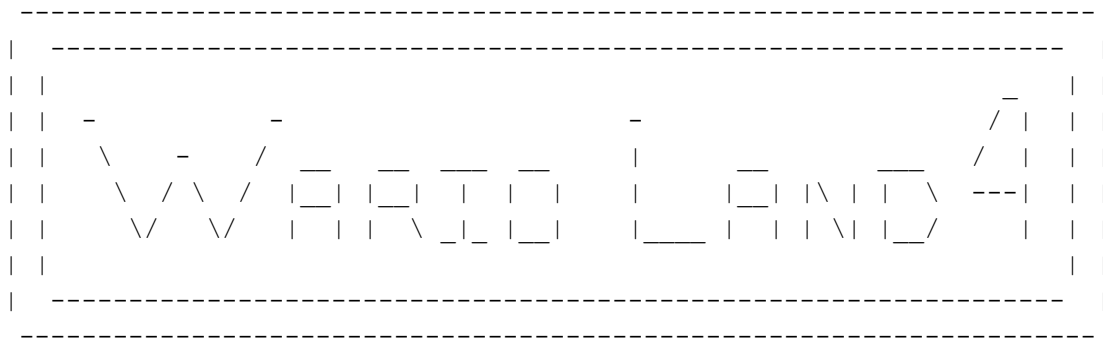


Wario Land 4 FAQ/Walkthrough

by StarFighters76

Updated to v1.0 on Mar 26, 2007



F O R T H E G A M E B O Y A D V A N C E

V e r s i o n 1 . 0

M a d e B y S t a r F i g h t e r s 7 6

Welcome all to my walkthrough on a game that is the fourth of its series called Wario Land 4, for the Gameboy Advance. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

I will also say this again through the FAQ, this FAQ is describing the game on Normal Mode only.

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 SECTION 1: |INTRO|

 A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,
 and submitted it to GameFAQS (03/27/07)

 B: |The Story Of Wario Land 4|

Taken from the game:

Down a dark alley, Wario walks to his car and goes on an
 adventure, but to where? It seems that a pyramid has been
 discovered, so the treasure hunter decided to go on a little trip
 to this pyramid to see if he can score some good treasure. Little
 did he know someone has beaten him to it. Some evil force has
 invaded the pyramid and has stole the treasures for their own
 purpose. It's up to Wario to go after these evil beings, and stop
 them from carrying out their plans, as well as save the treasure!
 Can Wario survive the journey to rescue these treasures?

 C: |What Is Wario Land 4|

Wario Land 4 is a side scroller platformer game that I think has
 a lot of adventure in it. Your main goal, collect all the Diamond
 Pieces so that you can knock out the bosses that are found
 throughout this game. You'll also be collecting 16 CD Records
 along the way. There is no Game Over's which means you can
 continuously play this game as long as you want. And with
 automatic saving after each level, makes it all the more better.
 Lots of secrets can be found all over, so let the treasure hunting
 search begin!

 D: |About This Walkthrough|

There are two settings you can choose for this game: Normal and
 Hard. On Hard Mode, there are more enemies and less time time
 once you hit the Hurry Up Frog. This walkthrough however is to
 describe the game through Normal Mode. Also several times

throughout the walkthrough I will probably repeat myself. A few times would possibly be necessary, such as a Boss guide, as well as a few other things. Sometimes I do this without even realizing it, and sometimes I do it to make it easier for people to find what they are looking for on this walkthrough. This guide, like others, is described on how I played/beat the game. You have your methods as do I. This is just my way of doing it. I hope this helps out in anyways possible.

E: |Control Configuration|

These are the basic controls for the game:

LEFT & RIGHT D-PAD = Moves left or right
DOWN D-PAD = Crouches down/Enter pipes
UP D-PAD = Looks up/Enters pipes (while jumping into them)
'A' BUTTON = Jump
'B' BUTTON = Shoulder Rush
'A' + DOWN D-PAD = Buttstomp Smash
START BUTTON = Pauses game
SELECT BUTTON = Does nothing
'R' & 'L' BUTTON = Does nothing alone, but combine either of them with either the LEFT or RIGHT D-PAD and you'll perform a Headbutt Attack.

F: |Status Effects|

These are the various forms Wario can become when affected by certain enemies.

1. FAT WARIO - As this, you can destroy all enemies, You can also jump on all blocks to destroy them. To turn back to normal, either walk around until the affect wears off, or you can walk or jump into the water.
2. FLAT WARIO - As this, you can float back and forth ('A' BUTTON then either LEFT or RIGHT). You can also go through narrow gaps as well. You can also destroy some enemies. To become normal, either land in water or go in a steam pressure device.
3. BALLOON WARIO - As this, you can float upwards. Press 'B' BUTTON to float faster, and LEFT or RIGHT to go either direction. You can't destroy anything as this. To turn back to normal, simply hit a ceiling.
4. FLAMING WARIO - As this, you will be on fire, running back and forth. After hitting three walls, you'll be a walking flame which can destroy fire blocks and enemies. To turn back to normal, simply go into the water.
5. BAT WARIO - As this, you can "fly" higher and reach areas you couldn't get to before. You can also destroy certain enemies as well. To turn back to
6. ZOMBIE WARIO - As this, you will be able to take out all enemies, including Flying Ghosts. You can also jump through certain platforms to reach lower

normal, simply jump into the light or land in some water.

sections. To turn back to normal, walk into a light or jump into the water.

7. SNOWMAN WARIO - As this, you will be able to roll through the area as a snowball, which can destroy everything in your path. To turn back to normal, simply roll into a wall.

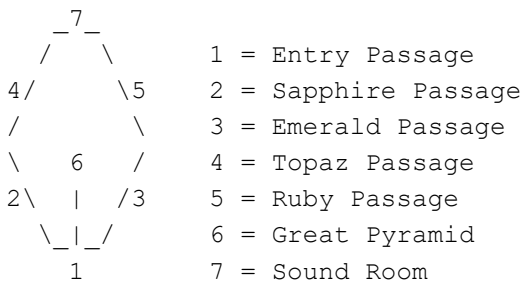
8. SPRINGY WARIO - As this, you can jump higher. Press 'A' BUTTON to jump much higher and smash out blocks from below. To turn back to normal, hit a ceiling or let the affect wear off.



SECTION 2: |WALKTHROUGH|

A: |Before The Walkthrough|

1. Below here is a rough map of the "overworld". After you complete the Entry Passage Level, you can go to any of the other four passages in any order you want. For this walkthrough though, I will be listing the levels in the order listed on this map. After completing all four passages only then can you gain access to the Great Pyramid.



2. As you can tell, I have made some very rough looking maps of the area (like you didn't see that coming, huh ^_~). To read each map, use the following legend:

- & = Bird Key \$ = Starting Point/Goal > = Diamond Piece
- @ = CD Record ? = Hurry Up Frog Timer # = Heart Crown Treasure

Please note that each number will represent that section which will be described in the walkthrough portion. Also all letters will connect to one another (Example: A will connect to A).

3. Two enemies can change colors when you do buttstomps on the floor, Bouncers and Sparmens. Bouncers start off of as blue (Tiny Coins), but will turn red (Red Coins) when you buttstomp. Sparmens start off as yellow (Tiny Coins), then will turn blue (Red Coins) and finally turn red (Silver Coins), when you buttstomp. When you come across them, buttstomp until they are red to get the highest amount from them.

4. Curious about what the highest score for each level is? Well I

dunno what they are, but at the beginning of each walkthrough, I will list my highest score for each level. ^_^

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B: |Entry Passage|  
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1: |Entry Passage|  
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MY HIGHEST SCORE: 10,980 Points

PLAYER'S NOTE FOR THIS LEVEL:

As it is the first level, obviously it's a tutorial type level, showing you the button combinations there are which will help you get through the game. The one thing to report is that people have trouble getting 10,000 Points. Kill 7 enemies, and fill up your Hearts to max then kill one more enemy. Doing this, you will get more coins from enemies, which will help you get the 10,000+ Points you need. I will describe this level, in the way to get 10,000 Points. Other than that, just enjoy it while you can, it won't always be this easy.

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SECTION 01:

Here we go, the very first level! Climb up the platforms on the right, and then exit through to the right side opening leading to SECTION 02.

SECTION 02:

This is simple, just go down the pipe to SECTION 03.

SECTION 03:

Down here, there are some Bouncers and Blue Rubies. Buttstomp right away to turn them from purple to red then kill the 2 Bouncers and collecting the Blue Rubies, go up the second pipe leading back to SECTION 03.

SECTION 02 (REVISITED):

Now head right through the opening leading to SECTION 04.

SECTION 04:

Drop down and head right, Buttstomp Smash then kill the 2 Bouncers, and collect the Blue Rubies hovering above. Also get the DIAMOND PIECE #1 from the treasure chest. Now continue onwards to the right, Buttstomp and kill the 1 Bouncer and go through entryway leading to SECTION 05.

SECTION 05:

Smash through the brown block, then continue on and jump smash through the next brown block, and go through the entryway, leading to SECTION 06.

SECTION 06:

In here, take out the Bouncers, and get DIAMOND PIECE #2 from the treasure chest, and after that, Buttstomp and kill 2 of the Bouncers, but ignore the other ones. YOU MUST IGNORE THE REMAINING ENEMIES UNTIL YOUR HEARTS ARE MAXED OUT!!! Also destroy the two brown blocks for some Red Rubies, then go through the entryway on the right leading to SECTION 07.

SECTION 07:

In here, do a Headbutt Crash through the brown and blue blocks, then Headbutt Jump at the next blue block and go through the entryway on the right leading to SECTION 08.

SECTION 08:

All blocks, except the blue one, you see has a Red Coin in them, and one of them has a Blue Diamond as well. There are also two Bouncers here, IGNORE THESE! After that, continue right and go through the entryway leading to SECTION 09.

SECTION 09:

There is a couple things to do here. First off, pick up the rock and throw it to the right destroy the small blocks. Crawl through that to the otherside and throw the rock at the brown block and go through there. There will be a Spearman (IGNORE THIS) and a HEART CROWN TREASURE, which will refill all your life. Now Buttstomp 2 times to turn the Spearman red and kill it. The meter underneath your Hearts will be full, so now go back through the previous sections killing the remaining enemies (Buttstomp Smash when necessary). Now after that, head back to this section and climb the ladder and to the 2nd Floor. Take the rock and throw it upwards at the brown block, which will reveal a Red Coin, and make your way up there using the platforms on the right. You are now on the 3rd Floor, and after crawling through the gap and (hopefully) getting the coin, take the new rock and throw it towards the left destroying the small blocks. Now go left to SECTION 10.

SECTION 10:

In this room, head left Buttstomp Smash and take out the Bouncers, and you will see DIAMOND PIECE #3. Above that, several Blue Coins and a Red Coin. Also there is a Spearman here (Buttstomp Smash and take this out), as well as two brown block, one with a Red Coin. Continue onwards through the left side to SECTION 11.

SECTION 11:

Now in here, go to the ramp and slide down it, destroying the small blocks. Jump up on the platform, then up again and get the BIRD KEY, causing it to follow you to the end. Slide down the ramp and smash through the small blocks leading to SECTION 12.

SECTION 12:

For this room, there is two Bouncers, Blue Rubies, a Heart, a Spearman, DIAMOND PIECE #4 and *deep sigh* a Blue Diamond. Buttstomp Smash and take out all the enemies here as you make your way to the otherside. Once there, head through the entryway which will take you to SECTION 13.

SECTION 13:

For this room, go over to the brown block and buttstomp it to reveal a Red Coin, then keep going right to the ladder. Climb up it, and do a Shoulder Ram to the left, destroying a secret block revealing a new room, which will have 2 Spearmens and a Blue Diamond. Buttstomp Smash and get this Blue Diamond and head back to the ladder. Jump up at the Blue Diamond and do a Buttstomp Smash destroying the blue blocks below. Doing this will lead you back to SECTION 01.

SECTION 01 (REVISITED):

As you make your way down, there will be some Blue Rubies and a Red Ruby. At the bottom, get the rock on the left and destroy the brown blocks, each having a Red Coin. Keep going to the right and you'll see the Hurry Up Frog.

H U R R Y U P !

TIMER: 1:00

SECTION 01:

Get the rock, and throw it at the two small blocks. Crawl through there and on the otherside, jump through the portal, which will complete this level.

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

2: |Entry Passage Boss|

Stop off at the Mini-Games and get some tokens to get the Bugle at the Item Shop and as it will be the best item to use against this boss!

BOSS #01: Spoiled Rotten

TIME: 1:00

HEALTH: 10 Life Points

BEST ITEM TO USE: Bugle

This of course being the first boss, is rather simple. He will drop little enemies that will charge at you (just take them out). For the big guy though, do a Shoulder Ram or a Head Crash into him to cause damage. When he gets close to death, he will get angry looking opening his mouth. This is when you gotta get behind him and attack him the same way. Using the Bugle is good as it will cause him to lose 8 Life Points.

After the boss fight, you will see (on the World Map) that the floor ahead of you will drop and a giant pyramid will appear

and the rest of the map will open up. Where you go from here, is totally up to you now!

C: |Sapphire Passage|

1: |Crescent Moon Village|

MY HIGHEST SCORE: 17,190 Points

PLAYER'S NOTE FOR THIS LEVEL:

Decent level, the only thing you gotta worry about is a giant pirate ghost will float around the outside areas. Any rubies, jewels or coins that you find whether it's smashing a block or from an enemy, the pirate ghost will steal it. So if you want to try to score high for this level, be quick about getting those items.

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SECTION 01:

Start off this level letting the Flying Ghost turn you into Zombie Wario, then walk over to the floor below the Rubies. Jump and you will go through the floor, which will lead to SECTION 02.

SECTION 02:

In here, drop down collecting all of the Blue Rubies and land into the water. Swim downwards collecting 4 Hearts (avoid the bubbles). Also down here is a Pirhana Fish, so be careful. Make your way up the pipe, heading back to SECTION 01.

SECTION 01 (REVISITED):

Once back here, make your way up the platforms, collecting the Blue Rubies and enter the door, which will lead to SECTION 03.

SECTION 03:

In here, you start off on the 1st Floor. Head left, collecting the Rubies and taking out the Axe Killer and climb up the ladder. Now on the 2nd Floor, head right,

collecting more Rubies, smashing blocks, and head to the door. Enter it to go to SECTION 04.

SECTION 04:

In this section, there is a ghost pirate floating around, waiting to collect Coins that you uncover. With that, head right, collecting Blue and Red Rubies, and taking out the Pink Spinys. At the other end, there is a Green '!' Block (as well as a Heart). Hit that and backtrack some to get the Blue Diamond. Now keep going right and enter the door at the other end, which will take you to SECTION 05.

SECTION 05:

In here, you start off on the 1st Floor. Head right (collecting Rubies) and smash the small blocks and jump upwards to the 2nd Floor. On here, head left, taking out the Axe Killers and head to the ramp. Slide down it towards the right, jumping the small gap and smash through the small blocks. Take the ladder upto the 3rd Floor. On here, head right and let the Vampire Bat turn you into Bat Wario. With that, make your way to the left wall then up the narrow gap then go left. You will see DIAMOND PIECE #1 so get that. Now right where the latern is (next to it), buttstomp downwards four times, then smash left to reveal a door. Go in it, which will lead to SECTION 06.

SECTION 06:

In here, smash the big blocks to the left, then smash the wall next to the upper of the two blocks to reveal a hidden room. In there is a rock, so get that and throw it right. Now go after that rock and throw it upwards at the big block on top. With that, climb up the ladder and crawl through the narrow gap, and then drop down into the other narrow gap. Get the Blue Diamond now, and head back through the door, going back to SECTION 05.

SECTION 05 (REVISITED):

Once back here, smash/buttstomp through the remaining of the wall and you will be back at the slide. Use that, and at the otherside, climb back up the ladder to the 3rd Floor. Become Bat Wario again, and head to the first door you see. Enter that and you'll be in SECTION 07.

SECTION 07:

Once here, you'll be outside again, so watch out for the flying ghost pirate. Head right, taking out Pink Spinys and collecting Rubies. At the otherside, is a Blue Diamond, get that and drop down (there is a Heart along the way), and you will be at a lower area. Which way to go now, well lets work our way left. Take out the blue block then the blocks behind it. Keep going and you will find DIAMOND PIECE #2. With that, head right, taking out Pink Spinys and smashing blocks. You will see a ramp as well, so use that and you will roll towards the left. Just keep going left and you will smash through a narrow gap (just past the Diamond Piece). Eventually you will roll right into the CD RECORD. Get that, and use the nearby ramp to roll right. Once again, just keep rolling and you will uncover another narrow gap on the otherside. Once through that, you'll see a pipe, so enter that, and you will be in BONUS ROOM #1.

B O N U S R O O M # 1 :

For this room, head right, and let the Flying Ghosts turn you into Zombie Wario. Now head left all the way and jump to fall through the floor. Fall into the water to turn back to normal. Now let the glass spitter drop a glass ball on you. Grab that and head back to where the Flying Ghosts are. You should see some small blocks, so get to the platform next to it and throw the glass ball into them. Now jump into the narrow gap and get the Blue Diamond. With that, head back up the pipe which will take you back to SECTION 07.

SECTION 07 (REVISITED):

Make your way through the narrow gap and once out of it, jump up the staircase and enter the door you see. This will take you to SECTION 08.

SECTION 08:

Starting off on the 1st Floor, head right up the platforms and down the steps. Take out the Axe Killer, and head up the ladder. Now on the 2nd Floor, head left (avoid the Flying Ghost) collecting the Rubies and keep going till you see the Pink '!' Block. Hit that and use the ramp next to it to smash through some small blocks you saw when coming up the ladder. You will take out 3 Axe Killers while doing this. Now head back down the ladder and go left and use the ramp to take out the small blocks down here. Doing so, you will see a door, which you will enter. You will also see DIAMOND PIECE #3 so get that. Now enter the door and it will take you to SECTION 09.

SECTION 09:

Again you are on the outside, so be ready. Just make your way right until you get to the some crates. Smash through the crates up till you see a pipe. Enter that and you will be in BONUS ROOM #2.

B O N U S R O O M # 2 :

In this room, just throw the Old Man upwards to the left and it will fall on to the block smashing it. Crawl through the gap and just stand on the otherside, and let the Masked Men charge at you, but instead they will fall into the water. Collect the coins they leave behind and go back into the pipe, leading back to SECTION 09.

SECTION 09 (REVISITED):

Smash through the remaining crates and continue going right. Take out the Pink Spinys and collect the Blue and Red Rubies. You will see a gap in the floor, so jump into that. This will take you to SECTION 10.

SECTION 10:

In this area, there are several Blue and Red Rubies, inside some current streams. Collect these coins and head to the otherside. See the current pointing towards the left (near the floor), well get into that and the current will take you to a secret room. Once past that, swim upwards smashing the crate and keep going until you get out of the water. You will see a Blue Diamond. Smash the small crate and you will

see DIAMOND PIECE #4. Get that, and go up the pipe, leading back to SECTION 09.

SECTION 09 (REVISITED):

Once back here, just head right all the way to the otherside. Once there, you'll see a door, which you will enter, taking you to SECTION 11.

SECTION 11:

In here, go over and let the Vampire Bat turn you into Bat Wario. Use that to take out the Pink Spiny. Make your way upwards and take out the other Pink Spiny. In the left corner is a Blue Diamond. Also in this room is the Hurry Up Frog. Now because of the narrow gaps with the blocks and lanterns, if you wanna touch the Frog first (just don't get warts) go for it, however you won't get the Blue Diamond if you do. Now get the Frog!

H U R R Y U P !

TIMER: 3:30

SECTION 11:

Whatever you do, become Bat Wario again, and fly all the way upwards, where the BIRD KEY is. Get that, and enter the door leading back to SECTION 09.

SECTION 09 (REVISITED):

Once here, head left all the way to the otherside, and enter the door, leading back to SECTION 08.

SECTION 08 (REVISITED):

In here, stay along the 1st Floor and head to the otherside. Enter the door, taking you back to SECTION 07.

SECTION 07 (REVISITED):

Once here, head left until you get to some platforms leading upwards. Climb up them (take out the Pink Spiny and collect the 2 Hearts) and you will be at the upper level. Once there, head left and follow it until you reach the door. Enter that, and you will be back in SECTION 05.

SECTION 05 (REVISITED):

You're on the 3rd Floor, head right all the way to the ladder. Go down it to the 2nd Floor. Once down here, head left, drop in the gap you see and you'll be on the 1st Floor. Go left all the way and enter the door. This will take you back to SECTION 04.

SECTION 04 (REVISITED):

Just make your way to the otherside and enter the door leading back to SECTION 03.

SECTION 03 (REVISITED):

You're on the 2nd Floor, head left and climb down the ladder. Now on the 1st Floor, go right and enter the door leading back to SECTION 01.

SECTION 01 (REVISITED):

Once here, drop down the leftside till you reach the bottom level, and head left. Jump into the portal and you will have

complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

2: |Arabian Night|

MY HIGHEST SCORE: 20,200 Points

PLAYER'S NOTE FOR THIS LEVEL:

For this level, you get to go riding on a flying carpet! When on it, just jump to get it going. You can also build up your Head Slam Crash attack on these things. If it lands in the water however, it will be destroyed, so you will have to re-enter that screen to get the carpet back. This is a pretty wealthy level, where you can get over 20,000 Points.

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SECTION 01:

Simple enough, go right and enter the door, leading to SECTION 02.

