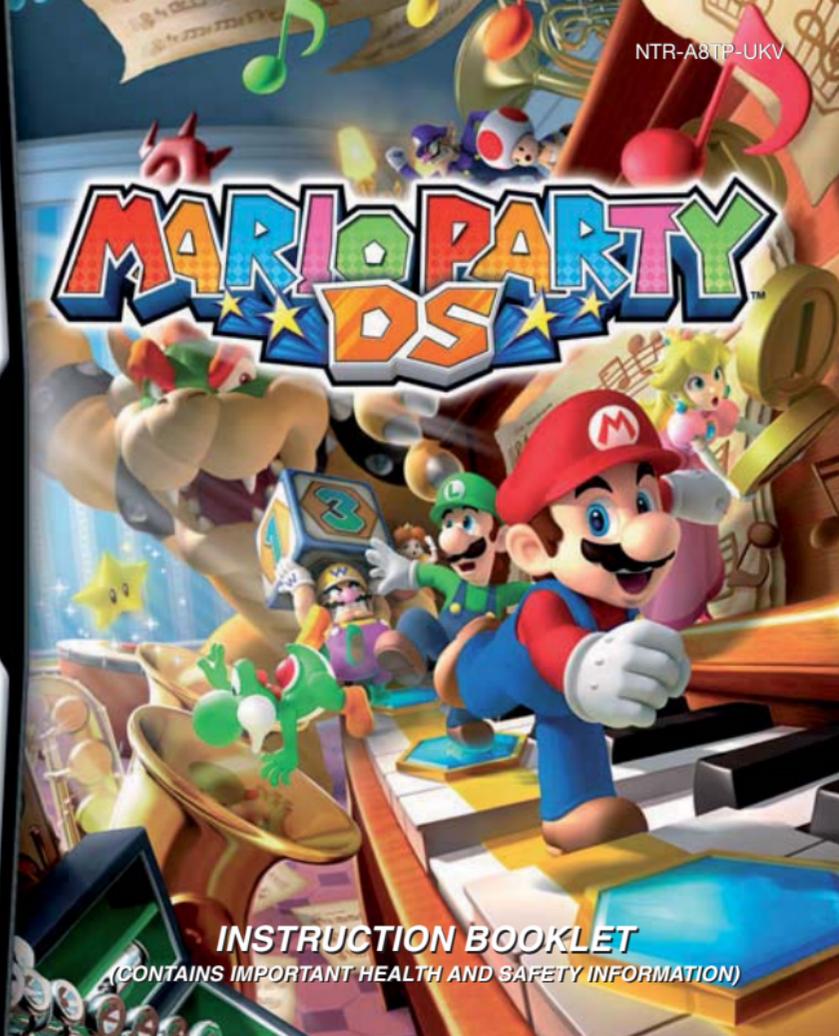


NINTENDO DS™



NTR-A8TP-UKV

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This 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.



Thank you for selecting the MARIO PARTY™ DS Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



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Story

It all happened late one night... 5 shooting stars shot across the night sky and fell to the ground. It so happened that one fell close to Mario. The next day, Mario tells his friends what he found.

It's a Sky Crystal!

Just at that moment, an invitation from Bowser arrives:

"Hey chumps! I'm throwing a Big Bowser Bash to apologise for being such a big jerk. So I've got a buffet of free grub laid out for all of you. Come 'n' get it! - Bowser."

The Mario crew head to the bash at Bowser's castle and find mountains of delicious food. Free eats can't be beat! Is it too good to be true? Of course it is! It turns out to be a trap...

Bowser shrinks Mario and pals using his powerful new Minimizer wand and grabs Mario's Sky Crystal. Shrunken down and flung far away to the end of the world, it looks like a complete mess for the Mario crew!

Our tiny heroes must find the other Sky Crystals, beat Bowser, and return to normal! They are about to set out on their big adventure to bring Bowser down...

Characters



Mario



Luigi



Yoshi



Toad



Peach



Daisy



Wario



Waluigi



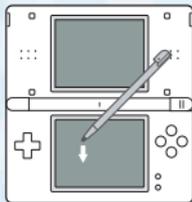
Basic Touch Screen Operation



There are two ways of using the stylus to perform basic operations.

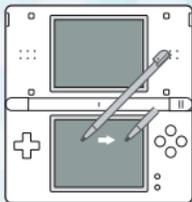
Touching

Gently pressing the Touch Screen with the stylus is called "touching".



Sliding

Tracing over the Touch Screen with the stylus held gently against it is called "sliding".



★ Important Information about the Touch Screen

- Make sure that you operate the Touch Screen using the specially-designed stylus (NTR-004 for the Nintendo DS, USG-004 for the Nintendo DS Lite).
- Do not use the stylus if it is damaged or misshapen in any way.
- Do not scrape or press on the Touch Screen with heavy force.
- Do not use your fingernails to operate the Touch Screen.
- Do not scrape the top screen with the stylus or any other object.
- Do not drop dirt, rubbish, food, any liquids or any other foreign objects on the Touch Screen.
- If you are using a commercially available protective sheet over your Touch Screen, be sure to read the manual for the sheet first and carefully place it over the Touch Screen so that no air bubbles or foreign objects are caught underneath it.



Getting Started



With the Nintendo DS™ system switched off, insert the MARIO PARTY™ DS Game Card firmly into the Nintendo DS Game Card slot until it clicks into place.

