U/NUS-NMWE-USA

INSTRUCTION BOOKLET

MARIO PARTY™ 2





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Thank you for selecting the Mario Party™ 2 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.

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

EVERYONE E CONTENT RATED BY ESRB

EVERYONE
MILD ANIMATED VIOLENCE

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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ABOUT THE CONTROLLER

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 2 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.

THE LEGEND OF MARIO LAND

MARIO™ AND LUIGI, WARIO™ AND PEACH,
DK AND YOSHI® ALL GATHERED IN SPEECH.
SHARING THEIR WISHES FOR ALL THEY HAD SEEN,
SAYING "LET'S MAKE A WORLD BUILT ON ALL OF OUR DREAMS!"
COMBINING THEIR TALENTS, THEY SWEATED AND STRAINED,
COMPLETING THAT WORLD, MARIO LAND BY NAME . . .

ALAS, BUT WARIO STEPPED FORTH AND SAID,
"THIS WORLD SHOULD BE NAMED FOR A SUPER STAR, INSTEAD.
"WARIO LAND IS A FAR BETTER NAME!"
AND SO THEY ALL ARGUED THE DEPTH OF THEIR FAME,
"PEACH LAND IS BETTER!" AND "MY NAME IS BEST!"
TOAD COULD NOT BELIEVE THE WORDS OF THE REST!

BUT AS THEY DEBATED WHO WAS MORE GRAND
BOWSER INVADED THAT MARIO LAND!!!
"THERE'S NO TIME TO ARGUE AND NO TIME TO FIGHT!
"THE TASK IS BEFORE US," TOAD SAID WITH A FRIGHT.
"THIS LAND SHALL BE NAMED FOR THE SUPER STAR WHO
"DEFEATS EVIL BOWSER AND SAVES US ALL, TOO!"

SO MARIO AND FRIENDS, TOOK ON THIS NEW QUEST,
TO DEFEAT THE KING KOOPA AND PROVE WHO'S THE BEST!
THEY WENT DEEP INTO SPACE, MET GHOSTS AND PIRATES,
BUT ALWAYS ON BOWSER THEIR KEEN SIGHTS WERE SET.
NO ADVENTURE MORE TRYING, NO REWARD MORE GRAND . . .
SO SPEAKS THE LEGEND OF MARIO LAND!

CHARACTER INTRODUCTIONS

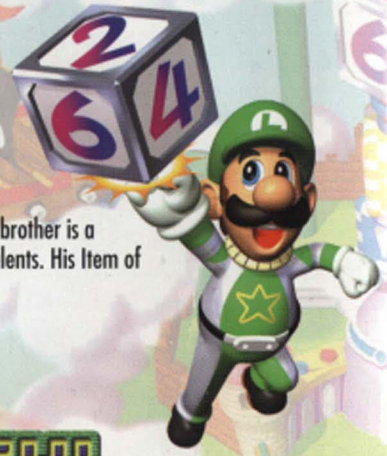
Let's take a moment to meet the cast of characters . . .



MARIO

Our merry hero's favorite Item is the Mushroom, of course. He runs like the dickens and can skillfully master any Mini-Game.

LUIGI



Mario's younger, yet taller, brother is a determined man of many talents. His Item of choice is the Skeleton Key.



YOSHI

The wide-eyed Yoshi is always full of energy. His favorite Item is the Warp Block, and he apparently likes all-or-nothing competitions.

WARIO

When it comes to Items, Mario's rival prefers the Dueling Glove. His cunning is unmatched, and he seems to be a master of Duel Mini-Games.





PEACH

The lovely Princess Toadstool likes to use the Plunder Chest, revealing her surprising habit of tricking her opponents.

DONKEY KONG®

When it comes to strength, this mighty ape is number one! He clears all Mini-Games with dominating performances. His favorite Item is the Bowser Bomb, and he loves Happenings!



OPTION LABORATORY

This is Professor Fungi's research lab. You'll find many devices for adjusting game settings and listening to sound effects here.

THE PROFESSOR'S COMPUTER



Access Professor Fungi's PC to see the number of times you've played each Adventure Board, character win/loss records and other game data.

THE ORANGE PLAY LIST



This is a list of the different songs that can be heard in the game.

THE BLUE PLAY LIST

This lists the different sounds you can hear throughout the game.

THE SOUND MACHINE

Use the Sound Machine to set the game's sound to either Stereo or Mono.

