

# Wario Land 4 FAQ/Walkthrough

by Dallas

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W A R I O   L A N D   4

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FAQ/Walkthrough: version 1.1  
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This guide can always be found at my site:

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Table of Contents:

1. Story/Intro
2. Game Overview
  - 2.1: Game Controls
  - 2.2: Wario's Moves
  - 2.3: Wario's Physical Phases
  - 2.4: The Game Display
  - 2.5: Hints and Tips
3. Item Listing
  - 3.1: Chests
  - 3.2: Coins and Treasure
  - 3.3: Blocks
  - 3.4: Shop Items
  - 3.5: Other Items
4. Walkthrough
  - 4.1: Entry Passage
  - 4.2: Emerald Passage
  - 4.3: Ruby Passage
  - 4.4: Topaz Passage
  - 4.5: Sapphire Passage
  - 4.6: Golden Pyramid
5. Mini-Game Tips
  - 5.1: Wario's Homerun Derby
  - 5.2: The Wario Hop
  - 5.3: Wario's Roulette
6. Enemy Listing
7. Secrets/Codes
8. Information

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1. Story/Intro  
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As Wario sits reading the morning paper, he notices a headline exclaiming that an ancient pyramid has been discovered. The article tells of a princess, Shokora, who was put to sleep under the ruins by a curse. Wario, being the money-hungry fellow he is, sees the opportunity for treasure. Skipping his mid-morning nap, he hops into his snazzy Wario Car and heads straight to the

pyramid in hopes of becoming filthy rich!

#### ABOUT THE GUIDE:

I started this guide back in mid-January, but haven't had a whole lot of time to work on it since then (which is why it's taken me nearly two months to finish). It seems WL4 has lost popularity since then and new guides for the game have been published, but I wasn't just going to let my guide go to waste. It covers all stages and boss fights while playing on NORMAL mode. I was going to include walkthroughs for the Hard and Super-Hard modes, but it's already been done and I don't have the time. Not much else to say, other than enjoy the guide!

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## 2. Game Overview

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### 2.1 - GAME CONTROLS

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To do a charge, simple press the B BUTTON and Wario will charge in whatever direction he's currently facing. You can also do a jumping charge by pressing the A BUTTON while charging.

The UP ARROW on the d-pad can be used to enter overhead pipes by jumping while pressing it. You can also use it to enter doors in the background.

By pressing the DOWN ARROW on the d-pad while standing on the opening of a pipe, you'll be able to travel down this pipe. This button is also used to perform Smash Attacks (see below) and crouching.

The LEFT and RIGHT ARROWS are simply used to move Wario left and right. You can also use them to move between menu selections.

You can pause the game by pressing the START button. The only time you cannot pause the game is during mini-games. The SELECT button has no use in the game.

The L and R SHOULDER BUTTONS are used for dashing (see below).

Want a quick way to reset the game? Press the A, B, START and SELECT buttons simultaneously to be taken back to the title screen.

### 2.2 - WARIO'S MOVES

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Wario has many abilities that will help him get past certain obstacles during your quest. You will get some practice using these abilities in the first (and only) stage of the Entry Passage. These moves include:

**JUMP ATTACK:** This move is basically just the same as a charge only you jump after doing it. Press the B button to charge, then hit A to jump and you'll charge in air. This is useful to break blocks up on ledges.

**DASH ATTACK:** This one is similar to the normal charge, only more powerful. Press and hold the R button then press left or right on the d-pad to start the dash. A few seconds later, Wario will begin the dash attack to break stronger blocks and run faster.

**JUMP DASH ATTACK:** Just like the normal jump attack, you can also do a jump dash attack. After doing a dash, simply press A to jump and you'll be able

to break through stronger blocks higher up than where you're standing.

**GRAB AND THROW:** Some enemies can be picked up and thrown. To grab an enemy, first jump on top of it to flip it over then run into it and you'll grab it. To throw, hold down the B button to charge up your throw, then release. You can also throw up into the air by holding Up on the d-pad while charging your throw. Rocks may also be thrown in the same manner.

**ROLL:** When standing on a slope, if you push Down on the d-pad, Wario will go into a roll. While rolling, Wario is invincible and will crash through small blocks in his way. You can also jump while rolling but once Wario hits a wall, the roll stops.

**SMASH ATTACK:** I refer to this as a "butt-stomp" throughout the walkthrough in this guide, because that's essentially what it is. After a jump, you can press down on the d-pad to send Wario smashing down with his posterior. This is useful for breaking blocks you can't charge or dash through. If you start a smash attack from a high altitude, Wario will go into a Super Smash Attack which can break more powerful blocks than a normal Smash Attack cannot.

**CROUCHING JUMP:** Stuck with a small space that Wario can't fit through? If you crouch (Down on d-pad) then jump (A), you will do a Crouching Jump that enables you to fit through the small space. I refer to this as a "duck jump" throughout the walkthrough.

**SWIMMING:** When in water, use the d-pad to swim left/right/up/down, and press the B button to paddle (which makes Wario swim faster). Pressing the A button will make Wario head-butt upward and not pressing anything will cause Wario to surface to the top of the water.

**CROUCHING SLIDE:** While charging (B), if you press down on the d-pad, Wario will go into a crouch and slide a little bit. This can be useful for getting through narrow openings faster than Wario's normal pace.

**STOMP JUMP:** If you jump on top of an enemy's head while pressing the A button, Wario will get an extra little boost to his jump. Use this to reach items or areas just beyond Wario's normal jump range.

## 2.3 - WARIO'S PHYSICAL PHASES

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Throughout your quest, you'll find that Wario can be affected by all types of things and react in different ways. Knowing and using these different character phases is crucial in some parts of the game, so it's best to familiarize yourself with them now so you can use them to your advantage later.

**FAT WARIO:** Whenever Wario eats an apple thrown by a monkey, he will become fatter than normal. In this phase, Wario moves much slower and cannot jump very high, but there is an advantage. Being so fat allows Wario to break through blocks on the ground or topple certain enemies by jumping. This phase will disappear, returning Wario to his normal self, after a certain amount of time or if you jump into some water.

**PUFFY WARIO:** This phase is actually pretty useful in large stages. If you are stung by a Beezley enemy (bee), Wario's cheeks will puff up like a balloon and send him airborne. You can use the d-pad to control which way you float, but once you run into something, you'll pop and Wario will fall onto the nearest platform below.

**BOUNCY WARIO:** If you get hit by a fish wielding a mallet, Wario's legs will

turn into a spring, giving him the ability to jump very high. You can move around as normal in this phase by using the d-pad; when you're ready to jump, just press the A button to send Wario bouncing. You only get one jump, so make sure you only use it when under an opening or open space.

**BUBBLE WARIO:** When in water, you'll notice that in some spots, bubbles will appear. If you happen to be caught by one of these bubbles, Wario will be trapped inside and you'll go floating up. Use the d-pad to move the direction of the bubble and once it hits something solid or reaches the surface of the water, it'll pop, returning Wario to his normal state.

**FLAMING WARIO:** In this phase, Wario's back end will catch on fire and rapidly grow to consume his entire body. When this happens, you will begin to run more quickly and cannot change the direction you're running in, but you can jump with the A button. After a while, the flames will consume Wario entirely, which is when you can move with the d-pad but not jump. Once Wario is in a pile of ashes, he'll magically return to normal. What's the good part out of this phase? You can break through blocks with a fire symbol inscribed on them.

**VAMPIRE BAT WARIO:** In some stages, you'll find a bat named Minicula flying around in circles. If you run into Minicula, Wario will be bitten and turn into a vampire bat himself. In this phase, you can repeatedly tap the A button to fly anywhere you want, but stay away from candles. The moment you fly into the light, Wario will turn back into normal.

**SNOWMAN WARIO:** Whenever Wario gets hit by a falling snowball from the ceiling (in some stages), he will turn into Snowman Wario. In this phase, when Wario goes down a slope, he'll begin rolling. If you hit a wall while rolling, Wario returns to normal. In this phase, you'll be able to break through blocks with a snowball symbol inscribed on them.

**ICE WARIO:** By touching the icy breath of an Ice Man enemy, Wario will become a solid block of ice and begin sliding. He'll stop sliding and return to normal state after crashing into a wall or object. This phase is useful in reaching certain spots in the game.

**ZOMBIE WARIO:** If you get hit by one of the objects a flying enemy spits out, Wario will turn into a Zombie (moving much slower than normal). In this phase, he can drop through certain platforms. To return to normal state, just wait a while, step into the light or fall into some water.

## 2.4 - THE GAME DISPLAY

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In the upper-left corner of your screen (while playing in a stage), you will find your heart meter. You can have up to eight full hearts on this meter but lose one each time you get hit by an enemy. Under the heart meter is the heart gauge. What's the difference, you ask? The heart gauge fills up each time you collect smaller hearts after defeating enemies. When the gauge fills all the way up, you will get one full heart added to your meter.

In the center of the screen there is... well, nothing when you first start the stage. However, once you hit the exit switch, a counter will show up here, telling you how much more time you have left to get out of the stage before you lose and have to start over.

Finally, in the upper-right corner is your coin counter. Every time you gain or lose coins, it shows up on this meter. For more information on coins and treasure, see the "Item Listing" section of this guide. Aside from these

three things, there really isn't anything else about the display that needs explanation. Pretty simple, huh?

## 2.5 - HINTS AND TIPS

- \* Spear-Masks and the round blob enemies can actually be changed into different colors. If you do a Smash Attack (butt-stomp), you'll change the blobs from blue to red and the Spear-Masks from yellow to blue to orange. You'll want to kill the blobs while red and the Spear-Masks while orange to get the most coins out of them.
- \* Before finishing the Entry Passage, you can keep getting coins in the Hall of Hieroglyphs stage then use them in the mini-game shop for a reduced rate of only 2,000 coins instead of the normal 5,000 per play.
- \* If a piece of wall or flooring looks odd, try breaking it with a charge, dash or smash attack. There are tons of hidden spots in each stage of this game, so even if a wall doesn't look like it can be broken, try dashing it anyway. Of course, I've pointed out nearly all hidden spots in the walkthrough, so you can read that too.
- \* Sometimes (in fact, most of the time) pieces of jewel or the Keyzer won't be found until after you hit the frog switch in a stage. So don't panic about missing items if you reach the frog switch early.
- \* If your timer runs out and you still haven't gotten out of the stage, the coins you collected throughout the stage will begin falling out of Wario's pockets. If you still haven't made it out by the time all the coins are gone, you have to restart.

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## 3. ITEM LISTING

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### 3.1 - CHESTS

Normally I wouldn't list something like chests in a separate section on their own, but since there are a few different types in this game, I felt it'd be necessary to explain what they are:

**JEWEL PIECE CHESTS:** These are the most common type of chests and look rather old. Four of them can be found in each stage and each one contains a piece of the jewel for that stage. Also, one gold coin is always found in each of these chests, whether you've already got the jewel piece or not.

**HEART CHEST:** Often hidden, these chests have a heart symbol and a different colored top to them. When opened, you'll get a heart power-up which will replenish your life meter.

**CD CHEST:** Just like the heart chests, the CD chests are also hidden away in each stage (in fact, they are the hardest-to-find chest in the game while playing on normal mode). They also look the same, only without the heart symbol. There's one per stage and obviously they hold CDs.

**TREASURE CHESTS:** A fourth type of chest is the fancy-looking treasure chests that appear in the background during boss fights. You won't know what's in these chests until after you beat the game, but be quick so they don't disappear!

### 3.2 - COINS AND TREASURE

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Knowing how greedy Wario is, it's obvious that you'll be collecting lots of treasures during your quest. Treasures not only come as coins, but other forms as well. Treasures and coins range in size and value, but in the end, everything is valued in "total coins" on your counter. Confused yet? Here are the different types of treasures and how many "total coins" (value) each is worth:

**SMALL COIN:** These can easily be told apart from other (more valuable) coins by their small size. They appear after killing enemies or breaking blocks and are around the same size as little hearts. Each small coin is worth 10 total coins on your counter (which is found in the upper-right corner of the game screen).

**BRONZE COIN:** These are significantly larger than Small Coins and are bronze in color. Each one you collect is worth 50 total coins on your counter.

**SILVER COIN:** Same size as the Bronze Coin, only silver in color. Each one of these is worth 100 total coins on your counter.

**GOLD COIN:** The most valuable coin treasure of all is the Gold Coin. It's the same size as the Bronze and Silver Coins, only gold in color. Each one is worth 500 total coins on your counter, so be sure to collect each one as you come by them.

**BLUE CRYSTAL:** This treasure is shaped as a crystal and is often found positioned in mid-air. Each one you collect is worth 10 total coins on your counter.

**RED CRYSTAL:** Significantly more valuable than the Blue Crystal is the red one. For each Red Crystal you collect, 100 total coins will be added to your counter, so don't miss them.

**DIAMOND:** The rarest treasure of all is the Diamond. Each stage has a few of them hidden in hard-to-reach or hidden spots (which the walkthrough later in this guide points out). Each one of these large Diamonds is worth 1,000 coins on your counter.

### 3.3 - BLOCKS

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Each stage has several different types of blocks that Wario must get past in order to progress. Some of these blocks won't show up until later stages, but you will encounter them all during your quest. These blocks are:

**NORMAL BLOCK:** A light-colored block that Wario can easily break through. Use a charging attack (B), a Smash Attack (butt-stomp) or throw an object at the block to break it. These are the most commonly found blocks in the game.

**SMALL BLOCK:** These are made of the same material normal blocks are made of, only they are much smaller in size. These are almost always found in narrow opening and can be broken by throwing a rock or some other object at them.

**STRONG BLOCK:** This is a darker-colored block that cannot be broken as easily as the normal block can. To break one, you must perform a dash attack or Super Smash Attack, otherwise they won't budge.

FIRE BLOCK: A red block with a flame symbol inscribed on it. Wario will only be able to get past these blocks while in his Flaming Wario phase. Simply run into the block while Wario's on fire and it'll disappear.

