

Wario Land 4 FAQ/Walkthrough

by Vienticus Prime

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Warioland 4 Walkthrough (version 1.12)

Wario's Guide to Greed
by Vienticus Prime

This is basically step by step what I'm doing as I go through normal mode.

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Entry Passage
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Entry Passage Stage 1: Hall of Hieroglyphs

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The stage is pretty straightforward. From the start, go up one screen, go right one screen, then go down through the tube. Change the the dudes to red by doing the smash attack (but not on them), then just hip check 'em and grab the cash. When you're done, go up the right pipe, then go right one screen. Change the wiggly dudes' color to red for all 3 before you kill them. Get all the gems, the large gem piece, then go right.

Dash through the blocks then go right again. Change the guys to red again before killing them, grab the large gem piece and don't forget to smash the blocks and grab the coins.

Go right one screen, dash through the blocks, collect the coins, and go right. Smash through the blocks, change the guys to red, then finish off the blocks (not forgetting the large gem) and go right again. Grab the rock, chuck it through, and go right (making sure to grab the 2 small coins). Smash through the block on the right, smash attack twice to change the guy to red, mug him (beware the twirling spear), then grab the heart box.

Backtrack a tad and go up the ladder. Chuck the rock up to smash the large rock then truck to get the coin. Crawl through to the left, chuck another rock, and go left one screen. Change the guys to red and maul them, grab the large gem fragment and go left.

Squat and roll til you stop, then quickly get the 2 tiny coins that just popped out, jump up and grab the flying key and roll left. Jump on top of the box for the gem fragment to get the large diamond thingy, then change the guys red and mug them again. Grab the gem fragment and go left.

Smash through the rock and climb up the ladder. Once you reach the top, smash through the left wall, change the guys red, then mug them. Grab the large diamond, go back to the top of the ladder, then jump and grab the large diamond, and smash attack straight down from where it is. Keep in the center as you fall so that you get all the gems on the way down. Smash through the boulders, grab the rock, and jump on the froggie thing. Chuck the rock through the small blocks (grabbing the coins they drop), and exit the stage by jumping through the vortex. You should have about 10130 to

10230 if you had full life when you exited.

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Mini Game Hints

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There are 3 possible minigames you can play to earn special coins. These coins you can use to buy weapons to help kill the bosses faster.

Wario's Homerun Derby:

Rotate your Game Boy 90 degrees clockwise or you'll have a really hard time with this game. You have to hit the balls anywhere but the foul zone to get a home run. When you get 3 home runs, you get a special coin. Now, normally something like this wouldn't require any hinting, but there's something special about this game. You can tell what kind of pitch that the pitcher will throw you by watching his head movements. They are as follows:

nod, nod: fast ball, be careful because sometimes the computer will stop the ball midway then continue at the same speed

shake, shake, nod: slow ball, be careful because sometimes the ball will dramatically increase in speed near the end

nod, shake, nod: disappearing ball, the ball will disappear midway and appear in front of home plate anywhere from half a second to 1.5 seconds later

shake, nod: curve ball, there's only one spot you can hit this at, so time it right, swing so you whack the ball when it touches the plate

The Wario Hop:

In this minigame, you roll along on the ball and have to hop over various items in your path. You get a special coin for every 15 hops you make, and the speed increases after about 35. The only problem is that you don't jump longer for going faster, so you have to be precise in your timing no matter what your speed is.

Wario's Roulette:

Here, it'll show you a face and you have to match the parts. At the beginning it'll only give you 3 of each part to choose from (eyes, nose, mouth), but as you get further and further, the number of choices increases for about every 10 matches you get, and you get a special coin for every 3. Keep your eyes glued to the screen after you make a match, because the time you have that it'll show you the proper face varies.

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NOTE: If you want the bosses to be easy, keep redoing the first stage and raking in hyper cash, keep doing the minigames until you have like 60 coins (because the prices inflate later).

Entry Passage Boss: Spoiled Rotten

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He's pretty easy, buy the most expensive thing you can (if you want to make him easier) then go hang out with him. Bum rush him until he turns gruesome, making sure you don't get nailed by the little knife head guys. When he bears his teeth, just jump over him and nail him from behind.

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Emerald Passage
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Emerald Passage Stage 1: Palm Tree Paradise
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First thing, go right. In this area there's plenty of blocks for smashing. Go ahead and grab everything you can, don't forget to change baldy's color before giving him the smack down, when you clean up, go right. The bald guys are already red, but the spear dude isn't, so you should know what to do by now. To make life a little easier on yourself, get the gems above the chest before popping it open. Grab the gem fragment, clean up, and go right.

Again, have a blast here. After going through the underpass, you can hop into the wall to the left of the wooden platform to get the big diamond. After you grab the gem fragment and clean house, go into the recently revealed door (from smashing all the blocks).

Climb up the ladder and smash attack the ground, then the now turned over guy. Climb up the next ladder and get the gem fragment, climb up the next ladder and jump up the pipe.

Grab Paul (my name for the little guy there just so you know for the rest of this walkthrough) and power chuck him up to the box. Hop up the steps, grab the big diamond and go back down the pipe. Fall down on the right side getting all the gems along the way, then go back out the door. Go right grab some gems, and maul baldy. Instead of going up all the way, hop on the first platform and walk through the wall to the right to get the CD.

After doing so, continue up fulfilling Wario's greed along the way. Grab the gem fragment, and walk through the left wall to get the big diamond. If there isn't a baldy here, just walk out the secret exit, then right back in. Once done, walk to the right.

Maim baldy and eat the monkey's apple, there's a block in the center of the raised part where the monkey's at that is fake, use your fatness to open a secret area and fall down into it. You should still have lard mode on, walk off the edge and fall all the way down to another big wiggly gem. Grab it and the small gems and go up the pipe. When you come up, activate the red (or orange?) block, grab the coins and key guy, then go left and up the pipe.

