U/NUS-NMVE-USA

INSTRUCTION BOOKLET

MARIO PARTY® 3

Vimm's Lair

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Thank you for selecting the Mario Party® 3 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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EVERYONE
CONTENT RATED BY ESRB

EVERYONE
COMIC MISCHIEF

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Vinnn's Lair

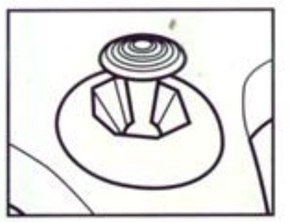
The Nintendo® 64 Controller

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 3 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.

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 a 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 to play in the two-, three- or four-player game modes.

N64 Rumble Pak™
This game is compatible with the Rumble Pak accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Rumble Pak accessory.

Vinnn's Lair

A Star is Born...

In the center of the vast universe, a remarkably bright star was born. It was a star that is born only once in a thousand years, the Millennium Star. According to legend, whoever possessed this mystical star was destined to become the Superstar of the universe. However, since the Millennium Star was but a newborn, it fell from the starry sky.

Around that time, Mario and his friends were all happily relaxing when suddenly the Millennium Star came crashing down. Mario and his friends soon began arguing about who should keep the Millennium Star.

Suddenly, The Millennium Star gave off a brilliantly bright flash of light. And with that bright flash, Mario and his friends were transported inside a toy box!

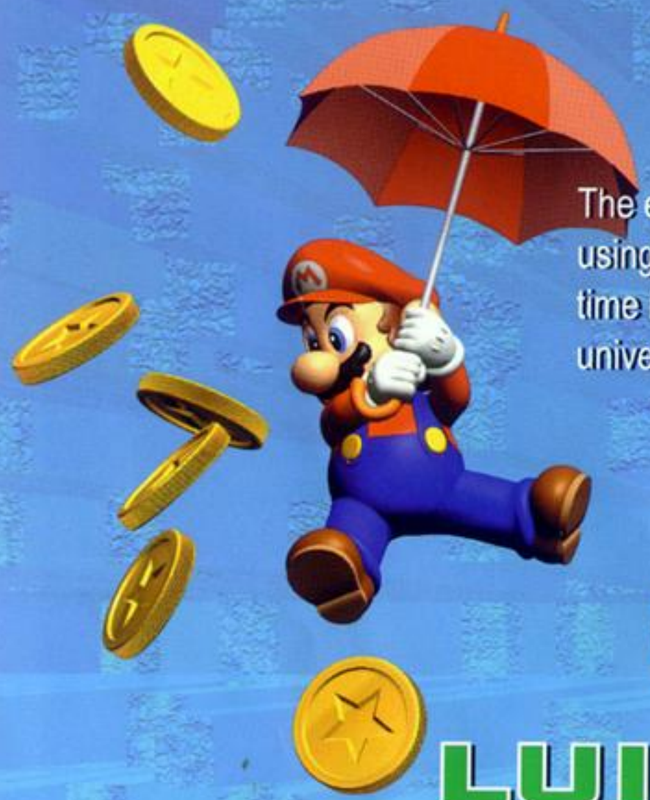
"Greetings. I am the Millennium Star. You must pass my test to prove yourself worthy of possessing me. You must journey across many lands and collect the Star Stamps. If you can collect all seven, I shall accept you as the top Superstar in the universe."

Who will collect the seven Star Stamps and become the universe's top Superstar?



Vimm's Lair

Party Animals



MARIO™

The ever-cheerful Mario scampers about using the Golden Mushroom. His goal this time is to be the top Superstar in the universe.



LUIGI

Luigi is as dependable as ever as he uses his wits to master Mini-Games. He favors shortcuts using the Skeleton Key.



PEACH

Peach masters Mini-Games with an easy grace. Her surprising fondness for the Plunder Chest reveals her mischievous side.

WARIO™

In Duel Mini-Games, Wario is a matchless opponent. When he holds the Dueling Glove, there's bound to be trouble.





DONKEY KONG®

In tests of strength, DK is the top banana. He loves to use the Reverse Mushroom to send his opponents in the wrong direction.

YOSHI®

The unpredictable Yoshi bewilders his opponents. To turn the tables, the Warp Block is his item of choice.



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DAISY

Making her first appearance in the Mario Party series is the delightful tomboy Daisy. She can be used only in Party Mode.

WALUIGI



The craftiest guy of all, it's Waluigi. He's also appearing here for the first time and likewise can be used only in Party Mode.



