



MARIO PARTY DS

Minigame Ranking/Listicle

By SuperML

This ranking is a part of the
Super Mario Multiverse Collab 2020

More information is at the end



Introduction

Mario and Co. May have been shrunk tiny, but my love for this game is HUGE. I've been playing Mario Party DS for years, and I truly adore it. Maybe it's just my nostalgia speaking, but this game holds a special place in my heart.

Mario Party DS isn't mentioned a whole lot. It's often forgotten in comparison to other Mario Party games, which is unfortunate. This is a solid title that I would say has much to offer. An interesting and unifying premise, creative minigames, unique boards, collectibles, bonus modes, everything you'd come to expect from a Mario Party game, all in the palm of your hand!

I've always wanted to express my admiration for this game, and this article collaboration is the perfect place to do that. Given that I've played Mario Party DS extensively, I figured that a ranking of sorts would be a fun topic to work on. But what will I be ranking, you ask? MINIGAMES! There are a great deal of minigames to go through, so buckle up. This article is going to be on the long side. So, without further ado, here is a long-time player's ranking of Mario Party DS's minigames!



68. Gusty Blizzard

Coming in at the bottom of the list is Gusty Blizzard, a 1-vs.-3 minigame. In my experiences, the solo player almost always wins this one. They have to simply blow into the Mic to freeze their opponents, which usually overpowers the efforts of our Group of 3. This group must rub the Touch Screen to keep themselves from freezing over, in search of a warmth that simply isn't there. Where is this warmth? Certainly not in this often one-side minigame. This is one of the few minigames in Mario Party DS that I legitimately don't enjoy. Sorry, Mr. Blizzard.



4-Player

Duel

M

67. Cheep Cheep Chance

Ah, fishing. The national sport of dads everywhere, alongside grilling and telling dad jokes. Much like other minigames throughout the Mario Party franchise, Cheep Cheep Chance is entirely reliant on luck. As I'm sure most of you agree, luck in Mario Party should come in small and surprising doses, not as a full minigame. Losing 2 Stars to this in a Duel isn't very fun, and it doesn't help that pulling a dud ends in an immediate loss. Don't try to match the ropes from the top screen to the bottom screen, either. I've tried it. It doesn't work. All in all, this minigame feels... *cheep*. Eh? Pretty good dad joke, wouldn't you say?



4-Player

Duel

M

66. Get The Lead Out

The name of this minigame has a dual meaning; it's literal in the sense that you have to *get the lead out*, but it's also an idiom meaning to go faster. The player achieves this pencil-destroying goal by pressing the A Button relentlessly. The meter at the top indicates the speed of the pressing. Whoever manages to get the most lead out wins. That's all there is to this minigame, really. Button mashing can be fun, but when it's the only aspect of the minigame? Not so much. There's definitely more that could have been done with the theme instead of just this. Not to mention, it wastes some perfectly good mechanical pencils!



4-Player

M

65. Boo Tag

*"Presenting **Boo Tag**, because tag just wasn't spooky enough! The aim of the game here is to run away from the Boos and avoid getting tagged. If you do fall to the Boo, you gain the ability to phase through walls and give the curse to someone else! The person who spent the least amount of time under Boo's control wins!*

It's ghastly fun for the whole family! Spookyness that will last a lifetime! OOOoooooOOOOoOOooo!!"

What a joyfully frightening infomercial. It's too bad they didn't mention that the first Boo will target the upper-left corner 99% of the time when the minigame begins. Why does the Boo act like this? No clue. It gives a clear disadvantage to Player 1 and takes away from an otherwise decent minigame. You know, that infomercial really stretched the truth. Oh well...



M

64. Chips and Dips

With a name inspired by recipes of the same title, Chips and Dips is about picking a card each round, with its number determining how many chips the player gets. Don't pull a Bowser card, or you'll lose half your chips! This may be yet another chance-based minigame, but this time you have a chance to catch up after a bad round. It's also accurate to real casinos (Disclaimer: I do not condone nor condemn gambling)! Speaking of gambling, this is one of two minigames removed from the Korean version due to anti-gambling laws in South Korea. But enough of that legal talk, I'm hungry! Anyone up for chips and dips?





63. Track Star

CHOO CHOO! OUTTA THE WAY! TOY TRAIN COMING THROUGH! In Track Star, the solo player and group players both must choose a direction to head in. If the solo player follows one or more group players, they must both mash certain buttons to either escape or ram into the group, depending on your role. The concept of this minigame is intriguing, and it certainly puts you on your toes. It may be just more button mashing, but it's far more varied here than in Get The Lead Out. Overall, you'll likely enjoy the thrill of Track Star. What's that? Toy trains aren't scary? I don't know about you, but if I was the same size as a *motorized* toy train that was chasing me, I'd be pretty scared.



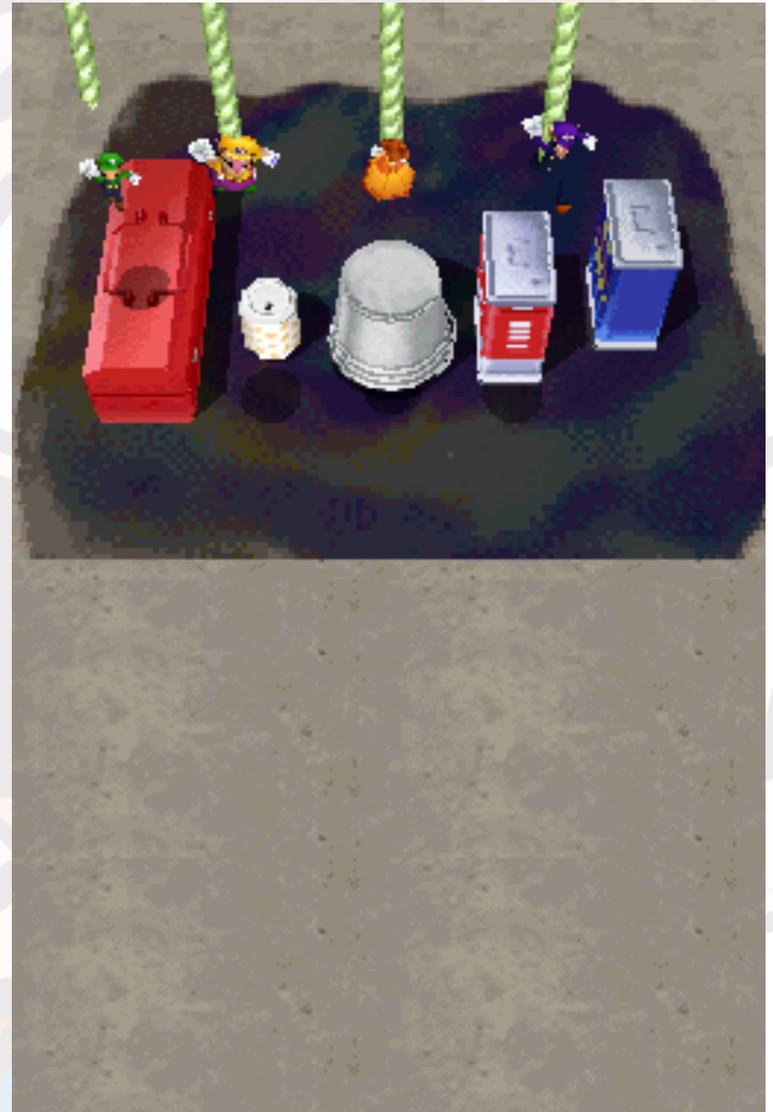
4-Player

Duel

M

62. Trash Landing

Crash landing? Nah. In these parts, we call it a *Trash Landing*. There are five ropes for the players to choose from, and each one sends the player down a path to an object which they have to land on, whether it be tiny or huge. These objects range from a soda can to a toolbox. There may be elements of luck in this minigame with what object is gotten, but it ultimately doesn't affect your performance as much as your skill. A seasoned player could easily land on a smaller object. It's all in the timing, folks. Despite being low on the list, this minigame is fun. Just make sure not to miss your shot, or you'll end up with a trash landing.



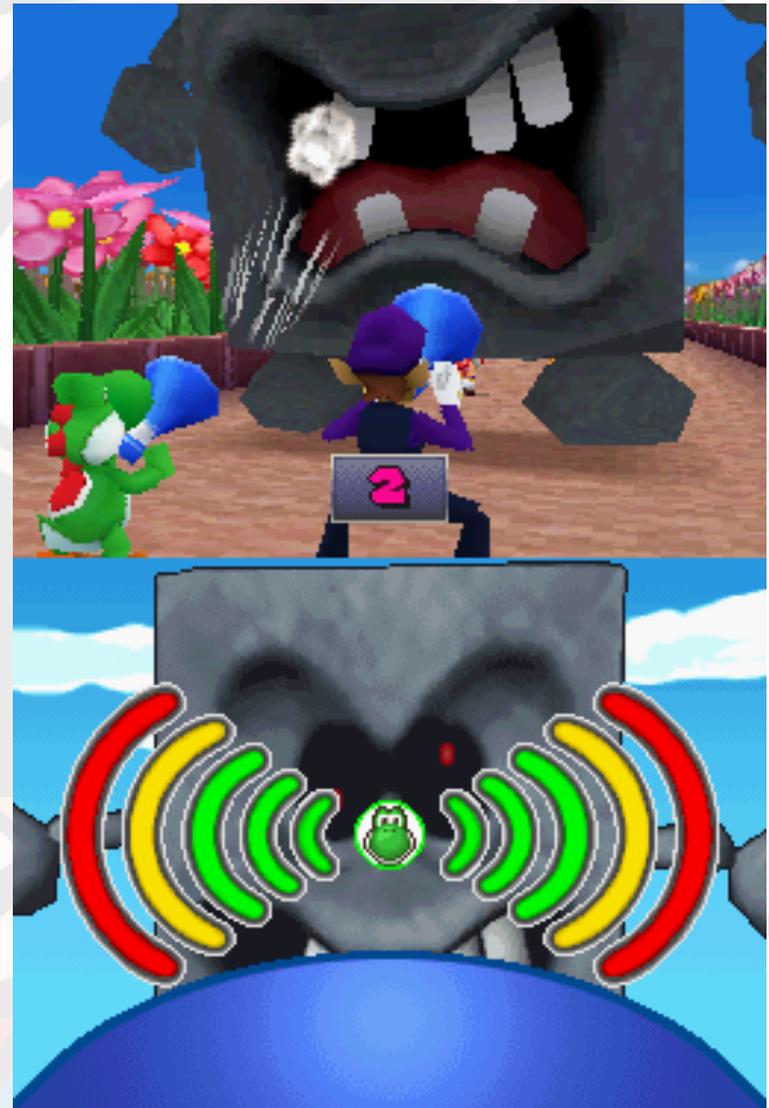
2-Vs:2

Duel

M

61. Toppling Terror

You thought being rammed by a train was bad? You might want to click away now, because losing this 2-Vs.-2 minigame will lead to you being squashed by a Whomp! To avoid this feasible, frightening and flattening fate, the players have to blow into the Mic as hard as they can for 5 seconds to push the Whomp to the other side. Unlike Gusty Blizzard, this Mic minigame is far more balanced. Both teams have a fair shot. You better have some tough lungs, though, because you'll have to utilize the Mic to its full potential to escape a good crushing. To be honest, the prospect of such a demise makes the train seem appealing.





60. Penny Pinchers

This is one of those special Coin-based minigames where nobody loses! As long as you grabbed some Coins, you're good to go! In Penny Pinchers, the solo player runs around grabbing Coins and avoiding beads. Any Coins missed by the solo player can be picked up by the group players via the Touch Screen. Sadly, I've found this minigame to favour the group players a lot more, as their coin-grabbing is in 2D, thus making it easier. However, the minigame itself is fun for both sides, which can counter the disadvantage. Plus, there's no need to worry about losing, because everybody wins in this minigame! Unless you didn't get a single Coin. If that's the case...you have my pity.