THE TRASH COMPACTOR

The Trash Compactor neatly erases all your saved data.

FLOW OF THE BOARD GAMES

In Mario Party 2, victory goes to **whomever collects the most Stars** in a board game. Collect Coins in the 64 different Mini-Games and beat your rivals to the Star Spaces. Buying Stars from Toad is the key to ultimate victory.

Select an Adventure Board, the number of players, Bonus setting, etc.

↓

Determine turn order.

This order repeats for the set number of turns.

↓

The first player hits the Dice Block.

↓

An event occurs according to the space on which the player lands. (Repeat for the second, third and fourth players.)

TURN

↓

After all players finish, a Mini-Game begins.



You can buy Mini-Games using the Coins you've collected in board games.

↓

If the Bonus setting has been selected, three Bonuses are awarded at the end of the set number of turns.

↓

Final Results Announcement:
The true Super Star is revealed!

Setting Board Game Rules

You should read along from this page to page 15 while playing your first board game.

Choose an Adventure Board



To begin a board game, choose one of the Adventure Boards displayed on the Information Board and press the A Button. See page 20 for a description of each Adventure Board.

Set the Number of Players



Four characters participate in every board game. If there are not four human players, the remaining characters will be controlled by the computer. Choose from one to four human players.

Select Characters



After selecting the number of players, choose which characters each player will control. Also, choose which, if any, computer-controlled characters will appear.

Set Computer Character Skill Levels



When playing against computer-controlled characters, you can select the computer characters' skill levels. Choose Easy, Normal or Hard. Computer character skill levels can be set all the same or set individually.

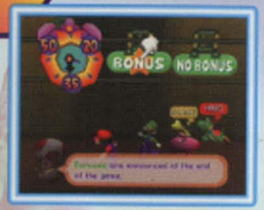
Set the Number of Turns



Choose one of the following three turn options:

- Lite Play 20 Turns
- Standard Play 35 Turns
- Full Play 50 Turns

Choosing a Bonus Setting



When you choose the Bonus setting, you may be able to find Hidden Blocks on Blue Spaces on the board map. Also, the following three Bonuses will be awarded at the end of the board game, and the winner of each will receive a Star.

- Mini-Game Star: Collect the most Coins in Mini-Games.
- Coin Star: Collect the most Coins overall.
- Happening Star: Land on the most ? Spaces.

If you choose No Bonus, there will be no Hidden Blocks on the board map and no Bonuses awarded at the end of the game. The winner of the board game will be decided solely by the number of Stars and Coins at the end of the game.

Determine Turn Order



At the start of the game, each player must hit a Dice Block to determine turn order. The player with the highest number goes first.

Now, I'll explain the board game rules using the Rules Land Adventure Board Map. (You cannot play a board game on the Rules Land Adventure Board.)



The Dice Block

To start his or her turn, each character hits a Dice Block and moves the number of spaces shown.

1 Junctions

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

2 Toad

Toad will trade 1 Star for 20 Coins. Each time a Star is purchased, Toad will move to a different place on the map.

3 Item Shop

You can purchase an Item when you pass in front of a shop. However, if you do not have enough Coins, or if you already have an Item, you cannot purchase an Item.

4 Baby Bowser

One of Bowser's many henchmen, he'll steal 5 Coins from you each time you pass him. There is an Item that will transform him into Bowser, so beware!

5 Boo

Boo will steal Coins or a Star from any player you choose, but it costs 5 Coins to steal Coins and 50 Coins to steal a Star. If Boo comes to steal Coins from you, press the A Button repeatedly to chase him away. You may only be able to limit the number of Coins Boo steals.

Note: The above are not counted as spaces. Different events occur when you pass each of the above, but you finish moving after the event ends.

Types of Spaces

Different events occur during board games depending on where you land. There are eight different kinds of spaces.

Blue Spaces

Receive 3 Coins when you land on a Blue Space. When playing with the Bonus setting, Hidden Blocks may appear on Blue Spaces.

Red Spaces

Lose 3 Coins when you land on a Red Space.

! Spaces

The single-player Chance Time Mini-Game begins when you land on this space.

? Spaces

Different Happenings occur on these spaces depending on the Adventure Board being played.

Item Space

A single-player Item Mini-Game begins when you land on this space. Items can bring on huge comebacks, so don't miss this opportunity!

Bowser Space

Bowser appears and causes trouble for whomever lands on this space.

