

MARIO PARTY 10

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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console. You can change the console language in  System Settings.

- ◆ In-game screenshots in this manual are of the English version of the software.
- ◆ Where necessary to clarify which part of a screenshot is being referred to, references to on-screen text in these screenshots will include the English text in [square brackets].

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id_4=883

Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console. See  [6](#) for details.



- ◆ To play multiplayer modes, each player needs a separate controller.
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ A sensor bar is required when using the Wii Remote/Wii Remote Plus. For more information about sensor bar placement, read the Wii U Operations Manual.

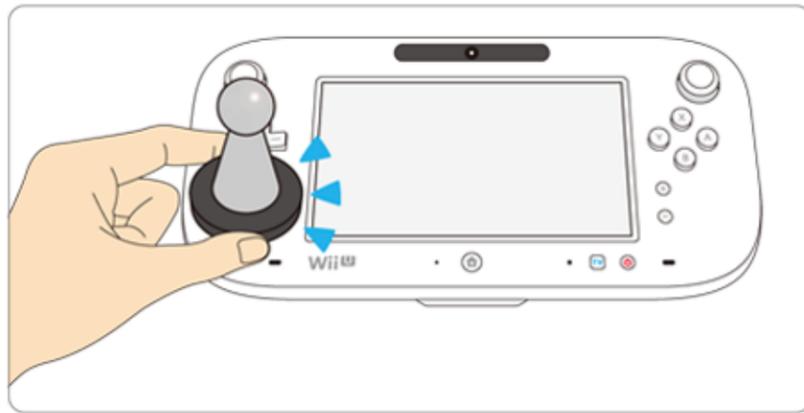
Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.



Surround Sound

This software supports Linear PCM surround sound. To enable surround sound output, select the TV option in the  System Settings application, then set the TV Sound Output Type to Surround.



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (☐) on the Wii U GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game. For details on compatible amiibo and other information, visit: <http://amiibo.nintendo.eu/>

- ◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to Wii U Menu ⇒  System Settings ⇒ amiibo Settings.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒  System Settings ⇒ amiibo Settings and reset the data.

Connect to the internet to enjoy the following feature:

- Miiverse™
- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu. The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts the in-game ability to view or post to Miiverse.
Miiverse	Restricts posting/viewing of photos taken in Photo Studio  14 . The Miiverse screen can also be prevented from being displayed before beginning a party.



Menu Controls

	Wii U GamePad	Wii Remote (Vertical)
Highlight menu items	+ / ⌚	+ / Point at the item
Select menu items	A / Touch the item	A
Back	B	B
Change menu page	L R / ZL ZR (when there are multiple menu pages)	+ / - (when there are multiple menu pages)



Party Controls



Wii Remote controls

In a party, players move around the board using the Wii Remote held vertically.

Select a Dice Block to roll	+ left/right or point at a Dice Block
Confirm selection, roll Dice Block	A
Change the size and speed of a spinning Dice Block	Shake the Wii Remote (after selecting a Dice Block)

View route	
Access the pause menu	

GamePad controls

In Bowser Party  , the player controlling Bowser uses the GamePad. And in amiibo Party  , players use the GamePad when using amiibo.

◆ Bowser Party controls

Roll Dice Blocks	Quickly raise the GamePad while holding down  and 
Access the pause menu	

Playing With amiibo

You can use amiibo when the icons shown in the screenshots below are displayed. Hold the base of an amiibo to the NFC touchpoint () on the GamePad to access various in-game features. 



Minigame Controls

In minigames, there are various ways to use the Wii Remote. Instructions are shown in a video before the start of each minigame.



◆ Some minigames require you to use the GamePad.

In Mario Party games, players roll Dice Blocks to advance through fun and engaging board games while competing in minigames.

In this game, there are three kinds of party mode!



Bowser Party (1 to 5 players)

9

One player can play as Bowser as he chases Team Mario (up to four players) around the game board, wreaking havoc and trying to

prevent them from finishing the game. Team Mario works together to overcome Bowser's sinister minigames and reach the goal.



Mario Party (1 to 4 players)

11

Players ride a shared vehicle and collect Mini Stars as they advance through the board. The player who has the most Mini Stars at the end of the game wins.



amiibo Party (1 to 4 players)

12

Use amiibo that are compatible with this game to play an amiibo Party! Players move around the board, collecting coins to purchase

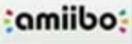
Stars with. The player with the most Stars at the end of the game wins.





