

# WarioWare, Inc.: Mega Microgame\$ Microgames FAQ

by DERAMAZ

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Microgames FAQ

Version 1.7

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I. UPDATES

V1.7 PM EST September 30, 2003

I haven't got many high scores in months. I got an e-mail for Gon Liu telling me about several easier ways to win games and parts that I missed in my FAQ. I'M NO LONGER ACCEPTING HIGH SCORES.

V1.6 6:32 PM EST July 29, 2003

More high scores. I haven't gotten any high scores for weeks, so I'm probably shutting down the high score section soon, perhaps in V1.7.

V1.5 2:45 PM EST July 16, 2003

I got a suggestion from scubachef11 about a "fastest lap time" table for the minigame "Paper Plane". Other than that, just high scores.

\*yawn\*

V1.4 2:50 PM EST July 5, 2003

Sorry I haven't updated in such a long time, I was on vacation. Also, I'm working on my own (third!) video game. LOTS of new high scores, definitely more than 10. sdt33 sent an interesting spreadsheet to calculate your TWWS, or Total Wario Ware Score. For more information, see my new section VII.

V1.3 10:22 AM EST June 15, 2003

The Quick-n-Easy Direction Chart is finally complete! Now I have a new system. With every (about) 10 high scores I get, I will update the guide once. Mistakes or additions don't count. This means you won't be seeing very many updates until I get those high scores!

V1.2 4:20 PM EST June 12, 2003

Finally, high scores! Several mistakes and additions also. 9-Volt, Dr. Crygor and Orbulon should be up on the Direction Chart. One more round to go until that's done!

V1.1 6:31 PM EST June 9, 2003

Wow, this already needs updating! Mainly because I got tons of things wrong with the bonus games. I fixed that. Please forgive me! I finished Mona and Dribble on the Quick-n-Easy Direction Chart, and TB Tabby sent me Pyoro 2 info. Thanks! And lastly, I still need high scores! Send 'em in!

V1.0 4:32 PM EST June 8, 2003

Whew! Finally finished! Well, not exactly. There are a few points I still need to work on, such as the Direction Chart. And, of course, I need to fill up the high score charts!

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## II. STORY

---

(taken from the instruction booklet)

Video games are all the craze in Diamond City! And the always-greedy Wario knows that where there's a craze, there's a fortune to be made! So he's gathered some of his closest friends to help him make a video game... and a mountain of cash! Wario Ware, Inc., is set up in the heart of Diamond City, and it's open for business!

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## II. CHARACTERS

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(taken from the instruction booklet)

JIMMY T.

The Groovy Disco Dancer!

Genre: Sports

Hey, hey! It's Jimmy T.! Big moves, bigger wigs, and only the biggest sports games! To boogie with me, you've gotta send me cell-mail. And you? You say that you and Wario are really tight? That's cool! C'mon, let's hit my favorite disco and get funky 'til dawn! I know Wario looks offbeat, but he and I go way back. Plus, he always sends me cell-mail!

MONA

The savvy student!

Genre: Strange

Hey, you're a new face around here! Well, I'm Mona! I scoop gelato at the gelateria-when I'm not at school or making games, that is. So anyway, you should know that that fortune-hunter Wario has inspired many of my strange games! He's always one degree ahead of cool, and he's even let me tag along with him on some of his money-grubbing adventures!

DRIBBLE AND SPITZ

The reckless cabbie duo!

Genre: Sci-fi

I'm Dribble. This is my pal Spitz. Together, we make one crash-bang cabbie team! When Wario asked us to team up and make some hard-drivin' sci-fi games, we couldn't say no! Hop in our cab and try 'em out! We'll cut you a deal on the fare! Oh, hey! Between us, we taught Wario how to drive! He'd never admit it, but it's true...

9-VOLT

The old-school grade-schooler!

Genre: Nintendo Classics

Hey! My name is 9-Volt! I'm the grade-schooler gone old school! I've put together a collection of retro classics that'll make you late for class. Come on over and try a few out! I'll spin the tunes while you play the games! I think Nintendo games are the greatest, so you can imagine my surprise when I found that Wario lives in my... uh, I mean that I live in his city!

DR. CRYGOR

The laboratory authority!

Genre: Reality

I am Dr. Crygor, the genius scholar. Others have said a "dangerous" scholar, but I pay no mind to their opinions. My laboratory is set up to further my experiments in reality games. Fell free to stop by and contribute to my research. It is quite fun. Did you know that I was the one who created Wario's car? What? You do not know? Do your research!

ORBULON

The intelligent life-form!

Genre: IQ

Hello, I'm the outer space life-form known as Orbulon. It might be hard to believe, but my carbon matter turns 2000 years old this year! My fun units test the limit of your brain matter with challenging IQ games. You know, my propulsion transport device crashed into Wario's house on a previous visit. Since then, he allows me to crash there whenever I visit!

