

Roles

Everyone has their own part to play in a party, so it's time to choose yours! Perks and Items for matching Roles are 50% cheaper, with 100 Coin perks and items instead being free for matching Roles. Age and gender may be chosen freely.

Superstar

You are a Superstar, or at least that's what you hope to be. You'll be partying with Mario and friends, engaging in minigames and friendly competition to see who deserves the title of Superstar the most! Watch out for Peach, underneath that innocent demeanor lies a Mario Party Goddess.

Host

Parties don't just pop outta thin air, y'know? Someone has to plan out the games, set up the boards, and referee the competition to ensure no foul play, and that someone is you! Sure, it might not be as fun as participating yourself, but I'm sure you'll find making your friends happy is quite rewarding! Plus, you could always make the competition just a bit sadistic for your own amusement.

Party Crasher

They held a party and they didn't even think to invite you?! The nerve! But what if you were to sneak into their little party and shake things up? It'd certainly make this lame party a bit more interesting, and it might be even more fun than playing normally! You're joining the party whether they like it or not!

Perks

Superstar

100 Coins - M.P.I.Q.

Minigames can be fun, but boy are they demanding! How are you supposed to be proficient in archery, piloting, driving, dancing, singing, climbing and more? With M.P.I.Q., of course! Whenever you engage in a competition, you'll always have the basic level of knowledge and skill needed to participate, even if it won't make you very good. Unfortunately this won't give you abilities you didn't have before, even temporarily, so no magic-offs if you aren't already a wizard. Now, you should have no trouble participating in a Mario Party! Good Luck!

100 Coins - Oh, Did I Win?

Like I said, the games are fun and all, but you know what's even more fun? Annoying the hell out of your friends! You've got a certain phrase you can blurt out that's sure to get on the nerves of whoever hears it, and the more you repeat it the more annoyed they'll get. You can also now yell extremely loudly. What's the practical use for this? Psychological warfare, I guess, but mostly it's just for teasing people.

200 Coins - Coin Magnet

Ah, money! Beautiful, jingly money! You can't get enough of it, and it seems it can't get enough of you either. Money practically rains down on you, with opportunities to make more appearing constantly; you'll find it in blocks, you'll end up participating in special minigames with lots of cash on the line, and so on. At least, that's how it works in a Mario Party, outside of that you're just really lucky with moneymaking opportunities. Make your competitors green with envy!

200 Coins - It's time to D-D-D-D-Duel!

Most competitions in a Mario Party are between all the players, but perhaps the most interesting are the duels, where two players duke it out one on one! You excel at these types of duels, as whenever you enter one your body, your whole being is sharpened and enhanced! You're stronger, smarter, quicker on your feet, more skilled and so on. You're also a master of goading people into duels and getting them to wager all they've got.

400 Coins - Practice Mode

Not to be insulting but between you and me, you look like you could use some practice. If you want to practice before a competition you can now enter Practice Mode, which will allow you to have a few consequence-free attempts at whatever you're about to do. The one restriction is that Practice Mode must be agreed to by everyone involved, so if you get to practice the race, the other racers do too.

400 Coins - Identifying Luck

Mario Party may seem like a game based almost entirely on luck, but people underestimate just how much a good strategy will shape the course of a game. You've got an excellent analytical and strategic mind; figuring out what's random and what isn't, how to win each minigame, how to play your friends against each other, the optimal time to use your items and more comes naturally to you. By the end of your first game you'll know so much about Mario Party you could make a video series about it!

600 Coins - Peachy Keen

Skill? Strategy? Please, all you need to win in Mario Party is luck, and you've got that in spades! You've got absurd luck that will constantly swing things in your favor in order to get you the win; randomly landing on a hidden block space with a star in it, getting triple 7's on a golden mushroom roll, even having someone accidentally hand you over all their stars during Chance Time. This absurd luck isn't exclusive to Mario Parties, either, this type of luck appears in every aspect of your life, it's just especially pronounced in games.