2-Vs-2

M

59. Soil Toil

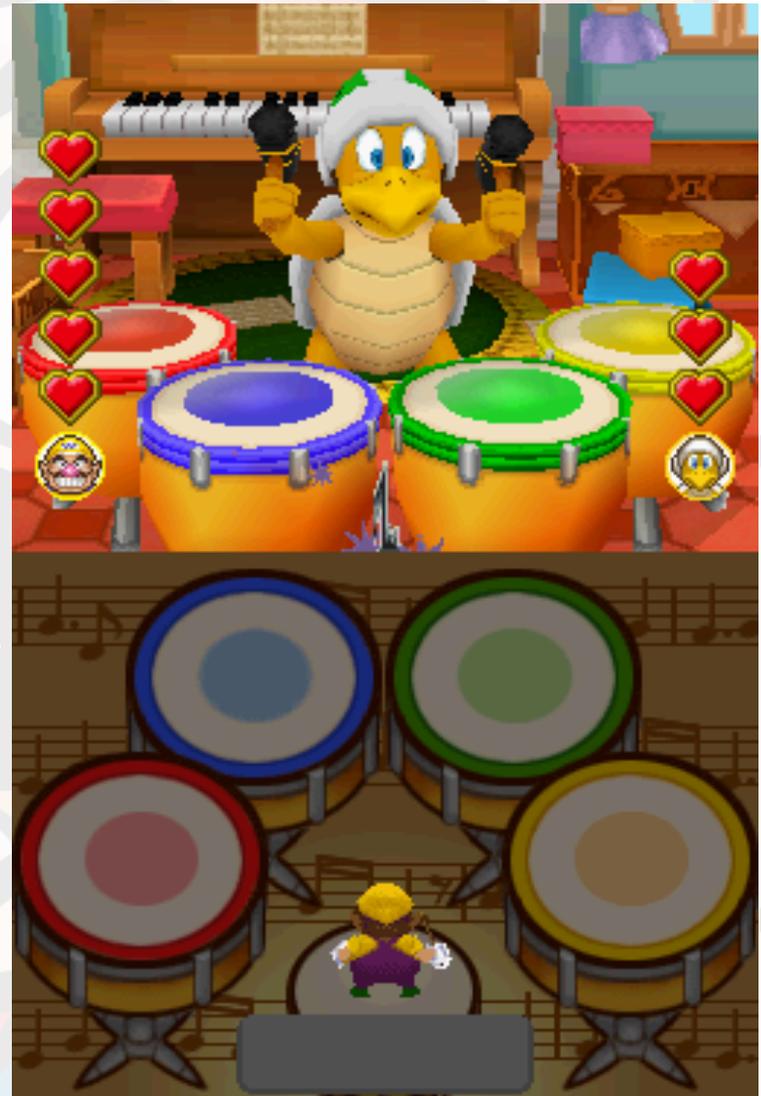
When I was younger, I didn't dig this minigame. I would sigh whenever it came up. However, I've come to somewhat like it in recent years. Each player controls a wheel of the car, and it drives in their direction if they spin their wheel slower on the Touch Screen. A fair amount of coordination is needed with your partner to make it to the finish line, which makes playing Soil Toil with a computer player challenging. The controls can also be slippery sometimes. But if one car slams into another, they begin to toil as both teams are locked into an intense struggle, neither side giving in as they try to soil the other's endeavours. The name doesn't lie; this is indeed a *soil toil*.





58. Hammer Chime

STOP! Hammer Chime. That's the name of this Boss minigame, which you play in Story Mode after clearing Toadette's Music Room. To defeat Hammer Bro and reclaim the music room, the player must copy the foe's drum beats across three turns to send his song (or rhythm?) attacks back at him. Hammer Bro might wish that he could be untouchable and make Mario and Co. sweat, but that's not the case, since this minigame is EASY. For a Boss Battle, the challenge just doesn't hit. It surprises me, as the developers could have easily ramped up the difficulty on this one, although it *is* only the second boss battle. In conclusion, you'll have no trouble stopping this hammer time.





57. Triangle Twisters

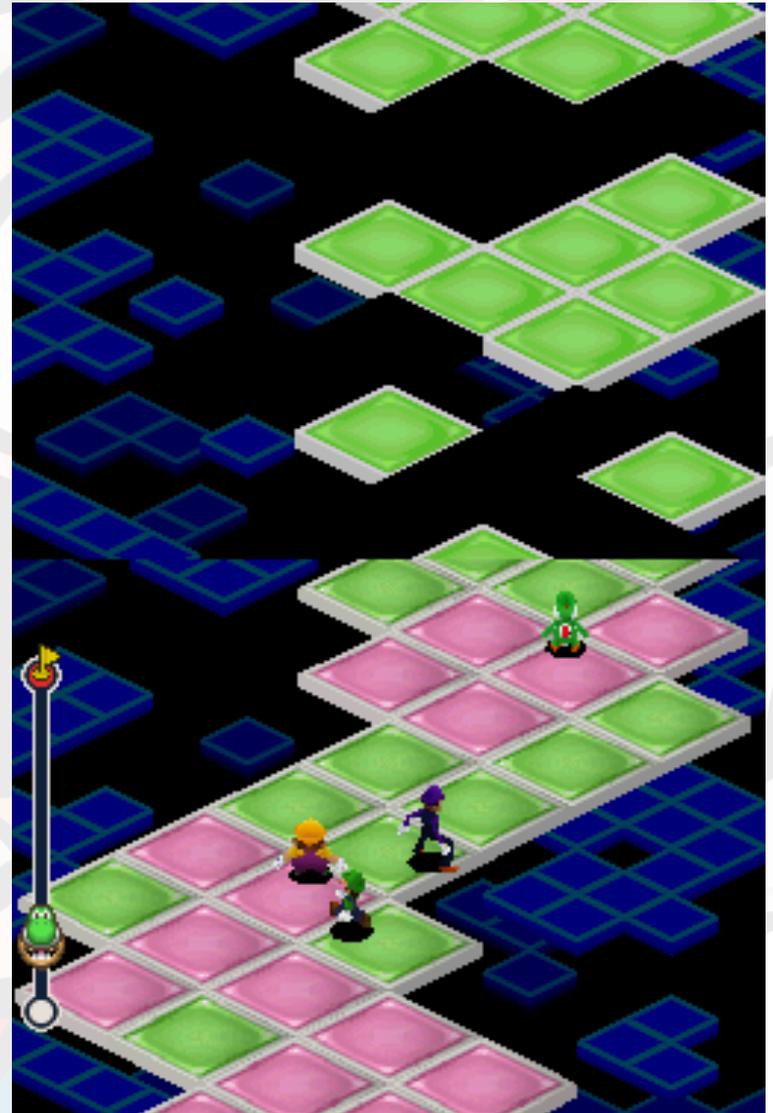
Bowser's evil plot has been foiled once more, and the Sky Crystals are in the hands of our now-normal sized heroes. But what's this? The Sky Crystals are coming together! They're forming...a minigame?! Well that was unexpected. Triangle Twisters has two modes: Frenzy Mode, where the player must match similarly coloured triangles quickly, and Focus Mode, which has the player create triangle-based shapes within a certain number of moves. Both modes are unique and make great use of the Touch Screen. I'm not all that good at Triangle Twisters myself, but I enjoy it nonetheless. You will too, if you like Puzzle Minigames. You know, Bowser had actually only stolen the Sky Crystals to try this secret minigame. Maybe he isn't that bad, after all.





56. Cyber Scamper

Just like in Flash and Dash, Mario and Co. are on the run once more in Cyber Scamper. This time they're racing to escape an arcade game (How did they even get in there?!) consisting of a dangerous path of colourful panels dearly in need of some guard rails. The panels losing their light often, gaps blending in with the background and players trying to stomp each other make for an intense experience where precise platforming prowess is paramount. You'll want to watch where you jump very closely if you're to make it out of this cursed arcade cabinet. Hey, have you noticed there's a fair amount of running in these minigames? What's Nintendo trying to tell us?





55. Mole Thrill

There's no more thrill than a Mole Thrill! That's what Monty Mole would tell you, at least, as he chases you down in a tunnel. To get away, our pint-sized protagonists must co-operate in teams of two and dig to safety with spoons. The top player digging faster makes the team go upwards, and it's the same for the bottom player with downwards. This makes the co-ordination in Mole Thrill work well, as both players must decide in a snap whether to dig upwards, downwards or dig at the same time to go straight. Although it's not like there's much risk aside from the boulders, as Monty Mole stops whenever you do. "*Mole*" Thrill? I'm onto you, Monty Mole.



4-Player

Duel

M

54. Crater Crawl

I know Mario and the crew like to take risks during their parties, but this is ridiculous, even if they may be familiar with lava. To escape the oncoming eruption, the player must move around the volcano walls to dodge lava geysers as you climb to safety. You can mash A to climb higher and get above your opponents. I used to be terrible at this minigame, but now I find it thrilling. It's all too easy to slip up and get hit by a geyser, so you need to be constantly on the move, avoiding or hindering the other players as well. It really makes you *feel* like you're in a volcano, fearing for your life. That reminds me, **DO NOT TRY THIS AT HOME.** Leave the life-endangering stunts to Mario and friends.





53. Airbrushers

The Mario series has introduced yet another way to fly: bouncing off a paintbrush and flapping fake wings to stay afloat. Mario and the crew must really like being airborne. The goal of this minigame is to collect as many Coins as possible by mashing the A Button to fly up, and releasing it to go down. Coins are sprawled all about, and the player must work with their partner to collect as many as you can. I don't have much to say about Airbrushers, really. It's a neat little minigame that makes everyone exhale a sigh of relief when it's selected. Hey, it's free Coins! Now if you'll excuse me, I'm off to find an oversized paintbrush, some wings and a friend.





52. Nothing to Luge

What can you do when you live in a shoe? Sled in it, of course! Nothing to Luge pits one player in a spoon against three players in shoe, atop a snowy hill. The two teams must race each other down the hill to the finish line, using the L and R buttons to turn on slopes. The solo player works alone, while the group players must co-operate in order to succeed. This minigame doesn't stand out all too much, but it's fun regardless. However, the timing for turns is often unclear, and you can sometimes find yourself scraping the edge of the course for a second (Moreso on the group side). But don't let that get you down; you've got nothing to lose when playing Nothing to Luge!





51. Shorty Scorers

Who's up for some Handball? Nobody, it seems, as the bleachers are empty. Is this just a practice round? Whatever the case may be, this 2-vs-2 minigame has two teams attempt to score more goals than their opponents. A player can pass the ball to their teammate or make a shot for the goal, while trying to avoid the cardboard Goomba Goalkeeper. You can also punch an opponent to steal the ball from them! Wait, is that allowed?! Eh, who cares. There are no laws when you're tiny. Even though Shorty Scorers is enjoyable, I find it to be the most forgettable minigame of the bunch. Its theme isn't as interesting as those of other minigames. I'm sure the non-existent crowd would agree with me.



4-Player

Duel

M

50. Trace Cadets

Do you want to be a professional artist? Trace Cadets is for you!* This minigame has 2 or 4 players compete in an intense tracing match. The player must use the Touch Screen to trace every figure in their section of the top screen, using a nifty grid to help them out. There are simple shapes like squares, and tougher designs such as triangles! Trace Cadets is a stirring balance of skill and speed, as you must trace as fast as you can while trying not to deviate from the shape being traced. If your trace isn't good enough, it is discarded. The layout is also different every time! You'll have fun with this minigame, and become a pro artist in no time!*

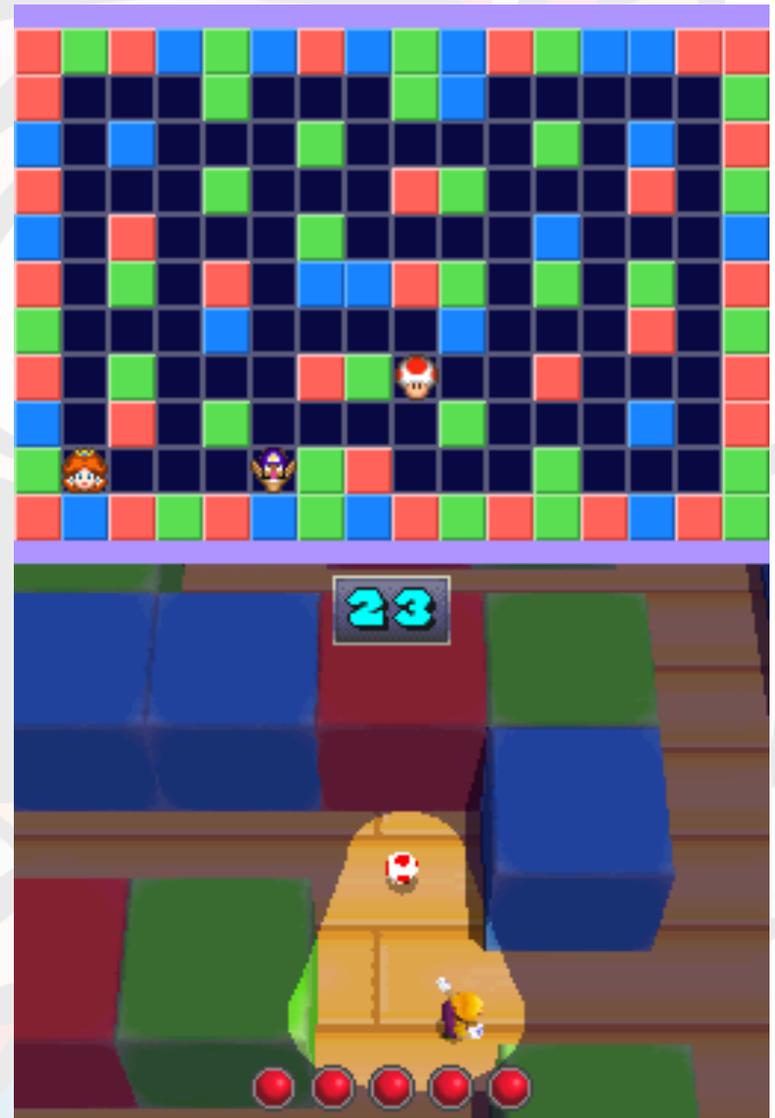
*Trace Cadets's positive impact on artistic skills has yet to be confirmed.





