

EmuMovies

MARIO PARTY 7



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

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

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

▲ WARNING - Seizures

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

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

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

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

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain.

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

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

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

▲ CAUTION - Motion Sickness

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

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

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

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



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN OR EIGHT PLAYERS AND CONTROLLERS.



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

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



ScanSoft

© 2005 NINTENDO. © 2005 HUDSON SOFT. INCLUDES SCANSOFT'S AUTOMATIC SPEECH RECOGNITION TECHNOLOGY. SCANSOFT IS A REGISTERED TRADEMARK OF SCANSOFT, INC. AND USED HERE UNDER LICENSE. COPYRIGHTS OF ALL CHARACTERS AND MUSIC RESERVED BY NINTENDO. COPYRIGHTS OF GAME, SCENARIO AND PROGRAMS, EXCEPT COPYRIGHTS OWNED BY NINTENDO, RESERVED BY NINTENDO AND HUDSON. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO.

MARIO PARTY 7

CONTENTS

Story and Characters	6
Controls	10
Playing the Game	12
Party Cruise	14
Solo Cruise	24
The Boards	26
Deluxe Cruise	30
Minigame Cruise	32
Duty-Free Shop	39
Control Room	40
Staff Credits	41
The Nintendo GameCube Mic	42



STORY & CHARACTERS



Oh, I say! Hello there! It's me, Toadsworth! Yes, yes, let me tell you about what happened recently. You see, Mario and his friends are always busy fighting evil and saving the world and so forth, so I offered him a chance to come on a cruise around the world! Oh ho! Splendid! But in doing so, I apparently made that rogue Bowser somewhat angry. Let me tell you what he said...



"This makes me MAAAAAD!! GRRRAAAA!!!
They're going on vacation...
AND NOT TAKING ME!"

They want a fun vacation? I'll give them a fun vacation! And by that, I mean NO FUN AT ALL! I'll find those chumps and wreck their good times! Bwa ha ha ha!"



Great Kipper! That King Koopa has never been this angry! Who knows what he'll do?

But chin up, old bean! We won't let him ruin our good times, right? Right!

THE CAST



MORE CAST MEMBERS

Yoshi



Birdo

Dry Bones



Boo

You must unlock Birdo and Dry Bones to use them in the game.

Waluigi



Wario

Toadette



Toad

CONTROLS

START/PAUSE

Press while on a game board to pause, then press the A Button to access the pause menu. For more information about the pause menu, see page 23.

L BUTTON

Used to play minigames and scroll through pages. Also used to confirm selections and hit the Dice Block in 4-team battles.

CONTROL STICK

Move your character or cursor, make menu selections, and scroll around the board.

+ CONTROL PAD

Not used.



R BUTTON

Used to play minigames and scroll through pages. Also used to confirm selections and hit the Dice Block in 4-team battles.

Z BUTTON

Used to practice minigames.

Y BUTTON

View an overhead map of the entire board.

X BUTTON

Press during your turn to scroll around the board.

A BUTTON

Confirm your selection on a menu or hit a Dice Block.

B BUTTON

Cancel and return to the previous screen.

C STICK

Used in events while playing 4-team battles and minigames.

MINIGAME EXPLANATION

START/PAUSE

Start playing a minigame. Press while you're playing the minigame to see the controls.

Z BUTTON

Practice a minigame.

L BUTTON/R BUTTON

Press to flip through the minigame control and advice pages. Every minigame is different, so it's a good idea to read this information before playing.

You can skip the game explanation screen and jump right into the action. For more information, see page 23.



PLAYING 4-TEAM BATTLES/8-PLAYER MINIGAMES

Two players share a single Controller.

Some portions of Mario Party can be played with eight players, which means that two players must share a Controller. (An example of how to hold a shared Controller is shown to the right.) Whatever grip you use, make sure that you have easy access to the Control Stick and C Stick so you can tilt them in the proper direction. Also, try not to obstruct the other player.



PLAYING THE GAME



GETTING READY

Place the Mario Party 7 Game Disc in the Nintendo GameCube system and close the Disc Cover. Insert a Memory Card into Slot A and the Controller Plug of the Nintendo GameCube Mic into Slot B. Then turn the power ON. Press **START/PAUSE** to skip the opening cinematic.

PLAYING FOR THE FIRST TIME

You'll need to create a game file the first time you play. From the file-selection screen, choose a new file and enter your name to get started.



Empty file

CONTINUING

To continue your game, choose the game file you want to play on the file-selection screen and press the A Button. To copy a game file, choose Copy and select the empty file you want to copy to. To erase a game file, choose the file you want to delete and select Erase.

Date of the last saved game and Stars collected.

MEMORY CARD INFORMATION

Mario Party 7 requires one file and six blocks on your Memory Card to save your game. You can save up to three games on a Memory Card.

CAUTION!

- Please consult the Nintendo GameCube instruction manual for information on erasing files on a Memory Card and formatting a Memory Card.
- Do not remove the Memory Card or press the Power button while data is being saved. You risk erasing saved data. It could also cause the Nintendo GameCube or Memory Card to fail.
- Once data is erased, it cannot be restored.