600 Coins - Jumper Wins By Doing Absolutely Nothing

They say sometimes the only winning move is not play, but I think you may have taken that a bit too literally. Somehow, the less effort you put into trying to win, the greater your odds of success. You could join a race, stand still at the starting line, and all your opponents would break an ankle, leaving you the victor by default. Your victory is by no means guaranteed by this method, and oftentimes it would be wiser to participate as normal, but your chances of success from doing absolutely nothing are shockingly high. If combined with Peachy Keen, you could win an entire Mario Party in a coma.

Host

100 Coins - Referee

If you're gonna have a Mario Party then you'll need a host, someone to act as the judge/referee for the game and explain the boards and games to the participants. You fit in this role perfectly, as your natural charisma and speaking abilities make giving concise, helpful explanations a snap. In addition, you have the ability to observe any contest you host with a bird's eye view, so you can keep a close eye on the action.

100 Coins - Golfing With Bowser

The one surefire way to ruin a party is people bickering over grudges and petty differences. Your parties won't suffer this problem, because when you host a party or a game people are very willing to put them aside. So what if Wario stole Mario's castle before? That doesn't mean they can't enjoy a round of bumper balls together. This may even help people patch up their differences as they get a chance to interact in a more friendly manner. At least until they one of them steals the other's stars.

200 Coins - Picking Favorites

Just because you're the referee doesn't mean you have to be impartial! You have the ability to "predict" a winner in a game or competition you aren't participating in. That participant will then receive a bonus that will help them win. For example, in a Mario Party they would get some coins, while in a boxing match they may get a second wind. This bonus is small, but used wisely it can be enough to tip the odds in their favor.

200 Coins - Minigame Design

Let's talk about the real highlight of Mario Party: the minigames! You're both creative and quite a skilled minigame designer. You could come up with hundreds or even thousands of fun, unique minigames that will challenge the participants and leave them wanting more. Alternatively, you could make Bowser's Big Blast. This also applies to the boards; I'm sure Jumper Land will be a sight to behold.

400 Coins - Ghost With The Most

My, you're looking rather...round today. Oh, I see, you've become a boo! As a boo, you can float and turn semi-transparent, but more importantly you've got a real knack for stealing. Once you know your target, it's as simple as appearing behind them, jumping them for their cash and goodies, and disappearing again. People can resist this by physically struggling or flashing you with a flashlight, so it's probably a good idea to pick easy targets. With these powers, you could make a killing stealing for others! Why not just steal things for yourself? Uh... don't think about it!

400 Coins - Monkey Business

With that jerk Bowser running around trying to ruin everyone's fun, I think it's time that the players get a guardian angel - or, more accurately, a guardian ape. You can now take up the role Donkey Kong will in many a Mario Party, that of a helpful ape who gives players big bonuses such as lots of coins, stars, or (banana themed) minigames with big prizes on offer. You can do this for other contests too, sneaking in and giving a contestant a randomized buff or buffs up to the significance of a free star in Mario Party. You are also a kong, granting you enough strength to go toe to toe with Bowser.

600 Coins - Let's Play A Game

So, you and your friends wanna decide which among you is the best of all? Why not throw a Mario Party to settle the matter? If there's a conflict between people or groups, rather than resorting to violence, those involved can instead agree to a Mario Party to solve it. Can't agree on what to order for dinner? Mario Party.

War breaking out? Mario Party. Crazy tyrant wants to kidnap you and take over your kingdom? Mario Party. Everyone will have to respect the outcome of the Mario Party, though getting them to agree to participate is another story.

600 Coins - Game Master

So, how do you throw a Mario Party, exactly? Simple - you have access to your own pocket dimension, which can be entered by any manner of your choosing. In this world, you have complete control to reshape it and the participants inside to your heart's content, making setting up boards, creating minigames, and even giving your contestants funny outfits is very simple. In addition you can also overlay Mario Party aspects such as spaces and item shops onto reality to turn vacation spots into all out battlefields. Your abilities won't leave any lasting effects on the participants or yourself once exited, but the memories made in Mario Party can last a lifetime. The painful, painful memories.