49. Flash and Dash

Remember Hide-and-seek? Pretty basic game. But what if I told you Flash and Dash takes it to another level? In this minigame, the solo player must evade the flashlight-equipped group players in a dark maze. Both teams have an alarm that blinks faster as they get closer to their opponent(s). If the solo player gets caught, the group players win. If not, the solo player wins. Flash and Dash will keep you on high alert as you weave through the colorful yet shadowy labyrinth. It's like Hide-and-seek on wheels, which is fitting considering "*Flash and Dash*" is a pun on *crash and dash*, which means to crash a car and speed away from the scene. Good thing there's no car crashes here, or we'd be playing some Hide-and-seek with the police!





48. Plush Crush

A deadly threat has come to terrorize our miniscule heroes yet again. This time... it's plush toys. The aim of the (mini)game for the group players is to squash the solo player with plushies by dragging them around the map with the stylus. The solo player must do everything they can to escape the plush toys. This minigame is one which has the group players truly work together to route a perfect trap, while having the solo player try to outwit their opponents. Split-second strategy is the name of the game in Plush Crush. Although I can't imagine it being much of a "game" for the solo player, seeing as they're being put in grave danger and all.



M

47. Cheep Chump

Mario and friends have decided that all this partying has gotten tiring, so they decided to take a nice swim in a peaceful pond... infested with Cheep Cheeps. Will they ever catch a break? Cheep Cheeps will appear from below and try to inhale everyone. To avoid such a fate, the player must keep their eyes on both screens to determine where the Cheep Cheeps will pop up. Some are smaller, while some are bigger. If one gets sucked up, they can mash the A Button for a chance at escaping. This is one of the few minigames where both screens are crucial to victory, as the player must use both to find a safe spot in the pond. Why must these Cheep Cheeps bother us? What cheap chumps.





46. Rubber Ducky Rodeo

The rodeos of the Wild West simply can't compare to those of the Wild Waters. The solo player rides a large rubber ducky, while the group players ride smaller ones tied in a row. The solo player must use the Control Pad to swerve to the left and right to knock off the group players, who must attempt to keep track and stay afloat. Your success in this minigame comes down to your reflexes, or for the solo player, the ability to be unpredictable. Swerving is key. Good luck against high-level group COMs, though. Overall, a wild and fun test of Control Pad dexterity. Wild Waters indeed, partner. Wild Waters indeed.



4-Player

Duel

M

45. Twist and Route.

Nothing beats a wind-up car race. Okay, I'll admit, there's far more interesting pastimes than this. A set of obstacles have been laid out from start to finish, and the player's job is to navigate through them by winding their car with the Touch Screen, and driving along with the Control Pad. The distance one can drive per twist depends on how long they winded your car for, so it's best to get nice, long winds to go far. Make sure to plan out a relatively obstacle-free route, as well. Not every route is the same, so expect to be slowed down at certain points. Well, wind it up, baby, now twist and route!



4-Player

Duel

M

44. Rail Riders

Guardrails may have been created with safety in mind, but Rail Riders has given them a new, exhilarating purpose. Each player slides down the rail and must slide upwards on the Touch Screen to gain speed so that they can jump far at the take-off point. Whoever flies the farthest wins. Rail Riders is a simplistic minigame, as the best strategy to win is to slide up on the Touch Screen like a madman. Speed is not the only factor, though. You must also slide the stylus across the entire length of the Touch Screen in order to increase your chances at success. To be honest, Rail Rider's simplicity somewhat works against it. Repeated fast strokes in one direction can tire out your hand. I prefer the comfort of true guardrails.





43. Short Fuse

We've all got them. That one family member who just can't keep their cool at the get-together. Well let me assure you that this Short Fuse won't leave you with a headache! Each player takes turns blowing on the fuse of a Bowser Bomb via the Mic. If the bomb is set off on your turn, you're out! The last player standing wins. This is without a doubt one of the most tense minigames in Mario Party DS. You never know if your opponents will blow heavily or lightly, or if the fuse will be practically gone come your turn. Factor in the Coin wagers since this is a Battle minigame, and you might actually get a headache! Or be left feeling thrilled. Either way, it's better than a hothead relative.



4-Player

Duel

M

42. Cherry-Go-Round

Being tiny means improvising. So if you want to play a round of hammer throw... cherries are your friend. In Cherry-Go-Round, two or four players go head-to-head to see who can fling their pair of cherries the farthest across an absurdly long cake. The player is given five seconds to swirl the stylus in a circular manner on the Touch Screen. The more they swirl, the farther their cherries will fly once the timer is up. Despite the clockwise design shown on the Touch Screen, you can swirl in whatever direction suits you best. This minigame is reminiscent of Rail Riders in a way, as they both involve repetitive Touch Screen actions. The short timer of Cherry-Go-Round is ironic because of how long the cake is. Seriously, how did they bake that?!



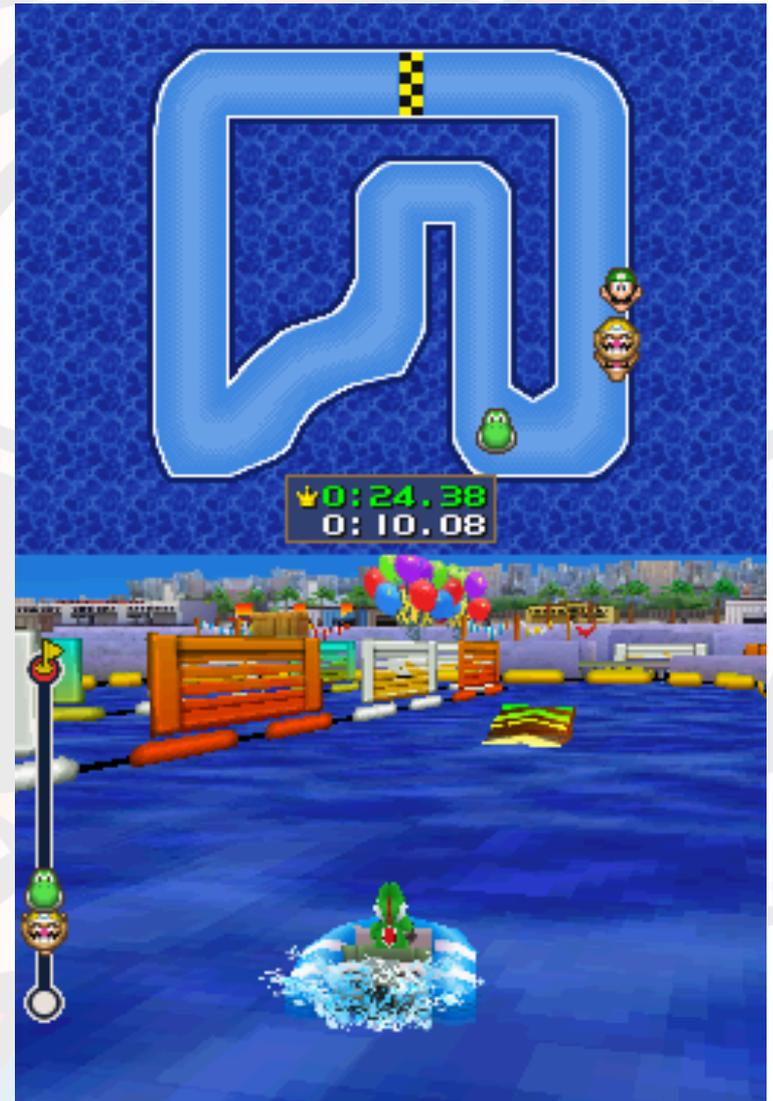
4-Player

Duel

M

41. Raft Riot

I wouldn't exactly call this minigame a "riot." It's just a rubber raft race, for crying out loud. Raft Riot has four players race across a bouncy course in rafts. The player must use the speed ramps to gain distance and avoid obstacles, walls and other players, or they'll bounce and lose momentum. This minigame's slippery controls add to the experience, as they make the player maintain an extra level of awareness to their surroundings. There are many sharp turns awaiting you in this course, so stay focused! Don't let the bubbly music and colourful rafts get to you. Maybe this minigame is a riot after all. All we need are some pitchforks! Wait never mind, they'd pop the rafts.



4-Player

Duel

M

40. Shortcut Circuit

Metal Coins scattered amongst a circuit board... what could possibly go wrong? Not much, actually, as it's hard to lose in this Coin-based minigame! The players will automatically walk through the set paths. Each player has access to two bridge types: left and right. They can place these bridges to allow their character to move across paths and collect the Coins laying around. Each bridge can only be used once, so be wary! Not to mention, Red Coins are worth five Coins. Shortcut Circuit is a neat little minigame that lets you get some easy Coins, but make sure not to let your opponents use your bridges! Just have fun and grab as many Coins as you can; you'll need them for electrocution repairs!





39. Feed and Seed

"...the challenge just doesn't hit...the developers could have easily ramped up the difficulty on this one, although it is only the second boss battle." -Hammer Chime slide

So innocent. So pure. Enter Feed and Seed, the first and hardest Boss Battle. Some of you know what I'm talking about. This minigame has you face off against a Piranha Plant. It will suck up bomb seeds then spit them back at you, which you have to grab with the B button and throw back at the Piranha Plant on its next inhale. You must also mash the A button to escape the inhales. The third and final inhale was near impossible to escape for many people who played this when they were younger, which is why Feed and Seed is so infamous. But returning to this minigame today, I now find it a creative fight that makes great use of its material. It's engaging (unlike Hammer Chime) and really hammers home the game's theme of Mario and Co. being shrunken down, now tiny in such a huge world. It ain't easy being teensy.



4-Player

Duel

M

38. Big Blowout

These characters may be tiny, but boy, do their lungs pack a punch! Big Blowout puts your Mic skills to the test in a hot-footed race from start to finish. To advance, the player must blow into the Mic to blow out the candles in your way, which will allow them to progress. The first player to the end wins! This is one of the simplest minigames in Mario Party DS, but it isn't bad by any means. Mario Party and gimmicks are inseparable. The longer you blow into the Mic, the more candles are extinguished, so I recommend long but hard blows. This minigame raises a certain question: Shouldn't Mario and friends have their shoes burnt clean off by the still-hot candles?



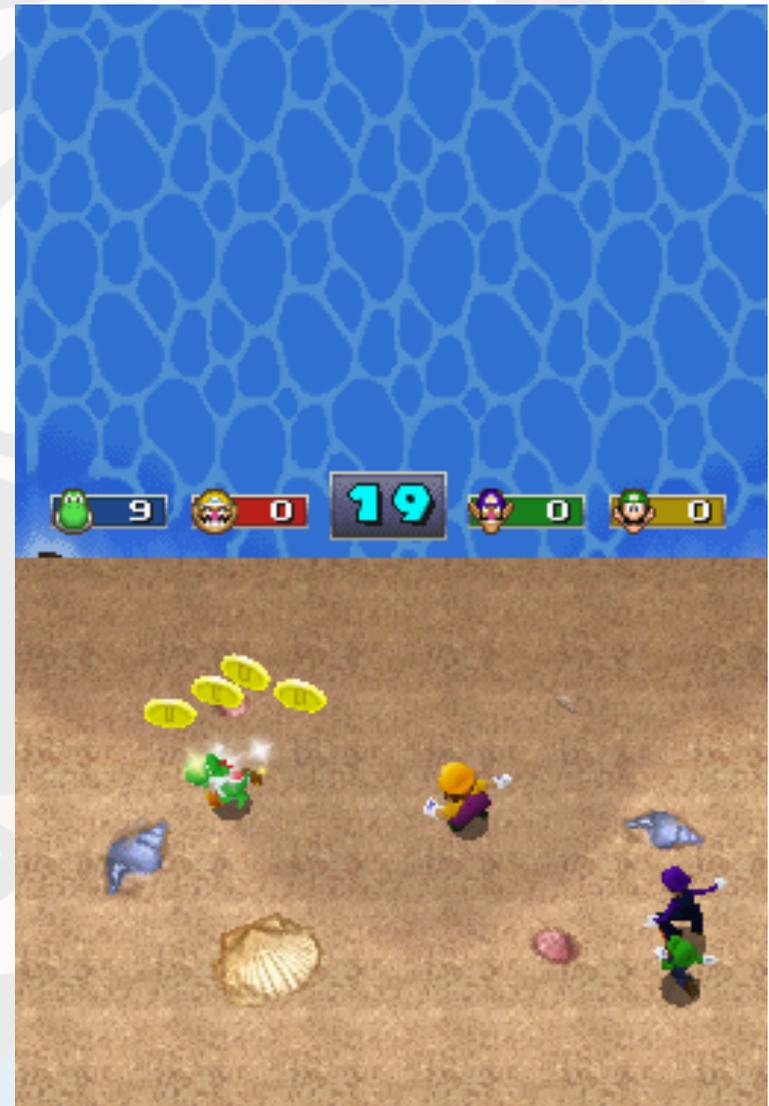
4-Player

Duel

M

37. Tidal Fools

Look at them. Risking being swept away by the raging waves in search of some extra pocket change. I'm starting to think that Wario has had a bad influence on the group. Tidal Fools has a wave come crashing down periodically, then recede to reveal a plethora of Coins to collect. The player must grab as many Coins as they can while also avoiding the wave, as they'll be temporarily stunned if they are hit by it. Those elusive Red Coins also return for Tidal Fools, so keep an eye out for them! As you may have already guessed, this minigame is Coin-based, so losing is hard. You'll be filthy rich in no time! Wait... what am I saying? Now I'm starting to act like Wario, too! WAAAAHHH!!!