Hop up the ladder, grab Paul, power chuck him to the right and beat him to the bottom. Catch him, power chuck him to the left, climb up the ladder, and crouch-wlak off a higher platform to the diamond. Go down the pipe, go right to the next screen, clean house and get the heart box.

Go right, smash toady, then truck for the vortex, remembering to get gems you couldn't before because of the missing block.

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Emerald Passage Stage 2: Wildflower Fields
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First thing to remember if you want to grab every coin you can is to get the bees to stab EVERY open flower, then smash them when the bulb is red to get coins. First thing you do is go to allergy mode and float up the center, then the top left to the next screen. Move all the way right, then all the way left and get the CD, then go back down.

Get the gems, fall down, and go right. Clear out the flowers then get inflated right over the dark block, go up, then super smash through it and fall down. Go left (avoiding the drill guys' attacks) and down all the way. Go right, climb, powerchuck the rock up, then go left go collect the rest of the gems and the large diamond you just made available. Hop back up when and go right. Climb up (mugging the spear guys after making them red) and super smash down the right side. Go down, and supersmash down the right side again and go down the pipe. Chuck Paul over the blocks, then climb down, run and grab him. Toss him over the blocks to the right again, and go down the ladder. Bounce off his head to get up to the large diamond, then go back up the pipe. When going up the left, don't kill the drill guy if you need a heart, cause you can bounce off him to get up to it. Go through the door when you're done. Go for a swim, if you want to kill the fish, it's not hard to do, just gotta place it right. Go up the upward streaming path, collecting gems along the way. Go up at the first juncture, then left at the next. Go up and hop out of the water, jump down the left and get all the coins along the way, and super smash your way to a giant diamond. Go back up the stream, but go right at the second juncture this time. If you miss all the coins the first time, don't worry, because once you reach the top, jump off the right for coins then go through it all again. When you're done with the room, get the gem fragment and go through the door.

Hop in the water, and try and get all your coins on the way up (not easy, but doable). When up top, kill all the caterpillar guys, the spear dude, get the heart box and gem fragment and fall down.

Go right, take care of the plants, then get stung on the left side, go up and a little to the right, to eventually come to a large diamond you may have spotted on the way. After getting it, go back down and get stung again (but this time more to the right) to get a heart piece (if needed) and to kill a couple fin headed guys. Grab the gem fragment and go right.

Eat an apple and slam through the greyish block, get all the gems and go down the pipe. Grab Paul, and powerchuck him up to activate the green blocks. Climb up, grab him, hop on the switch, and powerchuck him up to activate the next switch. Grab him again, hop on the switch, powerchuck him left, then crouch jump to get the diamond. Go back up the pipe, climb all the way up and eat another apple, fall left, smash the block, and hit toady.

Truck your way 2 screens left and get the now available key, then go left again.

Kill fin head dude, grab the last gem fragment and roll left.

Go back to the right, and smash the ground under the 2 red gems. Get stung, then go up and work your way up to the diamond, then fall down the left side

and get the diamond on your way down. Go left, drop down and exit the stage.

My Score: 19550

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Emerald Passage Stage 3: Mystic Lake

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>From the start, go right through the door and down the ladder. Don't kill the spear guy, just knock him over and carry him to the right so that you can powerchuck him through the rocks to get through. Grab the rock and powerchuck it over the ledge to smash the other rock and get the heart box. Go back out through the left and kill our little spear friend.

Go through the water to the right, go past the breakable block and smash your way up where 2 gems are right below the ceiling. Go to the right to get a diamond, then go all the way left and smash attack down. Clean up and go down the pipe. You'll come to an area with Paul, water, and a block keeping you from a diamond. Powerchuck Paul to the left side of the water, then just normal toss him into the water so that he cracks the block. Then swim down and get your diamond. Go back out the pipe, then grab the gem fragment before you go to the right.

Grab the gems, avoiding the things that pop out of the back caves. You can go left and smash some blocks for some coins, and there's a diamond along the right side. When you get up to the top, jump off the right side, get some running room and dash left, jumping over the water, and smashing through the wall to get a diamond. Go right, get hammered, then jump up through the ceiling where there are 4 gems. Make some cash then fall back down, get the gem fragment and go right again.

Jump in the water and swim right, try to avoid the bubbles until you come to the 4th bubble spout. When you get to the top, grab the diamond, and go back down. Go up once you swim around to the right and make your way past the fish. Go right, then up the pipe, then jump up and powerchuck Paul into the water. Beat him down to the bottom, go left and grab onto the ladder until the switch is activated. Grab the diamond, go back down the pipe, and hit the toad.

Go down to the bottom of the lake, to the right, and work your way up to the key. Get it and go back down and to the left, swim up to the surface and head left.

Make your way up the hillside and get the gem fragment and go left.

Work left again, avoiding the monkey's apples to save time. Grab the last gem piece and go left.

Dash all the way left and smash open the block next to the door, this'll take you to the CD. Go through the door and exit the stage.

My Score: 14200

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Emerald Passage Stage 4: Monsoon Jungle

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Right off the bat, go up the pipe. Immediately start dashing right and hit

the block on your way. Grab the rock before it goes into the water and powerchuck it right to get the diamond. Go back down the pipe and to the left. In the next few sections there's alligators in the water that you can't kill, but they'll hop out and try to bite you. Go to the left of the second screen, and swim under the left side to find the heart box. Go back and take the top passage left.