SNOW BLOCK: A blue block with a snowball symbol inscribed on it. Wario can only get past these when in his Snowman Wario phase. While rolling as a snowball, run into one of these blocks and it'll disappear.

ICE BLOCK: Very similar to the Snow Block in that you can only break through them as Snowman Wario. These are just solid blocks of ice, however, with no snowball symbol on them.

"!" BLOCK: These small blocks have an exclamation point inscribed on them. When you hit one, blocks of the same color will appear or disappear depending on what color the "!" block is when you hit it (as it will change color after each time it's hit). To hit this block, simply jump up underneath it or toss something at it.

### 3.4 - SHOP ITEMS

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Just before battling a boss, you have the option to enter the Shop and purchase items with the medals you earn from the mini-games. This is a listing of those items, their prices (on normal mode) along with a brief description of each. Items marked off with an asterisk (\*) are ones found on the bottom row in the Shop and are the most powerful. Each boss in the game is extremely vulnerable to one of these more powerful items; you'll need to check out the boss strategies in the walkthrough to find which ones are most susceptible to which items.

APPLE BOMB: 2 Coins (Normal)

- This is simply a bomb disguised as an apple. When you go into battle, the shadow guy will throw it at the boss and it'll explode, causing some damage to the boss before you begin the fight.

BLAST CANNON: 2 Coins (Normal)

- Just as it sounds, this is simply a cannon. When purchased for two coins, it'll be brought to the battle room and a shot will be fired at the boss. This does roughly the same amount of damage as the Apple Bomb.

VIZORMAN: 4 Coins (Normal)

- This little guy wears a white suit and can be purchased for four coins in normal mode and six on hard mode. He'll be escorted to the battle room and use his laser eyes to take some of the boss' health away before you begin.

BUGLE: 6 Coins (Normal)

- When purchased, this bugle will automatically play some music, and the notes magically drift up and hit the boss. This does roughly the same amount of damage as the Vizorman item does.

\*BLACK DOG: 10 Coins (Normal)

- When purchased, the shadow guy will turn into a Black Dog, float up to the boss and begin biting it. One of the bosses is most vulnerable to this item. See the walkthrough to find out which.

\*LARGE LIPS: 10 Coins (Normal)

- Love hurts. When you purchase this item, the shadow guy will turn into a pair of large lips, give the boss a few smooches and surround it with love. Seeing as how the bosses are evil, all this affection will be detrimental to their health. As with all items on the bottom row, this item works extremely well on one particular boss (see walkthrough).

\*BIG FIST: 10 Coins (Normal)

- When purchased, the shadow guy will transform into a large white fist and pummel the boss in the face. More powerful than the items on the top row of the shop and most powerful against a certain boss (see walkthrough).

\*BLACK DRAGON: 10 Coins (Normal)

- Somewhat similar to the Black Dog, only this time the shadow guy will transform into a dragon and spray the boss with a stream of fire breath. Useful for damage, but most useful on one boss in particular (as always, see the walkthrough to find out which boss).

### 3.5 - OTHER ITEMS

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This is a list of all other items not listed above that you must (or can) collect in the many stages of the game:

**KEYZER:** Every stage has a Keyzer, which is your key into the next stage. Even if you complete the stage, without the Keyzer, you won't be able to move on to the next. The Keyzer is just a large key with a duck-like creature (or whatever you want to call it) on the end of it.

**JEWEL PIECE:** Every stage has four jewel pieces in total and when you collect all four, they make one whole jewel that is then placed in the boss door. You can complete a stage without getting all four jewel pieces, but in order to fight the passage boss, you need to have all jewels collected.

**HEART POWER-UP:** These actually look like medals, but I didn't want to get them confused with the mini-game medals. You'll find these power-ups in chests in some of the stages and when collected, they'll replenish all of your health.

**CD:** There are a total of 16 CDs that you can find during the game - one well-hidden in each stage. Listen to the CDs you've collected by going to the Music Room. (All CD locations are pointed out in the walkthrough).

**MEDALS:** Whenever you complete a certain number of events in the mini-games, you'll gain a medal (see mini-games section for more info.) With these medals, you can purchase items from the Item Shop just before going to fight each passage boss.

**HEARTS:** These are just normal-sized hearts found in different locations in each stage. One heart replenishes one heart on your health meter.

**LITTLE HEARTS:** After killing enemies, small red dots will appear - these are smaller versions of the normal hearts. With each one you collect, part of your heart meter (under your main health meter) will fill up a bit. Once this fills completely, you'll gain one whole heart on your health meter.



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4. Walkthrough  
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In all, there are six passages to play through. The first (Entry Passage) contains only one stage (which is mainly for practice) and the last also contains only one stage. The other four are the main passages of the game and have four stages with a boss fight at the end of each. This walkthrough covers every stage on the NORMAL difficulty mode. I've included the locations of: jewel pieces, heart power-ups, CDs and Diamonds. By following this walkthrough carefully, you should be able to complete each stage with all necessary items and a gold crown. I've gone in a counter-clockwise direction, starting with the Entry Passage and moving on to the Emerald Passage, etc.

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4.1 - THE ENTRY PASSAGE  
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STAGE 1: HALL OF HIEROGLYPHS  
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When you first enter, you'll notice that the warp portal closes - don't worry about it and hop up the platforms to your right. At the top, go through the two bottom (transparent) blocks and into the next screen. Here you learn the basics of warp pipes - simple push down on the d-pad while standing on this pipe to warp through and you'll be brought to the next screen. Kill the two enemies here then hold up on the d-pad and jump while under the other warp pipe above - you'll warp through it and up onto the other side of where you warped down before.

Make a right to enter the next screen and kill off the few enemies in here. See that chest? Run into it and it'll open, revealing your first jewel piece. This is the upper-right piece of the jewel, so make sure you collect it before proceeding on into the next room. Once there, you'll have to break a weak block (simply hold B to ram in to it, causing it to break and continue into the next room). Here you'll be faced with another weak block but raised on a platform. Press B to ram, then A to jump and run into the block - go on into the next screen.

Ram the block in this next room as well as the few enemies waddling around and open the next chest which contains the lower-right jewel piece for this stage. Don't forget to collect the blue crystals above you then make your way into the next room to the right. This room contains two heavy blocks barring you from the next room. You'll have to do a dash attack on them (R button + right on d-pad) to break them. The next room is pretty much the same, just jump up to reach the blocks while doing a dash attack.

In the next room, dash attack all the way to the right to break the blocks and enemies in your path and you'll come to the next room with a rock lying on the floor. Pick it up and stand near the right wall then hold down B and release to toss it at the small blocks in your way. Go through the small space and into the next room. Here, it may look logical to climb the ladder, but if you break the block along the right wall, you'll reveal a hidden room with a chest inside. Open it for a heart power-up which will replenish your health. Go back into the previous room and climb up the ladder. Use the rock at the top to break the block above you then climb up the platforms and go left a screen.

Bust through the blocks/enemies and you'll come to another treasure chest with the lower-left jewel piece inside. Once you have it, continue left into the next room. While standing on the slope here, push down on the d-pad and Wario

will roll through the small blocks and into the next screen. Jump up to grab the Keyzer then use the same rolling technique to get into the next room where you will find the last treasure chest. Before opening it, hop on top to reach the diamond above then open the chest for the last jewel piece. Continue left into the next room and do a butt-stomp (A + down) to break the block in your way. In the next room, climb up the ladder and jump to get the Diamond, then climb the ladder again. Charge into the left wall to break it away and go through to find two Spear-Masks and a Diamond. Kill the enemies, grab the Diamond then leave back into the previous room and Super Smash Attack off the edge to break the strong block below.

Go left and break through the blocks on the floor. When you land below, break through the blocks to the right and hit the frog switch. When you do so, the portal you entered through will once again be open and you'll only have a minute to escape. Grab the rock from the previous room and toss it at the small blocks to break 'em then hop through the exit portal and your first stage of the game will be over! This unlocks the boss door to the Entry Passage as well as gives you access to the Mini-Game Shop and Item Shop, so feel free to stop by both of those before fighting the boss.

#### PASSAGE BOSS: SPOILED ROTTEN

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This boss is actually just a little spoiled girl creature (I assume from the rosy cheeks) and two smaller minions of hers. The minions carry spears, so be sure not to ram them when the spears are pointed at you. I advise killing the minions first so that you can focus on the main boss without interruptions. To hit her, simply use your charge (B) and she'll take damage. After every few hits, her expression will change and when you get her down to 30% health, she'll go insane, so you can't ram into her from the front or she'll bite you with her razor sharp teeth. Simply hop over her and hit from behind until she's defeated and this battle will be over. Not too tough, was it?

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## 4.2 - EMERALD PASSAGE

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#### STAGE 1: PALM TREE PARADISE

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This stage has some pretty nifty music. Go right a screen and all the way right to the one after that and you'll come to the first chest with the upper-right jewel piece inside. Continue right a screen and watch out for the Spear-Mask - go straight a bit and you'll come to the second chest with the lower-right jewel piece inside. Dash attack your way through the blocks and into the next part of the stage. When you come to the next set of blocks, break them away to reveal a hidden cave opening in the background. Hit up on the d-pad to enter it.

In this cave, climb up the ladder near the left wall, hop over the spiky shelled enemy and climb up the next ladder to find the third chest - inside is the upper-left jewel piece. Once you have it, climb up the next ladder and go up through the pipe. Pick up the little guy in this room and toss him up to the "!" block so he hits it, causing the transparent blocks to become solid. Use these to reach the diamond up above then go back down through the pipe you entered this room with. Back in the room with the ladders, drop off the ledge to the right to collect a bunch of crystals then exit the cave the same way you came in.

Head right another screen and you'll enter a cave-like area just like the one

you were just in before. Head straight a bit until you come to the wall and you'll notice a skull with crossbones off in the granite - this marks off a secret area. Hop up onto the first ledge and walk straight into the wall, only to find that you go through it. Open the chest here to get the CD then go back out. Continue climbing up the rest of the ledges until you reach the top where another chest is. Open it for the last jewel piece then walk into the left wall to go through it just as you did below. Inside is a diamond and if you continue left, you'll end up in front of the cave entrance in the background where you were before.

Instead, continue right to leave the cave area. In this next screen, watch out for the monkey who's throwing apples - if you eat one, Wario will become fat for a while. Hit the "!" block near the end of this screen to make the transparent blocks become solid then use them to reach the Keyzer hovering above. Now, remember that monkey I mentioned earlier? If you didn't kill him, eat one of the apples he tosses to become fat (if you did kill him, just go off-screen and come back, he'll reappear) then look in the center of this screen for some odd-looking section of dirt on the ground.

Hop up and come dropping down on this patch of dirt to break through it and land in a secret room below. While still fat, drop into the water right near the left wall and you'll break through the block, gaining access to a diamond below. Swim back up and hit the "!" block to make the transparent blocks solid then use the pipe to exit this secret room. Back on the screen where you got the Keyzer now, hop onto the two solid "!" blocks and use them to reach the pipe above and warp up through it.

In this room, climb up the ledges until you reach the top where another little guy stands. Toss him through the two small blocks to your right then quickly jump down and catch him when he falls to the bottom (make sure he doesn't land in the water or you'll have to warp out and back into this room). With him still in your hands, toss him through the other set of two small blocks off to the left of the water. Now, get up on the first ledge, duck down and drop off the ledge, holding left on the d-pad so you go through the small opening. Pick up the diamond then warp back through the pipe into the previous area.

Head right a screen and open the chest for the heart crown then continue right some more to find the exit switch; stomp it and you'll have 1:30 to get from here back to the warp portal. Backtrack to the start of the level while dashing to save time. Just before reaching the exit portal, there will be a wall in your way that is actually transparent. If you jump through it, you'll get a Diamond which should help you get the gold crown for this level. Once you get to the portal, hop through to finish off this first stage.

## STAGE 2: WILDFLOWER FIELDS

When you first start, have one of the bees buzzing around sting you so you become Puffy Wario and float up through the crack in the platform above. You can drop down on this platform and go left for some blue crystals otherwise continue floating up through the clouds and to the next platform. From there, you can drop down once again and find some blue crystals near the right wall, otherwise keep floating up through the next opening and to the leaf platform on the right wall. Hop off and over to the ledge on the left where a chest is. Open it to get the CD then drop all the way back down to the ground where you started - go right a screen.

Have one of the bees here sting you again so you can float up to the small vine ledge straight ahead. From there, do a butt stomp down through the block and go left in this new cave room. Drop down all the ledges here and at the

bottom, go all the way right and start climbing back up there. When you reach the top, pick up the rock and toss it straight up to break the block near the entrance and backtrack there. Duck to go through the small opening and pick up the diamond then leave this cave area the same way you came in. Back amongst the wildflower fields, go right a screen.

Here, hop up the leaves and beware of the Spear-Masks then continue up the vine ledges and go over to the right side of the screen. Drop off the vine and come smashing down onto the two blocks below to open the next area. Drop off the edge of the blocks to your right and butt stomp as you do to break the next set of blocks below. These will reveal a pipe that you can take down into a hidden room with the little guy inside. Pick him up then jump up near the block and toss him over so that he falls off and lands below (if he doesn't fall off, go up the back and come back down to try again).

Climb down the ladder and pick him up again; repeat the process to get him over the next block then go down the second ladder. Pick him up one more time and set him just below the platform where the diamond is then jump on top of him (and hold A) to get a boost in your jump so you'll reach the platform. Hop up for the diamond then leave this room through the same pipe you used to enter it. Now back in the cave like area, Go left and hop up each platform until you come to the door in the background - go through it.

You will now be faced with a small water maze that can get confusing. Hop into the water and swim left where the current going up is (watch out for the swordfish). Take this current up to the top and you'll have the option of going either left or right. First, take the left current and when the path splits into up and down, go up into the still water. Hop out of the water and go left then butt stomp off the ledge and you'll land all the way down below (snagging a bunch of crystals as you go) where a hidden diamond is. Once you have it, take the north current again but this time go right instead of left.

