

Seemingly undocumented MP9 unused content

This document aims to document the unused MP9 content that is not found on the internet.
(Or I can't find it)

Known Unused content:

1. https://www.tcrf.net/Mario_Party_9
2. https://www.mariowiki.com/List_of_Mario_Party_9_pre-release_and_unused_content

Interestingly, Mario Wiki seems to have more documented unused things than The Cutting Room Floor

I will be referencing the websites above with "Source #" below.

File name will be colored as **light green**

Note: graphical glitches in various images are due to the model viewing software I am using.

File Format of MP9

Mario Party 9 contains some commonly used Wii file format, including:

File Extention	Description
brres	Stores all things related to Models
arc	Stores layout + animations (brlan, brlyt) and fonts
rel	Stores asm instructions / resource locator
msbt	Stores (localised) messages

Most of the files can be opened via BrawlBox / BrawlCrate

Additionally, there are some unknown (undocumented) file types.

File Extention	Description
bbl	Seems like some source code file.
mca	Stored in the "camera" folder of each board. (It does not contains any anvils, sadly)

LZ11 (ExtendedLZ77)

Most files in Mario Party 9 are encrypted with LZ11, which have an extension name of ".lz" at the end.

Numerous tools can be used to decrypt (and encrypt) LZ11 files. For example:

- BrawlBox / BrawlCrate
- DSDcmp (CLI tool)

Stuff that I have found while digging in the files:

I don't know if people are THAT uninterested in this game or it is a regional thing, I have found even more unused stuff.

NOTES/DISCLAIMER: I am, by no means, a professional modder. All these materials are found via viewing files inside the MP9 ISO with BrawlBox / BrawlCrate. Information may not be accurate to the actual material.
Any helps on identifying these materials would be appreciated.

DATA\files\common\bd00 (Early Toad Road)

Video:  [Playable Prototype Toad Road \(bd00\) - Mario Party 9](#)

Highlighting this despite it has already been documented in Source 1 and 2, as both sources lack actual gameplay.

DATA\files\modules*.rel.lz

Most of the rel files seem to have references to bd00's sequence (sound) files, although the actual sound files are missing.

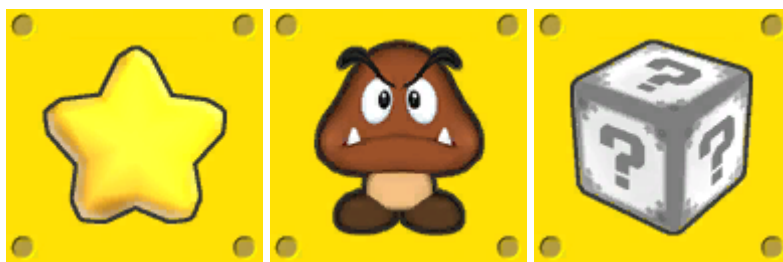
DATA\files\common\bd02\mass.brres (Bob-omb Factory)



file name: Textures/mas

A space texture with a red arrow. Exact use is unknown, although a similar space is documented at Source 2 (with a [lime] arrow and a light blue background)

DATA\files\common\bd04\pictures.brres.lz(Blooper Beach)



file name: Texture/block_random0# (Where # = 1/2/3)

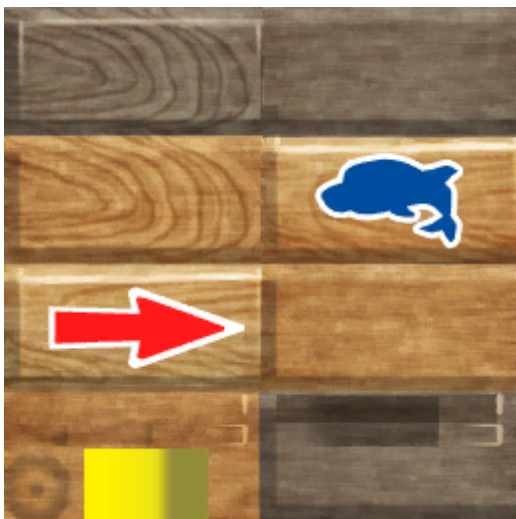
3 Textures found inside the Blooper Beach's folder. As the file name implies, this could have been used as some sort of dice block only available on this board.