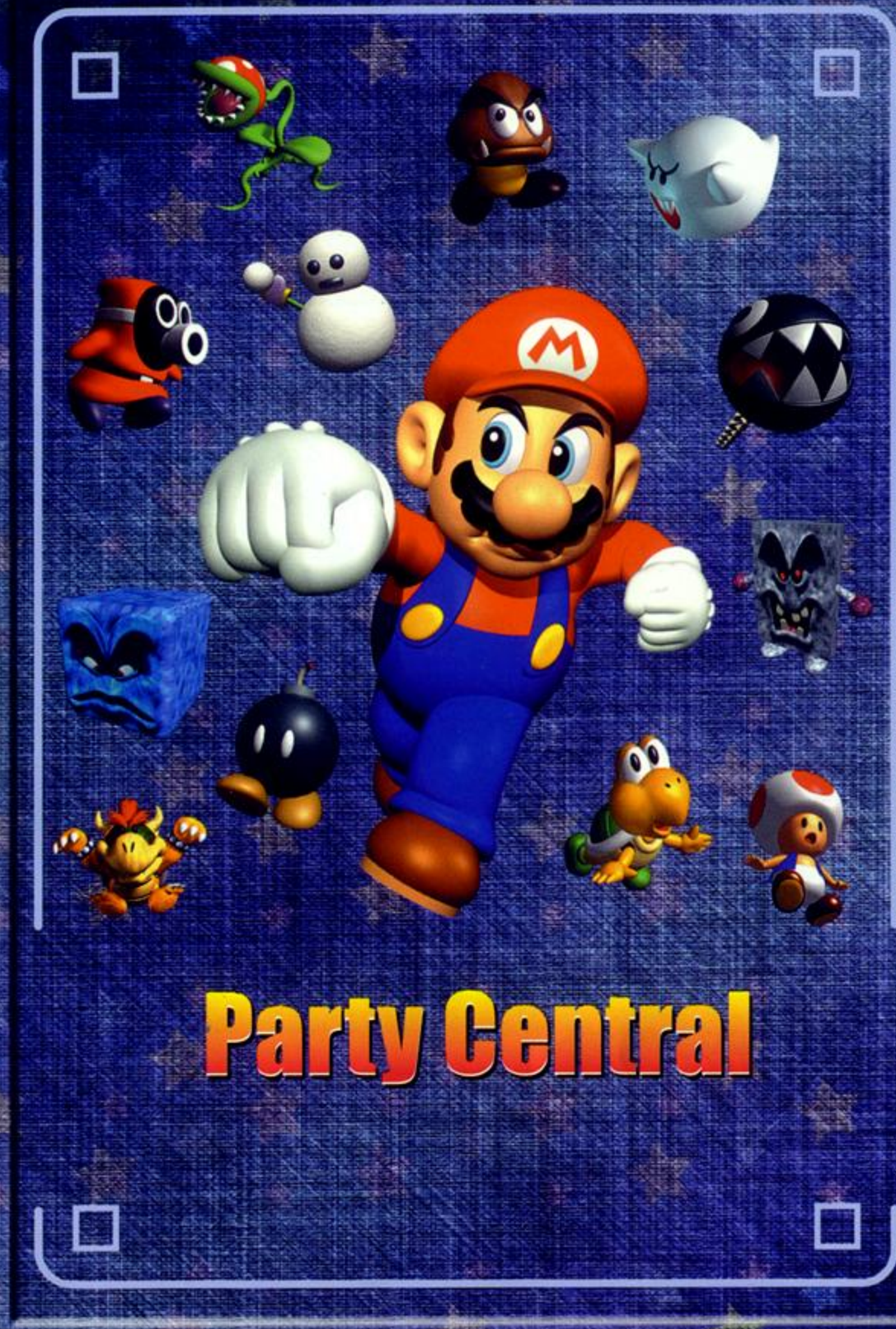
MILLENNIUM STAR

Only one is born every 1,000 years, a star among stars. It is said that whoever possesses it will be the greatest Superstar in the entire universe.

TUMBLE



A magical die brought to life by the Millennium Star, he's the players' guide and helper.



Party Central

Controls

START

Display the Pause Screen and change game settings.

L BUTTON

Taunt other players during their turns.

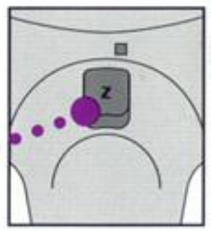


CONTROL STICK

Move the cursor, make selections and scroll around maps.

