NUS-CLBE-USA

INSTRUCTION BOOKLET

MARIO PARTY™



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

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official Nintendo Seal of Quality®

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Thank you for selecting the Mario Party™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE
E
CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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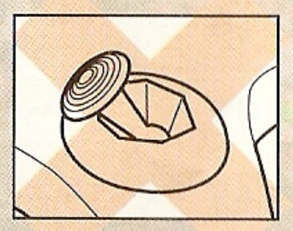
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The Nintendo® 64 Controller

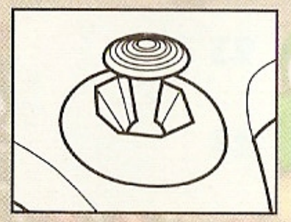
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.



Holding the Nintendo 64 Controller

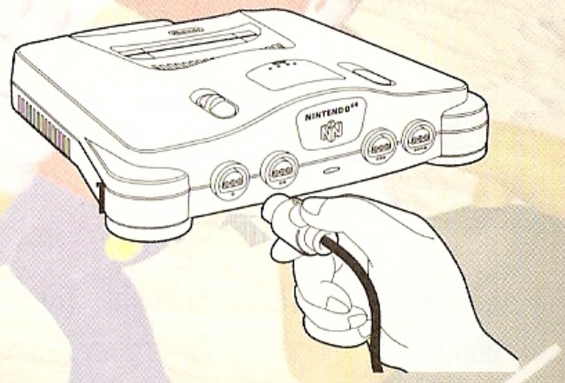
While playing the Mario Party game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.



N64 Rumble Pak®

This game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

Mario looked around and smiled. Throwing a party had been an excellent idea. It had been a long time since they had all gotten together. All his friends were there: Luigi, Peach, Toad, Yoshi - even Wario and Donkey Kong. They laughed and talked about all the adventures they had shared together in the past. But what was there to do now?

The conversation turned to their dreams for the future. Amazingly, they all envisioned the same thing...

To become a Super Star upon whom everyone in the world could rely.

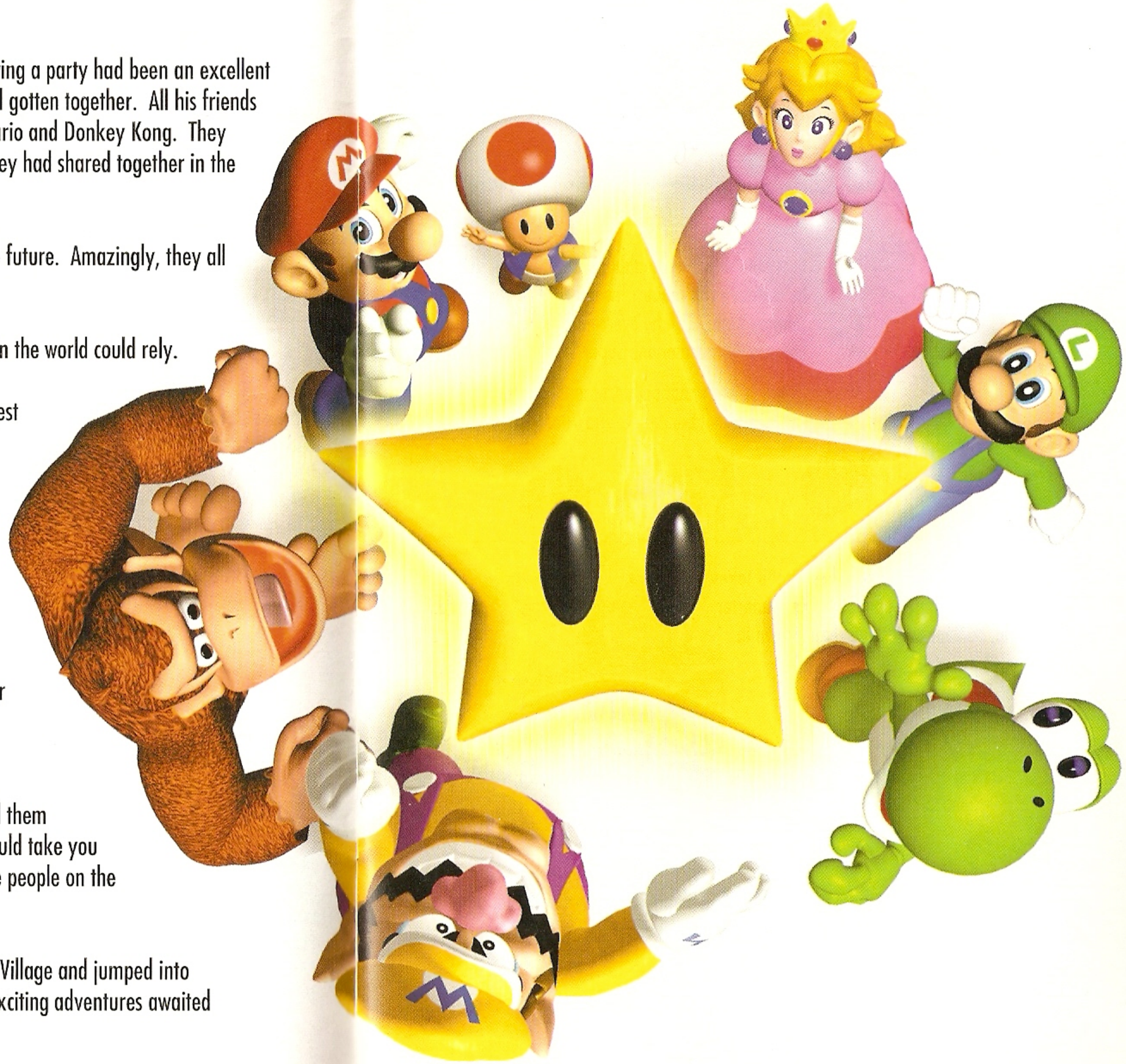
Then Wario asked, "Which one of us is the biggest Super Star?"

