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Best dice block mario party switch

in: Dice Blocks, Browse, Community, Items View source Share "Let's see who goes first! Smack the Dice Block! Punch with your Wii Remote!" —MC Ballyhoo, Mario Party 8
In the Mario Party series, the group use the Dice Block to move around. It rolls from the number 1-10, 1-6 in the modern games, or 1-5 when a cursed mushroom is active. Since the game is on the screen, the player needs to use the Dice Block to see how many spaces the player goes. The players can't use an ordinary dice to move on the screen. There is also a volleyball version of the block in Mario Party 5's version of Beach Volleyball where teams can get up to six points if the ball lands on the ground. In addition to moving the players, the block is also used to determine the turn order of the game by getting the highest number. Dice Blocks also appear in various mini-games with various functions. Use To use it on the player's turn, the player needs to press the Button in most installments except for Mario Party 8, which requires the player to use the Wimote to swing upwards, in Super Mario Party, which requires the player to make an upward punching motion with the Joy-Con, in Mario Party: Island Tour, where the player flips the dice block from the bottom screen to the top screen, and in Mario Party DS, where the player taps the Dice Dice Block on the bottom screen. Types of Dice Blocks
There are also other types of Dice Blocks in the Mario Party series:
Plus Block: A dice block that gives coins based on the roll. (1-10)
Minus Block: Similar to the Plus Block, but takes away the amount the dice block shows. (1-10)
Slow Block/1-2-3 Dice Block: The player only gets to roll from 1 to 3.
Speed Block: The player only gets to roll from 8 to 10.
Hidden Block: After the player takes their turn, there is a chance this block will appear. It gives the opportunity for coins, an item, a Star, or a Ztar.
Halfway Dice Block: A Dice Block that only appears in Mario Party DS. The number rolled ranges from 1 to 5.
Warp Dice Block: A Dice Block that only appears in Mario Party DS. The player warps to a random space before rolling normally.
Event Block: A Dice Block that only appears in Mario Party. Either Boo, Koopa Troopa, or Bowser will appear from the block. Boo will steal from another player, Koopa Troopa will give you 20 coins, and Bowser will take 20 coins.
Cursed Block: The normal Dice Block, after using a Cursed Mushroom Orb, will turn into a Cursed Block.
Mario Party 5's Card Party or 6's Solo Mode will have the dice block go from 1 to 3, otherwise, it's 1-5.
Reverse Block: A Dice Block that only appears in Mario Party 3. Using a Reverse Mushroom will make this block appear. Hitting this block will make you go backwards the amount given.
Sluggish Block: Using the Slow 'Shroom Orb in Mario Party 5 and Mario Party 6 (or the Slowgo Candy in Mario Party 8) will make the Dice Block go slower than normal, making it easier for the number the player wants. see Slow Dice Block.
Red Dice Block/Double Dice Block: After using a Mushroom, Mushroom Orb, Twice Candy, or Double Dice Set, The player gets to roll to either up to 20 or a 12, depending on the game.
Golden Block: Not to be confused with Gold Dice Block, if the Golden Mushroom, Super 'Shroom Orb, Thrice Candy, or Triple Dice Set are used. The player will get to roll up to 30 spaces.
Mega Block: A Dice Block that only appears in Mario Party 4. After using a Mega Mushroom or Super Mega Mushroom, the character will turn large and can squash others after rolling twice or thrice, depending on the Mega Mushroom.
Mini Block: A Dice Block that only appears in Mario Party 4. After using a Mini Mushroom or Super Mini Mushroom, the character will turn small and can go through small pipes after rolling once or twice, depending on the Mini Mushroom.
Elevator Block: A Dice Block that only appears in Mario Party 7. The block let's you go to a higher area in the minigame
Bowser's Lovely Lift! Dice Barrel: A Dice "Block" that only appears on Mario Party 6. Getting a DK Bonus will have Donkey Kong let you hit a barrel for coins or even a Star.
Star Block: A Dice Block that only appears in Mario Party DS. The player who uses this will get 1 to 3 Stars depending on the roll.