SECTION 02:

In here, get on the carpet and head upwards collecting the Blue Rubies. Don't worry about the pipe, we'll get to that much later. At the top, you will see a door, which you will enter, taking you to SECTION 03.

SECTION 03:

Once here, drop over the rightside (collecting the Blue Rubies) and you will land on a carpet. Use it to go upwards above the door (watch out for the Giant Flies) and you will see a platform on the left, which has a pipe. Enter it and you will be in BONUS ROOM #1.

B O N U S R O O M # 1 :

Down here, you will see a bunch of Black Spiny's. Wait till some are turning around, that way it's a small enough gap to jump over them. Doing so, go down the ladder, then swim across the water. Hit the Green '!' Block and watch all those Black Spiny's turn into coins.

Collect all of them, and head back up the pipe leading back to SECTION 03.

SECTION 03 (REVISITED):

Once back here, drop down to where you found the carpet. From there, head right and you will see another carpet. Use that to travel upwards then to the right a bit and you will see a door and a Heart. Get the Heart and enter the door, which will take you to SECTION 04.

SECTION 04:

From the entrance, if you go right, there will be several Rubies. Get those, then go down the ladder. On this floor, an Axe Killer and a Flying Ghost. Smash the crate at the other end, and go down once more, where there is another Axe Killer and a Heart. Smash the other crate and go down again. Down here, is another Axe Killer and DIAMOND PIECE #1 and a door. There is one more floor underneath, but to get down there, become Zombie Wario and waddle your way down there. All there is is a Blue Diamond. Now enter the door you saw a moment ago and it will take you to SECTION 05.

SECTION 05:

For now there isn't anything you can do, so just go right and enter the door which will take you to SECTION 06.

SECTION 06:

In here, take either carpet you see and head upwards. Following the Blue Rubies, you will see a door. Just get to it and enter, and it will take you to SECTION 07.

SECTION 07:

Just enter the pipe, which will take you to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, go down the ladder then up the next ladder. Get the Old Man and throw him upwards to the right. Now head back to the first ladder and when the Old Man is above you, jump up at it and it will (hopefully) fall over the rightside. Pick him up and throw him into the small block, then crawl through and get the Blue Diamond. Now head back up the pipe leading back to SECTION 07.

SECTION 07 (REVISITED):

Now get on the carpet and head upwards. You will see a blue block, so while on your carpet, begin charging up to do a Head Slam Attack. Don't worry, you can't do anything till you land, but you'll be charged up and ready to smash through the block when you do land. After smashing through that, head down the ladder and get the Blue Diamond. Now head back to the door and go back to SECTION 06.

SECTION 06 (REVISITED):

Once back here, you'll drop down all the way. Now just take either carpet and continue following the trail of Blue Rubies. Along the way up, you should see DIAMOND PIECE #2 and a Heart (climb down a ladder). Get those and continue along the trail, and at the end is a door. Enter it and you will be in SECTION 05 again.

SECTION 05 (REVISITED):

In here, fall over the rightside, collecting the Blue Rubies. Then go right a bit and enter the door, taking you to SECTION 08.

SECTION 08:

Now this is a two part operation for this section. Go left, and climb up the platforms. You see the tube on the left with the Buzzer? Jump into it and the Buzzers will appear. With that, go right and let the Buzzer turn you into Balloon Wario. Now as that, stay along the right wall until you see the tube for the Vampire Bat. Now go through that, and head back down. This time go to the leftside again and let the left Vampire Bat turn you into Bat Wario. With that, make your way upwards all the way and follow the path to the end. You will find the BIRD KEY, and with that, head back through the door leading back to SECTION 05.

SECTION 05 (REVISITED):

Back out here, go left, then do a Headbutt Attack to the right wall. You will uncover a secret passage, which will lead to SECTION 09.

SECTION 09:

In here is a bunch of Blue Rubies and a Blue Diamond. Get those and head back to SECTION 05.

SECTION 05 (REVISITED):

Now, get the carpet, but make your way towards the left then up along the left wall. You will see a door you took before, but ignore that, and continue left (STAY ON YOUR CARPET). You will see a Blue Diamond on a ledge and a bunch of Blue Rubies below that ledge. If you lose the carpet, just go in the right door (SECTION 06) and make your way to the top of that section and enter the door leading back to this section and start over. After getting all of that though, and head all the way up to the top of the screen. Go right and collect the bunches of Blue Rubies there and at the otherside you'll see a door. Enter the door and it will take you back to SECTION 09.

SECTION 09 (REVISITED):

In here, if you wanna get the two Red Rubies, turn into Zombie Wario. Other than that, make your way upwards to the top platform (there are Axe Killers). Now turn into Zombie Wario and walk through the spikes. Go between the 3rd and 4th set of spikes and jump through the floor, collecting the Rubies. At the bottom is DIAMOND PIECE #3 and a ladder. Go down the ladder, then left and you will see the Hurry Up Frog, so step on it!

H U R R Y U P !

TIMER: 4:00

SECTION 09:

Drop down the newly made opening, leading to SECTION 10.

SECTION 10:

Lots can be done here. For starters if you lose your carpet in the water, you will have to re-enter the screen for it

reappear. Use the carpet and make your way above the arrow of Blue Rubies. Jump off and do a Buttstomp right in the middle of the arrow to destroy a crate in the water. Follow the path you found and you'll get a Blue Diamond. Now back to what's left of the arrow. Make it to the other arrow and behind that is a gap leading to DIAMOND PIECE #4. Get there, then jump over the rightside (in the middle of the arrow) and you will destroy another crate in the water. In here is a bunch of Blue and Red Rubies and a Heart. Smash the crate at the other end, then head back to where you found the Diamond Piece. Take the carpet you see and just head right (somewhat close to the ceiling) and collect the massive amount of Blue Rubies you see. After all that, head into the water and swim left all the way (watch out for the Pirhana Fish). Go through the entryway, which will take you to SECTION 11.

SECTION 11:

In here, swim up to the dry land and get on the carpet. Above that is several Blue Rubies and a Heart. Get those then continue going left close to the ceiling. Another massive amount of Rubies is up here as well as 2 Blue Diamonds. You'll see another arrow of Rubies, so Buttstomp down the middle of those to smash a crate. In there is a Blue Diamond. Chances are you may have lost the carpet, so swim right all the way back to the previous section, then re-enter this section. Get the carpet again and go left, once again staying close to the ceiling. You will see a ledge (next to the spike). Go down the ladder to get the CD RECORD, then up the ladder and smash through the small block and crawl through it. Head up the pipe which will lead you to SECTION 02.

SECTION 02 (REVISITED):

Told you I would get to the pipe eventually ^_^ . Now head into the door leading back to SECTION 01.

SECTION 01 (REVISITED):

Go left and jump into the portal, which will then complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

3: |Fiery Cavern|

MY HIGHEST SCORE: 12,560 Points

PLAYER'S NOTE FOR THIS LEVEL:

This level is going to be rather tough. Up till you get to the Hurry Up Frog, it will be a lava filled area, with lavafalls shooting upwards out of pits. Watch your step carefully! After getting the Hurry Up Frog however, everything will freeze over and it'll be an ice stage, with many paths you previously went through, completely unaccessable. So get ready for a wild ride!

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SECTION 01:

Get ready, this level won't be easy. Go right, jump over the lava pit and keep going right through the entryway. This will take you to SECTION 02.

SECTION 02:

Go right and get the Blue Rubies and Heart and take out the Boulder Tosser, then continue onwards. Go down the hill, jump over the pit, then carefully jump over the next pit (a lavafall will shoot upwards). Jump voer the pit after that, then keep going right to SECTION 03.

SECTION 03:

In here, go right and you will see some platforms. Jump up on the second lowest platform and smash through the right wall, to reveal a small room. Be quick before the lavafall comes up. In here, go to the end, jump up the Buttstomp Smash through the floor. Do it again to find a pipe. Enter it and it will take you to BONUS ROOM #1.

B O N U S R O O M # 1 :

For this room, go through the gap then hit the Green '!' Block. The floor will disappear, and you will fall to a lower floor. On the lower floor, stand on the crack between the 2nd and 3rd block and let the Mallet Hopper turn you into Springy Wario. As that jump and head upwards, above the Green '!' Block, and hit the Blue '!' Block. After that, you'll go back down to the lower floor. Turn back into Springy Wario again, but jump up the middle to hit the Green '!' Block. With all of that, you can now get the Blue Diamond. After that, head back up the pipe leading back to SECTION 03.

SECTION 03 (REVISITED):

Once back here, head back to the platforms and continue climbing them. At the top, head right and keep going, collecting the Heart and taking out the Boulder Tosser. Past that is a block, which you can easily take out. After this, you need to get to the area underneath there, but be careful as a lavafall will shoot upwards. After that, go through the door you now see, which will take you to SECTION 04.

SECTION 04:

In this section, just head right, jump over the pit, and keep going right, collecting Blue Rubies and Hearts, and taking out the Boulder Tosser. Just past that, go right a

bit more, then go down the platforms (watch out for the lavafall). At the bottom, carefully jump over the pit and you will see a pipe. Go down the pipe and it will take you to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, drop down and grab the Old Man, and jump up the platforms and head a bit to the left. Toss the Old Man through the small blocks, and crawl through the narrow gap. On the otherside, collect the Blue Rubies, then grab the Old Man again and toss him into the next set of small blocks. Doing this will cause him to hit the Green '!' Block. Now keep going down from where you are then go right collecting the Blue Rubies (watch out for the two lavafalls) and jump up onto the floor next to it. Grab the Old Man, climb up the platforms and where the spike ball is, toss the Old Man through it, to hit the other Green '!' Block. With all that done, the Blue Diamond can be available, so get it then head back through the pipe, leading back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, watch out for the lavafall and jump over the pit. You will then see DIAMOND PIECE #1, so get that. After that, take out the Boulder Tosser, then keep going right. Avoid the lavafalls and collect the goodies. At the otherside is a ladder, which you will climb up. At the top of that, enter the door which will take you to SECTION 05.

SECTION 05:

Once you are here, go left and jump over the pit, then go through the entryway on the left, which will take you to SECTION 06.

SECTION 06:

For this section, go left, take out the two blocks, and get DIAMOND PIECE #2. Now here's a tricky move that can be done. Go back to the entrway, turn around and perform a Headbutt Crash to the left and jump once you get to the edge. This will send you flying across the lavafalls onto another flooring area, smashing out a block. Keep going left and get the Blue Diamond. Use the platforms you see, to get back to the otherside. Once there, keep going right. Incase you're wondering about what's on the lower floor, nothing is there, so no need to deal with it. Go through the entryway, leading back to SECTION 05.

SECTION 05 (REVISITED):

Once back here, keep going right, collecting the Blue Rubies and Hearts, taking out the Boulder Tosser and avoiding the lavafalls. After the long trek up the hill, you will FINALLY see a doorway and some more Blue Rubies. Collect the Rubies, and enter the door. This will take you to SECTION 07.

SECTION 07:

Go into the narrow gap just to the left and Buttstomp Smash through it. Doing this and you will land on the Hurry Up Frog.

H U R R Y U P !

TIMER: 5:00

SECTION 07:

Now the entire level is froze over, and all Boulder Tossers have turned into Ice Spitters, and certain areas are unaccessable, but new areas are, so keep all of this in mind. With that, head right, take out the Ice Spitters and enter the door. This will take you to SECTION 08.

SECTION 08:

In here, head left and up the platforms (avoid the snowballs), then head right and up the other platforms. Once at the top, head left a bit and enter the door you see, which will take you to SECTION 09.

SECTION 09:

In here, head right and make your way across the pits, collecting the Rubies and Heart. Be careful as you will slide around. Once you get to the Ice Spitter, take that out, then head down the ladder beside it. On this lower floor, you will see DIAMOND PIECE #3, so get that. Go back right and smash out the big block in the wall and go in that room. Collect the Rubies and let the snowball drop down onto you, turning you into Snowman Wario. Go to the right ramp and use it to roll along the floor. Once at the otherside, jump up and smash the ice block which has a Blue Diamond in it, then go in the door, leading back to SECTION 08.

SECTION 08 (REVISITED):

Drop down and enter the other door, which will lead you to SECTION 07.

SECTION 07 (REVISITED):

Once back here, go right, climb up the hill, let the snow turn you into Snowman Wario. Go back to the ramp and roll down it, smashing through the left wall. Once back to normal, go left and get the Blue Diamond. Now, quickly head back to the right to the otherside, then climb up the platforms and you will be on the upper level. With that, go left and follow the path until you get to the big block. Smash through them and climb up the platforms, to the highest level. Once here, continue going left and follow the path, taking out the Ice Spitters along the way. At the bottom of the hill, head through the door you see, which will take you to SECTION 05.

SECTION 05 (REVISITED):

Once here, climb down the ladder, the head left, jumping onto the highest ice glaicer. Once here, head right along the platforms, taking out the Ice Spitter, then get the BIRD KEY. Now keep going left along the platforms back to the ice glaicer. Perform a Heatbutt Crash towards the left, taking out the blue block. Crawl through the gap and keep going left, taking out the Ice Spitter, and head to the door. Before entering it, run jump to the left and get the Blue Diamond. Now head back to the door, and enter it. This will take you to SECTION 03.

SECTION 03 (REVISITED):

Climb up the platforms then up the ladder. Now by this time,

you don't have a lot left on the timer, so I'll just cut to the chase. At the top of the ladder, head left and follow the lower path. Now you need to tread carefully, as an Ice Spitter is at the otherside, so crawl and crouch jump at the ice blasts. Take out the Ice Spitters, then past that is the CD RECORD. From there, jump up the platforms above it, then jump on the Ice Spitter so that you can land on the higher platform. Jump up and get the Blue Diamond, then go left and stand on the ledge next to the left entryway. Perform a Headbutt Crash to the left, and by doing this will take you into SECTION 02.

SECTION 02 (REVISITED):

And still performing the Headbutt Crash, you will be able to smash through the left wall where the Red Rubies are. Get those, and drop down to the lower portion of this section. Go left, watch out for the icicle, and collect the Blue Rubies. Climb up the platforms all the way (ignoring the brown block in the wall) until you reach the top. You will see another brown block in the upper left corner. Take that out and go through there. After that you'll drop down and land next to DIAMOND PIECE #4. After getting that, take out the brown block next to that and drop to the lower portion. Once here, just go left, smashing through the blocks, then continue to follow the path through the entryway, leading back to SECTION 01.

SECTION 01 (REVISITED):

Once back here, just continue going left and you will eventually get to the portal. Just jump through it and you will have completed this level!

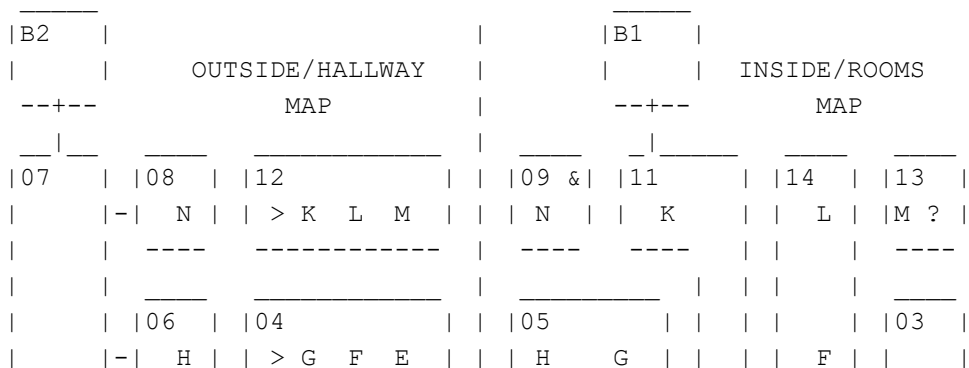
Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

 4: |Hotel Horror|

MY HIGHEST SCORE: 13,250 Points

PLAYER'S NOTE FOR THIS LEVEL:

This level is a four story hotel. There isn't much in the way of secrets, but it is a rather big maze that you can easily get lost in. There will be lots of backtracking and exploring, and I plan on covering every room there is for this level. Follow my map and walkthrough and you should be able to get through this level easily.



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SECTION 01:

Let's start cleaning this place out! From the start, head right, collecting the Rubies (there is an Axe Killer here too). Enter the door that says 102. This will take you to SECTION 02.

SECTION 02:

In here is an Axe Killer and a Vampire Bat. Use the Vampire Bat to become Bat Wario, and make your way upwards collecting the Rubies, Heart and Blue Diamond. Now enter through the door, leading back to SECTION 01.

SECTION 01 (REVISITED):

Once back here, head right all the way, collecting Rubies and taking out the other Axe Killer. At the end of the hallway is DIAMOND PIECE #1. After getting that, enter the door that says 104. This will take you to SECTION 03.

SECTION 03:

In here, you start off on the 1st Floor. Head left, take out the Axe Killer, and hit the Red '!' Block. This will cause some of the ladders to appear. Collect the other stuff on this floor, and then head right. Climb up the ladder to the 2nd Floor, and head left. Watch out for the Flying Ghost, and hit the Red '!' Block. Ignore the door for now, and head back right and you will see another ladder has appeared. Climb up it to the 3rd Floor. Once up here, head left, taking out the Axe Killer and enter the door, and this will take you to SECTION 04.

SECTION 04:

For this section, go left and follow it all the way to the otherside. Along the way is some Axe Killers. At the otherside is DIAMOND PIECE #2, so get that, and then enter the door that says 302. This will take you to SECTION 05.

SECTION 05:

Right away, you will be greeted with a Axe Killer. Take it out and head to the otherside (watch out for the Flying Ghost). Ignore the Green '!' Block for now and enter the door, which will take you to SECTION 06.

SECTION 06:

In here, you'll be greeted by another Axe Killer, so take it out and head through the left entryway, which will take you to SECTION 07.

SECTION 07:

Out here, head up the spiral staircase and at the top is a Flying Ghost. Now let it turn you into Zombie Wario, jump

and you will fall through the staircases all the way to the bottom. Along the way down will be a Blue Diamond (this is the reason why I'm having you do this) and an Axe Killer. You will fall all the way to the very bottom floor, and turn back to normal. Now make your way back up all the way to the top, collecting the Blue Diamond and taking out the Axe Killer. Once you are back at the very top, go through the pipe, which will take you to BONUS ROOM #1.

B O N U S R O O M # 1 :

Now this is a fun two part room, which either part can be done first. Head right and make your way up the platform. See the blue coloring, well if you touch that, it'll just start you all over (not a huge inconvenience). As you make your way up the platforms, you'll see a Mallet Hopper. Let it turn you into Springy Wario, and jump into the blue coloring. Now back at the start, jump upwards smashing through the blocks. You'll get a Blue Diamond for it. Now back as normal, head left and do the same with the Ape Apple. After becoming Fat Wario, jump and you'll smash the blue block below you, getting another Blue Diamond. After turning back to normal, head back through the pipe, leading back to SECTION 07.

SECTION 07 (REVISITED):

Once back here, head through the right entryway, taking you to SECTION 08.

SECTION 08:

In here, take out the Axe Killer that you see, and enter the only door, which says 401. This will take you to SECTION 09.

SECTION 09:

For this section, take out the Masked Man first, which is residing on a upper platform (there is also a Heart here). Now let the Walking Torch turn you into Flaming Wario, and make your way up the platforms like you would normally in this condition. When you are at the highest platform ever, you should be a walking flame, so take out the fire block. Doing so will give you access to getting the BIRD KEY. Now with that in your possession, head back down to the door and enter it, leading back to SECTION 08.

SECTION 08 (REVISITED):

Once back here, head left through the entryway leading back to SECTION 07.

SECTION 07 (REVISITED):

Once here, head down the stairs and go through the entryway you see, which will take you back to SECTION 06.

SECTION 06 (REVISITED):

Once here, head into the door that says 301, which will take you back to SECTION 05.

SECTION 05 (REVISITED):

Now this time, hit the Green '!' Block, to form a staircase leading downwards. Head down that staircase, and down here is an Axe Killer and a Heart. There is also a door down here which will you enter, leading you to SECTION 10.

SECTION 10:

For this section, an Axe Killer will come charging at you, so take that out. Continue heading right, collecting the Rubies and smashing the blocks. At the otherside will be DIAMOND PIECE #3 and a door that says 202 on it. Enter that, and it will take you to SECTION 11.

SECTION 11:

Jump up and let the Vampire Bat turn you into Bat Wario. With that, jump straight up first off, to get the Heart, then drop back down to the floor. Still as Bat Wario, head to the rightside, and jump upwards between the lanterns. Once at the top, head to the upper right corner, then head left from there, to where you see the Blue Diamond. Now turn back to normal, and grab the rock you see. Turn around and throw it into the wall, which will reveal a small gap (you may have to Buttstomp a few times to knock the rock out of the gap so you can finish making the gap, if need be). Crawl through the gap, and at the other end is a pipe. Go in it, and it will take you to BONUS ROOM #2.

B O N U S R O O M # 2 :

For this room, jump over the water on the right, and you will see some platforms with a Ice Spitter on it. Go onto the platform with the Ice Spitter and let it turn you into ice. Doing this will cause you to slide across the room and through the army of Black Spinys at the otherside. After that, kill the Ice Spitter, then go back into the pipe, leading back to SECTION 11.

SECTION 11 (REVISITED):

Once back here, crawl through the gap, then at the otherside, drop down just past the ledge and you will see a door. Enter it and it will take you to SECTION 12.

SECTION 12:

Right away you will see DIAMOND PIECE #4, so get that right away. Make your way right, taking out the Axe Killers and collecting all Rubies you see. At the otherside, enter the door that says 404, and this will take you to SECTION 13.