"I am!" "It's me!" they all shouted. The gang couldn't come to an agreement because they each wanted to be the best. They needed to prove once and for all who truly was number one.

Suddenly, Toad had an idea. "Isn't a Super Star someone who helps others when they're in trouble?"

Everyone realized he was right. Then Toad told them about a Warp Pipe in Mushroom Village that could take you anywhere you wanted to go. Surely there were people on the other side of that Pipe who needed their help.

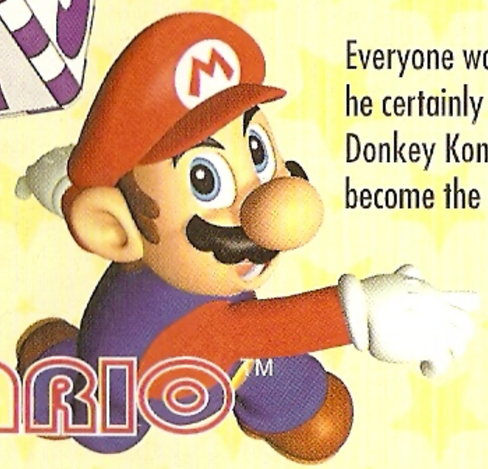
They all ran as fast as they could to Mushroom Village and jumped into the Warp Pipe. But none of them knew what exciting adventures awaited them on the other side...



Character Introduction

All of these characters want to be the true Super Star. Choose the one you think is most deserving of this honor and help him - or her - achieve that goal.





Everyone would agree that Mario is a super guy, but he certainly can't match the strength of Wario or Donkey Kong. Can he overcome his weaknesses to become the number one Super Star?

MARIO™



Maybe Mario's younger brother has what it takes to become the ultimate Super Star. He's smarter than Mario, but can brains overcome brawn in this contest?

LUIGI™



Princess Toadstool has been antagonized by Bowser for ages. Perhaps her proven bravery will allow her to reign as the supreme Super Star.