4-Player

Duel

M

36. Roller Coasters

No roller coaster could possibly hope to match the thrill of Roller Coasters (That would sound really weird if said out loud). This minigame lays out a sandbox obstacle course of toys and tools that the player must dodge while rolling to the goal on rubber balls. To push the ball around, one must swipe with the stylus on the Touch Screen in the direction they wish to move in. Fast, consecutive swipes will allow you to move fairly quickly, but watch out for the obstacles strewn about! If you collide into one you will be sent bouncing back where you came from. The same goes for bumping into other players. Roller Coasters is a blast to play, with Hudson proving yet again that they can make rolling on circus balls fun. Bumper Balls, anyone?



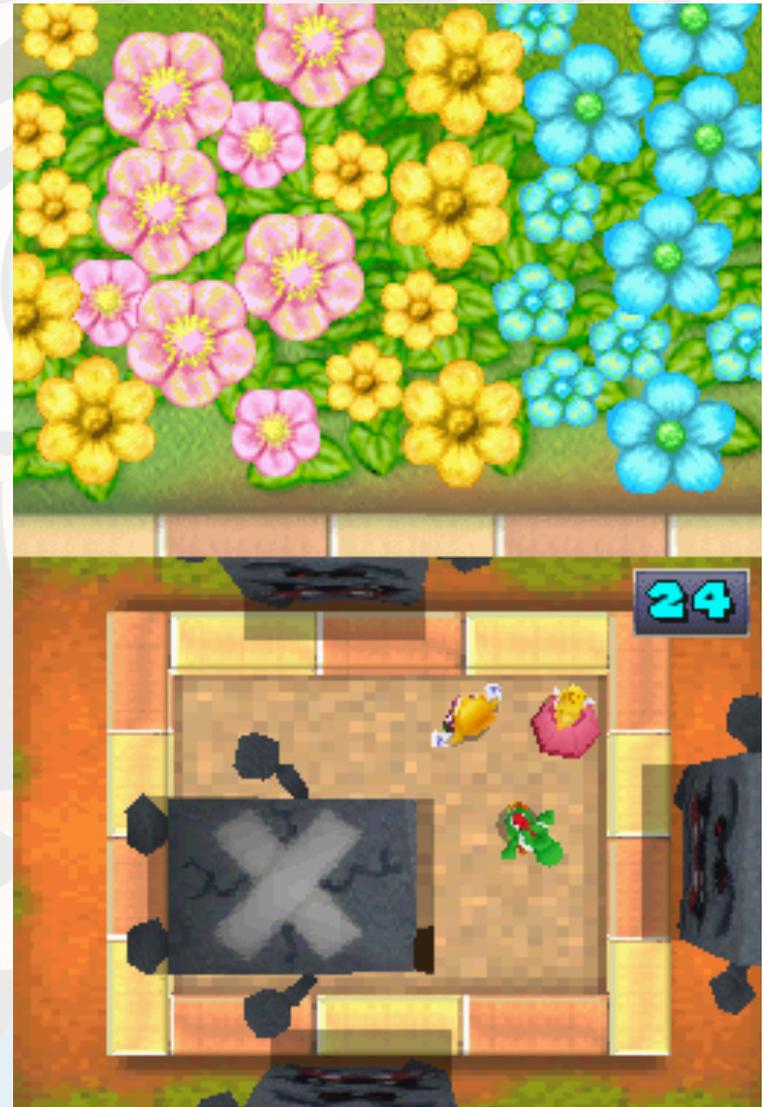
4-Player

Duel

M

35. Whomp-a-thon

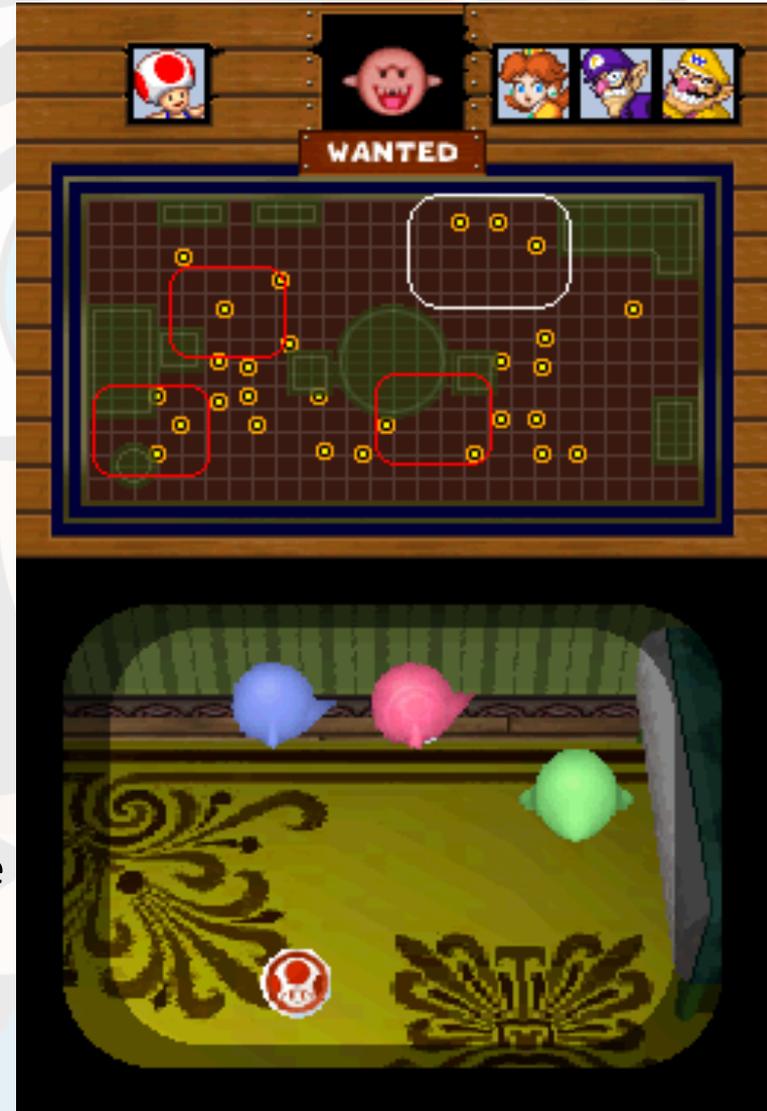
Whomp wasn't happy with his treatment in Toppling Terror, so now he's back for revenge! This time around, he's brought friends! In this minigame, the players must avoid Whomps that will periodically fall down for 30 seconds in an attempt to squash them. When a Whomp shakes, it is about to fall, so that's the cue to run. Around halfway in, two or more Whomps will shake, but it's only the first one that shakes which will fall. The players that are still standing in the end will all win. In my opinion, this is one of the easiest of the minigames. Even against Expert COMs, don't expect much challenge. The holes left behind by smashed players will become obstacles, though, so look out for that.





34. Peek-a-Boo

Who let the Boos out?! Looks like Mario and the gang have to round them up... or at least, some of them. Peek-a-Boo has the two groups set out in a dimly-lit mansion to find some of a certain type of Boo amongst others. The solo player has one larger light that moves faster, while the team players have three smaller lights that are slower. If you see one of the Boos asked for on the top screen, tap it to claim it for your group. Once all the required Boos are captured, the group with the most wins. Despite the solo player having a bit of an advantage, this is a fun minigame. Looking for the Boos keeps you on the lookout, not to mention the divide-and-conquer strategies that must be employed by the team players. Boo Tag is nothing compared to this.



2-Vs-2

M

33. Sprinkler Scalers

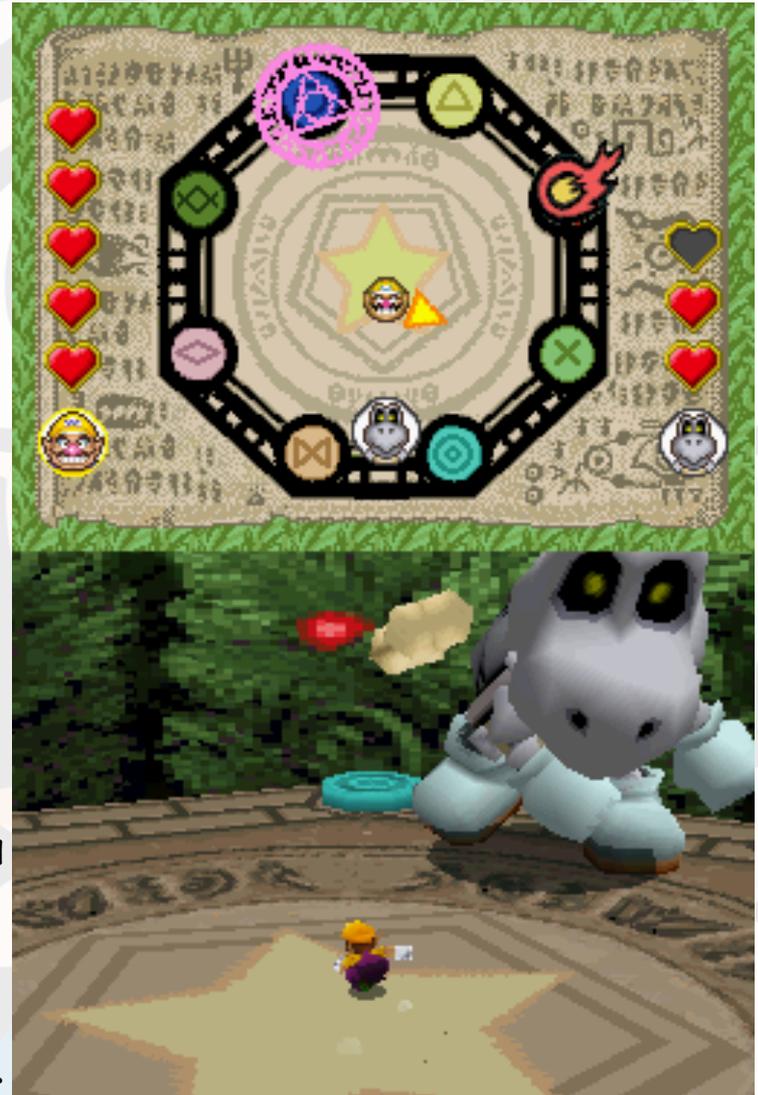
In their latest escapade, Mario and Co. have fallen to the bottom of a sprinkler. Oh, the woes of being tiny. To escape, the two teams of two must climb upwards by co-ordinating prompted X, A or Y Button presses. X makes the team go up, while Y and A twist the pipe around. This is necessary to move the sets of bolts scattered about to create a clear path to the surface. This is one of those most teamwork-focused minigames of the bunch. While some other 2-vs.-2 minigames allow the two players to do as they please, co-ordination is CRUCIAL here. If your presses don't match, you'll be sent sliding down and possibly lose your shot at victory. This amps up an already fast-paced minigame for the better. Go on, scale that sprinkler!