SECTION 13:

In here, grab the Apple Ape and carry him to the very top platform (there is a Heart up here). Once up here, now let the Apple Ape turn you into Fat Wario. With that, smash through the blue block and you will land next to the Hurry Up Frog. Let the effect of Fat Wario wear off, then step on the Hurry Up Frog.

H U R R Y U P !

TIMER: 4:00

SECTION 13:

Let's get moving now! Smash through the small block, crawl the gap, then head to the door and enter it, taking you back to SECTION 12.

SECTION 12 (REVISITED):

Simply just head left and enter the door that says 403. This

will take you to SECTION 14.

SECTION 14:

For this room, smash through the blocks, take out the Axe Killer (get the Heart if you want) and let the Flying Ghost turn you into Zombie Wario. Drop through the floor as this, which will drop you down to another room. Down here is an Axe Killer, so take that out and turn back to normal. Now enter the door down here and it will take you back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, head right to the otherside, and enter the door that says 304, taking you to SECTION 03.

SECTION 03 (REVISITED):

Once back here, you're on the 3rd Floor. Head right and climb down the ladder, which will put you at the 2nd Floor. Head left all the way and enter the door. This will take you to SECTION 15.

SECTION 15:

In here, head left, taking out the blocks and the Axe Killers. At the otherside is a Heart and a door that says 203. Enter it and it will take you to SECTION 16.

SECTION 16:

In here, an Axe Killer will charge at you, so quickly take it out. Now, smash out the blocks above you, then climb up the plaforms and make your way to the otherside of the right wall. Collect the Rubies there, and let the Flying Ghost turn you into Zombie Wario. Now jump and fall through the floor right where the Rubies are, and you will be in another room. You'll turn back to normal, and fall onto the CD RECORD that is down here. Get that, smash through the small block, take out the Axe Killer and go into the door. This will take you back to SECTION 01.

SECTION 01 (REVISITED):

Once back here, just head left all the way to the otherside and jump into the portal. Doing this will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

5: |Sapphire Passage Boss|

Stop off at the Mini-Games and get some tokens to get the Black Dog at the Item Shop and as it will be the best item to use against this boss!

BOSS #02: CatBat

TIME: 4:00

HEALTH: 12 Life Points

BEST ITEM TO USE: Black Dog

Here's how this fight breaks down. Part of the floor will break away, leaving 4 platforms. In the water is some fish type creature. As for the fight itself, CatBat will send out some small little creatures which if you touch them, will turn you into Balloon Wario. He will also drop into the water, causing waterfalls to rise and come at you. For the first part, use the waterfalls, and Shoulder Ram into the boss's head, which will do some damage. After about 4 or 5 hits, you need to use the waterfalls, to jump up and Buttstomp Smash him. Do this a couple times, and he will be defeated. Using the Black Dog is good as it will cause him to lose 10 Life Points.

And with that, this passage is cleared out. Head back to the World Map to notice a piece of the area surrounding the Golden Pyramid is glowing. Now to move onto another passage!

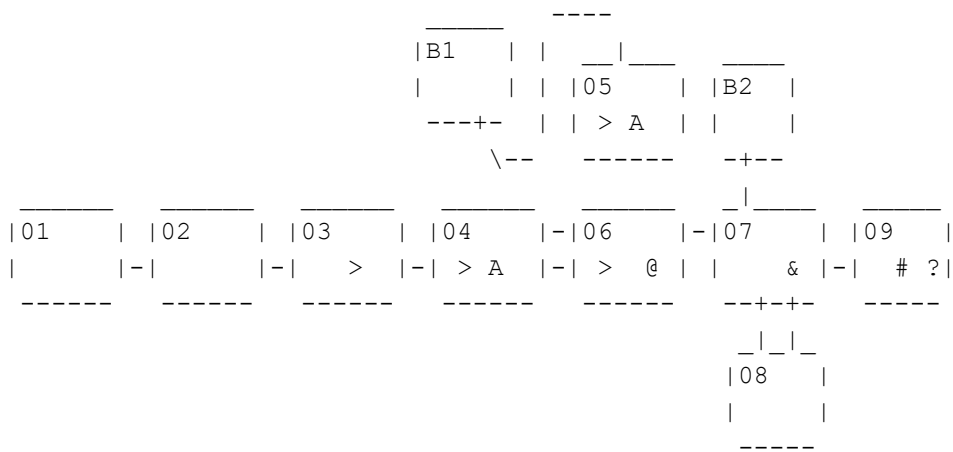
D: |Emerald Passage|

1: |Palm Tree Paradise|

MY HIGHEST SCORE: 11,150 Points

PLAYER'S NOTE FOR THIS LEVEL:

Nothing too fancy about this level, infact it's rather straight forward and simple. The only thing to notice is the background music which is really catchy, which is why I like it ^_^.



SECTION 01:

Hello there! Just go right through the entryway leading to SECTION 02.

SECTION 02:

In here right away, there are some small blocks and brown blocks, as well as some Red and Blue Rubies. After this there will be a Bouncer and some more blocks, and more Blue Rubies and a Heart. After this head through the entryway leading to SECTION 03.

SECTION 03:

Once here, you will see a Bouncer come your way so take it out. Also there will be more Red and Blue Rubies and a Heart. Ignore those for now, and just keep going. Soon you'll see more Blue Rubies and another Bouncer, and DIAMOND PIECE #1. Above that, more Rubies and a Heart. Keep going onwards and you'll see a Spearman and another Bouncer. Now proceed to the right, to SECTION 04.

SECTION 04:

For this section, head right to find a Bouncer and a Spearman. Keep going after that, destroying the blocks along the way as well as getting DIAMOND PIECE #2. Now just past the underpass, where a Bouncer is, jump up then go left into the wall for a Blue Diamond. Now go right and you'll see a group of blocks. Destroy them and you will see a doorway. You will enter this which will lead to SECTION 05.

SECTION 05:

In here, head left a bit and climb the ladder to the next floor. Buttstomp and destroy the Pink Spiny, and climb the ladder to the next floor up. Here you will see DIAMOND PIECE #3. Continue climbing the ladder to the top floor. You will see a pipe leading upwards, which you will enter, taking you to BONUS ROOM #1.

B O N U S R O O M # 1 :

This is simple, just grab the Old Man and through him upwards at the '!' Block, then climb the stairs and get the Blue Diamond, then head back to SECTION 05.

SECTION 05 (REVISITED):

Drop down the right side to collect all the Rubies along the way. Once you are at the bottom, enter the door leading back to SECTION 04.

SECTION 04 (REVISITED):

Collect the Blue and Red Rubies and head right, going to SECTION 06.

SECTION 06:

In here, head right and you will see more Rubies and a Bouncer. Jump up on the first platform and go right, into the wall where you will find a CD RECORD. Now back to the platform and head up, collecting the Blue Rubies along the way to the top. Once here, you'll see DIAMOND PIECE #4, so get that!. Go left to the wall and you will find a Blue Diamond and a Bouncer. After that, head right and keep going and you will be in SECTION 07.

SECTION 07:

Plenty to do for this section. First off, there are a few small blocks as well as a Bouncer and an Apple Ape (ignore the pipe in the sky for now). Destroy the Bouncer and eat an Apple to become Fat Wario, then jump at the spot where you see where the ground is slightly different. A hole will be revealed, leading to SECTION 08.

SECTION 08:

Down here, walk over the edge and drop down in the water. You will smash through the floor and find a Blue Diamond.

Also coming back up, will be Blue Rubies. You will also see a Green '!' Block. Hit that then head up the pipe leading back to SECTION 07.

SECTION 07 (REVISITED):

Back here, hit the Red '!' Block and get the Blue and Red Rubies, then go left. You will see a newly formed platform underneath the pipe. Jump on it and into the pipe leading to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, head over to the ladder, climb it and grab the Old Man. Throw him towards the small blocks, then drop down and catch him before he gets in the water. Now through him to the left destroying those small blocks. After that, make your way into the little hole getting the Blue Diamond. Now head back down the pipe leading back to SECTION 07.

SECTION 07 (REVISITED):

Now just head right (take out the Apple Ape) and head through the entryway leading to SECTION 09.

SECTION 09:

In here, you will see a Spearman and a CROWN HEART TREASURE. Make sure you get both, and past that is the Hurry Up Frog and some more Rubies.

H U R R Y U P !

TIMER: 1:30

SECTION 09:

Time to motor! Just head left and go back to SECTION 07.

SECTION 07 (REVISITED):

Go left (watch out for the Apple Ape) and head back to SECTION 06.

SECTION 06 (REVISITED):

Stay along the top portion of this section and head left all the way, leading back to SECTION 04.

SECTION 04 (REVISITED):

Just race your way to the otherside, leading to SECTION 03.

SECTION 03 (REVISITED):

Keep going left, and now you can get the remaining Blue & Red Rubies and Heart. Head through the left entryway leading back to SECTION 02.

SECTION 02 (REVISITED):

Keep going left, and head to SECTION 01.

SECTION 01 (REVISITED):

Go left and jump into the portal, which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to

SECTION 04:

Down here, you are on the 3rd Floor. Head left collecting the Blue Rubies (watch out for the Mole Digger), then drop down all the way to the 1st Floor. On the 1st Floor, head right, collecting Blue Rubies and taking out the Mole Digger, then climb up the platforms on the rightside to the 2nd Floor. Once here, you'll see a rock, so pick it up and climb the platforms (Blue Rubies and Heart along the way) then throw the rock upwards smashing the brown block. Now continue left on the 2nd Floor, collecting the rubies and taking out the Mole Digger. At the other end, smash through the brown block, crawl through the gap and go up the platform back to the 3rd Floor. Once here go all the way right and you will be able to get the Blue Diamond (all that work for that?!). Now head back upwards to SECTION 03.

SECTION 03 (REVISITED):

Once back here, just go right, taking out the Catepillars along the way. Go through the entryway which will lead to SECTION 05.

SECTION 05:

In here, climb upwards taking out the Spearmens. Once at the top, head right to where you see a Heart and some Blue Rubies. Do a Buttstomp Smash over the side and you will break through a blue block at the bottom. Take out the brown block and you will be in SECTION 06.

SECTION 06:

Don't worry about the brown pipe you see, it's unimportant. Instead jump over the rightside and do a Buttstomp Smash and you will smash through the blue block. Now enter the pipe and you will be in BONUS ROOM #1.

B O N U S R O O M # 1 :

For this room, grab the Old Man and toss him over the wall then go down the ladder and jump up to knock him over. Grab him and toss him over the right wall then go down the ladder. Down there, jump on the Old Man so where you can land on a platform, then get the Blue Diamond. Now head back to the pipe and enter it, leading you back to SECTION 06.

SECTION 06 (REVISITED):

Once back here, head left (take out the Mole Digger), then make your way up the platforms (there is more Mole Diggers along the way). At the top there will be a door as well as a Heart, but you have to use the Mole Digger to get to it. Now enter the door and it will take you to SECTION 07.

SECTION 07:

Much to do in this section. Head into the water, and swim left to where the Blue Rubies are (there is a Pirahna Fish here) and swim up in it. As you do, make sure you swim to the upper path (where the Blue Rubies are). With that, swim upwards and you will have two paths to take. Take the right path and collect the Blue Rubies along the way. Once you are at the end of the path, jump out of the water and collect DIAMOND PIECE #1. Ignore the door for now, and go

right, use the ramp to smash the small blocks and collect the Rubies as you fall down the rightside. Back at the door, head back into the water, then up the path where the current goes upwards and back to the section where you can go left or right. This time go left, but stay towards the ceiling, because at the otherside, you will be pushed upwards. See where the Rubies are, that's where you need to go. Swim upwards, then jump out of the water. Jump over the leftside doing a Buttstomp Smash through the Rubies. You will be able to smash through the ground in the water, revealing a room which has a Blue Diamond in it. Finally head to the door by the Diamond Piece. Enter it and you will be in SECTION 08.

SECTION 08:

This is simple, if you don't care about all the Rubies you could collect, but tricky if you do want them all. Jump into the water and go where you see the Blue Rubies (watch out for the Pirahna Fish), then swim upwards. Stay towards the middle if you want to collect all of the Blue Rubies. At the top, enter the doorway which will take you to SECTION 09.

SECTION 09:

In here, there are some Catepillars, so take them out and go right, jumping over the gaps. At the end, drop down and there will be a Spearman and a CROWN HEART TREASURE. Get that and continue left on the lower floor and you will see DIAMOND PIECE #2. Get that and continue onwards and drop down through the gap on the otherside. This will take you to SECTION 05.

SECTION 05 (REVISITED):

Down here, all you can do is go through the opening on the right. This will take you to SECTION 10.

SECTION 10:

In here, drop down to the lower portion and let the Buzzer turn you into Balloon Wario. Float upwards to the leftside then to the right where you see the Red Rubies and into the opening leading back to SECTION 09.

SECTION 09 (REVISITED):

Just keep floating upwards and when you see the ceiling, float to the left through the opening gap. You will get the Blue Diamond when you deflate. Now just head left over the edge and you should recognize where you are. With that, head left and through the gap leading back to SECTION 05.

SECTION 05 (REVISITED):

Down here again, go through the rightside and you will be back in SECTION 10.

SECTION 10 (REVISITED):

Once back here, head down to the lower level and go right. Keep going and you will see DIAMOND PIECE #3. Around that area, let the Buzzer turn you into Balloon Wario and you will float upwards. Nothing really up here except a Masked Man, and at the far left side up here is a Heart. Now just go back to the lower level and keep going right and through

the entryway leading to SECTION 11.

SECTION 11:

In here, you will see the Hurry-Up Frog, but ignore that for now. Instead head right and let the Apple Ape turn you into Fat Wario, and as that, smash the blue block in the corner. Down here is tons of Blue Rubies and 2 Hearts and a pipe. Once the fatness wears off, go through the pipe and it will take you to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, grab the Old Man, and toss him upwards at the Green '!' Block, the climb the ladder. Grab the Old Man again, get on the '!' Block and toss him upwards again at the Red '!' Block. Climb the ladder, and use the Old man to smash out the small block. After that, make your way into the small gap, and get the Blue Diamond. Now climb down the ladder, and go back into the pipe, leading back to SECTION 11.

SECTION 11 (REVISITED):

Now back here, take out the first Apple Ape, then climb up the vine ladder and let the second Apple Ape turn you into Fat Wario. With that, head to the left and drop down the leftside smashing out the blue block. After turning back to normal, step on the Hurry Up Frog!

H U R R Y U P !

TIMER: 2:30

SECTION 11:

Alot to do and not alot of time to do it in, so let's get started! For starters, head through the entryway to the left leading back to SECTION 10.

SECTION 10 (REVISITED):

Head left past everything and when you get to the otherside, climb up the platforms and go through the left enterway leading to SECTION 05.

SECTION 05 (REVISITED):

In here, grab the Bird Key and keep going left through the entryway. This will take you to SECTION 03.

SECTION 03 (REVISITED):

In here, jump over the spike pit, take out the Masked Man, then follow the path, collecting DIAMOND PIECE #4. After that keep going left, taking out the Masked Man. Now past that, take out the small block first but don't go through it. Instead, you will also see some of the floor brown. You can Buttstomp Smash through them and by doing so, you will land on the lower floor. Let a Buzzer turn you into Balloon Wario and float through the opening you made, and upwards from that above where you see the two Red Rubies. Doing so will take you to SECTION 12.

SECTION 12:

Given the time limit left, this area is optional. In here, there are several Blue Rubies, but you need to float to the left, then to the right, then to the left to get them. Not

to mention there is a Blue Diamond and Heart in the upper right corner. Finally, if you made it to the top platform, go left and fall over the leftside where there is another Heart and Blue Rubies leading downwards. As you fall, you will go back into SECTION 03.

SECTION 03 (REVISITED):

Go right to the ramp, slide down it and into the left entryway, leading into SECTION 01.

SECTION 01 (REVISITED):

The second you roll into this section, jump then jump over the gap and just as soon as you see the spike pit, jump again and you will land on a small part where some Rubies are, but more importantly you'll smash through the wall, revealing a secret room, which has a Blue Diamond in it. To get out of here, just smash through the lower wall break out and jump through the portal. Doing so will complete this level!

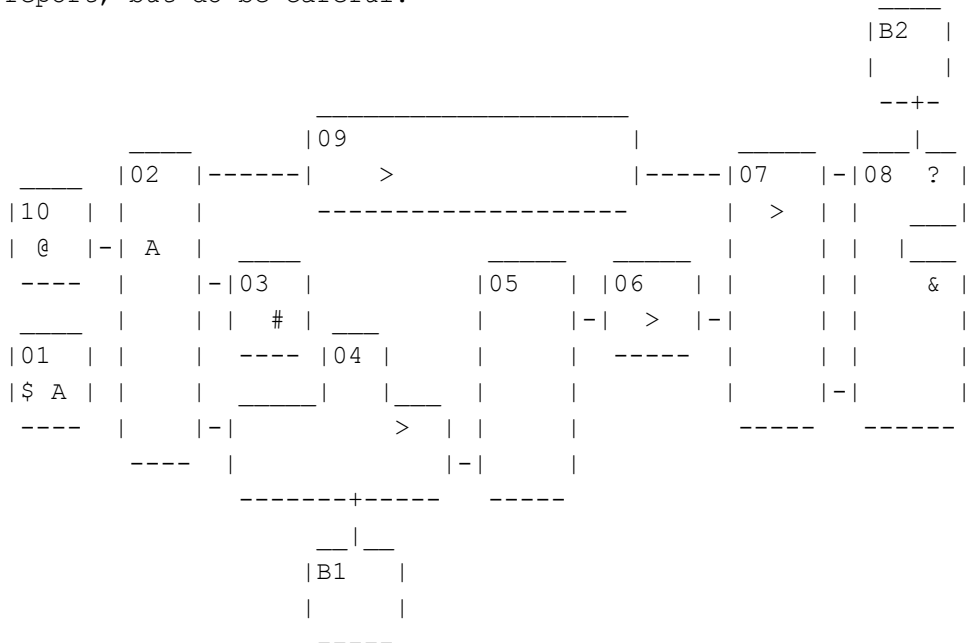
Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

3: |Mystic Lake|

MY HIGHEST SCORE: 14,390 Points

PLAYER'S NOTE FOR THIS LEVEL:

This level can be a bit tricky to get through. For the majority of it, you will have to swim through it. Nothing noteworthy to report, but do be careful.



SECTION 01:

To start off this level, simply go right and enter the door, leading to SECTION 02.

SECTION 02:

In here, climb down the ladder and you will see a Spearman. Now, don't kill it quite yet, instead jump on it (make sure it bounces to the left) and pick it up. Carry it across the platform to the right, and then to the next platform. Get

the Heart and jump up to the upper platform on the right. You will see some small blocks, so charge up and throw the Spearman into the blocks, revealing a small gap. Go through the gap, which will take you to SECTION 03.

SECTION 03:

If by chance you accidentally lose the Spearman through killing it, or it falling into the water, skip past this next section completely, as getting here is a one time only option. If you did get to this section, head over to the right and grasp the rock. Obviously you see what you must do here, take out the brown block. After that, continue on, and there will be a CROWN HEART TREASURE. Get that then go back to the left, through the gap leading back to SECTION 02.

SECTION 02 (REVISITED):

Once back here, jump into the water, then swim down and then to the right. Collect the Blue Rubies and Heart (watch out for the Pirahna Fish) and swim through the rightside, leading to SECTION 04.

SECTION 04:

For here, head right, past the Water Gobbler and Pirahna Fish. See where there are two Blue Rubies above the five Blue Rubies? Get there, and smash the ceiling upwards. Keep doing this and swim upwards then to the right. Jump out of the water and go right, to get the Blue Diamond, then go left, past the water. You will see some more Rubies, and for that, you need to do a Buttstomp Smash right there. Doing so, you will go through the water and smash out the brown blocks you seen beforehand. Doing so, and you will find a secret area, which has 2 Hearts and a pipe. Get the 2 Hearts and enter the pipe, which will take you to BONUS ROOM #1.

B O N U S R O O M # 1 :

Now this may take a few tries to do (re-enter this area if it comes to that). When entering here, grab the Old Man, charge up and toss it towards the left. It will land on a platform on the otherside, which you need to get to. Once there, grab the Old Man again, stand at the middle block and toss him to the right. Doing so should break the brown block in the water. With that, go into that area, and there will be a Blue Diamond. Get that, and head back through the pipe, which will take you back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, make your way back to main portion of this screen, then go right. You will see another Pirahna Fish and Water Gobbler, as well as a Heart. Do what you must and continue going right then downwards, following the Blue Rubies. You should see DIAMOND PIECE #1 towards the top (along the way) so get that, then continue going right, collecting more Rubies and another Heart. Keep going through the entryway, which will take you to SECTION 05.

SECTION 05:

Now this will be rather tricky to get through. You need to be aware of the Sea Monsters that can appear if you get close to them (these guys can not be killed), watch the

holes with eyes! With that, swim right, then swim upwards collecting all of the Rubies you find (and the Heart). After swimming upwards for a while, you can either go left or right. Whichever way you go is up to you, but I will give a brief description of what you would come across. IF YOU GO RIGHT: Rubies, brown blocks, a Blue Diamond and Pirahna Fishes. IF YOU GO LEFT: Sea Monster, several Rubies, brown blocks and a Heart. After going either way, you should see a Sea Monster at the top. With that, swim upwards past the Sea Monster, then jump out of the water to the right. Go to the entryway, but don't go through it. Instead, turn around, begin a Headbutt Crash, jump left at the edge, and you will smash through the left wall. Now continue smashing through the wall, and there will be a Blue Diamond. After getting that, go back to the entryway and enter it, which will take you to SECTION 06.