Z BUTTON

View an entire Board Map.





• Button functions may also be displayed on the game screen.



R BUTTON

Scroll across a board map and access Mini-Game Practice Mode.

C BUTTONS

View item explanations.

View Mini-Game rules and explanations of controller functions.

A BUTTON

Confirm selections and hit Dice Blocks.

B BUTTON

Cancel selections, return to previous screens and use items.

Vinnn's Lair

Game Setup

File Select

Insert the Game Pak into the Control Deck, then turn the power ON. On the Title Screen, press START to view the File Select Screen. You can save games in any of three available files. You can also copy games and delete them as necessary.



- Saved Game File
- Open File
- File Name

Playing for the First Time



The files are displayed as toy boxes. You can use up to five letters to name each one.

Changing a File Name To view the File Naming Screen, move the cursor to the name of a file and press the A Button.

Copying a File Select Copy on the File Select Screen to copy a saved game file. First, use the cursor and the A Button to select the file you want to copy, then select an empty file to copy to and confirm your decision.

Erasing a File Select Erase on the File Select Screen to erase a saved game file. Use the cursor to select the file you want to erase then press the A Button to confirm your selection.

- *Be careful! Don't erase the wrong file.*

Game Modes



After you have selected a file, choose one of the two available game modes.

PARTY MODE

In this game mode, you can select the number of turns to be played, handicap levels, board maps and more. Party Mode includes Battle Royal Maps for up to four players and two-person head-to-head Duel Maps.

For More on Battle Royal Maps - pg. 17
For More on Duel Maps - pg. 27

STORY MODE

In this single-player game mode, clear the selected board maps as instructed by the Millennium Star.

For More on Story Mode - pg. 35

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Castle Grounds

This screen will appear after you have chosen a game mode.

Mode Display
The mode you have chose will be displayed here.



Mushroom Castle
You can change game settings, listen to music, and more. See page 16 for more details.

Cannon
Star Lift

Cannon

Games can be saved at any point during game play. If you have saved data, select the cannon to continue your saved game. If you choose to begin a new game by selecting either the red or blue Star Lifts while the automatic save setting is on, the new game data will automatically replace the previously saved data.



Star Lifts

Ride lifts to travel to various game boards or the Mini-Game Room.

Battle Royal Maps Play a game with up to four players. For more information, see page 17.

Duel Maps Choose a Duel Map and play one-one-one. For more information, see page 27.

Mini-Game Room Play the Mini-Games you have unlocked during board game play. You must unlock a Mini-Game before you can go here. For more information, see page 37.

Viewing Rules



When you choose either the red or blue Star Lifts, you will be asked if you want to view the rules. Select "Yes" to view the rules or "No" to begin setting up your game.

• It's a good idea to view the rules the first time you play.

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Game Data and Sounds

Main Hall



When in the main hall of the castle, choose the room you want to enter then press the A Button to confirm. Press the B Button to turn to face the exit.

Sound Room



In this room, you can listen to game music and voices or change sound settings.

Toad's Music Box
Listen to music from the game.

Parrot Box
Listen to character voices.

Mushroom Speakers
Switch between stereo and mono sound settings. Please select the correct setting for your television.

Data Room



You can view game data in this room.

Koopa Computer (Green)
View records from Party Mode. See how many times you've played each map or the number of times a character has won a specific map.

Koopa Computer (Red)
View Mini-Game records.

Battle Royal Boards

On Battle Royal Boards, victory is determined by the number of stars collected. The key to winning is to earn coins in the 70 Mini-Games then beat your rivals to the Millennium Star to trade them for stars.

Select the number of players, game board, number of turns and Bonus setting.

Repeat this order for the set number of turns.

Determine the turn order.

Game setup in Story Mode is automatic and can't be changed.

Turn

Hit the Dice Block.

Trigger an event depending on where you land. (Repeat these two steps for each player.)

Play a Mini-Game.

Receive bonuses at the end of the game if the Bonus setting is on.





See the results!

● *See page 37 for more information on Mini-Games.*

Vinnn's Lair

Battle Royal Setup

Number of Players

Four characters will participate in every Battle Royal game. If there are not enough human players, the computer will control the remaining characters.



Characters

Use the cursor to select the character you want, then press the A Button to confirm. Select the characters to be controlled by the computer,too.