Party Crasher

100 Coins - Butting In

It's about time to crash that dumb party and show those losers some real fun! It's absurdly easy for you to insert yourself into places where you don't belong and start messing things up. Before you know it you'll be running your own minigames, stores and events with the hosts and players incapable of stopping you. This only becomes void if you ruin the party altogether, rather than just inserting yourself into it against everyone's wishes.

100 Coins - 100 Star Present

You really promised them 100 stars from an option on the roulette? See, this is what happens when you write checks you can't cash. Well, it's times like these that you'll have to use your secret technique: running away! Should you find yourself in over your head, you'll find you can run away much quicker than you could normally, on top of being more agile. Those suckers can eat your dust!

200 Coins - Coins For Jumper

Since you've been nice enough to help run this shindig, it's only fair that you get a bit of compensation for your hard work. You're so intimidating that you can make demands from almost anybody and they'll comply. If you just walked past and demanded their cash, even Mario is likely to give in to you rather than make a fuss. Keep in mind, though, that some stubborn individuals may still resist. It's good to be the king!

200 Coins - Koopa Kommander

Any competent baddy knows you can't cause all the havoc yourself. You need some goons! You are excellent at training your goons to do whatever task you need them to, whether that's running a shop, managing a bank, operating minigames, and even filling in for you if you happen to be away on business. Any goons you have are also exceedingly loyal, partially out of respect and partially out of fear of your wrath.

400 Coins - Used Ztar Salesman

For how brutish and violent you tend to be, nobody expects you to be an adept con artist, but looks can be deceiving. You're quite the expert at tricking people into making terrible deals, buying things that are useless at best and harmful at worst, and just generally manipulating somebody to get them to make terrible decisions. Just be sure to hide if they come back asking for refunds.

400 Coins - Redemption Arc

All this havoc and chaos is fun and all, but doesn't watching everyone having fun make you feel a bit... lonely? Well, maybe you can participate after all. If you come to those you've wronged, hat in hand, and earnestly apologize for your misdeeds then they will sense your sincerity and, barring an extreme hatred, forgive your transgressions, allowing you to start anew. Just hold back your princess kidnapping urges for a bit, okay?

600 Coins - Jumper Revolution

It's so unfair that some players have so much wealth, while others have so little. Sounds like it's time for a revolution! Now you can take all the wealth from all the players, and redistribute it evenly amongst them. This doesn't just apply to Mario Party, either. You can evenly redistribute the wealth of anyone under your command or rulership, or the participants of any number-based game, with one hearty laugh. This doesn't necessarily apply to you, of course. Big golden statues of yourself aren't cheap, after all!

600 Coins - Big Boss

Let's be honest with ourselves, you aren't some hero of the people or a goody two shoes - you're the bad guy and you love it! You're now a massive fire breathing Koopa like Bowser with Earth shaking might and ferocity, but that's just the icing on the cake. Your true power lies in your 'boss-like' nature that always stacks the odds in your favor against your foes. Not only does the environment around you seem to shift to harm and discombobulate your opponents, but you will receive some sort of major power up such as growing giant or becoming skeletal to turn the odds in your favor even further whenever you enter a fight or competition, with the buffs being appropriate to the type of conflict. Now this is your kind of party!

Items

Superstar

100 Coins - Costumes

If you wanna be in a Mario Party, you'll have to look the part! You'll now receive a themed costume for each board you head to - a Pirate outfit for a swashbuckling board, a space suit for a spacefaring board and so on. You'll also get one at the start of each jump which allows you to fit in with that world.

200 Coins - The Car

Anybody up for a ride? This rather infamous vehicle has been used in multiple parties in place of the more traditional "walking around" system, with...limited success.

Regardless, the thing itself is a marvel of engineering as it can adapt to virtually any environment both mechanically and thematically. It can not only drive on roads or grass but turn into a boat on the water, a minecart in a mineshaft, a flying carpet in a haunted house or even a spacecraft in the void of space. It's not the fastest or fanciest vehicle, but it could let you take a party pretty much anywhere. Whether you should actually do that or not is a different matter entirely.