Eat the monkey's apple, and smash your way down. The gems as you fall are: middle, 1 space left, middle, left 2 spaces, middle, right 2 spaces, middle. Before you hit the bottom, go all the way right and smash through the floor for a diamond. Get the gem fragment and crawl left. Once all the way left, start smashing the ground to bring up the hammer guy. Get hammered, and shoot up getting the gems.

Spring up straight so that you go all the way up into a secret area for the CD. Super smash to flip the guy over, then go back down. Work your way up to the top right and go up the pipe. Go all the way left and get the guy to shoot an arrow toward you. As soon as you see him ready to aim, just start walking all the way right. When you reach the wall, get hit by the arrow to float up and get the diamond. Go back down, clean house, then go out the top left. Go down the ladder to get the spikebacks out of the way now, then go across the top to the left. Keep going until you fall down to the next gem fragment.

Clear all the blocks on your way down, but don't hit the toad yet. Dash through the left, and drag an arrow out to get inflated. Once up, clear out the spear guys, then dash along the leaves to get to the ledge and a diamond. Go back down, nail the toad, and go right.

Smash all the blocks and go into the door. Hop up to the top and over to get the gem fragment. Smash through the left wall while jumping, grab the rock and powerchuck it through the right. Go to the door, grab the rock, and hop up the platforms, power chuck it through the large rock to reveal a diamond.

Go back out and to the right, go down to get the last gem fragment. Climb up the right ladder and go up and to the right. From here, it's a straight path to the first screen. When you get there, blocks will now be there so you can get the key. Swim to the right side and go out the vortex.

My Score: 13490

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Emerald Passage Boss: Cractus

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Weakness: Dragon

The way to kill him is by climbing up on the ladders, jumping off, and smash him from above. It's a little difficult to do when he's tall. Watch out for him stabbing with the leaves and dropping the goo. When he's not on the screen, wait on the ground, don't hop up until he first drops down. After you hit him the first time, he'll keep going back and forth stabbing with his leaves while standing all the way up. Climb on the ladder and smash his head. He doesn't stop going back and forth until he hits you and you have to start the process over.

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Ruby Passage
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Ruby Passage Stage 1: The Curious Factory
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Have a field day with the blocks but watch out for the spike guy, they're annoying to kill but line your pockets nicely. Just wait for their head to start rolling toward you, hop over it, and smash attack them. Go right, kill the next spiked bot, then ride the wheel to the right by jumping on the platform that's in the direction you want to go. Climb down the ladder, kill spike, grab the gem fragment, then climb up and go right.

Get flattened by the pistons and walk back to the left, at the very edge jump and float left, keep jumping left making sure you don't fall or you'll have to go in the machines to normalize yourself then get flattened again. Get the diamond and go back to the right. Instead of going down the ladder, crash the blocks and fall collecting gems. Get some running room and dash through the left wall and go down the pipe. Grab Paul, hop up, and powerchuck him to get the switch. Then roll along to get the next diamond. Go back up the pipe and to the right. Smash some blocks and ride the hamster wheels up, then go out the top left door. Smash the block on the left wall, and go down into the pipe. Grab the rock and powerchuck it right, then get flat and just walk off the right. Go through the hole, fall in the water, then get the rock and powerchuck it to the diamond, crouch walk off to get the diamond then go back up the pipe. Make your way up, handling the spear guys and go left where the heart is. Smash through the left wall for some guys to mutate and kill. Go to the right and fall down. Get flame-on to get the heart, then grab the gem fragment.

Dash your way right to smash through a wall and fall down. Work your way back up and get the diamond. Go back up where you came from, take out the fin heads and grab the gems and key. Fall down the 3rd pit from the left to nail the toad. Go back up the ladder and go right.

Fall down and get the gem fragment, then go left and get flattened, then go left again.

Fall all the way down, and when you fall down to the next screen, go to the right to get the CD.

Work your way along the wheels to a diamond and there's spike on the bottom for some more \$\$\$\$. After killing him, climb up the ladder and get the last gem fragment.

After going up the pipe, just truck left to the exit.

My Score: 12890
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Ruby Passage Stage 2: The Toxic Landfill

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Fall down getting the gems along the way, then smash through the staircased junk and go right. Go to the right monkey first and savor his goodies. Now that you're big and tall, crash through the block and get nailed by an arrow to show your puffy cheeks. Make your way up to the diamond then go up the pipe. Powerchuck rocks at the first two switches (first on the right, second on the left), then bring the 2 remaining rocks up to the orange blocks. Then hit the next two switches and jump up to get the diamond. Go back down and savor the left monkey's goodies. Crash down, walk right and crash down again. Grab the gem fragment, then dash through the left wall to get a diamond. Go through the door.

Kill the first monkey you see then eat the 2nd monkey's apple. then hop down through the third set of blocks to reveal the way to a diamond. Get it, then go up and across the blocks. Once you cross, go through the door and grab the gem fragment.

Since we're going for coins, when you get spring mode, go all the way left before jumping up, then crash through the blocks under the passages that go up. After you're done lining your pockets, go up to the left passageway and go through the door. Jump off the right and super smash all the way down. Go left (you can kill the clam after it hops up), and then all the way up to the diamond. On your way back, go through the jet streams to get the gems and then back through the door. Become a spring and go up the right passage and go right. Kill the drill guy and get the gem fragment.

Bum rush the wall to the right of the gem fragment, keep going until you reach the end. Get the heart box, then smash the tires to get to the door underneath you and go in. First thing you do in this room is bounce off the monkey to smash the 4 blocks, then eat his yummy treat, walk around a second, then jump and land to make the dude fall down. Get hammered by him to go up and get the diamond. After this, exit and go right back in (cause you probably killed the monkey by now), grab the monkey and get him over by the door. Eat his apple again, then walk off the right to get to another diamond. Go out the door and back to wear the gem fragment was, then start dashing your way through the bottom path. When you come to the 2nd tv underneath you (which is almost right away) stop and smash through it and to the left to get the CD.