4-5-6 Dice Block: A Dice Block that only appears in Mario Party 9 and 10. The player only gets to roll from 4 to 6.
0-1 Dice Block: A Dice Block that only appears in Mario Party 9 and 10. The player only gets to roll 0 or 1, mainly to avoid bad spaces or Mini Zlars.
1-10 Dice Block: A Dice Block that only appears in Mario Party 9. It is a Special Dice Block unlike what previous games allowed. It lets the player roll from 1 to 10.
1-2-3 Slow Dice Block: A Dice Block that only appears in Mario Party 10. It lets the player choose the number from 1 to 3. It only exists in Bowser Party.
Slow Dice Block: A Dice Block that only appears in Mario Party 9 and 10. It lets the player choose the number from 1 to 6.
Gold Dice Block: Not to be confused with Golden Dice Block. A Dice Block that only appears in Mario Party: Island Tour. This Dice Block is awarded to the player who placed first in a minigame. It lets the player roll from 2 to 12.
Silver Dice Block: A Dice Block that only appears in Mario Party: Island Tour. This Dice Block is awarded to the player who placed second in a minigame. It lets the player roll from 2 to 9.
Bronze Dice Block: A Dice Block that only appears in Mario Party: Island Tour. This Dice Block is awarded to the player who finished third in a minigame. It lets the player roll from 2 to 8.
Custom Dice Block: A Dice Block that only appears in Mario Party: Island Tour. It allows the player to roll any number they like.
Bowser's Peculiar Peak in Mario Party: Island Tour, If this Dice Block's number matches the number on the other Dice Block, the player doesn't have to move. In Mario Party 10, Bowser rolls 4 of these to determine his movement when catching up to the players.
Reverse Dice Block: A Dice Block that only appears in Mario Party 10. If you land on a Back Space, you can roll from 1 to 6 to go backwards.
Coin Dice Block: A Dice Block that only appears in Mario Party 10. This lets you gain 1 to 6 coins, depending on the roll. It only appears on the Wario amiibo Board.
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2018 party video game published by Nintendo
Super Mario PartyIcon artworkDeveloper(s)NDCube[a]Publisher(s)NintendoDirector(s)Shuichiro NishiyamaProducer(s)Toshiaki SuzukiToyokazu NonakaKeisuke TerasakiAtsushi KiedaKenji KikuchiDesigner(s)Tatsumitsu WatanabeProgrammer(s)Yuhiei TsukamiArtist(s)Keisuke KasaharaComposer(s)Masayoshi IshiToshiki AidaSatoshi OkuboNaruki KadosakaSeriesMario PartyPlatform(s)Nintendo SwitchRelease5 October 2018Genre(s)PartyMode(s)Single-player, multiplayer
Super Mario Party[b] is a party video game developed by NDCube and published by Nintendo for the Nintendo Switch. The eleventh main instalment in the Mario Party series, this game was described as a "complete refresh" of the franchise, bringing back and revitalizing gameplay elements from older titles while also introducing new ones to go along with them. It was released worldwide on 5 October 2018 and sold 1.5 million copies by the end of the month. As of 31 March 2021, the game has sold more than 14.79 million copies worldwide, making it one of the top ten best-selling games on the Nintendo Switch. A follow up title for the Nintendo Switch, Mario Party Superstars, is set to release in 2021.
