

# Mario Party: Island Tour for 3DS Game Review



Gameplay: 3.5 Stars (due to no online multiplayer)

Online Available: No

Multiplayer: Yes with other DS's

Time Waster: Defiantly

Fun: Heck Yes

Here is Gameplay of one the games in Mario Party to see what it's all about:

You can set the level's to anything you like when playing against automated characters and choose whom you wish to go against. A lot of these games are based around luck, so it can get frustrating. The game that I showed is more skill and minigames than luck. It shows in the top corner of the mushrooms.

There are over 100 minigames to play, and you can go into

mini-game mode to play them and compete to get better times or earn coins. You can also challenge Bowser's Tower to get limited minigames and unlock different stuff throughout the game, though you can lose coins. There are 5 party games and 2 to unlock, through Bowser's Tower.

You can also collect Character bubbles which unlocks the various sounds the characters makes, then you can unlock the Memory bubbles of the Parties which is also sound.

All in all, it is a good time waster and fun to play. I just wish there was an online feature.

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## [EV's, IV's and Natures: What Are They and Why The Heck Do They Matter?](#)



Hello everyone and welcome to my guide on EV's (Effort Values), IV's (Individual Values) and Natures for all Pokemon Games and the latest news for on EV's, IV's and Natures for Sun and Moon!! I hope you enjoy it and I really hope it is easy to follow!

First off I'm going to give you a setup of a Pokemon I made as an example! To show you where the stat's go and how they work! I'll add next to them what they are and how they work, then do

a detailed description!

I made this Pokemon in Pokemon Showdown, if you do not know what it is, I will link it at the bottom! I usually test my team out here before I make them on the DS games ☐

**Blissey @ Leftovers** <<<<<Name and Item

**Ability: Natural Cure** <<<<<Ability

**EVs: 252 HP / 4 SpA / 252 SpD** <<<EV's have to add up to 508

**Gentle Nature** <<<<The Nature, a Gentle nature raises Special Defense (SpD) and lowers defense (I'll give a screenshot of Bulbapedia with nature or link it)

**IVs: 0 Atk** <<<<<I choose to not give it any IV's in attack because this Pokemon is a defensive wall, it takes attacks. I'll add a screenshot of its stats from Pokemon Showdown, what I sued to build. IV's are maxed out at 31.

**Moves:**

- Aromatherapy
- Dazzling Gleam
- Wish
- Calm Mind



My Blissey in Pokemon Showdown'

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## ***EV'S: What They Are Useful For and How to Use Them***

Like I said above your EV's have to total to 508, if you powersave you need to make sure that you clear **ALL** EV's and put 252/252/4 or they may not be tradeable. I have had customs ones and they wouldn't trade. It may have just been my fault, though.

EV's boost your stats, its simple as that. If you're in competitive battling, EV training is really helpful.

In Sun/Moon you can also use Poke Palego, I've heard at least. I added a post on Serebii for more info because I do not know enough info to inform you guys.

Here is my Blissey without the EV's for an example:



You see how the HP (Health Points) and SpD went down again? Even the one I gave only 4 points too? EV's can be crucial.

What is EV Training? EV Training is grinding your Pokemon's certain stats so the reach the perfect marker. You sometimes get a ribbon when they have perfect stats. Also, if you hit the "Y" button while on the summary in your box, you can see

the EV training progress.

Here are some items used:



Wings



Braces



Vitamins

All of these help enhance EV'. The braces are given to Pokemon to help during training. Wings enhance the stats just like Vitamins which have been around for generations, Wings are newer.

Vietnam's only can go a certain way and they do not enhance your Pokemon completely. They are limited. So if you want to max a stat, you can't use this. You have to train.

You can get EV's from certain Pokemon here's a list: [http://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pok%C3%A9mon\\_by\\_effort\\_value\\_yield](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_effort_value_yield)

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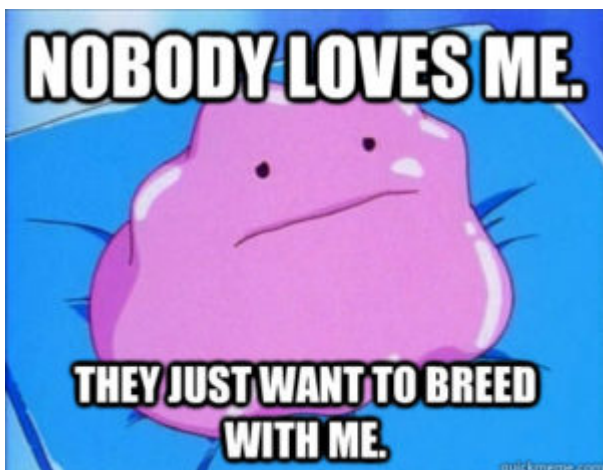
## ***What are IV's, how do I use them?***

IV's are usually bred down but now in Sun and Moon, and if you use the Pokemon's natural call for help and chain (keep getting Pokemon) to about 15 or 30, you can get a max of 4-5IV's and maybe a Hidden Ability. I will do another post about chaining for Sun and Moon.

To breed down IV's, what I suggest having a 6IV Ditto in the Nursery with a destiny knot. A destiny knot helps breed down IV's, and even if you don't have a good IV parent with the Ditto you'll have good chances of getting a good IV baby.

All your IV's add up to 31 each, so you can choose to not max one or to max all. Perfect IV's is what people strive for.

*TIP: In Sun and Moon, once you get to the Battle Tree there is a man who gives you an IV checker for your box if you have bred 20 eggs.*



# Pokemon Natures

So, the natures usually lower one stat and raise the other depending on what nature you choose.

Here is a hand list from good ol' Bulbapedia: <http://bulbapedia.bulbagarden.net/wiki/Nature>

Getting a good nature is a hard process that many trainers strive for. An adamant Ditto is usually what people want for their Ditto (or so I'm told).

That...that is really it for natures.

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Here is the link for Pokemon Showdown: <http://pokemonshowdown.com/>

Here is a link if you want to learn more: [https://www.youtube.com/watch?v=1u\\_37RK-mFA](https://www.youtube.com/watch?v=1u_37RK-mFA)

Poke Palego/Festival Plaza/etc: <http://www.serebii.net/sunmoon/evchanges.shtml>

Here is an IV Calculator on Serebii: <http://www.serebii.net/games/iv-calcxy.shtml>