PEACH

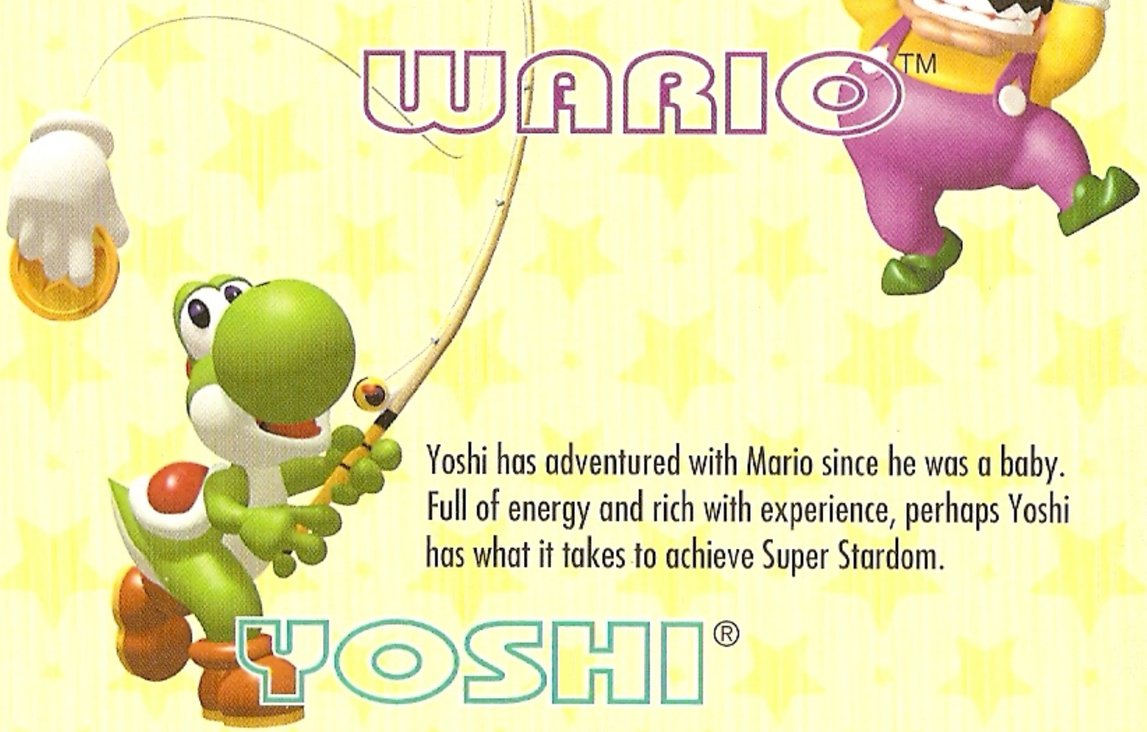


DK is definitely the most powerful of all his friends. If the contest relies on muscle, this ape will win hands down.

DONKEY KONG®

He's certainly more cunning than the rest and strong to boot. Could it be that Wario is destined to become the Super Star?

WARIO™



Yoshi has adventured with Mario since he was a baby. Full of energy and rich with experience, perhaps Yoshi has what it takes to achieve Super Stardom.

YOSHI®

Who is the real Super Star?

Controls



START

Use START to Pause the game and display the Pause Screen.

R Button

The R Button shows an overhead Map View.



C◁▷ Buttons

During Mini-Game explanations, use the C Buttons to switch between Rules and Controls Explanation Screens.

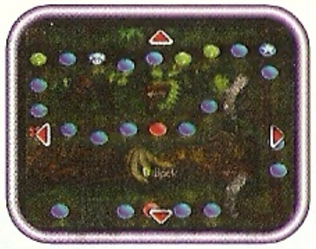
A Button

Press the A Button to make selections and to hit Dice Blocks.

Control Stick

Use to the Control Stick to move the Cursor, move between menu selections, and scroll through maps.





B Button

Use the B Button to cancel or return to the previous screen. At certain times, you may also use it to enter the Map View Mode.

• Each Button's functions are also shown on the Game Screen.

Flow of the Board Game

The goal of Mario Party is to collect the most Stars from the various Adventure Boards. The key to winning is to earn Coins in more than 50 different Mini-Games and buy Stars from Toad before your rivals do.

Select the Number of Players, Board Map, and Number of Turns.

Items can be bought in Mushroom Village for use during Board Games.

Determine turn order.

Repeat these steps until the number of turns have been completed.



Player 1 breaks the Dice Block.

An event will occur depending on what space the player lands on.

Players 2 through 4 take their turns.

After all players have moved, a Mini-Game will begin.

Use the Coins and Stars collected in the games to buy items.

After the chosen Number of Turns have ended, rankings are determined, and the real Super Star is announced!



In addition to the 4-Player Board Games, there is also a Mini-Game Island for single-player action and Mini-Game Stadium! See page 20 for more details.

