

= Mario Party 5 =

Mario Party 5 ( Japanese : ????????5 , Hepburn : Mario P?ti Faibu ) is a party video game developed by Hudson Soft and published by Nintendo . It is the second game in the Mario Party series for Nintendo GameCube . It was released in North America on November 10 , 2003 ; in Japan on November 28 , 2003 ; and in Europe and Australia on December 5 , 2003 . Mario Party 5 is the fifth installment in the Mario Party series .

The game is set in the fictional world of the Dream Depot , consisting of seven game boards . The single @-@ player " Story " mode involves the player winning multiple games against the Koopa Kids to prevent Bowser from conquering the Dream Depot . The main multiplayer game mode consists of four characters from Mario series playing a board game , with each board having a set theme . The game also features several minigames , which are played after every set of turns . Mario Party 5 introduces the " Super Duel " mode to the franchise , which requires players to assemble and control custom made battle vehicles which can be used in combat against other machines . The game features ten playable characters , with playable debuts to the series from Toad , Boo , and Koopa Kid .

Mario Party 5 received " average " reviews by the media ; reviewers enjoyed the new minigames of the series , although a perceived lack of originality was criticized . The game became part of the Nintendo Player 's Choice label in 2004 , and won the Console Children 's Award at the 2004 Interactive Achievement Awards .

= = Gameplay = =

Mario Party 5 retains the fundamental gameplay featured in previous installments , which is based upon a themed board game played by characters of the Mario series . The player 's objective is to obtain the most stars by the end of the board game , which are usually purchased when passing the designated star space on the game board . Coins are earned mainly by winning minigames , which occur after all players have rolled the die . " Party Mode " is the main multiplayer mode , and involves four characters competing in a standard board game either independently or in opposing pairs . As with its predecessors , players can adjust the number of turns in a game by multiples of five , and determine the difficulty of artificial intelligence opponents , among others .

Mario Party 5 features ten playable characters , including three additional characters to the series : Toad , Boo , and Koopa Kid . Hudson omitted Donkey Kong as a playable character from the series in this installment , instead featuring him in the " DK space " , which initiates an event granting the possibility of a star or coins whenever landed on . Like previous installments , blue and red spaces add or deduct three coins from players when they land on them . " Bowser spaces " return from Mario Party 4 . While the series ' predecessors used item shops as a means to obtain items , Mario Party 5 introduces the capsule system . Capsules are containers that hold a single item which are acquired when passing the " Capsule Machine " on the board . The items contained within them serve a variety of purposes , from increasing the range of the die and thus movement , to deducting ten coins from an opponent . The capsules can only be thrown up to ten spaces ahead of the current position . During a game , the gameplay is altered for the last five turns with the options selected randomly via a roulette wheel ; such changes include tripling the coin benefit or deficit from coloured spaces .

The game 's boards incorporate the theme of the Dream Depot , with each having " Dream " at the end of the board 's title , except for the " Bowser 's Nightmare " board . Themes of the boards include dreams of toys and treasure hunting , among others . Each board consists of multiple types of spaces , some of which grant special types of minigames that cannot be accessed regularly . Some spaces , specifically " happening " spaces , will incorporate the relevant theme ; for example , a giant robot resembling Mecha Bowser will shoot any character back to the start when landing on its " happening " space in the Toy Dream board .

Players can choose to play minigames separate from the board game context via " Minigame Mode " . The minigames are categorized by their character structure , with " 4 @-@ player " , " 1 vs. 3 " ,

and " 2 vs. 2 " available . Besides these standard versions , there are also the " DK " and " Bowser " minigames , which are themed to reflect their titular character ; " Battle " minigames are retained from the previous three Mario Party games . " Duel " minigames , which involve two players competing against each other , are re @-@ introduced . The set of minigames are available without a structure ( " Free play " ) in this mode , but can be formatted into tournaments and separate objectives like in " Mini @-@ game circuit " , involving the characters winning minigames to reach the finish line first . A total of 75 minigames can be played , but they all must be unlocked via " Party mode " and " Story mode " before they can be played in " Minigame Mode " . In " Bonus mode " , a set of three larger games that do not appear in usual play can be accessed ; this involves a card @-@ based board game ( " Card party " ) , as well as Beach volleyball and Ice hockey .

Mario Party 5 introduced the " Super @-@ Duel Mode " , a game involving the player assembling and controlling a combat vehicle . Each component of the vehicle can be bought separately ; these do not necessarily have to fit with other parts stylistically , and contribute to the vehicle 's general statistics regarding fields such as health and speed . Once the vehicle is assembled and named , it can engage AI or human opponents in a single match or in tournaments . Variants of this are available , including a capture the flag mode and another requiring the player to shoot mechanical rabbits .