When you turn the system on, the **Health and Safety Screen** on the right will appear. After reading the message, touch the Touch Screen.

Either touch the MARIO PARTY DS Panel on the **Nintendo DS Menu Screen**, or press the A Button, and the game will start with the **Title Screen** displayed.

NOTE: When the Nintendo DS system is set to **Auto Mode**, this step is not required. Please refer to your Nintendo DS Instruction Booklet for more information.

For further instructions on game controls, please see p. 12 – 13.



The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

In this Instruction Booklet, screenshots of the top screen are framed in **blue** and screenshots of the Touch Screen are framed in **red**.

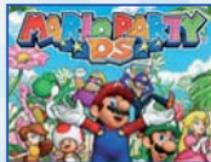


★ Saving Data

Your progress in the game is saved automatically after each turn (see p. 16 for more information about turns). In **Multiboyler**, game progress will not be saved. Only the minigames you have unlocked will be saved.

🕒 File Selection Screen

If you touch the Touch Screen on the **Title Screen**, the **File Selection Screen** will be displayed. In **MARIO PARTY DS**, you can store two save files. To open a save file, select the respective panel using the stylus or with the **+** Control Pad and A Button. Then either touch OK on the Touch Screen or press the A Button to open the **Main Menu**.



On the **File Selection Screen**, the following options are displayed:

- ★ **BACK** Select to return to the **Title Screen**.
- ★ **COPY** Select to copy the selected save file to the other save slot.
- ★ **ERASE** Select to delete the selected save file.



If you select an empty save file, the **Enter Name Screen** will appear. Select characters using either the stylus or the **+** Control Pad. By pressing the Y Button or touching the icons on the left side of the Touch Screen, you can change the selection of characters you can choose from.

NOTE: By holding the A, B, X, Y, L and R Buttons while starting the game, you can reset all saved data.

Please note that once you have reset saved data, it cannot be subsequently recovered.



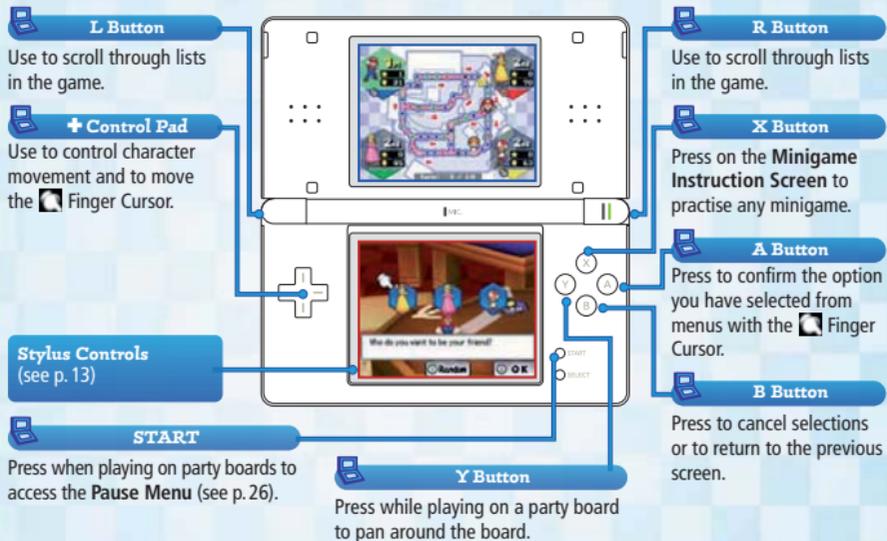
★ Mic Test

Select a save file from the **File Selection Screen** and the **Main Menu** will be displayed. In addition to the game modes (see p. 14) and other options to choose from, you can perform a Microphone Test by touching the MIC TEST button displayed on the bottom of the Touch Screen. Speak in the direction of the DS microphone to check whether or not your voice is registered correctly.



Controls

Button Functions



If you close the Nintendo DS system during game play, the system will go into energy saving **Sleep Mode**. If the Nintendo DS system is opened up again, **Sleep Mode** is cancelled and game play is resumed. When playing **Multiplayer** games with multiple DS systems, the DS will not enter **Sleep Mode**. **Sleep Mode** will also be deactivated when playing minigames using the DS microphone.

Stylus Controls (Menu Screens)

During the game, you can use the stylus for a variety of functions, such as choosing menu options and selecting items. If you touch a menu item once with the stylus, an explanation will appear on the top screen. You can then either touch the OK icon or touch the selected menu item again to make your selection and continue to the next screen. Touch the **BACK** icon to return to the previous screen.



Stylus Controls (Party Boards)

Touch the icon and touch the arrows which are displayed to scroll, allowing you to view the entire party board on the Touch Screen (see p. 15).

Touch the icon to see the items you're carrying. Tap the Dice Block to roll a number.

NOTE: Certain minigames are controlled using the buttons, while others are controlled using the stylus.



Finger Cursor and Stylus

On menu screens, pressing the **+ Control Pad**, the **A Button** or **B Button** will display the Finger Cursor. Throughout this Instruction Booklet, the term "select" refers to both using the stylus to choose menu options and then touching the OK icon, and moving the Finger Cursor on menus and pressing the **A Button**. On menus where icons for the **A**, **B**, **X** and **Y Buttons** are displayed, pressing these buttons will select the corresponding option.