Computer Character Skill Levels

Set the skill level of the computer-controlled characters to EASY, NORMAL or HARD. Skill levels can be set individually or all at the same level.



Handicaps

Choose the Handicaps option to give characters a set number of stars (between 0 and 9) at the beginning of a game. If you don't use Handicaps, all players will begin with zero stars.

Board Maps

Choose a board map to play. For more on the boards, see page 26.

Number of Turns

Lite Play	20 Turns
Standard Play	35 Turns
Full Play	50 Turns
Custom Play	Set the number to between 10 and 50 turns. The number must be a multiple of 5.



Mini-Games

Choose a Mini-Game set. Choose ALL to play all the Mini-Games, or choose EASY to play only the easier ones.



BONUS Settings

Turn the BONUS setting ON to have three bonuses awarded at the end of the game. The winner in each category will get an additional bonus star. If the BONUS setting is OFF, the winner of the game will be decided solely on the number of stars and coins collected during game play.



Turn Order

Hit a dice block at the beginning of the game to determine the turn order. The player with the highest number will go first.



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Many types of spaces appear on board maps. Remembering what happens on each space is important to game strategy.



Types of Spaces

Different events will occur at the end of your turn depending on the space you land on.

Blue Space

You'll receive three coins.

Red Space

You'll lose three coins.

Bowser Space

Bowser will appear and cause trouble.

! Space

A single-player Chance Time Mini-Game will begin.

Battle Space

A four-player Battle Mini-Game will begin.

Dice Block

Hit the Dice Block then move the number of spaces shown. The number of spaces will usually be between 1 and 10.

1 Junctions

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

2 Millennium Star

The Millennium Star will trade 1 star for 20 coins. It will move to a new place on the map after a star has been purchased.

3 Item Shop

If you have enough coins and are carrying fewer than three items, you can purchase an item each time you pass by an Item Shop.

4 Boo

Boo will steal coins or a star from any player you choose. It will cost five coins to steal coins and fifty coins to steal a star. If Boo comes to steal coins from you, press the A Button repeatedly to chase him away. If you're successful, you'll limit the number of coins he'll steal.

Gates



Gates close certain paths on the boards. You can use a Skeleton Key to open locked gates.

• The Millennium Star and others mentioned above are not counted as spaces. After the event that occurs when you pass by them is finished, you will continue moving the number of spaces remaining on the Dice Block.

? Space

A One-Button Action Event will begin. The event will be different on each board. See page 26 for more on One-Button Action Events.

Item Space

A single-player Item Mini-Game will begin. Sometimes Toad or Baby Bowser will appear to give the player the chance to get an item.

Koopa Bank Space

You'll have to deposit five coins every time you pass a Koopa Bank. If you land here, you'll get all the coins that have been deposited during the game.

Game Guy Space

A single-player Game Guy Mini-Game will begin.

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Items

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

Items you can buy from Toad.

Items you can buy from Baby Bowser.

Mushroom — *5 Coins*
The Mushroom gives you an extra Dice Block. It also cancels the effects of other mushrooms.

Skeleton Key — *5 Coins*
The Skeleton Key unlocks gates to certain paths on the boards. It's a must for shortcut lovers.

Poison Mushroom — *5 Coins*
This tricky toadstool lets you limit a player's next move to three spaces. It's ideal for slowdowns.

Reverse Mushroom — *5 Coins*
You can send a player in the opposite direction with the remarkable Reverse Mushroom.

Cellular Shopper — *5 Coins*
If you've got the handy Cellular Shopper, you can buy items on the go. Its perfect for emergencies.

Warp Block — *5 Coins*
The wondrous Warp Block lets you switch places with another randomly chosen player.

Plunder Chest — *10 Coins*
The Plunder Chest brings out the pirate in everyone –it lets you steal a random item from another player.

Bowser Phone — *10 Coins*
You can give Bowser a call with this item and he'll spring a Bowser Event on the player of your choosing.

Dueling Glove — *10 Coins*
The dangerous Dueling Glove gives you the chance to challenge another player to a Duel Mini-Game.

Lucky Lamp — *10 Coins*
On your command, Mushroom Jeanie will move the Millennium Star to a new location.

Golden Mushroom — *10 Coins*
The Golden Mushroom gives you three Dice Blocks. It also cancels the effects of other mushrooms.

Bowser Suit — *10 Coins*
You can transform into Bowser then steal 20 coins from any player you pass during your turn.

Boo Repellent — *10 Coins*
Protect yourself with this noxious spray when Boo comes calling. Each can is good for one use.