Interestingly, all three logos are not seen on the stage, with 2 of them not even in the main game. (the YELLOW Mini Star and a gray ? block)

There aren't any models that are related to this, although a similar one is documented below.

TODO Is map_com.brres different from map1.brres?

DATA\files\common\bd04\option\ect.brres.lz



file name: Texture/m001_signboard01

Seems to be unused (At least I can remember, with the dolphin sign)
Side note, do the two textures at top left look like the blocks/platforms in SMB3?
(OK now I can't unsee it lol)

DATA\files\common\bd07\script\script\roulette.bbl.lz (DK's Jungle Ruins)

```
#
# ボード07 ドンキー
#

# バナナルーレットのマス目1（必ず30個数値を設定して下さい、行を続ける場合は最後に\を付ける事）
Roulette1 = 1, 1, 1, 1, 1, -3, 1, 1, 1, 1, \
            3, 3, 3, -3, -1, -1, -1, -1, 3, 3, \
            3, 1, 1, -3, -3, 1, 1, 1, 1, 1

# バナナルーレットのマス目2（必ず30個数値を設定して下さい、行を続ける場合は最後に\を付ける事）
Roulette2 = -1, 1, 3, 1, 1, 1, 1, 3, 1, 1, \
            -1, -1, -3, 1, 1, -1, -1, -1, 1, -1, \
            -3, 1, 3, 3, 1, -3, -3, 1, -1, -1
```

Some Japanese development text.
Rough (and might be inaccurate) Translation with my very little knowledge about Japanese:
(Partial Credits: Google)

Japanese	English (Google)	English (Google + My understanding)
ボード07 ドンキー	Board07 Donkey	-
バナナ ルーレット の マス目1 (必ず 30個数値を 設定して	Banana roulette square 1 (Be sure to set the number value	Banana roulette 1 (Be sure to set 30 values in it.

下さい、行を 続ける場合は最後に \ を 付ける事)	of 30. If you want to continue the line, add \ at the end.)	If you want to continue the line, add \ at the end.)
バナナ ルーレット の マス目2 (必ず 30個数値を 設定して下さい、行を 続ける場合は最後に \ を 付ける事)	Same as above with 1 being changed to 2	Same as above with 1 being changed to 2

It also contains what looks like an array declaration. It might be for the banana count for each space.

DATA\files\common\bdresult\script\resut.bbl.lz

```

1  #
2  # ボードリザルト用スクリプト.
3  #
4      wait = 300
5      inter = 1.3
6      delay = 0.01
7      zoom = 75.0
8      cam_y = 0.75
9  |

```

Also some Japanese development text.

Rough (and might be inaccurate) Translation:

(Partial Credits: Google)

Japanese	English (Google)	English (Google + My understanding)
ボード リザルト用 スクリプト.	Script for board results.	-

DATA\files\common\board\layout\guide.arc.lz

DUMMY file name: timg/cap_rule.dummy.tpl/Texture0

...I mean, what do you expect to see in some unused development stuff lol

DATA\files\common\board\layout\mg_window.arc.lz



file name: timg/dummy_mgsc.tpl/Texture0

hooray, another dummy texture

DATA\files\common\board\option\block.brres.lz



file name: Texture/

- 01 (01 dice)
- 456 (456 dice)
- blank (the red x)
- block_f (nothing)
- slow (123 dice)



file name: 3DModels/block

An unused block with dice textures on it. Possibly a way to get the dices

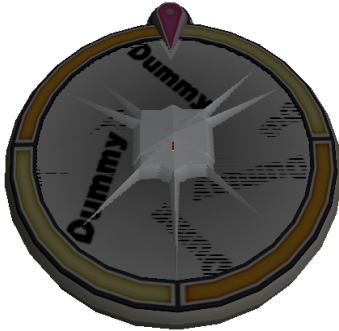
There is only one side that contains the texture of 123 dice, which means it might be just a roulette block.

Note: actual dice model is at dice.brres.lz

DATA\files\common\board\option\roulette.brres.lz

Contains a dummy texture which is already documented at Source 4

Wait, Hold on



This seems to be an early model of a roulette, possibly in Magma Mines.

The final Magma Mines roulette used 2D Textures, and has way more “rectangular things” (sorry don't know what that's called, not a geometry person nor a English native speaker)

DATA\files\common\board\option



file name: 3DModels/dice07

May not be unused, but Slow Dice block will only show one number at a time, e.g. all faces will be 6.