Koopa Bank

Each time you pass this space, you must deposit 5 Coins. If you land here, you may withdraw all the Coins that have been deposited!

Battle Space

A four-player Battle Mini-Game begins when someone lands on this space.

ITEMS

The Items below can be used during board game play. They are all very useful Items, but you may have only one at a time. You can use most of these Items by pressing the B Button before hitting the Dice Block at the start of your turn.



MUSHROOM

PRICE x10

Hit 2 Dice Blocks instead of 1 at the start of your turn.



SKELETON KEY

PRICE x10

Use this Item to open Keyed Gates on the Adventure Boards. This can only be used when you are in front of a Keyed Gate.



PLUNDER CHEST

PRICE x15

Use the Plunder Chest to steal an Item from an opponent. However, you cannot choose from which opponent to steal.



DUELING GLOVE

PRICE x15

Choose an opponent to duel in a Duel Mini-Game.



WARP BLOCK

PRICE x15

Change places with another player on the Adventure Board. However, you cannot choose the player with whom you'll trade places.



GOLDEN MUSHROOM

PRICE x20

Hit 3 Dice Blocks to start your turn.



MAGIC LAMP

PRICE x30

The Mushroom Genie appears and takes you straight to Toad.



BOO BELL

AVAILABLE ONLY IN ITEM MINI-GAMES

Use the Bell to call Boo.



BOWSER SUIT

AVAILABLE ONLY IN ITEM MINI-GAMES

Put on the Bowser Suit and steal 20 Coins from each opponent who mistakes you for Bowser. If you meet an opponent who has no Coins, you won't get anything.



BOWSER BOMB

AVAILABLE ONLY IN ITEM MINI-GAMES

Baby Bowser transforms into Bowser. Bowser then hits 3 Dice Blocks, moves the total number of spaces shown, and steals ALL Coins from any player he meets. This Item is automatically used at the end of the turn in which the Item is received.



PLAYING MINI-GAMES

A Mini-Game begins at the end of each turn once all players have finished moving. The type of Mini-Game played depends on the colors of the spaces on which the players have stopped. Before a Mini-Game begins, Green Spaces randomly change to either Red or Blue Spaces.

MINI-GAME EXPLANATION SCREEN

Use the Explanation Screen to view the Mini-Game's rules and controls. You can also practice the Mini-Game. Press the C Right Button to view controls and hints. To practice the Mini-Game, press the R Button.



4-PLAYER MINI-GAMES (All players are on same-colored spaces.)



These are free-for-all matches in which the last player standing wins.

1 VS. 3 MINI-GAMES (One player is on a different-colored space.)



In these 1-against-3 matches, the one player must defeat the other three.

2 VS. 2 MINI-GAMES (Two players are on same-colored spaces.)



Divide into teams of two for Mini-Games that require team cooperation.

RESULTS SCREEN



Coins are rewarded based on the results of the Mini-Game. The winning player or team players will receive 10 Coins each. Coins collected during Mini-Game play are also awarded.

THE LAST 5 TURNS

When you reach the last five turns of a game, Toad appears and announces the current standings. When the next turn begins, the following rules go into effect:

1. Blue and Red Spaces are worth double! Gain or lose 6 Coins.
2. When two players land on the same space, they will set the number of Coins to risk and battle it out in a Duel Mini-Game!

It's always possible to use these changes to your advantage and make a comeback, so don't give up!

DETERMINING THE SUPER STAR!

FINAL RESULTS ANNOUNCEMENT



After the set number of turns has ended, the game is over. If the Bonus setting was chosen, the winners of the three awards are announced, and each winner receives a Star. (See page 13 for information regarding the three awards.) In the end, the player with the most Stars is the Super Star. If more than one player has the same number of both Stars and Coins, players must hit a Dice Block to determine the winner. The highest number wins!



COIN COLLECTION

Once a game has ended, all Coins collected during the game will be deposited in the Coin Box. Also, for each Star earned, 50 Coins will be deposited into the Coin Box.

The Adventure Boards



Pirate Land

Become pirates and scour the tropical island for hidden plunder! Beware the pirate ship's cannons which fire when you land on a ? Space!

Western Land



Become deputies in a pioneer town of the Old West and help keep the peace. Get Steamer, the steam engine that circles the map, to knock your opponents off their spaces and send them back to Start.



Space Land

Each time a player passes through the center of this Adventure Board, the Bowser Coin Beam counts down. If you are hit by the Bowser Coin Beam, you lose all your Coins. Beware!