= = = Plot and setting = = =

The story mode in Mario Party 5 is completely different from the story modes of Mario Party 3 and Mario Party 4 . Players face three Koopa Kids ( red , green , and blue ) . The only way to defeat them and clear the board is to take all their coins away , mostly by beating them in minigames . Players must take all coins from a Koopa Kid to defeat him . If players lose all of the coins or don 't defeat the Koopa Kids within fifteen turns , the game is over . After players win five boards , they face Bowser in a final stage mini @-@ game called " Nightmare " , which is a one @-@ on @-@ one mini @-@ game with Bowser . There are four parts to the battle . First , players go against Mechakoopas ( robotic versions of Koopa Troopas ) . Next , players have to move and jump around to avoid three rings of fire for a short time . Then players face Bowser directly ; they must make him jump onto a tile three times to clear the third part . The final part of the minigame is the final battle , where Bowser grows . After throwing fireballs and hitting Bowser with them five times , the game is cleared and the final board is unlocked .

= = Development = =

Like its predecessors , Mario Party 5 was published by Nintendo and developed by Hudson Soft . It is the first Mario Party game to have Donkey Kong as a non @-@ playable character . It is also the first Mario Party game to have Wario wearing his current short @-@ sleeve shirt . It is the last Mario Party game where Daisy is voiced by Jen Taylor ; for later games , Jen Taylor is replaced by Deanna Mustard . It is the fifth and final Mario Party game to have Bowser 's sound effects from the first four Mario Party games .

Nintendo first unveiled the game at the E3 conference of 2003 , where eight mini @-@ games were available in a playable demonstration . Following release , Nintendo announced Mario Party 5 as a " Player 's Choice " title , which is a label for Nintendo titles that had sold more than one million copies to be sold at a bargain price . Super Mario Fushigi no Korokoro Party Super Mario : The Mysterious Rolling Party is an arcade version of Mario Party 5 released exclusively in Japan in 2004 . It was developed by Capcom instead of Hudson Soft .

= = Reception = =

Mario Party 5 received " average " reviews according to the review aggregation website Metacritic . Game Informer 's Andrew Reiner cited the example of coin redistribution in the game , which meant that " You could win every minigame and collect the most coins but still end up in last place " , when

giving a second opinion of the game . While acknowledging issues relating to the waiting times during board games , IGN 's Peer Schneider praised this installment for relieving the problem slightly , specifically referring to the Mini Browsers , who all take their turns at the same time in " Story " mode . The quantity and accessibility of the minigames was lauded by GameSpot , although the reviewer Ryan Davis proceeded to note " If you bought Mario Party 4 last year , Mario Party 5 is hard to recommend . " , noting a lack of change to the series formula . Generally , critics cited having a fun experience in Mario Party 5 , although the minigames received a more enthusiastic reaction than the actual board game , with GameSpy commenting that " the sheer volume can keep you compelled . If only you didn 't have to deal with all that BS in @-@ between " when referring to gameplay of the actual board game .

Features introduced in the game received a mixed response . The three games in " Bonus " mode were praised , although reviewers were least enthusiastic about " Card Party " , with GameSpot commenting that " This mode is proof that the minigames are really what make Mario Party fun , as it 's pretty dull . " The capsule system was generally criticised as the pertaining animations seemed to exacerbate the game 's slow pace . Despite other reviewers ' claims that the capsule system contributed to the game 's dependence on chance , IGN commended the system for contributing to a more dynamic game board experience . The " Super Duel " mode was praised as a reasonably fun feature , although the gameplay was rated as " sluggish " . GameSpy noted the seemingly increased board sizes from previous installments , which apparently made obtaining stars and using ranged items more difficult

The game 's graphics received a mediocre response , with GameSpot commenting that the presentation is " starting to seem a bit antiquated " when noting that the character models did not seem to have been updated from Mario Party 4 . Despite this , IGN commented that Mario Party 5 " isn 't a bad looking game " , noting the level of detail and variety given to the game 's board game 's and maps . GameSpot noted that the game 's audio did fit the game , although they commented that it " is largely recycled from Mario Party 4 " . IGN criticized the " cheesy " and unadventurous soundtrack , as well as a lack of voice acting . The game won the Console Children 's Award at the 2004 Interactive Achievement Awards .