KAT AND ANA

The two kickin' kindergartners!

Genre: Nature

We're Kat and Ana! Yep, we're cute, we're kindergartners, and we're ninjas! We like plants and animals so much that we decided to include them in our games. Apparently, we are graduates of Wario's school of

kindergarten-at least, that's what the graffiti on the wall said! If I remember, the teachers weren't too happy about that...

---

### III. MICROGAMES

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#### A. Introductory Games

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Genre: Intro Games

---

(1, 4) Crazy Cars

CLEAR: 20 Pts.

Direction: Jump!

Press A to execute a jump, hopping over the car (hot dog, shark, or boulder) out to run you over.

Level 2: The car might stop midway to you.

Level 3: The car might stop midway to you/jump over you/be tiny/turn around and go back. If the two latter, the direction will be "Jump?"

---

(2, 4) Dodge Balls

CLEAR: 15 Pts.

Direction: Flee!

Use the +Control Pad to flee the two rolling soccer balls.

Level 2: There will be 3 balls.

Level 3: There will be 4 balls.

---

(3, 4) The Maze That Pays

CLEAR: 20 Pts.

Direction: Collect!

Use the +Control Pad to collect the gold coins.

Level 2: The coins will be in 2 different places.

Level 3: The coins will be in 3 different places.

---

(1, 3) Wario Whirled

CLEAR: 15 Pts.

Direction: Stop Me!

Press A at the right time to stop the spinner on Wario.

Level 2: The Wario chunk is smaller.

Level 3: The Wario chunk is smaller still.

---

(2, 3) Repellion

CLEAR: 15 Pts.

Direction: Attack!

Shoot the enemy ships. They, fortunately, don't shoot back, but you only have as many missiles as there are ships, so don't mess up!

Level 2: There will be 2 ships.

Level 3: There will be 3 ships.

---

(3, 3) Super Wario Bros.

CLEAR: 20 Pts.

Direction: Stomp!

In this strange version of Super Mario Bros., move with the +Control Pad to stop the Goombas. You have 4 jumps.

Level 2: There will be 2 Goombas.

Level 3: There will be 3 Goombas.

---

(1, 2) Saving Face

CLEAR: 15 Pts.

Direction: Catch!

Catch the pole thingy with A when the other hand drops it.

Level 2: The pole is smaller.

Level 3: The pole is only as wide as your hand.

---

(2, 2) Wario Wear

CLEAR: 15 Pts.

Direction: Dress!

Dress Wario. Move with the +Control Pad to catch the shirt as it falls.

Level 2: There will be pants and socks.

Level 3: There will be a coat and goggles. Wait for the goggles to fall,  
and grab them first. Trust me.

---

(3, 2) I Spy

CLEAR: 20 Pts.

Direction: Spotlight!

You control the spotlight with the +Control Pad. Keep Wario under it.

Level 2: The spotlight's area gets smaller...

Level 3: ...and smaller.

Thanks to BassInForte for catching me on a mistake I had earlier in the level differences.

---

(1, 1) Diamond Dig

CLEAR: 20 Pts.

Direction: Aim!

Control Wario's drop with the +Control Pad, and try to get him to land in the pit where the diamond is.

Level 2: There will be a small block above where the diamond is. Avoid it and go under it.

Level 3: There will be a block twice the size.

---

(2, 1) Hectic Highway

CLEAR: 15 Pts.

Direction: Dodge!

Control a car with the +Control Pad and try not to hit any other cars.

Level 2: You're a bigger car.

Level 3: You're a truck!

-----  
(3, 1) Mug Shot

CLEAR: 20 Pts.

Direction: Grab!

Grab Wario's mug as it slides across the counter. Tip: put your hand out when it's just over halfway across the counter (to you).

Level 2: The mug comes from the opposite direction.

Level 3: Same as level 2, but they also send a mug that stops from the other side. Careful!

-----  
-----  
B. Jimmy's Games

-----  
Genre: Sports

-----  
(1, 4) Log Chop

CLEAR: 20 Pts.

Direction: Chop!

Slice with A when the power meter reaches red.

Level 2: The red spans 2 blocks.

Level 3: The red spans 1 block.

-----  
(2, 4) Spare Me

CLEAR: 15 Pts.

Direction: Bowl!

Roll with A when aimed appropriately.

Level 2: There will be 2 pins.

Level 3: There will be 3 pins.

-----  
(3, 4) Hammer Toss

CLEAR: 15 Pts.

Direction: Toss!

Time A to throw the hammer into the orange area.

Level 2: There will be a smaller orange area.