SECTION 06:

In here, head right past the first Mallet Hopper until you see four Blue Rubies. Let the Mallet Hopper turn you into Springy Wario. With that, smash through the ceiling all the way, until you find a secret room. Up here is a few Bouncers. Take them out, then go through the small gap to the left and drop down to the main portion. Now with that, continue going right and you will see DIAMOND PIECE #2. Get that and keep going right. Go through the entryway, which will take you to SECTION 07.

SECTION 07:

Once in here, jump into the water and swim downwards, then a bit to the right. This next area will play out like this: There will be several up and down pathways, and several Rubies and a couple Hearts. The catch is bubbles will come up from the ground and there are Sea Monsters as well. How you get around is up to you, as the results will be the same. The 7th up and down pathway will have a Blue Diamond in it, but you will need to use the bubble to get to it. After the 8th up and down pathway, you will be out in a bigger area. Swim upwards, taking out the Pirahna Fishes and collecting all of the Rubies. Once at the top, jump out of the water to the right, and go through the entryway, leading to SECTION 08.

SECTION 08:

Right away, get the Heart and swim to the otherside. You will see a pipe, and the Hurry Up Frog. Enter the pipe and this will lead you to BONUS ROOM #2.

B O N U S R O O M # 2 :

This involves timing, so you may have to re-enter this area if you mess up. Climb up the platforms to the top. Once here, grab the Old Man and toss him up into the water. After that, quickly drop down to the bottom, head left, then jump up and grab the ladder. If done correctly, the Old Man will hit the Green '!' Blocks, making new platforms to appear. Use that to make your way up to the Blue Diamond. Get that, then go back through the pipe leading back to SECTION 08.

SECTION 08 (REVISITED):

Go to the Hurry Up Frog and step on it!

H U R R Y U P !

TIMER: 3:00

SECTION 08:

Get into the water, and swim downwards all the way. You will see an opening on the right, so go through it. Now swim upwards, collecting all of the Rubies (watch out for the turning wheel, as it will hurt you). Hug the right wall and at the top, grab the BIRD KEY. Now go downwards to the bottom, then swim through the opening gap on the left. On the otherside, swim upwards all the way and at the top. Jump out of the water to the left and go through the entryway, which will lead you back to SECTION 07.

SECTION 07 (REVISITED):

Once back here, head left up the newly created staircase, and continue the pathway. Take out the Apple Ape you see, and collect DIAMOND PIECE #3 just past that. Now cross the bridge and go through the entryway on the left. This will take you to SECTION 09.

SECTION 09:

In here, just keep going left. Watch out as some spike balls will drop down and do damage to you if they hit you. Keep going left, take out the Apple Ape and keep going. Up the hill, collect the Rubies, then down the hill. After the next hill will be a Heart, so get that. Continuing onwards past the next hill, keep going left and you will eventually see another Heart and DIAMOND PIECE #4. After getting that, go back right until you reach the hill. On the hill, slide down and you will be rolling back to the left (you'll be able to take out the spike balls this way). Go through the entryway, leading back to SECTION 02.

SECTION 02 (REVISITED):

While you're still rolling, jump once you get close to the edge. Doing so, you will land on a platform to the left, and you'll be able to smash through the blue block. This will take you to SECTION 10.

SECTION 10:

Once in here, just make your way through to the otherside, where there is a CD RECORD. Get that, then head back to SECTION 02.

SECTION 02 (REVISITED):

Go through the door, which will lead back to SECTION 01.

SECTION 01 (REVISITED):

Go left and jump into the portal, which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

In here is a CROWN HEART TREASURE, so get that, and swim back to SECTION 02.

SECTION 02 (REVISITED):

Once back here, swim right until you reach the island (watch out for the Scuba Muncher), and then come back left, jumping across the swaying platforms. Along the way is a Heart. Once at the otherside, go through the left entryway, which will take you to SECTION 04.

SECTION 04:

Alot can be done in this area, so let's take this one thing at a time. First off, head to the Apple Ape and let it turn you into Fat Wario. As that, stomp on the blue block in the ground. You will then fall through the gap, which will take you to SECTION 05.

SECTION 05:

As Fat Wario, you'll be falling downwards. Collect what Rubies you can (you may have to go through this section again to collect them all), then you will land right at DIAMOND PIECE #1 (there is also some Masked Men down here too). Get that, then Buttstomp Smash the floor just to the right of that, and drop down again to find a Blue Diamond. Now climb up the platforms to the left, wait till it's clear, then crawl through the gap and go to the left wall. You'll see a pipe here, but ignore it. Instead Buttstomp Smash the floor next to the left wall. You will then fall down to where you see a Mallet Hopper. Let the Mallet Hopper turn you into Springy Wario (you have to Buttstomp Smash to get it to be on the same floor as you. As Springy Wario, jump upwards to where the Rubies are. Collect them and after a long time of going upwards, you'll be back in SECTION 04.

SECTION 04 (REVISITED):

Just let Springy Wario keep going straight up. Doing so will smash a big block in the ceiling, making an opening leading to SECTION 06.

SECTION 06:

You will finally turn back to normal from hitting the ceiling, head right and you will see a small hill facing right. Go down it, and you will take out the Black Spiny, as well as take out some small blocks. As you continue to roll, you will also find the CD RECORD. After getting that, head back left all the way and drop through the floor, leading back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, make your way up the platforms to the upper right platform, where an Apple Ape is. Take it out and climb up the pipe that you see. This'll take you to BONUS ROOM #2.

B O N U S R O O M # 2 :

Simple room, just head left until you see the Archer and let it shoot an arrow at you. Once it does, just walk to the right, letting it follow you. At the other end, let it turn you into Balloon Wario, and use that to get the Blue Diamond. After that, head back down the pipe, leading back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, head left across the platforms, to the otherside. Go through the left entryway you see, and this will take you to SECTION 07.

SECTION 07:

Simply time your jumps and head across the swaying platforms to the otherside. If you happen to fall off, you land on a lower floor, which will have to Pink Spinys and a Heart, and a ladder which will let you try again. Once you are at the otherside, get the Heart and head through the entryway, leading to SECTION 08.

SECTION 08:

For this section, just head left across the platforms until you reach the island. On here is a Masked Man and a Heart. After that though, keep going left, jumping more platforms and collect the Rubies. Watch out for the Scuba Muncher along the way. At the otherside is a couple more Blue Rubies and a Heart. Go left through the entryway, which will lead you to SECTION 09.

SECTION 09:

In here, take out the Spearman, then drop off the ledge. You will land right next to DIAMOND PIECE #2. Get that, then take out the nearby blocks you see. Keep doing that until you make it to the lowest level of this section (there will be several Blue Rubies along the way). Once down here, you will see the Hurry Up Frog, but don't bother with that yet. Instead, perform a Headbutt Crash on the blue block next to it. Now this next part will be kinda tricky to explain. However if you accidentally hit the Hurry Up Frog, please skip ahead past this next section. Climb up the ladder, and let the Archer turn you into Balloon Wario. As that, you need to maneuver him to the right so that he won't hit the ceiling. Keep making your way upwards to the right, then to the left (where you got the Diamond Piece), then go straight up to the ceiling. You will then go through the opening, which will take you to SECTION 10.

SECTION 10:

Once here, there will be 2 Spearsmen and a Heart. There will also be some platforms as well. What you need to do is use your Headbutt Crash and go left, jumping across the platforms. When successful, you will land on a higher piece of flooring. At the other end of that will be a Blue Diamond. Get that, then head back to where you started off this section and drop back in it, going back to SECTION 09.

SECTION 09 (REVISITED):

Once back here, simply make your way down this section to the lower floor and jump on the Hurry Up Frog.

H U R R Y U P !

TIMER: 4:00

SECTION 09:

Alot to do and not alot of time to do it in. Head right through the entryway, which will take you to SECTION 11.

SECTION 11:

In here, make your way to the second group of blocks and smash them out. Doing so will reveal a door, which you will go into, leading you to SECTION 12.

SECTION 12:

In here, climb up the platforms, and jump on the otherside of the wall. Get DIAMOND PIECE #3 from here, and jump smash at the left wall to reveal an opening. In here is a rock, which you will grab and throw into the small rocks to the right. Go through the gap, and grab the rock and climb back up the platforms. Now throw the rock into the block above the ladders and get to that point. In here will be a Blue Diamond. After that, head back into the door leading back to SECTION 11.

SECTION 11 (REVISITED):

Once back here, continue going right, smashing through the blocks. Take out the Spearman and collect the lone Blue Ruby, and go through the right entryway, which will lead to SECTION 13.

SECTION 13:

Now at this point, you have two ways to get out of this level. First off, this section has a Heart, 2 Pink Spinys and DIAMOND PIECE #4 in it. So with that, here's the two choices you have. At the otherside of this section is a ladder. You can climb up it, then go across the platforms to the left. At the otherside, climb up the platforms and you will be taken back to SECTION 07. Once there, just head back right and go in the reverse direction back to SECTION 01, if you chose this way, skip ahead a few sections. The other way, which will take some timing, is to go back into SECTION 11, use one of the ramps (it's at the otherside), and roll back into this section. Once here in SECTION 13, drop to the lower floor, and jump a couple of feet away from the ledge. Doing this will cause you to smash through the wall and will lead you to SECTION 14.

SECTION 14:

You will probably just keep rolling when getting here, which is okay if you are. Just collect all the Blue and Red Rubies, then head through the right entryway which will lead you to SECTION 15.

SECTION 15:

In here is two Black Spinys, which you can't take out unless you're still rolling. In which case, just ignore them and go up the pipe you see, leading you to SECTION 01.

SECTION 01 (REVISITED):

Once back here, use the swaying platform to get on the newly created platform. Across that will be the BIRD KEY, so get that. Now get into the water, swim right to the otherside, and then use the platforms you see to get you to the portal. Jump into that and you will have completed this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to

the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

5: |Emerald Passage Boss|

Stop off at the Mini-Games and get some tokens to get the Large Lips at the Item Shop and as it will be the best item to use against this boss!

BOSS #03: Cractus
TIME: 4:00
HEALTH: 16 Life Points
BEST ITEM TO USE: Large Lips

To start off, smash the pot to wake him up. And now for the boss! He has various tactics, which will include jump up then come back down. He will either go into the ground and bob up, or stop halfway on the screen. Either way, his eyes will be wide open. This is when you need to attack, by Buttstomp Smash on his head, either by jumpin on him, or using the ladders. After stomping on him, his eyes will roll in the back of his head, charge at you and using his arms to stab you (which will cause damage). Run out of the way when this happens. After awhile his eyes will come back. As you do more damage to him, he gets tougher, so be ready. His drool will also turn you into Zombie Wario, (though lightning bugs will come out, turning you back to normal). Using the Large Lips is good as it will cause him to lose 14 Life Points.

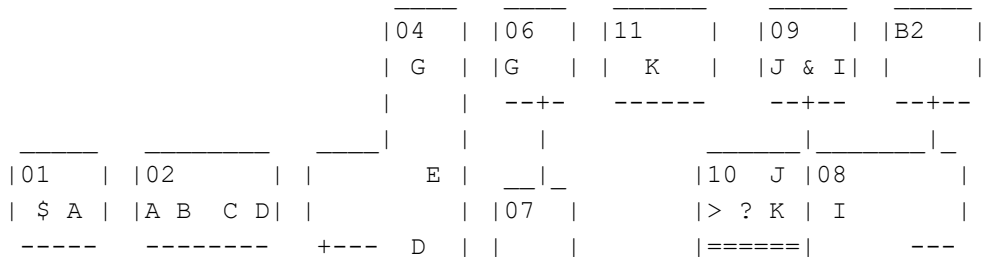
And with that, this passage is cleared out. Head back to the World Map to notice a piece of the area surrounding the Golden Pyramid is glowing. Now to move onto another passage!

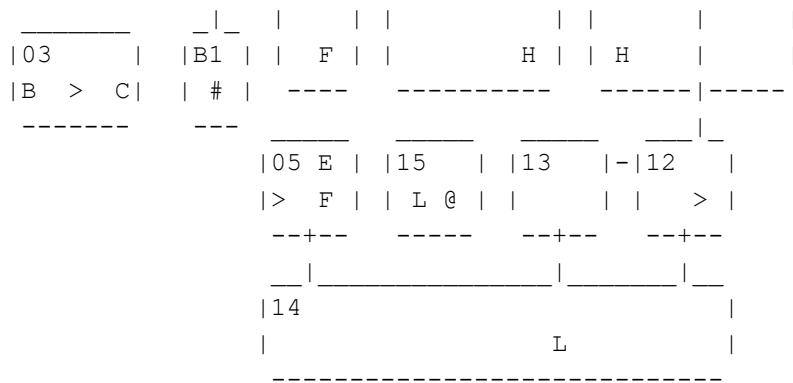
E: |Topaz Passage|

1: |Toy Block Tower|

MY HIGHEST SCORE: 12,140 Points
PLAYER'S NOTE FOR THIS LEVEL:

Throughout this level, you will see triangle blocks. Nearby those triangle blocks will be triangle slots. Place the blocks in the slots to open up new doorways leading to various rooms. Get ready because there is alot of ground to cover in this level.





SECTION 01:

Start off by taking out the blocks just to your right, then grab the Triangle Block and carry it over to the Triangle Slot. This will open a door leading to SECTION 02.

SECTION 02:

In here, head right and get the Triangle Block and place it into the Triangle Slot, which will open a door leading to SECTION 03.

SECTION 03:

Head right and you will see DIAMOND PIECE #1. After that, climb up the ladder and take out the Micro Clone, then the small block. Take out the other Micro Clone and Shoulder Ram the Circle Block to the right, so that you can collect the Blue and Red Rubies up top. Now head to the door you just passed up and enter it. This'll take you back to SECTION 02.

SECTION 02 (REVISITED):

Once back here, head left onto the platform, then onto the striped block, then jump left to the next platform. Collect the Blue Rubies here, then head right and there will be a door on the upper platform. Enter it and you will be in SECTION 04.

SECTION 04:

For starters, take out the blocks on the right, to lower the striped block. A door will appear as well, which you will enter. This will take you to SECTION 05.

SECTION 05:

In here, collect all of the Blue Rubies and the Heart. Then smash through the small blocks and collect DIAMOND PIECE #2. Now enter the other door you see, which will take you back to SECTION 04.

SECTION 04 (REVISITED):

Once here, take out the Micro Clone, then climb up the ladder. Once here again, you'll see a small block in the left wall. Smash that out, then smash the blocks on the right side. With the striped block fallen, jump on that then onto the next platform. Take out the blocks you see just left of you to cause another striped block to fall. Use that block to help you squeeze through the narrow gap (where you smashed the small block). Inside here is a pipe leading to BONUS ROOM #1.

In here, go to where the Green '!' Block is, and quickly hit it twice (if you mess up, re-enter to start again). When successful, you'll have a path in which you can perform a Headbutt Crash into the blue block on the left. Doing so will uncover a room which has the HEART CROWN TREASURE in it. Get that, and all of the Blue Rubies and head back up the pipe, leading back to SECTION 04.

SECTION 04 (REVISITED):

Now, head right through the gap, then make your way upwards until you get to the Circle Block. Shoulder Ram it to the left then jump on it and continue your way upwards. Along the way is some Micro Clones and some Red Rubies. You will also see a door here, so enter it and it will take you to SECTION 06.

SECTION 06:

In here, take out the bottom block and the block below the striped block ONLY (well you don't have to actually). Make your way onto the striped block then jump on the platform on the left to get the several Blue and Red Rubies. Now stand on the wall next to the ledge. Shoulder Ram to the right if you wanna get the Blue Rubies. After which you will fall down to SECTION 07.

SECTION 07:

You will continue to fall, collecting Blue Rubies. Once at the bottom, take out the brown blocks then go right till you reach another block. Turn around, then do a Headbutt Crash then while still doing it, jump on the striped blocks and then hit the blue block to uncover a Blue Diamond. Get that, turn around and perform a Headbutt Crash taking out the lowers blocks and getting all of the Rubies. You will see a door, but ignore that. Instead turn around and do a Headbutt Crash heading left and jump to the upper platform, taking out those blocks. At the end of this, you will be able to collect some more Rubies and a Heart. Now head back to the door and enter it, which will take you to SECTION 08.

SECTION 08:

In here, take out the Micro Clone, smash through the blocks, then let the Fire Statue spit fire onto you, turning you into Flaming Wario. Run right going back and forth, then you will be able to take out the fire block. Now it gets a bit tricky to explain. Collect any Rubies you want that's available, then go back to the Fire Statue, and facing right, let it turn you into Flaming Wario. Now go right, jump up on the platform you see, then jump right to the next platform. You'll hit a wall causing you to turn around. Make your way up the platforms (without missing one) and you will be on a platform with a fire block. Take that out and collect the Rubies here. Now head back down all the way and to the right, and you will see another Fire Statue. Facing left, become Flaming Wario again, and do the same thing over again. (going up the platforms and taking out the fire block). This time however, you'll finish at a spot where there is a Triangle Block (and a Micro Clone). Get that, then climb upwards, then go left and you will see a Triangle Slot. Place the block in the slot to open a door, but ignore that for now. Instead, do a Headbutt Crash to the right and

jump to the upper wall on the right. This is actually fake, which once there uncovers a pipe leading to BONUS ROOM #2.

B O N U S R O O M # 2 :

For here, make your way upwards to the Circle Block. Shoulder Ram the block to the left, until it's on the slide. It will roll down to a lower platform. Stand on it then, then jump left and do a Buttstomp at the highest point, taking out the blue block. Land there, and do a Headbutt Crash to take out the other one. Now Shoulder Ram the Circle Block right, until it's under the Blue Diamond. Get that (and the Rubies) and go back in the pipe leading back to SECTION 08.

SECTION 08 (REVISITED):

Once here, head over to the new door you opened up and enter it. This will take you to SECTION 09.

SECTION 09:

Take out the two blocks on the left and the top one on the right. Now climb up there and head left all the way. Drop down and enter the door, which will take you to SECTION 10.

SECTION 10:

Go left and you will see DIAMOND PIECE #3 and some Blue Rubies. Now go back and let the Fire Statue turn you into Flaming Wario (face left when you do this). Take out the fire block and you'll drop down to the lower level, taking out the Micro Clone. Down here, just smash your way through the middle blocks, then the brown block, which will uncover a door leading to SECTION 11.

SECTION 11:

In here are three Micro Clones and several Blue Rubies. Get those and head back to SECTION 10.

SECTION 10 (REVISITED):

Head right, take out the Micro Clone and step on the Hurry Up Frog!

H U R R Y U P !

TIMER: 4:00

SECTION 10:

Climb up the platforms and enter the door which will lead back to SECTION 09.

SECTION 09 (REVISITED):

Take out the left blocks only and make your way to the upper level. Go left and get the BIRD KEY and enter the pipe below it. This will take you through SECTION 10 and you will then end up at SECTION 12.

SECTION 12:

Down here you will land on DIAMOND PIECE #4. Now jump over the gap you see, and continue left. Go through the narrow gap (near the striped block) and head through the left entryway leading to SECTION 13.

SECTION 13:

Jump to the upper platform, and take out the blocks causing the striped one to fall. Now get on that block and Shoulder Ram left to get the Blue Diamond. You can now either drop down into the pit or you can drop down the one in the previous section (where you can smash through blocks if you do). Either way you will now be in SECTION 14.

SECTION 14:

Down here head left, taking out the Micro Clone and smashing through the brown blocks. Just on the other side is a Triangle Block. Grab that, then head right to the Circle Block. Jump on that, then jump up and place the block in the Triangle Slot, opening a door. Enter the door and it will take you to SECTION 15.

SECTION 15:

In here is the CD RECORD so get that, and head back through the door leading back to SECTION 14.

SECTION 14 (REVISITED):

Head left all the way till you see a pipe, but don't enter it. Go to where the Micro Clone is, take it out, then make your way up the platforms taking out the other Micro Clone. With the highest platform, make your way into the narrow gap you see. Doing so, and you will be able to get the Blue Diamond as well as several Blue Rubies. Smash out the brown block on the right side and drop down to the lower level. Now go left all the way and enter the pipe, which will lead you back to SECTION 05.

SECTION 05 (REVISITED):

Once here, enter the door you see and it will take you back to SECTION 04.

SECTION 04 (REVISITED):

Once here, climb up the ladder and enter the door, which will take you back to SECTION 02.

SECTION 02 (REVISITED):

Once here, head left all the way to the last door. Enter it and you will be back in SECTION 01.