Soft Reset

Pressing and holding **START**, **SELECT**, and the **L** and **R Buttons** simultaneously will return you to the **Title Screen**.



Game Modes



Main Menu



In MARIO PARTY DS, you can choose from the following game modes. Select a mode icon using either the **+** Control Pad or the stylus to see a short explanation of that mode displayed on the top screen.



- STORY MODE** Embark on a solo adventure, playing on each party board in turn (see p. 23).
- PARTY MODE** Select from 5 different party boards to play on (see p. 24).
- MINIGAME MODE** Enjoy any minigame which you have already played in **Story Mode**, **Party Mode** or **Extras Mode**. There are a whole variety of different ways to play (see p. 30)!
- PUZZLE MODE** Play classic and new Mario Party puzzle games (see p. 35)!
- MULTIPLAYER (DS Download Play)** With **DS Download Play**, you can download the following game modes to other DS systems and enjoy playing MARIO PARTY DS with friends using only one Mario Party DS Game Card (see p. 36).
 - Party Mode (2–4 Players)**
 - Minigame Mode (2–4 Players)**
 - Puzzle Mode (2 Players)**
 - Extras Mode (2 Players)**
- GALLERY** Check out your collection, minigame records and listen to music from the game (see p. 40).

When playing with more than 2 players, first select **MULTIPLAYER** (see p. 36) and wait until other players have joined. Once the game has been downloaded, you can select the game mode you want.



Understanding the Display



While playing on a party board, a map of the entire board is displayed on the top screen, along with the players' Status Panels and other info. On the Touch Screen, the character whose turn it is currently is displayed, as determined by hitting the Dice Block.



Status Panel



- ☆ Place
- ☆ Number of Stars
- ☆ Number of coins
- ☆ Blue (P1) / Red (P2) / Green (P3) / Yellow (P4)
- ☆ Items (see p. 19) and Hexes (see p. 20)

The background colour of the Status Panel changes according to the space (see p. 18) where the character has stopped. If the character has stopped on a Green Space, a Friend Space, a Duel Space or a Duel Space, the background will be green.

Touch the icon or press the Y Button and...



...you can pan around the party board using the **+** Control Pad or the stylus.



How the Game Works



The player with the most Stars at the end of the game is the winner. Understanding precisely how the game works is the first step towards achieving victory.

The first player (or team) hits the Dice Block and moves according to the number they rolled. Before hitting the Dice Block, Items (see p. 19) or Hexes can be used.

Different things or events occur depending on the kind of space the player stopped at (see p. 18).

Once every player has moved, a minigame (see p. 21) will start.

Once the number of turns you set using the SETTINGS option is reached, the game ends. (In **Story Mode**, there are a total of 10 turns to decide the winner.)

Once every player has moved and the minigame has been completed, the turn is over.

Next Turn



When there are only 5 turns remaining in the game, the Final 5 Frenzy (see p. 22) will begin!

In **Party Mode**, when the BONUS STARS option has been set to ON in the **Change Settings Menu**, Bonus Stars will be awarded at the end of the game. Each player that fulfilled certain conditions during the game will receive one additional Star. For each game, 3 Bonus Stars will be automatically selected from the following list of 6.

- ☆ **Minigame Star:** Awarded to the player(s) who won the most minigames.
- ☆ **Item Star:** Awarded to the player(s) who used the most items.
- ☆ **Green Star:** Awarded to the player(s) who stopped on the most Green Spaces.
- ☆ **Running Star:** Awarded to the player(s) who moved over the highest number of spaces.
- ☆ **Hex Star:** Awarded to the player(s) who set the highest number of Hexes.
- ☆ **Friendship Star:** Awarded to the player(s) who stopped on the most Friend Spaces.

Become the Superstar!!!

☆ Mario Party Points

When you play each mode in a single-player session, you will receive MARIO PARTY POINTS (MP POINTS) depending on which position you finished, your performance in minigames, and for a variety of other things. Once you have racked up a certain number of Mario Party Points, you will obtain figurines and other trophies which you can view in the **Gallery** (see p. 40).





Spaces



Blue Space: Land on a Blue Space and you'll receive 3 coins.



Red Space: Land on a Red Space and you'll lose 3 coins.



Green Space: A Green Space triggers all kinds of crazy events, depending on the board you're on.



Friend Space: If you land on a Friend Space, you get to choose another player to be your friend. You and your friend will then receive 5 coins each.

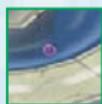


Duel Space: If you land on a Duel Space, you will have to choose one rival from the other players. The two of you will then play a Duel Minigame randomly chosen by the Minigame Wheel.



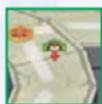
Bowser Space: If you land on one of these spaces, Bowser will strike and wreak havoc!

Special Areas on the Party Board



★ Hex Area

You can obtain a Hex (see p. 20) by passing through this area.



★ Item Shop

Here, you can buy various items (see p. 19).



★ Branching paths

Select an arrow to choose which way you want to go. You can also view the whole of the party board from a branching path.



★ Star Spot

This is where you can obtain Stars. The conditions for receiving Stars vary from board to board.

NOTE: These 4 areas do not count as spaces, so the number you rolled will not be reduced by passing through them.