Boo Bell — *15 Coins*
Boo will steal coins or a star from another player if you use the Boo Bell to ring him up.

Magic Lamp — *20 Coins*
Rub the Magic Lamp to make Mushroom Genie appear and transport you to the Millennium Star.

Item Bag — *30 Coins*
This high-priced grab bag will give you as many random items as you can carry.

Rare Items

These special items are found in Hidden Blocks, Item Bags or special events.

Koopa Card
The Koopa Card lets you make a one-time withdrawal of all of the coins deposited in the Koopa bank.

Barter Box
If you've got the Barter Box, you can swap all of your items for another player's items.

Lucky Charm
The Lucky Charm lets you send another player to the Game Guy Room to risk all of his or her coins.

Wacky Watch
To turn back time or set it forward, use the Wacky Watch to jump to the last five turns in the game.

Vinm's Lair

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 that starts depends on the colors of the spaces where the players have stopped. Before a Mini-Game begins, Green Spaces will randomly change to either Red or Blue 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 remaining to win.

1 Vs. 3 Mini-Games (One player is on a different-colored space.)

In these 1-on-3 Mini-Games, the single player must battle the other three.

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 claim victory.



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 "?????".



Mini-Game Explanation Screen

This screen will let you view rules, look at controls and practice Mini-Games. Press the C Right Button to see controls and get game advice. Press the R Button to practice.



Mini-Game Results

Coins will be given out based on the Mini-Game results. The winning player or team will receive coins.

The Last Five Turns

When you reach the last five turns of a game, the current standings will be announced and the following rules will take effect:

1. The value of Blue and Red Spaces will double. Blue Spaces will give you six coins and Red Spaces will take away six coins.
2. When two or more players stop on the same space, they will set the number of coins they want to risk, then battle it out in a Duel Mini-Game.

With these changes, a comeback is always possible. Don't give up!

Determining the Winner

Final Results



After the set number of turns has been completed, the game is over. If the BONUS setting has been selected, the winners of the three awards will be announced and each winner will receive a star.

Millennium Star	Awarded to the player who wins the most coins in Mini-Games.
Coin Star	Awarded to the player who has the highest overall coin total.
Happening Star	Awarded to the player who lands on the most ? Spaces.

In the end, the player with the most stars will be named the Superstar! If two or more players have the same number of stars, then the player with the most coins will be the winner. If two or more players have an equal number of both stars and coins, the players must hit a Dice Block to determine the winner. The highest number will win!

Vimm's Lair

Boards

Chilly Waters



Chilly Waters is set in a land of frigid snow. The frozen lake will crack if two players are on it at the same time, and there are patches of slippery ice that you sometimes can't cross.

Deep Bloober Sea



This board is at the bottom of a deep, dark sea. You're sure to question your luck as Sushi and a giant squid appear and throw you off course.

Spiny Desert



You're bound for a land of scorching sunshine when you select Spiny Desert. Two Millennium Stars appear, but one is a mirage and will vanish as soon as you reach it.

Woody Woods



Woody Woods is a magical forest with giant talking trees. You can move only in the direction of the arrow signs and may end up going in circles.

Creepy Caverns



This board map is set in an enormous cave. A mining car travels across the board, but you must have good timing to jump on and take a ride.

One-Button Action

Action Time is an event that occurs on Battle Royal Maps. For example, on Chilly Waters, a giant snowball will come rolling along to send you scampering. But if you press the A Button at just the right time, you can jump over it.



Duel Maps

Duel Maps are one-on-one game boards where you use partners to attack your opponent. Instead of collecting stars, win these battles to claim victory.

Set up Handicaps, the board map and the number of turns.

These items are automatically set up in Story Mode.

Determine turn order and pair up with partners.

Receive 10 coins and begin the game.

Your partners will leave if you can't pay their salaries

When both Player 1 and Player 2 have completed this cycle, a full turn is complete. In Lite Play, a game will last 20 turns.

Pay partner salaries

If no partners are able to attack, battle will not occur.

Hit the Dice Block.

Meet your opponent and begin battle. (Partners will attack.)

Depending on the space where you stop, an event or Mini-Game will occur.

If one player has zero health at the end of battle, the game is over.

See Results

Vimm's Lair

Duel Map Setup

Number of Players

Choose either Two-Player or Vs. Computer.



Characters

Use the cursor to select the character you want to play. Select the character to be controlled by the computer, too.