Mystery Land



The map is divided by the four ancient relics, and each time you land on a ? Space, you are warped to a different area. Cast the Slow Curse on rivals to limit their Dice Block to the numbers 1 through 3.



Horror Land

When two turns pass, day turns to night or night turns to day. The time of day will also change when you land on a ? Space. The Whomps blocking the paths cannot move at night so choose your path carefully.

Could there be other, hidden Adventure Boards, too???

The Pause Menu

You can adjust the following settings on the Pause Menu:

Control Settings



Change character control settings. Select the character you wish to change, then choose either player or computer control. You can also change computer character skill levels. Use this option when players want to quit or join in the middle of a game.

Mini-Game Settings

Choose whether or not to view the Mini-Game Explanation Screen before starting a Mini-Game. It's a good idea to view explanations until you become familiar with all the Mini-Games.

Message Speed

Change the speed at which messages are displayed. Choose Fast, Normal or Slow.

Save Settings

Save after Every Turn: Save game progress at the end of every turn.
Save after This Turn: Save game progress at the end of the current turn.
Don't Save: Do not save game progress.

Quit Game

Choose Quit Game to end the current game.
You should save before quitting a game.

Continue

Return to the Adventure Board map and continue the current game.

MINI-GAME LAND

This is a natural, forested theme park. Here, you can purchase and play Mini-Games that you have played during board games. You can also test your abilities on the single-player Mini-Game Coaster.

Woody

This is your guide in Mini-Game Land. Purchase Mini-Games that you've played in board games from him.



Mini-Game Park

Come here to play the Mini-Games you have bought from Woody. Three trees – one for each kind of Mini-Game – are planted here. The games you purchase from Woody become fruit on the trees.

Coin Box

The Coins you have collected in board game play are kept here.

Records Bottle

Open the bottle to see Mini-Game course records.

Mini-Game Stadium

Once you've purchased a set number of Mini-Games from Woody, you can compete in Mini-Game Stadium. Initially, only one mode is available, but as you buy more games, you'll gain access to two additional modes!

Mini-Game Coaster

Once you have purchased a set number of Mini-Games from Woody, you can access Mini-Game Coaster. This is a special single-player mode. Rumor has it, there is a very special prize for whomever clears it first . . .

Buying Mini-Games from Woody

There are three different-colored fruits – one for each kind of Mini-Game. When you choose the fruit of the type of Mini-Game you wish to buy, a list of those Mini-Games you can buy will be displayed. Choose the Mini-Game you wish to buy. If you don't have enough Coins, you can't buy the Mini-Game. Supposedly, there are other types of Mini-Games you can buy once you meet certain conditions in the game . . .

PLAYING MINI-GAMES

This section explains how to play Mini-Games in Mini-Game Park.

Set Players, Choose Characters



Choose the number of players and select the characters that the players will control. When using computer-controlled characters, select the characters and set their skill levels. You can set all computer-controlled characters to the same skill level or set skill levels individually. Choose Easy, Normal, Hard or Super Hard.

Choose a Mini-Game

Choose the tree for the type of Mini-Game you wish to play. Depending on the type of Mini-Game chosen, you may have to form teams.



MINI-GAME STADIUM

Battle for victory in one of three modes of Mini-Game competition:



Battle Mode Compete for victory in Mini-Games you have purchased. The Mini-Games are selected randomly by the roulette, and you can play this mode as soon as Mini-Game Stadium is opened.



Trial Mode Play by the simple rules of this mode on a special Adventure Board with only three types of spaces: Blue Spaces, Red Spaces and Battle Mini-Game Spaces. You can also set handicaps for each player. This mode cannot be played when Mini-Game Stadium is first opened. You must buy more Mini-Games from Woody to access this mode.



Duel Mode Play any Duel Mini-Game you have played during board game play in this two-player mode. This mode cannot be played when Mini-Game Stadium is first opened. You must buy more Mini-Games from Woody to access this mode.

MODE SELECTION



Choose the mode you wish to play. Decide how many players will play and select which characters the players will control. When using computer-controlled characters, choose from three computer character skill levels in Trial Mode and four skill levels in Battle Mode and Duel Mode.

SET THE NUMBER OF WINS

In Battle Mode and Duel Mode, choose the number of Mini-Game victories needed to win the match. Choose 3, 5 or 7 wins.