DATA\files\common\ch_base

I will not go through every single file since there are just too many things to cover.

Note: file names with...

1. Models are available at <https://www.models-resource.com/wii/marioparty9/>

DATA\files\common\ch_base\options

All items in this folder seem to be unused, which is very interesting.

TODO Are these items unused?

DATA\files\common\ch_base\options\item01_koura (Koopa Shell Green and Red)

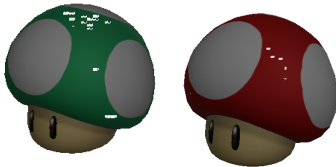
DATA\files\common\ch_base\options\item03_egg \mdl\m1.brres.lz



file name: 3DModels/item04G_m1,item04R_m1¹

A Yoshi egg. Yoshi does not use his eggs in this game, nor will the egg appear in the background of the stage.

DATA\files\common\ch_base\options\item04_kinoko\mdl\m1.brres.l
Z



file name: 3DModels/item04G_m1,item04R_m1¹

The red mushroom might be used in one of the minigames, but the 1up (Green) mushroom seems to be completely unused.

DATA\files\common\ch_base\options\op_little_star\mdl\m1.brres.lz,
m2.brres



file name: 3DModels/op_little_star

A star. It has an entire animation set as well, suggesting it may be a NPC.

Animations: <https://youtu.be/mWOIzNtKnm0>

(DATA\files\common\ch_base\options\op_little_star\mot.brres.lz)

The animations suggested that there was more **lore** in early development but got scrapped later on. :(

DATA\files\common\ch_base\options\op_star\mdl\m1.brres.lz,
m2.brres.lz



file name: 3DModels/op_star_m1,op_star_m2

Animation: <https://youtu.be/VSGbYL4vX40>

(DATA\files\common\ch_base\options\op_star\mot.brres.lz)

DATA\files\common\ch_base\options\item00_star\mdl\m1.brres.lz



file name: 3DModels/item00_m1

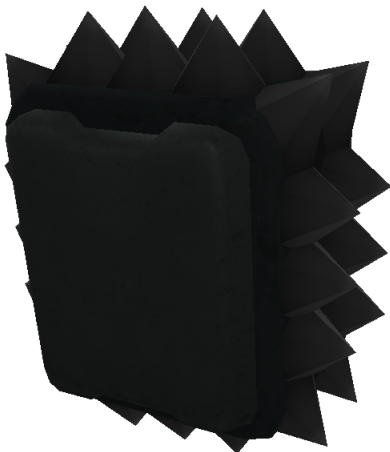
Two (Three) stars, with one of these is presumably used. The color of it is also slightly different.

DATA\files\common\ch_base\npc\npc021_koopaJr\mot.brres.lz

Bowser Jr's unused animation. (Video animation)

https://youtu.be/_BrP3R6qk9w

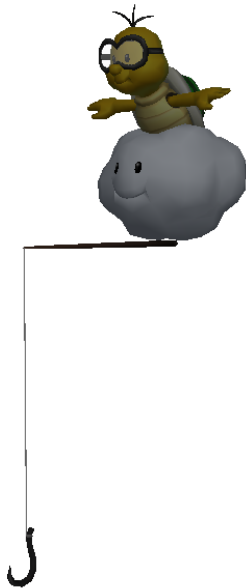
DATA\files\common\ch_base\npc\npc012_dossun\mdl\m1/m2.brres.
lz



file name: 3DModels/npc012_m1¹

Thowmps never showed their back in this game. However, there are textures for the back of the Thwomps.

DATA\files\common\ch_base\npc\npc017_jugemu\mdl\m1/m2.brres
.lz



file name: 3DModels/npc-01_m1¹

Animation: <https://youtu.be/SmpbNobLL-U>

(DATA\files\common\ch_base\npc\npc017_jugemu\mot.brres.lz)

Lakitu does not have his fishing rod in the final game.

Additionally, there are some unused animations, including a winning, two “let’s fight!” and a “falling” animation.