Start working your way right again, and stop at the 3rd tire you come to and smash through it to get to a pipe. Go down the pipe and go right to the monkey. Eat the apple, then have fun with the spiked guys underneath. Don't forget to smash all the blocks for the little coins before going back up. When you come out of the pipe, go left again and smash through the wall to get to a diamond. Go all the way right now and through the door. Hit the toad, get fat and smash through the dark block near the door. Get hammered and go up the center to get the key, then you can smash your way down the left blocks to get more money. When you're done, supersmash your way down the platform opening, but go right if you need hearts. This section is straightforward, just dash all the way through. Sometimes the last needle guy doesn't show until just before you go up the ladder. Jump over the guy with arrows and get to the last gem fragment.

Get hit, and you can go all the way up for just a couple hearts, but the only way you can reach the exit is while your cheeks are puffy. Don't worry, you got plenty of time.

My Score: 22690
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Ruby Passage Stage 3: 40 Below Fridge

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Go right, and up the ladder. Kill the fin head guys, get the diamond at the top left, and go up to the top right. Super smash your way down (you can also smash a regular block here for 50 coins) and fall through. Become a snowball, then roll towards the right through a block. Take the bottom passage and go into the door. Walk off and supersmash your way down to get to a pipe. In here, you have to hit the two switches, hitting the second might seem hard at first but it's really not. Just get a walking start, jump and throw the ball at the apex of your jump while pressed against the ledge. Then hit the one in front, get the diamond, and go all the way back up to get the gem fragment.

The paths from this section from top to bottom are: gem fragment, diamond, diamond (you have to crouchwalk off the ledge to get it), return from diamond, exit area, key, dead end, heart. Don't forget to turn the spear guys red before mugging them. Once you exit through the door, climb up to get changed into a snowball, then roll towards the right til you crash. This area just repeats itself in each direction, so just go up the ladder and get the next gem fragment.

Walk to the top of the ramp, then press down to roll, taking you to a diamond. Go back to the main path and climb all the way to the top. To kill the iceman, move past him when his back is turned, then smash the ground above him to topple him, leaving him open for a much needed beating). Once you reach the top, become a snowball, and make your way back down. Walk to the area you had to roll through to change into a snowball, and you'll roll all the way to the door out. Go through, and get your next gem fragment.

First off, get changed into a snowball, then walk back to roll to the left. Then go back to where you came from and become a snowball again. This time, walk left, and jump left onto the next ledge, then jump left again, then a third time to land on a ramp and begin to roll toward a diamond. Once you get it, go to the top, and the left side. Don't become a snowman yet, just get to the top of the ramp, and normal roll down, jumping once you reach the bottom of the ramp. This will take you to a diamond, but instead of jumping up, go back left and roll yet again. This will take you to a 3rd diamond guarded by 2 icemen. To kill them, just smash right above them, then hop down and mug them. Once you reach the top, get changed into a snowball, and walk off the right to roll you way to a pipe. In the pipe, GRAB (don't kill) the iceman, and toss him up to the middle platform. Then get on his left side on the very edge of the platform and get changed into ice to acquire the diamond. Once getting it, feel free to mug him for his lunch money and then exit the pipe. Go to the bottom left to get the last gem fragment, then to the door you originally came in to get turned into a snowball again. This time just keep walking left until you roll out of the area.

Walk left and hit the toad. Climb the ladder, become a snowball again, and roll left. You'll fall all the way down, start smashing your way left (you can see which blocks have coins in them, one has a diamond). Work your way back up and eventually to the vortex, but don't go through it yet. Instead go right again, up the ladder, crawl through, drop down, and you'll now be able to smash the block keeping you from the CD case. Fall back down, and work your way to the vortex again, then get the CD and exit the stage.

My Score: 15400

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Ruby Passage Stage 4: Pinball Zone

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>From the start, roll to the left, jump up (avoiding the spiked balls) and climb up the ladder. Go into the door and toss the balls into the blocks with the opening mouths. Once done with all 4, go into the door. Roll again then walk back and smash through the wall to get the gem fragment. Get it and go through the door.

Crawl under, toss the ball up and bring it to the first block, then jump through the opening behind it to get a diamond. Get the next ball by smashing into the ground. Toss it into the next one above you. Go to the top right and smash the block then the ground to get the next ball and toss it into the other overhead slot. Smash from underneath to get the last ball at the bottom right, toss it in the right slot. Get the next gem fragment, then smash through the right wall and go down the pipe.

Get flame on, then keep hopping up, hitting the switch along the way. You'll open up a diamond. Exit the pipe and go through the new door. Crawl on the fence all the way left and into the door. Walk left and get fat to smash down. Keep jumping until the ball falls into the box next to you. Grab the ball next to you and take it up to chuck into the middle slot. Keep smashing the ground at the top left and top right slots to get the balls to fall into them. Once you've unlocked them all, go back to the bottom and smash under where the first slot was. Eat the apple so you can smash through the dark block on the bottom right to reveal a pipe. Swim straight up and jump up to get an apple and activate the switch. Rush to the bottom to get the recently appeared large amount of funds. Exit the pipe, get the next gem fragment, and go through the door. Once again, roll and climb up to the top left to get the CD. Then go right and through the door.

Grab a ball, go up and powerchuck it into the indent on the wall on the right side. Go through, chuck it into the slot and go down the pipe. Grab Paul, toss him up and powerchuck him through the rock to the left of the pipe. Grab him again, and hop over to the platforms. Walk off the right side and toss him into the wall and get the heart box. Leave the pipe and go play with the balls again.

