

## START



## Messy Memory



You try your best to remember all the items, but you forget two. Still, your score is high enough to win. Good job! **ROLL AGAIN.**



## Toad Shop

You stumble on to Toad's Shop. The friendly fungus sells lots of helpful stuff, so you pause to browse through all the wonderful merchandise.



## The Beat Goes On



You keep the beat and remember the order of the drums! You've got rhythm—too much, actually. You play and play and **LOSE TWO TURNS.**

## Eatsa Pizza

There's way too much pizza for you and your partner to eat! You can't eat another bite. Both you and the player to your left **MOVE BACK THREE SPACES!**



## Crazy Cogs



It's you against three opponents, and you're on fire! Bullet Bill picks off your opponents 1-2-3. You win! **MOVE AHEAD ONE SPACE.**

## Lucky Lamp



You use your Lucky Lamp to call the Mushroom Jeanie, who moves the Star location so you can grab it. **PICK UP ONE STAR.**

## Chip Shot Challenge

Chip shoots? No problem! You study the green, check the wind direction and hit the ball perfectly. But it doesn't go in! You're so upset, you can't move. **LOSE ONE TURN.**



All the elements that made the previous Mario Party games great fun are back in Mario Party 3, including lots of minigames and several game boards. This time around, the Millennium Star has landed in front of Peach's Castle, prompting another round of superstar competition. A new character, the die-shaped Tumble, is your guide to the games. Daisy and Waluigi are also on board as playable characters. Another character, Belltop, counts down to bonus minigames in the Duel Mode, where two players can compete against each other in an all-new type of battle. Players hire helpers such as Toad, Thwomp and Boo to help them attack and weaken their opponents to win the game. The Duel Mode is unlike anything you've seen in previous Mario Party games.



## Are You Game?

Take a swing around our game board to get a glimpse at some of the 70 minigames you'll find inside Mario Party 3. You'll need a single die, a pair of scissors and a little luck to play our Mario Party 3 board game. Cut out the four Mario Party 3 character tokens and the 12 star tokens. Place the four character tokens (or one for each player) on the start space. The youngest player goes first. Roll the die and move your character counterclockwise along the board. Read the info on the space to find out what you should do next. You may be instructed to roll again, move your character backward or forward, or pick up a Star. Go around the board as many times as needed until one player makes it past the end space with at least three Stars.



## Party Harty

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## Winner's Wheel



You take a turn at the Winner's Wheel, and you pick up the Magic Lamp. The Lamp will take you to the Star on your next turn. Before you roll, **PICK UP ONE STAR AT THE START OF YOUR NEXT TURN.**

## Parasol Plummet

As you float around with the help of your parasol, you collect far more coins than anyone else. Stick around to gloat about your victory until your next turn.



## Boo!



How can the Boo be the person setting to your left? The person that's chasing you, you pull to the front of the pack—but you don't stop there! **MOVE AHEAD TWO SPACES.**

## Cheep Cheep Chase

Swimming and diving to stay far away from the huge Cheep Cheep that's chasing you, you pull to the front of the pack—but you don't stop there! **MOVE AHEAD TWO SPACES.**



## Baby Bowser Shop

Baby Bowser sells items. You respect his wares carefully, then select an item to give you a boost. **ROLL AGAIN.**



## Merry-Go-Go-chomp

The giant Chain Chomp looks like he loves the color yellow. You try to jump to the green space, but you miss and land on—yellow! Oh no! **Chomp! LOSE ONE TURN.**



## Baby Bowser Bonkers

You jump on many more Baby Bowers than your opponent—but those horns are sharp! **JUMP FORWARD TWO SPACES.**



## Mario's Puzzle Party

The blocks are falling too fast! You accidentally switch the blocks, and you lose badly. **LOSE TWO TURNS.**



## Picture Imperfect

You're winning until you see all the silly pictures your opponents are making and start to laugh. Stay on this space until your next turn, when the giggles fade.



## Bowser!

That no-good Bowser has an event for you. Roll the die to determine your event!

Your Roll: 2, 3, 4, 5, 1, 6

## Event:

Roll one turn, Lose one Star, Win one Star



## Dorrie's Dip



You Ground Pound on Dorrie's back, but she picks up Bowser. Just wait! You found a Hidden Block! **WIN ONE STAR.**

## END

The first player to land on or pass this space with three or more Stars is the winner!