Level 3: There will be an even smaller orange area.

-----  
(4, 4) Mountain Mountin'

CLEAR: 20 Pts.

Direction: Jump!

Jump up the clouds with A to get to the flag.

Level 2: The clouds will move a little bit.

Level 3: There will be 2 rows of clouds moving in opposite directions.

---

(5, 4) High Hoops

CLEAR: 25 Pts.

Direction: Shoot!

Shoot the basketball with A when at the peak of your jump.

Level 2: The basket gets higher...

Level 3: ...and higher.

---

(6, 4) Ring My Bell

CLEAR: 10 Pts.

Direction: Bounce 30 ft!

Time A when you are at your lowest on the... bouncy thing.

Level 2: Bounce 45 ft!

Level 3: Bounce 60 ft!

---

(1, 3) Fruit Shoot

CLEAR: 30 Pts.

Direction: Shoot!

Shoot an apple off a statue's head by holding A to draw back, releasing A to shoot. You can take multiple shots. So quickly wind up for another if you miss.

Level 2: The statue gets lower...

Level 3: ...and lower.

---

(2, 3) Batter Up

CLEAR: 20 Pts.

Direction: Swing!

Press A at the right time to swing and hit the baseball.

Level 2: Becomes invisible halfway to you/is faster/is slower.

Level 3: Becomes invisible halfway to you/is faster/is slower.

---

(3, 3) Balancing Act

CLEAR: 30 Pts.

Direction: Balance!

Balance a stack of 4 blocks with +Control Pad. Try not to press it too much, only do light presses.

Level 2: Balance 6 blocks.

Level 3: Balance 8 blocks.

---

(4, 3) Guy Scraper

CLEAR: 10 Pts.

Direction: Land it!

Press +Control Pad to land on the 3 guys.

Level 2: The space is 2 guys wide.

Level 3: The space is 1 guy wide.

---

(5, 3) Hurry Hurdles

CLEAR: 10 Pts.

Direction: Hurdle!

Press A at the right time to jump the hurdle.

Level 2: There are 2 hurdles.

Level 3: There are 3 hurdles.

---

(6, 3) Set-n-Spike

CLEAR: 30 Pts.

Direction: Spike!

Press A at the right time to spike.

Level 2: Spike from far away.

Level 3: Spike from close up.

---

(1, 2) Heads Up

CLEAR: 15 Pts.

Direction: Catch!

Move with +Control Pad to catch the baseball in your glove.

Level 2: Your glove gets smaller...

Level 3: ...and smaller.

---

(2, 2) Baseline Bash

CLEAR: 20 Pts.

Direction: Rally!

Just like tennis, except you stay in one place and only use A. Time it to keep the rally going!

Level 2: Hit the ball twice.

Level 3: Hit the ball 3 times.

---

(3, 2) Putt For Dough

CLEAR: 25 Pts.

Direction: Sink it!

Aim with +Control Pad and putt with A. Simple enough...

Level 2: The hole gets smaller and farther away.

Level 3: The hole gets even smaller and more distant.

---

(4, 2) Lift and Shout

CLEAR: 20 Pts.

Direction: Lift!

Mash A and then press +Control Pad Up. If you don't do it fast enough, the guy will give up. If you want, mash up and A simultaneously to win easier.

Level 2: Press A, press Control Pad Up, then do it.

Level 3: Do it twice

---

(5, 2) Gifted Goalie

CLEAR: 10 Pts.

Direction: Defend!



Catch or bump the soccer ball kicked at you so it doesn't go in the goal.

Level 2: The ball will curve near the end.

Level 3: The ball will zigzag.

---

(6, 2) City Surfer

CLEAR: 15 Pts.

Direction: Jump!

Press A at the right time to jump the block.

Level 2: Jump the bump and the block.

Level 3: Jump the bump, duck with +Control Pad Down, and jump the block.

---

(1, 1) Boing!

CLEAR: 20 Pts.

Direction: Bounce!

Control the trampoline to keep the guy in the air.

Level 2: The trampoline becomes smaller...

Level 3: ...and smaller.

---

(2, 1) Butterfly Stroke

CLEAR: 20 Pts.

Direction: Swim!

Press Down, Up, Down, Up, etc. till you reach the edge.

Level 2: You need to press the buttons more...

Level 3: ...and more times.

---

(3, 1) Ski Jump

CLEAR: 25 Pts.

Direction: Jump!

When the skier is on the blue flashing zone, press A to complete the jump.

Level 2: The zone gets smaller...

Level 3: ...and smaller.

---

(4, 1) Pro Curling

CLEAR: 15 Pts.

Direction: Curl!

Press A repeatedly, but not too fast, to get the ball into the ring.

Try to stop pressing A halfway to the ring to slide, then press A once or twice more to get it in.