400 Coins - Magic Lamp

Oh my, jumper, could it be? You've found the ever prized magic lamp! Rubbing this lamp will reveal a genie who, rather than granting wishes, grants transport to the thing your heart desires in but a few moments. Unlike the ones seen in the Mario Parties, this lamp may be used as many times as you want to take you wherever you would like to go whenever you please. Just don't try to use this to cheat, okay? That would hardly be fun for everyone else.

600 Coins - Jumper Land

Everyone else has one, even Waluigi of all people, so why should you be left out? You've got your own "land" which serves as both what it appears to be normally and also a Mario Party board of your own design, switching between the two on your whim. A land is unique in that it could be anything from a normal location to a ship to even a giant birthday cake! The only true limit is your imagination. It can serve very practical purposes outside of being a board such as acting as a place to live or a means of transport.

Host

100 Coins - Your Own Shop

That darn Mario and his friends, always partying it up; some of us have to work for a living, dammit! You've got a small business of your very own to support you financially. Whether an item shop, fortune telling hut, hotel, mini casino or something else entirely it should be pretty successful. It'll translate very well into a Mario Party with fitting and logical mechanics depending on what it is.

200 Coins - Party Favors

Items are something used in Mario's day to day life as well as games of Mario Party to add a bit of strategy and spice things up. As the host you've got your hands on a sizeable collection of every item to appear in a Mario Party game and perhaps even ones that only appeared in other places in the Mario universe such as super bells. You've also been blessed with the knowledge of how to reproduce these items, should such a thing be possible. Some items may have noticeably different, generally less extremely powerful effects from how they operate in Mario Party, such as the magic lamp or the wacky watch. These will make for a party they won't soon forget!

400 Coins - International Bank of Koopas

Why stop at Mario Party when you could play an even bigger game - finance! Sure, within Mario Party the bank is a simple place. It gets passed and harvests money from whoever passes it, only to shower the one who lands on it in the collected gold. In the outside world, though? This is a cutthroat and vicious clan of Koopa bankers running their various institutions throughout the kingdom, one you now head. Sure, it'll be harvesting money from folks but the only one who's gonna be showered in gold coins is you.

600 Coins - Stars

Power stars are something Mario and his friends just can't seem to get enough of. It's not hard to see why, though, considering they can act as anything from an incredible power source to keys to magical doors. They practically seem to just do whatever somebody needs them to at the time. You're the envy of even Mario himself, though, as you have tons of stars - thousands of them, with more inexplicably coming into your possession on a regular basis. That's not all, however, as you also have the Superstar - a special star which increases the strength of whoever possesses it tenfold! You could host as many parties as you wanted and never run dry.

Party Crasher

100 Coins - Bogus Products

It's fun to be the big mean scary guy, but sometimes it's better to use finesse and trickery to get what you want, which is why you've got these crap products! You hoard a massive collection of items that seem valuable but in reality are just crappy cheap knockoffs - Ztars, inner tubes that are ready to pop at any given moment, overpriced terrible cakes, if someone wants it you've got a near endless supply of cheap knockoffs to capitalize on that fact. Y'know what they say, buyers beware!

200 Coins - Bowser Bomb

Hey, we're all just here to have a good time and you're bringing explosives?! Okay, in all seriousness this is not a traditional bomb. Instead the Bowser bomb is an item that brings Bowser nearby when it's detonated, causing him to walk around in an attempt to rob everyone blind. In this case, however, it isn't Bowser that will be summoned, but you. This allows for a unique means of transport as well as a clever trap to spring on unsuspecting fools. The Trojan horse of Mario Party.

400 Coins - Koopa Minions

Koopa kids - what are they? They're koopas, yet they look more like Bowser than an average koopa. Are they a subspecies? Bowser's children? Is Bowser himself a mutant koopa? We're not going to answer those questions, because what's important is that you have lots of them working for you now - almost your own army of koopa kids. Don't underestimate them just because of their size and looks, these guys are capable of just about anything. They can do anything from running businesses to leading parades to parachuting, all while being ferociously loyal to you. They're the best minions an evil overlord could ask for!