Follow this current all the way around to the still water then hop out and open the chest for the first (upper-right) jewel piece. If you want, you can roll down the slope to the right and break through the small blocks then drop off the edge, collecting a bunch of crystals (you'll have to backtrack up here again afterwards). Otherwise, just go to the left and exit through the door. You're now in the stem of the giant sunflower. Take the current all the way up to the top and snag the crystals as you go. Head through the door and hop onto the head of a caterpillar to flip it over then toss it up to the giant sunflower to get some gold coins. Head right and drop through the first opening in the leaf then open the chest for the lower-right jewel piece. Keep going right to find another chest with the heart crown inside.

Now, drop off this ledge (through the clouds) and go right on the next screen. Have the nearby bee sting you so you become Puffy Wario then float up to the top (near the left) where a diamond is. Once you have it, drop off the left ledge and you'll be back near the top of the sunflower. Drop back down where the bee stung you and continue all the way right to the screen with the exit switch. Eat one of the apples the monkey tosses you to become Fat Wario then jump on the block in the right corner to break it. Below you will find a bunch of crystals and a warp pipe - take it down. In this room, toss the little guy up to each "!" block to make a new row appear then climb up the ladder until you reach the top. Toss him one last time to the left so he breaks the small block then duck jump (Down + A) through the small gap and pick up the diamond.

Leave this room the same way you came in then climb up the leaves on the screen where the exit switch is. At the top, hop off to the left and butt stomp down to break the block then go through and hit the exit switch. You will have 2:30 to escape, but you also need to get the Keyzer and final jewel piece along the

way. Dash left two screens and as you go left on the next screen, you'll get the Keyzer (the frog blocks that were blocking it are now transparent since the exit switch has been hit). Continue left to the last chest with the lower-left jewel piece inside. Now, just dash left a screen, drop down and go left to find the portal - jump on through to finish off the stage.

### STAGE 3: MYSTIC LAKE

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This level takes place mostly underwater, but you start out on dry land. Go right and through the door then climb down the ladder on the next screen. Topple over the Spear Mask enemy then pick him up and toss him over to the platform on the right. Hop over to this platform and pick him up again. Jump up to the raised platform and toss him one last time through the three small blocks on the right wall. With the path now clear, do a ducking-jump (Down + A) to get through the small space and onto the next screen.

Here, pick up the stone in front of you and throw it up/over the pole so it lands on the block on the other side - this should break the block allowing you to pass. Go right and open the chest for the heart crown then go back into the previous area. Drop down into the water and swim right a screen. Beware of the clams and Goggles-Blade enemies and swim right a bit more to where the ceiling looks different and there are two blue crystals just beneath it. If you swim up into this spot, you'll break through the dirt and surface at the top. Hop out of the water and go right to find a diamond then go left. When you reach the end, do a butt stomp off the edge and you'll break through the blocks in the water below.

Swim right and go down the pipe into a secret room. Pick up the little guy here and toss him over to the left side then swim on over to the left side and pick him up again. Now, stand near the left wall and just tap B once to toss the little guy into the water below - if you threw him from the right position, he'll land on the block in the water and break it. Swim down to find another diamond then leave this room the same way you came in. Back in the main part of the stage, continue swimming right and you'll come to an opening above. Surface and hop out then open the chest for the upper-right jewel piece.

Drop back down into the water and continue swimming right until you get to the next screen. Here, you'll notice several holes in the background. Some of these holes are the homes to large sea-monsters. You can tell an inhabited hole apart from an abandoned one by looking to see if a pair of eyes are inside. If so, be careful when you approach it because the sea-monster will come out and bite at you. To avoid being hit, just make the monster come out by getting near the hole, then when he goes back in, quickly swim across. Swim all the way to the top-right of this room and break through the blocks here. Collect the diamond then break through the next set of blocks and surface at the top of the water.

Hop out and go right a screen. Have one of the mallet-wielding fish hit you to turn into Bouncy Wario then jump up where the ceiling looks different than the rest - you'll break through and go up to an area above. After collecting the treasure here, go through the small gap to the left to drop back down where you were. Continue right and open the chest for the upper-left jewel piece then keep going right to enter the next area of the stage. This part consists of several narrow passageways with holes in the background and bubbles that rise up near the beginning of each.

You can have the bubble take you up and around (beware of monsters in the holes in the background) or just swim across in between bubbles. On the fourth passageway, take the bubble up and hug the left wall all the way to the

top. You'll be floated up right past the downward current where a diamond waits on dry land above. Drop back down into the water and continue right until you reach the end - surface and go right. On the next screen, you can either drop down into another body of water or go right and warp through a pipe - do the latter first. On the other side of the pipe, climb up the platforms straight above you until you reach the top where another little guy is.

Pick him up and toss him up/over the left wall so he lands in the water on the other side. Right after throwing him, quickly drop down to the bottom (where you entered) and go left. Jump up to the ladder before the little guy lands on the "!" block at the bottom which is when the solid/transparent blocks will switch. Use the now solid ones to reach the diamond above and warp back down through the same tunnel you used to enter the room. Now, look to your right and you'll spot the exit (frog) switch - hit it and you'll have 3:00 minutes to leave the level. What about the Keyzer and last two jewel pieces, you ask? Don't worry, you'll be getting them on the way out.

Drop down into the water and swim all the way down to the bottom. From there, swim right and beware of the large octopus enemy with spiky arms. Once you get past it, keep swimming up to the top of the water then jump out to reach the Keyzer. Swim back down past the octopus and get out of the water. Now just run all the way left. Just before the large bridge, you'll find another chest (which contains the lower-left jewel piece). Keep going left and in the next area, you'll be confronted with rolled-up porcupines that drop from the trees above. Run all the way left, avoiding these porcupines as best as possible until you come to the chest on the platform - open it for the last jewel piece then keep going left.

When you're out of the porcupine area, start dashing and make a leap of faith toward the entrance door - you should make it and ram right through the strong block along the left wall). Once you break through it, break through the other three as normal and in this secret cave-like room, you'll find the chest that contains the CD for this stage. Exit the same way you came in, go through the entrance door and hop through the exit portal to finish off this stage.

#### STAGE 4: MONSOON JUNGLE

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This stage takes place in a stormy jungle with patches of water all over the place. When you first start, jump out of the water and warp up through the pipe above you. Begin dashing right (R + d-pad) and as you go by the "!" switch, make sure you jump and hit it, but keep dashing. By hitting the block, you'll make a stone drop from the platform straight ahead. If you're dashing fast enough, you'll be able to knock the stone away from the small pit of water. Use this stone on the small blocks to the right then duck jump through to get the diamond. Leave this room the same way you came in.

Head left to screens by using the platforms (some of them are swinging) and watch out for the enemies in the water, as they can jump up from the water and bite you as you cross. When you come to the screen that's 2 left from where the pipe was, drop down into the water and swim through the small gap under the left wall. This leads into a somewhat hidden spot where the chest that holds the heart crown is. Grab it then swim back out and use the swinging platforms to cross. On this next screen, eat one of the apples the monkey tosses at you to become Fat Wario then jump on the block just under the platform where the monkey is standing to break through it.

As you fall, make sure to move around so you collect as many of the blue

crystals as possible until you reach the bottom. After returning to normal Wario, open the chest for the lower-right jewel piece. Now, butt stomp the block to the right of the chest to break through it and fall down to find a diamond. After getting it, climb back up using the platforms and crawl through the small space to get to the next screen. Here, butt stomp the block to the left to break it then do butt stomps on the steps here to make the mallet-wielding fish to the right rise up to the top. Have him hit you with the mallet to become Bouncy Wario then jump up through the gap above.

If you don't move at all while going up, you'll break through a block on the next ceiling and land on a platform above. From where you land, stand on the small slope and press down to send Wario rolling - he'll roll through some smaller blocks to the right and crash into a chest containing the CD. After getting it, drop back down out of this hidden area and use the platforms to reach the upper-right corner of the room. Kill the monkey standing here then warp up through the pipe to enter another hidden room. Go all the way left and you'll see a wild creature with a bow and arrow. Stand there until he fires an arrow at you then run all the way back to the right with the arrow chasing.

Let it hit you once you are against the right wall and you'll float up to the diamond above. Warp back down through the pipe and go through the opening in the upper-left corner of the room. Here, just make your way left using the swinging platforms (beware of the alligator-infested waters below) until you reach the last screen. Drop down and open the chest for the lower jewel piece then break the blocks and kill the Spear-Masks in your way. Drop down again and you'll come to the frog (exit) switch. Don't hit it yet, but instead, dash left to break the block then climb up the ladder. Stand at the edge of this platform and have the jungle man shoot you with an arrow. Float up through where you just dropped down (if you didn't break the blocks above, you'll probably hit them and land, so break them the second time around).

Continue floating up through the opening in the upper-left in the next room and you'll land. Go left and kill the Spear-Masks then dash along the leaf platforms in this room to reach a diamond over to the left. Drop back all the way down to where the frog switch was and hit it. Head right and break through the blocks. Breaking through the second set of blocks will reveal a door in the background so go through it. Climb up the platforms then drop down on the other side of the column; open the chest to get the third jewel piece then do a jumping charge (B + A) to break the small block to your right. Duck jump (Down + A) to get through the small gap and leave the same way you came in.

Keep going right and down to the last chest which holds the final jewel piece. Now, go back into the room where the door behind the blocks was and press down while standing on the slope so you start rolling right. Roll all the way out of this room and when you drop down on the next screen, jump and you'll break through a disguised wall. Keep rolling through, collecting all the crystals and you'll be taken to a room with two Red Spiked Shells - roll right through to kill them then go through the pipe. From here, just go all the way right back to where you started the level. Just before you reach the exit portal, jump up onto the frog blocks to reach the Keyzer then jump on through the portal to finish off the stage.

#### PASSAGE BOSS: CRACTUS

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The first "real" boss of the game is a large cactus-like creature in a small flowerpot. For an easy fight, purchase a Black Dragon item from the shop before starting. As the battle begins, quickly charge into his pot to break it which will wake him up. From here on out, the only way you can damage this beast is by climbing the ladders above and come smashing down on his head.

When he starts crawling along the floor, that's when you climb the ladder and come smashing down. After each time you hit him, he'll back up and start punching you with his two spiky fists. Avoid the first punch, then before he does the second, dash to the right so he misses.

As the battle progresses, he will start crawling higher (making it more difficult to hit him) and starts throwing more sets of punches. Just continue to fight in the manner described above. Make sure you don't try to climb the ladder while he's off-screen or instead of crawling, he'll swoop by and drool all over you. If hit by a drop of his drool, Wario turns into Zombie Wario which can be cured via the firefly that appears to the right. He also drools after each time you attack him, so be careful not to be hit by it or else you'll have to waste time returning to normal. After enough hits, he'll finally be defeated and depending on how fast you were, the relic/chest(s) will be taken to the central pyramid, finishing off this first passage.

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### 4.3 - RUBY PASSAGE

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#### STAGE 1: THE CURIOUS FACTORY

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Start by going right a screen, past the conveyor belts and spiked robot enemy. On the next screen, go right a bit and use the large spinning wheel to reach the top-right platform. Here, climb down the ladder, go right, kill the spiked robot then open the chest for the upper-right jewel piece. Climb back up the ladder and go right. Use the spinning wheel to cross over the gap and go right a screen. Here, stand under one of the round platforms and wait for it to come smashing down so that you become Flat Wario then go left again. At the edge of the platform, jump off so you safely float to the platform with the ladder on it.

If you fall, you'll have to walk through the machine near the bottom to become normal Wario then go back and get flattened again. From the ladder platform, jump off the edge up to the next one and finally up to the last platform. Jump over the small gap, walk through the machine to become normal Wario then grab the Diamond and go back to where the round platforms are. Go right and break the two blocks then drop down for some Blue Crystals. Instead of going right, break through the disguised block to your left and continue left to find a pipe - go down it.

In this secret room, pick up the little guy and jump up to the upper-left corner of the room. Toss him through the blocks so that he hits the "!" block then stand on the slope below and press down. Wario will roll through the narrow opening, break the small block and you can grab the Diamond. Leave the room the same way you came in then go right. Avoid the round platforms if you can and continue right to the next screen.

This next room is a tall one filled with spinning wheels. Use them along with the platforms on the side walls to reach the top-left corner of the room and go left to the next screen. Climb up a few conveyor belts here and grab the first Spear-Mask enemy you come to. Throw him down to the first conveyor belt then pick him up again and toss him through the block on the left wall. Go through the new opening and take the pipe down into another secret room. Pick up the rock and toss it through the hole to the right, then have the round platform turn you into Flat Wario.

Drop off the edge of the platform and you'll float through the second hole to the right. Land in the water below to turn back into normal Wario then hop



up the platforms and pick up the rock again. Take it down to the lower platform and toss it left so it breaks the small block in front of the Diamond. Now, go back to the top and become Flat Wario again and maneuver yourself so you go through the small hole where the Diamond is. Grab it then leave this room through the same pipe you came in.

Climb up all the conveyor belts, killing the Spear-Masks as you do so. At the top left, you can break through the disguised block and go left to kill some more enemies for coins. When finished, go right and jump up onto the platform. Drop down where the ladder is and jump into the fire to become Flaming Wario. This will let you break through the fire block to the left and get the single heart there. Go right a bit and open the chest for the upper-left jewel piece then break the block to the right of that. If you dash all the way right, you'll break through a disguised block and drop down into a secret room.

Use the double-platform spinning wheels to collect all the Crystals and get to the top of this room where a Diamond awaits. After getting it, climb the ladder near the upper-left corner to return where you came from. Climb all the way back up the ladder here and hop across the conveyor belts to grab the Keyzer. After getting it, hop left one conveyor belt and drop down - you'll land on the Frog Switch that turns the timer on. Drop off this platform and climb back up the tall ladder. Go right across all the conveyor belts this time and into the next screen.

Here, kill the spear enemies and drop down, collecting Crystals as you go. Open the chest at the bottom for the lower-right jewel piece then continue going left. Become Flat Wario with the round platforms then go left and drop of the edge. Float all the way to the bottom of this room then go right and drop off there. Make sure you land on the first platform to the right then go through the machine to become normal Wario. Just to the right of the machine is a chest with the CD in it, so grab that. Drop down, go left and use the double-platform spinning wheels to reach a Diamond in the upper-left corner.