Grab another ball, and jump up the right side a couple platforms and chuck it into the slot on the left side. Smash the floor on the left side of where you came in to open up the path to the next slot. Toss a ball into it and be happy. Grab the last ball and chuck it into the last slot in the top center. Now get the last gem fragment and go through the new door.

Hop up and fall down to the right to nail the toad. Quickly go into the door.

On the left side are all 4 balls, smash from underneath to get them, then pick one up. Hop up to the top of the platforms, toss it where the blinking lights are, then follow underneath it. When it falls into the first slot, go and get another ball. Hop up and powerchuck it into the small hole with the blinking lights, follow it down so that it goes into another slot. With the next 2 balls, hop up the platforms on the right side, then toss them up and over, and just follow them down til they go in. Go out the door on the left side above where the pin balls are, and get the key.

Quickly run left and hop up the platforms. Grab the ball, and toss it up to the left. You can bring and toss two at a time to get both coins. Go out the door above where you came in. Hop up, and start your rolling adventure back down to the vortex.

My Score: 12530

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Ruby Passage Boss: Cucko Condor

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Weakness: Fist

Run under the crane to get it to drop, then smash into it to do damage. When he's floating back and forth laying eggs, grab one before it opens and avoid the ones that have. Jump up and toss it into the top to beat him.

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Sapphire Passage

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Sapphire Passage Stage 1: Crescent Moon Village

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Right off, get hit to become a zombie and fall down to get money and hearts. Go up the pipe to get back, then work your way up the stairs and go through the door. Be happy, go up the stairs and go through the door. While making your way through this area, you'll see a large ghost that steals coins from the ground. I really loathe this guy, and you'll see why on the way out. Hit the green switch and go back to get the diamond, hit it again to make your life easier on the way back, but not before getting the heart above it (if you need it). Go through the door, avoid the bat and smash your way up. Go left and roll your way back to the right and smash through the blocks, then go up the ladder. Kill the axe wielding psycho and get transformed into a bat. Fly left, avoiding the candles to the very top left of the area and get changed back. Grab the gem fragment, smash your way down to a secret door and go in.

Smash the blocks on the left, then dash and jump to hit the upper part of the left wall to reveal a rock. Powerchuck the rock to smash the last block, then climb the ladder. Crawl through the hole and keep crouched to get the diamond. Go out the door and smash down right, then go back up to the bat and go through the door. Work your way right, hanging out with your newfound friend who works tediously to defeat your greed. Jump off the right and get the diamond and heart (if you need it) on your way down. Clear the blocks and dash through the left blocks and get the gem fragment.

Then go up to get the hearts if you need them (and there's a spikeback there too). Go right then start rolling all the way left to get the CD. Start rolling again and go all the way to the right.

Go down the pipe, walk right, and get turned to a zombie and nail one of the ghosts while you're a zombie. Turn back to normal, and quickly powerchuck the head through the blocks. Get the diamond and go back up. There's a guy that drops glass balls there, I don't know what he's there for, maybe just to be useless. Go up the steps and through the door. Go right, kill the psycho and

go up, then go left and hit the switch. Roll to the right to kill some guys for sponduli, then go back down the ladder and roll to get to the door and gem fragment.

Working your way through the crates, pause to go up the pipe. Powerchuck Paul up over the wall to smash the block then lure all the finheads to a lemming's fate. Go back down the pipe and keep on truckin. Fall down where the gems are and negotiate your way through the streams to the bottom left passageway to the a diamond and the last gem fragment.

Go up the pipe and go to the right again, then into the door. Take care of the spikebacks and get the diamond before you hit toady. Once you do, become a bat and get the key.

Now, your friend will spend your entire trip stealing the key from you. You have to nab it back from him each time he takes it. Hop down the path where the gems were to cut out a big block of his opportunity to mooch it from you. Since you already cleared it all out now, you can just zip right through it. Go all the way back through the stage, nabbing your key back whenever you need to, and head through the vortex.

My Score: 16130

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Sapphire Passage Stage 2: Arabian Night

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Go into the door, and jump on the carpet to make it lift. Go out the top door and just walk off. Have fun with the carpets and clean house. At the top left is a pipe you go down. Run past the spikebacks and hit the switch to dunk them and get some \$\$\$\$. Go back out the pipe, and go through the right door on the ledge. On the top right is some gems, and work your way down hitting all the blocks on your way down. Get the gem fragment and go back to the top of the room.

Get turned into a zombie, then go to the bottom left to get a diamond. Go out the door, and into the next door. Using the carpet, make your way up a little bit and go through the first door. You can dash while on the carpet to smash through the block to get the diamond, then go down the pipe. Grab Paul, toss him up and grab him on the right side. Powerchuck him to get the diamond, then go back through the pipe then the door. Back in the big room, right above the door is the next gem fragment, get it and exit out the top.

Walk off the right, grab the carpet and clean house, then enter the building. First go up on the right side of the key to get gems, then go up to the top left and fall through to change the spiked balls into bees. Get stung on the right side then change them to bats. Become a bat and fly up the left side, fall down to get the key.

Go back out and enter the door up and to the right. Get zombified to get the two gems below you. Climb up and get changed into a zombie. Walk right and fall through the last two set of spiked balls, and grab the next gem fragment.

Go down the ladder and nail the toad, then drop down again.

Ride the carpet to clean house, but stop, jump off, and super smash each time you see the gems form an arrow (there's 2 in this section, 1 on the next). Doing so will reveal a couple diamonds for you. Grab the gem fragment before going onto the next section.

Before you super smash down in this area, ride the carpet to the top left to get the CD. Clean house, then go up the pipe on the top left, out the door, and through the vortex.