M

32. Hexoskeleton

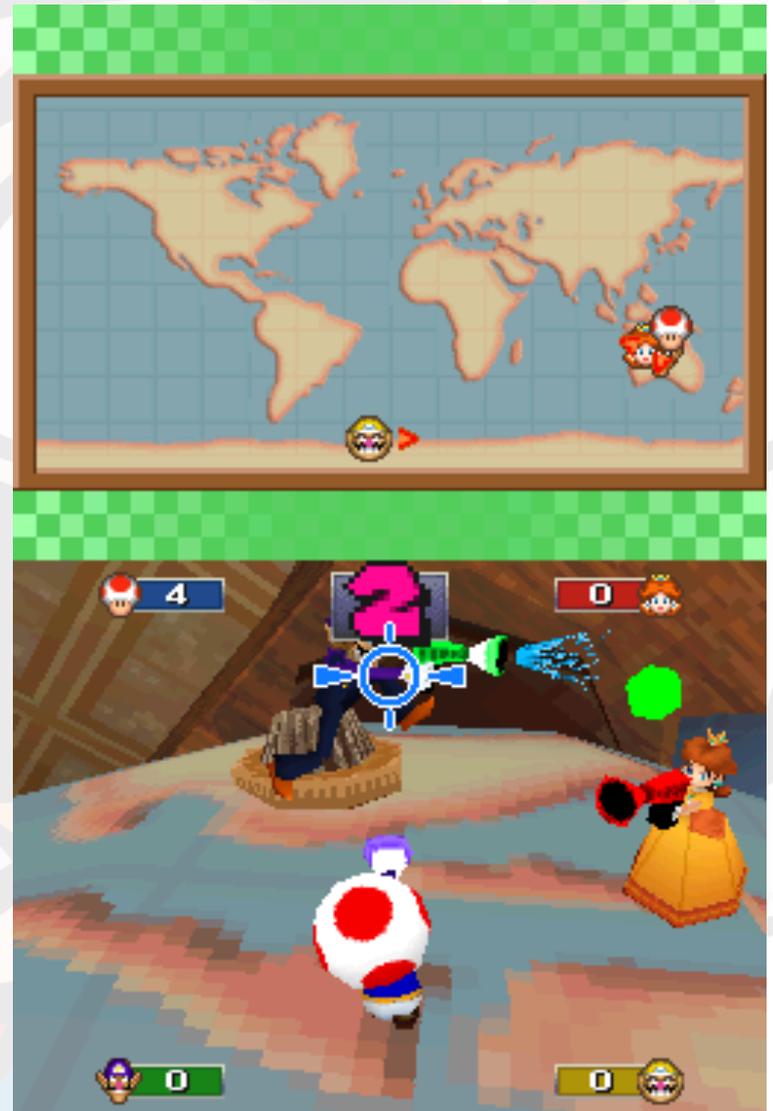
* hey kiddo. i decided to stop by. i was in the neighbourhood. i saw this angry skeleton guy on my way here. i figure he's got a bone to pick with someone. he even attacked me, but i beat him pretty quickly. he threw bones at me while casting spells on switches in a certain order, which i ground-pounded in that order to rattle his bones. there were also some berries lying around, which i punched at him to stun him. wasn't too hard to do. i actually en-joint it. if this was a mario party boss battle it would be a neat one. i've always liked minigames that let you run around and jump and punch and stuff. adds depth, y'know? like a bone with bone marrow. oh, i'm out of writing space. gotta go. see ya, kid.





31. Globe Gunners

Hey folks, I'm back. All that sprinkler talk made me realize I needed to use the washroom. Anyways, where was I? Everywhere, it seems, as this is Globe Gunners! Four players are armed with paint guns and run across a globe, trying to blast each other for points. Whoever landed the most hits wins. This is another minigame that requires the use of both screens. They are equally important to navigate the world and locate the other players. There is also a period of invincibility when being hit, so keep that in mind. You need to stay on the ball (or globe, in this case) when playing Globe Gunners due to the often large Coin wagers of this Battle minigame. Give it your all, and maybe you'll end up on top of the world!



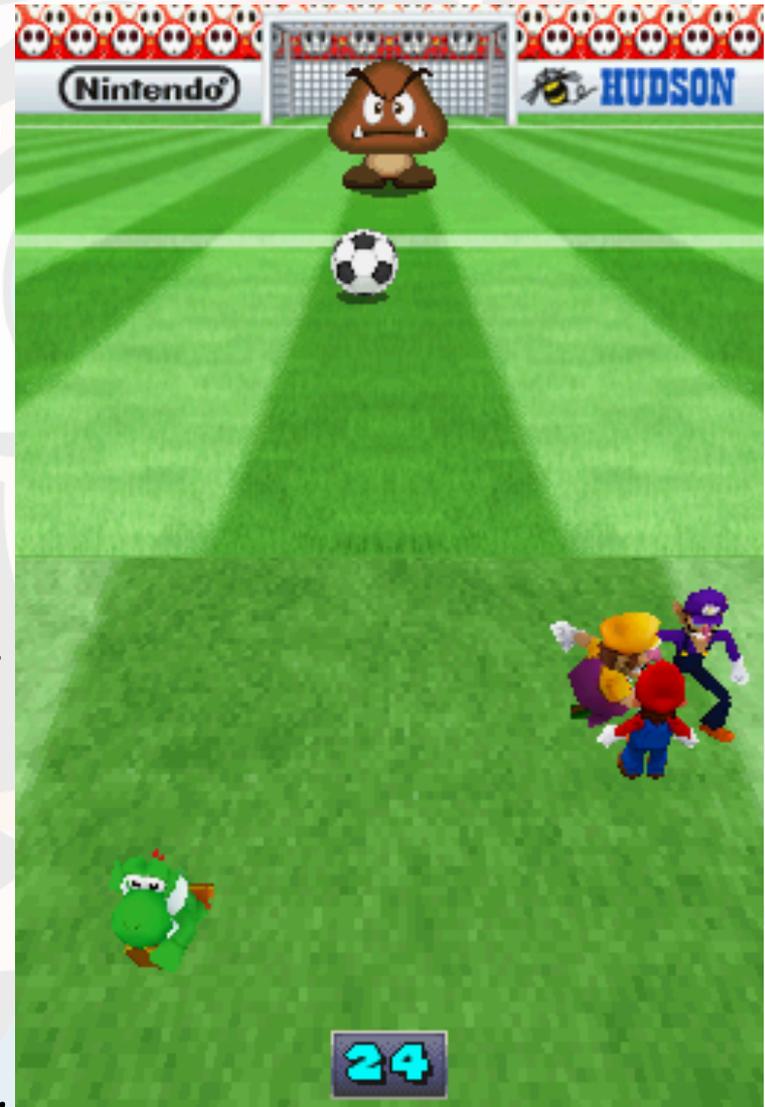
4-Player

Duel

M

30. Soccer Survival

Soccer balls: the latest and greatest threat to the well-being of our shrunken protagonists. A Goomba will kick soccer balls at the players for 30 seconds while they run and jump out of the way. There are several patterns that the ball can be kicked in, ranging from a simple straight kick to a crazy zigzag. The wilder patterns will only appear in the final ten seconds. Players can also jump on each other to momentarily slow each other's movement. There isn't much to Soccer Survival, but that's a good thing. This minigame is a good old fashioned round of dodging and, well, survival. Always keep your eyes on the ball, don't get distracted and have fun! Having fun is the *goal* of Mario Party, is it not? To *have a ball* with friends? ...Okay, I'll shut up.





29. Crazy Crosshairs

DUCK SEASON! WABBIT SEASON! DUCK SEASON!
WABBIT SEASON! Guys, guys, calm down! It's Scuttlebug Season! In Crazy Crosshairs, two teams compete to see who can shoot the most Scuttlebugs. Regular ones are worth one point, while golden ones are worth three. The vertical and horizontal controls of the cursor are divided between each team member. The first player to press the A button locks their crosshair while the second player's crosshair slides along it and is tasked with pressing A again to shoot. Crazy Crosshair requires a LOT of co-ordination due to its complexity. It's a bit hard to explain, so you're better off trying it yourself. The controls definitely take some getting used to, but once you do, it'll be prime time Scuttlebug Season.



4-Player

Duel

M

28. Study Fall

While everyone else is busy studying for finals in the study hall, Mario and friends are fooling around in the Study Fall. How irresponsible... wait, they don't go to school. Never mind then. In Study Fall, the players jump off a tall chalkboard with magnets strapped to their backs. When the A button is pressed, the character will flip over and become stuck to the board. The goal of this minigame is to get stuck the closest to the bottom of the board. but if you go too far, you'll bounce off the erasers and be disqualified. The red line is like a "stop here" zone, but you can go past it if you're feeling risky. Study Fall is similar to Wario Ware microgames, which isn't a bad thing. It's a game of either playing it safe or pushing the limits, always a fun concept.





27. Power Washer

Have you ever wanted to authentically experience being inside a dishwasher? Well, Power Washer won't help you. Power Washer will give you a fun time, though! This minigame has the solo player spin a water jet-equipped plate with the Touch Screen while the group players must run and jump across the plate to avoid being blasted by the jets. After a certain amount of time, a second water jet will start spraying too! Power Washer is all about predicting and outsmarting the opposition. The solo player must trick the others and catch them off-guard while the group must use their skill and wit to dodge the water jets spinning their way. This minigame is a superb example of how 1-vs.-3 minigames should be. Take note, Gusty Blizzard.





26. Book Bash

The wicked Kamek is at it again, and it's up to the Superstar to take them down on their quest to get the Sky Crystals. Book Bash has two phases. The first has the player fly on a magic book armed with an ink blob cannon across a hallway filled with evil flying books and possessed bookcases. The second is the fight against Kamek, where the player must shoot ink at his face while he attacks you with magic spells and even more books. Once he's inked enough, he'll go crazy and get hit on the head with a large book. Three times over and he's finished. Book Bash is very engaging and has a unique premise that translates perfectly into challenging gameplay. Avoiding Kamek's tricks and traps will test your skills. Now, onwards to Bowser!



1-vs-3

M

25. Shuffleboard Showdown

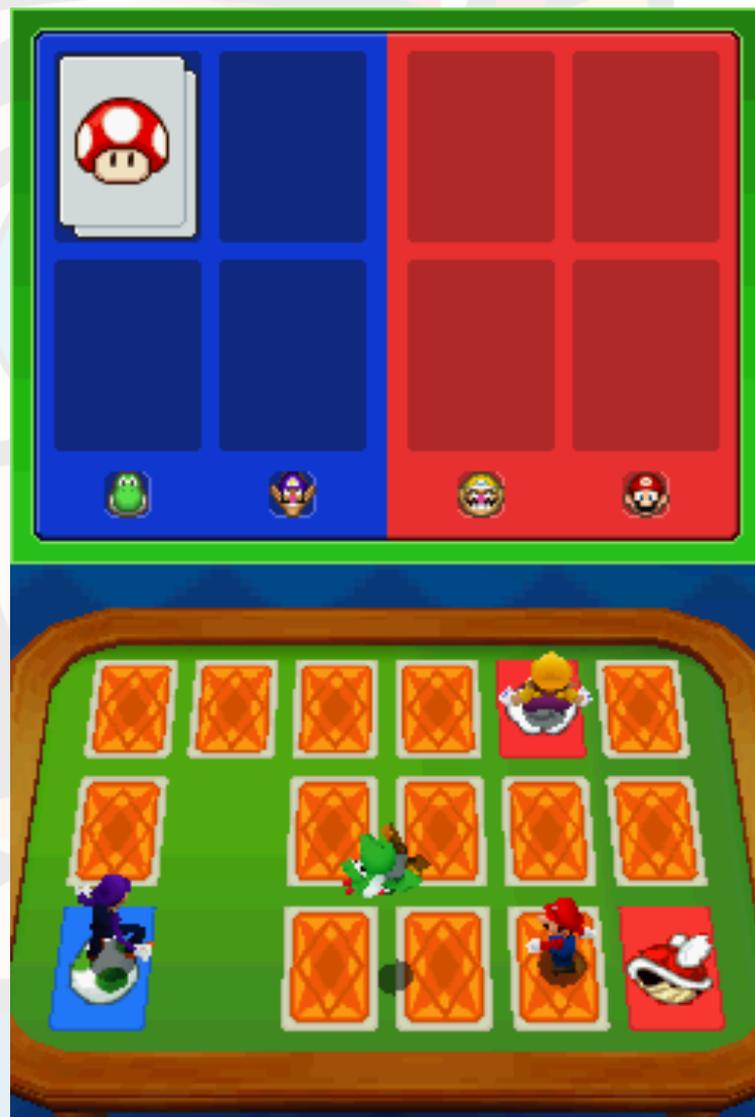
Introducing Shuffleboard Showdown, yet another great 1-vs.-3 minigame. The solo player must use the Touch Screen to send chips flying at the group players. They can be sent slow or fast, straight or zigzagging. The group players must try to avoid the onslaught for 30 seconds. Near the end of the minigame, chips will fall randomly from above, and will stun the group players if they hit them. Chips will be sent flying if hit by another chip, something that the solo player can use to their advantage. This minigame's structure and quality are similar to those of Power Washer. Another minigame where the solo and group players must work to outsmart each other and come out on top. Fun Fact: This minigame isn't in the Korean version.





24. Memory Mash

How does one “mash” a memory? What’s that? The “Mash” refers the Ground-Pounding? Oh. I see. In Memory Mash, two teams compete to get four pairs of cards. To flip over a card, simply press the A button twice to Ground-Pound it into your team’s colour. After a few seconds, the card will flip back over. Two matching cards are often on opposite ends of the board, so you have to work with your teammate to flip over matching cards at the same time. It can get hectic, but always keep your eyes on the card your team and the opponents flip over. Remembering their placements is key to success. This minigame has a solid premise and a fantastic, fair execution. The rush of being neck-and-neck is a blast. Now make like a potato, and MASH!!!



4-Player

Duel

M

23. Call of the Goomba

Here we observe the Goomba in its natural habitat. What a majestic beast. Despite this, it is easily tamed. Enter Call of the Goomba. In the intro, the classic Mario overworld tune will be played. When the minigame starts, the player must swirl the stylus across the arrows on the Touch Screen at a specific and constant speed to recreate the theme heard and draw in Goombas. Swirling too fast or slow will play the theme incorrectly and scare off Goombas. The player who amasses the most wins. This is a unique and pleasant minigame, as it involves the stylus and keeping a consistent rhythm. Slipping up just for a second can cost you the game, so it's crucial to find and stick to the proper speed. Such is life in the Goomba habitat. Truly fascinating.