600 Coins - Royal Fortune

So they don't wanna be friends with you, so what? Money is the only friend you need! You've got more wealth than anyone could fathom, to an almost repulsive degree. Wanna build countless castles with giant golden statues of yourself inside? Go right ahead, you're barely making a dent! Your wealth isn't limitless or anything but you're certainly not running out in the next couple lifetimes, plus more seems to just pour in every day. Why would you need to rip people off, then? Simple: more money never hurt anybody!

Companions

100 Coins - Multiplayer

But of course, what's Mario Party without friends to torment- I mean, have fun with! For every 100 Coins spent here you can import or create up to two companions, each one able to choose their own origin and gaining 600 Coins to spend how they see fit.

100 Coins - Newfound Friends

Perhaps the real Mario Party was the friends we made along the way... If you wanna bring any of the wacky characters of this world with you, it's as simple as one easy payment of 100 Coins.

Drawbacks

+100 Coins - Blistering Speed

Oof, that doesn't look good. Whoever's designing these minigames must have it out for you because they always seem to entail inflicting some minor harm on yourself, whether that be blisters on your hands or getting decked by Mario himself. Even if you're not playing minigames this same problem bleeds into whatever you're doing, because I guess the world doesn't like you. On the bright side, here, take some complimentary rubber gloves (you'll need them).

+100 Coins - The Beat Goes On

Hope you weren't looking to have fun because instead it's time for tedium! Things just seem to drag on for so long it practically bores you to tears! Maybe you were eager to have some fun with a Mario Party but I can guarantee you're gonna be begging for it to be over by the end.

+100 Coins - Low Roller

Maybe you're just not blowing hard enough, but the dice just hate you! You seem to roll low all the time, except of course for when that would actually help. Even double or triple dice aren't likely to get you very far, so you'll be lagging behind the whole game and landing on terrible spaces all the while. You'll have to have the patience of a saint to put up with this.

+200 Coins - Friendship Ender

What a nice bunch of friends you have, jumper! That's why they can't stop bullying you at every opportunity, especially in Mario Party. They'll steal from you even when it makes more sense to rob someone else, they'll sabotage themselves when put on your team just to ensure you can't buy a star and they'll even maliciously curse you with things like curse mushrooms for no reason. Sure, they laugh it off and say it's all good fun, but I doubt you're having much fun by now.

+200 Coins - Wonky A.I

I think you might have taken a bump to the head or something, because you seem a bit off. Your strategic and decision making abilities have been completely shot. You constantly make choices that would leave others baffled in how nonsensical they are. You turn down buying stars for no reason, buy items just to throw them away, land on Bowser spaces on purpose and all with no rhyme or reason whatsoever. You better hope you're lucky.

+200 Coins - Serious Business

Your opponents aren't playing around anymore, things have gotten real! Your opponents have become obsessed with winning and in the process have all become Mario Party masters. They're amazing at minigames and at times it'll almost seem like they're cheating with how accurately they can predict their own dice rolls. You'll have your work cut out for you if you wanna win against these guys.

+300 Coins - Mic Mode

Do you like having manual control of your body? Too bad, because now if you want to do anything you'll have to announce it first. Yes, you now need to control your body with your voice which comes with incredibly obvious complications and problems, but also means there's gonna be some serious lag between you desiring to do something and you actually doing it. This is why nobody likes gimmicks.

+300 Coins - Mario Party for Keeps

Mario Party is fun and all, but who cares? Where's the excitement? Where's the suspense?! That's why you've had the stakes raised on you. Now you'll be playing a round of Mario Party for the sake of your chain, and if you lose Bowser himself will take your place in a bid to conquer the multiverse. Now this is the kind of action we've all been waiting for!

+300 Coins - Mario's Leech

There is a being feared more than any other in Mario Party. A creature so horrible and powerful that most dare not speak its name. I am of course referring to Princess Peach. She is a goddess amongst mortals in Mario Party, with luck so absurd it seems as if the universe itself refuses to let her fail. Now she's set her sights on you and your destruction, merely using Mario Party as a vessel to crush your spirit. You'll have to compete against her and she will hold nothing back. Perhaps you should just give up.

The End

I'm sure you had a great time, but the party's over. Whether you wanna stick around, go home or head on to your next adventure it's all good.

Thank you so much for to playing my game!