Level 2: The ring gets smaller...

Level 3: ...and smaller. This is 4 pushes.

---

(5, 1) Jumpin' Rope

CLEAR: 15 Pts.

Direction: Jump!

Ignore the people. Watch the ground. When the rope almost touches the

ground, press A.

Level 2: You are a bird and can barely jump. Time it closer.

Level 3: You are an Easter Island head and can jump like a rock. Time it much closer.

-----  
(6, 1) Snowboard Slalom

CLEAR: 10 Pts.

Direction: Finish!

Avoid the golf ball-looking thing (probably a snow mound) and reach the goal without crashing into anything.

Level 2: The goal gets smaller...

Level 3: ...and smaller.

-----  
C. Mona's Games  
-----

Genre: Strange

-----  
(1, 4) Paper Plane

CLEAR: 15 Pts.

Direction: Steer!

Use +Control Pad to steer the plane. Don't hit the obstacles!

Level 2: The obstacles get bigger...

Level 3: ...and bigger.

-----  
(2, 4) Gold Digger

CLEAR: 10 Pts.

Direction: Pick!

When the finger is under a nostril, press A to dig for the gold!

Level 2: The finger gets bigger.

Level 3: Then there were two!

-----  
(3, 4) Sloppy Salon

CLEAR: 20 Pts.

Direction: Cut!

Cut the boy's hair with the mashing of A.

Level 2: The boy's hair is longer...

Level 3: ...and longer! (requires more presses)

-----  
(4, 4) I Came, I Saw

CLEAR: 30 Pts.

Direction: Cut!

Press +Control Pad Left, Right repeatedly until the log is sawed!

Level 2: The log gets thicker...

Level 3: ...and thicker.

-----  
(5, 4) Air Supplies

CLEAR: 25 Pts.

Direction: Drop!

Drop the load at the right time onto the moving truck.

Level 2: The truck gets smaller...

Level 3: ...and smaller.

-----  
(6, 4) Crash Test, Dummy!

CLEAR: 10 Pts.

Direction: Deploy!

Press A to deploy the airbag and save the dummy. Deploy right when the car starts to rumble, is my suggestion.

Level 2: The airbag is out for less...

Level 3: ...and less time. (Release it later.)

-----  
(1, 3) Dry Eye

CLEAR: 10 Pts.

Direction: Squirt!

Squirt the drop with A into the eye. You only have one drop, so aim!

Level 2: The eye gets smaller and the drops get farther.

Level 3: The eye gets yet smaller and the drops get even farther.

-----  
(2, 3) Terminal Velocity

CLEAR: 15 Pts.

Direction: Brake!

Brake the trolley with A to let the people get on. Try holding A when you're a little under 2/3 away.

Level 2: The station gets smaller...

Level 3: ...and smaller.

-----  
(3, 3) Page Panic

CLEAR: 10 Pts.

Direction: Mark page \_\_

I still haven't figured out exactly how to do this stupid game. Try pressing A when the page you want is turning to the next one.

Level 2: The page number gets higher...

Level 3: ...and higher.

-----  
(4, 3) Douse the House

CLEAR: 15 Pts.

Direction: Aim!

Use +Control Pad to aim the hose at the fire. Do it quickly, because it takes a while to put it out.

Level 2: The fire is bigger.

Level 3: There are two regular fires.

-----  
(5, 3) Toast the Ghost

CLEAR: 10 Pts.

Direction: Shine!

Use the flashlight, controlled with +Control Pad, to "toast" a ghost. It constantly is teleporting around the screen.

Level 2: There are 2 ghosts.

Level 3: The 2 ghosts teleport faster.

---

(6, 3) Sunny-Side Up

CLEAR: 15 Pts.

Direction: Fry!

Press A to crack the egg and drop the yolk and white. Gravity is weaker in that dimension, so press A when the frying pan reaches the edge.

Level 2: The pan becomes smaller...

Level 3: ...and smaller.

---

(1, 2) Parking Prowess

CLEAR: 10 Pts.

Direction: Park!

Use the +Control Pad to park. You have two spaces to park, it doesn't matter which one. You can park in the middle, and you don't have to do it completely parallel. Just don't hit the walls or other cars.

Level 2: You have one space to park.

Level 3: You have one closer space to park.

---

(2, 2) Chicken Pinch

CLEAR: 15 Pts.

Direction: Pinch!

I don't know how this is a chicken, but OK. Press A to pinch it when it jumps.

Level 2: The "chicken" will stop for a second before it jumps.

Level 3: The "chicken" will jump upside-down (you have to grab onto its leg).

---

(3, 2) Noodle-Rama

CLEAR: 25 Pts.

Direction: Twirl!