Welcome to Mushroom Village

You can get to Mushroom Village by pressing START at the Title Screen. Following is a brief explanation of the many things you can do here. You will start out with 300 Coins in the Bank on your first trip to Mushroom Village, so you can go shopping right away. When you are in any of these areas, except the Warp Pipe or the Raft, pressing the B Button will take you to the exit.

This is where Coins and items are kept. For a detailed explanation, see page 26.

Go here to erase all Saved Data or to change Sound Settings. For a detailed explanation, see page 26.



You can buy a variety of items here with your Coins. For a detailed explanation, see pages 26 and 27.

Take a ride on the raft to the Mini-Game Island for single-player action. See page 20 for a detailed explanation.

You can buy Mini-Games with Coins and play Mini-Games here. For a detailed explanation, see page 24.

Warp Pipe

This Pipe connects to the Board Maps where you will play the game.

Continue Last Game



If there is any Saved Data, this option is displayed. By choosing this option, you can continue your previous game.

Depart for Adventure

Choose this option to start a new game. However, if there is Saved Data from a previous game, it will be erased.

Hear Game Rules

Toad will explain the rules of the game to you. It is a good idea to do this at least once.

Mushroom Village Bonus Screen

By pressing START while on the Mushroom Village screen, you can look at all the Coins and items you have collected so far and see the results of the games you have played.





On the Item Display Screen, items listed in white can be used on the next Adventure Board. Items shown in black cannot be used.

Playing Board Games

It is recommended that you read from here to page 17 as you play along on your first Adventure Board.

Warp Pipe

The first time you play a game, select the Warp Pipe and choose "Depart for Adventure."

Number of Players

There are always four characters in every game. Decide how many players will control characters and choose from one to four players. If there are less than four players, the computer will control the other characters.



Choosing Characters

Once you have determined the number of players, use the cursor to choose your characters. You must also choose which characters the computer will control.



Deciding Computer Skill

When there are computer-controlled characters, you must choose their skill levels from the three "Easy," "Normal," or "Hard" levels of play. You can set them all to the same skill level or set their skill levels individually.



Choosing the Map & Number of Turns

Choose which Adventure Board you wish to play. See page 18 for detailed descriptions of each Adventure Board. Next, choose the number of turns you will play from one of the following three options.



Lite Play	..... 20 Turns (about 1 hour)
Standard Play	..... 35 Turns (about 1 to 2 hours)
Full Play	..... 50 Turns (about 2 to 3 hours)

Determining the Order of Turns

At the start of the game, characters hit Dice Blocks to determine the order of turns. The player with highest number goes first.



Dice Block

Characters hit the Dice Block to determine how many spaces to move on the board. The Block may show any number from 1 to 10.



The Practice Map is used to explain the Adventure Boards. You can't actually play this Board Map.
NOTE: The places where Bowser and others stand are not spaces. These characters cause certain events to happen when players pass. Players finish moving after the event ends.

Bowser

Mario's old enemy, Bowser, is out to cause trouble. His evil tricks include selling players useless items.

Junctions

When you arrive at a junction, move the Control Stick in the direction you want to go.



Toad

He will trade 1 Star for 20 Coins. Sometimes Toad's location will change after someone buys a Star from him.

Boo

Boo will steal Coins or Stars from another character, but stealing Stars costs 50 Coins.

Koopa Troopa

As your guide, he explains each Board Map. During the game, he gives characters a present of 10 Coins each time they pass Start. During the final 5 turns he gives you 20 coins.

Types of Spaces

Various events will occur after the characters move, depending on which kind of space the character lands on. There are seven different types of spaces.



Blue Space +3
Gain three Coins.
(+6 during final 5 turns)



Red Space -3
Lose three Coins.
(-6 during final 5 turns)



Blue Mini-Game Space
A 1-Player Mini-Game starts.



Blue ! Space
Landing on this space starts a 1-Player Chance Game.



? Space
When landing on this space, different events occur.



Red Bowser Space
When a character lands on this space, Bowser appears and causes problems for the characters.



Blue Mushroom Space
A block appears above the character's head when they land on this space. If a Mushroom appears when the player hits the block, a Dice Block appears and the player can move again. But if a Poisonous Mushroom appears, the player will lose a turn. Players who have lost a turn still get to participate in Mini-Games.

Battle in Mini-Games

When all characters have finished moving, a Mini-Game starts. The type of Mini-Game depends on the spaces that characters have landed on. ? Spaces turn to blue or red before the Mini-Game starts.