Item Overview



When you enter an Item Shop, you can purchase items with the coins you have collected. You can carry up to three items, including Hexes, at any one time. When you have three items but want to buy additional items, you will be asked to select an item to discard. You can use an item before hitting the Dice Block. See below for a description of each item.



Double Dice Set: Allows you to hit 2 Dice Blocks.



Triple Dice Set: Allows you to hit 3 Dice Blocks.



Halfway Dice Block: Hit a Dice Block numbered only 1–5.



Warp Dice: Warp to a random spot. The space you land on will always be a random Blue Space which has no rival on it.



Snag Bag: Steal one random item from a rival of your choice.



Star Pipe: Move directly to the Star.



Block Sensor: When you use this, a Hidden Block will appear at the space you move to.



Grab Bag: When you open this bag, all your current items are discarded and you receive a Star Pipe, a Block Sensor and a Triple Dice Set.



Hexes



Hexes are special items that are placed on spaces on the board. When a player lands on a Hex, different events can occur. You can only carry three Hexes and other items (see p. 19) at any one time – when you collect an additional Hex, you will need to discard another item before you can take it with you. Hexes can be placed before hitting the Dice Block. See below for a description of each Hex.



10-Coin Hex: Place this Hex to collect 10 coins from the next rival that lands on it.



20-Coin Hex: Place this Hex to collect 20 coins from the next rival that lands on it.



Coin Swap Hex: When a rival lands on this Hex, the two of you will swap coins with each other.



1-Star Hex: Place this Hex to steal 1 Star from the next rival that lands on it.



2-Star Hex: Place this Hex to steal 2 Stars from the next rival that lands on it.



Space Swap Hex: Swap places with the next rival that lands on this Hex.



Star Block: The lucky player that lands on this Hex can hit a Dice Block numbered from 1 – 3 to receive up to 3 Stars.



Coin Block: The player that lands on this Hex can hit a Coin Block as many times as possible within a set amount of time to receive coins.



It's Minigame Time!



Depending on the colours of the spaces each player is standing on at the end of a round, a different kind of minigame will be played. Players standing on Green Spaces, Duel Spaces or Friend Spaces will be randomly assigned a colour – either blue or red. The player or team that wins the minigame will receive a set amount of coins.



4 Player Minigames (when all players are standing on the same colour)



All players square off against each other.

1-Vs.-3 Minigames (when one player is standing on a different colour from everyone else)



One player competes against the other three.

2-Vs.-2 Minigames (when two players each are standing on the same colour)



Two teams of two players each play against each other.

- Sometimes all players will square off in a Battle Minigame. Here, every player will pay the same amount of coins and the winnings will be distributed according to how well everyone performed in the minigame. The number of coins at stake depends on the number of turns that have been played so far.
- In a **Tag Battle**, the minigames played are not connected to what colour space each player is standing on. Also, there are no 1-Vs.-3 Minigames or Battle Minigames in **Tag Battles**.



Party Mode (1-4 Players)



With **Party Mode**, up to 4 players can play on the party board of their choice. In **Party Mode**, you can choose from the following options.

Party Menu

- ★ **NEW GAME** In **Party Mode**, up to 4 players can play on a party board of their choice.
- ★ **LOAD GAME** If you have saved data, you can play from where you left off last time.

If the **LOAD GAME** option is available but you choose to begin a new game instead, the saved data from your last game will be lost.

Please be aware that the lost data cannot be subsequently recovered.

★ **Select Battle** You can select from the following 3 settings with which to do battle.

- ★ **BATTLE ROYALE** 4 players compete to see who can come out on top.
- ★ **TAG BATTLE** Teams consisting of 2 players each do battle.
- ★ **DUEL BATTLE** A head to head battle between 2 players.

HOW TO PLAY Select **HOW TO PLAY** to view a thorough explanation of how the game works.

Select Character

Firstly, select the character you wish to play as and touch the **OK** icon. Next, select which players will be controlled by the computer (**COM**) and touch the **OK** icon to confirm your selection. Choose **RANDOM** and the remaining characters will be automatically selected. If you are happy with the selection, touch the **OK** icon to continue.



In **Multiplayer**, the player with the Host System will not be able to select **OK** until all of the players using Client Systems have chosen their characters.

Choose Teams

If you have selected **TAG BATTLE**, you need to assign each player to one of the two teams. Please select the combination of members for each team. If you select **RANDOM**, the characters will be assigned to each team automatically.



Select Stage

Select the party board you want to play on. For further information, please see the section "The Party Boards" on p. 27-29.



Select Rules

In this screen, you can select the game rules and settings.

- ★ **DEFAULT SETTINGS** Play a game lasting 10 turns, with Bonus Stars turned on and with any minigame able to appear.
- ★ **PREVIOUS SETTINGS** Begin a game with the same settings as last time.

Using the **SETTINGS** button displayed at the bottom of the Touch Screen, you can adjust various game settings to suit your taste (see p. 26).

Confirm Settings

The question **PLAY WITH THESE SETTINGS?** will appear on-screen. Select **YES** to confirm that these settings are OK, and begin the game.