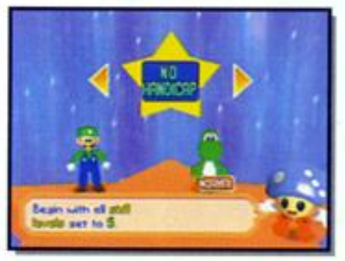
Computer Character Skill Level

If you are playing with a computer-controlled character, set their skill levels to Easy, Normal or Hard.



Handicaps

Choose the Handicaps option to give characters a set number of Heart Pieces at the beginning of the game. If you don't use Handicaps, each character will begin the game with five Heart Pieces.



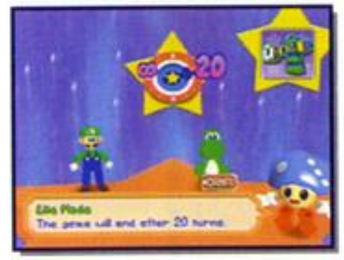
Game Boards

Choose one of the five Duel Board Maps; GATE GUY, AROWHEAD, PIPESQUEAK, BLOWHARD and MR. MOVER.

Number of Turns

Lite Play 20 Turns

Normal Play The game will continue until one player loses all of his or her Heart Pieces.



Mini-Games

Choose ALL to play all the Mini-Games or choose EASY to play only the easier ones.



Turn Order

To determine turn order at the beginning of the game, the Millennium Star will spin round and round. If he is facing forward when he stops, Player One will go first. If the Millennium Star is facing backward, then Player Two will go first.



Partners

Position your partner either before or behind you.



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Duel Map Spaces



Normal Space

These spaces belong to the first character to stop on them. If you land on one of your own spaces, you will receive a set number of coins. But if you land on one of your opponent's spaces, you must pay. The number of coins you receive or pay will change depending on what number turn it is during the game.

Number of Coins Earned or Paid

- Turns 1 - 5: **3 Coins**
- Turns 6 - 10: **5 Coins**
- Turns 11 - 15: **8 Coins**
- Over 16 Turns: **10 Coins**



Mini-Game Space

A Duel Game Mini-Game will begin. The winner will get 10 coins.



Game Guy Space

The Game Guy will take all of your coins and a Game Guy Mini-Game will begin.



Power Up Space

Your partners' Attack Power and Strength will double. Salaries will also double.



Happening Space

A Happening will be determined randomly.



Back Space

When you hit the Dice Block that appears, you'll move backwards the corresponding number of spaces.



When you return to your starting position you'll receive 10 coins. You also be able to hire new partners.

Belltop

Although he doesn't have his own space, he appears on all of the Duel Game Boards. Each time a player passes Belltop, the number on his bell will decrease. When the number reaches zero, the players will be called before Belltop and a Duel Mini-Game will begin. The number of coins a player can win will depend on the current turn number.



- Turns 1-10: **20 Coins**
- Turns 11-20: **30 Coins**
- Over 20 Turns: **40 Coins**

Battling with Partners

Battle Rules

You can travel with one or two partners at a time, depending on how much you want to spend and how vulnerable you think you are. Deciding whether to place a partner in front of or behind you requires some strategic thinking.

When Battles Happen

If your partner is between you and your opponent when you meet on your turn, your partner will automatically attack. Likewise, if your opponent has a partner between you and him on his turn, that partner will attack. But if your–or your opponent's–partner isn't in the right position, no battle will take place.

Taking Damage

If your partner isn't between you and your opponent's partner when you're attacked, you'll take the damage directly. And when your sidekick attacks your opponent when he's not protected by a partner, he'll take damage.

For Example...





Let's suppose Yoshi uses Boo to attack Luigi and Luigi defends with Goomba. Battle damage would be calculated like this: Boo's Attack Power is 2, and Goomba's Strength is 1. So Goomba takes 1 point of damage and disappears, leaving Luigi to also take 1 point of damage.

• For more on partners, see page 32.

Vimm's Lair

The Partners



Koopa *Attack Power - 1 Strength - 2 Salary - 1*

Koopa's good strength and low salary make him quite a bargain. Mario always starts with Koopa at his side.



Goomba *Attack Power - 2 Strength - 1 Salary - 2*

The offensive-minded Goomba joins Luigi on the Duel Maps. He has good attack power but low strength.



Toad *Attack Power - 1 Strength - 1 Salary - 1*

Toad lets you land on enemy spaces without having to pay, but he has low overall stats. He and Peach are fast friends.