Gameplay
See also: Gameplay in Mario Party
Mario Party about to roll his Mario Dice Block on the Whomp's Domino Ruins board, with Yoshi and Rosalina following him as allies.Mario, Goomba, Peach, and Bowser competing in the Trike Harder minigame. Super Mario Party returns to the traditional turn-based Mario Party-style of gameplay for the first time in over a decade, a format that had remained absent from home console entries ever since Mario Party 8. The game is played with one Joy-Con controller per player, with other players needing additional controllers for multiplayer. The standard game mode, "Mario Party", features up to four players taking turns independently navigating the game board. Upon the player's turn, a dice block is rolled to determine how many spaces the player moves on the board, and items collected can be used to alter how many spaces the player can move. Each space has a unique function, such as blue and red spaces giving and taking three coins respectively, and good luck and bad luck spaces granting the player helpful or unhelpful consequences. After each player takes their turn, everyone competes in a minigame which awards coins based on their placement. Minigames vary with rules and playstyle, such as 4-player free-for-alls, 2-on-2 or 1-on-3 matchups, or utilizing motion controls or HD Rumble.[1] There are 80 minigames in total across all game modes, and they can all be played independently of the game board in the Free Play section. One star is located in a random location at a time; any player who reaches it can spend ten coins to purchase it. The player who has the most stars and coins by the end of the game wins. Coins can additionally be spent on one-use items to give the player certain advantages on the board, such as adding to one's own dice roll, subtracting from another player's dice roll, or using a golden pipe to be taken directly to the star. One major difference compared to previous home console entries is the introduction of character-specific dice blocks: each character has a unique alternative dice block that has a different selection of numbers compared to the standard dice block, including a slightly higher chance of 3's (Mario), rolling only even numbers (Peach), and having a decent chance for a high roll but an equally likely chance to lose coins (Bowser). Another major difference is the incorporation of the ally system from the Nintendo 3DS game Mario Party: Star Rush, wherein each player can recruit up to three allies from the roster. These allies can add additional rolls to the player's dice block, lend the player their character-specific dice block for the duration of the game, and can appear as assistance in some of the minigames. Beyond the standard Mario Party mode, Super Mario Party features a number of secondary game modes for multiplayer. The second, known as "Partner Party", has two teams of two players also searching for stars, but the players are free to move in any direction and cross their own path, similar to the "Toad Scramble" mode from the aforementioned Star Rush.[2] This mode features unique items and redesigned board layouts. In "River Survival", four players must work together to navigate through a series of whitewater rapids under a time limit. This mode features exclusive minigames that focus on cooperation and reward the team with time bonuses. In "Sound Stage", players compete in a series of motion-controlled rhythm games in one of three difficulty settings, and the player with the highest score by the end wins. The final multiplayer-focused game mode is "Toad's Rec Room", where players can take multiple Nintendo Switch consoles and arrange and synchronize them to create larger, multi-monitor environments. The minigames featured with this mode include an enhanced version of the "Shell Shocked" minigame from the Nintendo 64 entries, and a unique take on toy baseball.[3][4][5][2] The last major game mode in Super Mario Party is "Challenge Road", essentially a single player campaign wherein the player participates in every single minigame featured in the game, including those from River Survival and Sound Stage, now with unique challenges associated to them. This mode is unlocked when all of the minigames have been played at least once in their respective modes.
Beyond local play, Super Mario Party features online multiplayer for the first time in the Mario Party series. In the game's "Online Mariothon" mode, players are only able to play a selection of ten of the game's 80 minigames with other players online, independent of the board games. Here, players compete in five randomly selected minigames out of the aforementioned ten, aiming to get the highest combined score by the end. It also features leaderboards and a ranking system, as well as rewards that the player can receive for playing the mode.[2][6] At launch, the two board game modes, Mario Party and Partner Party, were restricted to offline play.[7] However, on 27 April 2021, Nintendo released patch update 1.1.0, which allows for full access to Mario Party, Partner Party, and Free Play for online multiplayer. This update also allows for use of the Nintendo Switch's built-in invite feature. All of these modes can be played with people on one's friend list or in lobbies protected by a passcode, and 70 of the 80 total minigames can be played online, with the ten omitted minigames being from the Sound Stage mode.[8]
