

Block Party Speedruns

How to play the game?

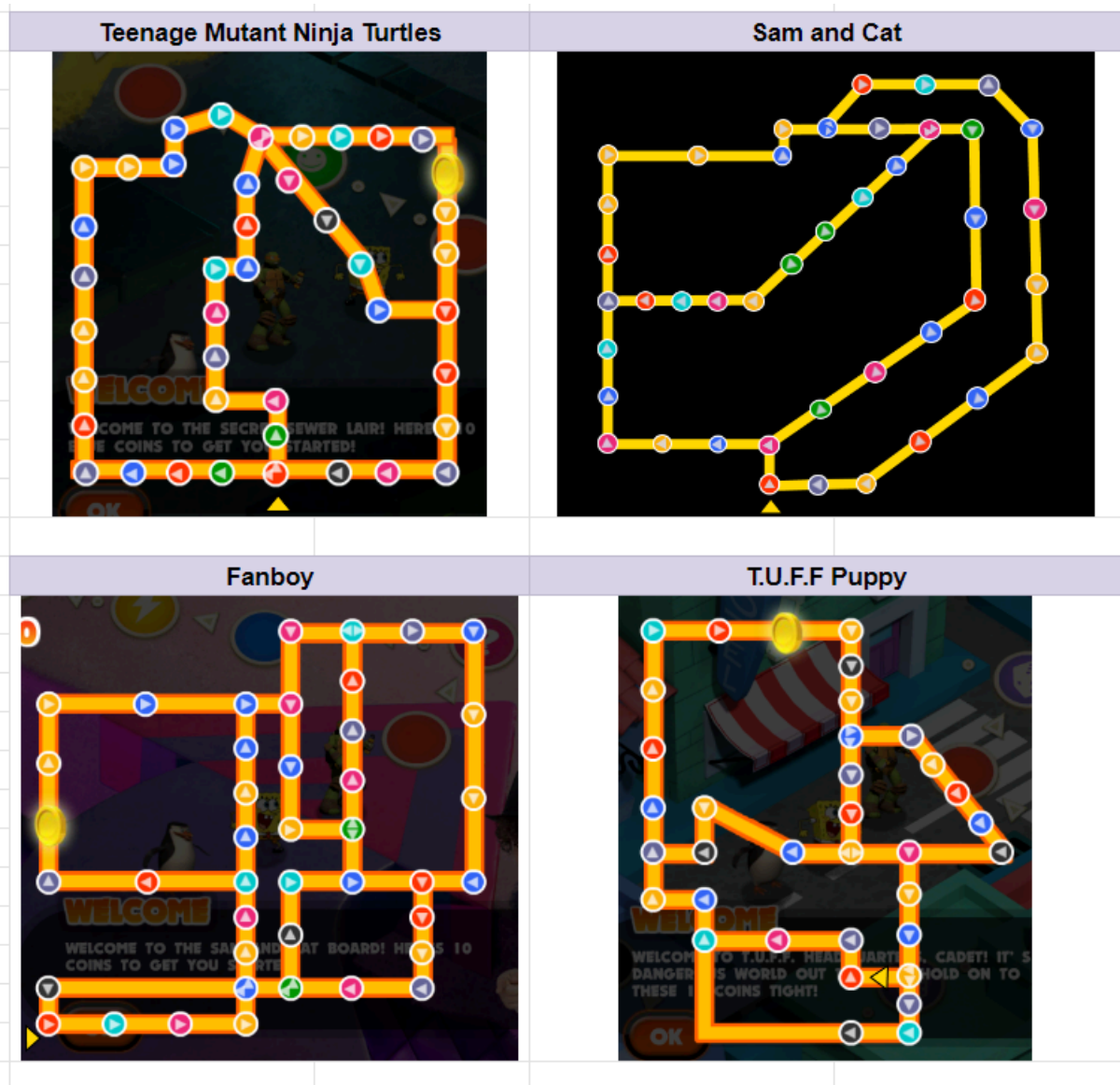
You need to install *BlueMaxima's Flashpoint* (a webgame preservation project that allows us to play Adobe Flash games) and then look for it. The game is in its latest version. Link to the official page: <https://bluemaxima.org/flashpoint/>