Bob-omb *Attack Power - 1 Strength - 1 Salary - 3*

The explosive Bob-omb will pass by enemy henchmen in favor of a direct attack on your opponent. Wario trusts him more than anyone.



Boo *Attack Power - 2 Strength - 1 Salary - 3*

When attacked, Boo can counterattack for equal damage before disappearing. Yoshi relies on Boo to back him up.



Whomp *Attack Power - 0 Strength - 4 Salary - 3*

Together, Whomp and DK make a mighty duo. Although a defensive powerhouse, Whomp never attacks.



Snifit *Attack Power - 2 Strength - 2 Salary - 5*

Daisy prefers to duel with Snifit by her side. He will sometimes give you up to four coins at the start of your turn.



Piranha Plant *Attack Power - 3 Strength - 1 Salary - 5*

The Piranha Plant can sometimes find a special die that lets you move up to three extra spaces. It's Waluigi's favorite flower.



Chain Chomp *Attack Power - 1 Strength - 2 Salary - 6*

Chain Chomp will damage all members of the opposing team in one vicious attack. He packs quite a bite.



Thwomp *Attack Power - 2 Strength - 2 Salary - 4*

Thwomp is so powerful that he can flatten enemy henchmen with one blow, but he will never attack your opponent directly.



Mr. Blizzard *Attack Power - 1 Strength - 3 Salary - 2*

A master of the long distance offensive, Mr. Blizzard will attack only the enemy that is farthest away from him.



Baby Bowser *Attack Power - 1 Strength - 1 Salary - 3*

Baby Bowser does triple damage if he can successfully transform into Bowser. But if he can't, his attack fails.

Vinnm's Lair

Pause Menu

Go to the Pause Screen to set the following options.



Controller Setup — Change the controller setups here and set various character options.

Mini-Game Explanation Screen — Choose to turn the Mini-Game Explanations ON or OFF. You should choose ON until you are used to all the Mini-Games.

Computer Character Mini-Games — Choose whether or not to watch Mini-Games in which only computer-controlled characters participate.

Mini-Game Settings — Choose to use all Mini-Games by selecting NORMAL or use only the easier Mini-Games by selecting EASY.

Movement Speed — Set the speed at which the characters move on the board maps to Slow, Normal or Fast.

Computer Messages — Set the speed at which computer messages are displayed. Choose between Slow, Normal and Fast.

Save Settings

- Don't Save - This is the default setting.
- Save After This Turn - Save after completing the current turn.
- Save After Every Turn - Save after completing each turn.

Quit — Quit the current game and return to the Castle Grounds.

• You should always save before you quit.

Playing the Story Mode

In this one-player mode, you must follow the Millennium Star's orders, alternately playing Battle Royal and Duel Maps. Collect the seven Star Stamps–Wit, Kindness, Strength, Love, Courage, Beauty and Mischief–to move the story along.

Select the character you will use and set the game level.

The Millennium Star will tell you which board you'll play.

Ride the Star Lift from the Castle Grounds to the board map.

Start playing the selected board.

Finish playing the selected board.

Win
See Star Level

Lose

If you select me in the Castle Grounds, I'll tell you all about Star Levels!

Vinni's Lair

Beginning Story Mode



First, select Story Mode on the Mode Select Screen. Next, choose your character from the ones available, then choose one of the three different game levels: EASY, NORMAL or HARD. Finally, select a Mini-Game setup.

Board Setup

In Story Mode, you can't set up the basic rules. They are set as follows.

Battle Royal Map	15 Turns, Bonus, No Handicap
Duel Map	20 Turns, No Handicap

Winning

On Battle Royal Maps, you must finish in first place to win. On Duel Maps, you must finish with more Heart Pieces than your opponent to win.

Game Results



When you have finished a board game, the Game Results Screen will display. You have to win to earn a Star Level.

Star Levels
Your Star Level ranking will depend on your performance. There are four Star Levels: S, A, B and C.

Star Rank
After you've cleared all of the boards, you will receive one of five Star Ranks The title will be based on the Star Levels you earned.

Saving

You can save your game after you've cleared a board map and viewed the game results. Once you've saved, though, you can't replay a previously played board map.

Playing Mini-Games

Mini-Game Room



In the Mini-Game Room, you can play all of the Mini-Games you have unlocked during normal board map play.

Getting to the Mini-Game Room

You can get to the Mini-Game Room while in Party Mode, but if you haven't played any Mini-Games in regular board play, the way to the Mini-Game Room will be closed.