Other Features

Use your amiibo to get an amiibo Bonus, play extra games in Bonus Games, or visit Toad's Room to access the Shop and enjoy taking photos in the Photo Studio.  14

Make a selection from the main menu. Select  to see what you can do with amiibo in the game.



- ◆ You can view this electronic manual by selecting  on the main menu or pause menu.



Starting a Bowser or Mario Party

Choose the number of players, the characters each person will control, and the strength of the computer-controlled characters (COM). In Mario Party mode, you can also change the number of players that join. After selecting a board, select "Start Game" to start the party.

- ◆ You can change the game settings by selecting  on the board selection screen.



Board Selection

In addition to the normal game boards, you can choose Free Play or Coin Challenge (only in Mario Party mode).

Free Play	Choose minigames and battle it out.
Coin Challenge	Battle it out for the most coins in the chosen minigames. (You can choose to play minigames 3, 5 or 7 times.)



Game Settings

You can set the assistance level for each player, and you can also select a vehicle and a minigame set (a specific selection of minigames). The settings may vary depending on the type of party you're playing.



Starting an amiibo Party

Use an amiibo compatible with this game on the main menu to open up the amiibo Party option! In amiibo Party, you use amiibo to choose characters and set up the board.



Player and Character Settings

Once you've chosen the number of players, you can add amiibo to the party using the GamePad. As long as one player uses an amiibo to join, other players can join without using an amiibo by selecting one of the characters on screen. On this screen, you can also select the COM players you want to use and how strong they should be. Once you're happy with your selection, select "Next".



Selecting a Board

Use your amiibo and their Board Tokens to make changes to the board. Once you're happy with the board, select "Start Game" to begin the party.

◆ Select  to adjust the game settings.



1 Board Sections

Each board is made up of four sections. Different events occur depending on the board type selected.

2 Available Board Tokens

Choose "Select Tokens" and touch your amiibo to the NFC touchpoint to see a list of all Board Tokens saved on those amiibo. You can use these Tokens to change the selected section of the board.

Saving Data

Game progress is automatically saved at various times, such as when you finish a party.

- ◆ You can delete save data in Data Management in System Settings () on the Wii U Menu.
- ◆ The Tokens that an amiibo obtains during play will be saved during the awards ceremony once the party's finished.

In Bowser Party, Bowser and Team Mario battle it out.



1 Team Mario

The Special Dice Blocks  held by the team and the number of hearts  each player has will be displayed. Hearts represent the amount of hit points each player has. If a player loses all their hearts, they get knocked out of the game.

2 Current player and team Dice Blocks

Aside from the normal Dice Block on the far left, the team as a group can have up to three Special Dice Blocks.

3 Bowser's anger level

Bowser's anger level may change depending on how the other players progress through the stage. Watch out for the "Bowser's angry!" warning. When you see that, more Bowser-friendly minigames will appear.

4 Distance between Bowser and Team Mario



View Route

If you press  before rolling a Dice Block, you can check the route that you will proceed along and get a description of each space.



5 Space description

6 Distance from current space



Rules and Victory Conditions

The four players in Team Mario progress through a board on the same vehicle, and Bowser chases after them. Bowser wins if he knocks out all four players before the vehicle reaches the goal, and Team Mario wins if at least one player reaches the goal and gets the Super Star.



Team Mario

Players on Team Mario take turns rolling Dice Blocks and moving the vehicle the number of spaces shown. When your turn comes, select a Dice Block to roll. The Dice Block starts spinning when you select it with **(A)**. Press **(A)** again to roll the Dice Block.

- ◆ After selecting a Dice Block, you can change its size and the speed at which it spins by shaking the Wii Remote.



Dice Blocks

At first, you can only use normal Dice Blocks. You can win other types of Special Dice Blocks by progressing through the board, but they disappear once you use them.



Normal Dice Block

Has numbers from 1 to 6.



1-2-3 Dice Block

Has numbers 1, 2 and 3.



4-5-6 Dice Block

Has numbers 4, 5 and 6.



1-2-3 Slow Dice Block

Has numbers from 1 to 3 and slowly cycles through them.



Slow Dice Block

Has numbers from 1 to 6 and slowly cycles through them.

★ Spaces

Various events occur depending on the space your vehicle stops on. Some events may occur simply by passing over a space. You can see descriptions of spaces on the View Route screen. 

Bowser

Once Team Mario has stopped moving, Bowser gets a turn. Bowser rolls multiple Dice Blocks and automatically advances in an attempt to chase down the vehicle.