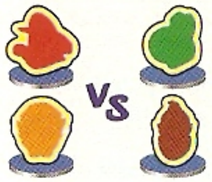
Mini-Game Explanation Screen



Before the Mini-Game starts, a screen like the one on the right is shown. Here you can see the rules of the Mini-Game. You can also use the C Left and Right Buttons to check game controls and get advice about the game.



4-Player Mini-Games



These games have different objectives, ranging from defeating all other players to working together to achieve a goal.

1 vs. 3 Mini-Games



Most often, these games seem to benefit the one player.

2 vs. 2 Mini-Games



Two characters form a team and compete against the other two.

Results



The results of all Mini-Games are converted into Coins. The number of Coins you can get differs among games. There are times when all players get Coins, only the winning team gets Coins, only 1 player gets Coins, and when the winner steals Coins from the losers.

Determining the Super Star!

Final Results Announcement



After the last turn is played, the winners of three awards are announced, and each winner receives one Star. The Super Star is then determined by the number of Coins and Stars collected. If both Stars and Coins are exactly the same, the winner is decided by hitting a Dice Block.

Coin Total

After the Final Results Announcement, the Coins and Stars that players got during game play are deposited in Mushroom Bank. However, the Coins and Stars collected by computer-controlled characters are not deposited.

Pause Menu

You can choose the following settings on the Pause Screen.





Controller Settings
You can change character control settings by choosing a character and switching between computer and player. Use this to get out of a game or let other players join in.

Mini-Game Settings Choose whether or not to use Mini-Game explanation screens. Set it to "Use" until you become familiar with the game.

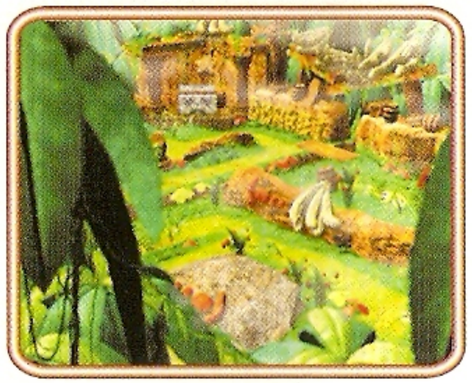
Save Settings

• Don't Save	The game is set to Don't Save at the beginning.
• Save after this turn	Saves once after the turn in which the setting was changed ends.
• Save after every turn	Saves the game after every turn.

Quit This allows you to quit in the middle of a game.

Back Choose Back to return to the Board Map.

Adventure Board Descriptions



DK's Jungle Adventure

Go exploring in jungle ruins. Whomps and doors block the many junctions, and you may only pass if you have enough Coins.

Peach's Birthday Cake

Play on top of a giant birthday cake! Plant "Strawberry Seeds" to steal Stars from the first rival to land on that space.





Yoshi's Tropical Island

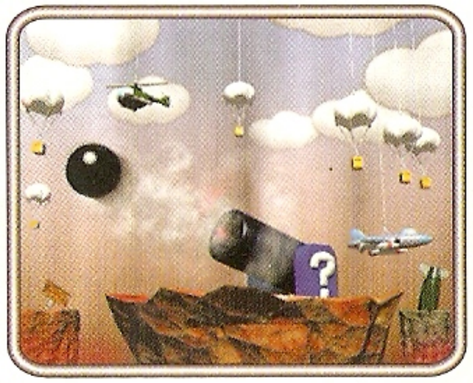
Take a trip to the southern islands where the Yoshis live. You may go from one island to the other, but the Blue Thwomps guarding the bridges continue to raise the price of passage.

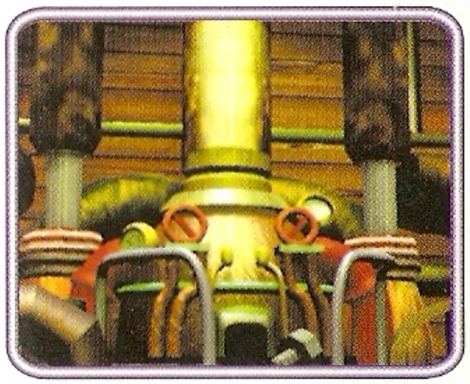




Wario's Battle Canyon

A battlefield sets the stage for this Board. Players are automatically loaded into a cannon and shot to another island when they pass in front of a Bob-omb Buddy. But the only way to Bowser's Island is to ask the Fly Guy to take you there.