Changing Settings

Select the **SETTINGS** option on the **Select Rules Screen** and you can adjust the following game settings:

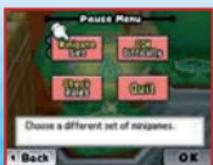
- ★ **URNS** Select the number of turns in units of 5, from 10 to a maximum of 30.
- ★ **MINIGAME SET** This is identical to the **MINIGAME SET** option in **Story Mode** (see p. 23).
- ★ **BONUS STARS** Set this option to **ON** and after each **Party Mode** game players will be awarded Bonus Stars (see p. 17).
- ★ **COM DIFFICULTY** Choose from 3 options for the **COM**-controlled characters: **EASY**, **NORMAL** and **HARD**. The **EXTREME** difficulty is blocked at the beginning and can only be unlocked by truly skilled players.
- ★ **HANDICAP** You can choose to give characters a head start by giving them an extra 1–3 Stars. Select which character to give the Stars to and how many you want them to have.



Pause Menu

During play on a party board, pressing **START** pauses the game and displays a menu with the following options:

- MINIGAME SET** Change the Minigame Set used in the game.
- COM DIFFICULTY** Adjust the ability of the **COM**-controlled characters as described above.
- CHECK RULES** Confirm how to obtain Stars.
- QUIT** End the current game. Data from the current turn will not be saved, but data up to the last turn will be saved.



The Party Boards



Wiggler's Garden

Travel through Wiggler's lovely garden, which has been taken over by a ghastly Piranha Plant. You can collect Stars by exchanging them for 20 coins each.



Toadette's Music Room

Explore Toadette's charming atelier, filled with musical instruments. Collect Stars by giving coins to the various musical notes on the board. Each note will ask for a specific amount of coins in exchange for its Star.





DK's Stone Statue

Donkey Kong has been turned to stone, and is holding this colourful jungle board aloft. Reach the Star Splurge Spot and you can get hold of as many Stars at one time as you can afford.



Bowser's Pinball Machine

Make your way through Bowser's very own pinball table on this flashy board. You can collect Stars by exchanging them for 20 coins each.



Kamek's Library

This board leads you deep into Kamek's mysterious library, full of magic books. One of the three magic jars contains a Star. It costs 10 coins to open each magic jar and take a peek inside.





Minigame Mode (1–4 Players)



In **Minigame Mode**, you can enjoy any minigame which you have already played in **Story Mode**, **Party Mode** or **Extras Mode**. There are a total of 6 different ways to play!

Free Play (1–4 Players)

You can choose freely from the minigames you have already played in the game, adjusting the settings as follows.

★ **Conditions for Play** You must have played at least 1 minigame in **Story Mode**, **Party Mode** or **Extras Mode**.

SET MATCH STYLE

Select either **TWO-PLAYER MATCH** or **FOUR-PLAYER MATCH**.

NOTE: If you are playing in **Multiplayer** with 3 or more players, you will not be able to select **TWO-PLAYER MATCH**.

SELECT CHARACTER

This is the same as the **SELECT CHARACTER** option in **Party Mode** (see p. 24).

COM DIFFICULTY

This is the same as in the **CHANGE SETTINGS** option in **Party Mode** (see p. 26).

PLAY MINIGAMES

In a **Two-Player Match**, you can choose either **DUEL** or **BOSS**. In a **Four-Player Match**, you can choose from **4-PLAYER**, **1-VS.-3**, **2-VS.-2**, **BATTLE** or **BOSS** Minigames. When playing **1-Vs.-3** or **2-Vs.-2** Minigames, you will have to **CHOOSE TEAMS** (see p. 25).

NOTE: In **Multiplayer**, you will not be able to select **BOSS** Minigames.



Step It Up (1–4 Players)

Do battle, selecting whether the first player to achieve 3, 5 or 7 wins is the victor.

★ **Conditions for Play** You must have played at least 4 minigames from each of these categories: **4-Player**, **1-Vs.-3** and **2-Vs.-2** Minigames. You do not have to play any Bonus Minigames to access Step It Up.



SELECT CHARACTER

This is the same as the **SELECT CHARACTER** option in **Party Mode** (see p. 24).

SELECT RULES

On this screen, you can choose between **DEFAULT SETTINGS**, play with the same settings as in the previous game by selecting **PREVIOUS SETTINGS**, or adjust the game rules to suit your taste by selecting the **SETTINGS** option.

DEFAULT SETTINGS

Play with **WINS NEEDED** set to 5, **MINIGAME TYPE** set to **RANDOM** and **COM DIFFICULTY** set to **NORMAL**.

PREVIOUS SETTINGS

Begin a game with the same settings as last time.

Using the **SETTINGS** button displayed at the bottom of the Touch Screen, you can adjust various game settings.



WINS NEEDED

Select how many minigame wins are needed to be declared the victor. Choose from 3, 5 or 7 wins.

MINIGAME TYPE COM DIFFICULTY

Select from **4-PLAYER**, **1-VS.-3**, **2-VS.-2** or **RANDOM**. This is the same as in the **CHANGE SETTINGS** option in **Party Mode** (see p. 26).

NOTE: When playing **1-Vs.-3** or **2-Vs.-2** Minigames, you will have to **CHOOSE TEAMS** (see p. 25).

The question **PLAY WITH THESE SETTINGS?** will appear on-screen. Select **YES** to confirm that these settings are OK, and begin the game.

Battle Cup (1–4 Players)

In this minigame tournament, you select 5 minigames at the start and see who can win the most.

★ **Conditions for Play** You must have played a total of at least 5 4-Player and Battle Minigames (excluding Bonus Minigames).