◆ No events occur when Bowser lands on a space but stops short of catching Team Mario.

Bowser Minigames

When Bowser catches Team Mario, a Bowser Minigame begins, pitting Team Mario against their giant nemesis. When the Bowser Minigame ends, each player on Team Mario loses hearts depending on the results. Players who lose all of their hearts are knocked out of the game.



Players Who are Knocked Out

Players who are knocked out fall out of the vehicle and cannot roll Dice Blocks or advance through the board with the rest of Team Mario. Instead, when their turn comes, they can win a Special Dice Block for the other players to use.

- ◆ Players who are knocked out can regain hearts if their team members win some for them. Players who have regained some hearts can rejoin their teammates in the vehicle.

In Mario Party, everyone moves around the board in the same vehicle.



1 Player information

The top row shows the Special Dice Blocks available to the player, and the player's rank. The bottom row shows the number of Mini Stars ★ the player has.

2 Current player and current player's Dice Blocks

Aside from the normal Dice Block on the far left, each player can have up to two Special Dice Blocks.

3 Remaining locks on Bowser's cage

This is the number of remaining locks that are keeping Bowser locked up. When this number reaches 0, Bowser will escape!



Rules and Victory Conditions

Progress through the board while collecting Mini Stars. The party ends after the players defeat the final boss. The player with the most Mini Stars wins.



Bonus Stars

Before the party ends, Bonus Stars will be distributed. Players who fulfilled certain Bonus Star conditions can receive 10 Mini Stars as a bonus.



Moving the Vehicle

The current player rolls a Dice Block and moves the vehicle forward the number of spaces shown. Special events may occur based on the spaces players land on or pass through.

- ◆ Only the player who rolled the Dice Block will lose or gain Mini Stars or Special Dice Blocks when landing on or passing through a space. However, in some situations, like in the home straight, these effects may happen to all players.



About Dice Blocks

In Mario Party mode, in addition to normal Dice Blocks, the following Special Dice Blocks can appear:



Double Dice Block

You can roll two Dice Blocks.



1-2-3 Dice Block

Has only numbers 1, 2 or 3.



4-5-6 Dice Block

Has only numbers 4, 5 and 6.



0-1 Dice Block

Has only numbers 0 and 1.



Slow Dice Block

Numbers from 1 to 6 cycle slowly.

- ◆ When a zero shows up on a 0-1 Dice Block, the player stays where they are without receiving the effect from the space they're on.



About Minigames

When the vehicle stops on a Minigame Space (and

at various other times during a game), a minigame will begin.

Free-for-All	Players receive Mini Stars depending on how well they place.
Battle Minigame	All players give up some Mini Stars before the battle. The Mini Stars are divided up among the players depending on how well they do during the minigame.
2 vs 2	Players divide into teams of two and battle it out. The team that wins receives Mini Stars.
1 vs 2 or 3	One player battles against a team made up of the other players. The winning side receives Mini Stars.



About Boss Battles

In Boss Battles, everyone battles against the boss. Players get points when they successfully attack the boss, and the results are determined by the total points acquired. After the boss is defeated, players receive Mini Stars based on the results.



Bowser's Escape

When players roll a Dice Block, one of the locks on Bowser's cage will be removed if the number shown on the Dice Block



matches the number of the lock. When all locks have been removed, Bowser escapes his prison cell and steals half of the Mini Stars of the player who removed the last lock. He also spreads Bowser Spaces around the board.

- ◆ On one board, you'll find an imprisoned Toad. Help him out!

On the main menu, touch an amiibo to the NFC touchpoint to open up amiibo Party for more fun game options.

◆ **Compatible amiibo**

- Mario
- Luigi
- Peach
- Toad
- Yoshi
- Wario
- Rosalina
- Donkey Kong
- Bowser

◆ When using an amiibo for the first time, you'll register an owner name and nickname in amiibo Settings.



When using amiibo...

- Your counter will change to look like the amiibo.
- You can change the base of the counter.
- You can equip Tokens. When you've equipped a Token, you can use it during a party to get that particular effect.
- You can change the entire board to your amiibo character board or use Board Tokens to change each individual section of the board. 



Saving items to amiibo

In amiibo Party, you can save Tokens and bases to your amiibo.

◆ You can play using an amiibo with game data from another game saved to it, but you will not be able to save any items you collect. If you want to save the items, you should delete the game data. 

In amiibo Party, each player moves their own game counter.