GAME MODES

Select a game file and choose Play to enter the mode-selection screen and access one of the following six modes!

★ Party Cruise

Play with up to four players in Battle Royale, or take those four players and split into two teams to complete in a Tag Battle. You can also slug it out in a 4-Team Battle, where up to eight players split into four teams!

★ Solo Cruise

Set sail by your lonesome! You can play against the CPU in Vs. CPU or against a single friend in Vs. Player.

★ Deluxe Cruise

Have a ball playing minigames built specifically for eight players!

★ Minigame Cruise

Play all the minigames you've unlocked on the Party Cruise and Solo Cruise.

★ Duty-Free Shop

Step right up and trade in your Cruise Mileage points for a variety of unlockable treasures!

★ Control Room

This is the place to adjust your game settings.

RULES

You can view the rules before starting a Party Cruise or Solo Cruise game. It is a good idea to read them before playing for the first time.

SAVING

During a Party Cruise game, the game will automatically save after the end of each turn. During a Solo Cruise game, the game will save when you clear a board. During a King of the River game, you can save when you get to the halfway point. If you start a new Party Cruise or Solo Cruise game instead of continuing your previous game, **your old saved game will be deleted when the game auto-saves.**

Please do not switch Memory Cards during a game. If you do, you will not be able to save your game.

PARTY CRUISE

GAME SETTINGS

Follow the steps below to set the rules of gameplay. If multiple people are participating, Player 1 will make all the selections.

Choose a Board

See page 26 for more information.



Turns

Set the number of turns from 10 to 50, in increments of five.

Number of Players

Character Selection/ Forming Teams

Handicap

With the handicap feature, you can give a player or team an advantage by changing the number of Stars they will start the game with.

If all settings look good, select "Yes"

Rules

Battle Royale - Four players compete in a free-for-all

Tag Battle - Four players split into two teams and battle.

4-Team Battle - Eight players divide into four teams and create havoc!

Bonus Stars

If you choose to play a game "With Bonus," special award Stars will be handed out at the end of the game.

Minigame Sets

Choose one of the following:

All Games - You'll play all the minigames.

Easy Games - You'll play with only easy minigames.

Action Games - You'll play with only action-packed minigames.

Hard Games - You'll play with only hard minigames.

Weird Games - You'll play with only weird minigames.

PARTY CRUISE RULES

TURN

This is how a turn is played. The process will repeat until the game is over.

In a Party Cruise, whoever ends the game with the most Stars wins! Learning the game flow is the first step to victory. Never give up—there's always a chance to turn the tables!

Roll a Dice Block to see how many spaces to move. If you want to use an Orb, do so before hitting the Dice Block.

When you stop on a Space, you'll trigger an event. See page 16-21 for information on Spaces and Orbs.

The second through fourth characters/teams follow the same steps.

When all players have taken their turn, everyone will play a minigame! See page 22 for information.

After the set number of turns have been played, the game will end.

Before the last four turns begin, a special event will add a major new game rule to the mix. You never know what it'll be! See page 22 for more information.



If you choose to play "With Bonus," Toadsworth will hand out three of the following six Bonus Stars at the end of the game.

Minigame Star: Awarded to whomever earned the most coins in minigames

Orb Star: Given to whomever used the most Orbs

Action Star: Awarded to whomever stopped on the most Green spaces

Running Star: Given to whomever advanced the most spaces

Shopping Star: Awarded to whomever spent most coins at the Orb shop

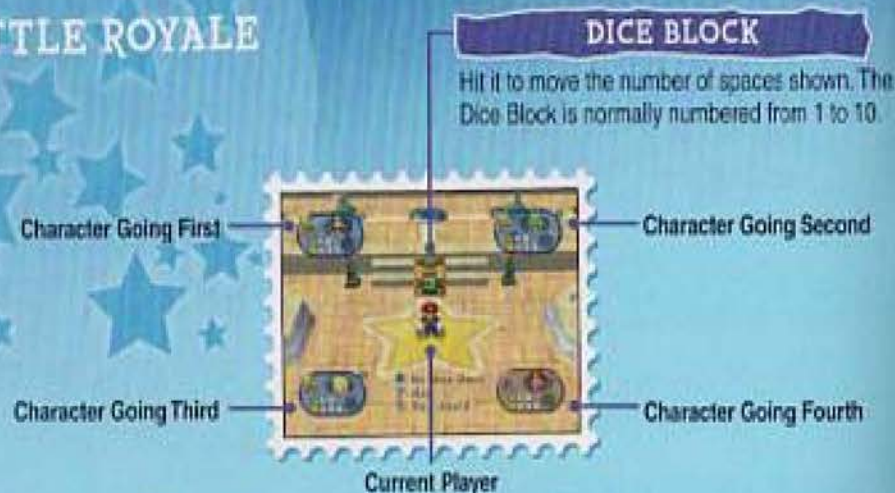
Red Star: Given to whomever stopped on the most Red spaces

LET'S PARTY!