My Score: 18880

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Sapphire Passage Stage 3: Fiery Cavern

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>From the start, go to the right, avoiding the most annoying thing of this stage, the flame pillars. Just keep going til you get to the platforms with the gems on them. Smash through the wall next to the second platform, and go down the pipe. Hit the switch, fall, and get hammered, go up above the first switch and hit the second (grey) one. Get hammered again, get the diamond, and exit. Go all the way right, then through the door on the left. Work your way right, and go down the pipe on the left side of the 3rd pillar. Grab Paul and powerchuck him through the rocks, crawl through and powerchuck him through the next rocks. Go down and around, grab him, and powerchuck him through the spiked ball to activate the switch again and you can now grab the diamond. You'll probably get hit by the lava plume when you exit the pipe, but that's nothing new, there's a small, barely visable ledge there. Hop across and get the gem fragment.

Keep going right, then up the ladder and through the door. Go left, and get the next gem fragment. Dash and jump left to get a diamond then go right.

When you reach the end, go through the door, smash down and nail the toad.

Go through the right door, up and through the next door. Stay on top and go right, then down the ladder. Smash through the wall, get turned into a snowball, and roll left, getting the diamond before going through the door. Go through the next door, get turned into a snowball again and roll left again to get a diamond. Work around and up, getting the gems that reappeared from when you got them last time. Go left and through the door again. Work your way around and get the key.

Before going through the door, make sure to get the diamond to the left of it. Go up, kill the first snowdude, then bounce off the 2nd one in the uppermost area to get a diamond. Then go back right and down and go through the small passage past the snowman to get the CD. Hop up, and dash and jump left so that you smash the wall and get the gems.

Fall down, get the gems below you, then work your way up and left to get the last gem fragment. Fall down and smash through the left. Jump into the vortex and you're done.

My Score: 13510

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Sapphire Passage Stage 4: Hotel Horror

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As is customary, go right and into room 102 to get a diamond. Go right, get the gem fragment, and into room 104.

Activate the switch and go up to the next floor, activate it again and go up

one more floor. Go left, get the next gem fragment, and go into room 302.

Go out the left door, up the fire escape, and into the pipe. Go right and position yourself on the top left ledge so you get hammered. Once you're back at the beginning, just go up. Next eat an apple, and smash down to get the diamond. Go down the pipe, to the right and into room 401. After taking out the fin guy, get flame on and go up to the key. Exit, get turned into a zombie in the fire escape and fall all the way down.

Go right back up to floor 3, getting the diamond along the way, and back into door 301. Hit the switch, go down, and out the door. Get the next gem fragment and go into the door next to it.

Smash the blocks before turning into a bat, fly up to the diamond and powerchuck the rock left and go up the pipe. Go right and get turned into ice so you kill all the spikebacks. Go down the pipe and hop down the ledge and into the door. Do the dance of joy because you got the last gem fragment and go into door 403.

Carry the apple chuckin gorilla up, eat the apple, and hit the toad.

Clear the blocks, activate the switch, get turned into a zombie, and walk off the left side of the grey blocks. Go into door 304, down one floor, out door 204, and into door 203. Make your way to the right side, become zombified, then fall right where the coins are and get the CD. Go out the door and into the vortex.

My Score: 12850

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Sapphire Passage Boss: Catbat

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Weakness: Dog

At first it looks more difficult than it actually is, just hop on the waves and nail the small cat on top. When you do enough damage, the top becomes bald, hop up and smash attack the head. Watch out for falling into the water and those spiked balls that give you puffy cheek float mode (except for the red ones which will just damage you).

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Topaz Passage

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Topaz Passage Stage 1: Toy Block Tower

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Smash the block and the smily face block, then grab the triangle shaped block and toss it into the slot above the door. Enter, and place the triangle block

above the door again, enter to get your first gem fragment.

Go up and through the small hole, you can smash the wheel to move it into the groove so that you can get all the gems. Once you've done so, exit the door, then enter the door above you. Smash all the cat faced blocks to drop the blue ones, then smash the wall just to the left of the door you came in to reveal a crawlspace you can jump into, go in and down the pipe. In here, walk to the right, and hit the switch, hit it immediately again to stop the blocks from falling all the way down. Then dash your way through the left to get the heart box, then exit.

Smash the catface blocks again, and enter the door that's just been made available to you for the next gem fragment.

Work your way up, taking the left passage where you see the red circle block so that you can make Wario a little happier. Go through the door, then smash only the top and bottom catfaced blocks so that you can get the gems above you. Then get a running jump off getting the stuff on the way down. Smash all the blocks to drop all the blue blocks, then dash into the dark block for a diamond. Go all the way right, then TRUCK through the upper level to get the gems on the top. If you miss it, it's ok, just go through the door then come back out and it'll be reset.

Once inside, smash right, get flame on and destroy the block. Go to the right and clear out the platforms, then go back to the same place to get flame on. Work your way up the platforms to a stash of gems on the right side. Then go down and get flame on again to open the triangle block. Carry it up to open the door. Smash the top catblock on the right side, and both on the left side so you can hop up to the platform. Go left and down, into the door, and you'll have the next gem fragment.

Get flame on and go down, but DON'T smash all the cat blocks. Leave the bottom right one so that you can enter the door hidden behind the regular block. In here are a few guys to kill and some gems, but nothing special that I've seen so far. Now you can stomp on the toad, then go up and into the door.

Smash both left blocks so that you can hop back up, get the key and go down the pipe.

Before getting the next gem fragment, you can use the box to get some gems. Grab it and go left through the crawlspace.

Smash the catblocks to drop the blue block, then use it to get the diamond. Go back to the right and fall through the hole, keep smashing to the bottom. Smash your way left, then go up and through the crawlspace to get the diamond. Go back down and get the triangle block to open the door for the CD. Get it, get out, and go up the pipe on the left. Follow the path back to the vortex and exit the stage.