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

COM DIFFICULTY

This is the same as in the CHANGE SETTINGS option in **Party Mode** (see p. 26).

BATTLE CUP EVENTS

Select 5 minigames from all the 4-Player and Battle Minigames you have unlocked so far.



Select **RANDOM** for the minigames to be automatically chosen for you. If you want to keep a chosen minigame and randomise the rest of the list, select  on the right-hand side of the desired minigame slot and set it to .

When you choose **RANDOM**, only the minigames in the slots showing the  icon will change.

The question **PLAY WITH THESE SETTINGS?** will appear on-screen. Select **YES** to confirm that these settings are OK, and begin the game.

Score Scuffle (1–4 Players)

Play 10 different minigames and get awarded points depending on how well you did in each minigame in relation to the other players. At the end of the scuffle, the player with the most points wins.

★ **Conditions for Play** To play **Score Scuffle**, you must have played the following 10 minigames.



1 Rail Riders

2 Domino Effect

3 Cherry-Go-Round

4 Study Fall

5 Get the Lead Out

6 Whomp-a-thon

7 Hedge Honcho

8 Pedal Pushers

9 Hanger Management

10 Raft Riot

SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

COM DIFFICULTY

This is the same as in the CHANGE SETTINGS option in **Party Mode** (see p. 26).

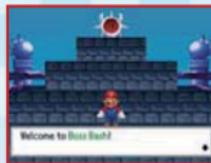
The question **PLAY WITH THESE SETTINGS?** will appear on-screen. Select **YES** to confirm that these settings are OK, and begin the game.

The scores you get when playing minigames during the **Score Scuffle** will not be saved.

Boss Bash (1 Player only)

Play all the Boss Minigames one after the other. Try to set a new record for clearing the minigames in the fastest time.

★ **Conditions for Play** To challenge all the bosses, clear **Story Mode** with any character.



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

BOSS MINIGAME INSTRUCTIONS

You can select whether or not to view the **Minigame Instruction Screen** for each Boss Minigame.

The question PLAY WITH THESE SETTINGS? will appear on-screen. Select YES to confirm that these settings are OK, and begin the game.

Rocket Rascals (1–4 Players)

The first player to reach the rocket by laying down the correct bridge parts is the victor. In each round, all the players will compete for bridge parts in a minigame.

★ **Conditions for Play** You must have played the following 5 minigames.

- Study Fall
- Short Fuse
- Soccer Survival
- Chips and Dips
- Trash Landing



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

COM DIFFICULTY

This is the same as in the CHANGE SETTINGS option in **Party Mode** (see p. 26).

The question PLAY WITH THESE SETTINGS? will appear on-screen. Select YES to confirm that these settings are OK, and begin the game.

Puzzle Mode (1–2 Players)

Play classic Mario Party puzzle games or even unlock a new Puzzle Minigame by meeting certain conditions. You can also enjoy two-player sessions in **Multiplayer** mode using a single Game Card. **Puzzle Mode** has the following two options:



PUZZLE COLLECTION

Choose your favourite from 5 classic Puzzle Minigames from the Mario Party series.

???????

This mysterious category contains an all-new Puzzle Minigame with two modes. You must fulfil a certain condition to unlock it. Can you do it?

Selecting a Puzzle Minigame

To play one of the 5 classic Puzzle Minigames from the Mario Party series, follow the steps below.



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

SELECT PUZZLE

Choose a Puzzle Minigame.

★ THE PUZZLE MINIGAMES

You can play any of the 5 Puzzle Minigames shown on the right. For a more detailed explanation of the rules and control methods, refer to the **Minigame Instruction Screen** for each minigame.

- Mario's Puzzle Party
- Bob-omb Breakers
- Piece Out
- Block Star
- Stick & Spin



Multiplayer (2-4 Players)



Using **DS Download Play**, **Multiplayer** allows Nintendo DS systems without a MARIO PARTY DS Game Card to download one of several game modes from a Nintendo DS system with the MARIO PARTY DS Game Card inserted. Follow the steps below to set up a **Multiplayer** game. Before you begin setting up **Multiplayer**, please read the DS Wireless Communications (Single-Card Play) (see p. 45 and 46).



Multiplayer Set-Up

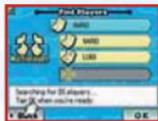


The Nintendo DS system with a DS Game Card inserted is referred to as the **Host System**, while the ones without are referred to as the **Client Systems**.

HOST SYSTEM



Select **MULTIPLAYER** to begin searching for other players.



When 1-3 other players are assembled, select **OK**.

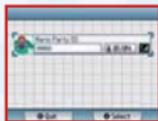


Wait until the download to the **Client Systems** is finished.

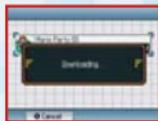
CLIENT SYSTEM



Touch **DS DOWNLOAD PLAY** on the **DS Menu Screen**.



On the **Game List Screen**, select the **MARIO PARTY DS Panel**.



Wait for the download to be completed.

NOTE: Though newly-unlocked minigames will be saved during **Multiplayer** games, game progress will not be saved.



Select Mode



Once the download is complete, the **Select Mode Screen** will appear. All selections except for **SELECT CHARACTER** will be made using the Host's Nintendo DS system.