A PARTY CHAMP IS CROWNED!

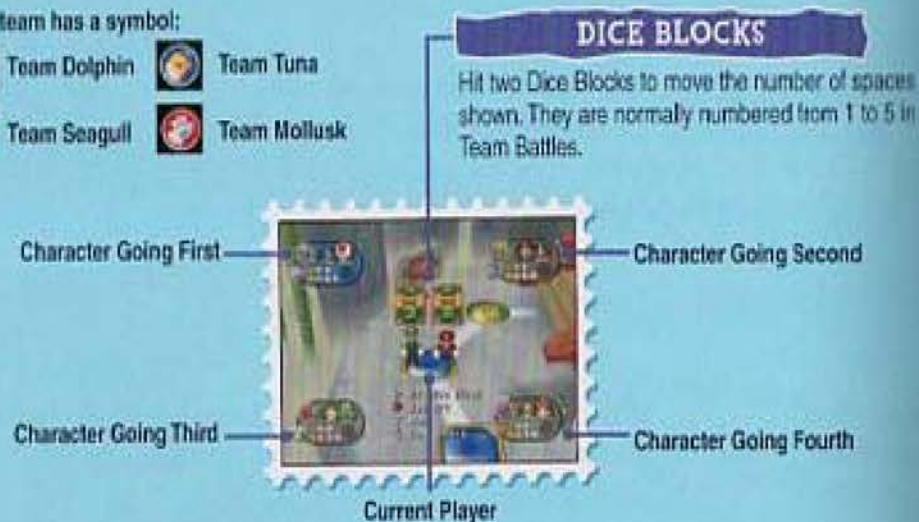
GAME SCREEN

BATTLE ROYALE



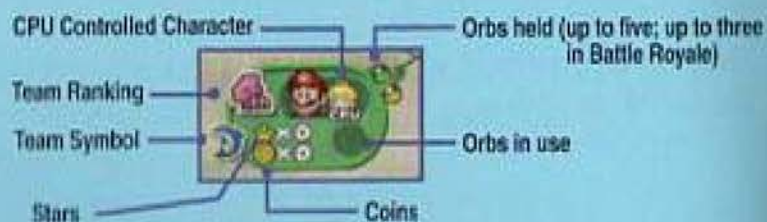
TEAM BATTLES

Each team has a symbol:



The color behind the character portrait changes depending on the color of the space you stopped on.

The more Stars you have, the higher your rank. If a player has a Star and another one has 10 coins, the player with the Star ranks higher.



SPACES

-  **Blue Space** - Stop on one of these to get coins.
-  **Red Space** - You'll lose coins if you stop on one of these.
-  **Green Space** - Stopping on one of these will trigger an event.
-  **Mic Space** - If you stop on this space, you'll play a Bonus Mic game where you can wager coins. If you beat the minigame, you'll double your money!
-  **Duel Space** - Stop here to battle the opponent of your choice in a Duel Minigame!
-  **DK Space** - Stop here to visit DK! He'll start a single- or multi-player Minigame!
-  **Koopa Kid Space** - If you stop here, Koopa Kid will show up to make your life miserable.
-  **Bowser Space** - If you stop on this space, Bowser will crash the party! He'll stir up all kinds of trouble and force you to play his brutal single- or multi-player minigames!

THE BOARD

-  **Orb Space*** - Move past one of these spaces to pick up an Orb.
-  **Orb Shop** - Move across an Orb Shop for a chance to purchase Orbs. See pages 18-21 for more information about Orbs.
-  **Fork in the Road** - Use the Control Stick to choose which way you want to go. The team leaders (page 21) decide which way to go during a 4-Team Battle.
-  **Star Space*** - You normally pay 20 coins for each Star, but some maps have different rules. Pay attention!

* Star Spaces and Orb Spaces aren't like other spaces — they don't count against the number of spaces you get to move.

ORBS



Use Orbs to get Stars and mess with your rivals! You can set some Orbs up to five spaces away.

A character space triggers an Orb if a rival stops on it. A character symbol triggers an orb if a rival passes it. The space shown below left is a Mario character space. Team symbols appear as character spaces and symbols in Team Battles.

Character Space



Character Symbol



You can have up to three Orbs in Battle Royale mode, and five in a Team Battle. If you reach the limit, you'll have to throw one away to get a new one.



Self Orb (Used on Yourself)

ORB NAME AND EFFECT



Mushroom Orb - Move with two Dice Blocks



Super 'Shroom Orb - Move with three Dice Blocks



Slow 'Shroom Orb - The Dice Block will move slowly



Metal Mushroom Orb - Encase yourself in metal and move without being harmed by rivals' traps



Flutter Orb - Flutter will appear and fly you straight to where the Star is!