Twirl the +Control Pad (Right, Down, Left, Up) to pick up the spaghetti.

Level 2: 1 1/2 twirls are required.

Level 3: 2 1/2 twirls are required.

---

(4, 2) Sole Man

CLEAR: 10 Pts.

Direction: Look out!

Avoid the giant shoe by running around with the +Control Pad. Pretty

simple.

Level 2: The shoe gets bigger (boot)...

Level 3: ...and bigger (fat woman's sandal).

---

(5, 2) Tilt-n-Tumble

CLEAR: 15 Pts.

Direction: Tilt!

Tilt left or right with the +Control Pad to get the ball through the hole. Yes, you want to lose the ball this time.

Level 2: There are 2 holes.

Level 3: There are 3 holes.

---

(6, 2) Fries With That?

CLEAR: 15 Pts.

Direction: Squirt!

Squirt the hamburger as it comes close with A.

Level 2: Squirt a hamburger and fries.

Level 3: Squirt a hamburger, fries, and a drink (bleccch!).

---

(1, 1) Butterfingers

CLEAR: 15 Pts.

Direction: Catch!

Simply catch the piece of toast as it comes in front of the hand with A.

It's the introductory game "Saving Face"... but up.

Level 2: Someone chomped on the toast.

Level 3: Someone double chomped on the toast.

---

(2, 1) Boom Box

CLEAR: 15 Pts.

Direction: Detonate!

When the spark thing goes into the box, press A to cause fireworks.

Hmmm...

Level 2: The box gets smaller...

Level 3: ...and smaller.

---

(3, 1) Right in the Eye

CLEAR: 10 Pts.

Direction: Thread!

Thread the needle by aiming with the +Control Stick. My way is to wait until the thread has about a second to go, then bring it up or down and through the needle. This game is harder than it looks.

Level 2: The eye (of the needle) gets smaller...

Level 3: ...and smaller.

---

(4, 1) Nighttime Allergies

CLEAR: 20 Pts.

Direction: Sniff!

This maiden needs help nose-sucking a strand of snot. Simply put, mash A.

Level 2: The strand of snot gets longer.

Level 3: There are two maidens who want to nose-suck together.

---

(5, 1) Pompeii Back

CLEAR: 10 Pts.

Direction: Escape!

Run from the falling volcanic rock. I don't know what kind of tips I can give; this game is really, REALLY hard when it gets fast.

Level 2: The rock gets bigger...

Level 3: ...and bigger.

---

(6, 1) The Brush-Off

CLEAR: 25 Pts.

Direction: Brush!

Press +Control Pad Left and Right to brush the teeth. It only takes two cycles.

Level 2: Three cycles.

Level 3: Four cycles.

---

---

D. Dribble and Spitz's Games

---

Genre: Sci-fi

---

(1, 4) Alien Ambush

CLEAR: 15 Pts.

Direction: Trap!

When the alien wanders under the cage, press A to catch it!

Level 2: The alien will stop for a second before the cage.

Level 3: The alien will stop, then roll past the cage.

---

(2, 4) Classic Clash I

CLEAR: 20 Pts.

Direction: Dodge!

Jump over the rock Bowser kicks at you with A.

Level 2: Bowser might shoot fireballs at you. Duck them with +Control Pad Down.

Level 3: There will be more fireballs and rocks.

---

(3, 4) Manic Mechanic

CLEAR: 10 Pts.

Direction: Assemble!

Use the +Control Pad to get the falling parts to land on top of each

other.

Level 2: The robot gets slimmer...

Level 3: ...and slimmer.

---

(4, 4) Hover for Cover

CLEAR: 15 Pts.

Direction: Blast Off!

Avoid the rocks by maintaining presses of A.

Level 2: The ship gets bigger...

Level 3: ...and bigger.

---

(5, 4) Classic Clash III

CLEAR: 20 Pts.

Direction: Beam!

Press the buttons shown to produce a beam and vaporize Bowser.

Level 2: Requires 3 button presses.

Level 3: Requires 4 button presses.

---

(6, 4) Space Escape

CLEAR: 10 Pts.

Direction: Dodge!

Avoid the fireballs with the +Control Pad.

Level 2: More...

Level 3: ...and more pods shooting at you.

---

(1, 3) Scooter Commuter

CLEAR: 30 Pts.

Direction: Land!

Use +Control Pad Left and Right to tilt the scooter to land the jump. Tilt it so it leans back 45 degrees. For style points on thrilling mode, hold right and do a flip and still land on the track.

Level 2: Tilt it so it is parallel with the ground.

Level 3: Tilt it so it leans forward 45 degrees.

---

(2, 3) Bubble Trouble

CLEAR: 15 Pts.

Direction: Get 5!