1 Player information

Players can check their current rank and the number of Stars  and coins  they have. Players' Special Dice Blocks are displayed above and to the right of the character icons.

2 Current player and current player's Dice Blocks

Aside from the normal Dice Block on the far left, each player can have up to two Special Dice Blocks.

3 Rounds

A single round usually consists of players taking turns to roll and move. From the second round onwards, the players take part in a minigame at the start of the round. The players continue play in this fashion.



Rules and Victory Conditions

Progress through the board while collecting coins which can be exchanged for Stars. After 10 rounds, the party ends. The player with the most Stars wins. If multiple players have the same number of Stars, the player with the most coins will be the winner.



Move Game Pieces

The current player rolls a Dice Block and moves

their counter forward the number of spaces shown. Special events may occur based on the spaces players land on or pass through.

Special Dice Blocks

In amiibo Party, in addition to normal Dice Block, the following Special Dice Blocks can appear:



Double Dice Block

You can roll two Dice Blocks.



1-2-3 Dice Block

Has only numbers 1, 2 or 3.



4-5-6 Dice Block

Has only numbers 4, 5 and 6.



Slow Dice Block

Numbers from 1 to 6 cycle slowly.



Reverse Dice Block

Move backwards the number of spaces shown on the Dice Block.

About Stars

Players who reach a Star Space can trade 20 coins to get a Star. Once someone gets that Star, a new Star appears on a different space. A home straight event occurs from the eighth round onwards allowing players to trade 40 coins for two Stars at once on Star Spaces.

Tokens

When someone gets a Star, a Token will appear somewhere on the board (and will disappear after a while). The player who can get to the Token can keep it and save it to their amiibo.



Using a Token

Players with amiibo can use the Token they chose at the start of the party just once. But if they get another Token during the party, they can use that once too!



About Minigames

From the second round onwards, there will be a minigame at the start of each round.

- ◆ The rules of minigames played in amiibo Party are the same as in Mario Party mode.
- ◆ If you use the Bowser amiibo, Bowser minigames will take place.
- ◆ Only one player can join using a Bowser amiibo.



Bonus Games

<p>Badminton Bash (1-4 players)</p>	<p>Face off against another player in a singles match, or team up for a two-on-two doubles match.</p>
<p>Jewel Drop (1-2 players)</p>	<p>Aim for a high score in a solo game, or go head-to-head against another player.</p>
<p>Bowser Jr. Challenges (1 player)</p>	<p>Face off against Bowser Jr. in some special minigames.</p>
<p>Minigame Tournament (1-8 players)</p>	<p>Battle it out in an 8-way minigame elimination tournament. The character left standing at the end is the winner.</p> <ul style="list-style-type: none"> ◆ Although 8 players can join, only four players will be playing a minigame at any one time.
<p>Bowser Challenge (1 player)</p>	<p>Use the GamePad to play as Bowser, and try to knock out members of Team Mario. Play 10 minigames, and collect as many hearts as you can.</p>



Toad's Room



Shop

By playing parties or fulfilling various conditions, players can complete Mario Party Challenges and obtain Mario Party Points. With Mario



Party Points, players can get various kinds of bonus items in the shop.

★ Mario Party Challenge List

Fulfil various conditions while playing the game to complete the Mario Party Challenges. Here you can check the completion status of Mario Party Challenges, the completion conditions, and the Mario Party Points that each challenge is worth.

★ Photo Studio

You can select characters and backgrounds and take photos of them. (Additional characters and backgrounds are available in the Shop. You can also use compatible amiibo. ) You can save and view the photos you've taken in the album and share them with other players by posting them to Miiverse. By selecting "Album" ⇒ "View Miiverse Photos", you can see photos that other players have posted to Miiverse.

- ◆ For information about Miiverse, see the Miiverse section of the Wii U electronic manual. Access the Wii U electronic manual from the Wii U Menu by pressing  to open the HOME Menu, and then select .
- ◆ You must connect to the internet and set up Miiverse before you can use these online features.

★ Music

Listen to music from the game.

Credits

See a list of people who made this game.

Miiverse Setting

Adjust the Miiverse setting.

amiibo Bonus

Each amiibo can get an amiibo Bonus once a day.

- ◆ Touch a compatible amiibo  to the NFC touchpoint to get a base.
- ◆ If you use any other amiibo, you can win Mario Party Points in the Scratch Bonus challenge.

IMPORTANT: This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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This software is based in part on the work of the Independent JPEG Group.

Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com