Break through the small block near where the Diamond was then go through the narrow opening and open the chest here for the final jewel piece. Take the pipe up and the area should look familiar now. Just go all the way left until you reach the exit portal to finish off the level.

## STAGE 2: THE TOXIC LANDFILL

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Drop off the platform you're standing on in the beginning and when you land on the ground below, break through the stacked blocks to the right. Go right into the next area where the monkey on the platform is. If you walk past him and go right some more, you'll find another monkey on another platform. Eat the apple he throws you then break through the block in the floor. This will lead you down to an underground area. After you return to Wario's normal state, break through the block to the left and have the wild creature shoot you with an arrow.

Float all the way up past the screen with the monkeys and into the screen with the spiked mines. Avoid them and continue floating to the top where a Diamond awaits. After collecting it, go up through the pipe above where it was. In this secret room, there are four rocks. Pick one up, jump up onto the ledge and toss it at the switch along the right wall. This will make the first row of blocks appear. Now, pick up a second rock, jump up onto the blocks that appeared and toss it at the "!" switch along the left wall. This will make the second row of blocks appear.

Hop back down to where the rocks are and pick one up. Jump up onto the first row of blocks that appeared and toss this third rock onto the second row of blocks. Jump back down and pick up the last rock. Toss this one onto the second row of blocks as well (you should now have two rocks on the second row of blocks that appeared). The rest is easy - just toss a rock at the "!" switch on the right wall then jump up and do the same for the last switch. For your reward, you get a Diamond at the top of the screen.

Head back to the screen where the monkeys are and this time eat an apple from the monkey on the left side of the room. As Fat Wario, break through the block on the ground and you'll then break through several others below it. Once you land, go all the way right and jump again to break through even more blocks. You'll land in front of a chest - open it for the lower-right jewel piece once Wario returns back to normal. Afterwards, dash left and you'll break through the wall to reveal another Diamond. Go right again and head through the door in the background.

In this next room, go right along the fragile blocks until you come to the monkey standing on the two stable blocks. Eat the apple he throws, kill him, then jump through the first fragile block after the stable blocks where the monkey was standing. You will go into the toxic waters below and break through another blocks below the current that leads you into a semi-hidden area filled with Blue Crystals. Swim all the way right, collecting every Crystal until you come to the end where a heart and Diamond waits. After getting both, swim back up to the top and cross over the fragile blocks again. When you get to the other side, go through the door in the background.

Open the chest on this screen for the lower-left jewel piece then have one of the fish enemies hit you so you become Bouncy Wario. Jump from the left side of the door you used to enter this screen and you should land on a platform above with another door to the right of it. Go through this door and drop down into the square-shaped current for a bunch of Blue Crystals. Once you get them all, surface and hop back up to the door. Jump off to the right side of it and do a Smash Attack (butt-stomp) as you do so. You'll break through a block down in the water. Swim left and avoid/kill the clam enemy. Take a bubble up to the top of the water where a Diamond waits. Collect it then go back through the door you used to enter this area.

You should now be back in the room with the mallet-wielding fish. Drop down through the blocks and have one of the fish turn you into Bouncy Wario again. This time, you want to jump up through the opening on the right side of the screen. Once you get up there, go right into the next room. Continue going right and you'll see a chest with the upper-left jewel piece in it up on a ledge. After getting it, backtrack to the start of this screen and begin dashing to the right of where the jewel piece was (not below, but on top of the ledge). Once you reach the top, open the chest for the heart then break the tire blocks below to reach a door - go through it.

In this room, hop over the gap of water and you'll find a monkey over on the right side. Jump on his head to break the four small blocks above you then eat the apple he throws you to become Fat Wario. When the fish enemy above is close to the edge, jump and you'll make him fall down to where you are. After the fat wears off, let the fish hit you to become Bouncy Wario then jump up and go left for another Diamond and a heart. Leave this room the same way you came in and go back to where you got the upper-left jewel piece. This time, dash right below the ledge (so you go down) all the way to the end. Backtrack some and butt-stomp the tire block. Keep breaking away the blocks while going left to reveal a pipe - take it down.

Go over to the right and eat the apple the monkey throws then drop down below

the blocks where all the spiked-shell enemies are. Simply walk through them all and rack up the coins then go back through the pipe. Go left some more and jump up for the Diamond. Now, go back up to where you got the upper-left jewel piece and start going down where you just came from. Only this time, butt-stomp each TV you come to on the floor - one of them will give way and you can smash through several blocks to the left until you reach a chest with the CD inside. After you get it, get out and keep going down to the end where a door waits - go through it.

Head right, hit the frog switch and you'll have 5 minutes to get out of the level. Eat the apple the monkey throws then break through the block in the floor - you'll go through several more and land in a pit of water below. Get out, go right and have one of the fish enemies hit you so you become Bouncy Wario. Jump up toward the left and when you reach the top, move over so you grab the Keyzer. Drop back down to the bottom, get hit by the fish to become Bouncy Wario again and move over under the block in the floor - this is where you want to jump up at. Once you get back up to the top, Super Smash Attack down to break the block in the floor then drop down a screen.

Drop down to the bottom of this room and dash left - you'll break through several blocks. At the end, jump up and break those blocks then go right and break those. Finally, break the blocks above you and use the platforms to get up then go left. Break through the blocks below the ladder then dash left, jump up, dash right through more blocks and finally dash left to break through a strong block. Climb up the ladder and you'll be back in the area you first started in. Go right and open the chest for the last jewel piece then have one of the wild creatures shoot you with an arrow so you become Puffy Wario. Float up and into the exit portal to finish off the stage.

### STAGE 3: 40 BELOW FRIDGE

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When you first start, go right a screen and climb up the ladder. Use the conveyor belts in this room to reach the upper-left corner (watch out for the spear enemy though) where a Diamond and heart are. After getting them, get up to the upper-right corner and butt-stomp down to break the strong block on the floor. After landing below, go right and press down on the d-pad while on the slope to roll down and kill the ice enemy. Continue right and get hit by the snow falling from above to turn into Snowman Wario. Walk left again up the slope to start rolling and you'll break through the ice block.

In this room, jump up and get the heart, then take the lower path right (as the top one leads to a dead end for now). Kill the ice enemy then go through the door in the background. Hop over the gap in this next room and open the chest for the jewel piece then drop down where the platforms are, only do a Super Smash Attack as you jump off to break a block down below. This will reveal a hidden pipe - go down. In this hidden room, stand under the odd-looking creature with wings and wait for it to spit out a ball. Toss the ball up and over the barrier to your right so it hits the first "!" switch.

Grab another ball and run/jump right until you're up against the barrier. Toss the ball over and it'll hit the second "!" switch which gives you access to the Diamond below. Once you have it, go back up the pipe and hop up to the top of the room. Now, drop down to the first opening and go right. Kill the Spear-Mask then jump up and then drop down to where a Diamond is. Go back to the entrance of this opening and drop down one more and go through the second opening. Go right and kill another Spear-Mask, collect the heart and duck then drop off the edge and hug the right wall so you go through the small gap and pick up the Diamond.

Drop down and go back to the opening. Drop down to the bottom and go all the way right for a heart then jump up a couple of platforms and go through the second opening from the bottom. This leads to the Keyzer. Once you have it, go through the next opening above which leads to a door - go through it. In this room, go right and climb up the fencing to the platform where the snow is falling. Turn into Snowman Wario, hop off the ledge and use the ramp to your left to start rolling to the right. You'll break through a few ice blocks and stop back in front of the door you came in. Confused? This room is a repeating one, so if you go left or right a screen, you'll end up in the same place.

Climb up the ladder and open the chest for a jewel piece then go up the slope to your right and press down to start rolling. You'll break through the block along the left wall and end up in a room with an ice enemy and a Diamond. Get the Diamond and the ice enemy will blow you back out. Duck jump to get back through the small opening and go right again. Use the moving platforms to get higher up (don't forget to pick up the Crystals to the left of the vertical moving platform). Climb up the fencing here (watch out for the icicle falling from the ceiling) and move over to the left. When the ice enemy is turned away from you, climb up quickly so he doesn't knock you off with his icy breath.

Continue climbing up to the top then drop off on the ledge to the left. Go left a bit and get hit by the snow to become Snowman Wario. Drop all the way back down to where the ladder is and use the slope to the left of it to begin rolling. After breaking through five ice blocks, you'll crash in front of a door - go through it. Open the chest next to you for the third jewel piece then go left and get hit by the snow. Use the nearby slope to start rolling and you'll crash through an ice on a platform below. After getting the crystals, hop over to the slope adjacent to where you are (the one just below where you entered this room).

Roll down it normally (not as Snowman Wario) and you'll break through some smaller blocks on the left side which takes you into a small area with a Diamond on top guarded by two ice enemies. Avoid their icy breath and collect the Diamond then jump up to the platform above. Don't get hit by the snow just yet, but instead just roll down this slope as normal Wario and jump right before you come off. You'll land on the slope to the right and break through some more small blocks which leads into a space with another Diamond - quickly jump again while in this space and you'll roll through some more hidden blocks to the right which leads to a smaller space with yet another Diamond!

Get both of them then go back up to where you first entered this room. Turn into Snowman Wario and hop down to the platform below. Jump off the left side of this platform to land on another below it. Jump yet again off the left side of this one and hopefully you'll land on the very edge of the slope below and begin rolling. You'll break through several ice blocks in the lower-right corner which leads to yet another Diamond. Just a quick reminder, this guide can always be found at [gamefaqs \(dot\) com](http://gamefaqs.com).

Now, get back up to the upper-left slope and get hit by the snow. Roll down the slope and you'll break through an ice block below which leads to a pipe. Take the pipe down and drop down to the bottom. Jump on top of the ice enemy's head, but don't kill him. Pick him up and toss him to the platform above you. Get up to this platform then pick him up again and toss him up one more platform. Now, stand at the left edge of this platform and wait for the ice enemy to blow his icy breath at you. You'll slide right past the two spikes; jump to get the Diamond then climb back up the ladder and go through the pipe to leave this room. Drop down to the bottom and go left to find another chest, open it for the last jewel piece and make your way back up to the entrance of this room.

Turn into Snowman Wario again and jump down to the bottom where the chest was. Now that it's out of the way, use the small slope to your right to roll through the ice blocks to your left. Once you crash, go left a screen and hit the Frog switch to start the timer. Climb up the ladder and get hit by snow then roll left to break through some blocks and drop down. At the bottom of this room, dash left to break through all the blocks then jump up and break more to the right (one of them has a Diamond behind it). Climb the ladder, go left, up and right again (avoiding icicles, ice enemies and falling snow). Climb all the way up this ladder which will take you to the exit portal.

Don't go through just yet (unless you have absolutely no time to spare) but instead go right a screen. Climb up the ladder then go through the small space to your right (if you broke the block earlier that is, if not, you'll have to use the conveyor belts to get up and over) then drop down. Jump up to break the block above you then drop down and go all the way through where those blocks were to get back to the exit portal. Go right again, crawl through the small space and open the chest for the CD. Head back left and hop through the exit portal to finish off this level (and if you got all the Diamonds listed, you'll without a doubt get the gold crown).

#### STAGE 4: PINBALL ZONE

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Taking notice of the large arrows in the background, go up the slope to the left and roll down to break through the small blocks. On the other side, jump up and cross under the statue heads (be careful, as they'll shoot out spikes). Climb up the strip of fencing, hop off to the platform on the left and go through the door. Notice the counter that reads "4" above you? That means there are four slots in this room that you must toss pinballs into to remove this counter and proceed to the next area. When the mouths of the slots open, toss one of the pinballs in to remove it.

In this room, there's a slot on each side wall as well as one just above each of those for a total of four. Pick up the pinballs and toss in the direction of the flashing lights when the slots are open until all four are gone. The counter in the center of the room will disappear (leaving behind a gold coin) and you'll have access to a new door - go through it. Roll down the slope in this next room to break through the small blocks then do a jumping charge on the barricade with the chest behind it - the blocks will break away and you can open the chest for the first jewel piece.

Go through the door on the other side and you'll be in a room with four more slots. Release the ball on the right side by breaking the blocks it's sitting on then take it up to the first slot along the right wall (use the moving platform to reach it). After it's gone, open the chest below for another jewel piece then go over to the lower-left corner of the room. Toss the ball here over the barricade then crawl under it and pick up the ball again. Take it up to the slot along the left wall via the moving platform and toss it in to get rid of that one.

Use the moving platforms to reach the upper-right corner of the room then do a jumping charge to break the small block in front of the ball on the ledge above. Smash Attack (butt-stomp) to make it fall down then pick it up and toss it into one of the slots near the top-center of the room. The last ball is in the upper-left corner and you just need to butt-stomp so it falls then pick it up and toss it into the last slot to remove the counter. Don't go through the new door just yet, however, but instead go the center of the right wall where you'll find a normal block. Charge through it to reveal a pipe - go down.

Turn into Flaming Wario in this hidden room and make sure you start running left first (i.e. - don't run into the right wall first then turn around, because you won't make it to the top of the room in time). Jump up on the first ledge, hit the "!" switch and continue hitting the "!" switches until you reach the top where a fire block is. You'll be able to break through right when you reach it and a Diamond is waiting behind it. After you get it, leave through the pipe and go through the door that was behind the counter.

Climb across the fence in this room (beware of the blue statue heads once again) and climb up near the end for a heart. Go through the door on the platform to the left. This room has another four slots to clear. Eat the apple the monkey on the left side of the room throws to become Fat Wario then break through the block in the ground and keep jumping so the ball in the space to the right falls into the slot (you can also butt-stomp to move it if you aren't Fat Wario anymore). Now, open the chest to the left for the third jewel piece then hop up to the upper-left corner. Butt-stomp to make the ball here fall into the slot - two down, two to go.