Use +Control Pad to collect 5 of those bubble things.

Level 2: The bubbles form in a more...

Level 3: ...and more complicated pattern.

---

(3, 3) UFO Assist

CLEAR: 15 Pts.

Direction: Avoid!

You are the UFO. Don't forget this. Use the +Control Pad to avoid the ship shooting at you.

Level 2: The ship's missiles get faster...

Level 3: ...and faster.

-----  
(4, 3) Scoot or Die

CLEAR: 15 Pts.

Direction: Dodge!

Dodge the three bombs thrown at you by the guys in the background with +Control Pad.

Level 2: There are 4 bombs and 4 guys.

Level 3: There are 5 bombs and 5 guys.

-----  
(5, 3) Zero to Hero

CLEAR: 20 Pts.

Direction: Transform!

This is the same as the log/bamboo-chopping levels, except when the meter reaches red, press A to help the little girl transform into a ninja.

Level 2: The red part of the meter spans 2 blocks.

Level 3: The red part of the meter spans 1 block.

-----  
(6, 3) Ninja Vision

CLEAR: 15 Pts.

Direction: Count!

The ninja will use his ninja-holographic abilities to create illusions of himself. Tell how many there were (1, 2, or 3).

Level 2: Choices are 2, 3 or 4.

Level 3: Choices are 3, 4 or 5. (If 5, one will be on the roof.)

-----  
(1, 2) Space Fighter

CLEAR: 15 Pts.

Direction: Shoot!

Aim carefully with +Control Pad and hold A for turbo fire.

Level 2: There are 3 ships.

Level 3: There are 4 ships.

-----  
(2, 2) Super Fly

CLEAR: 25 Pts.

Direction: Dodge!

Dodge the buildings with +Control Pad. The orange one is your key.

Level 2: There are 2 buildings to dodge.

Level 3: There are 3 buildings to dodge.

-----  
(3, 2) Classic Clash II

CLEAR: 25 Pts.

Direction: Repel!

Hold +Control Pad Right to flip Bowser over.

Level 2: It takes more...

Level 3: ...and more effort to flip Bowser over.



(4, 2) Word Up

CLEAR: 20 Pts.

Direction: Shoot "?"!

Move with +Control Pad and shoot the question mark with A to create a message. Some of the messages I've had are "Cool!", "Yeah!", "Snap!", "Cinch", "Sweet", "Primo", "Sunny", "Party", "Suave", "Super", "Slick", "Silly", "Easy!", my name, and my favorite, "Gravy". You can get ?s on the other side of the screen quickly by moving all the way to the right and appear back on the left.

Level 2: Shoot 2 ?s.

Level 3: Shoot 3 ?s.

-----  
(5, 2) Tidal Cave

CLEAR: 20 Pts.

Direction: Dodge!

Avoid the flashing wall things with +Control Pad Up and Down.

Level 2: There are 2 wall things.

Level 3: There are 3 wall things.

-----  
(6, 2) Slick Wheelie

CLEAR: 15 Pts.

Direction: Wheelie!

Press A to move up and do a wheelie over the rock. This game is pretty hard.

Level 2: There are 2 rocks.

Level 3: There are 3 rocks.

-----  
(1, 1) Stick and Move

CLEAR: 15 Pts.

Direction: Cross!

Press A to jump across the building and avoid the samurai's stick at the end.

Level 2: There is now a samurai in between the first and second parts of the building, as well as the usual one.

Level 3: In addition to the first two, a new one is in between the second and third parts.

-----  
(2, 1) Arrow Space

CLEAR: 20 Pts.

Direction: Sidestep!

Move to avoid the arrows with +Control Pad. My best tip for this is to look in the background and get in the general space the gap is.

Level 2: The gap gets smaller...

Level 3: ...and smaller.

-----  
(3, 1) Mars Ball Destroy

CLEAR: 15 Pts.

Direction: Shoot Mars!

Follow the arrow with +Control Pad to get to the red planet and press

A  
to destroy it.

Level 2: Mars gets smaller...

Level 3: ...and smaller.

---

(4, 1) Ninja Pipe Cleaner

CLEAR: 20 Pts.

Direction: Strike!

Use +Control Pad to try to get right in front of the ninja. That's it.

Level 2: The ninja moves a bit.

Level 3: The ninja moves much faster.

---

(5, 1) Mars Jars

CLEAR: 15 Pts.

Direction: Escape!

Avoid the giant jar from capturing you (or the other guy) by moving with +Control Pad.

Level 2: There are 2 other guys.

Level 3: There are 3 other guys.

---

(6, 1) Bam-Fu

CLEAR: 20 Pts.

Direction: Chop!

Same as Dribble and Spitz (5, 3) Zero to Hero or Jimmy (1, 4) Log Chop.