My Score:11150

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Topaz Passage Stage 2: The Big Board

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In order to get the number you want on the blocks, you have to jump right when you see the previous number. For example, if you want to get 1, you have to jump when you see 6. If you want to get 4, you have to jump when you see 3.

As usual, go right, at the first block, it doesn't really matter what you get. Make sure you get a 6. Any number will activate the blocks and allow you to walk on them, go right. Start by taking the top path, then jump up to get some coins, after you clean house, get the gem fragment, then go right.

When you come to the next switch block, first knock away the dudes in the carts. Then get 6 on the number block to get a heart. bottom of the right side where you fall, smash through to reveal a pipe and go down it. Grab the crystal the green thing drops and power chuck it through both sets of blocks. When the little guys are riding around the bottom, bounce off them to get to the heart box. After you're done, you can smash the blocks at the bottom right to make the car guys easier to kill. After exiting the pipe, run left and get the next gem fragment.

Before getting the next number box, use em to get the gems, and clean a little, Get the diamond in the 1st shot, then get the match and powerchuck the dice guys to get the diamond. Don't forget the gem fragment but leave a block before you exit the right side.

Go right, and get the next gem fragment, then go right again.

Here, get a 5 on the left number block, smash through the block, kill all the spikebacks, and smash down. Get the diamond and go right, get a 3 to get the diamond, then get a 4 to be flattened. Jump up and go through the crawlspace to get the CD. Go up, get a 5 to remove the blocks, and use the spikeback to jump off of to get the 3 red gems. Backtrack to the number block that made you fat. Use it to kill any spikebacks you may have missed last time. Go through the little shed door, kill the guys on the carts, and get a 5 and jump up through the first set of blocks on your left. Get a 6, then smash through the last set of blocks on the left. Go through the door, roll to the left and activate the switch.

Hop up the stairs to a room with a number block, get a 6, then a 2. Bounce off the dice guys to get the gems, then get a 2, a 5, then a 6. Go down with the key, and go right to get the diamond, then go down. You'll notice that the silhouettes of coins are now filled, so fill up on the way back. When you go through the door, go along the blue blocks, then up the pipe. Smash the ground to get to come down, then powerchuck him up until you activate the switch, get the diamond, and leave. Fall down the left, and return to the vortex, getting the new gems along the way.

My Score: 18890

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Topaz Passage Stage 3: Doodle Woods

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Why do they call this stage Doodle Woods? There's not a single damn tree in this stage.

Right off the bat, hop up into the blue area for a gem fragment, then go right.

Work your way right, smashing the blocks along the way, and fall down. Go left, then down, then smash through the right wall to reveal a secret passage. Go through it and down the pipe. Walk up the ramp, and roll to the left, hitting each switchblock along the way. Eventually you'll work your way down to a diamond then back up to the pipe. Exit, then go left. Be careful

when jumping through the blue areas because there's the guys on carts there. In the 2nd one there's a secret door, go in for the next gem fragment.

Go back out and keep going left, then follow the path as you go along. Crawl under the pencils when you get to them, and go up the pipe. In here, remember where the blue platforms are once you're on the green one. Once you hop on a blue one, they get covered up. Get the diamond, and roll your way back. Go down the pipe, and keep on truckin. When you get to the brick wall, just stand there facing it until the cartoonist releases the flying pig. Hop off it to get to the ledge, then go right to a hidden door with a diamond, then smash the blocks and go down. You'll land on the toad, then just go right and fall off, then get the key and roll left. Hop up the platforms, then go left. Smash into the pencil to shift it's position, go down and go up and left and switch the next pencil. Go right, then switch the next pencil, go up and right, switch the next pencil and get the gem fragment.

Don't switch the next pencil, use it to land on when you grab the gems and fall down. Keep going up and switch the right pencil when you get the gems above it. If you're low on hearts, you can fall off the right before exiting to get more hearts. Hop off, then stay along the platforms to eventually get to a diamond. Fall right and go through the cave. Push the pencil left, smash the ground to bring the monkey up a bit, then eat an apple and move your way over to the smashable block. Smash through, then go left into the door for the diamond. Once you got it, go back up. Don't kill the pig, you can hop off him to get some gems, once you got them you can come back down and kill him. Go up and get the gem fragment.

Go up the right side, smash the top then bottom pencil to switch their positions, then go out the top left. Roll to the left, clean house, and go in the left door for the CD, then hop up and go left to the vortex.

My Score: 15930

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Topaz Passage Stage 4: Domino Row

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I truly hate this stage, you have to do each part really really fast so that you beat the falling dominoes. If you don't, you could miss some vital items and gems only appear when the dominoes are falling.

Start off by going right, then jump on the finish flag after getting the gems then go through the door. Run right, getting the gems along the way and go through the door when you're done. Again, go right, hop on the clock blocks go jump back for the coins if you want to, then go get the last gems and the flag. Get the gem fragment and go through the door.

In this section, don't worry about the gems where you start at, just get the gems on the way down and nail the flag. Get hammered then spring up where the guy just fell from and go up the pipe. Grab Paul, carry him up and powerchuck him across smashing the rocks, then hop down and get paid. Go down the pipe and go down on the right side then out the door. Now here's where it starts getting happy. As soon as you nail the first domino, quickly start rolling as soon as you touch the ramp. Jump up after going up the next ramp to get some more coins. Hop up for a heart along the way and when you reach the end, hop up and quickly start rolling again. Once again, hop up and quickly start rolling and nail the flag. Go through the door you just opened, and work your way up. Powerchuck the guy in the cart over to drop the other one. Bounce off one of them to get the diamond, then beat them like you want their money,

cause....uhh... you do. Smash the block to make your life easier later then enter the door. Now, ready for some fun? You might want to read this part before you trip the first domino. Dash across each side, but don't slam into the wall. When you get to the water, just follow it along, smash the block without getting the gem fragment, then continue following the gems after a little house cleaning. Before getting out of the water, there's a bunch of gems on the bottom right. Get them, and work your way up getting the gems along the way. If you start falling behind, drop what you're doing and nail that switch cause it'll save you a lot later. Just think, this isn't even the hard section, go back and get the gem fragment, mug some water dudes, then go out the door.