Three Game Rooms

Free Play Room
Page 39
This is the first place you will stop when entering the Mini-Game Room. Here you can play all of the Mini-Games you've unlocked in board map play.

Battle Room
Page 40
Enter the Battle Room to compete in a series of Mini-Games chosen randomly from the games you've unlocked during regular board play.

Game Guy Room
Page 41
This is the place to play Game Guy Mini-Games. Receive 10 coins upon entering, then try to earn winnings of over 1,000 coins. You must satisfy certain conditions during Story Mode to gain entrance to this room.

Vinm's Lair

Star Lift

Take the Yellow Star Lift to get to the Mini-Game Room. Complete the following setups before you arrive.

Number of Players and Character Selection

Select the number of players and the characters that the players will use. If there are not enough players, select the characters to be controlled by the computer, too.

Computer Character Skill Level

If there are any computer-controlled characters, set their skill levels to EASY, NORMAL or HARD. You can set all of the computer-controlled characters to the same skill level, or you can set them individually.

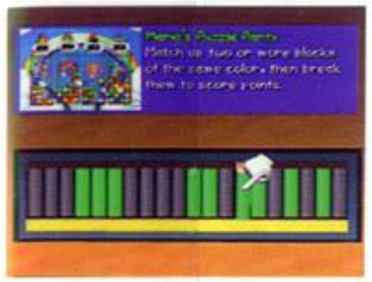
If you're all set, head for the Mini-Game Room!



Free Play Information

Toad will be your guide in this central area of the Mini-Game Room. He will let you play the Mini-Games you've unlocked and let you view game records.

Free Play



To play Mini-Games stored here, first select Toad, then press the A Button. Next, choose "Play Mini-Games" from the menu. All of the Mini-Games you've unlocked to this point will be stored as books and placed on the bookshelves in separate categories. You can view the rules for each Mini-Game before playing, and you can play the same game over and over. This is a really good way to practice.

View Records

You can view the high scores for all of the Mini-Games. The records you can view here are the same ones that appear on the Red Koopa Computer. (See page 16.)



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Battle Room

Open the blue door to enter the Battle Room. Toad will be your guide here.

Random Battle



This is the place to test your Mini-Game mastery. Toad will push you to the limit in a series of randomly selected Mini-Games.

Set Number of Wins

First, select the number of games you must win for Random Battle victory. You can choose 3, 5 or 7 games.

Mini-Game Type

Next, select the type of Mini-Game to be played. Use the Control Stick to set teams according to the type of Mini-Game selected. Play will continue until a player wins the number of games determined for victory.

Random Battle Mini-Games

To get into the Battle Room, you must unlock three or more games in one of one of these categories during board map play.

- 4-Player Mini-Games
- 1 Vs. 3 Mini-Games
- 2 Vs. 2 Mini-Games
- Duel Mini-Games
- Battle Mini-Games

Game Guy Room

Open the red door to enter the Game Guy Room. You must meet certain conditions in Story Mode before you can enter this room. Game Guy will be your guide here.

Game Guy Battle



Feeling lucky? If so, head for the Game Guy Room! In the single-player Game Guy Battle, you'll play only Game Guy Mini-Games. The only thing you'll need here is luck!

Rules



First, you receive 10 coins. If you can earn over 1,000 coins, you win. If your coin total reaches zero, you lose. Once the Game Guy Mini-Game to be played has been determined, select the number of coins you want to play with.

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Saving

Your Mario Party 3 Game Pak has a data back-up feature. The following are types of information that you can save.

Saving During Board Game Play in Party Mode

You can save at any point during a game. All Battle Royal Map and Duel Map games can be saved individually.

• *For more on saving, see Pause Menu information on page 34.*

After Finishing a Board Map in Party Mode

When you return to the Castle Grounds after finishing a board map game, the following items will be saved automatically.

1. Unlocked Mini-Games (All related Mini-Game records will also be saved.)

2. The number of times each board map has been played and the win/loss records of the individual characters.

3. Sound Settings

Story Mode

You can choose whether or not to save upon completion of an individual board map game. You can set the save options during game play via the Pause Menu. Story Mode data and Party Mode data will be saved separately.

Mini-Games

If any new Mini-Game records are set during play in the Mini-Game Room, those records will automatically be saved when the player changes rooms or returns to the Castle Grounds.



Vinnn's Lair

Rev. B

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