4-Player

Duel

M

22. Pedal Pushers

Isn't anyone who owns a car or a bike technically a Pedal Pusher? I'm going to have to consult a dictionary later. In Pedal Pusher, 2 or 4 players race across a track in special go-karts. These karts are powered by pressing the Control Pad and ABXY buttons simultaneously or alternatively. As one would guess, faster button presses lead to faster driving. But don't hop onto the track just yet: the player must slow down their button presses when they drive over a watery spot. If they don't, they'll slip out and lose momentum. Nailing the timing in Pedal Pushers is crucial. This is one of those minigames where you can't mess up once if your opponents are skilled. However, some intense and thrilling matches can arise from Pedal Pushers!





21. Rotisserie Rampage

These new meat tenderization techniques are getting very weird. Who knows where Mario and Co. have been stepping? Let's not worry about that though, since we need to avoid getting burned! In Rotisserie Rampage, the solo player spins the meat chunk left and right with the Touch Screen. The group players are on the meat and must run left or right to keep up with the spinning meat and avoid falling off onto the red-hot grill below. It's very reminiscent of Shock, Drop or Roll. Now that I think about it, they're pretty much the same minigame. Doesn't really bother me though, the concept still feels fresh and should be a nice throwback for older fans. This edition also makes use of the Touch Screen! It's like a version for the new generation.





20. Dress for Success

Sometimes, if you want to be something, you have to dress for that something. That means not wearing overalls with three front buttons! Dress for Success is a very basic minigame. A card of one of the characters' head is shown and the corresponding body card is shuffled with other incorrect cards.

Once the shuffling is complete, the player must pick the correct card to gain a star. The first player to three stars wins. Dress for Success is a good old fashioned game of shuffling objects and picking the right one. Some joyous ol' fun for the folks back at home. The stakes are never high when playing Dress for Success, so you can kick back, relax and laugh at the amazingly horrifying character mash-ups. Toad's head on Waluigi's body... it's a sight to behold.



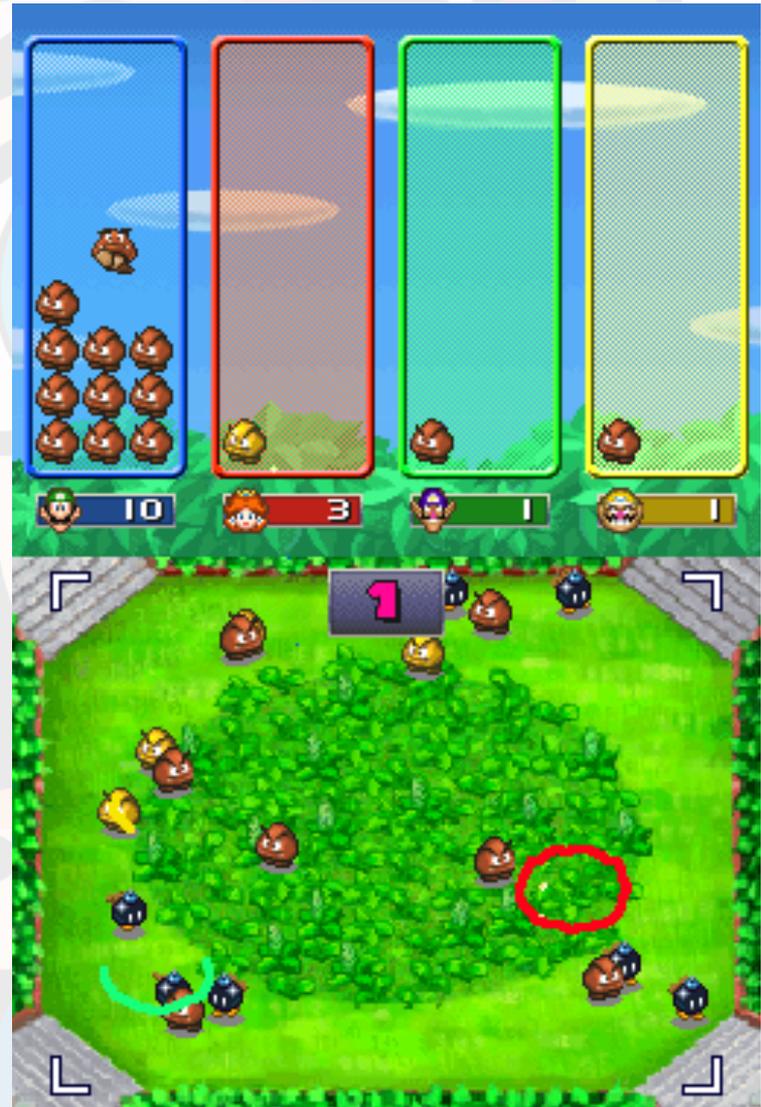
4-Player

Duel

M

19. Goomba Wrangler

Those Goombas are getting' rowdy! Better wrangle 'em up! Yeehaw! That's the name of the game in Goomba Wrangler, where the players use the Touch Screen to collect Goombas running about. In the last five seconds of the minigame, extra speedy golden Goombas worth three points will appear! Draw circles (Or whatever shape you want, really) around Goombas to capture them. Just don't accidentally pick up one of the Bob-Ombs scattered about. If you do, half of your Goombas will be blasted away! This minigame appears first on the list in Minigame Mode, and for good reason. It's a perfect demonstration of the Touch Screen's capabilities. It keeps you on high alert to watch for Goombas and avoid Bob-Ombs. Yeehaw!



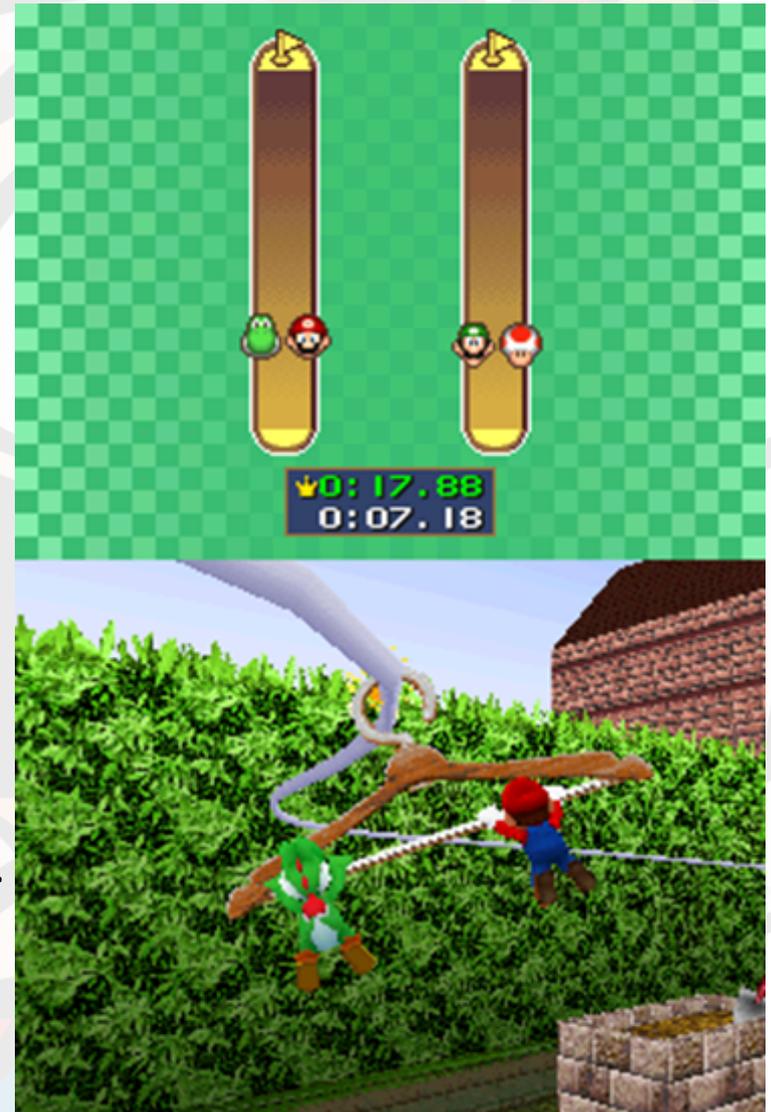
2-Vs:2

Duel

M

18. Hanger Management

Hanger Management is the perfect minigame for honing your hanger management skills! ...okay maybe not. This minigame has two teams of two (Or one, if it's a Duel) gliding on a clothes hanger across an oddly-shaped clothesline. Resting in the middle makes the hanger glide faster, but the player(s) must shift left or right to tilt the hanger to avoid the several obstacles scattered about in this backyard. A "!" command will appear when an obstacle is approaching, which is the queue to swerve out of the way. As with most 2-vs.-2 minigames, working with your teammate is crucial. Deciding how long to glide straight until swerving away is like a game of daring the limits. Just don't break your hanger! Manage it well, please.





17. Bowser's Block Party

You made it past Bowser's Pinball Machine. The Minimizer has been destroyed and our heroes are back to normal size. That won't stop Bowser, though; he's got one more trick up his sleeve. Bowser's Block Party is the final boss minigame, in which Bowser transforms into a dangerous block-like being with three distinct forms. The player must outlive the Koopa King's onslaught, then use a variety of attacks to hit his weak golden spot. When hit enough, Bowser will move on to his next phase. This minigame is a fantastic one. It's one of those that allows free movement and attacking, which are always a treat. Blockhead Bowser is a force to be reckoned with, and the various attack and camera options work to your advantage. Dodge fireballs, seize opportunities and outlast Bowser's fury to win the day! Bowser's Block Party is a marvellous send-off to MPDS.



4-Player

Duel

M

16. Boogie Beam

"...Makes your mind spin, and body rock!" ...What? Wrong DS game? Hmph. Boogie Beam has our beloved heroes demonstrate their dance moves and reaction times. On the cue of the music, a spotlight will shine. It will either shine or not shine on each character, and the player must tap the correct button to gain a point. Whoever ends up with the most points is the winner. This is a very simple minigame, but as Mario Party DS has demonstrated multiple times, that's not a bad thing. Near the end, the spotlight will activate at a quicker pace and in succession, which can easily confuse the player if they aren't in the groove. Always be prepared! *Rock the house!*

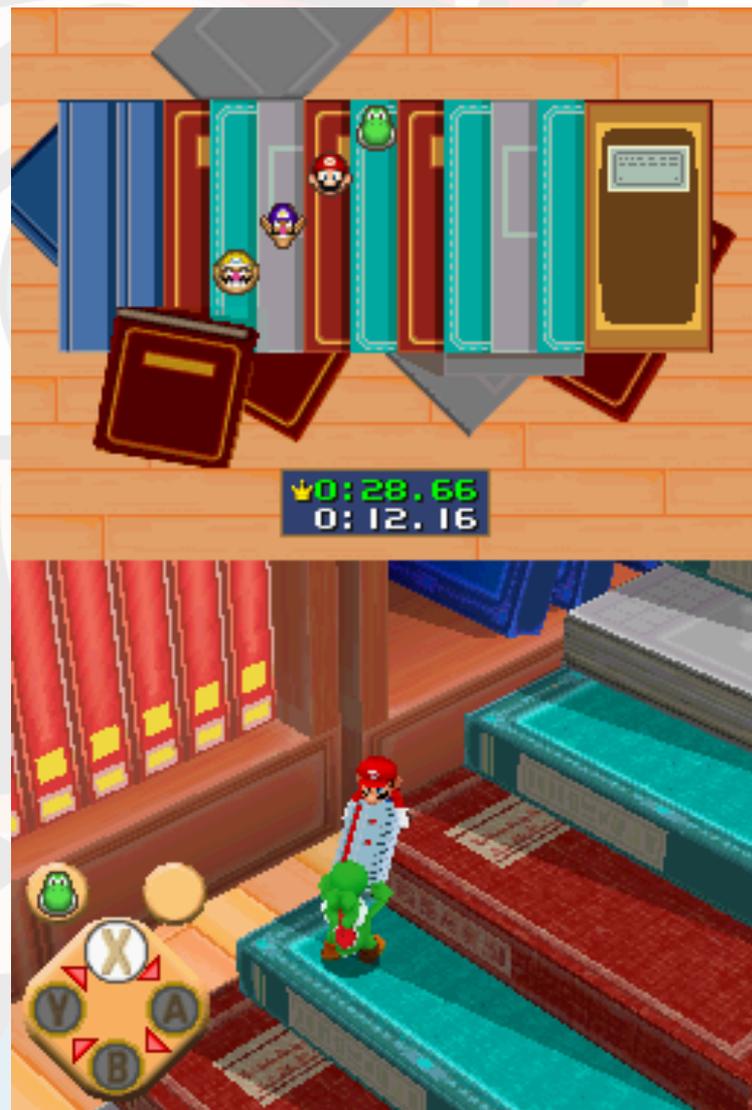


2-Vs:2

M

15. Book It!

There's nothing like a good book. It's too bad that Mario and Co. can't really read a book effectively in their current state. Maybe this is the next best thing? Whatever the case may be, Book It! has the two teams scale a staircase of books. Each player must give their teammate a lift by pressing A, B, Y and X in that order in quick succession, twice. Sounds simple enough, doesn't it? The joy of Book It! comes from how simple it is to lose. If the other team is surpassing you, you're going to mash like there's no tomorrow. But if you miss even one button press, the lifting will stop. Don't get too far ahead of yourself! This minigame only gets better as you play it more, especially with others. Whose muscle memory is the best? Find out with Book It!