Luigi's Engine Room

This Board is set in the mysterious Engine Room. Steel doors block many of the junctions, and players may only take the paths that are open. The doors move at the end of each round, changing the paths that can be taken.



Mario's Rainbow Castle

Take a magical trip to a Castle in the clouds. This board consists of a single path that the players must follow to reach the Castle. However, when someone reaches the Castle, Toad and Bowser switch places.



You're sure to have loads of fun exploring these Board Maps, but perhaps there are others waiting to be discovered...?!?

Mini-Game Island

Mini-Game Island is a special one-person play mode. The object of this game is to clear each of the Mini-Games scattered throughout the nine World Maps and reach the goal.

Raft

Players can reach Mini-Game Island by selecting the Raft in Mushroom Village. By choosing "Start," you start from the beginning of Mini-Game Island. If you have Saved Data, you can choose "Continue" to start from where you left off in your last game.



Choose a Character

First, use the cursor to choose which character you want to control. After that, choose your partner for 2 vs. 2 and 4-player games.





Rules

You may move freely on all map spaces other than Mini-Game spaces. Clear Mini-Game spaces and head for the goal. You gain one additional Life the first time you clear a Mini-Game and each time you collect 100 Coins. However, one Life is taken away each time you fail a Mini-Game.



Space Introduction



Start Space

You can enter and exit this space at any time. From here you can return to Mushroom Village and save your game.

Koopa Troopa Space

You can enter and exit this space freely. When you want save your game, stop on this space and press the A Button.

Mini-Game Space

When you move to this space and press the A Button, a Mini-Game starts. Spaces you haven't cleared are blue, and spaces you have cleared are yellow. Once you clear a Mini-Game, you can move on to the next space. You may play again on a cleared space by pressing the A Button.



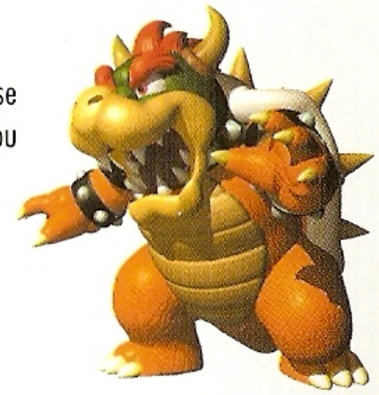
Mini-Map Entrance

If you press the A Button when you are on one of these spaces, the screen switches to a Mini-Map, allowing you to enter caves and buildings.



Goal Space

This space is your final goal. When you clear this space, you will receive a prize.



Game Over

The game ends if you fail to clear a Mini-Game with no Lives left. If you choose "Continue," you can start again from the last space you saved at. When you want to quit Mini-Game Island, choose "Return to Mushroom Village."

Mini-Game Stadium

Pot o' Skills

Mini-Game Stadium is a map with only red and blue spaces where players compete to test their skills at Mini-Games against other players. You can play Mini-Game Stadium by entering the Pot o' Skills in the Mini-Game House.



Game Settings

Choose the # of Players There are always four characters. When there aren't enough players, the computer controls the remaining characters.

▼

Choose Characters Choose which characters you want to control. You will also choose which characters the computer will control.

▼

Set Handicaps Set the number of Coins (10, 20, 30, 40, or 50) that a player will already have at the start of the game.



▼

Set Computer Skill When there are computer-controlled characters, you must choose their skill levels from the three "Easy," "Normal," and "Hard" levels of play.

▼

Set the Number of Turns

Lite Play	10 Turns
Standard	20 Turns
Full Play	30 Turns

▼

Final Confirmation

▶ **Go to the Mini-Game Stadium**

Rules

On this board there are only blue spaces, red spaces, and a single-player Mini-Game Space. Even if you land on a red or blue space, you do not gain or lose Coins. The winner is determined by the number of Coins won in Mini-Game contests. After finishing the game, you can save the Coins you have collected in your Coin Box. You may also quit in the middle of the game, but if you do so, you will not be able to save your game.