Over in the upper-right corner of the room is another ball that can be dropped into the slot by butt-stomping. The last ball is in the lower-left corner and you must toss it up and over into the last slot near the upper-middle part of the room. With all four gone, the counter is gone, but once again, don't go through the new door yet. Instead, if you drop down to the lower-left corner again and charge right, you'll break through some blocks. Become Fat Wario again (if you killed the monkey, just leave and come back) then walk past the blocks you just broke through. Jump on the strong block on the floor to break it, revealing a pipe - go down.

Swim up to where the "!" block is in this hidden room and get close to the platform where the monkey is to make him toss an apple. When he does so, quickly swim over the "!" block and jump in mid-air to catch the apple. You'll become Fat Wario and land on the block which sends all the spiked enemies to the right falling down. Quickly swim down and right to catch all the coins these enemies leave behind (if you aren't quick, the coins will just be swept away by the current). Go back through the pipe and the new door that was behind the counter.

Roll down the slope to break through the small blocks then use the platforms to reach the upper-left corner where a chest containing the CD waits. After you get it, go over to the upper-right corner and through the door on the ledge to the right. Open the chest in this room for the last jewel piece then pick up one of the pinballs. Carry it up along the right side until you reach the gap in the wall. Toss the ball into the gap to break away a block then duck jump to get through. Pick up the ball again and use the moving platform to reach the slot and toss the ball into it. You'll also notice a pipe covered by a strong block in this space. Do a Super Smash Attack from the moving platform to break the block then take the pipe down.

Drop down where the ladder is and pick up the little guy. Toss him up to the top of the ledge then climb up the ladder and pick him up again. Throw him left to break the small block then duck jump to get through. With the little guy still in hand, drop off where the ladder is and quickly throw him into the normal block along the right wall to break it. Climb back up the ladder and get into the alcove where the block was. Charge through the second one then open the chest for a heart power-up. Break through the small block, duck jump then leave through the pipe.

Now, if you go over the left wall and stand on the second platform then charge into the left wall, you'll break through and reveal a hidden room with a Diamond inside. Get go back to the right and drop down to the floor. Butt-

stomp the floor in between the two odd-looking blocks to break it then pick up a pinball and drop down. Go right and toss the ball into the slot above. You now have two more slots left to clear. Pick up the third pinball and make your way to the upper-right corner of the room (beware the ice enemy). Toss the ball up and into the third slot to remove it; one more to go. Pick up the last ball and go to the upper-left corner. Toss it up and over so it lands in the last slot and the counter will vanish. Go through the new door.

Climb up all the mini-platforms here to the top where a heart is then crawl through the small space under the statue head on the right. You'll land on the Frog switch and you'll have 6 minutes to escape. Go through the door next to the switch and head all the way left in this next room. Jump up to break the blocks and release the pinballs then grab one and start jumping up the nearby platforms. Once you reach the top, throw the ball up and right (in the direction of the flashing lights) so it lands in the slot at the bottom of the slope. Go get another ball and jump up the same platforms as before, only stop halfway (where the flashing lights are) this time.

Toss the ball through the small space and it'll land in the slot below. Grab another ball and take it all the way right to where the smaller platforms are. Also, watch out for the electric orbs that are shot at you here. Jump up the smaller platforms until you reach the top and toss the ball up and over one of the barriers so it lands in the slot below. Grab the last ball and do the same on the other side and you'll have cleared all four slots. Go back to the left side and jump up on top of the platform above where the balls were. The counter will disappear and you can go through the door.

In the next room, as you fall, you'll grab the Keyzer. Go through the other door. Yet, even more pinballs. Go over to the left, jump up the platforms, kill the ice enemy and grab the pinball. Drop down, go right and climb up the other set of platforms. At the top, throw the ball up through the blocks and over one of the barriers. It'll fall into the first slot, but you'll need to throw another to get the slot below that. Go back to the left side of the room where you got the first pinball and butt-stomp through the blocks here to reach another ball. Take it back over to the right side and toss it over one of the barriers to clear another slot. The last two balls are over on the right side of the room. Just butt-stomp to make them fall and toss them into the remaining two slots. Go through the new door and just roll through the small blocks until you reach the exit portal.

#### PASSAGE BOSS: CUCKOO CONDOR

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If you want an easy fight and have 10 medals to spare, stop by the Shop and buy a Fist item which will reduce Cuckoo Condor's health to one right when you start. Or you can do it the long way. Run underneath his crane to make it drop then quickly move out of the way and charge into it to deal damage. Each time you hit it, a part of the clock will fall off and hit if you if don't avoid it, so be careful. After enough hits, the clock part will break away completely and the bird will begin laying eggs that hatch into small ducks almost instantly. If you don't destroy them quickly, they'll turn into explosive ducks and cause damage.

Catch one of the eggs the bird lays and toss it up onto its head to deal more damage. With each hit, the bird will begin laying eggs faster and faster until you've hit it enough times that its meter is empty. Congrats! You're now finished with the second "real" passage of the game.

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STAGE 1: TOY BLOCK TOWER  
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Go right and break through the cat face block as well as the normal block above the blue one. Pick up the triangle block and take it over to the door on the other side. Toss it up into the spot above the door to open it then go through. Break the normal blocks in this room to make another triangle fall and toss it up into place so the next door opens - go through it. Go right and open the chest for your first jewel piece (upper-right) then climb up the ladder. Kill the mini-Wario cart enemy and break the small block. See that large circle block? Charge it into the spot to the right then jump up on top of it to reach a bunch of crystals.

Go through the door in the background then break the normal blocks and get up to the next door. Go on through and break the three cat face blocks in the next room. Jump up on the blue block and charge all the cat face blocks to the left so the blue block falls to the floor. Use this block to charge the small block along the left wall then duck jump to get through the small gap. Take the pipe down to enter a hidden room. Drop off to the right and hit the "!" switch but quickly hit it again so the blue blocks down drop to the bottom. Dash across the blocks to break the strong block against the left wall and open the chest for a heart power-up. Go back up the pipe and into the previous room.

This time, break the three cat face blocks but go through the door in the background. Collect the crystals in this next room, butt-stomp through the small blocks and open the chest for the next jewel piece. Go through the door to your right, kill the mini-Wario cart then climb up the ladder and you'll be back where you first started. Break the three cat face blocks a third time and jump up to the platform to the right. Climb up the next ladder then charge the circle block left so it drops into the small space. Use it to reach the platforms above. Kill the mini-Wario cart, collect the red crystals then jump up to the top of the room. Take care of the two mini-Wario carts then go through the door.

In this next area, there are three cat face blocks stacked on top of each other with a blue block on top. Charge the top-most cat face block (the one right under the blue block) as well as the bottom cat face block so you'll be able to reach the crystals up above the blue block. Once you have them, stand along the right edge and charge over so you get all the crystals as you drop down. After landing below, break all the normal blocks to make the blue ones fall then dash along them to the left so you break the strong block, revealing a Diamond. Get it then go right, breaking through all the normal blocks. Now, what you want to do is start your dash (going left) and jump up on the platform you come to while still dashing so that you break through all the cat face blocks. If you make it, collect all the crystals (if not, just go through the door and re-enter to have the blocks reset).

Go through the door to enter the next room and kill the mini-Wario cart. Jump up, charge through the normal blocks and turn into Flaming Wario to break through the fire block to the right. Once it's gone, go back and turn into Flaming Wario again. This time, run right and jump up all the platforms (when you get on the one to the left, jump again so you hit the wall and go right) until you get to the flame block over on the right side of the room. Break through it for some crystals then drop down to the bottom of the room again. Go to the lower-right corner to find another flame head next to some water. Turn into Flaming Wario and run left, jumping up on the platforms to reach the other flame block on the left side of the room. After breaking through it,



pick up the triangle block and carry it up to the upper-left corner where the door is.

Toss the triangle into place to open the door, but don't go through just yet. Instead, dash right and jump at the end of the platform. You'll go right through a hidden wall to the right where a pipe can be found - take it up. Jump up the platforms in this hidden room then charge the circle block down the slope. Stand on top of it once it lands then jump off and Super Smash Attack the strong block below. Dash right to break the other block then charge the circle block right so it lands in the groove. Use it to reach the Diamond then leave this room through the pipe. Go left and through the triangle door you previously opened.

Here, there are two stacks of blocks. Break the top cat face block on the right stack and both cat face blocks on the left stack. Jump up to the higher platform. You'll see the Keyzer below the frog blocks, but you can't get it just yet. Keep going left, drop down and go through the door. Turn into Flaming Wario in this room, jump over the chest and break the fire block. Now what you want to do is break the top two rows of blocks, but leave the bottom row in tact, because after breaking away the top two, you'll reveal a door that can only be reached with the lower row of blocks. Go through it, kill the three mini-Wario carts, collect the crystals and leave.

Hit the frog switch to start the 4 minute timer then jump up and open the chest for the third jewel piece (lower-left). Leave this room the same way you came in and break both cat face blocks on the left stack in the next room. Jump from the blue block over to the cat face blocks on the right to reach the platform above. Grab the Keyzer then drop down the transparent pipe. When you land on the chest below, don't open it yet, but use it to reach the crystals to the left (dash to get them). Once you have them, open the chest for the final jewel piece then hop over the gap in the floor. See the small opening to the left just underneath the platform? Duck jump to get through it.

In this room, break the cat face blocks up above to make the blue block drop down then use it to reach the Diamond over on the platform. Leave this room and crawl back through the small gap then drop down through the hole in the floor you jumped over earlier. Break through all the normal blocks until you land below. Hop over the circle block and get up on the platform to the left. Break through all the blocks here and carry the triangle block back over to where the circle block was. Jump on top of the circle block then throw the triangle into its spot to open the door. Go through and open the chest for the CD then leave back into the previous room. Go left and you'll have the choice of going up the pipe or going right - go right. Kill the mini-Wario carts and jump up the platforms.

Once on top, duck and drop off the edge and squeeze through the small gap to the right. Collect the crystals and drop down for another Diamond then smash through the block and go up the pipe on the left side of the room. Go through the door in this room, climb up the ladder (this place should look familiar now, as you're just backtracking to the portal), go through the next door and keep going left (don't forget to jump on the first platform when you get back outside for a line of crystals) until you reach the portal. Hop through and that's that.

## STAGE 2: THE BIG BOARD

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This stage has numerous spinning wheels which you must stand under and stop on a number to do certain things. I'm not going to tell you exactly which number to stop each on, but instead what you need to get. From the start, go right,

break through the blocks and go into the next screen. Kill the mini-Wario cart then stand under the first spinning block. You'll need to stop it on one of the block changers (no matter what number you get, you'll land on one anyway). Jump up and over the block to the right and go to the next screen.

Go along the top of the blocks first, killing the mini-Wario carts and jump up onto a smaller platform above as well as the small platforms to the left and right of that one for some crystals and hearts. Drop down below the blocks you were standing on and open the chest for the upper-right jewel piece. Jump up onto the ledge and go right into the next screen. Stand under one of the spinning blocks and get a Wario face to become Flaming Wario. Running to the left, jump up two platforms and you'll burn through the mini-fire blocks to get a Diamond. Go ahead and get a heart from the other spinning block then drop down through the hole in the floor.

Break through the blocks to your left and keep going left for the lower-right jewel piece (watch out for the mini-Wario carts). Now, begin dashing right and you'll break through the wall to reveal a pipe - go down. In this hidden room, stand below the creature and catch a ball when it spits one out. Throw the ball through the small blocks to the left then get another ball and take it up to the higher platform; toss it left to break the second row of small blocks and the enemies will fall into the spikes below. Bounce off of them to reach the left side of the room where the heart power-up can be found in the chest. Once you have it, leave this room.

Go left, hop up the platforms and go right a screen. Drop down and open the chest for the lower-left jewel piece then stand under one of the spinning blocks. Get the spear-block enemy icon to make three of them appear. Topple one and toss it through the small blocks to the right then duck jump to get through the small gap and collect the Diamond on the other side. Duck jump to get back out and stand under the second spinning block. There should be a Diamond on the bar at the bottom of the screen now, so stop on whatever number you need to get it.

Hop up on the next platform and break through the blocks to the right; continue into the next screen. Open the chest you come to for the last jewel piece and continue right into the next screen. Stand under one of the spinning blocks and get a Wario face to become Fat Wario. Jump on the strong block to your left, walk through the Red Spiked Shell enemies then jump on the second strong block to break through it. Go right for another Diamond then break through the blocks. Hop up the platforms and go right a screen.

Drop down in this room and stand under one of the spinning blocks. Get a Wario face to become Flat Wario then hop up on the first three platforms to your left. Float over into the small gap to the right and hop over it - continue right, fall into the water to return to normal then get out and open the chest for the CD. Go right, kill the spiked shell enemy and hop up the platforms. Now, break through the block to the left and go back to where you became Flat Wario. If you can get a Diamond now, get it. Either way, go back up to where you broke through the block. Stand under this spinning block and get the block icon to make the blocks disappear.

Dash jump to get the crystals above you then crawl through the small space to the left. Go through the door on the other side. Here, there are two spinning blocks and three columns of normal blocks above you (two on the left side and one on the right). After killing the mini-Wario cart, stand under one of the spinning blocks and get a Wario face to become Bouncy Wario. Move over to the left and stop under the first column of blocks you come to - jump up to break through them then drop back down and stand under the second spinning block. Become Bouncy Wario again and this time jump up under the column of blocks to

the right for some crystals.

Now, use the platforms on the left side of the room to get up to the door in the background - go through it. Roll down the slope to your left to break through some small blocks and you'll hit the Frog switch as you go, giving you 3 minutes to exit the level. Jump up the frog blocks to reach the next door and go through it. Here, there is a spinning block that won't disappear until you reach the goal at the end of your bar. Just keep hitting the block to move further down the bar... you'll want to have the blocks visible before reaching the goal and there should be one more Diamond, so get that then finish it off by landing on the goal.

Break through the two small blocks below you and grab the Keyzer as you fall. Hop down the platforms until you come to the frog blocks - use them to get up onto the platform then go right. Break through the blocks and do a charging jump over to the platform on the right where a Diamond is. After getting it, drop down to the bottom of the room and go through the door. Jump up the frog blocks and go through the pipe. In this hidden room, butt-stomp the ground to make the little guy bounce toward you then pick him up and toss him to break the blocks above the spikes. Once the blocks are out of the way, toss him onto the "!" switch then use the blocks that appear to reach the Diamond. Leave this room the same way you came in.