SECTION 01 (REVISITED):

Go left and jump into the portal which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

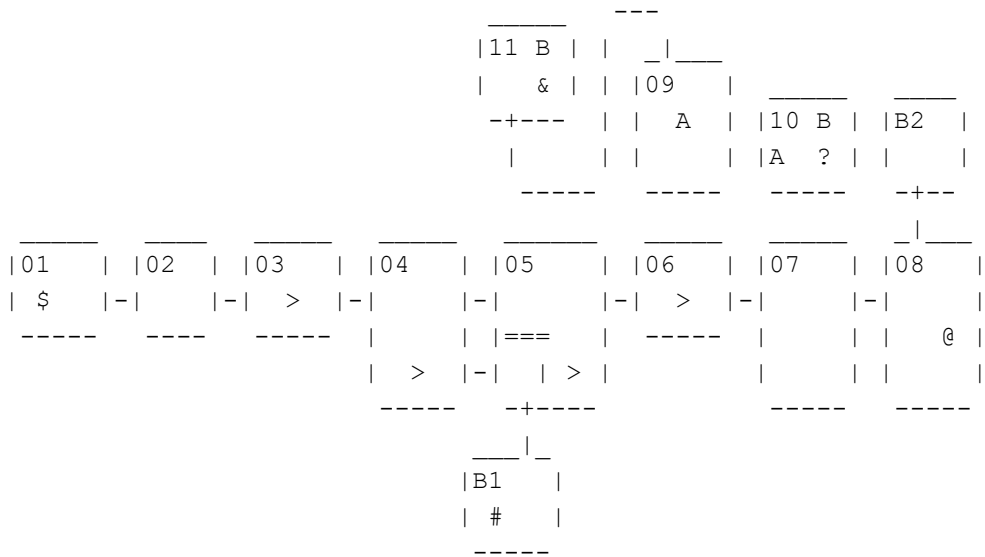
2: |The Big Board|

MY HIGHEST SCORE: 17,970 Points

PLAYER'S NOTE FOR THIS LEVEL:

To get the majority of treasures and points for this level, you will have to use what's known as a Spinner. When using it, you can advance up the Big Board. Whatever you land on, that item, status or enemy will appear. To help you, above the Spinners is

a picture of what you should "get", so that you can use it to help progress in the level. Here is a list of the big board, in order:



SECTION 01:

From the starting point, head right, collecting the rubies and smashing out the blocks (there is also a Micro Clone too). After that, go through the right entryway, which will take you to SECTION 02.

SECTION 02:

In here, go right, taking out the Micro Clone and jump over the water. You will come to your first Spinner. For this one, it don't matter what number you hit it at, but I always hit it when it is at 6. This will cause the blocks to appear, and when that happens, collect the Rubies and Hearts, then head right all the way. Go through the right entryway, taking you to SECTION 03.

SECTION 03:

For this one, head right and you will see some Micro Clones on the platform, and DIAMOND PIECE #1 on the bottom level. Get that, then take out the Micro Clones. You will also notice a high platform. Up there is some Hearts and Rubies, so get those. Continue going right through the entryway, which will lead you to SECTION 04.

SECTION 04:

When here, head right to the next set of Spinners. You should only need one Spinner for this, which is to get a 1, 3 or 4 to become Flaming Wario. When you become that, head left up the platforms to where the wall of fire blocks are. When you become a walking flame, walk into the wall destroying them and collect the Blue Diamond in there. Now head right, taking out the Micro Clones (you don't need to worry about the other Spinner). Head to the otherside of this section and drop down the pit you should see leading to a lower level. Down here, Shoulder Ram to the right wall uncovering a new path, which will lead to SECTION 05.

SECTION 05:

In here, simply go down the pipe you see, which will take you to BONUS ROOM #1.

B O N U S R O O M # 1 :

This one can be slightly tricky. Let the glass spitter spit glass balls at you, and then use them to take out the rows of small blocks. This will cause the Micro Clones to fall down to a row of spikes. Get down there, and jump on the Micro Clones enough times causing you to go left and to jump up to an upper area. Up there is a CROWN HEART TREASURE. Now, use the Micro Clones again to get to the rightside. To take them out, simply take out the small blocks next to the spikes then take out the Micro Clones. Now jump back upwards and back into the pipe leading back to SECTION 05.

SECTION 05 (REVISITED):

Once here, go left which will take you back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, you should see some blocks in front of you. Ignore those for now, and climb back up the platforms, then head right through the entryway, leading to SECTION 05.

SECTION 05 (REVISITED):

Once here, head right down the staircase like area. You will then see DIAMOND PIECE #2 and a couple more Spinners. As you can see, you need to get the "Enemies" space. So time it right and hit the Spinner at the right number and 3 Joker Pokers comes out. Grab one and go to the right wall and throw it at the small blocks. Crawl through there to get a Blue Diamond, then take out the Joker Poker. Now climb up the platforms and smashing the big blocks. Now go through the right entryway, which will take you to SECTION 06.

SECTION 06:

In here, simply go right, taking out the Micro Clones (don't worry about the ones trapped in the blocks), get DIAMOND PIECE #3 and collect the Blue Rubies and Hearts, and head to the otherside. Once there, go through the entryway, leading to SECTION 07.

SECTION 07:

In here, head right collecting the Blue Rubies until you reach the Spinners. You will see that you need to land on the "Wario" space. Do that, then head left and take out the blue blocks. After that, walk left taking out the Black Spyns and the second blue block. After that, head down the new opening, where there is a Heart, Pink Spiny and a Blue Diamond. After those, smash out the blocks on the right then climb up the platforms. Once back up there, go through the entryway leading to SECTION 08.

SECTION 08:

Alot can be done here, so let's start off by heading down the platforms. You will see a couple more Spinners here, which is telling you to get the "Wario" space. Get that, to become Flat Wario, and as that, climb up the platforms and make your way into the narrow gap on the right. Once you do this, waddle right through the narrow gap, then jump up the platform and continue going right. Land in the water to turn back to normal and then get the CD RECORD (there is also a Pink Spiny here as well). After that, head right and climb

up the platforms. Now up here, go left to the Spinner and it will show you need to get the "Block" space. Get that, then collect the Rubies, and take out the blocks on the left. Go through there and there will be a Pink Spiny. Use that to get the Red Rubies. Now if you couldn't become Flat Wario, just climb back up the platforms and head right to where the Pink Spiny and door is. Either way, you should be at the door, which you need to enter. This will take you to SECTION 09.

SECTION 09:

In here, go left and take out the Micro Clone. You will see another set of Spinners. You will see you need the "Wario" space, so that you will become Springy Wario. As that, jump upwards at the blocks directly to the left of the Spinners. Doing this will smash out all the blocks as well as a blue block (and a Micro Clone). Now if you don't get to do this, simply go left and climb up the platforms to where the Micro Clone is. Take that out and continue up the platforms to the highest point (there will be another Micro Clone up there). At the highest point, go into the door which will take you to SECTION 10.

SECTION 10:

Once in here, use the ramp on the left and roll right through the small blocks. You will also be taking out a Micro Clone as well, and you will land on the Hurry Up Frog.

H U R R Y U P !
TIMER: 3:00

SECTION 10:

You need to be quick about this, as you don't have much time. Climb up the newly made platforms to the upper left. Enter the door you find, which will lead to SECTION 11.

SECTION 11:

In here, head left to the Spinner. Now this is where most of the time goes on the timer. You need to hit the Spinner as many times as it takes till you reach the "Goal" space. The only thing you need to worry about is the "Lightning Bolt" space and "Wario" space (as it will turn you to Flaming Wario). All you need to do is make sure the blocks are visible, so make sure you don't land on a "Block" space. Once you make it through to the Goal, the area below will open up and you will get the BIRD KEY. Once that happens, drop down the pit, which will take you back to SECTION 09.

SECTION 09 (REVISITED):

Head down the platforms and you will have two options. If you didn't take out the blue block, simply go down the leftside and at the bottom, head right to the door. If you took out the blue block, head right and climb up the platforms. Head right again, take out the blocks and collect the Blue Diamond and Blue Rubies (there is also a Micro Clone). After that, smash through the blocks in the ground and once you make it to the bottom level, head right to get the Rubies, and head to the door. Enter it and you will be back in SECTION 08.

SECTION 08 (REVISITED):

Now head left on the platforms and go to the pipe. This next part is optional and if you feel like you don't have much time, drop down to where the Blue Rubies are and go through the left entryway. Anyways if you want, go through the pipe leading to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, go left a bit and Buttstomp Smash enough till where you can grab the Old Man. When you do, throw it upwards towards the brown blocks. If successful, you will hit the Green '!' Block, causing a new platform to appear. Use that platform to get the Blue Diamond. After that, head back into the pipe leading back to SECTION 08.

SECTION 08 (REVISITED):

Once back here, drop down to where the Blue Rubies are and go through the left entryway leading back to SECTION 07.

SECTION 07 (REVISITED):

Once here, simply head left to the otherside, which going through the entryway will take you back to SECTION 06.

SECTION 06 (REVISITED):

Just like before, go left and head to the otherside. Going through the entryway will take you back to SECTION 05.

SECTION 05 (REVISITED):

In here, head left and climb to the upper level. Collect the several Blue Rubies along the way. There is also a Pink Spiny here as well. Once past that, drop over the leftside and keep going left to the otherside. Go through the entryway leading back to SECTION 04.

SECTION 04 (REVISITED):

Once here, drop down the pit you see. Once at the bottom, this time take out the blocks on the leftside. The reason why I told you to ignore it earlier, is because now the invisible Rubies that are down here, turns visible. So with that, go left and collect all the Rubies (there are also Micro Clones here) as well as DIAMOND PIECE #4. Head to the otherside, and climb up the platforms to the upper level. Once there, head through the left entryway, which will take you back to SECTION 03.

SECTION 03 (REVISITED):

Quickly race all the way left to the otherside, then go through the entryway leading back to SECTION 02.

SECTION 02 (REVISITED):

Once again, race all the way left to the otherside. Go through the entryway leading back to SECTION 01.

SECTION 01 (REVISITED):

And finally, head left all the way and jump into the portal. Jump into it and you will have completed this level!

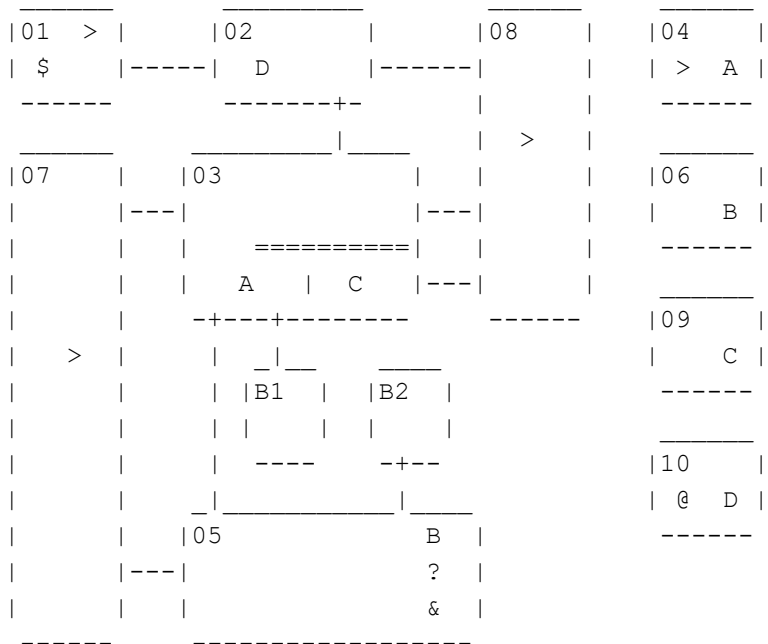
Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

3: |Doodle Woods|

MY HIGHEST SCORE: 15,250 Points

PLAYER'S NOTE FOR THIS LEVEL:

For this level, there will be a giant pig floating above you with a notepad and pencil. After a couple seconds it will either draw one of two enemies: a Flying Poker and a Spiked Roly Poly. Take these out if you want, but you'll get nothing for it.



SECTION 01:

Okay! Head right a bit and you will see a platform. Jump on that then jump upwards to the blue screen. Jumping into these will uncover small areas. In this case, there are several Rubies, a Heart and DIAMOND PIECE #1. Get that, then continue going right through the entryway, leading to SECTION 02.

SECTION 02:

Here comes the fun, the Artist Pig will draw up an enemy to attack you. Watch out as it could be either a Flying Poker or a Spiked Roly Poly. With this in mind, head right, collecting the Rubies and Hearts. After the third Heart, take out all the blocks just to the lower right of that (you will see why in time). After that, keep going and follow the arrow of Blue Rubies and drop into the pit. This will take you to SECTION 03.

SECTION 03:

As you drop down, you will collect a few Rubies. Once on the floor, head left, collecting more Blue and Red Rubies. Watch out for the spikes in the ground as well as more enemies the Artist Pig throws at you. Get all the way to the ledge on the otherside and follow the trail of Blue Rubies downwards. Once down here, you'll see a gray block in the wall. Smash that, and follow hidden path all the way (taking out more blocks). At the other end, drop into the pipe, which will lead to BONUS ROOM #1.

B O N U S R O O M # 1 :

Fun room, use the ramp on the right, and you will be continuously rolling throughout this room. As you roll around, you will notice some Green '!' Blocks. To get all the Blue Rubies in this room, you must keep hitting the various of '!' Blocks. Eventually you will make it to the bottom floor which will have a Blue Diamond. After getting that, use the '!' Blocks to get you back to the pipe. Once you get to the pipe, enter it which will take you back to SECTION 03.

SECTION 03 (REVISITED):

Once back here, head through the pathway to the left back to the opening. Now keep going left until you reach the second blue screen. Along the way are some Blue Rubies, a Heart and Micro Clones. Once at the second blue screen, smash out the blocks on the platform to reveal a door. Enter it and you will be in SECTION 04.

SECTION 04:

And in this section is DIAMOND PIECE #2. Get that and enter the door going back to SECTION 03.

SECTION 03 (REVISITED):

Once back here, head left to where the Blue Rubies form an arrow. Get the Rubies and go downwards into the pit, which will take you to SECTION 05.

SECTION 05:

When you land on the floor, it will be known as the 1st Floor. Go right down the ramp, and continue going right collecting the Rubies and Heart along the way. Watch out for the Artist Pig and spikes along the way. Once at the otherside, climb up the platforms to the 2nd Floor. Once here, head left and continue collecting stuff and avoiding obstacles. You should come to a point where there is some platforms going up. Ignore those, and crawl through the gap on the left and keep going to the wall. Carefully jump across the platforms, then at the otherside, go up the platforms to the 3rd Floor. Once here, head right a bit and enter the pipe, which will take you to BONUS ROOM #2.

BONUS ROOM #2:

This is by far the trickiest bonus room in the game. When entering here, head right and jump on the first platform you see. The screen will scroll just a bit to the right revealing the next few platforms, some spikes and some Blue Rubies. Study this carefully, because when you jump on the next platform, everything will be covered up and you have to jump across without hitting the spikes. Once you are through this, you must do this twice more, but it will be tougher each time. When you make it all the way to the otherside, you will find a Blue Diamond. Use the ramp to roll back to the otherside. Once there, enter the pipe leading back to SECTION 05.

SECTION 05 (REVISITED):

Once back here, still on the 3rd Floor, smash through the small blocks to the right and keep going right till you

reach a wall of small blocks. Don't smash those out quite yet. Instead let the Artist Pig draw up a Flying Poker to come at you. Time your jump carefully and jump on the Flying Poker so that you can get on the area above the wall of small blocks (this may take a few tries). When successful, follow the path right into the wall, until you reach a door. Enter it and you will be in SECTION 06.

SECTION 06:

In here is a Blue Diamond, so get that and head back through the door to SECTION 05.

SECTION 05 (REVISITED):

Head to the wall of small blocks and smash through there. Now collect the Blue Rubies in the shape of an arrow and drop down to the 2nd Floor. You will now land on the Hurry Up Frog.

H U R R Y U P !

TIMER: 6:00

SECTION 05:

The screen on the right will lift up, so go through it and collect the Blue Rubies and drop down to the 1st Floor. Ahead of you the screens will lift up to reveal the BIRD KEY. Get that and the Blue Rubies and keep going left. Roll down the ramp all the way to the otherside, and once there, climb up the platforms (get the Heart) and you'll be on the 2nd Floor. Once here, head left through the entryway, which will lead to SECTION 07.

SECTION 07:

Alot to climbing to do here, so be ready. In here, collect the Blue Rubies. Now you will see pencils throughout here. To move them, Shoulder Ram them from either side (if I say to the left, get on the rightside and Shoulder Ram them, and vice versa). With that, Shoulder Ram the pencil one to the left and drop down. Head a bit to the left and a Dancing Pig will emerge. Take it out, and climb up the platforms till you reach another one. Head to the left side of that and jump up the platforms, Shoulder Ramming the pencil to the right. Now go to where the Micro Clone is and Shoulder Ram the other pencil above it (it's blue) to the left. Now climb up the platforms a bit more. You will see another Dancing Pig. Take it out and go up the right side platforms where DIAMOND PIECE #3 will be waiting. Just keep Shoulder Ramming the pencils and climb up the platforms as quickly as you can. As you get closer to the top, there will be two pencils next to each other. Shoulder Ram both of them and make your way to the highest point. Once there, go to the upper righthand corner and drop down alongside the left wall so that you'll land on the pencil. Jump across to the entryway (if you went down, there would be 3 Hearts, but hopefully you won't need them). Go into the entrway which will take you to SECTION 03.

SECTION 03 (REVISITED):

This is simple. Drop down to the lower level and go right. Don't take the ramp as it's not necessary. Keep going right and at the ledge, jump to the next platform. Repeat this

until you get to a gray block and blue screen. Smash through the gray block and there will be a Blue Diamond here. Smash through the other block and drop down at the otherside. Now simply go right and through the entryway, which will lead you to SECTION 08.

SECTION 08:

More climbing to do and we must be quick about it. In here, you should see a blue pencil on the rightside. Get over there and Shoulder Ram it to the left. Now jump back over to the leftside and Buttstomp Smash until the Apple Ape is able to throw an apple at you, turning you into Fat Wario. I'm sure you remember that other block you saw as you were ramming the pencil. Well get to it, and smash through it. As you do, you'll smash through more blocks. Down here, you should be back to normal, so take out the Dancing Pig and go through the left entryway, which'll take you to SECTION 03.

SECTION 03 (REVISITED):

Go into the door you see, which will take you to SECTION 09.

SECTION 09:

In here is a Blue Diamond, so get that and head back through the door to SECTION 03.

SECTION 03 (REVISITED):

Go through the right entryway back to SECTION 08.

SECTION 08 (REVISITED):

Once back here, simply make your way up the platforms. Nothing too exciting except for Masked Men and Dancing Pigs. You will come across DIAMOND PIECE #4 as well, which is where you need to be right now. Above that is two more Masked Men, so take them out. While up here (collect the Rubies and Heart), head up the rightside, Shoulder Ram the top pencil to the left and then bottom pencil to the left. Now climb up the leftside and collect the Rubies up there. After that, go through the entryway in the left wall, which will then take you to SECTION 02.

SECTION 02 (REVISITED):

Once you are back in here, head over to the ramp and slide down it. Doing so will cause you to roll into the area I told you to smash the blocks out of earlier in this level. Doing so you will roll through several small blocks, collecting several Blue Rubies. Once you are through this area, in this secret area, there will be Dancing Pigs and more Rubies (and a Heart). With that, head all the way left to the otherside, and you will see a door. Enter it and you will be in SECTION 10.

SECTION 10:

In here is a CD RECORD so get that, and head back through the door to SECTION 02.

SECTION 02 (REVISITED):

Once here, head right to where you found the Heart on the upper platform. Get on that, then jump upwards again so that you'll be above ground. Once there, head left all the way to the otherside. Go through the entryway, which will lead you

back to SECTION 01.

SECTION 01 (REVISITED):

Go left, and up the hill and you will see the portal. Jump in it and you will have completed this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

4: |Domino Row|

MY HIGHEST SCORE: 13,110 Points

PLAYER'S NOTE FOR THIS LEVEL:

To get all the secrets for this level will be extremely tricky. For this level, you will see dominoes before you. After you hit them, you have to race all the way to it's end and hit the button to cause it to stop. If you succeed, a secret will be revealed. If not, you're out of luck. Also, certain Rubies will exist during this period, so be quick if you wanna collect some points. It is probably best you read each section before playing them, to get an idea of what will be happening.

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SECTION 01:

From the start, head right to the Blue Rubies in the form of an arrow. Now, pres the button to destroy the wall and a Silver Coin will appear. Get that, and enter the door you see, which will take you to SECTION 02.

SECTION 02:

In here, knock over the pole, and race all the way to the otherside and hit the button. If successful, collect the Blue Rubies and 2 Hearts. Either way, enter the door on the upper platform, which will take you to SECTION 03.

SECTION 03:

Once in here, go right, hit the pole and race to the otherside. Along the way will be a couple Micro Clones, but take those out last. When successful, a wall will come down which will have DIAMOND PIECE #1 behind it. Smash the lower blocks out so you can get it. Now go into the door, which will take you to SECTION 04.

SECTION 04:

The racing in this section can be tricky. Hit the pole, then race to the other side, and drop down (collect the Blue & Red Rubies if you want). At the bottom level, will be a Mallet Hopper, but avoid that. Collect the remaining Rubies along the ceiling if you can, then hit the button to stop the dominoes from falling over. When hitting the button, some blocks will be destroyed in the ceiling, releasing another Mallet Hopper. Let it turn you into Springy Wario, and jump up the same gap it came out of, and you will be in a secret area. You will turn back to normal, and when that happens, jump into the pipe which will lead to BONUS ROOM #1.

B O N U S R O O M # 1 :

This is fun. You will see the Old Man just to the left. Grab him and throw him upwards, then climb up the ladder after him. Up here, you will see some Black and Pink Spinys above a row of small blocks. Grab the Old Man again, and throw him into the gap (with the spike ball) and he will destroy the small blocks. Doing this will cause the Spinys to drop into the water, destroying them. After this, drop down, collect all the coins and the Heart, and then jump back into the pipe leading back to SECTION 04.

SECTION 04 (REVISITED):

Once back here, do a Buttstomp Smash over the right side, collecting the Blue Rubies and taking out all the blocks along the way. You will land on a long platform, so follow it right all the way to the other side. Once there, you will see a door which you will enter, taking you to SECTION 05.

