room, answer "Yes."



# Extra Room



The Extra Room is full of weird Mini-Games that you won't find anywhere else! These are the game modes you can choose from the following games.

## Thwomp's Backroom Ball

Let Thwomp be your guide in this one-to-four-player game mode. You can choose from Mega Board Mayhem and Mini Board Mad-Dash at first, but more games open up as you play. See pg. 54 for more details.

## Whomp's Basement Brouhaha

This is a one-player game mode designed by Whomp. You can play Barrel Baron, Mushroom Medic, Doors of Doom, and Bob-omb X-ing. Once you meet certain conditions, two more games will open up. See pg. 55 for more details.

## ?????

Once you have opened all of the games in the two modes above, one more Mini-Game will appear. Do your best to unlock it!



## THWOMP'S BACKROOM BALL

### Choose Number of Players/ Choose Characters

Choose these settings the same way you would choose them for Free Play or Team Play in Mini-Game Mode on pg. 45.

Press the A Button for the  
next screen



Press the B Button for the  
party selection screen

### Choose a Mini-Game

Press up or down on the Control Stick to choose a Mini-Game.



Press the B Button for the  
previous screen

### Mini-Game Explanations and Rule Settings

View rules and control guides for Mini-Games here. Press START/PAUSE to choose the rule settings and number of turns (if necessary) before starting the game.



### Play a Mini-Game/ Results Display

When you finish a Mini-Game, check out the stats on the Results screen. When you're done, you can return to the Mini-Game selection screen.



## WHOMP'S BASEMENT BROUHAHA

### Choose a Character

Use the cursor to select a character.

Press the A Button for the  
next screen



Press the B Button for the  
party selection screen

### Choose a Mini-Game

Press up or down on the Control Stick to choose a Mini-Game.



Press the B Button for the  
previous screen

### Mini-Game Explanations

You can view rules and control guides for Mini-Games here. Press START/PAUSE to start the game.



### Play a Mini-Game/ Results Display

When you finish a Mini-game, the Results screen will appear and you will be awarded a rank based on your performance. You can then return to the Mini-Game selection screen.





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REV-C

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REV-M

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Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
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