Two-Player Sessions

During two-player sessions, you can choose from **Party Mode**, **Mini-game Mode**, **Puzzle Mode** and **Extras Mode**. Touch the icon for any mode once and an explanation will appear on the top screen.

The two **Extras Mode** minigames are only available in two-player sessions:

Pen Pals This is a two-player co-operative game (see p. 38).

Desert Duel This is a two-player competitive game (see p. 39).



3 and 4 Player Sessions

During 3 and 4 player sessions, you can choose to play either **Party Mode** or **Minigame Mode**. Note that when playing with more than 2 players, the **DUEL BATTLE** option in **Party Mode** will not be available.

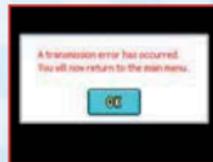


Select Character

In **Multiplayer**, once each player has selected their character, the Host can continue by touching **OK**.

Communication Errors

If a communication error occurs, the game will be interrupted and the screen on the right will appear on the Host system. Touch **OK** to return to the **Main Menu** (see p. 14).



Pen Pals (2 Players vs. 2 COM Players)

A team comprising of two players go head-to-head against a pair of COM-controlled opponents. Hit the Dice Blocks to advance around the play area and try to surround your opponents in ten turns or less.



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Party Mode** (see p. 24).

SELECT RULES

In this screen, you can select the game rules and settings.

DEFAULT SETTINGS

Minigame Set will be set to ALL.

PREVIOUS SETTINGS

Begin game with the same settings as last time.

Using the SETTINGS button, you can adjust the MINIGAME SET (see p. 23) and COM DIFFICULTY (see p. 26).

The question PLAY WITH THESE SETTINGS? will appear on-screen. Select YES to confirm that these settings are OK, and begin the game.

Pen Pals Rules

The game is played on a 6 x 5 area of blocks. You will draw lines between the blocks, and the opposing team will jump on top of them, each of you moving according to the numbers on your Dice Blocks. Your objective is to surround your opponents by drawing lines spanning 3 block lengths. 2-Vs.-2 Minigames will appear 3 times during the course of the game. The team that wins a minigame will get to hit Double Dice Blocks, allowing them to move further in the next turn.



Desert Duel (One Player vs. One Player)

Two players go head-to-head in this event. You advance around the play area by hitting the Dice Blocks and moving according to the numbers that appear. All spaces you pass change into your colour. Stars also sometimes appear in the spaces you're on. The aim of a **Desert Duel** match is to score more points than your opponent by gaining spaces and Stars.



SELECT CHARACTER

This is the same as the SELECT CHARACTER option in **Story Mode** (see p. 23).

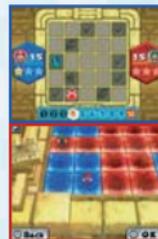
MINIGAME SET

These are the same as the **Story Mode** Minigame Sets (see p. 23).

The question PLAY WITH THESE SETTINGS? will appear on-screen. Select YES to confirm that these settings are OK, and begin the game.

Desert Duel Rules

After deciding who goes first, the game is played on a 5 x 5 square area and movement is decided by hitting the Dice Blocks. Only spaces you touch will change into your colour and, depending on the space you land on, either a bonus Dice Block or a Star may appear. If you land on the same space as your opponent, a Duel Minigame will begin. If you successfully defeat your opponent, you will take a Star from them, as well as the space he or she is standing on. Spaces are worth 1 point each while Stars are worth 5 points. The player with the most points after 10 turns will be declared the winner.



Top Screen Symbols

-  Shows a space you have landed on.
-  Shows where Stars have appeared.

-  Shows where Dice Blocks have appeared.



Gallery



Here you can check out all the prizes and rewards you have collected while playing the game as well as view the records you've set in various minigames.

Collection

Here you can view all the figurines, trophies and Badges you earned by fulfilling various conditions over the course of the single-player game.

CHARACTER FIGURES

BOARD FEATURES

BOSS TROPHIES

Select an option to view the marvellous trophies you've been awarded playing MARIO PARTY DS.

Badges

You can check all the Badges you've collected here. If you choose SET BADGE, the selected Badge will be displayed to the right of your Mario Party Points.

View Story

Enjoy all the story scenes you've seen so far. Select PLAY to begin playback. While a story scene is playing, you can press START to return to the Scene Selection.

View Records

This allows you to check the records for each minigame. Records are divided into four categories: HIGH SCORES, SCORE SCUFFLE, BOSS BASH and PUZZLE. For instructions on how to change the information displayed, refer to the section "List Screen Navigation" on p. 41. If you select a minigame or category, the record will be displayed on the top screen.



Move the yellow ball to the left or right, or press the L or R Button to zoom in and out.



Play Sound

After meeting certain game requirements, you'll be able to listen to in-game music and character voices here.

MUSIC

This is divided into three categories: STORY, GAMES and MISC. Choose a piece of music and select PLAY to begin playback. Select STOP to stop playback.

CHARACTER VOICES

There are 8 voices to listen to, with 5 choices for each character. To listen to a character's voice, choose an item on the list and select PLAY. Select STOP to stop playback.

Minigame Set

This allows you to see exactly which minigames are contained in each Minigame Set. There are 3 Minigame Sets available: ALL, SIMPLE and NO MIC, and minigames are displayed grouped in categories.



☆ List Screen Navigation

The following instructions will help you navigate around lists more quickly. You can also browse lists and select items by using the stylus.

