

Mario Party Championship

Balanced Competition-Ready Ruleset (2025)

1. Placement Points

1st: 8 pts | 2nd: 6 pts | 3rd: 4 pts | 4th: 2 pts

2. Bonus Stars

+2 pts for every Bonus Star earned.

3. Coins

Most coins held: +2 pts Least coins held: -1 pt Coin threshold: +1 pt per 30 coins held at game end (max +3).

4. Minigames

Most wins: +3 pts Second-most wins: +1 pt Ties split the full value (each tied player gets the listed points).

5. Consistency Bonuses

Back-to-back Top 2 finishes: +2 pts (granted on the second game). Top 2 in three straight games: +3 pts (granted on the third game). No 4th places in the last five games: +2 pts (checked after Games 5 & 10). Effective placement (after any handicap) is used for these checks.

6. Items & Movement

Most items used: +1 pt Most spaces travelled: +1 pt

7. Handicap — “Safety Shell”

Earn a Safety Shell after two consecutive actual 4th-place finishes (max 1 shell at a time). Next game only: placement counts as one rank higher for scoring and streaks. If the player starts the game in overall last place, they gain +1 extra point. Shell is consumed after that game.

8. Season Format

Ten games total. After Game 10, each player drops their two lowest-scoring games. Standings are based on their best eight game totals.

9. Tie-Break Order

1) Most 1st-place finishes 2) Most Bonus Stars (season total) 3) Most minigame wins (season total) 4) Higher head-to-head placements 5) 10-turn sudden-death playoff game

10. Sportsmanship

Intentional throwing to gain a Safety Shell voids that shell and associated points. All ties split full points; no half-points awarded.