Before speedrunning

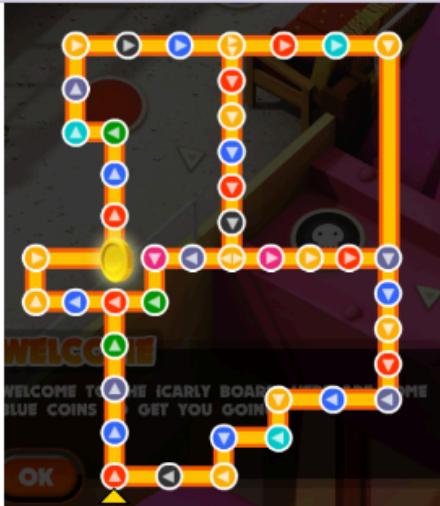
It's recommended to first casually play the game, obviously, but at the same time, this is useful in order to make loading times faster each time you play a minigame. Be sure to play all 18 of these so they load instantly once you do a run.

Boards

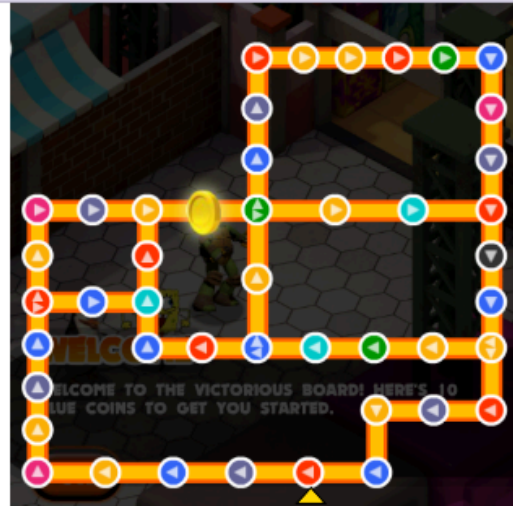
There are only 9 available boards in the game. They vary in size and some of them can become a bit confusing. Here are the boards and their respective maps:



iCarly



Victorious



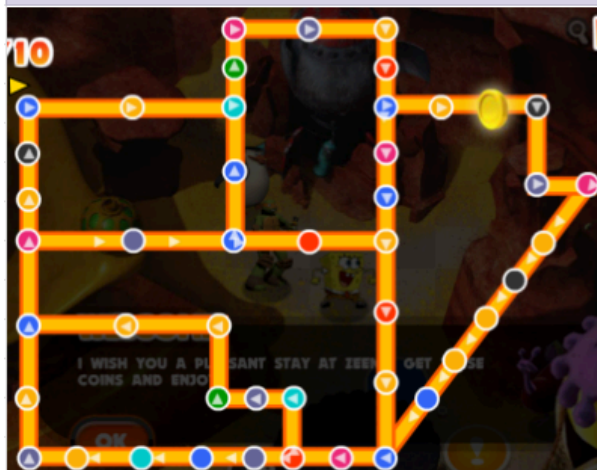
Spongebob



Penguins of Madagascar



Planet Sheen



Notes about the boards

- Sam and Cat map is not available in the game. It shows the Fanboy map instead, which is totally unreliable. I managed to make an accurate map of the whole board.
- Penguins of Madagascar Board is the only one that have "!" effects that can move the coin to another location. It's also the only one that can give you (or the AI) a free Gold coin aswell.
- Tuff Puppy Board is the shortest one with 35 tiles
- Planet Sheen Board is the longest one with 46 tiles

Helpful Information

- The AI cannot land in any of the Market tiles (the cyan ones).
- Players cannot land on the same spot.
- It's better if the AI keeps landing on Blue, Red or Skull tiles.
- It's very bad if the AI earns a Golden Coin.
- These are some of the timelosses:

AI lands on	Timeloss
Blue Tile	3.5 seconds
Red Tile	2 seconds
! Tile (Good)	9.5 seconds
! Tile (Bad)	8 seconds
Card challenge Tile (Win)	10.5 seconds
Card challenge Tile (Lose)	9 seconds
Trivia	Between 6s and 12s
Skull	Between 1.5s and 3.5s
Happy Face (Coins)	Between 3s and 5s
Golden Coin (Buy)	15 seconds
Golden Coin (Can't Buy)	6 seconds

Minigames

You'll have to play a minigame after each round. The wheel spins at different speeds, so the game is chosen randomly. I divided these **18** minigames into 5 different categories:

THE BEST

- *Locker Lock*
This game is no-doubt the best in the entire game, especially if you have Touch Screen available on your computer. Close the lockers as fast as possible and you end the minigame. This takes around 2 seconds at best.