SECTION 05:

This will be extremely tricky, so please read up on this before attempting this. When you hit the pole, quickly use the ramp to the roll to the other side (you can collect the Rubies along the way, if you time it right). Jump up the platforms and land on the next ramp and continue rolling all the way. You will roll up some ramps as well (you can collect the Rubies and Heart if you time it right). Once at the other side, jump up the platforms and use the ramp to roll to the right. This will be an extremely close race and if you're successful, you will see the above group of blocks will be destroyed revealing a door. Take out the Micro Clone and enter the new door. If you didn't make it, enter the other door. Either one will take you to SECTION 06.

SECTION 06:

If you come here through the new door, all you will have to do is climb up some platforms. There will be a Micro Clone and several Rubies and a Heart along the way. If you come here through the other door, just make your way up the platforms, carefully avoiding the many spike balls. Either way you take, you should now be at another door, but don't enter it yet. Instead head to the left side where there is a Micro Clone. Knock it over and pick it up and climb to the upper platform. Throw the Micro Clone to the right, taking out the large brown blocks (there is another Micro Clone up there). Now go to where the door is, and use the Micro Clones to jump up and collect the Blue Diamond. Take out the Micro Clones and then enter the door leading to SECTION 07.

SECTION 07:

Timing is everything for this section. Hit the pole on the left then drop into the water. Collect as many Rubies as you can. Along the way are Pirahna Fishes and Water Gobblers. In the water, you will see a block in the ceiling, so smash it out and head up to DIAMOND PIECE #2. Get that and the Rubies and quickly get back in the water. Continue right, then upwards. You must now make your way up the platforms and ladders. Don't worry if you miss some Rubies, it's not that important. This can be tricky because of jumping from ladder to platforms. Keep doing this till you reach the highest point, and if you're successful, hit the button! Doing so will cause a group of blocks to your left to be destroyed (this will come into play later). Now enter the door, which will take you to SECTION 08.

SECTION 08:

Here we go again with another tricky race, and what makes it tricky is the several spike balls in the way. Hit the pole which is on the left, then race to the otherside. Now jump up the platforms then go to the right. You need to now climb up the next set of platforms upwards. At the highest and go left. Follow that to the otherside and jump up on the platforms to the highest point of that set of platforms. Once there, jump to the right and go to the otherside of the upper level. You will then see the button, which you need to quickly jump on. If successful, the group of blocks nearby will be destroyed. If that happens, collect the Blue Rubies surrounding the door. If not, you need to smash the block on the lower path and go through that door. Either way, these doors will take you to SECTION 09.

SECTION 09:

Now, if you took the lower door, all you need to do is jump in the water, swim downwards and then upwards (there are Pirahna Fishes and a Water Gobbler here). Once at the otherside of the water, jump out and go right. You will then see the Hurry Up Frog, so jump on it (there will be a Heart a couple Blue Rubies as well). I will explain what to do after that in a bit (can you handle the suspense! ^_^). If you went through door on the upper path (in the previous section), you will see the CD RECORD right away, so get that, then head right. On the upper platform, perform a Headbutt Crash to take out the blue block on the otherside. Now perform a Buttstomp Smash right below that. Doing this will take out the lower blue block (which is next to the Hurry Up Frog). Once doing that, swim downwards and follow the path all the way to the pipe. Enter it and you will be in BONUS ROOM #2.

B O N U S R O O M # 2 :

This is simple, head left to the otherside. Once there, Shoulder Ram into the Green '!' Block. Doing this will cause another row of blocks to appear. Now jump on them, go to the otherside and do it again. Keep doing this, collecting the Blue Rubies along the way, until you reach the top, where a Blue Diamond is. Now drop down to the lower level and head back through the pipe leading back to SECTION 09.

SECTION 09 (REVISITED):

Now just head to the Hurry Up Frog and jump on it. Now we can continue onwards.

H U R R Y U P !

TIMER: 4:00

SECTION 09:

Simply head left and into the water. Swim to the otherside and enter the door which will take you to SECTION 08.

SECTION 08 (REVISITED):

Once here, drop down the pit just to the right. At the bottom, you will be taken to back SECTION 07.

SECTION 07 (REVISITED):

Once here, go through the opening on the left and follow the path all the way, collecting the Blue Rubies. Once you collect them all, drop down the gap, smashing out the blocks along the way. Once you do that, you should land right next to a door, which you will enter. This will take you back to SECTION 06.

SECTION 06 (REVISITED):

Once back here, Buttstomp Smash the block on the right. Continue dropping downward all the way to the bottom level (smashing out another block) and you will see another door. Enter it and you will back back in SECTION 05.

SECTION 05 (REVISITED):

Once here, head left and follow the pathway all the way. You will see DIAMOND PIECE #3, but to get to it, you will need the nearby ramp (which should be right before the Diamond Piece). After that, continue going left, collecting all of the Rubies along the way. Once at the otherside, drop down the opening collecting more Rubies. After that you will land next to a door. Enter the door, which it will take you to SECTION 04.

SECTION 04 (REVISITED):

In here, climb to the upper platforms as it will be the easier route. After that, you will see a Mallet Hopper, but ignore that. Head to the otherside, where there is another Mallet Hopper. Let that one turn you into Springy Wario, and jump up at the brown blocks at the top. Doing so, you will be able to collect some Red Rubies. After that, head left and continue onwards to the otherside and enter the door, which will take you back to SECTION 03.

SECTION 03 (REVISITED):

Once here, simply head left all the way to the otherside. Once at the otherside enter the door which will take you back to SECTION 02.

SECTION 02 (REVISITED):

Once again, when arriving here, head left all the way to the otherside. Enter the door, which will take you back to SECTION 01.

SECTION 01 (REVISITED):

Head left a few feet and drop into the pit where the BIRD KEY is. While collecting the key, dropping through the pit will take you to SECTION 10.

SECTION 10:

Down here, head over to the left and take out the lower brown blocks. Go left when down here and take out the Pink Spiny. After that, go left, as you will repeat this process two more times (collecting Rubies and Hearts along the way). After the second time of doing this, crawl through the gap where the spike balls are. After that, pick up the rock and go left. Throw it upwards (taking out the Pink Spiny) and climb the ladder. With the rock in hand, use it to take out the blocks and other Pink Spinys. After that, you will then see DIAMOND PIECE #4. Get that, then take out the remaining blocks underneath. After that, collect the Rubies and Heart and crawl the gap you see. After that, climb up the platforms to the highest platform, then go right collecting the Blue Rubies along the way. As you do this, you will see a pipe, which you need to jump into. This will take you back to SECTION 01.

SECTION 01 (REVISITED):

Simply jump into the portal on the left, which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

5: |Topaz Passage Boss|

Stop off at the Mini-Games and get some tokens to get the Black Dragon at the Item Shop and as it will be the best item to use against this boss!

BOSS #04: Aerodent
TIME: 4:00
HEALTH: 12 Life Points
BEST ITEM TO USE: Black Dragon

For this one, a little creature jumps inside a giant teddy bear and it inflates, floating to the ceiling. It will drop out little enemies with spikes on them (these will hurt when they are moving around). Jump on these then pick them up and toss them upwards at the teddy bear, causing it to deflate some. Wait till the teddy bears feet flash, then you can perform a Shoulder Ram to knock it upside down. When this happens, Shoulder Ram the little creature as much as you can. As it gets closer to death, it will shoot out fireballs to get in your way (which will turn you into Flaming Wario). This is probably one of the easier bosses in the game.

And with that, this passage is cleared out. Head back to the World Map to notice a piece of the area surrounding the Golden

SECTION 03:

This part is completely optional: Head right and get flatten, then head back to SECTION 02. With that, head to the edge and jump up and float to the left. Once at the otherside, jump up to the left twice and just waddle through the narrow gap (there is a Heart here). There is a Blue Diamond in there. Now head back to SECTION 03.

SECTION 03 (REVISITED):

Now that that is over, continue onwards. Go right, pass the presser pounder (do not get hit) and smash through the blocks at the other end. Drop down (collecting the coins) and on the 1st Floor, head left to the wall and smash through to reveal a secret path. Follow that to the pipe and enter it, which leads to BONUS ROOM #1.

B O N U S R O O M # 1 :

In this room, go down and grab the Old Man, and jump to the platform, then to the left. Throw the Old Man towards the left at the small blocks and it will hit the Green '!' Block. Now go back and slide down the ramp through the small blocks on the lower part and get the Blue Diamond. Now leave here, and head back to SECTION 03.

SECTION 03 (REVISITED):

Once back here, do a Heatbutt Rush to the right that way you can easily run past the presser pounder, and keep going until you get to SECTION 04.

SECTION 04:

For this section, jump up on the turning wheel and head upright. At the top, jump up the platforms to the next turning wheel. Repeat this process a couple more times till you get to the top. Get the Heart if you want, and head through the leftside leading to SECTION 05.

SECTION 05:

In here head to the left wall. Smash out the block you see, and go through there and head through the pipe. This will lead you to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, go over and pick up the small rock and walk to the edge and toss it to the right (jump while holding it, because if the presser pounder slams down, the rock will fall out of Wario's hands). Now become Flat Wario, go right and float over to one of the gaps on the right. Drop into the water to become normal, then go up to the small and grab it. Head back down to where the water is, and onto the left platform. Now charge up and throw the rock left smashing a small block. Become Flat Wario again and make your way into the new small gap to get the Blue Diamond. Now head back to SECTION 05.

SECTION 05 (REVISITED):

Once back here, head right and you will see the conveyor belts. Make your way upwards (taking out the Sp earmens), and go to where you see the Heart. Get that and charge to the left smashing a secret block. In here, 3 Bouncers, nothing

more. After that, head back right, and go through the rightside leading to SECTION 06.

SECTION 06:

Starting off on the 3rd Floor, drop down to the 1st Floor. Down here is a Walking Torch, so touch the fire to become Flaming Wario. With you running back and forth, make sure you hit the fire block when you're in flame mode, so that you can get the Heart. After becoming Wario, head right and you will see DIAMOND PIECE #2, and after that, begin a Headbutt Crash and charge to the right where you will smash through a secret wall. Inside, drop down the hole, which will lead to SECTION 07.

SECTION 07:

Now this is a fun room. Once at the bottom, make your way upward, collecting tons of Blue and Red Rubies. At the top, a Blue Diamond. After that, head left and climb up the ladder and jump upwards, leading back to SECTION 06.

SECTION 06 (REVISITED):

Once back here, head left and up the ladder to the top. Once at the top, head right (watch out for the Masked Man), jumping over the first and second gap. Right at the third gap is the BIRD KEY. Get that and drop down the third gap, and you will land on the Hurry Up Frog.

H U R R Y U P !

TIMER: 3:30

SECTION 06:

Drop down to the 1st Floor, head left and up the ladder. The way left is blocked so so right all the way and enter through the rightside leading to SECTION 08.

SECTION 08:

In here, make your way down to the bottom, collecting the Heart and several Rubies scattered about, as well as taking out the Masked Man along the way. At the bottom will be another Masked Man, as well as DIAMOND PIECE #3. After that, head left and get yourself smashed (well, you know what I mean), and waddle your way left (get the Heart) and you will be back in SECTION 04.

SECTION 04 (REVISITED):

Once here again, waddle your way downwards and go through the newly made opening on the rightside. Drop down the hole leading to SECTION 09.

SECTION 09:

While still as Flat Wario, make your way to the platform you see. Waddle rightwards through the narrow gap and at the end will be a CD RECORD. After that, head left and continue dropping downwards. Once at the bottom, head left through the steam pressure to become Wario. Now make your way across the spinning wheels and moving platforms (nothing on the bottom level except a Spiked Roller). Once at the otherside, you'll see a Blue Diamond. Smash the small block and crawl through it and you'll also see DIAMOND PIECE #4. Now go through the pipe, leading back to SECTION 03.

SECTION 03 (REVISITED):
Head left and make your way back to SECTION 02.

SECTION 02 (REVISITED):
Make your way through here, heading back to SECTION 01.

SECTION 01 (REVISITED):
Head left and jump through the portal, which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

2: |The Toxic Landfill|

MY HIGHEST SCORE: 24,290 Points

PLAYER'S NOTE FOR THIS LEVEL:

This level is full of mystery all around, with secret passages in just about every room. Just when you think you've come across all there is, think again! This is another level where if you play it out right, you can walk away with over 20,000 Points. The layout makes me think of 2300 AD of Chrono Trigger.

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SECTION 01:
When you drop out of the portal, drop over the rightside, collecting the Rubies, then the leftside, then the rightside again (collecting a Heart this time). Once at the bottom, head right and smash through some of the pieces of junk you see. After that, collect the Rubies and go through the rightside which will lead to SECTION 02.

SECTION 02:
Now in here, ignore the first Apple Ape, and go for the second one. Let that one turn you into Fat Wario, then jump on the blueish block and drop down through all the blocks below it. Waddle around until the affect wears off, then let the Archer shoot an arrow at you, turning you into Balloon

Wario. As that, float back upwards, and when you see the Apple Ape, float just a step to the left and up to the opening in the ceiling. This will lead you to SECTION 03.

SECTION 03:

Still as Balloon Wario, float upwards however you want, but make sure you get to the highest platform (there are spikes around, so be careful). In this section will be a Heart, a Blue Diamond and several Rubies. At the highest platform, hit the ceiling to turn back to normal and enter the pipe, leading to BONUS ROOM #1.

B O N U S R O O M # 1 :

This room isn't too tough. There are 4 rocks here. Take one, and jump on the upper level. Charge Throw the rock to the right which will hit a Green '!' Block, causing a platform to appear behind you. Now take the other rocks, place them on the platform, and use one of the rocks to hit the Red '!' Block to the left. Repeat this a couple more times, and you will eventually get a Blue Diamond. Now head back downwards and enter the pipe leading back to SECTION 03.

SECTION 03:

Once back here, get whatever stuff that's left if you want to, then drop down the hole at the bottom, leading back to SECTION 02.

SECTION 02 (REVISITED):

Once back here, head left and let the Apple Ape throw and Apple at you so you can become Fat Wario. Now jump on the blue block and you will fall down smashing several other blocks along the way (some containing Red Coins). Once at the bottom, take out the Crawler and jump again smashing through more blocks. At the bottom is DIAMOND PIECE #1. You will also see a door, but don't go into that yet. Instead smash through the right wall, destroying it, and you will find a Blue Diamond. Climb up the ladder, and do the same up there, to find some Blue and Red Rubies. Now head back to the door, and enter it, leading to SECTION 04.

SECTION 04:

For this one, head right over the platforms blocks. You will see an Apple Ape. Let it turn you into Fat Wario, and as that, jump on the block just to right of it. You will fall into the water, but as you do, you will smash through another block leading you to a secret room. Collect all the stuff down there, then head back to the door you entered through to get here. Now make your way across the platform blocks to the otherside. There is a door at the otherside, which will take you to SECTION 05.

SECTION 05:

Now for this room, get DIAMOND PIECE #2 right away. Now, let the left Mallet Hopper turn you into Springy Wario. Now jump up towards the leftside (between the 3rd and 4th Block), and you will smash through all the blocks above you. Once at the top, enter the door, which will lead to SECTION 06.

SECTION 06:

In here, drop down into the water and you will see tons of Blue Rubies. Get those and head back to the door. No you're not done with this section yet! Now do a Buttstomp on the rightside, and you will fall into the water as well as smash a block. With that, swim over to the left (watch out for the Water Gobbler). Once at the otherside, swim upwards towards the bubbles and keep going up. Eventually you will see a Blue Diamond. Get that, then head back to the door and enter it going back to SECTION 05.

SECTION 05 (REVISITED):

Back in here, drop back down to the bottom flooring (where you found the Diamond Piece). Now go to the right Mallet Hopper, and become Springy Wario again. This jump upwards between the 2nd and 3rd block from the right. Do so, and you will be taken to another area. Go through the rightside once there, and you will be in SECTION 07.

SECTION 07:

There is tons of stuff to do in this room so listen up! For starters, take out the Crawler (ignore the blue block). Head right and you will see DIAMOND PIECE #3. Behind that, smash through all the blocks and then smash the ones going upright. Once through that will be a HEART CROWN TREASURE and a Crawler and several Blue and Red Rubies. Now see the TV you past up. Smash on that, then just lower-right of that, and crawl through and you'll see a door. Take that, which will lead to SECTION 08.

SECTION 08:

This is a two part room. Jump over the water, and get the Apple Ape. Carry it over to the door (throwing it over the water). Now let it turn you into Fat Wario, and jump into the left side of the water. You will smash through the floor revealing a secret room, which has a Blue Diamond, Heart and several Blue and Red Rubies. Now back to the surface, and re-enter the room to reset the Apple Ape. Go to it, and throw it upwards at the small blocks, smashing them. Here's the tricky part, become Fat Wario, and jump causing the Mallet Hopper to fall down. Walk around so the status will wear off, then let the Mallet Hopper smash you into Springy Wario. Jump up through the smash blocks then go left and you'll see a Blue Diamond and Heart. Get it and head back to SECTION 07.

SECTION 07 (REVISITED):

Head back to the blue block, and Headbutt Smash into it, and keep going down the stairs smashing through all the blocks (collect the Red Coins you find). You'll see a door, but don't worry about it yet. Instead back on the stairs, and up 6 steps. Buttstomp that then smash left and go into that area. A few Rubies are in here, as well as tons of blocks. Smash the lower blocks you see and enter the pipe, leading to BONUS ROOM #2.

B O N U S R O O M # 2 :

This is a fun room! Just walk right on the bridge of small rocks, and let the Apple Ape turn you into Fat Wario. Now smash on a couple small rocks, and on the lower flooring, walk right into all of the Black Spinys,

killing them. Collect the coins (as well as the ones from the small blocks) and back through the pipe leading back to SECTION 07.

SECTION 07 (REVISITED):

Once back here, head left, smashing through all of the remaining blocks, and at the other end is a Blue Diamond and a Heart. Now head right, back to the main staircase. Once there, climb up 9 more steps and Buttstomp the keep smashing left and make your way through all of that. At the other end of that is a CD RECORD. Now back to the main staircase, and head down the stairs and enter the door, which will lead to SECTION 09.

SECTION 09:

In here, just head right and you will see the Hurry Up Frog, so step on it now!

H U R R Y U P !

TIMER: 5:00

SECTION 09:

Now, head left, let the Apple Ape turn you into Fat Wario and then smash through the blue block, as well as the other blocks and into the water. Now head over to the Mallet Hoppers and let it smash you into Springy Wario. Jump up through the 5th column of blocks and you will get the BIRD KEY. Once you have that, head right to the opening and jump into it doing a Buttstomp. Do it correctly and you will be able to smash through all the blocks below you as well as a blue block at the bottom. Once there, if you want, enter the rightside leading to SECTION 10.

SECTION 10:

In here, just smash the blocks around the Heart and get that, then head back to SECTION 09.

SECTION 09:

Head through the hole you created, leading to SECTION 11.

SECTION 11:

In here, just drop down all the way to the bottom. Now do a Headbutt Crash to the left, smashing all the blocks. Jump upwards and do it again to the second row. At the other end of that, jump upwards taking out those blocks and on the otherside of the wall, drop down and Headbutt Crash to the left (take out the Crawler). At the otherside, jump up and do it again to the next row of blocks. At the otherside, jump up, take out the Crawler and smash through the blue block. Climb up the ladder, leading back to SECTION 01.

SECTION 01 (REVISITED):

Jump over the Archer and get DIAMOND PIECE #4. Now from there, let the Archer turn you into Balloon Wario. As that, float upwards until a block platform is in sight, then float to the right of it, then above it until you see another platform and around that and then another one and enter the portal. Now if you keep going, there are some Hearts up there, as well as spikes, with an opening on either side. Either way make your way to the portal, which will then

Still as Snowman Wario, you will smash into the wall, turning back to normal. Keep heading right (ignore the Heart, you'll get to that later), and take out the Ice Spitter and enter the door right after that. This will take you to SECTION 05.

SECTION 05:

There is alot to get in here, but we'll get to that in a moment. For now, do a Buttstomp Drop at the edge, and you will destroy a block at the bottom and underneath is a pipe. Enter it and you will be in BONUS ROOM #1.

B O N U S R O O M # 1 :

In this room, head over to the glass spitter and catch a glass ball. Go over to the wall, jump and throw the glass balls at either of the two '!' Blocks (hitting the red one is a bit more trickier). Do it again for the other block, and head over to the opening gap and get the Blue Diamond. After that, head back up the pipe leading back to SECTION 05.

SECTION 05 (REVISITED):

Now back here, let's call the floor you're on as the 1st Floor. With that, head along the 1st Floor and there will be a Spearman and Heart. On the 2nd Floor, just a Spearman. For the 3rd Floor, another Spearman and the Bird Key, so get that. With the 4th Floor, there is another Spearman as well as a door. Nothing on the 5th Floor, but on the 6th Floor is a Spearman, a Heart, as well as a gap leading to a Blue Diamond. Continuing onto the 7th Floor, where another Spearman is, also if you follow the path to the end, another Blue Diamond. And finally on the 8th Floor is DIAMOND PIECE #1. Now with all of that, head back to the 4th Floor and go to the end and enter the door. This will lead you to SECTION 06.