Saving

The Mario Party Game Pak is equipped with a back-up function and lets you save the following:

- Coins and Stars kept in Mushroom Bank
- Purchased Items (including Item on/off settings)
- Purchased Mini-Games (including number of times played and any records)
- Number of times each Adventure Board has been played
- Number of Stars found on Adventure Boards
- Previous winners
- Sound Settings

NOTE: Whenever leaving a building in Mushroom Village the above data is automatically saved. Also, after finishing a game in the Mini-Game House, data is automatically saved.

- Saving in a Board Map

In addition to the above data, you can also save a game. Also, games are automatically saved when you finish the set number of turns and return to Mushroom Village.
Note: See "Pause Menu" on page 17 to read about how to save.

- Saving in Mini-Game Island

You can save cleared Mini-Game spaces, number of Coins, and number of Lives. It is recommended that you save before returning to Mushroom Village.

- You cannot save in the middle of Mini-Game Stadium.

Buildings in Mushroom Village

Mini-Game House



You can use your Coins here to buy Mini-Games you have already played in Board Games, and you can also play Mini-Games. The Pot o' Skills that leads to Mini-Game Stadium is here as well.

Buying Mini-Games



If you move the cursor to Puff in the Mini-Game House and press the A Button, the screen switches to the Mini-Game list.



Move the Control Stick left and right to move to the page with the game you want to play, and press the A Button to make the cursor appear. Move the Control Stick up and down to move the cursor and select a game. You may only buy the game if you have enough Coins.

Playing Mini-Games



To play Mini-Games, move the cursor to the Crystal Ball and press the A Button. Here, you can not only play Mini-Games you have bought, but you can also pay Coins to try out other games that you have played on the Adventure Boards.

About Modes

Normal Play
Play Mini-Games you have bought. Choose detailed settings, such as the number of times you will play and whether you will choose games or let the computer choose for you.

Trial Play
If you have played a particular Mini-Game at least once in a Board Game, you can pay 10 Coins to try it out once.



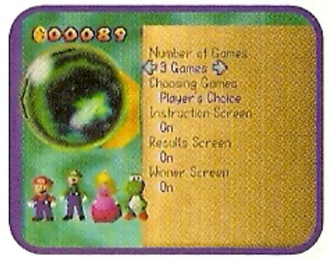
1 Setting the Number of Turns and Choosing Characters



Select the number of players that will play and choose which characters they will control. Then choose which characters the computer will control and set their skill levels. Set all computer characters to the same skill level, or set their skill levels individually.

2 Settings

You can also adjust the following settings. Move the Control Stick up and down to move the Cursor and left and right to change the settings.



Number of Games

Choose to play 1, 3, 5, or 7 times.

Choosing Mini Games

Choose your own Mini-Games or let the computer choose for you. When selecting "Choose your own" for three or more games, you must select the same number of Mini-Games as the number of times you want to play. If you have not purchased any Mini-Games in advance, the computer cannot choose games for you.

Mini-Game Explanation Screen

Set the explanation screen shown before Mini-Games to "On" or "Off."

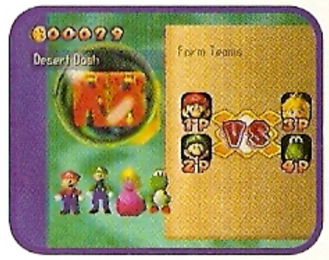
Results Screen

Set the results screen shown after the Mini-Game to either "On" or "Off."

Winner's Screen

Set the Winner's Screen shown after the selected number of games is played to "On" or "Off."

3 Choose Mini-Games



Choose the games you want to play from among those shown on the screen. Depending on the game chosen, teams may be formed. The game starts after teams are chosen.

Option House

In the Option House, you can do a number of things, including adjusting the Sound Settings. The number of things you can do here will increase as you purchase items from Mushroom Shop.



Erase All Saved Data.

If you select Fun Gus in the Option House, you can erase all the Coins you have saved as well as your Quest Mode Data.



Sound Switch

Switch Sound Settings to either Stereo or Mono. It is recommended that you use Sound Settings that match your TV.

Mushroom Shop



You can buy items here with your Coins. The items you buy here are kept in Mushroom Bank.

Mushroom Bank



The items bought in the Shop and the Coins and Stars collected throughout the game are kept here.

When you select Porto on the left and press the A Button, the safe appears, and you can choose which items you will use in your next game. There are some items which cannot be kept here.