Cannon Orb - It'll send you flying to the upper part of the board. (Pagoda Peak only)



Lakitu Orb - Lakitu will bring you a treasure chest! (Neon Heights only)



Snack Orb - Prevents a Chain-Chomp from stealing from you once. Lasts for three turns. (Pyramid Park only)



Thrown Orbs (Character Spaces)

ORB NAME AND EFFECT



Hammer Bro Orb - Take 10 coins from any opponent who lands on it.



Piranha Plant Orb - Any opponent who lands on it must give you half of their coins.



Spear Guy Orb - Any opponent who lands on it must give you coins equal to a Dice Block roll.



Kamek Orb - If an opponent lands on it, you can take over up to three of his or her character spaces.



Toady Orb - Take an orb from an opponent who lands on it.



Mr. Blizzard Orb - If an opponent lands on it, he or she will lose every Orb.









Bandit Orb - Whoever lands on it will lose coins from a windmill. (Windmillville only)



Boo Orb - A foe who lands here will lose a Star. If the foe doesn't have any stars when they land here, they lose 20 coins.



 **Roadblock Orbs (Character Symbols)** - These Orbs are triggered if a rival passes them.


ORB NAME AND EFFECT


-  **Spiny Orb** - Any opponent who passes it will lose 10 coins.
-  **Zap Orb** - Any foe who passes it loses three coins for every space he moves past it.
-  **Tweeter Orb** - Any opponent who passes it will be blown to another space.
-  **Thwomp Orb** - Any opponent who passes it will get Thwomped and must stop moving.
-  **Pipe Orb** - An opponent who passes it will be warped to the space where they started their movement.
-  **Bob-omb Orb** - Any opponent who passes it will be sent down to the bottom part of the board. (Only at Pagoda Peak)


Character Orbs (Used by Specific Characters)


ORB NAME AND EFFECT

-  **Fireball Orb** - Hit an opponent in front of you to steal his or her coins. (Mario & Luigi only)
-  **Flower Orb** - Spaces ahead of you will change to flower spaces, letting you ignore traps. You get 3 coins for every space you move. (Peach and Daisy only)

 **Egg Orb** - Eat character spaces and symbols in your path and turn them into eggs. Eggs will become orbs after moving. (Yoshi and Birdo only)


 **Vacuum Orb** - Spin the wheel and take away whatever number you end up with from opponents. (Wario and Waluigi only)

 **Surprise Orb** - Use powerful magic to turn invisible and double your Dice Block rolls for 2 turns. (Boo and Dry Bones only)

 **Triple Shroom Orb** - Use the power of 3 mushrooms to double your Dice Blocks for 3 turns. (Toad and Toadette only)

Miscellaneous Orbs (Character Spaces)

ORB NAME AND EFFECT

 **Koopa Kid Orb** - If you get this, Koopa Kid will show up and make a Koopa Kid space. How annoying!

TEAM LEADERS

While two players use one Controller in a 4-Team Battle, it is the job of the team leader to decide which forks to take and which Orbs to use. The leader will also play minigames all non-8-player minigames, at which point he or she should hold the Controller with both hands. When you're on a team with a human player, the team leader alternates each turn. When you play with a CPU player, you're always the team leader.



PLAYING MINIGAMES!

After everyone has taken a turn, it's time to play a minigame! The type of minigames you'll play depends on the kind of space each player has stopped on. The winning player or team will earn coins!



OR



4-Player Minigame (All players stop on same-colored spaces) All four players compete.



OR



1-Vs-3 Minigame (One player lands on a different color space) One player competes against the other three!



2-Vs-2 Minigame (Two players land on same-colored spaces) Players team up and work together to win!

* Although very rare, a Minigame can turn into a Battle Minigame where players compete for random amounts of coins. 1-Vs-3 Minigames will not appear in games with only two teams. In 2-Vs-2 Minigames, everyone will play on their own teams, regardless of the space they stopped on.

THE LAST FOUR TURNS

When only four turns remain before the game ends, Bowser will give an update on the current standings. Sometimes, Bowser will also add one of the following rules:

- The number of coins that you win or lose on Blue and Red Spaces will be tripled.
- 10 Blue or Red Spaces will turn into Bowser spaces.
- The player in the last place will get a 40-coin bonus.
- Stars can be purchased for 10 coins each.
- All Red Spaces will turn into Bowser Spaces.
- Chain-Chomp rides in Pyramid Park are half-price.



PAUSE MENU

Press **START/PAUSE** during the game to access the pause menu. From there, press the **A** button to tinker with the game settings.

- ★ **Player Control** - You can change the control settings for each character. Select a character and choose either **player** or **CPU**. Use this option when you want to join an ongoing game or stop playing and watch instead. You can also change the difficulty for CPU players.
- ★ **Minigame Instructions** - You can choose to view or skip minigame instructions.
- ★ **CPU Minigames** - You can choose to view or skip minigames between CPU characters.
- ★ **Minigame Sets** - Use this setting to choose which minigames you will play. You can choose either **All Games**, **Easy Games**, **Hard Games**, **Actions Games**, or **Weird Games**.
- ★ **Rumble Feature** - Change the Rumble Feature settings here. You can choose to turn the Rumble Feature on or off.
- ★ **Message Speed** - Use this setting to change the speed at which the messages are displayed. Message speed can be set to **slow**, **normal**, or **fast**.
- ★ **Mic** - Set the Mic on or off. If you turn it on, you can play **Mic Minigames**. If you turn it off, no Mic Minigames will appear. See page 40 for more information on using the Controller to play Mic Minigames.
- ★ **Quit** - Choose this option to quit a game in progress and return to the mode-selection screen. The next time you enter the Party Cruise, you can continue the game from the last place it was saved.