Playable characters
Super Mario Party features the largest roster of playable characters in the Mario Party series to date. The roster includes Mario, Luigi, Yoshi, Peach, Daisy, Rosalina, Wario, Waluigi, Donkey Kong, Koopa Troopa, Hammer Bro, Dry Bones,[5] Shy Guy, Boo, Bowser, and Bowser Jr., all of whom are returning characters, with Bowser being fully playable for the first time. New playable characters to the series include Diddy Kong, who had only previously appeared as a playable character in handheld Mario Party games; Pom Pom, Goomba[5] and Monty Mole, none of whom have previously been a playable character in Mario Party, although this is the former's debut in the series, and the latter two had appeared as NPCs throughout the series.[9]
Development
Super Mario Party was developed by NDCube, who have handled every single Mario Party title since Mario Party 9 (2012).[10] Nintendo revealed Super Mario Party on 12 June 2018 during their Nintendo Direct presentation for E3 2018,[11] where they also announced that the game would release on 5 October 2018 exclusively for the Nintendo Switch.[12] In August 2018, Nintendo stated that Super Mario Party would not support the Nintendo Switch Pro Controller.[13] Later in September 2018, it was revealed that Super Mario Party would not support handheld mode, owing to the fact that the game supports one Joy-Con per player.[14]
Reception
ReceptionAggregate scoreAggregatorScoreMetacritic76/100[15]Review scoresPublicationScoreDestructoid7.5/10[16]EGM9/10[17]Famitsu3/4[0][18]Game Informer7.25/10[19]GameSpot7/10[20]IGN7.3/10[21]Nintendo Life[22]Nintendo World Report8.5/10[23]USGamer[24]
Super Mario Party received "generally favorable reviews" according to review aggregator Metacritic,[15] becoming the single highest-rated game in the series since Mario Party 2. Samuel Claiborn of IGN claimed that "Super Mario Party is the best Party in two console generations," and that "it delivers the couch multiplayer experience the series is famous for".[21] Jordan Ramee of GameSpot particularly praised the inclusion of character-specific dice blocks, stating they "added small moments of strategy into a series that has for too long solely relied on randomness".[20] Evan Slead of Electronic Gaming Monthly, like Ramee, emphatically welcomed the removal of the car mechanic from the two previous home console entries, Mario Party 9 and Mario Party 10.[17] Alex Olney of Nintendo Life, like Slead and Claiborn, not only welcomed the omission of the car but also commended the game's overall presentation. Olney particularly singled out the new hub world as a point of praise, noting that it added charm to the game even if it was not truly a necessary inclusion.[22] While the game was praised for its wide variety of game modes and characters, some of the highest praise has gone to the minigames, with Game Informer's Brain Shea claiming that "the highlights shine bright enough that when the occasional dud pops up, I don't mind".[19] Two common points of criticism were that there were only four boards for both Mario Party and Partner Party, severely limiting the game's replayability according to many outlets, and the restriction of only being able to play with the Joy-Con controllers. Sales
Super Mario Party sold 142,868 physical copies within its first two days in Japan, outpacing its two home console predecessors.[25] Super Mario Party debuted at #5 on United Kingdom sales charts for physical copies sold, even during a very crowded release schedule.[26] By 31 October 2018, total sales of Super Mario Party reached over 1.5 million copies, far exceeding Nintendo's expectations and making it the fastest-selling Mario Party game since Mario Party 6.[27] As of March 2019, the game has sold 1.22 million copies in Japan.[28] Total worldwide sales reached 14.79 million copies by 31 March 2021, making it the seventh best-selling game on the Nintendo Switch.[29]
Accolades
Year Award Category Result Ref
2018 Gamescom Awards Best Family Game Won [30]
The Game Awards 2018 Nominated [31]
Gamers' Choice Awards Fan Favorite Family-Friendly Multiplayer Game Won [32]
Titanium Awards Best Social/Family Game Nominated [33]
Australian Games Awards Family/Kids Title of the Year Nominated [34]
Game of the Year Nominated 2019 National Academy of Video Game Trade Reviewers Awards Game, Franchise Family Won [35][36]
2019 Kids' Choice Awards Favorite Video Game Nominated [37]
15th British Academy Games Awards Family Nominated [38]
Multiplayer Nominated
Italian Video Academy Awards People's Choice Nominated [39]
Best Family Game Nominated
Notes
^ Additional work done by CAProduction
^ Japanese: スーパー Mario Party 7, Hepburn: Sūpā Mario Pātī
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