Item Introduction

There are a variety of items, some of which can be used in games. There is no limit to the number of times that items can be used, and you will never lose these items. The cost of each item is shown in brackets.

For Use in Board Games

These items appear randomly when characters hit a dice block.

Plus Block [x 200]
Receive the number of Coins shown.

Minus Block [x 100]
Lose the number of Coins shown.

Speed Block [x 200]
A dice block with only the numbers 8 through 10.

Slow Block [x 100]
A dice block with only the numbers 1 through 3.

Warp Block [x 200]
Trade places with other characters.

Event Block [x 200]
Either Boo, Koopa Troopa, or Bowser will appear.

For Use in the Game House

Mecha Fly Guy [x 100]
You can only play this game in the Game House.
It counts how many times you rotate your control stick in 10 seconds.

Option House Use

Record [x 50]
Let's you listen to background music.

Talking Parrot [x 50]
When you press the A Button, this parrot will copy the characters' voices.

Coin Boxes

Coin Box
This is the Coin Box that you start with.

Lucky Box [x 400]
Receive 10% more Coins than you had at the end of a game.

Casino Box [x 300]
When you win a game, get twice as many Coins.
But when you lose, get only half as many Coins.

Note: There are three kinds of Coin Boxes, but you can only use one at a time.

Special Item

Gameballs [x 300]
Let's you play games in the Mini-House, even if you haven't found them during Board Game play yet. Seeing which Gameball comes out is the fun of this item.

Mini Games

4-Player Games

Face Lift
Crazy Cutter
Hot Bob-omb
Musical Mushroom
Coin Block Blitz
Balloon Burst
Skateboard Scamper
Box Mountain Mayhem
Platform Peril
Mushroom Mix-up
Treasure Divers
Grab Bag
Bumper Balls
Tipsy Tourney
Bombs Away
Mario Bandstand
Cast Aways
Hammer Drop
Shy Guy Says
Key-pa-Way
Buried Treasure
Running of the Bulb
Hot Rope Jump
Slot Car Derby

1 vs. 3 Player Games

Pipe Maze
Bash 'n Cash
Tug 'o War
Bowl Over
Paddle Battle
Coin Shower Flower
Piranha's Pursuit
Tight Rope Treachery
Coin Block Bash
Crane Game

2 vs. 2 Player Games

Handcar Havoc
Deep Sea Divers
Desert Dash
Bombsketball
Bobsled Run

1-Player Games

Memory Match
Knock Block Tower
Limbo Dance
Slot Machine
Pedal Power
Whack-a-Plant
Shell Game
Ghost Guess
Ground Pound
Teetering Towers
Chance Game



Types of Mini Games



Bonus Games: Games in which you can get more than the normal 10 Coins for winning. Even if you miss, you don't lose Coins (the most you can get for Memory Match is 10 Coins).



Success Games: Games in which you get 10 Coins for clearing. If you miss, you lose five Coins (in Pipe Maze, you don't lose any Coins for a miss).



Chance Games: When you win, you get Coins from the losers. When you lose, your Coins get stolen.



2-on-2 Games: 2 vs. 2 games in which the winning team members get 10 Coins each. Members of the losing team lose 10 Coins each.



Racing Games: Games in which the character who finishes first wins 10 Coins. Even if you lose, you don't lose Coins.



Point Games: Games in which the player with the highest score gets 10 Coins. If several players have the same score, they all win Coins.



Survival Games: The last player standing in these games wins 10 Coins.

Roulette

Mini-Game names are shown in red and green when Mini-Games are chosen on the Roulette Screen. If you lose a red game, you will lose Coins, but if you lose a green game, you will not.



NOTES

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Rev. B

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Rev. K

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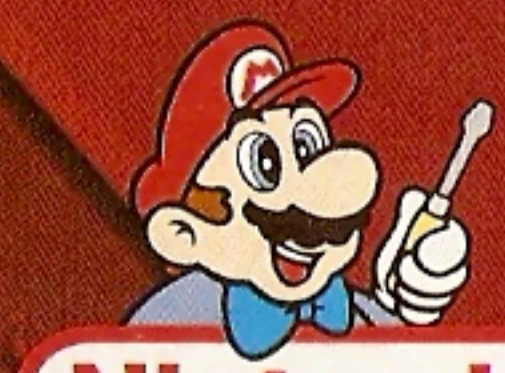
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