SOLO CRUISE

BATTLE ONE-ON-ONE!

One to two players can participate in the Solo Cruise. The basic game flow is similar to the Party Cruise, but there are following differences:

- All games are one-on-one! You can choose to play either against another human player or against the CPU.
- You must register a character and a name as your player data.
- Each board has a set of objectives that you must complete to win. The games are usually shorter than those in the Party Cruise.
- If you achieve a top ranking after clearing all boards against the CPU, you will become the Solo Cruise champion! The champ can leave his or her name and a comment on the ranking board.

GAME SETTINGS

Choose the Match-up

Play against another player or the CPU player. You can also view the ranking board.

Player Registration

Choose a character and enter your name when playing for the first time. You can also enter pregame and victory messages. After you have registered once, use existing player data to continue a game. See page 25 for more information.

Choose a Board

See page 26 for information on each board's objectives.

Choose "Yes."

START PLAYING!

CHANGE/DELETE PLAYER REGISTRATION

Player name can be up to eight letters long. You can enter a maximum of 18 characters for messages.

If you choose existing player data when selecting a character, you can change the pregame and winning messages. Choose "Change" and follow the instructions on the screen if you want to change them. You can also erase player data by choosing "Erase." But be careful! Once you change or erase player data, you can't change them back!

MESSAGES

The message screen appears when you choose to play against a CPU or human player. You can use them as message boards to communicate with friends who use the same save data. To leave a new message, choose "Yes" when Toadsworth asks. Your message can be up to 18 letters long.



LET'S PARTY!

THE BOARDS

GRAND CANAL

This board is reminiscent of a charming coastal European town.

Party Cruise Rules - You can buy Stars for 20 coins.

Solo Cruise Rules - The first player to collect two Stars wins.



PAGODA PEAK

This board soars high above an ancient land. Trek all the way up the steep mountain path to reach the peak and get a Star.

Party Cruise Rules - Spend coins to buy a Star at the top of the mountain. Each time you buy one, the price will go up by 10 coins, to a maximum of 40.

Solo Cruise Rules - The first player to collect 100 coins and reach the peak wins!



PYRAMID PARK

Scorching deserts and mysterious landmarks await you on this board. Each player starts out with five Stars, and the CPU-controlled Koopa Kid also has a Star. Hop onboard a Chain Chomp to crush your rivals and steal their stars!

Party Cruise Rules - Use coins to purchase rides on Chain Chomps and steal Stars from your rivals.

Solo Cruise Rules - The player who retrieves the stolen Star and gives it back to the Bowser Spinix wins.

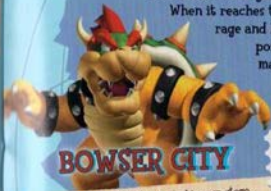


BOWSER TIME

The Bowser Time gauge builds up after each turn. When it reaches the top, Bowser explodes with rage and Bowser Time begins—at which point the Koopa King will do all manner of unpleasant things to you! One example is...

BOWSER CITY

Bowser can turn an Orb Shop into his own store, where he'll force you to buy things you don't need. In addition to opening Bowser City, he might take coins, steal stars, or destroy local landmarks.



NEON HEIGHTS

This board explores the hustle and bustle of modern city life! There are three chests on the board, but only one of them contains a Star. You must pay 10 coins to open a chest and find out what's inside! If you find a Star, the chests will be refilled and shuffled around.



Party Cruise Rules - Collect the most Stars to win.

Solo Cruise Rules - The first player to find three Stars wins.

WINDMILLVILLE

Take in the bucolic scenery of a windswept coastal town as you play this board. There are seven windmills that hold Stars. If you place coins into a windmill, you can become the owner and take possession of the stars within.

Party Cruise Rules - The player with the most Stars at the end wins. If you own the biggest windmills, you'll get lots of stars.

Solo Cruise Rules - Deposit coins into the broken windmills to repair them. The first player to repair three windmills wins.

BOWSER'S ENCHANTED INFERNO!



You'll need to satisfy certain conditions to unlock Bowser's board, which is an amusement park run amok! Keep an eye on the islands, as they have a tendency to sink...

Party Cruise Rules - You can buy Stars for 20 coins each. The person with the most Stars wins.

Solo Cruise Rules - Get a Star and beat Bowser in a duel.



DELUXE CRUISE

AN 8-PLAYER EXTRAVAGANZA!

You can play 8-Player Minigames in this Mode. To do so, two players must share a Controller. One player will control the L Button and the Control Stick, while the other player controls the R Button and the C Stick.