Go left three screens then use the frog blocks to take the upper path for some crystals. Keep going left until you come to the exit portal and hop through to finish off the stage. Also keep in mind that you don't have to get the Diamonds from the spinning blocks in the same places as I have listed - that's just the way that I got them. If you look at the sign above each spinning block, you'll know what you need to get and if there's an extra spinning block left, feel free to use it to get a Diamond if you can. There are also many places (all of which I listed) where you can find Diamonds in the stage, so you shouldn't have trouble getting the gold crown on this one.

### STAGE 3: DOODLE WOODS

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Go down the slope when you start and hop up onto the platform you come to. See that striped object above you? It's actually transparent, so jump up through it to find the chest containing the first jewel piece. Drop down and go right a screen. You'll now be faced with one of the most annoying parts of this stage - the pig artist (Hoggus) in the background who paints enemies that come to life. Avoid them as best as possible and go all the way right until you come to the arrow made of crystals - follow it down. When you land, start going left and collecting crystals (watch out at the end, there are some sharpened pencils that can jab you if you land on them).

Drop down and charge the half-exposed block in the right wall - go through and charge through all the blocks in this narrow passageway. Go down the pipe when you come to it to enter a hidden room. Roll down the slope to your right and be sure to jump and hit the "!" switch as you go to drop down to the next set of slopes. Hit the next "!" switch to drop down to more slopes. Hit two more "!" switches to roll through and grab the Diamond then just hit them all again until you get back up to the top - leave through the pipe. Dash left to get back into the previous room.

Jump through the transparent striped wall to the left and kill the mini-Wario cart. Continue going left into the next transparent wall and break the two blocks on the platform to reveal a door - go through to find another jewel piece in the chest. Leave the room and continue left to where a down arrow is formed out of crystals - collect them and drop down. Go down the slope to the

right and continue right as far as you can go (while avoiding the pencils in the ground and the enemies the pig is painting). Jump up the platforms here and go left. Duck under the long pencils when you get to them and use the small platforms to get up to where the pipe is - take it up into a hidden room.

This one is a change from most other hidden rooms you've been in. You will be able to see where certain platforms are, but when you jump over to them, they'll be covered by a wall, so you'll have to remember where they are to safely get across the spikes. There are three sets of these platforms, but none of them are too hard to cross. At the other side of the room is a Diamond. Get it and use the slope to roll back to the entrance. Go back through the pipe. Break through the small blocks to your right and continue going right until you come to a mini-arrow made of crystals. Drop down to hit the Frog switch.

Remember all those zig-zagging bars you've seen that wouldn't let you pass? Well now they'll automatically raise up when you come near them. Go right, drop down and go left to grab the Keyzer. Roll down the slope to break through all the small blocks then jump up then when you stop, jump up the platforms and go left a screen. Drop down and charge the eraser of the pencil to push it out. Go around and use the pencil to reach the platform above. Climb up the next platform and push this pencil right - push the one next to it left then use both to reach the higher up platform.

Use the next pencil on the right to reach the chest with the third jewel piece in it then push the pencil left. Use it to reach the next platform and continue climbing up from there. Right now, you're going to want to go around clearing out all the crystals. Once you've got them all, push the pencil in the upper-right-most corner left then get to the top of the room, go right, drop down onto the pencil you just pushed over and use it to get over to the ledge on the right - continue going right to get back outside and drop down. Jump from platform to platform to collect more crystals until you reach the top where a Diamond waits behind a transparent wall. After getting it, leave and drop down then go right into the next screen.

Jump up the platforms here, killing the ballerina pigs as they pop out of the paper. You'll come to the chest with the last jewel piece, so get that and continue going up. Push both pencils on the right side left then use them to reach the top of the room and go left a screen. Roll down the slope here to break through a bunch of small blocks behind a transparent wall below. Once you stop rolling, go left and through the door then open the chest for the CD. Go back into the previous room, jump up the platforms and go left a screen, back to the exit portal to finish off the stage.

#### STAGE 4: DOMINO ROW

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Your main goal in this stage is to hit each switch before the dominoes do. Go right from the start to find the first switch pointed out by an arrow of crystals. Hit it to break the blocks away and go through the door. Now, when you go right, the dominoes will begin to topple; you must beat them to the next switch. Collect the crystals and hearts then go through the door. Topple the dominoes, then run right. Feel free to stop and use the clock blocks to reach some crystals, then continue right and hit the switch before the dominoes do to break away the blocks. Break the blocks, hop up the platforms and open the chest for the first jewel piece.

Drop down and go through the door. Topple the dominoes and run right. Don't worry about collecting the crystals and drop down to the bottom of the room. Go right and hit the switch to make a fish drop down. Get hit by its hammer

to become Bouncy Wario and jump up where it fell down to be taken up where a pipe is - go through. Grab the little guy in this hidden room and toss him up to the second platform. Jump up, grab him again and toss him left to break through the small blocks. Quickly drop down to the bottom of the room and collect all the goodies as the spiked enemies die then leave.

Drop off the right edge and smash through the blocks below. Go right, drop down and head through the door. Hit the next set of dominoes then start rolling down the slope (make sure you jump when you get to the platform with the crystals on it). When you crash, jump up and roll down the next slope. When you crash again, jump up and roll down the last slope to hit the switch. Go through the door that's revealed behind the blocks and jump up the platforms, collecting crystals as you go. At the top, pick up the mini-Wario cart and toss him right to break through the blocks and make the other mini-Wario cart fall. Duck jump through the small space and bounce off the mini-Wario cart's head to reach the Diamond above. Smash through the blocks along the right wall then go back up and through the door.

Hit the dominoes then start dashing down platform by platform until you reach the water below. Swim right and where you see the block, head-butt it (A) from below and swim up a bit to get the crystals (don't worry about the chest, you'll come back to it). Go down and continue swimming right then up (avoid the Goggles-blade and clam enemies). Surface then use the platforms and ladders to reach the switch at the top of the room (try to collect as many crystals as you can while going up). After hitting it, drop back down into the water and go back to open the chest for another jewel piece. Swim down and go back up to where you hit the switch. Go through the door here.

Go left, hit the dominoes and continue left. Use the platforms and domino blocks in this room to reach the top before the dominoes do (the right side of the room has more crystals, but if you choose this path, you also have to deal with more spikes). Hit the switch at the top and go through the door after the blocks break away. Open the chest for the CD then jump up on the ledge to the right. Dash right to break the strong block then Super Smash Attack off the edge to break another strong block below. Swim down to find a pipe and go through it.

This hidden room is pretty easy. Just charge left and right to hit the "!" switches in the wall until you reach the top where a Diamond and some crystals wait. After getting them, leave through the pipe and get back up to where the Frog switch is. Hit it to put 4 minutes on the clock then jump into the water to the left. Swim down, left, up then surface and go through the door. Drop down and go left through where the frog blocks used to be. Go down the slope in this room, collecting crystals then smash through the blocks when you come to them. Go through the door here once you land. Drop down again and go through this door.

Press down on the slope to the right to begin rolling left and jump where the crystals are to get them. You'll break through a few small blocks and crash into the chest for the third jewel piece. Grab it and press down on the nearby slope to start rolling left again to break through more small blocks. Jump for the crystals and you'll drop down to a door - go through. Go left and get hit by the second fish then jump up where the blocks are along the left wall to get some red crystals up above. Continue left and go through the door. Go left and through two more doors then on this screen, drop through the small opening to get the Keyzer. Go left, breaking through the blocks and killing the spiked shell enemies until you come to the spikes.

Crouch and walk under them, grab the rock and toss it up and the spiked shell enemy above to kill it. Climb up the ladder, pick up the rock again and toss

it right to break through the small blocks. Open the chest here for the final jewel piece then break through the remaining blocks. Duck jump to get through the small space then follow the platforms up and right to a pipe. Go up through it and hop into the exit portal to finish off this last stage of the passage.

#### PASSAGE BOSS: AERODENT

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For an easy fight, purchase the Large Lips item from the Shop before entering. This boss is basically a large inflatable teddy bear with a rodent on top controlling it. When the rodent tosses down a tack, jump on the tack's head to flip it over then pick it up and throw it up so it hits the patch on the bottom of the teddy bear. This will take out some of its air and make its feet flash. Jump charge the feet to turn the teddy bear upside-down then jump charge the rodent as many times as possible before he regains control.

The battle continues like this, but in the middle of the fight, the rodent will start throwing out flames which will cost you time if you run into them. Try to get at least 2-3 hits on the rodent each time you flip the bear over to conserve time so you don't lose any of the chests. Once all of its health is gone, the battle will be over and you can move on to the last "main" passage of the game.

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### 4.5 - SAPPHIRE PASSAGE

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#### STAGE 1: CRESCENT MOON VILLAGE

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Upon starting, get hit by one of the things the flying enemy spits out to turn into Zombie Wario then jump on the platform to go through - you'll fall down, collecting a bunch of Crystals and land in some water below. Swim around, getting all the hearts then go up through the pipe on the left side to return to the entrance of the stage. This time, avoid the flying enemy and use the platforms to reach the door at the top - go through it. In this room, go left, kill the pig enemy on the blocks then climb up the ladder to get to the next part of the stage.

Go right and through the next door to get back outside. Hop over the two posts and watch out for the large pirateghost in the background. When you come to the first block, use it to get up on top of the row of small blocks to the right (beware of the spiked enemy) then do a jumping charge left off of this row of blocks to reach the Diamond hovering above the block below. Once you get it, go all the way right and through the door. In this room, go right (avoid the bat for now) and jump up. Use the slope to the left to roll down and break the small blocks to the right then climb up the ladder.

Get turned into Vampire Bat Wario then fly over to the far left side of the room (don't fly into the light or you'll turn back into Normal Wario). Open the chest for the upper-right jewel piece then Smash Attack the ground next to where the chest was to break it away. Keep smashing down until you see the hole in the background and go through it. In this room, break the upper block to the left then stand on top of the lower one and charge into the wall to break it away. Pick up the rock and toss it up at the block near the ceiling to break it. Now climb up the ladder, duck jump off the edge and make it through the small space to get the Diamond.

Leave this room the same way you came in and go back to where the bat was to

get turned into a Vampire Bat Wario again. This time, fly up to the platform near the ceiling and go through the door. Once again, beware of the pirate ghost in the background and go right, breaking through the blocks and killing the spiked enemies. When you come to the end, jump off to get the Diamond and you'll land on the ground below. Break through the blocks to the right then when it's clear, dash left to break the strong block as well as the normal blocks behind it.

Keep going left to find another chest - open it for the lower-right jewel piece and jump up to the top of the room. Drop off the right edge again and go right this time, breaking through all the blocks. When you come to the platform with the slope on it, roll down and to the left so you go back to where you just got the jewel piece. You'll break through a small concealed block to the left of where the chest which leads into a secret room with the chest containing the CD is. After getting it, roll down the slope here so you're going right. You'll break through yet more concealed small blocks on the right wall which reveals a pipe - go down.

In this hidden room, get hit by one of the objects the flying enemies shoot out to turn into Zombie Wario. Drop through the floor on the left side of the room and stand underneath the creature spitting balls out. Catch one of the balls then jump up and take it over to the right side. Drop down to the first platform and toss the ball left so it breaks through the small blocks. Duck jump to get through the small space and get the Diamond as you fall. Leave this room through the pipe and go through the door in the previous room.

Now back indoors, go right down the steps, kill the pig enemy and climb up the ladder. Go left and hit the "!" switch to make the blocks turn into slopes. Roll down the first one, jumping when necessary so that you break through the small blocks on the right side of the room and end up in a small area with three pig enemies. Collect the goodies they leave behind then crawl back through the small space and down the ladder. Roll down this next slope to break through more small blocks and you'll run into the chest containing the lower-left jewel piece. After getting it, go through the door.

Go right, killing the spiked enemies and collecting crystals until you come to the wooden crates. Break through all of them and take the pipe up. Topple the little guy the toss him up and over the barrier so he breaks the block on the other side. When all of the little enemies to the left charge at you and land in the water, collect the coins they leave behind then leave this room. Keep going right until you come to the gap in the floor - drop down and you'll land in some water. Make sure you get all of the crystals while swimming left then swim to the current going left near the bottom. You'll be taken up to a Diamond. Break through the small block after getting it then, open the chest for the last jewel piece and take the pipe up to get back where you were before.

Go all the way right this time and head through the door. Before hitting the frog switch, turn into Vampire Bat Wario and fly to the upper-left corner of the room (without touching the light, of course) to find a Diamond. After getting it, hit the frog switch to start the timer then turn into a bat again. Fly up to the center-top of the room, grab the Keyzer, turn back into Normal Wario and leave the room the same way you came in. Remember the large pirate ghost in the background? He will now steal the Keyzer from you whenever he can, and you'll have to grab it back from him before you're able to leave the stage.

For the rest of the stage, you'll just be going left and through all the previous rooms you've been through until you reach the exit portal. Just make sure in the parts where the pirate ghost is that you be careful to not lose

your key because it'll take time to get it back from him.

## STAGE 2: ARABIAN NIGHT

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Go right and through the door when you first start. Ignore the pipe in this room for the time being and ride the Magic Carpet up to the top of the room where another door is - go through it. Drop down on this next screen and ride one of the Magic Carpets up to the left corner where a pipe can be found (look out for the insects when you're on the carpet). The pipe leads into a hidden room with many spiked shell enemies. Jump over them and climb down the ladder, swim across and hit the "!" switch to send them all into the water. Collect all the goodies then leave this room.

Drop down and ride a carpet up to the platform on the right; go through the door. Head over to the right side in this room for some crystals then climb down the ladder and break through the blocks until you reach the bottom of the room where a chest containing the upper-right jewel piece can be found. Once you have it, make your way back up to the top and have the flying enemy turn you into Zombie Wario. Drop through the platforms along the left side of the room to drop into a concealed area with a Diamond. After getting it, jump back up one and exit through the door to the right.