DATA\files\common\ch_base\npc\npc020a_hanachan\mdl\m1/m2.brres.lz



file name: 3DModels/npc020a_m1¹

Animation: <https://youtu.be/AQ9QA2XtNbE>

(DATA\files\common\ch_base\npc\npc020a_hanachan\mot.brres.lz)

An alternative model for wiggler with unused animations. The animations further indicate that more LORES were planned for this game but got scrapped.

This model is different from the one used in game (The actual one has its head separated from its body)

DATA\files\common\ch_base\npc\

- npc014_karon (Dry Bones)
- npc019_bombking (King Bob-omb)
- npc023_gesso (Blooper)
- npc026_wanwan (Chain Chomp)
- npc027_battan (Whomp)
- npc029_gabon (Spike)
- npc032_king_teresa (King Boo)

Animation:

- npc014(Dry Bones):[TBA]
(DATA\files\common\ch_base\npc\npc014_karon\mot.brres.lz)
- npc023(Blooper): <https://youtu.be/muvrzHms7bl>
(DATA\files\common\ch_base\npc\npc023_gesso\mot.brres.lz)
- npc026(Chain Chomp): <https://youtu.be/bj2kfFo4HTw>
(DATA\files\common\ch_base\npc\npc026_wanwan\mot.brres.lz)
- npc027(Whomp)<https://youtu.be/j7l1m4H9byk>
(DATA\files\common\ch_base\npc\npc027_battan\mot.brres.lz)
- npc029(Spike) <https://youtu.be/XkbYZVwloJk>
(DATA\files\common\ch_base\npc\npc029_gabon\mot.brres.lz)
- npc032(King Boo) <https://youtu.be/IU1XJA6VfeA>
(DATA\files\common\ch_base\npc\npc032_king_teresa\mot.brres.lz)
- npc019(King Bob-omb) <https://youtu.be/xtyYlhdaNUA>
(DATA\files\common\ch_base\npc\npc019_bombking\mot.brres.lz)

All of these bosses have unused animations similar to Lakitu's, suggesting that they are a playable at some point (or the boss can win)

TODO This is where all the unused bosses animations will go (IF THEY HAVE ONE!!!)

Additional Notes:

- King Boo has RED eyes while he doesn't change his eye color in the game.
- King Bob-omb has more unused animations, and doesn't have its back.

DATA\files\common\ch_base\npc\npc023a0_giant_gesso\mdl\m0.brres.lz¹



Animation: <https://youtu.be/jPJoEdj-CQI>

(DATA\files\common\ch_base\npc\npc023a0_giant_gesso\mot.brres.lz)

TODO is this unused?

A seeming unused blooper with no tentacles.

DATA\files\common\ch_base\npc\npc025_teresa\mdl\m1\m2\m3.brres.lz

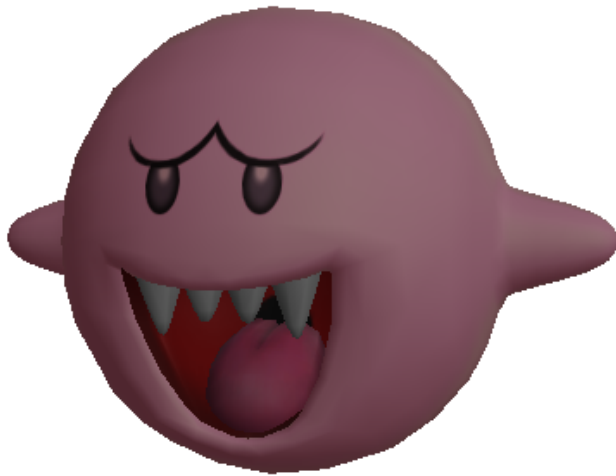


Animation: <https://youtu.be/MuJsGi6DGo8>

(DATA\files\common\ch_base\npc\npc025_teresa\mot.brres.lz)

Some funny and unused animation for Boo. I recommend you to watch it.

DATA\files\common\ch_base\npc\npc025R_akateresa\mdl\m1\m2.brres.lz



filename:3DModels/npc025R_m1¹

Animation: <https://youtu.be/jqpfSykRmYE>

(DATA\files\common\ch_base\npc\npc025R_akateresa\mot.brres.lz)

Pink Boo's model is presented in the game file. The use of them is unknown though.

NOTE: The appearance of this model is documented in https://www.mariowiki.com/Red_Boo and ¹ but was not documented at Source 2.