When sharing a Controller, make sure that you have easy access to the Control Stick and C Stick so you can tilt them in the proper direction, and that each player can reach the L and R Buttons as needs be. Also, try not to obstruct the other player.



The above diagram shows one way to share a Controller with two players, but the final decision is up to you. Experiment before you play to find a position that works for both parties.

GAME SETTINGS

Choose the Number of Players

Choose Characters and CPU Difficulty

Choose a Game

Confirm the Selection

START PLAYING!



You can use human or CPU players for any of the eight available slots.

TWO WAYS TO PLAY!

★ **8-Player Free Play** - You can freely choose from 12 different 8-Player Minigames. This is a good place to hone your skills!

★ **8-Player Ice Battle** - Compete in 12 different 8-player Minigames to see who the best player is. Choose from one of the following three formats.

8-Player Battle Royale - Nothing but individual battles here! Compete to see who is the best!

8-Player Team Battles - Two players split into four teams. Up to eight players can join in!

8-Player Combined Battles - Split into four teams with two players each and alternate playing individual and team battle minigames. The combined results determine the winning team.

You win if you beat a set number of minigames. An ice block will appear with every minigame victory. Connect the ice blocks to reach the center island!



MINIGAME CRUISE

GAME SETTINGS

In Minigame Cruise, up to four players can play the minigames you've unlocked in other game modes. Follow the steps below to set it up.

Choose the Number of Players

Choose Characters and CPU Difficulty

Choose a Mode

Confirm the Selection

START PLAYING!

You can't play Minigame Cruise games until you've met all the requirements. You can play 8-Player Minigames in the Deluxe Cruise. See pages 30 - 31 for more information.

SIX WAYS TO PLAY!

There are six ways to play the Minigame Cruise.

★ **Free Play Sub** - Choose a favorite minigames that you've found and play it! Use the Left and Right Buttons to switch minigame types.

★ **Volcano Peril** - Decide how many minigame victories are needed to win—three, five, or seven—and then go at it! You can select the types of minigames from among 4-Player, 1-Vs-3, and 2-Vs-2 Minigames.

NOTE: To play Volcano Peril, you must have played at least one 4-Player, 1-Vs-3, or 2-Vs-2 Minigame (except Bonus Minigame and Mic Minigame).

★ **Waterfall Battle** - Four players take turns playing Duel Minigames. The winning player stays to face another challenger. The first player to beat three players in a row is the winner. If you lose a duel, you'll plunge down the waterfall and be eliminated from future duels. But don't despair! If a back-to-back winner loses, you can make a comeback!

NOTE: To play Waterfall Battle, you must have played at least one Duel Minigame.

★ **Pearl Hunt** - Every time you beat a minigame, you'll get to open a shell. Collect 3 pearls with the image of your character on them to win! If you open a shell with the image of another player's character, it will close. Some shells contain items that will shake up the game!

NOTE: To play Pearl Hunt, you must have played at least one 4-Player Minigame (except Bonus Minigame and Mic Minigame).

Shell Items -



Mushroom - Lets you open another shell



Super Mushroom - Lets you open two more shells



Bob-omb - Briefly opens all the surrounding shells



Whirlpool - Shuffles all shells

LET'S PARTY!



- ★ **Decathlon Castle** - In Decathlon Castle, compete in ten extreme minigame events and battle for overall points! Whoever has the most points after ten minigames (five minigames in half mode) is the champion!

There are two ways to play. One is a normal game where you compete in 10 minigames. The other lets you slog it out with five random minigames. The total score is saved only when you play a normal game. If you rank in the Top 10, you'll can view the score in the Travel Diary section of the Duty-Free Shop.

NOTE: To play the Decathlon Castle, you must have played the following 10 minigames.

- Track & Yield
- Fun Run
- Snow Ride
- Target Tag
- Poky Puzmel
- Take Me On
- Kart Wheeled
- Helpopper
- Monty's Revenge
- Air Force



- ★ **King of the River** - This is a single-player game. Cruise up the river to reach the treasure hidden deep inside a jungle cave while you fend off the pesky inhabitants in minigames.

There are three trips to choose from—Easy, Normal, and Hard—and the number of minigame you play changes in each one. You have three lives when you begin the game,

and will lose one if you lose a minigame - but you can recover a life and even save your progress at the mid-point of the game. If you win five minigames in a row, you'll get a consecutive win medal. When you reach the goal, you'll earn Cruise Mileage points based on the numbers of minigames you completed, your consecutive win medals, and your longest winning streaks. The game is over when lose all your lives.

Before You Can Play:

- Before you play King of the River, you must use Cruise Mileage points to purchase it in the Duty-Free Shop.
- You must beat the Easy Trip before you can play the Normal Trip, and beat that to play the Hard Trip.