Once you trip the switch, dash to the left but don't slam into the wall. Go up, then right. Fall down, climb up then crawl under the spikes (if you're going for gems, if not, just go up left). Follow the path around to the switch and nail it. Go in the door and claim your CD as a reward.

Dash to the right and slam into the block to destroy it, then super smash down and go into a pipe. This should be pretty easy, just attack and jump into each switch to activate them. Work your way up to be rewarded with a diamond. Go past the toad and make some cash in the water. When you're ready, go back and pound it. Swim through and go out the door.

Fall all the way down, then head left through the now opened area next to the flag you hopefully won. Get the coins and smash down and go through the door. Smash through again and go through the door again. Walk all the way right and start rolling. When you reach the platforms in the recently inaccessible area, jump to get to the next gem fragment, then start rolling left again.

Fall down and go into the door. Go all the way back to the first area, fall down and get the key. Make your way along the bottom, smashing through the blocks and killing the spikebacks. Crawl under the spikes to be taken to the last gem fragment. Use the rock to kill all the spikebacks to save yourself a lot of time, then smash the blocks below, jump while crouching to get the gems right beneath the spikes, then go up and out the vortex.

My Score: 14470

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Topaz Passage Boss: Aerodent

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Weakness: Kiss

This guy can get annoying cause of when he starts tossing the flames at you. Wait for him to chuck a guy with a spike on his rump down, topple him, grab him, then powerchuck it up to the patch between the teddy bear's legs. When the feet are flashing, hip check attack one of them to flip it over. Do it again to the mouse to (finally) take off life, if you're good you can get in a few hits before he gets back in and you have to start the process over.

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Golden Pyramid

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After doing the dance of joy for defeating the 5th boss, the Golden Pyramid shall rise, and the final path awaits you.

Golden Pyramid Stage 1: Golden Passage

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You start out having hit the toad, nothing you can do but to run to the right. At the third pit, there's 2 breakaway platforms. Above the 2nd is a diamond. 3 pits later is a bunch of breakaway blocks with a diamond above them. Get hit by the iceman on his right side to make your life a little easier, but I prefer cash since we're going for as much as possible. Swim down to the bottom and all the way to the right. Above you is a diamond, get into a bubble to get it and find your way up to the first gem fragment. Get into the right bubble again, and go up and to the right.

Don't get hammered, fall off the right side to get the next gem fragment. Go up the pipe, get hammered, then fall off again, but this time spring up before falling off the right side.

Having gotten the diamond, go right. Bounce off the 2nd and 3rd axe wielding psychos to get 2 more diamonds. In the next area, don't get fat, but become a snowman and roll to the right to get a diamond. Once back up hop over where the diamond was and become a bat. Fly up to the top left to get the next gem fragment, then fall down and fly up to the right.

Climb down the ladder and smash through the wall to fall down to another diamond. quickly swim up so that you can go up the pipe from where you got the last diamond. Return to the ladder, then smash right to hit the switch. Go back up the ladder and roll your way over and get the next gem piece. Smash down the right side and hop out of the water. Grab Paul and powerchuck him through the right side, then go up and around. Go back and roll again, when you go through the new opening, jump once to reach the first platform, again to get a diamond, and the third time to get to the key. Take the water back to the vortex and leave.

My Score: 11310

Golden Pyramid Boss: Golden Diva

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I must say, this is a boss battle I can enjoy. Basically the whole point of the battle is to smack her into the face.

Start off by smashing the faces from above, then powerchuck them into the fan to destroy it. She keeps doing the next attacks in order.

The 1st will release this thing that floats back and forth like the pigs with the spikes on the head in Doodle Woods. Just hop on it to make it roll up into a ball, then chuck it into her face.

The 2nd facedrop a ball with a teddy bear. Line the Diva's head up at a 45 degree angle, then ram it. It'll fly into her face.

The 3rd face drops 1 egg at a time. If you don't catch it, hop on it

quickly to make a new one appear. Once you get the egg, toss it at her face as fast as you can.

The 4th face will drop a hammer, if you get hit by it, you can spring into her to do damage. This is the last of her attacks.

After you do 2 cycles, she'll just keep tossing out the items in order. Once you do enough damage, her face will grow real long. She'll float back and forth and smash down when you run under her. You have to quickly ram the side of her head when she comes down each time. Do enough damage, and all that will be left is a pair of lips. Plant your rump on them for good measure, and you've beaten the game.

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Version history:

- 1.10 Added minigame hints
- 1.11 Found a couple more diamonds in Wildflower Fields
- 1.12 Thanks to Chozen1 for showing me how to get the diamond in Mystic Lake

Don't copy anything from this without crediting me for having too much free time and making this or Wario will eat your game. Permission is not necessary as long as the text is not altered in any way other than my updates. If you wish to post an altered version or an excerpt of this walkthrough, you must first request permission.

- Thanks to WhizKid for telling me the location of the CD in Toxic Landfill even though I wasn't paying attention to what he told me when I found it.

If you have any questions or info I've left out, email me at:
upyourlink@aol.com

or post at:
<http://pub79.ezboard.com/fvienticusfrm12.showAddTopicScreenFromWeb>

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