SECTION 06:

LOOP AROUND 1: This section will loop around from one side to another. From the door, head right and climb the fence. Get the Red Ruby and turn into Snowman Wario. Now drop down to the lower floor, go left and use the slope so that you can ram into the gray blocks. LOOP AROUND 2: You will warp to the otherside, getting the Heart. Now climb the ladder to the 2nd Floor. Up here is DIAMOND PIECE #2. Now head right, slide down the slope and you will smash through the wall. LOOP AROUND 3: You will warp to the otherside. In here, an Ice Spitter and a Blue Diamond. Now head right. LOOP AROUND 4: Now comes the real fun! Head right up the rightside slopes. Now cross the moving platforms, and head up to the 3rd Floor (there are some Blue and Red Rubies along the way). Up here, head right to the fence, climb up then left. You'll see an Ice Spitter, so time that right and climb upwards again to the 4th Floor. Keep climbing up and at the ceiling, go left. Turn into Snowman Wario (thanks to the snowballs), and head over to the edge. Drop down to through the 4th Floor then to the 3rd Floor. From there, drop down to the left to the 2nd Floor. Once here, head left and use that slope to sending you rolling across the floor. LOOP AROUND 5: Just let Wario go by himself and eventually he will smash through a gray block revealing a door. Enter

the door and you will be in SECTION 07.

SECTION 07:

There's alot that can be found in this section. First off, right next to you is DIAMOND PIECE #3. Now go left, turn into Snowman Wario, and use the slope to roll into the gray block, where there are some Blue and Red Rubies. From there, head right and jump to the slope directly above you. Head to the top of that and slide down the slope. Jump halfway down it and you will go to the otherside smashing some small blocks and getting a Blue Diamond. Jump just at the Blue Diamond and you will land on the platform behind it, creating a small room which has another Blue Diamond in it. Now back to the previous slope, slide down it and you will smash through some more small blocks. In here is a couple Ice Spitters and a Blue Diamond. After that, jump upwards (there is a Heart here), and head right, become Snowman Wario, and slide down the slope, rolling to the rightside smashing a gray block. You'll see a pipe which you will enter, leading to BONUS ROOM #2.

B O N U S R O O M # 2 :

In here, drop down to the bottom, and head over to the Ice Spitter. Carry it over to the platforms on the right, and climb up it. At the second long platform, drop the Ice Spitter off to the right of you, then let it spit ice at you. With that, you'll be able to bypass the spike balls and you'll get the Blue Diamond. Destroy the Ice Spitter afterwards, but by destroying it beforehand, you won't be able to get the Blue Diamond. Now head back up the pipe leading back to SECTION 07.

SECTION 07 (REVISITED):

Once back here, head back over to the snowball near the door. Become Snowman Wario, head to the edge and jump left, then left again onto the lower platform. Jump left again to the slope and you'll slide down rolling through some gray blocks, which will have a Blue Diamond in it. And now finally, on the bottom floor, head left all the way to find DIAMOND PIECE #4. With that, head back to the snowball near the door, and as Snowman Wario, make your way to the bottom floor and slide down the little slope. You will smash through the gray blocks and through the left entryway which will lead back to SECTION 04.

SECTION 04 (REVISITED):

Just keep going, get the Heart and you will smash a gray block but turn back to normal. Now go through the newly created pathway leading back to SECTION 02.

SECTION 02 (REVISITED):

You will see the Hurry Up Frog, so jump on it!

H U R R Y U P !

TIMER: 4:00

SECTION 02:

Much to do this time, so let's move it! Head up the ladder, get the Heart and become Snowman Wario. Slide down the slope and roll all the way smashing the gray blocks. You'll turn

back to the normal then fall through the gap leading to SECTION 08.

SECTION 08:

Just drop down all the way through this section, leading to SECTION 09.

SECTION 09:

Make it down to the bottom floor. Now do a Headbutt Crash through the ice blocks. There are Red Coins in some of these, so make sure you get them. Jump up on the next floor, smash through all of those ice blocks (take out the Ice Spitters). There is also a Blue Diamond amongst this. Now, climb up the ladder, then head left, taking out the Ice Spitter. At the other end, climb up to the next floor and head right. Climb up the ladder at the other end, leading back to SECTION 08.

SECTION 08 (REVISITED):

Just climb up the ladder all the way (ignore the Ice Spitter, it's not worth it), and head on up to SECTION 01.

SECTION 01 (REVISITED):

We're not done quite yet. Head right going to SECTION 02.

SECTION 02 (REVISITED):

Climb up the ladder leading back to SECTION 03.

SECTION 03 (REVISITED):

Up here, crawl through the gap the down the hole leading back to SECTION 02 (this is why I said to take out the brown block ^_^).

SECTION 02 (REVISITED):

Now drop down to the floor and walk to the left a bit and destroy the brown block. Now head down the hole leading back to SECTION 08.

SECTION 08 (REVISITED):

Head down this section to SECTION 09.

SECTION 09 (REVISITED):

Head to the bottom floor, and just make your way through this area again. At the top, climb the ladder going back to SECTION 08.

SECTION 08 (REVISITED):

Climb up the ladder leading back to SECTION 01.

SECTION 01 (REVISITED):

No, we're not done yet, still! Head right to SECTION 02.

SECTION 02 (REVISITED):

This time, go past the ladder, and crawl through the small gap and jump up at the CD RECORD. Now get back into the gap and head back to SECTION 01.

SECTION 01 (REVISITED):

Head left and jump into the portal, which will complete this level, finally!

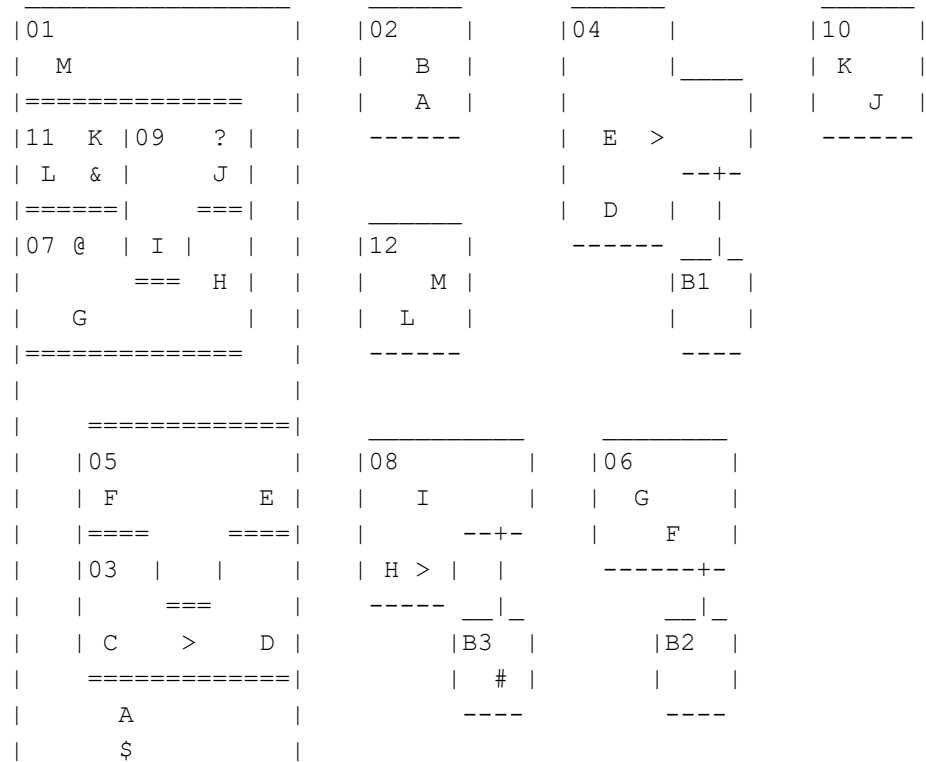
Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the next level!

4: |Pinball Zone|

MY HIGHEST SCORE: 12,600 Points

PLAYER'S NOTE FOR THIS LEVEL:

To get through this level, certain rooms will have special blocks that has a number 4 on it. In those rooms, you need to take 4 cannonballs and place them in various "pockets". It don't matter which ball goes where (for the most part), but once you get all 4 in place, then special block will disappear and you can gain access to the door it's blocking. Take out the pockets and you'll be reward a Red Coin, take out the Special Block, and you'll get a Yellow Coin. This level is pretty straight-forward outside of that, no backtracking at all!



SECTION 01:

To start off, you will drop down to the floor. Use the nearby ramp (collect the Blue Rubies) to cause you to roll into the small blocks and you will then reach the otherside. Once there, jump up on the platform, then onto the longer one. Head left to the fence (watch out for the spikeballs) and climb up it all the way. Once at the top, go right (if you want) and there is a Heart, then go left and enter the door you'll see. This will take you to SECTION 02.

SECTION 02:

In here, go left and pick up the ball, and toss it into the pocket you see right away. Now while you're still on this side, pick up the other ball, climb up the platforms all the way, then place it in the pocket hanging upside down. Now go back down to the lower level and go right. Pick up one ball

and throw it into the nearby pocket you see. Now pick up the last ball and climb up the platforms. Once at the top, toss it upwards to the left and it will land inside the pocket. With that, the Special Block will disappear and you will gain access to the door. Go in it as it will take you to SECTION 03.

SECTION 03:

In here, slide the ramp so that you can smash your way through the small blocks, and you will be at the otherside. Don't go in the door yet. Instead go back to where DIAMOND PIECE #1 is and smash through the right wall destroying it. Now you can collect the diamond piece. Now head to the door and enter it, which will take you to SECTION 04.

SECTION 04:

For this one, go right and you will see blocks surrounding a ball (ignore this for now). First off, jump up ontop of it and you will see DIAMOND PIECE #2, so get that. You'll also see a large brown block behind it. Smash through that, and there will be a pipe. Enter it and it will take you to BONUS ROOM #1.

B O N U S R O O M # 1 :

For this room, timing is the key. What you need to do is go left to the fire spitting statue, and let it turn you into Flaming Wario. As that, head left, jump up go left, jump up on the next platform and hit the Green '!' Block. You'll then turn around and repeat the process until you reach the fire block. Now as a flame, walk into the fire block to destroy it and collect the Blue Diamond. Now head back into the pipe which will take you back to SECTION 04.

SECTION 04 (REVISITED):

Now that you're back out here, smash through the blocks surrounding the ball. Then pick it up, and head upwards along the platforms you see, and throw it into the pocket along the right wall. Continue upwards to the long platform above the pocket (there is a Heart here). Go to the rightside and do a Shoulder Ram as you jump up smashing out the small block, then Buttstomp to make the ball move to you. With it, turn around and walk to the moving platform. Get on that, then toss the ball upwards to the next pocket. Now go to the leftside (on the platforms) and you'll see another ball (and a Heart). Buttstomp to cause it to fall down, and place it in the next pocket (which is next to the second one). Now drop down to the floor, and to the left. You'll see the final ball. Grab that, and make your way to the last pocket, which you will throw it in there. Past that is a small room with a Blue Diamond in it. With that, the Special Block is gone, and you can enter the door, which will lead to SECTION 05.

SECTION 05:

For here, you need to get onto the fence and climb your way to the leftside, avoid all the spikes being thrown at you. Once at the otherside, there is a door and a Heart. Enter the door and it will take you to SECTION 06.

SECTION 06:

Okay there is alot to do in this one, so listen up. Go left until you see the Apple Ape. Let him turn you into Fat Wario, and smash out the blue block and you will be on the lower level. Go right, then turn around and jump, causing the ball to roll over to the left, falling into the pocket. Now you should be normal again, so go left and get DIAMOND PIECE #3. Now right again, and smash through the small wall you see, then head back up to the Apple Ape, become Fat Wario again, then come back down to the lower level. Once here, go right all the way and there will be a blue block. Jump on it to smash it, then once you are back to normal, enter the pipe, leading you to BONUS ROOM #2.

B O N U S R O O M # 2 :

This is gonna be a tricky room. Once entered, swim upwards all the way. Now you will see a Pink '!' Block and an Apple Ape. Place yourself in a position where the Apple Ape can throw the apple at you and you catch it and land on the block. If successful, the nearby row of blocks will disappear and the Pink Spinys will fall into the water. Swim downwards and be at the bottom, ready to catch all the coins and Life Circles they leave behind. After that, return through the pipe leading back to SECTION 06.

SECTION 06 (REVISITED):

Once back up here, go right a bit and get the Heart. Now go left all the way and collect the ball. With it in hand, climb up the platforms until you reach the highest platform on the leftside. Go right, and toss the ball up and right and it will land into the pocket. Now go left and you'll see another ball. Face left and Buttstomp enough times till the ball rolls into the pocket. Now go to the rightside, along the platforms, and you will see another ball. Do the same thing here, only face right. The ball will roll into the pocket, and the Special Block will disappear. With that, go into the door and it will take you to SECTION 07.

SECTION 07:

Roll down the ramp, smashing through the blocks and collecting the Blue Rubies. At the otherside, jump on the upper floor and head to the left. You will see some platforms, which you will jump up on, but as you do it, make your way to the left, and you will see the CD RECORD. Using the platforms, head to the rightside, and you will see a door. Enter it and it will take you to SECTION 08.

SECTION 08:

Right away you will see all 4 balls, and DIAMOND PIECE #4. Get that, then pick up a ball and head up the platforms on the right. You will see a small gap in the wall. With the ball, throw it into the small gap to reveal an opening. Crawl in it, get the ball and go on the platform lift. Toss the ball into the pocket (there is also a Heart up here), and once you are at the highest point, jump off to the right and do a Buttstomp Slam, smashing out the blue block. A pipe is underneath it, so enter it and it will take you to BONUS ROOM #3.

B O N U S R O O M # 3 :

Down here, drop down all the way and grab the Old Man. Toss him upwards to the left, then climb up the ladder. Grab him again, then head to the left and throw him at the small block. Go through the gap, then grab him again. Drop down the gap and toss him at the large brown block smashing it. At the bottom, make your way back up then into the opening you just made. Smash the other large brown block and there will be the HEART CROWN TREASURE as well as a few Red Rubies. Now smash the small block, go through there, and back into the pipe leading back to SECTION 08.

SECTION 08 (REVISITED):

Now back here, head back to where all the balls are. Pick one up, and go left. There will be four blocks you can smash out in the floor. Do so, and head down to the lower level. With the ball in hand, go right all the way and place it in the pocket. Now head up and get another ball and head up the platforms along the leftside. Along the way, you will see another pocket as well as a few Rubies. Jump up and toss the ball up and left, and it will then drop into the pocket. After that, head over to the left wall and drop down to the platform along it. Smash through the wall a couple times, and you will see a Blue Diamond. Now get the last ball, and head up the platforms in the middle. You will see the final pocket, so throw the ball up and into it however you want. The Special Block will then be gone, so go there and into the door, which will take you to SECTION 09.

SECTION 09:

Once here, climb upwards and you will find a Heart and a small gap on the right. There is also a couple blocks you can smash through on the right wall, but don't worry about it because it's not necessary to finish this level. Go through the small gap and you will fall and land on the Hurry Up Frog.

H U R R Y U P !

TIMER: 6:00

SECTION 09:

So much to do, so little time to do it in. Head through the door leading to SECTION 10.

SECTION 10:

Start off by going left to the platforms. Head up them, collecting the Rubies. Once at the top one, do a Headbutt Crash to the left and jump, where you will climb up a ramp and smash through the wall. In here is a Blue Diamond. Now head back to the lower floor and go left a bit. Smash through the blocks underneath the balls and grab one. Make your way up the platforms and throw the ball into the first right gap, so that it can take out a pocket. Grab another ball and climb up to the highest platform. Toss the ball upwards to the right and it will roll down the ramp. Follow it on the ramp available to you and watch it roll into the pocket. Now go get another ball and head to the rightside. Climb up the platforms all the way, then toss the ball upwards to the left, then watch it roll down into the pocket. Watch out for the lightning orbs coming out and pick

up the last ball and do the same thing with the right pocket. Now head to the lower floor, then go left until you reach the platforms from before. Jump up them then jump to the left and the Special Block will disappear. Go into that opening, and to do the door. Enter it and you will be in SECTION 11.

SECTION 11:

Grab the BIRD KEY in here, then enter the other door, which will take you to SECTION 12.

SECTION 12:

Right away, climb up the platforms (watch out for the Ice Spitter), collecting the Blue Rubies. At the top, Buttstomp to cause the balls to fall down. Grab a ball, then drop to the lower floor, go left and climb up the next set of platforms all the way. Smash the small blocks, then throw the ball upwards to the right, and it will roll right into the pocket. Don't worry about collecting the Red Coin though. Now get the other ball and do the same thing again and drop down so that it can roll into the the next pocket. Now go to the lower level, then head left (watch out for the lightning orbs) to the next set of platforms. Climb up them, and at the top head over to the Ice Spitter. Take it out and grab the ball and Buttstomp on the blocks underneath it. Collect the Blue Rubies, then Buttstomp the blocks under those and there will be another ball. Smash through the small blocks and toss the balls through the opening so they will be on the floor. Grab a ball then go over to the area where the remaining pockets are and take them out like you did the previous two. Now head down to the lower level, then go right and climb up the platform near the door. You will see the Special Block will be gone. Now go in the door behind the Special Block, which will take you back to SECTION 01.

SECTION 01 (REVISITED):

Once here, climb up the platforms to your left until you reach the highest point. Go right and slide down the ramp and you will roll through some small blocks and you will drop down to a lower floor. Once here, slide down this ramp and you'll go through some more smash blocks and at the otherside, you will drop down again to another lower floor. Once again, slide down the ramp and you will roll through some more small blocks. Again at the otherside, you will fall through a small gap and drop right into the portal. Doing this wil complete this level (yes I know how perverted the walkthrough for this level is, but who cares ^_^)!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

5: |Ruby Passage Boss|

Stop off at the Mini-Games and get some tokens to get the Big

Fist at the Item Shop and as it will be the best item to use against this boss!

BOSS #05: Cuckoo Condor
TIME: 4:00
HEALTH: 14 Life Points
BEST ITEM TO USE: Big Fist

For this boss, it's a two part process. A giant moving cuckoo clock will go back and forth. When it's above you, a crane from it will drop down picking you up and carry you off to one of two spike wheels (that are turning). Your job to defeat this boss, Shoulder Crash into the crane and it will swing upwards hitting the top of the clock, causing damage. After half it's life is gone, it'll drop buzzsaws and electric saws at you. When it has 7 Life Points left, a condor will break out, throwing eggs at you. Catch the eggs and throw them back at the very top of the condor. Watch out with the eggs, because if they hatch, ducks will come out and will explode. Using the Big Fist is good as it will cause him to lose 12 Life Points.

And with that, this passage is cleared out. Head back to the World Map to notice a piece of the area surrounding the Golden Pyramid is glowing. Now, if you played the game following my walkthrough, you'll see that it is time to move onto the final passage!

G: |Golden Pyramid Passage|

1: |Golden Pyramid|

MY HIGHEST SCORE: 12,660 Points

PLAYER'S NOTE FOR THIS LEVEL:

Even though this is the final level, it's actually rather easy to get through, even though you have to race through the level in about 9 1/2 minutes. Also note, at anytime you fall into a pit, you will be taken to SECTION 07. Once down here, just jump up the nearest pipe you come across to get back on course. I will describe this level assuming you don't jump into any pits, unless I tell you to otherwise.