THE MINIGAME LIST

★ **4-Player Minigames**

- Calcify Tunes
- Bubble Brawl
- Track & Yield
- Fun Run



- Contagious*
- Snow Ride
- Picture This
- Ghost in the Hall



- Big Dropper
- Target Tag
- Poky Puzmel
- Take Me On
- Kart Wheeled

- Balloon Busters (m)
- Clock Watchers (m)
- Dart Attack (m)
- Oil Crisis (m)
- Mathematician (m)



* Bonus Minigame. A chance to earn tons of coins! (m) Mic Minigame

★ 1-Vs-3 Minigames



- La Bomba
- Spray Anything
- Balloonatic
- Spinner Cell
- Easy Pickings
- Think Tank
- Flashlight
- Coin-op Bop*
- Pogo-a-Go-Go

- Wheel of Woe (m)
- Boxing Day (m)
- Be My Clums! (m)
- StratosFEAR! (m)
- Number Crunchers (m)



★ 2-Vs-2 Minigames



- Buzzstormer
- Tile and Error
- Battery Run
- Cardinal Role
- Bumper Crop
- Hop-O-Matic 4000
- Sphere Factor

- Wingin' it
- Herbicidal Maniac
- Pyramid Scheme*
- World Piece
- Spider Stomp



★ Battle Minigames



- Helipopper
- Monty's Revenge
- Deck Hands

- Air Force
- The Final Countdown



★ Duel Minigames



- Warp Pipe Dreams
- Weight for It
- Mad Props
- Gimme a Sign
- Bridge Work

- Spin Doctor
- Hip Hop Drop
- Royal Rumpus
- Light Speed
- Apes of Wrath
- Fish & Cheeps
- Camp Ukiki



DUTY-FREE SHOP

You earn one Cruise Mileage point for every space you advance on a game board. You can cash in Cruise Mileage points for cool souvenirs and bonus items!

★ Cruise Mileage

Cash in Cruise Mileage points for bonuses such as rare minigames and new playable characters.

★ Souvenir Stand

Enjoy a wide variety of bonus items, including some that use the Mic.

★ Travel Diary

View Party Cruise, Minigame, Decathlon Castle and Staff Records here!



★ Cruise Sounds

Listen to music and the character voices from the game. Change screens with the L and R Buttons, and move the Control Stick to choose what you want to hear.

★ Minigame Packages

This lets you see what minigames belong to which set.

★ 8-Player Minigames



- Real Smootie
- Spin Off
- Grim and Bar It
- Hammer Spanner
- Gimme a Brake
- Bumper to Bumper

- Sync-row-nicity
- Rope a Dope
- Duct & Cover
- Bob-ombic Plague
- Unhappy Trails
- Shock Absorbers



★ DK Minigames



- Peel Out
- Bananas Faster
- Stump Change
- Jump Man
- Vine Country
- A Bridge Too Short

★ Bowser Minigames

- Funstacle Course!
- Funderwall!
- Magnagical Journey!

- Tunnel of Level
- Treasure Dome!
- Slot-O-Whirl!



★ Rare Minigames

- Ice Moves
- Stick and Spin

CONTROL ROOM

Here you can change all kinds of game settings.

Rumble Feature - Turn the Controller Rumble Feature on or off.

Sound Settings - Set the game sound to stereo, mono, or surround.

Mic Settings - Set the Mic to on, off, or use Controller.

Controlling With The Mic

You can play any Mic minigame with the Controller instead of the Mic. To do so, go to the Control Room and set the Mic to use Controller. Once you've changed the Mic to use Controller, simply press the R Button during a Mic Minigame to display a menu of available commands. Use the Control Stick to move the cursor to the command you want to enter and press the A Button to confirm your selection.

Mic Test - Check to see if your Mic is working properly.



STAFF CREDITS

Game Director
Shuichi Nishiyama

Planning Director
Tatsunori Watanabe

Planning
Yuki Mizuki
Satoru Yokota
Tetsuya Kodama
Tetsuro Sugimoto
Akemi Nakao
Daisuke Okita
Kazuhiko Saeki
Kazuhiko Takada
Yoshiaki Takahashi
Hiroshi Kurimoto
Genkiro Sunaga
Fumihisa Sato

Program Director
Hideo Sakashi

Programming
Hiroshi Ishikawa
Masayuki Shinohara
Yoshihiro Higashimura
Yoshi Ono
Koji Yagi
Kazuhiko Uehara
Kazuyuki Shimizu
Junichi Sato
Tatsuya Kamagiri
Keisuke Takumi
Akiro Matsumoto
Nobu Ochiai
Naoki Hira
Yasunori Iida
Yasuo Fukuda
Takashi Iwatsuki
Akira Terada
Tetsuo Suyama
Takamasa Haratamao
Takamasa Matsumoto
Masahito Sakaguchi
Hirokiyo Tanaka
Shoji Hiasa
Tetsuya Ota
Takashi Nishino
Takao Ono