Chop the bamboo stick with A when the meter reaches the red zone.

Level 2: The red zone spans 2 blocks.

Level 3: The red zone spans 1 block.

---

---

D. 9-Volt's Games

---

Genre: Nintendo

---

(1, 4) Balloon Fight

CLEAR: 20 Pts.

Direction: Dodge!

Avoid the sparks with +Control Pad and rapid presses of A (to keep the balloon afloat).

Level 2: There are more...

Level 3: ...and more sparks.

---

(2, 4) F-Zero

CLEAR: 20 Pts.

Direction: Avoid!

Move with +Control Pad. Avoid cars by ramming into the wall and then moving back on the track. Your car has enough power to survive the

energy depleting track edge for a little while.

Level 2: There are 4 cars.

Level 3: There are 5 cars.

---

(3, 4) Chiritorie

CLEAR: 10 Pts.

Direction: Vacuum!

Hold the +Control Pad to move the vacuum in the direction of the garbage.

Level 2: There are 4 pieces of garbage.

Level 3: There are 7 pieces of garbage.

---

(4, 4) Ice Climber

CLEAR: 10 Pts.

Direction: Grab!

Use the +Control Pad to move and the A button to jump. Try to grab onto the bird.

Level 2: You start on the right side.

Level 3: You start on the bottom.

---

(5, 4) Racing 112

CLEAR: 10 Pts.

Direction: Dodge!

This is just like F-Zero, except with 1000x worse graphics. Then again, they're 13 years apart. Use the +Control Pad to move and avoid the other cars. Beat thrilling mode by not even moving every single time!

Level 2: You have to go in between/around 3 groups of 2 cars.

Level 3: The groups move slowly.

---

(6, 4) Stack-Up

CLEAR: 15 Pts.

Direction: Grab!

Have R.O.B. grab the blocks with A when his hands are outside them.

Level 2: The stack is 2 blocks high.

Level 3: The stack is 1 block high.

---

(1, 3) Duck Hunt

CLEAR: 25 Pts.

Direction: Shoot!

When the duck comes within your range, use A to shoot it. Ooh, I loved this game!

Level 2: The duck moves faster.

Level 3: There are 2 ducks.

---

(2, 3) Family Basic

CLEAR: 15 Pts.

Direction: Type \_!

Type the number it tells you to. You can type as many keyboard letters until you get the correct one. In this game, what look like skinny 2s are actually 1s. Be careful!

Level 2: Type a letter.

Level 3: Type a number or letter.

---

(3, 3) Laser Outlaw

CLEAR: 15 Pts.

Direction: Shoot!

When the laser gun is aimed at the outlaw's heart (the flashing area), press A to shoot.

Level 2: The gun moves in a side-to-side fashion.

Level 3: The gun moves in a figure eight.

---

(4, 3) The Legend of Zelda

CLEAR: 20 Pts.

Direction: Enter!

Enter the dungeon using +Control Pad.

Level 2: There's a Peahat to get in your way.

Level 3: There's a water creature (?) shooting at you, as well as the Peahat.

---

(5, 3) Mario Clash

CLEAR: 20 Pts.

Direction: Throw!

When the Koopa is under the platform you're on, press A to whack it with the shell.

Level 2: It's a Boo, and it moves up-and-down and sideways.

Level 3: It's a thing (?) and it jumps. Wait!!!

---

(6, 3) Metroid

CLEAR: 30 Pts.

Direction: Fire!

Mash A to defeat Mother Brain. It takes one hit to destroy the door, and four to destroy the Brain. You can duck with +Control Pad Down, but it doesn't help.

Level 2: There are flashy thingies (?) coming at you.

Level 3: There are more flashies.

---

(1, 2) Game Boy

CLEAR: 20 Pts.

Direction: Insert!

Press A when the cartridge is over the slot to insert the game.

Level 2: The GB gets further...

Level 3: ...and further down

---

(2, 2) Super Mario Bros.

CLEAR: 15 Pts.

Direction: Squash!

Squash the Goomba with A.

Level 2: Squash 2 Goombas (try to get a combo).

Level 3: Squash 3 Goombas.

---

(3, 2) Hogan's Alley

CLEAR: 15 Pts.

Direction: Shoot!

Shoot only the bad guy (the guy aiming at you with a gun).

Level 2: There is a police officer thrown in. Don't shoot him!

Level 3: There are 2 bad guys.

---

(4, 2) Sheriff

CLEAR: 15 Pts.

Direction: Shoot 1!

Shoot a guy with A. Simple.

Level 2: Shoot 2!

Level 3: Shoot 2!, but the corner guys come in.

---

(5, 2) Helmet

CLEAR: 15 Pts.

Direction: Look Out!