4-Player

Duel

M

14. Sweet Sleuth

I hope you have some sharp vision and a sweet tooth, because this minigame is Sweet Sleuth! A Shy Guy with an insatiable appetite for candy has tasked the minisule Mario and Co. with bringing to them the sweet of their choice. The player must drag the correct candy to the top of the Touch Screen to deliver the candy. The candy plate will be restocked periodically, and there are many look-alikes. In Sweet Sleuth, you have to look *while* you leap. You need to grab the correct candy pronto, or risk falling behind. That's where the joy of Sweet Sleuth comes from. It's definitely one of the most frantic takes on this concept, and when it's a Duel minigame? You'll feel like you're on a sugar rush! Winning here is truly a sweet, sweet victory.



2-Vs:2

Duel

M

13. Cucumberjacks

Cucumberjacks's capitalization always struck me as odd, until the Super Mario Wiki revealed to me that it's a pun on "lumberjacks." Looks like I'm not as sharp as those cucumber slicers. Speaking of, those are the main tools to whittle down the cucumber. The player must swipe the slicer on the Touch Screen left and right repeatedly to be the first to slice it up completely, whether it's a Duel or 2-vs.-2 minigame. Cucumberjacks is a fun minigame that uses the mini theme very well. But there's a catch: you have to slice across the entire length of the Touch Screen if you want to win. Longer stylus slices means more of the cucumber will be sliced. Speed is still important, though! Find a healthy balance of both to become the Slicer-er Supreme!



4-Player

M

12. Parachutin' Gallery

They're skydiving with leaves! *LEAVES!* The joys of being tiny. To be honest, I'm a bit jealous. Parachutin' Gallery has the four players glide through five arrays of colourful, patterned panels. The players must attempt to land into the same panel shown on the top screen, while stopping their opponents from doing the same. As the minigame progresses, more and more patterns will appear, making it harder to land correctly. Whoever landed in the most correct panels will win. Much like the leaves being skydived with, this minigame is natural. Having to strategize within yourself, but also hinder your opponents has always been a big part of Mario Party. Parachutin' Gallery is an excellent example of these core, fun values being carried into a minigame.



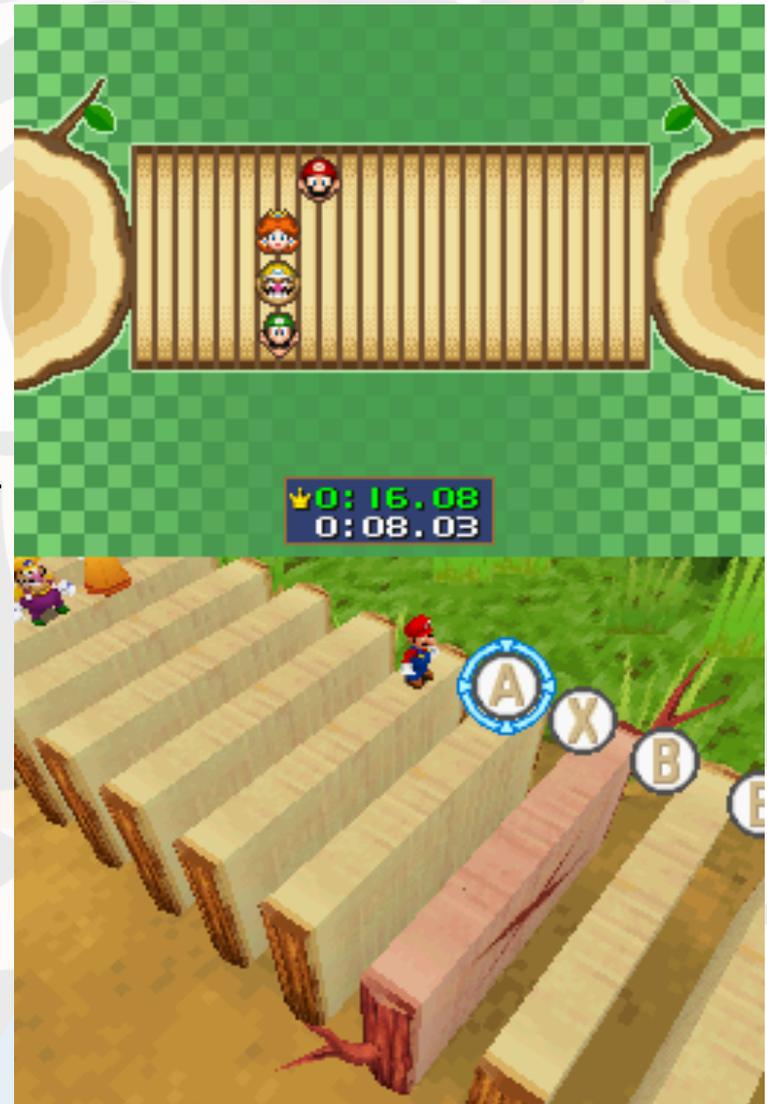
4-Player

Duel

M

11. Domino Effect

Ah yes, the Domino Effect. When one thing leads to another, which leads to another, and repeat. Isn't all of life just one big Domino Effect? Whether you agree or not, this minigame surely is one! Mario and Co. are hopping across a line of falling dominoes, and the player must progress by pressing the next button in line. At first it's just A or B, but X and later Y get added to the bunch as well. If the the wrong button is pressed, the player will be stunned for a second. Out of all the minigames that involve button mashing, this one is by far my favourite. Everything in Domino Effect works to its advantage, and when it's a Duel minigame, the stakes are pushed to their max! One misspress can Domino Effect into so much worse... stay attentive!



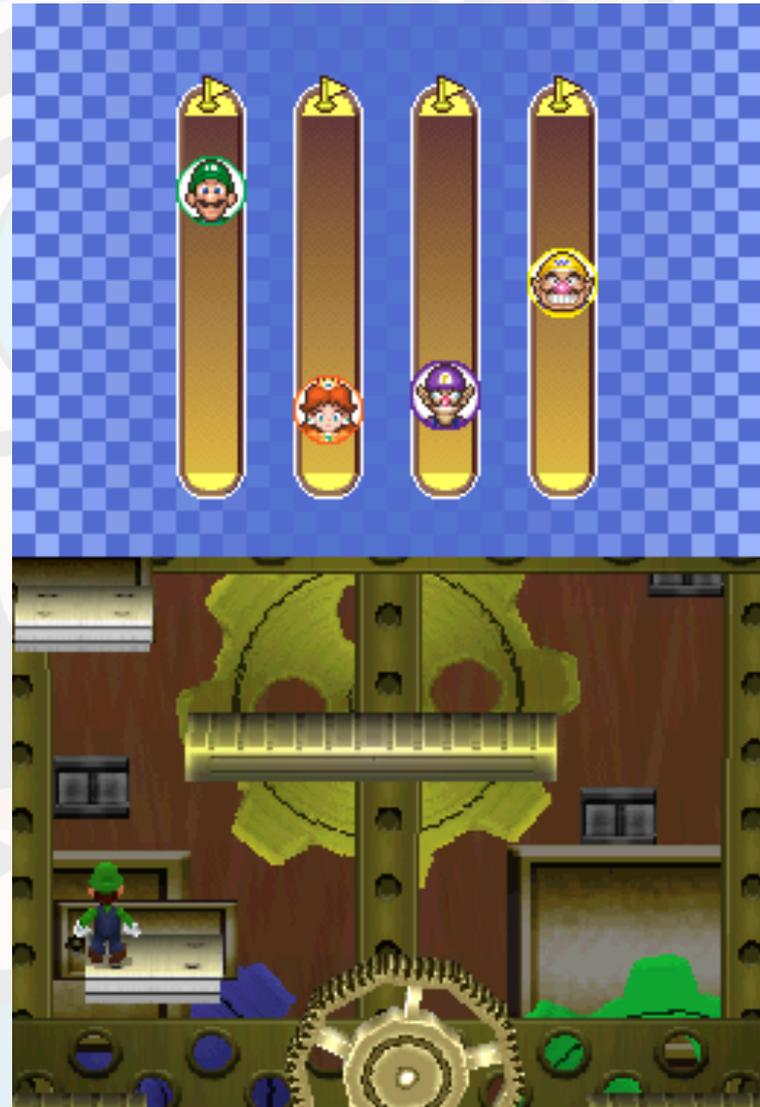
4-Player

Duel

M

10. All Geared Up

Starting off the Top 10 is All Geared Up. I'm not sure about you, but I'm all geared up to talk about these minigames! In All Geared Up, four players race to scale the inner mechanisms of a grandfather clock. There are several ways to reach the final platform, with obstacles ranging from spinning gears to platforms that will periodically disappear. All Geared Up is a mad dash to the finish line. All bets are off (Unless it's a Duel minigame), just reach the goal as fast as you can! This minigame shines in 4-Player, when the chaos of everyone bumping into together can force you to take alternatives. You never know when your normal route is blocked off. Now get to jumping! Time is of the essence, after all. The minigame is in a clock, for crying out loud!



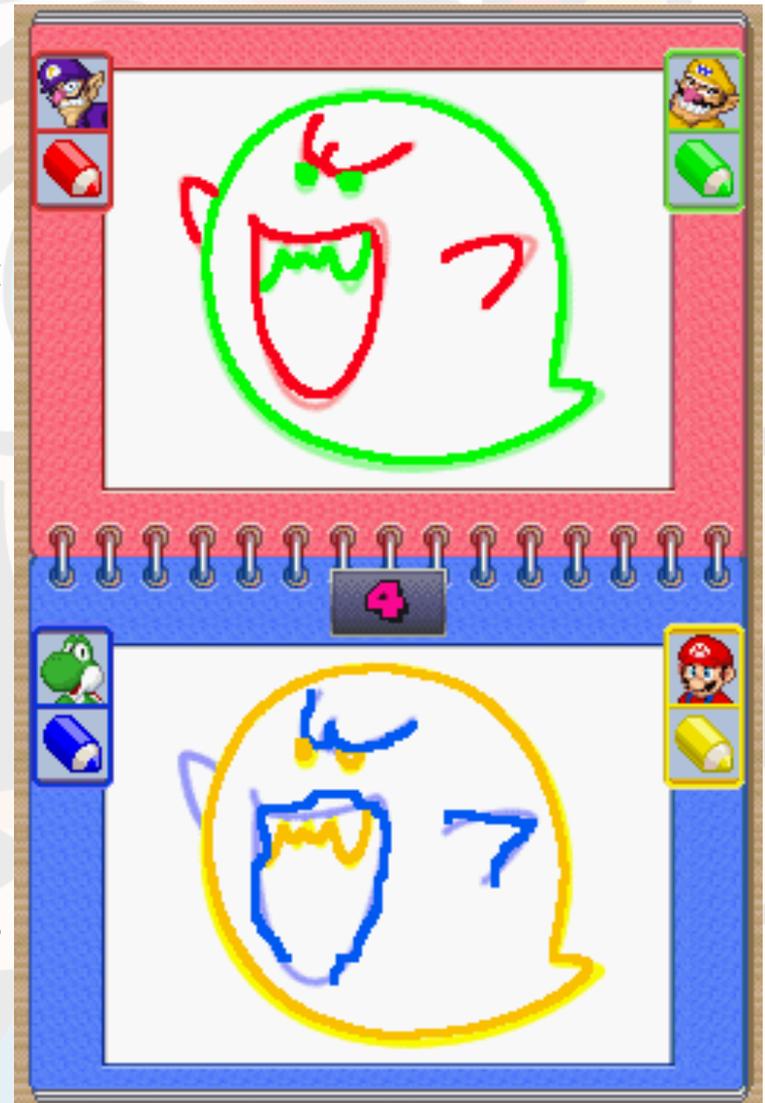


9. Double Vision

Why draw alone when you can draw together?

Introducing Double Vision! Two teams of two will be given an outline of one of four characters. 20 seconds are given to trace over this outline. The outline is split into two colours, one for each teammate to trace.

Once 20 seconds have passed, each individual trace will be given a score based on accuracy, which are then added to their teammate's score to decide the winners. You have to trace as accurately as possible while closely watching the timer. Double Vision executes this concept with flying colours, and seeing how close or far the final scores are can be a good laugh on its own. What I love most is that the Practice Mode, with friends, can be a game all its own. Just drawing whatever you want, it can be hilarious!



4-Player

Duel

M

8. Hedge Honcho

That pond is so close, yet so far. Don't let some hedges stand in your way! Hedge Honcho has our heroes make their way through multiple hedges. The player has to swipe away leaves on the Touch Screen with the stylus to progress. Sometimes, a ladybug will be on a leaf, and it must be rubbed until it flies away to allow the player to continue. If a bee shows up, the player has to wait for it to leave, as if they touch it they'll be stung. Hedge Honcho earns its place in the Top 10 as a minigame that will make you sweat. Having to swipe leaves in all directions, all while watching out for bugs, really makes for one of the most thrilling minigames in Mario Party DS. Words don't do it justice. Play it and see, especially if Stars are on the line!