On this screen, just go through the larger door to enter a new building. Ride a magic carpet up to the first door you see in the background and go through it to find a pipe; go down to enter another hidden room. Climb up/down the ladders, grab the little guy and toss him up to the higher platform. Cross back over to the other side of the room and butt-stomp to make him fall off the edge. Grab him again and toss him to the right so he breaks through the small block. Duck jump to get through the space and grab the Diamond. Leave this room once you get it.

Back in the previous room, ride the magic carpet up to the platform above. When you're aligned with the strong block, start dashing to the left while on the carpet and you'll break through the strong block. Climb down the ladder and grab another Diamond then leave this room through the door you came in. You'll drop back down to the bottom, so ride a carpet up to the first platform you come to on the right. Transfer to the next carpet and ride that up a bit so you can reach the ladder - climb down and open the chest for the lower-right jewel piece. Ride the carpet up to the top of the room and go through the next door.

Drop off the right edge then dash right so you break through the wall on the right side. Go through to enter a concealed room and you'll find another Diamond. After getting it, go back and get on the magic carpet. Ride it up to the top of the screen where a bunch of crystals are then ride left to find another Diamond on a platform. If you ride below this platform, you can get a few more crystals, then go back over toward where you dashed through the wall and go through the door to the shrine. Jump up the platforms to the left (avoid the spike) and drop through the cylinder along the left wall to make the spikes turn into bees.

Have the bee on the right side of the room turn you into Puffy Wario then float up to the cylinder here to turn the bees into bats. Let the bat on the left side turn you into Vampire Bat Wario then fly up and right then down where the ladder is to get the Keyzer. Fly back down to the bottom and land in the water to return back to Wario's normal state; leave the room. Ride the carpet up a bit past where you broke the wall to find another door - go through. In this room, use the platforms to reach the top then turn into Zombie Wario via the flying enemy. Walk right and drop through the platform so you drop



down and collect a bunch of crystals. When you land on the bottom, open the chest for the lower-left jewel piece.

Climb down the ladder and hit the frog switch for 4 minutes to escape. Drop down through the gap in the floor - you'll land below. Get on the carpet and ride it a bit left until you come to the crystals forming a down arrow. Super Smash Attack off the carpet where this arrow is to break through a block in the water then swim right to find a Diamond. Swim all the way left until you come to the chest with the last jewel piece. After you have it, jump up a platform and get on the magic carpet. Take it right, but stay near the top of the room where you'll get tons of crystals. After you get them all, ride back to the left where another down arrow is formed by crystals. Super Smash Attack down to break the block in the water then swim right for even more crystals.

Now, swim left, past where you got the last jewel piece and into the next screen. Hop up onto the magic carpet then ride it left, staying near the top of the room. You'll get a bunch of crystals, hearts and TWO Diamonds. Keep riding left until you reach a ladder - climb down and open the chest for the CD. Get back on the carpet and go right to where the down arrow is. Super Smash Attack off the rug to break through the block in the water for yet another Diamond. Finally, swim left, emerge from the water and use the platforms to reach the pipe - go through. Head through the door then hop into the exit portal to finish off this stage with a ton of coins.

### STAGE 3: FIERY CAVERN

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Start by going right and jumping over the lava pit (beware as molten will shoot up as you cross) to enter the next screen. Kill the rock-throwing enemy by butt-stomping his head then go right. Watch out for another lava flow then go right to the next screen. When the lava dies down, jump up to the second small platform and charge into the right wall to break it away then Smash Attack through the floor to reveal a pipe; go down. In this hidden room, duck jump through the small gap then hit the "!" switch to fall all the way down to where a fish is waiting.

Get hit by the mallet to become Bouncy Wario then jump up past the first "!" switch to a second (different colored) "!" switch - hit it and you'll fall back down to where the fish is. Become Bouncy Wario again, but this time jump up and hit the first "!" switch. Duck jump through the small gap to the left to collect the Diamond then leave this room the same way you came in. Back in the previous room, finish going up the platforms and continue right. Watch out for the boulder-tossing enemy and break through the block to the right of it. Drop down, but don't get hit by the lava spring. To the left of the spring is a door - go through.

Watch out for two more springs in this screen while going right. Drop down and open the chest below for the first jewel piece. Take care of the boulder-tossing enemy then get on the left side of the lava spring to find a pipe (you may get hit by the lava trying to get over to the pipe) - take it down. In this hidden room, drop down to where the little guy is, pick him up and carry him up a few platforms. Toss him left to break through the small blocks then duck jump and crawl through the small space. Pick up the little guy again once you get on the other side and toss him right through more small blocks so he hits the "!" switch. Now, climb down the ladder, carefully cross where the lava springs are then pick up the little guy again once you get to the other side.

Carry him up and toss him right through the spike so he hits the other "!"

switch on the right side of the room. Now just get the Diamond to your left and leave the room the same way you entered. Use the little platform on the edge of where the lava spring is to safely get past and continue going right. Hop over another three lava springs then climb the ladder and go through the door. On this screen, instead of going right, jump over the lava spring and go left. Open the chest for another jewel piece then back up to where you entered this screen. Start dashing left and make a leap of faith at the end to get across all the lava springs and land on the other side where a Diamond waits. Grab it and use the platform above to get back across.

Now, go right and up where the few mini-slopes are (beware of the boulder-tossing enemies here as well) until you reach a lava spring with a door right above it. When the lava dies down, quickly go through the door. Break through the mini-block at the bottom of the gap in the floor and you'll land on the Frog switch to start the exit timer. By doing so, you also turn everything into ice. Kill the ice enemy to the right then go through the door. Hop up the platforms until you reach the top and go through the next door here.

In this room, go right (along the top) and climb down the ladder at the end. Open the chest for the third jewel piece then break through the block in the right wall. Get hit by the snow patch then walk onto the right slope to start rolling left. You'll break through all the ice blocks and land in front of a door. Jump up and break the ice block above the door for a Diamond then go through. When you drop down, just go through the next door and go right. While standing on the platform, get hit by the snow patch to become Snowman Wario and roll down the slope to your left. You'll break through some disguised blocks and be taken to another Diamond.

Go right and avoid the snow patch this time. Jump up the platforms, go left, break through the blocks and hop up the platforms. Continue left all the way to the end where a door is - go on through. Climb down the ladder, go left a bit and use the platforms to reach the Keyzer in the upper-right corner. Once you have it, go back to the left and dash through the strong block there. Keep going left until you reach another door, but don't go through yet. Do a jumping charge to get up to the Diamond to the left, then go through the door.

Hop up the platforms to reach the ladder then climb up. Go left along the top. Keep going left along the platforms, past the first ice enemy, but when you come to the second, jump off its head to get up onto a platform with another Diamond above it - grab it and go back to the right. Drop through the opening and take the lower path this time. When the ice enemy blows his breath on you, duck jump to avoid it then charge him and continue left to find a the chest with the CD inside. After getting it, go back up to where you got the last Diamond and dash left a screen. Continue dashing to break through the blocks and grab the crystals. Head to the upper-left corner, do a jumping charge through the block and drop down to get the last jewel piece from the chest. Smash through the block in the floor, then go left a screen and jump through the exit portal to finish off the stage.

#### STAGE 4: HOTEL HORROR

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Go right, but watch out for the butcher enemies. Go through the first door you come to (room 102) and get bitten by the bat to turn into Vampire Bat Wario. Fly up to the upper-right corner for a Diamond then leave this room and continue going right. After getting the first jewel piece from the chest, go through the only other open door which is room 104. Kill the butcher enemy then hit the "!" switch to the left to make the ladders appear. Climb up to the floor above and hit the next "!" switch. Climb up the ladder and go through room 304.

Go all the way left to find another chest with the second jewel piece inside. Go through room 302. In here, hit the "!" switch then drop down to the floor below; go through room 201. Go right to find the third jewel piece then go through room 202. Break the blocks to the right then turn into Vampire Bat Wario and fly up above where the bat is first for a heart. Now fly through where you broke the blocks and up this narrow passage. Fly up to the top and up onto the platform where the Diamond is. Hit the light to become Normal Wario again then snag the Diamond. Pick up the rock here and throw it into the left wall to break away a hidden opening - duck jump to get through.

Take the pipe up then in this hidden room, jump up onto the platform where the ice enemy is. Stand on the left edge of the platform and get hit by his icy breath to slide into and kill all the red spiked shell enemies. Collect the goodies and leave through the pipe. Back in the room where you got the Diamond, drop down and go through room 402. Open the chest for the last jewel piece then go all the way right and through room 404. Jump on the monkey's head to topple him then carry him up to the top of the room and toss him right. Eat one of his apples to become Fat Wario then drop through the strong block in the floor and hit the Frog switch when you return to normal.

Leave this room and go back through room 402. Drop down and go through room 202. Go left and through 201 then climb up the blocks to get back where the "!" switch is. Go right and backtrack down to room 103 - go inside. Kill the butcher enemy then hop up a couple of platforms. Jump up and over then have the flying enemy turn you into Zombie Wario to drop through the platform. Open the chest for the CD then go back to where the "!" switch was. Head through the door and go left to be outside of the hotel in a spiral staircase. Jump up to the top and get hit by one of the things the flying enemy spits out to turn into Zombie Wario. Drop through the platforms and you'll float all the way down to the bottom. If you don't get the Diamond on the way down, just jump up and get it then go back up to the top and through the pipe.

When you touch the colored portions of the wall in this hidden room, you'll automatically be taken back to the entrance, so be careful. Take the platforms up on the right side and the fish will jump over and hit you with the mallet to turn you into Bouncy Wario. When you're taken back to the entrance, jump up to break through the blocks and snag the Diamond. Now go up on the left side of the room and eat one of the monkey's apples to become Fat Wario. Step in the colored wall to be taken back to the entrance then break through the strong block in the floor for another Diamond. Leave through the pipe and go right a screen.

Go through room 401 then jump into the fire to become Flaming Wario. Hop up the platforms and you'll break through the fire block in the upper-left corner. Drop down for the Keyzer then leave this room. Back in the spiral staircase, turn into Zombie Wario again to drop to the bottom then when you return to normal, hop up a few platforms and go through the first opening on the right. Hop through the exit portal to finish off the stage.

#### PASSAGE BOSS: CATBAT

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For an easy fight, buy the Black Dog item from the Item Shop before starting, as it will take Catbat's health down to two. Even without the item, this fight is pretty easy. There are four platforms you can stand on and Catbat will make waves in the water below. Jump up onto a wave and charge at the bat on top of the cat's head to damage it. From time to time, it will also spit out little spikes - some will hurt you while others just turn you into Puffy Wario. Continue attacking in the same way until you get it down to its

last point of health. Now you simply must Smash Attack its bald head to finish it off.

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#### 4.6 - GOLDEN PYRAMID

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##### STAGE 1: GOLDEN PASSAGE

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Right when you enter, you'll land on the Frog switch, but you have over 9 minutes to escape. Go all the way right past this first screen, but don't forget to pick up the two Diamonds along the way. If you fall off a platform, you'll land in a current below and you'll have to go up through a pipe that takes you back to where the entrance is. On the next screen, kill the ice enemy and charge through the blocks to the right. Charge through the blocks on the upper path then drop down into the water. Swim all the way down, then right past the first bubble. Get caught by the bubble further right and take it up to get a Diamond and up to where the first jewel piece is.

After getting it, hop back into the current and take the right-most bubble up again, but this time stay up against the wall, surface and go right a screen. Ignore the fish for now and just drop down through the opening in the floor. Open the chest below for another jewel piece and take the pipe back up. Now, get hit by one of the fish to become Bouncy Wario and drop off the right edge again. This time, when you land, move over to the right a bit and jump up to reach the top where a Diamond is. Go right a screen and continue right. Use the pigs to bounce up to the Diamonds as you go (or you can just jump to reach them). If you get turned into Zombie Wario and drop into the water below, just swim right, surface and go left again to get the Diamonds you missed. Once you have them, go right a screen.

Eat one of the apples the monkey throws to become Fat Wario then drop through the center block on the second column of blocks to break through all of them, revealing a Diamond - you'll get it as you fall. When you land, walk right a bit and burn that fat away then jump up the platforms. Go right, turn into Snowman Wario and roll down the slope to break through a block and grab the next Diamond. Go up the pipe, jump up the platforms again, go right again, but don't turn into a snowman this time. Take the upper path, drop down and become Vampire Bat Wario then fly to the upper-left corner of the room for the third jewel piece. Drop down, turn into a bat again, but this time fly to the upper-right corner and go right a screen.

Climb down the ladder and charge through the blocks to the left - drop down for another Diamond and the current will take you left - jump onto the first platform, go up the pipe and get back to the ladder. Climb down again and charge through the blocks to the right. Hit the "!" block to make the blocks above transform into a slope, climb back up the ladder and roll down the slope to break through the block to the right. When you stop, open the chest for the last jewel piece then break through the block in the ground to land in the current again.

Get out of the water, go right and pick up the little guy who falls in front of you. Carry him right and toss him through the other block then go back, climb up the ladder, and roll down the slope. When you go through the small gap you just opened, jump once to get over to the next platform, then jump again for the Diamond. Jump a third time to get over to the platform on the right side and jump up to get the Keyzer. Drop down into the current and take it all the way back to the entrance of the level. Go up through the pipe and hop through the exit portal to finish off this only stage in the passage.

Time for the final boss!

FINAL BOSS: GOLDEN DIVA

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This diva is no piece of cake. She starts off slow with a number of attacks then combines them all near the end of the fight and finally directly attacks you herself. To start the battle, she will have a paper fan over her face with a bunch of clone faces circling around her. These clone faces will come down for you one at a time - Smash Attack the top of each to make it fall, then pick it up and toss it at her paper fan. Continue doing this until all the heads are gone and the fan disappears to start the real battle. I'll list the different steps you need to go through:

ATTACK 1: She'll throw a green insect down at you (which floats down). Jump on its head to make it curl up then toss it at her face to do damage.