Unused Enemies

Most of these appeared in NSMBW and aren't used in MP9 (As far as I am concerned)

DATA\files\common\ch_base\npc\npc033_bilikyu\mdl\m1.brres.lz
(Amp)



file name: 3DModels/npc033_m1

Animation: DATA\files\common\ch_base\npc\npc033_bilikyu\mot.brres.lz

DATA\files\common\ch_base\npc\npc034_crowsuke\mdl\m1.brres.lz
(Crowber)



file name: 3DModels/npc034_m1

Animation: DATA\files\common\ch_base\npc\npc034_crowsuke\mot.brres.lz

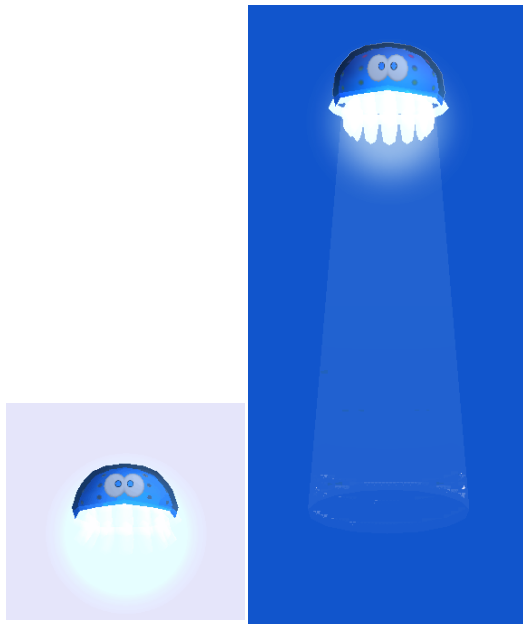
DATA\files\common\ch_base\npc\npc037_chochin\mdl\m1.brres.lz
(Bulber)



file name: 3DModels/npc037_m1

Animation: DATA\files\common\ch_base\npc\npc037_chochin\mot.brres.lz

DATA\files\common\ch_base\npc\npc038_light_kurage\mdl\m1.brres.lz (Jellybeam)



file name: 3DModels/npc038_m1

(Note: Blue background not included)

Animation: DATA\files\common\ch_base\npc\npc038_light_kurage\mot.brres.lz

DATA\files\common\ch_base\npc\npc039_akoyagai\mdl\m1/m2.brres.lz (Clampy)



file name: 3DModels/npc039_m1

Animation: <https://youtu.be/VhHUN8xY29s>

(DATA\files\common\ch_base\npc\npc039_akoyagai\mot.brres.lz)

DATA\files\common\ch_base\npc\npc041a0_fire_snake_head\mdl\m1.brres.lz

DATA\files\common\ch_base\npc\npc041a1_fire_snake_body\mdl\m1.brres.lz

(Fire Snake)



file name: 3DModels/npc041a0_m1, 3DModels/npc041a1_m1

For some reason this fire snake feels Hudsonsoft-y

DATA\files\common\ch_base\npc\npc044_hammer_bros\mdl\m1/m2.brres.lz

Animation: <https://youtu.be/LGGNLRKUckg>

(DATA\files\common\ch_base\npc\npc044_hammer_bros\mot.brres.lz)

Hammer Bro has his walk animation, while he has his own moving platform.

DATA\files\common\ch_base\npc\npc045_mecha_koopa\mdl\m1.brres.lz

Animation: <https://youtu.be/aisPjWX87iY>

(DATA\files\common\ch_base\npc\npc045_mecha_koopa\mot.brres.lz)

Some animations are unused.

--(Did I finally escape from the character hell? Can I retire now?)--

-To Be Continued / Work In Progress-

DATA\files\common\mg9606\map\mg9606_jr_path01.spl.lz

What seems to be an empty file. Weird.

DATA\files\common\mg9701\script

Contains several bbl files. TODO document them

DATA\files\common\mg9706\map.brres.lz (Bowser's Block Battle)

D4 D5 D6 D1 D2 D3

(Gray backgrounds are added to make the image more clear.)

file name: Textures/mg9706_dummy0# (#=1,2,3,4,5,6)



file name: 3DModels/mg9706_02.mdl0

Dummy texture for the dice used to attack Bowser in the final Bowser Boss minigame. The textures for them are replaced with the characters that are in the game.