- ☆ Use left and right on the **+** Control Pad to change categories, and up and down to scroll through the available options.
- ☆ Use the L and R Buttons to scroll lists by whole pages.





Minigame Lists



4-Player Minigames

- | | |
|----------------------|-----------------------|
| ☆ Goomba Wrangler | ☆ Trash Landing |
| ☆ Rail Riders | ☆ Cheep Cheep Chance |
| ☆ Dress for Success | ☆ Whomp-a-thon |
| ☆ Camera Shy | ☆ Twist and Route |
| ☆ Hedge Honcho | ☆ Crater Crawl |
| ☆ Study Fall | ☆ Boogie Beam |
| ☆ Domino Effect | ☆ Parachutin' Gallery |
| ☆ Cherry-Go-Round | ☆ Boo Tag |
| ☆ Trace Cadets | ☆ Dust Buddies |
| ☆ Soccer Survival | ☆ Cyber Scamper |
| ☆ Hot Shots | ☆ Soap Surfers |
| ☆ Call of the Goomba | ☆ Sweet Sleuth |
| ☆ Pedal Pushers | ☆ Tidal Fools |
| ☆ Roller Coasters | ☆ Raft Riot |
| ☆ Get the Lead Out | ☆ All Geared Up |
| ☆ Shortcut Circuit | |
| ☆ Big Blowout | |



- These minigames appear in the Simple Minigame Set.
- These minigames will not appear in the No Mic Minigame Set.
- These are Bonus Minigames where you can earn extra coins.

1-Vs.-3 Minigames

- ☆ Power Washer
- ☆ Peek-a-Boo
- ☆ Fast Food Frenzy
- ☆ Track Star
- ☆ Shuffleboard Showdown
- ☆ Flash and Dash
- ☆ Rubber Ducky Rodeo
- ☆ Plush Crush
- ☆ Rotisserie Rampage
- ☆ Nothing to Luge
- ☆ Penny Pinchers
- ☆ Gusty Blizzard

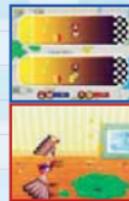


Battle Minigames

- ☆ Cheep Chump
- ☆ Star Catchers
- ☆ Short Fuse
- ☆ Globe Gunners
- ☆ Chips and Dips

2-Vs.-2 Minigames

- ☆ Soil Toil
- ☆ Double Vision
- ☆ Memory Mash
- ☆ Cube Crushers
- ☆ Mole Thrill
- ☆ Sprinkler Scalers
- ☆ Cucumberjacks
- ☆ Hanger Management
- ☆ Book it!
- ☆ Airbrushes
- ☆ Toppling Terror
- ☆ Crazy Crosshairs
- ☆ Shorty Scorers



Boss Minigames

- ☆ Feed and Seed
- ☆ Hammer Chime
- ☆ Hexoskeleton
- ☆ Book Bash
- ☆ Bowser's Block Party

Duel Minigames

☆ Goomba Wrangler	☆	☆ Crater Crawl	
☆ Rail Riders	☆	☆ Boogie Beam	☆
☆ Camera Shy		☆ Dust Buddies	☆
☆ Hedge Honcho	☆	☆ Cyber Scamper	
☆ Study Fall	☆	☆ Soap Surfers	
☆ Domino Effect	☆	☆ Sweet Sleuth	☆
☆ Cherry-Go-Round	☆	☆ Tidal Fools	☆ ☆
☆ Trace Cadets		☆ Raft Riot	
☆ Soccer Survival	☆	☆ All Geared Up	☆
☆ Hot Shots	☆	☆ Cucumberjacks	☆
☆ Call of the Goomba	☆	☆ Hanger Management	
☆ Pedal Pushers	☆	☆ Toppling Terror	☆ ☆

☆ Roller Coasters

☆ Get the Lead Out

☆ Shortcut Circuit

☆ Big Blowout

☆ Trash Landing

☆ Cheep Cheep Chance

☆ Whomp-a-thon

☆ Twist and Route

Puzzle Minigames

☆ Mario's Puzzle Party

☆ Bob-omb Breakers

☆ Piece Out

☆ Block Star

☆ Stick & Spin

☆ Triangle Twisters



☆ These minigames appear in the Simple Minigame Set.

☆ These minigames will not appear in the No Mic Minigame Set.

☆ These are Bonus Minigames where you can earn extra coins.

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
MARIO PARTY DS Game Card	One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the MARIO PARTY DS Panel.
4. Now, follow the instructions on page 36.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
NOTE: Make sure the **Start-up Mode** of your system is set to **MANUAL MODE**. For further details on how to set up the **Start-up Mode**, please refer to the Instruction Booklet of your Nintendo DS system.
2. Touch **DS DOWNLOAD PLAY**. The **Game List Screen** will appear.
3. Touch the MARIO PARTY DS Panel.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
5. Now, follow the instructions on page 36.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

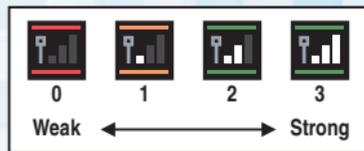
The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

When wireless communications are in progress, the Power Indicator LED will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



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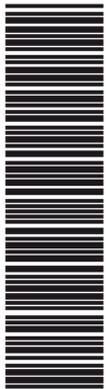
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