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-----  
|01   | |02   | |03   | |04   | |05   | |06   | |  
| $   | -|   > | -|   | -|   > | -|   > |  
-+---+  -+---+  -+---+  -+---+  -+---+  |           & |  
_ | _ | _____ | | _____ | | _ | _____ |  
|07   |           > |           | |           | |           |  
|           |           | -|           |           |  
-----
```

SECTION 01:

You start off this level by stepping on the Hurry Up Frog (WTF, so soon?!).

H U R R Y U P !
TIMER: 9:30

SECTION 01:

Don't worry, you'll have plenty of time to get through here. Start by heading right, jumping over all the pits. Also watch out because some of the chandalers will fall down hitting you and setting you on fire. Also some of the island blocks will give way so be careful there. You will come across two Blue Diamonds, so make sure you get those. Now just keep going to the right side to SECTION 02.

SECTION 02:

Right away is an Ice Spitter, so take that out first. After that, destroy the blocks behind it. Past those, is another set of blocks on the top portion. Destroy those then continue right until you see some water. Go into the water, and swim downwards then swim right past the first bubble, but let the second bubble capture you. Now float upwards to catch the Blue Diamond, then let it the bubble burst on the ceiling. You'll see DIAMOND PIECE #1. Get that, and make your way back around to where the bubble burst. Once there, go right and head to SECTION 03.

SECTION 03:

For this section, make it just past the Mallet Hoppers, then drop down over the right side, which will lead to SECTION 07.

SECTION 07:

Down here, you'll see DIAMOND PIECE #2, so get that, and head up the pipe leading back to SECTION 03.

SECTION 03 (REVISITED):

Once back up here, head right, but let the Mallet Hopper follow you. Let it smash you so you can become Springy Wario. Drop just down over the right edge, leading back to SECTION 07. Once down there, jump up but slightly to the right, and you will fly upwards through the right side of SECTION 03. Once you hit the ceiling (get the Blue Diamond) and back to normal, head right, which will lead to SECTION 04.

SECTION 04:

This one will take a bit of work. Head right, and you'll see an Axe Killer (kill them) and a Flying Ghost (avoid them). There is a Blue Diamond along the way. Now if a Flying Ghost hits you, you will become Zombie Wario and can fall through the floor. Down there is a bunch of Pirahna Fishes. Either way, make your way through this and head through the rightside leading to SECTION 05.

SECTION 05:

In here is an Apple Ape. Jump to the right side of the first one and let it turn you into Fat Wario and mash down on the block below (there is a Blue Diamond). Once on the bottom, waddle around until Fat Wario wears off, then climb up the right side and continue onwards. You will see some snowballs falling down. Avoid those if you want (unless you want the Blue Diamond) and just keep heading right. This next part involves a Vampire Bat turning you into Bat Wario. With that, head upwards (avoid the lights) and at the top, go

left and get DIAMOND PIECE #3. Now use the Vampire Bat again and head to the right, leading to SECTION 06.

SECTION 06:

For this part, head to and down the ladder and go right, smashing through the blocks. Hit the Red '!' Block then head back up the ladder. Now go right, slide down the slope, destroying the block and just make your way until you hit a wall. Get DIAMOND PIECE #4 and Buttstomp Smash the block below and land in the water. Swim to the left and at the end, jump upwards to the upper level and head right. Grab the Old Man and jump to the next platform to the right. Throw the Old Man right to destroy another block (you can't see it but it's there). Now back to the ladder and up it. Go right, slide down, and keep going. You'll have to jump a couple times (get the Blue Diamond), and at the end is the BIRD KEY. Drop down to the water and swim to the left. At the end, jump up and smash through the blocks to the left. Go through it, and drop down, get the Blue Diamond, and head into the water, which will take you to SECTION 07.

SECTION 07 (REVISITED):

Just let the current take you all the way to the otherside to the left. Once at the otherside, jump out of the water, and enter the pipe, leading to SECTION 01.

SECTION 01 (REVISITED):

Once back here, head left and jump into the portal, which will complete this level!

Now that you have completed this level, watch as the Diamond goes into place and the Bird Key unlocks the door leading to the Mini-Game Shop and sealed door. Once at the sealed door, the door will open up and a path leading to the Item Shop and passage boss!

2: |Golden Pyramid Boss|

Stop off at the Mini-Games and get some tokens to get the Black Dog at the Item Shop and as it will be the best item to use against this boss! When getting there, you will see the Item Man using the item, then revert back to being a cat and attacking the figure. Then a shadowy figure appears, and the cat attacks it. But this attack wasn't enough and the figure shoots at the cat, absorbing him. Get ready because this is the final showdown!

BOSS #06: Golden Diva
TIME: 6:00
HEALTH: 20 Life Points
BEST ITEM TO USE: Black Dog

This fight will be tough, so to get through it, please read the following 12 Step Program on defeating the Golden Diva.

STEP #1: Diva covers her face up and four clones of her face appears. If they capture you, they will send you upwards (though you won't get damage), so wiggle free.

Jump on the faces as it flies around, grab it and toss it up at the fan. After 4 times, she'll reveal her face.

STEP #2: Little bugs will shoot out, that will do damage. They will fall onto the ground in the shape of a ball. Pick it up, and throw it up at the Diva's face.

STEP #3: She will then drop down blue balls. They will blow up after a few seconds so Shoulder Ram at them, causing them to fly. If it works, they will do damage to Diva upon contact.

STEP #4: She will next throw black ducks at you. Simply grab them as she does this, and toss them back at her to do some damage.

STEP #5: She will now throw a hammer. Grab the hammer, toss it upwards and run underneath where it lands. You will become Springy Wario. As that jump up into Diva's face.

STEP #6: Repeat Step #2.

STEP #7: Repeat Step #3.

STEP #8: Repeat Step #4.

STEP #9: Repeat Step #5.

STEP #10: She will repeat Step #2 - Step #5 all at once a few times. Be careful with this one, as it will get rather fast, what with everything be sent out to you at the same time.

STEP #11: This time she will start smashing the ground where you are, revealing spikes. When this happens, run out of the way, then Shoulder Ram her head causing damage. Do this tactic a few times.

STEP #12: With 1 Life Point left for her, only her lips will be left, running back and forth. Just Shoulder Ram them, and that will finish off the Golden Diva.

And with that, watch as all of the treasures are revealed as well as the remaining of the ending. And with that, I shall say congratulations on beating Wario Land 4 for the Gameboy Advance!

H: |Sound Room|

Throughout the game, there are 16 CD Records (as I will call them). For each one you collect, it will go to the Sound Room. In here, you can listen to any one of 16 songs from the jukebox. You will also notice some weird guy (dorky is more like it) who is dressed up as Wario "singing along" with the songs, as well as other things appearing. Below is a list of those songs and where you can find them at:

CD's Found in the Emerald Passage:

"About That Shepard" "Things That Never Change"
"Tomorrow's Blood Pressure" "Beyond The Headrush"

CD's Found in the Ruby Passage:

"Driftwood & The Island Dog" "The Judge's Feet"
"The Moon's Lamppost" "Soft Shell"

CD's Found in the Topaz Passage:

"So Sleepy"

"The Short Futon"

"Avocado Song"

"Mr. Fly"

CD's Found in the Sapphire Passage:

"Yesterday's Words"

"The Errand"

"You And Your Shoes"

"Mr. Ether & Planaria"

Also if you go to the Kareoke, you can sing along with the song called "Medamayaki", which can also be found as the theme for the "Palm Tree Paradise" level. The title of this song translates to "Sunny-Side Up Fried Eggs" (don't ask me O_o). To unlock Kareoke, you must get 10,000 Points or more in each level (including the last one). I do not know what it or what the lyrics translates to, but I happen to enjoy the song alot. Below is the Japanese lyrics for the song:

Hello there!
Ukurere mitanina, tabiwo shiyo.
Aruite iko, tsukino, kakerawo hiroinagara.
Chizuno kawarini kyanbasu,
Nijino shizukude (somemasho).
Hinonidi maniauyoni,
Boyaketa tokeiwa oiteko.
Umini tameiki tokashite,
Ishini koewo kizamo.
Tsukiwo supini ukabetara,
Hyougarano kumoga warau.

LONG INSTRUMENTAL BREAK THEN SONG REPEATS

If you happen to know what these lyrics translate to in English, please email me and I will fully credit you.

|||||

SECTION 3: |IMPORTANT STUFF|

A: |Items|

These are the items that in the game:

- | | |
|---|---|
| 1. BLUE DIAMONDS: These giant diamonds are worth 1,000 Points. | 2. BLUE RUBIES: These small blue rubies are worth 10 Points. |
| 2. CD RECORDS: These are found throughout 16 levels. Each one found will go to the Sound Room. These are worth 500 Points | 4. DIAMOND PIECES: There are 4 of these in each level. Collect them to make it whole. These are worth 0 Points alone. |
| 5. GOLD COINS: These are the biggest coins worth 500 | 6. HEARTS: These will refill your White Hearts. The more |

Points. These are found with Diamond Pieces.

Red Hearts you have, the more life you have.

7. HEART CROWN TREASURE: There are a few of these found throughout the game. Each one you get will refill your Health Bar completely. These are worth 500 Points.

8. LIFE CIRCLES: These are found in almost all enemies. Each one will fill up the meter under your Health Bar. Collect 8 of them to refill one Life Heart.

9. RED COINS: These red coins are worth 50 Points.

10. RED RUBIES: These red rubies are worth 100 Points.

11. SILVER COINS: These larger coins are worth 100 Points.

12. SMALL COINS: These tiny coins are worth 10 Points.

B: |Mini-Game Shop|

This is a list of the 3 Mini-Games in this game, as well as the Items which can be bought with Tokens earned in the Mini-Games. Please note that it will cost 5,000 Points to play any one game. First off, is the Mini-Games:

MINI-GAME #1: WARIO'S HOMERUN DERBY

For this Mini-Game, you get to play a little baseball! Now it's probably best you hold your Gameboy Advance sideways just to play this game. You play as the Hitter, trying to get as many Homeruns as possible. The game will play out like this: The Pitcher will throw a baseball at you, and you have to hit it. Use the 'A' Button to swing the bat.

HOMERUN: Swing and hit the ball within the baseball diamond and "break" the screen

FOUL: Swing but barely hit the ball outside of the baseball diamond

STIRKE: Swing (or don't) and miss the ball

3 Strikes and you are Out, thus resulting in a Game Over. But for each time you hit a Homerun, your Strikes will be resetted back to 0. You can have as many Fouls as possible. For each 3 Homeruns you get, you will get 1 Token. Throughout the game he will change his strategy and after 9 Homeruns, the strategy becomes more difficult, which can either be faster or slower, or other tactics such as the ball disappearing and reappearing. I'd tell you what they are, but I figure I should let that be a surprise to you ^_^

MINI-GAME #2: THE WARIO HOP

This Mini-Game is bit more easier than other 2 Mini-Games. Wario is on a tire riding towards the left. All you have to do is jump over every obstacle that gets in your way (press the 'A' Button to jump). Every 15 successful jumps will earn you 1 Token. After 23 jumps, things will get much more difficult, and after 38 jumps, the game will get much

faster.

MINI-GAME #3: WARIO'S ROULETTE

This Mini-Game, in my opinion, is the worst of the three. You will have a few seconds to look at Wario's face. After it's gone, you will have a roulette of eyes to choose from, then noses, then mouths. In order to get a Token for this, you must correctly match up the eyes, nose and mouth with the face you saw at the start of the game.

So what can you get from all these Tokens? Well you can buy one of 8 powerful weaponry items, that can only be used against the boss of the Passage you are in. Below is a list of those 8 items as well as info describing them:

- | | |
|--|--|
| 1. APPLE BOMB (Costs 2 Tokens):
The Item Man will bring out an apple. It will then open up to reveal a bomb, then be tossed into the boss, exploding on them. | 2. BLAST CANNON (Costs 2 Tokens):
The Item Man will bring a cannon out, which it will shoot a cannonball at the boss causing little damage. |
| 3. VIZORMAN (Costs 4 Tokens):
The Item Man will bring a superhero out, which it will shoot a powerful laser beam at the boss, causing some damage. | 4. BUGLE (Costs 6 Tokens):
The Item Man will bring a bugle out, which will shoot musical notes at the boss causing some good damage. |
| 5. BLACK DOG (Costs 10 Tokens):
The Item Man turns into a giant dog, which will jump up and start biting at the boss, doing alot of damage. | 6. LARGE LIPS (Costs 10 Tokens):
The Item Man turns into a pair of lips, and kisses the boss, which will cause some damage. |
| 7. BIG FIST (Costs 10 Tokens):
The Item Man becomes a giant fist and does a huge sucker punch on the boss, causing lots of damage. | 8. BLACK DRAGON (Costs 10 Tokens):
The Item Man turns into a dragon and spits fire at the boss causing lots of damage. |

There is also a Smiley, which is always free. What's it do, not a damn thing lol.

C: |Enemies|

There are two types of enemies in the game: Normal and Status-Affecting. First up is the list of all Normal Enemies:

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| 1. AXE KILLERS (50 Points):
These creatures weild axes. They walk slow, except when they spot you and they will charge at you. They can also come in mummified versions. | 2. BLACK SPINYS (200 Points):
These are a bit tougher to take out than the Pink Spinys, and can't be taken out the same way as Pink Spinys. |
| 3. BOULDER TOSSER (100 Points): | 4. BOUNCERS (10 or 50 Points): |

- These brown creatures will jump causing boulders to appear, and then tosses them at you. Use Buttstomp Smash.
5. CATEPILLARS (10 Points): These things are a little hard to notice, but are very harmless and easy to take out.
6. CRAWLERS (50 Points): These metal creatures crawl around with a spike for a nose. Rather simple to take out.
7. DANCING PIGS (50 Points): These are pigs in a to-to dancing like ballarenas. Don't get in their way or they will kick you. Buttstomp Smash is the only way to take them out.
8. FLYING POKER (0 Points): One of two enemies that come from the Artist Pig. These will fly back and forth, with a spike on them. Time your jumps so that you can take them out.
9. GIANT FLIES (0 Points): Flies that sway back and forth, that seems to get in the way. Jump on them to take them out.
10. ICE SPITTERS (50 Points): These white cloak creatures will spit ice at you, making you a block of ice, causing you to slide into a wall.
11. JOKER POKER (0 Points): These are the enemies that comes from the Spinners. Nothing much to say about these guys, they just walk around with spears, but not extremely tough.
12. MASKED MAN (50 Points): These little guys wear masks which has a spike on it. When they see you, they will charge at you very fast. To take them out, use Buttstomp Smash or Shoulder Ram.
13. MICRO CLONE (10 Points): These little guys are dupes of Wario in a mini car. Watch out because they have spikes on them.
14. MOLE DIGGERS (50 Points): These are moles who wear drills on their faces. Watch out as the dirt they dig out can hurt you.
15. PINK SPINYS (100 Points): These have spikes on them. To take them out, you must buttstomp them to flip them over, then buttstomp on them to destroy them.
16. PIRAHNA FISH (10 Points): These blue fishes will swim around, but when they see you, they will strike fast. Hit them from below to take them out.
17. SCUBA MUNCHER (0 Points): These yellow scuba diving fishes will charge at you or jump up at you if it sees you. You can not kill these things, so avoid them.
18. SEA MONSTERS (0 Points): These big monsters hide in holes and will appear when get rather close to them. They can not be killed whatsoever.
19. SPEARMAN (10, 50 or 100 Points): These little guys come equipped with spears. If you make one red, and it sees you, it will charge at you.
20. SPIKED ROLLERS (200 Points): These enemies look like a box with spikes on it that walk around, launching spikes at you. Take them out from behind.

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| <p>21. SPIKED ROLY POLY (0 Points): One of two enemies that come from the Artist Fig. These will roll at you when they see you. To take them out, Buttstomp Smash to knock them over and then on them.</p> | <p>22. WATER GOBBLER (10 Points): These white creatures live in the water, and will strike upwards when you're in their range. To take them out, you need to hit them from underneath as they go upwards.</p> |
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And now, the list of all Status-Affecting Enemies (one's that can change Wario's appearance). These enemies have no points and will appear everytime you re-enter the same screen they are on:

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| <p>1. APPLE APE: These glasses wearing monkeys will walk around throwing apples at you or bounce you around a bit. If it throws an apple at you and you eat it, you will become Fat Wario.</p> | <p>2. ARCHERS: These small red guys will walk around carrying a bow. When you're in their sight, they will shoot an arrow at you, turning you into Balloon Wario.</p> |
| <p>3. BUZZERS: These yellow bees can poke you, which when they do will turn you into Balloon Wario.</p> | <p>4. FIRE STATUES: These statues will spit fire onto you, which will turn you into Flaming Wario.</p> |
| <p>5. FLYING GHOSTS: These spirits will fly around spitting green stuff at you. When you are touched by it, you will become Zombie Wario.</p> | <p>6. MALLET HOPPERS: These guys will walk around with a mallet. When it spots you, it will mash you, turning you into Springy Wario.</p> |
| <p>7. SNOWBALLS: Not exactly enemies, but when one drops on you, you will be turned into Snowball Wario.</p> | <p>8. VAMPIRE BAT: Small bats that fly around. When one of them touches you, you will become Bat Wario.</p> |
| <p>9. WALKING TORCHES - These fire holders will walk around and drop out fire. Touch it and you will become Flaming Wario.</p> | |

D: |Bosses|

This is a recap of all the bosses in the game:

BOSS #01: SPOILED ROTTEN
FROM: Entry Passage TIME: 1:00
HEALTH: 10 Life Points BEST ITEM TO USE: Bugle

This of course being the first boss, is rather simple. He will drop little enemies that will charge at you (just take them out). For the big guy though, do a Shoulder Ram or a Headbutt Crash into him to cause damage. When he gets close to death, he will get angry looking opening his mouth. This is when you gotta get behind him and attack him the same way. Using the Bugle is good as it will cause him to lose 8 Life Points.

BOSS #02: CATBAT

FROM: Sapphire Passage TIME: 4:00
HEALTH: 12 Life Points BEST ITEM TO USE: Black Dog

Here's how this fight breaks down. Part of the floor will break away, leaving 4 platforms. In the water is some fish type creature. As for the fight itself, CatBat will send out some small little creatures which if you touch them, will turn you into Balloon Wario. He will also drop into the water, causing waterfalls to rise and come at you. For the first part, use the waterfalls, and Shoulder Ram Crash into the boss's head, which will do some damage. After about 4 or 5 hits, you need to use the waterfalls, to jump up and Buttstomp Smash him. Do this a couple times, and he will be defeated. Using the Black Dog is good as it will cause him to lose 10 Life Points.

BOSS #03: CRACTUS

FROM: Emerald Passage TIME: 4:00
HEALTH: 16 Life Points BEST ITEM TO USE: Large Lips

To start off, smash the pot to wake him up. And now for the boss! He has various tactics, which will include jump up then come back down. He will either go into the ground and bob up, or stop halfway on the screen. Either way, his eyes will be wide open. This is when you need to attack, by Buttstomp Smash on his head, either by jumpin on him, or using the ladders. After stomping on him, his eyes will roll in the back of his head, charge at you and using his arms to stab you (which will cause damage). Run out of the way when this happens. After awhile his eyes will come back. As you do more damage to him, he gets tougher, so be ready. His drool will also turn you into Zombie Wario, (though lightning bugs will come out, turning you back to normal). Using the Large Lips is good as it will cause him to lose 14 Life Points.

BOSS #04: AERODENT

FROM: Topaz Passage TIME: 4:00
HEALTH: 12 Life Points BEST ITEM TO USE: Black Dragon

For this one, a little creature jumps inside a giant teddy bear and it inflates, floating to the ceiling. It will drop out little enemies with spikes on them (these will hurt when they are moving around). Jump on these then pick them up and toss them upwards at the teddy bear, causing it to deflate some. Wait till the teddy bears feet flash, then you can perform a Shoulder Ram to knock it upside down. When this happens, Shoulder Ram the little creature as much as you can. As it gets closer to death, it will shoot out fireballs to get in your way (which will turn you into Flaming Wario). This is probably one of the easier bosses in the game. Using the Black Dragon is good as it will cause him to lose 10 Life Points.

BOSS #05: CUCKOO CONDOR

FROM: Ruby Passage TIME: 4:00
HEALTH: 14 Life Points BEST ITEM TO USE: Big Fist

For this boss, it's a two part process. A giant moving cuckoo clock will go back and forth. When it's above you, a

crane from it will drop down picking you up and carry you off to one of two spike wheels (that are turning). Your job to defeat this boss, Shoulder Crash into the crane and it will swing upwards hitting the top of the clock, causing damage. After half it's life is gone, it'll drop buzzsaws and electric saws at you. When it has 7 Life Points left, a condor will break out, throwing eggs at you. Catch the eggs and throw them back at the very top of the condor. Watch out with the eggs, because if they hatch, ducks will come out and will explode. Using the Big Fist is good as it will cause him to lose 12 Life Points.

BOSS #06: GOLDEN DIVA

FROM: Golden Passage TIME: 6:00

HEALTH: 20 Life Points BEST ITEM TO USE: Black Dog

This fight will be tough, so to get through it, please read the following 12 Step Program on defeating the Golden Diva. Using the Black Dog is good as it will cause her to lose 8 Life Points. With that, here we go:

STEP #1: Diva covers her face up and four clones of her face appears. If they capture you, they will send you upwards (though you won't get damage), so wiggle free. Jump on the faces as it flies around, grab it and toss it up at the fan. After 4 times, she'll reveal her face.

STEP #2: Little bugs will shoot out, that will do damage. They will fall onto the ground in the shape of a ball. Pick it up, and throw it up at the Diva's face.

STEP #3: She will then drop down blue balls. They will blow up after a few seconds so Shoulder Ram at them, causing them to fly. If it works, they will do damage to Diva upon contact.

STEP #4: She will next throw black ducks at you. Simply grab them as she does this, and toss them back at her to do some damage.

STEP #5: She will now throw a hammer. Grab the hammer, toss it upwards and run underneath where it lands. You will become Springy Wario. As that jump up into Diva's face.

STEP #6: Repeat Step #2. STEP #7: Repeat Step #3.

STEP #8: Repeat Step #4. STEP #9: Repeat Step #5.

STEP #10: She will repeat Step #2 - Step #5 all at once a few times. Be careful with this one, as it will get rather fast, what with everything be sent out to you at the same time.

STEP #11: This time she will start smashing the ground where you are, revealing spikes. When this happens, run out of the way, then Shoulder Ram her head causing damage. Do this tactic a few times.

STEP #12: With 1 Life Point left for her, only her lips will be left, running back and forth. Just Shoulder Ram them, and that will finish off the Golden Diva.

SECTION 4: |IN CONCLUSION|

A: |What's To Come|

What's to come, who really knows. And with this game, it could be anything. So with that, this FAQ is gonna be open for anyone to add their comments.

B: |Special Thanks|

I'd like to dedicate this FAQ to my best friend ExoSquad. He's the one who got me started in FAQing, and has been the biggest influence, inspiration and encouragement when it comes to this stuff. He has been able to help me in many ways with this hobby. It's thanks to him, that I'm able to keep going as long as I have and continue as long as I can go on. That, and he let me borrow this game, and because of that, I was able to make my 500th FAQ with it. Oh, dude, if you're reading this, you can have your game back now ^_^.

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more ^_^.

To any other authors out for this game. If by some chance you feel I have any info of yours (which I really hope not), please contact me and point it out and I will credit you fully for it ^_^.

C: |The Disclaimer|

Wario Land 4 is probably my favorite game of the entire Wario Land series. It's has some pretty good adventure in it as well as some great action, and is all around fun. I really wasn't thinking about making an FAQ for this game, but then I figure, why not give it a try, and so I did! I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^_^.

This walkthrough, like many others are intended for GameFAQs, GameSpot, IGN.com and NeoSeeker ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

Email me at StarFighters76@hotmail.com

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Mike Leatherwood AKA StarFighters76

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