ATTACK 2: Here, she throws out a large ball with a teddy bear symbol on it. Just charge the ball to make it bounce off the wall and hope it explodes in her face. If not, you'll have to keep doing it until it hits her.

ATTACK 3: This one is more dangerous than the last two. Remember the eggs Cuckoo Condor tossed out earlier in the game? She'll toss out eggs as well, only these are black and explosive. Catch one and quickly toss it back in her face before it explodes in yours.

ATTACK 4: She'll toss out a mallet (wait for it to take shape before trying to pick it up) which you can then throw up into the air then run under to get hit and turn into Bouncy Wario. Jump up right under her face to hit her.

You'll go through this series of four attacks one more time (notice how her face gets more gruesome with each counter-attack) then she'll combine all four at once. Use whichever one you think will get her quickest (I've found that the teddy bear ball works best). You'll have to attack about three more times like this and she'll finally change into her final face (which is... odd, to say the least) and begin attacking you with her hands. When she does so, move out of the way quickly and charge her in the head. With each attack, however, she makes part of the floor fall away, so be quick. A few more hits in the head and she'll be gone.

Smash Attack her lips that remain to bring back the cat then watch the ending. Congratulations! Now you can go play on hard mode.

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5. Mini-Game Tips  
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After finishing the first stage in the Entry Passage, you will be able to play the three mini-games in Wario Land 4. None of them are very complex (in fact, each one relies only on the A button), but they serve as a nice break when you're getting tired or frustrated with the main stages. For one play on any of the three mini-games, you'll have to pay 5,000 coins (though you can play for a reduced rate of 2,000 before finishing the Entry Passage). Though the games are pretty simple, here are some tips that will help you succeed in getting high scores.

WARIO'S HOMERUN DERBY  
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A very simple game of baseball. For best results, you may want to turn your GBA into the vertical position. Three strikes and you're out. Hit it anywhere out of the foul zone and you get a homerun. Three homeruns will net you 1 medal. By looking at the pitcher's head movements, you'll know what type of pitch he's going to throw:

Nod, Nod - Pitcher is going to throw you a fastball.  
Shake, Shake, Nod - Pitcher is going to throw a slowball.  
Shake, Nod - Pitcher is going to throw a slow curveball.

Note that as you progress, some of these pitches will change. For instance, the slowball will sometimes start out slow then speed up at the end; the curveball will sometimes disappear halfway to the plate then reappear, making it more difficult to hit.

#### THE WARIO HOP

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Wario's running on an old tire and the goal is to jump over as many obstacles as possible. You start out slow, but after getting 38 points, you'll move on to the second round which is faster. From then on, you'll move on to different rounds as your score increases. For every 15 jumps you clear, you'll get one medal. This one can get pretty difficult after the first couple of rounds.

#### WARIO'S ROULETTE

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This is perhaps the most disliked and most frustrating mini-game of the three. You'll be shown Wario's face for a moment, then you must memorize the type of eyes, nose and mouth he has and rebuild it. Each time you get a face built correctly, the next one will be displayed for a shorter time. By the time you get to the tenth face, you'll have less than a second to see the face, which is why this game can be difficult. A good strategy I use is assigning a name to each piece of Wario's face. For example:

Eyes with heavy eyebrows = Angry  
Robot-like nose = Robot                      -->    Combined = Angry, Robot, Tongue  
Mouth with tongue out = Tongue

By remembering a word that describes each part of Wario's face, you'll be able to build that face without much trouble. For every three faces built, you'll get one medal; after every 10 faces built, one more piece will be added to your options which makes it more difficult.

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### 6. Enemy Listing

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You'll notice that only a few enemies are described in the instruction manual for the game. However, there are tons more that you'll encounter than just those listed in the manual. This is a listing of all enemies I've encountered in the game and they're listed in the order you encounter them (i.e. from the Emerald Passage onward). All enemy names with a preceding asterisk (\*) are known as "helpful enemies" in that they don't harm Wario, but can help him reach certain places. Note that this section does NOT contain boss strategies. Check the walkthrough for those.

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BLOBS - A very basic enemy. These round creatures are initially blue in color, but if you butt-stomp the floor, they'll change to red and will give out more coins when you defeat them. They're really an easy kill.

SPEAR-MASK - This is one the few enemies described in the instruction manual. It also happens to be a common one you'll encounter in the game. These little creatures carry spears and can also be changed in color by butt-stomping. They can also twirl their spears, so be careful when attacking.

SPIKED SHELLS - As the name suggests, these small creatures are protected by large spiky shells. The only way to kill them is by first doing a butt-stomp to flip them over then doing another one on their soft belly to kill them.

\*LITTLE GUY - I wouldn't necessarily call him an enemy, but he fits into this section. The little guy I'm referring to is the one found in hidden rooms with his magnifying glass. He doesn't attack you at all and is used as an object to throw at blocks and switches.

\*MONKEY - The monkey is actually one of the helpful enemies in the game. It will throw magical apples that Wario can eat to become fat (which you'll need to do on several occasions). They can be annoying when you don't need to gain weight fast though.

\*BEEZLEY - Another helpful enemy is the Beezley (fancy name for bee). When stung by one, you'll become Puffy Wario and can reach high up places you can't reach in Wario's normal state.

DRILLERS - These little creatures are first encountered in the second stage of the Emerald Passage. They have drills for noses and throw little creatures up into the air to hit you. Kill them, but don't charge head on into the drill.

CATERPILLAR - Really self-explanatory. They can't even attack you, but can be a good source of coins when you kill them off.

GOGGLEY-BLADE - Obviously, these fish can only be found in water and have a sword attached to their head. When they see you, they'll start charging at you, so look out. You can kill them by charging upward (A) while swimming to hit them from the bottom.

SPEAR HEADS - The difference between these and Spear-Masks is that these are just small little blob heads with a short blade in front. You first encounter them with the boss fight with Spoiled Rotten (Entry Passage) and when they see you, they'll charge at you like the swordfish does. Simply hit them in any spot where the blade isn't to kill them.

CLAM - These underwater creatures have sharp teeth and will jump up and take a bite out of Wario when he swims by. To kill them, first make them jump up then get underneath and charge upwards.

BIG FISH - Found in the third level of the Emerald Passage are these large fish that reside in holes in the background. When you swim by, they'll chomp at Wario. They can't be killed, so just avoid them as best as possible.

\*MALLET-WIELDING FISH - Another helpful enemy. When hit by their mallet, you will turn into Bouncy Wario which lets you jump high up into places you can't reach as Normal Wario.

PORCUPINES - While escaping from the third level in the Emerald Passage, you'll encounter these enemies. They fall from trees and roll right into you if you

don't jump over them. Don't bother trying to kill them either.

GATORS - In the Monsoon Jungle level, you will find many alligators swimming around on the surface of the water. As you cross over the water, they'll jump up and bite Wario just like the clams do, so look out.

\*WILD CREATURES - These actually look like cavemen and they carry bows and arrows. If you get shot by one, you'll turn into Puffy Wario, which is why these are helpful enemies.

RED SPIKED SHELLS - This is just a tougher version of the normal Spiked Shell enemies. To flip these over, you need to do a Super Smash Attack then smash attack their bellies to kill them.

#### RUBY PASSAGE

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SPIKED ROBOTS - Small robot-like creatures first found in the Curious Factory stage. They will throw their heads at you when you come near. You can kill them by charging into the non-spiked side after they toss their heads at you.

\*FLAME GOBLETS - Yet another helpful enemy, these goblets will tip themselves over, releasing flames. When Wario walks through these flames, he becomes Flaming Wario. Kill them if you want, but whenever you see one, there's bound to be a fire block nearby.

PLASTIC BOTTLE - One of the stranger enemies in the game are these two-liter plastic soda bottles with legs. They walk around and have a spike attached to their cap to injure you with. Just smash attack on top or charge them from behind and they'll be out of your hair.

\*ICE MAN - A rather commonly found enemy from here on out is the Ice Man. He's covered in snow and blows his icy breath on you. Wario will become frozen if touched by this breath and will slide until he crashes into something.

\*WINGED CREATURE - This rather fat creature looks like a lumpless potato with wings. It resides only in hidden rooms and will spit out balls that Wario can catch and throw at switches or blocks.

STATUE HEADS - In the Pinball Zone, you will come across many large statue heads. Some are active, meaning they will shoot out spikes from the top. You can use them as platforms, but be careful not to be standing on top of one when it shoots out those spikes.

\*FLAME HEADS - In the background, you will come across some small lion-like heads that spit out flames. As with the Fire Goblets, whenever you see one of these, it means a fire block is nearby.

SPARKS - In the Pinball Zone, after hitting the frog switch, you'll be confronted with little switches that shoot out electrical sparks. You can't kill them, so just avoid the sparks as best as possible.

#### TOPAZ PASSAGE

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MINI-WARIO CARTS - Found first in the Toy Block Tower stage are these mini versions of Wario that ride around in little carts. On the front of these carts is a spike, so be careful when killing them.

SPEAR BLOCKS - Not a very creative name, I know, but I can't think of anything



else to describe them with. These enemies are only in The Big Board stage and appear when you hit their icon on one of the spinning blocks. They are dark in color and carry spears - they also appear in groups of three.

HOGGUS - This is the fat pig artist that flies around in the background of the Doodle Woods stage. He paints two types of enemies who will then come to life and jump off the paper into the foreground.

SPIKED PIGS - While in the Doodle Woods stage, Hoggus (who's in the background) will paint out this enemy and it'll come to life. Basically it's just a small pig with a spiked shell. The best strategy is to just avoid them.

FLYING UNICORN - Another one of Hoggus' creations in the Doodle Woods stage is the Flying Unicorn. When it comes to life, it'll glide back and forth, trying to stab you with its horn. Avoiding is easiest, but you can kill it by hitting it from beneath or on top if you want.

BALLERINA PIGS - After hitting the Frog switch in the Doodle Woods stage, the drawn pictures of ballerina pigs will come to life and spin at you. Just Smash Attack them to kill them off.

#### SAPPHIRE PASSAGE

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\*FLYING CREATURE - These actually look like they're wrapped up in tape like a mummy. They are first found in the Crescent Moon Village stage and are transparent meaning you can't hit them (yet). If you get hit by the things they spit out, you'll turn into Zombie Wario. To kill them, just jump up and hit them as Zombie Wario then destroy the head.

BUTCHER - These pink little creatures carry large axes and can't wait to chop Wario to bits. Whenever one sees you, it'll start charging at Wario. Jump and smash down on its head to kill it quickly.

GHOST PIRATE - This large ghost of a pirate looms around in the background of the Crescent Moon Village stage and snatches up every coin it sees. After you get the Keyzer for the stage, it'll snatch it right out of your hands and you'll have to get it back before leaving the stage.

\*MINICULA - This small little bat is first found in the Crescent Moon Village stage and flies around in circles. If you touch it, Wario will turn into Vampire Bat Wario.

INSECTS - Found in the Arabian Night stage are these annoying bugs who hover in the night air trying to knock you off your flying carpet. Kill them by jumping on their heads, but don't jump when underneath one.

MUMMIES - Almost identical to the Butcher enemy are these mummies first found in the Arabian Night stage. They look like lizards wrapped in tape and they too carry an axe and will charge at the first sight of Wario. Kill them by smashing them on the head.

ROCK MAN - In the Fiery Cavern stage, you will encounter several of these enemies. They pick up and toss large boulders, so avoid those. When you get up close to one, don't bother charging it because it's too strong. Instead smash down on its head to kill it.

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## SUPER HARD MODE

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Aside from the two given difficulty modes (normal and hard), you can unlock a third, Super Hard, mode by beating the game once on Hard mode. In Super Hard mode, you start with only one heart on your meter, you have very little time limits for escaping from stages and fighting bosses, there are new locations for the items in each stage and enemies are overall more difficult.

## KARAOKE

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Depending on how many coins you collect in each stage, you are awarded crowns. If you get 10,000+ coins in any level, you're awarded a gold crown. Around 8,000 to 10,000 coins and you'll get a silver crown. Between 6,000 and 8,000 gets you the bronze crown. Anything below 6,000 gets nothing. By getting gold crowns on every stage, you will unlock Karaoke in the Music Room. It's nothing much, really, just one song with the lyrics (in Japanese) printed at the bottom of the screen, but it's a good challenge.

## KARAOKE SETTINGS

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Thanks to Mormelv2.0 who noticed this first. If you press up or down on the d-pad while in Karaoke, it will change the pitch of the music, while pressing left or right will change the tempo. If you press the L or R buttons, it will animate the CD album cover and change its color.

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## 8. Information

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## COPYRIGHT NOTICE

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## CREDITS AND SOURCES

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Thanks to Vienticus Prime - his guide helped me get through a part of the Pinball Zone I was stuck in.

Mormelv2.0 pointed out the Karaoke Settings "secret" I have in section 7.

Also thanks to Nintendo for making this great sequel. Hopefully we'll see a Wario Land 5 in the near future.

## CONTACT INFORMATION

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Should you need to contact me with questions, comments, suggestions, praise, contributions, or even some constructive criticism, I'm always willing to hear it. Though I may not reply to all of the e-mail I receive, I do read it all. You may contact me via one of the following:

E-mail address: SDallas19@yahoo.com

My GBA forum: [http://www.dallasmac.com/forums/forum.asp?FORUM\\_ID=11](http://www.dallasmac.com/forums/forum.asp?FORUM_ID=11)

#### WEBMASTERS

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If you're a webmaster who wants to post this guide on your web site, please contact me first letting me know the address of your site. Any site wanting to post this FAQ must not alter the guide in any way, must keep it in TEXT format, must give proper credit, must not place any advertisements on the FAQ and must keep the FAQ up to date. If you meet this criteria, go ahead and let me know.

#### FAQ VERSION HISTORY

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- \* V1.1 - March 15, 2002 - Fixed a few typos that the spellcheck missed and added a new "secret" to section 7.
  
- \* V1.0 - March 6, 2002 - This is the initial version of the guide. Everything is finished and the guide has been spellchecked.

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