GOOD

- *Spinnin' Spatula*
This is probably the second best game if everything goes smoothly. You have to "throw" this game so the AI loses immediately after you. If you play normally, the AI is not going to lose until the very end. There are times where the AI keeps playing for a bit after you die, so at most you will lose only 5 seconds on this game.
- *Tasty Race*
You need to repeatedly smash the spacebar to finish this game as soon as possible. It takes around 12 seconds if you do it quickly.

- *Jelly Bubble*
Same as in SS (Spinnin' Spatula), you need to throw this minigame and wait for the AI to fail. It's less consistent than SS, it may take a bit more time for the AI to lose but still a very good game regardless.
- *iBed Bounce*
This game is pretty good if you play it correctly. Start pressing repeatedly the spacebar while the countdown is going so you can get a boost on the first bounce. After that, you need to press the spacebar only once when you land on the bed. You'll get to the bell in a matter of 4 or 5 jumps. This will take 6 seconds at best.

MEH

- *Appartment Maze*
This game can reach the super good category but it relies on a lot of RNG. The door pairs are decided randomly so this game can take from 4 seconds to 30 seconds if you get an UNSOLVABLE maze (that's right, there are some mazes that cannot be solved because the RNG factor made the only 2 doors needed to succeed a pair). The best strat here is to follow one AI while checking the other AI path. You need at least one AI to reach the door with you, otherwise it doesn't matter if you get there alone, you'll still lose time.
- *Escape Oom*
Another good game only if you're lucky. The best strat is to throw this game by letting Oom lick you. Then, you need to wait until one AI loses. The timeloss here varies between 5 seconds and 20 if the AI survives that long.
- *Balancing Bonanza*
Similar to SS or EO, you need to throw this one if you want to save a bit of time. The AI needs to die after you but of course it's not as reliable as it seems.
- *Pizza Pursuit*
A good strat here is to wait for one AI to fail and then throw the game. Unfortunately, they often lose after 20 or 25 seconds so sometimes it's better if you win the whole thing. By the way, a player can only lose if he loses all the pizza slices, not if he is out of the game's camera. He can still be alive even if the camera doesn't show him on the track.
- *King of the Heap*
Pretty much the same as Pizza Pursuit. Although, this game decides the winner differently. If you have more HP at the end, you will win, but if a player is "above" the others at the end, he will become the winner without explanation. The best way to do this is to get hit by a garbage ball just when the time is about to be over. This will send you up and make you the winner even if your HP is lower.
- *Yo Running Race*
Pretty much the same as Pizza Pursuit and King of the Heap, but you might be lucky at times and see one AI dying quickly.

- *Platform Plunge*

You also have to wait for at least one of the AI to die so you can throw, but more often than not they will survive the entire minigame. Definitely not a reliable game.

BAD

These are the games that cannot be finished before the Timer goes to 0. Getting these is a huge timeloss. It doesn't matter what strat you apply, you'll always lose 30 seconds on:

- *Music Drop*
- *iSlap Shot*
- *Puppy Pincher*
- *Frosty Floor Fill-In*
- *Demanding Goat*

If you get a bad game, you just have to make sure you win at any cost.

THE WORST

- *Secret Sequence*

The worst minigame in the entire game. It's highly recommended to reset your run if you get this game on your first rounds. This minigame will make you lose from 30 seconds to an insane 1 minute. Doesn't matter if you throw (which is the only option you have if you don't want to lose even more time), the AI will not fail until the fourth or fifth turn.

The strats mentioned above are only situational, you still need to watch for the number of coins you need or the mini-games you must win in order to get the Minigame Coin, etc.

Tips

- Analyze each map so you don't get lost while doing runs.
- Take normal or mental notes about the number of Trivias, Blue and Red spots the AI lands on. Your run could be at a great pace, but nothing of that matters if you don't win.
- If a Golden Coin is too far away from you, let an AI get it while you take another way waiting for a GC to appear closer to you.
- Avoid the ties on minigames, this includes ties between the AI's as well. It's better if one AI receives 5 coins and the other 1 coin instead of both getting 5 coins.
- Memorize the correct answer for trivias if you don't know anything of the show (it happens).