Original Character Design
Shigeru Miyamoto
Hiroyuki Kiyotake

Original 3D Models
Narisando Staff

Sound Director
Shohei Yokoi

Music Director
Ichiro Shimomura

Music
Hironobu Yoshino
Shinya Yano

Music Mastering
Tetsuo Yokoyama

Sound Effects
Shinya Watabe
Koji Mizoguchi
Osamu Narita

Shoji Kilani
Nodoka Moriya
Noriko Inakuma
Hiroshi Baba
Hayoung Park
Kazuhisa Okamoto
Shohei Matsumura
Yoko Kawano
Shunsaku Yamamoto
Masami Kodama
Atsushi Nakagawa
Osamu Tsuchihashi
Masahiko Yamada
Takafumi Kanino
Takeshi Tanaka
Keisuke Izuki
Kanako Uto
Akira Mizoguchi
Yuya Okuyama
Hiroyuki Seki
Akiojiro Epachi
Hideo Morinaga
Yoshinori Isehata
Ryo Yokomizo
Yasufumi Ando
Miko Kita
Chiyoko Yoshizaki
Hiroshi Osajima
Takafumi Asano
Takafumi Tatemasa
Masayuki Tsuboi
Akira Narita
Nobuo Matsumura

Sound Programming
Takayuki Isehata
Keita Hoshi

Graphic Support
Yoshi Kotabe
Masanori Sato
Shigehisa Nakase
Kanako Kobata
Aya Oyama
Yi Onishi
Tatsuyoshi Watanabe

Sound Support
Koji Okendo

Technical Support
Chikara Shibata

North American Localization
Alan Averil
Thom Connery

Localization Management
Jeff Miller
Leslie Spear
Bill Tripp
Nepi Binkhoff

NOA Product Testing Staff
Yoshinobu Matsumi
Shuji Hashimoto
Rob Ormby
Kyle Hudson
Eric Bush
Sean Egan
Robert Johnson
Michael Leslie
Mike Kurosawa
Teresa Lillygren
Tomoko Mikami
Roger Hamann

Special Thanks
Tomomi Sano
Tetsuya Komatsu
Shota Takahashi
Osamu Tsujikawa
Mitsuo Hashimoto
Takashi Kimishima
Mike Fukuda
All of Nintendo
All of Hudson
Super Mario Club Staff

CG Illustration
Wataru Yanaguchi
Yu Kita

CG Illustration Supervisor
Yusuke Nakano

Artwork
Kazuya Yoshikita

Manual Edition
Haruki Mizu

Senior Director
Kenji Kikuchi

Supervisors
Shigeru Miyamoto
Takashi Tezuka

Associate Producer
Miyuki Hiroda

Producers
Hiroshi Sato
Atsushi Inada

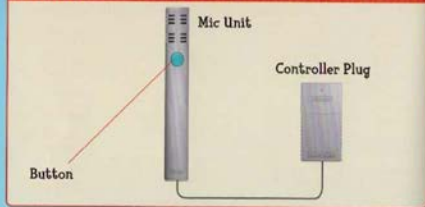
Senior Producer
Shinji Hamano

Executive Producers
Saburo Iwata
Hidetaka Endo

THE NINTENDO GAMECUBE MIC

This section explains how to play Mario Party 7 using the Nintendo GameCube Mic.

Mic Parts



How to Use the Mic

1. Insert the Controller Plug into Slot B on the front of the Nintendo GameCube. Make sure the plug is fully inserted into Slot B up to the line on the top of the card.
2. When inputting voice or sound, make sure the top of the Mic is pointed at the sound source.

Speaking into the Mic.



Mic Troubleshooting

Check the following tables if the game does not properly respond to the Mic.

- ★ I am speaking correctly, but the game does not respond at all.

What to Check	What to Do
Is the Nintendo GameCube Mic inserted correctly?	Follow the instructions and plug it in correctly.
Are you pressing the button when you're speaking?	When speaking into the Mic, push the button firmly.
Are you speaking too quietly, or is the Mic too far from your mouth?	Adjust the position of the Mic or the volume of your voice.
Is the game set to "Use Mic" Mode?	Change settings in the Control Room.

- ★ I said something, but the game responds differently / I said nothing yet the game is responding on its own.

What to Check	What to Do
Are you speaking too loudly or too quietly?	The Mic is unable to properly recognize words if the volume is too loud or too soft. Speak with moderate volume.
Are you playing in a noisy place?	Excessive or loud background noise may prevent the game from responding to the Mic. Play in a quieter location.
Are you speaking too fast or too slow?	It is easier for the game to recognize you if you speak clearly and at a normal speed. Due to individual differences in enunciation, such as when very small children speak, the game may not be recognizing the voice.
Are you repeating words too quickly?	Wait a few moments between speaking voice commands.
Is the speaker a small child?	Very small children sometimes have trouble pronouncing words, and the game may not recognize them. Try playing with the Controller instead.

NOTES



Important Legal Information

807-0

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:

Nintendo Consumer Service

www.nintendo.com

or call 1-800-255-3700

(U.S. and Canada)

Warranty & Service Information

807-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 8 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPPER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP, OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.



**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)



Nintendo

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

PRINTED IN USA



49233A