4-Player

Duel

M

7. Hot Shots

Aim... aim... FIRE!! That might be what you'll say a lot if you're playing Hot Shots. In Hot Shots, four players compete to hit targets with bow-and-arrows. Bowser targets and Kamek targets give 100 and 30 points respectively, but hitting a Toadette target will remove 20 points. If the player lands multiple hits in a row, they'll get bonus points on each shot. If you want to take home the gold in Hot Shots, you'll need speed and accuracy. Align your shot just right, and don't miss! Those bonus points stack up over time, encouraging you to hit any targets you can. Hot Shots is one of the most competitive minigames on this list, which is a substantial part of its large appeal. Take aim and take down some targets! Stars may be on the line!





6. Star Catchers

Why go star-gazing when you can go star-claiming? Far more engaging, if you ask me, and Star Catchers demonstrates how invigorating it can be. Our heroes are watching the sky from atop a chimney, waiting to catch some stars. Stars will appear on the Touch Screen at a slow pace that gradually picks up. To claim a star, the player must tap on it with the stylus. The winner is the one who caught the most stars. Out of every single minigame I've talked about, Star Catchers is THE best one when it comes to reflexes. You need to be quick, sharp and fully awake to get those stars. The satisfaction of stealing one right under the noses of your opponents truly shines in Star Catchers. It's also a Battle minigame, meaning the pooled Coins are split based off of how well you did. Every star counts, so don't give up! Shoot for the Stars!!



4-Player

Duel

M

5. Soap Surfers

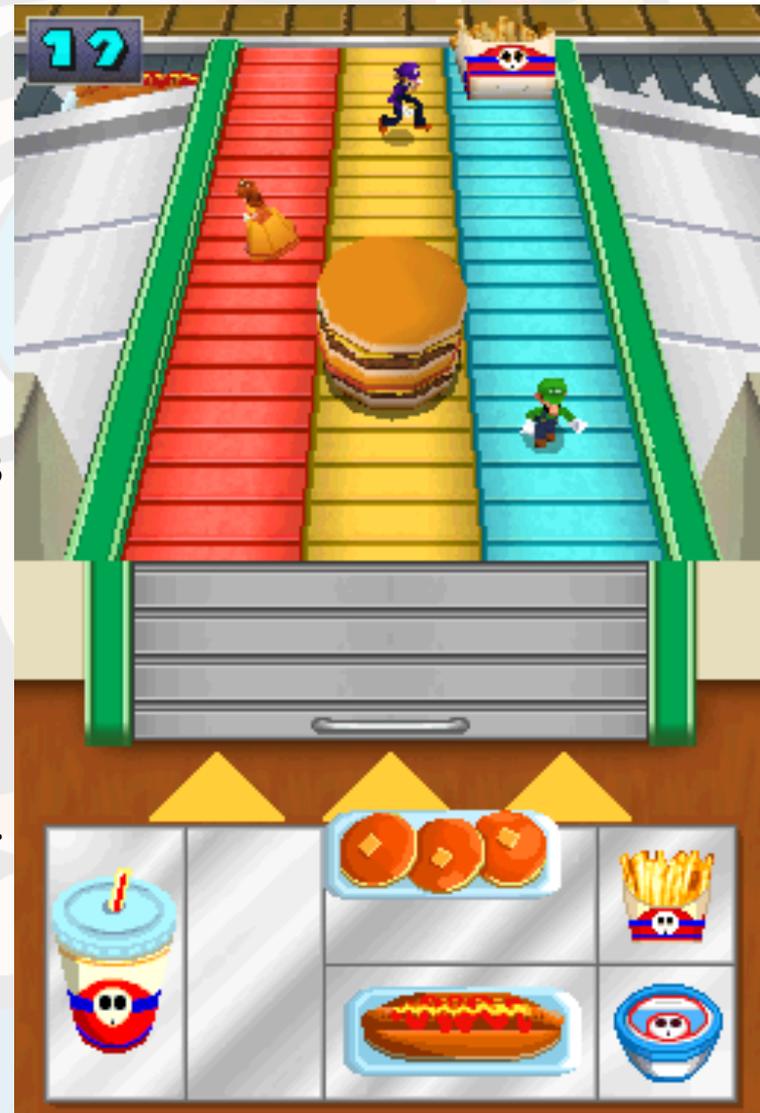
Who would have thought that soap bars could be used for extreme sports? The creativity knows no bounds. Soap Surfers has Mario and friends slip and slide in a sink, attempting to knock each other out of the makeshift arena. The players must use the Control Pad to pilot their soap bar. The last player standing wins. Soap Surfers is one of the best executions of the theme of our heroes being shrunk. Surfing in a sink atop soap bars? I'd love to do that if I were tiny! In addition, the controls are very tight despite the slippery nature of Soap Surfers, allowing you to slide around with ease. Just don't get too close to the edge! Soap Surfers is an ingenious and fun minigame that earns its spot in the Top 5. Well done, Soap Surfers!





4. Fast Food Frenzy

Fast Food Frenzy, taking *fast* food to a whole new level! The group players run along a conveyor belt, trying to dodge the onslaught of high-calorie foods being dished out by the solo player. Certain foods have unique effects, such as the pancakes slowing the group players down. If a group player is pushed to the end of the conveyor, they are eliminated. Fast Food Frenzy is a creative 1-vs.-3 minigame that's plenty of fun for both sides. Despite the nature of fast food, there's a layer of depth to be had. The group players must quickly plan out the safest route, while the solo player must build the most dangerous path they can. The theming here is also as strong as ever. Being pelted with fast food is the kind of craziness you'd come to expect from Mario Party. Whether you're dodging the food or the one sending it out, Fast Food Frenzy is a blast to play. A lot better than real fast food!



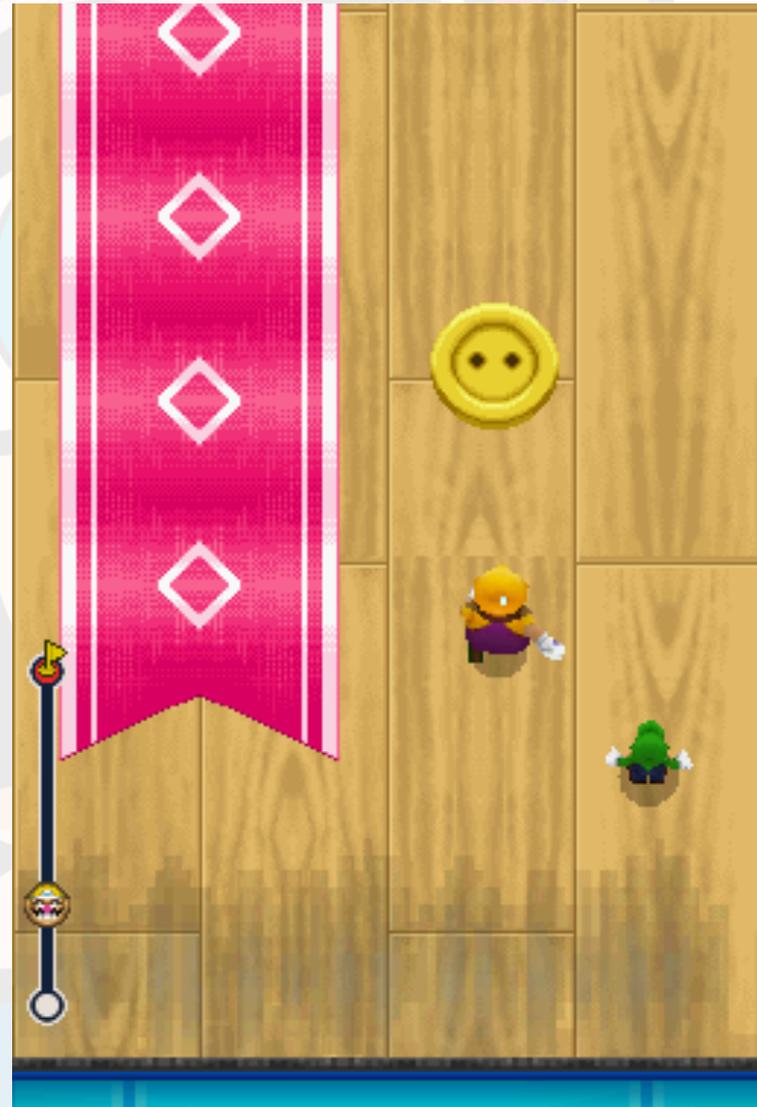
4-Player

Duel

M

3. Dust Buddies

None of the threats our tiny heroes have faced thus far can compare to the greatest one of all: *the vacuum cleaner*. In Dust Buddies, a seemingly possessed vacuum chases the characters through a hallway littered with obstacles that can trip them up, such as ribbons and buttons. If the player gets hit by the vacuum cleaner, they're sucked into it. The winners are the players who reach the safe zone, or simply the last one standing. Seeing as it's 3rd Place, Dust Buddies is one of my all-time favourite Mario Party minigames. Its use of Mario Party DS's theme is nearly unrivalled, and the frantic nature of the minigame is a joy to experience. Will you hinder your opponents or simply save yourself? Victory can be one jump away, yet defeat can lurk after every misstep. Don't slip up! For how darn fun it is, I can award Dust Buddies the bronze medal with pleasure.



2-Vs:2

M

2. Cube Crushers

In hindsight, I should have brought a sweater with me. Cube Crushers has two teams stuck in an icy maze who must compete to be the first to escape. There are two buttons that both teammates must press to open the door and advance to the next level. There are three levels, filled to the brim with snow blocks that are unbreakable without a Super Star, and ice blocks that can be broken by punching them with the B button. Super Stars can be found in the ? Block, as well as spiky balls that freeze the player. Cube Crushers is an AMAZING minigame. It's as thrilling as it is chilling! Slipping through the maze in a mad dash to the button, blasting through with a Super Star, getting frozen and desperately trying to break free while your partner rushes to save you, that "hurry-up!" feeling when the top screen shows the other team moving on... it really puts the pressure on you to blast through the maze. Not only that, but the usage of the theme, with the characters trying to escape a FREEZER, is wonderful. Cube Crushers is 100% worthy of 2nd.





However... there can be only one 1st Place. Without further ado, the Mario Party DS minigame that takes the throne is...



4-Player

Duel

M

1. Camera Shy

This is it. We've reached the end of the list. My pick for the best Mario Party DS minigame is Camera Shy. Camera Shy has 2 or 4 characters attempt to track each other down in a wheat maze. They each have cameras, and a player must take a picture of every other player to win. There is a map on the top screen, and the icons of other players will appear for a second if a picture is taken of them. Camera Shy... where do I even begin? This minigame has stuck with me like no other. The developers struck gold with Camera Shy, as it is immensely enjoyable. Chasing down the other players while watching your own back is an experience which Camera Shy cranks up to 11. When you take a picture, your camera must take a few seconds to recharge, meaning you cannot waste a single shot. This is even more prevalent when it is a Duel, as the waiting time can cost you the game. You must be ready when you find your opponent. Camera Shy's endearing charm can't truly be put into words. Something about its pacing, its gameplay, its often-enthralling matches for victory has captured my heart. I'm sure many would agree, as Camera Shy is well-remembered amongst people who enjoyed Mario Party DS. I would go as far as to say Camera Shy is one of my favourite minigames in the entire series. I thoroughly enjoy it every time. I'm not shy to say that Camera Shy deserves all the praise it gets, and has earned its spot as 1st Place on this ranking.





Conclusion

There you have it, folks. My ranking of every single minigame in Mario Party DS. It was a joy to write this ranking, and I hope you all enjoyed reading it. Going through each minigame made me question my thoughts on some, and made me appreciate others even more. It was a big nostalgia trip for me that reminded me of my childhood. Days long gone...

Truth be told, I actually had this ranking lying around far before I heard of the Super Mario Multiverse 2020 Collab. However, I hadn't wrote any paragraphs, it was just titles and images. When I was told of the collab back in August of 2019, I decided to get my old ranking and elaborate on it. I shuffled around many minigames, boosting some and deranking others. Also, remember that this is 100% my opinion. If you disagree, that's okay. We all have different tastes, after all.

Before I go, I want to sincerely thank you for reading this ranking. Mario Party DS is a game I hold dear to my heart, and I'm happy to have gotten a chance to share my love for it. I have so many good memories of this little game. Aside from a few of the minigames at the very bottom, I've found enjoyment in all of these minigames. It's a shame that the 3DS Mario Party titles made less use of the Touch Screen. Well, that's all I have to say. Once again, thank you for reading my ranking!



Super Mario Multiverse Collab 2020

Wahoo! You are a Super Reader! But the adventure doesn't stop here... There's more of this project in another castle! This article is just one level in an entire Super Mario Multiverse, a galactic collaboration between writers around the world sharing a bit of our hearts and memories about our favorite Mario games. Visit the Center of the Multiverse to see more:

<https://thewellredmage.com/2020/03/10/center-of-the-mario-multiverse/>



Thank You!

terimakasih.

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