BATTLE — CHOOSE THE TYPE OF MINI-GAME



Choose the type of Mini-Game you wish to play. Depending on the type chosen, you may have to form teams using your Control Stick. The Mini-Games played are chosen randomly by the roulette.

DUEL — CHOOSE A GAME



You can choose the Mini-Games you will play, or you can let the games be chosen randomly by the roulette.

TRIAL

SET HANDICAPS



Set the number of Coins each player has at the start of the game. Set to 0, 10, 20, 30, 40 or 50 Coins.



SET THE NUMBER OF TURNS, CONFIRM SETTINGS



- 10 Turns (Lite Play)
- 20 Turns (Standard Play)
- 30 Turns (Full Play)

The game starts after you confirm the game settings.

RULES



You do not gain or lose Coins when you land on Blue or Red Spaces. You receive 10 Coins each time you complete one lap around the Adventure Board. Victory or defeat is based on the number of Coins collected in Mini-Game competitions. At the end of the game, Coins you have collected are deposited into the Coin Box. You can quit in the middle of a game, but you cannot save.





MINI-GAME COASTER

Mini-Game Coaster is a special single-player mode. You can access Mini-Game Coaster once you buy a certain number of Mini-Games from Woody. Follow the steps below to start a new game.

GAME MENU

★ **NEW GAME** Choose New Game to start from the beginning.

★ **CONTINUE** If you have saved data, the Continue option will be displayed. Choose this option to continue a previous game from the point where it was last saved. If you used the Save & Quit feature to save your game, the Save & Quit Data option will be displayed. Choose this option to continue the game from the point at which you quit. When you continue using Save & Quit data, that game data will be deleted once you begin the game.

CHOOSE CHARACTERS AND A COURSE

When starting a new game, you must first choose which character you will use. Next, choose which computer-controlled character you'd like as your teammate in 2 vs. 2 Mini-Games. Mini-Game Coaster is made up of nine different worlds. Choose one of the following three courses to journey through these worlds:



★ Easy: Through World 3 ★ Normal: Through World 6 ★ Hard: Through World 9

RULES

On the Coaster, you can press the A Button to go forward, but you cannot go backward. Try to work your way to the finish by clearing every Mini-Game Space. If you fail to clear a Mini-Game, you will lose one remaining life. When you clear a Mini-Game Space, you will receive a Coin Bonus. Also, if you clear several Mini-Games consecutively without missing, you'll receive more Coins than usual as a bonus for consecutive clears.
For every 100 Coins you collect, you will gain one extra life.

GAME OVER

If you fail to clear a Mini-Game when you have zero remaining lives, your game is over. If you choose Back to Start of World, you can restart your game from the last Save Space at which you saved. Choose Quit to return to Mini-Game Land.



SAVE SPACE These spaces are located at the start of each world. On these spaces, Toad will ask you whether or not you want to save your progress. Choose Yes to save your Mini-Game Coaster progress.

MINI-GAME SPACE On these spaces, press the A Button to play the Mini-Game. You can also press START and choose Save & Quit to temporarily save your game.

ABOUT SAVED DATA

Mini-Game Coaster can use the two kinds of saved data listed below at the same time. Use these two save methods to help you clear games and reach your goal.

★ **SAVE SPACE DATA**

This data is saved until you clear Mini-Game Coaster or until you save new data at another Save Space.

★ **SAVE & QUIT DATA**

This data is only saved temporarily. If you choose to start your game with Save & Quit Data, the data is then erased.

ABOUT SAVING

Your Mario Party 2 Game Pak has a data back-up feature. You can save the following information:

- The number of Coins in your Coin Box
- Mini-Games purchased from Woody (including the number of times played and fastest times)
- Number of times each Adventure Board has been played
- Each character's win/loss record
- The sound setting (Stereo or Mono)

NOTE: When you complete a board game and return to the Information Center, the above information is automatically saved. Also, when entering or leaving any mode in Mini-Game Land, your data is saved automatically.



SAVING ON AN ADVENTURE BOARD

In addition to the above information, you can also save board game progress. See the Pause Menu on page 21 for information on how to save.

SAVING IN MINI-GAME COASTER

In Mini-Game Coaster, you can save Mini-Game Spaces cleared, Coins collected, remaining lives and consecutive wins. Be sure to save your progress at a Save Space before returning to Mini-Game Land. See above for information on how to save.

YOU CANNOT SAVE GAME PROGRESS IN MINI-GAME STADIUM.

IMPORTANT:

Rev. B

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Rev. K

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