Make your way across the field to the other house, avoiding the falling tools.

Level 2: There are more...

Level 3: ...and more tools falling.

---

(6, 2) Wild Gunman

CLEAR: 15 Pts.

Direction: Draw!

Shoot with A as soon as the opponent says "Fire!" You have to do this within 1.3 seconds.

Level 2: Do it within 0.8 seconds.

Level 3: Do it within 0.5 seconds.

---

(1, 1) Donkey Kong

CLEAR: 15 Pts.

Direction: Dodge!

Jump the barrel with A.

Level 2: The barrels go down the closer ladder, so it's quicker. Jump 2.

Level 3: The barrels go down both ladders. Jump 3.

---

(2, 1) Ultra Hand

CLEAR: 15 Pts.

Direction: Grab!

Aim for the ball, and press A to grab it.

Level 2: Grab a certain color from 2 colors. (Grab \_\_\_\_!)

Level 3: Grab a certain color from 3 colors. (Grab \_\_\_\_!)

---

(3, 1) Mario Paint: Fly Swatter

CLEAR: 15 Pts.

Direction: Swat!

When the fly comes in front of the swatter, press A to kill it.

Level 2: There are 2 flies, but they come in front of the swatter at the same time.

Level 3: There are 3 flies and they cycle around. The best way to do this is to mash A, or have extremely good reflexes.

---

(4, 1) Dr. Mario

CLEAR: 15 Pts.

Direction: Connect!

Connect the pill in a straight line with the viruses.

Level 2: Do it horizontally.

Level 3: Make the pill go in the middle of the two viruses.

---

(5, 1) Urban Champion

CLEAR: 15 Pts.

Direction: Punch!

When the opponent lets his guard down, press A to KO him! You can also push back to avoid and down to use kicks.

Level 2: It takes 2 punches.

Level 3: It takes 3 punches.

---

(6, 1) LazerBlazer

CLEAR: 15 Pts.

Direction: Shoot!

Aim at the rocket and press A to blow it up.

Level 2: There are 2 rockets.

Level 3: There are 3 rockets.

---

E. Dr. Crygor's Games

---

Genre: Reality

---

(1, 4) Banana Munch

CLEAR: 25 Pts.

Direction: Eat!

Mash A to eat the banana.

Level 2: It takes more...

Level 3: ...and more mashes.

-----  
(2, 4) Berry Berry Good

CLEAR: 20 Pts.

Direction: Drop!

Drop the strawberry (yum) on the cake (yum) with A.

Level 2: Drop the strawberry (yum) on a smaller piece of cake.

Level 3: Drop the strawberry (yum) on a cracker.  
-----

(3, 4) Hard Core

CLEAR: 30 Pts.

Direction: Eat!

This is the same as the banana game. Mash A to eat the apple.

Level 2: This is also the same as the banana game. It takes more...

Level 3: ...and more mashes.  
-----

(4, 4) Funky Fountain

CLEAR: 25 Pts.

Direction: Spray!

When the sprayer is under the flower, press A to spray the flower.

Duh.

Level 2: The spray range gets smaller...

Level 3: ...and smaller.  
-----

(5, 4) Whoop-de-Doodle

CLEAR: 20 Pts.

Direction: Connect!

Use +Control Pad to connect your line to the star.

Level 2: The star gets further...

Level 3: ...and further away.  
-----

(6, 4) Cheeky Monkey

CLEAR: 15 Pts.

Direction: Catch!

The monkey will toss 2 apples. Use +Control Pad to catch them.

Level 2: The monkey will toss 3 apples.

Level 3: The monkey will toss 4 apples.  
-----

(1, 3) Mirror Mirror

CLEAR: 10 Pts.

Direction: Reflect!

When the laser hits the ?, press A to show... a picture of Mt. Fuji?

Level 2: Reflect to the mirror, then to the ?.

Level 3: The mirror and ? are smaller.  
-----

(2, 3) Cat Nap

CLEAR: 10 Pts.

Direction: Sleep!

When the cat's eyes are fully closed, press A.

Level 2: The cat will hesitate before fully closing its eyes.

Level 3: The cat will almost flutter its eyes. This is really hard.

---

(3, 3) Cymbalism

CLEAR: 15 Pts.

Direction: Catch!

The drummer will play a little march. Hit A at the right time (when the note turns into a cat) to crash the cymbals.

Level 2: The drummer will play a part of Dribble and Spitz's song. Crash 3 notes.

Level 3: The drummer will play a song about a telephone. Crash 4 notes.

---

(4, 3) Assembly Line

CLEAR: 20 Pts.

Direction: Assemble!

Move the car as it descends with +Control Pad. Fit it onto the wheels.

Level 2: It has smaller...

Level 3: ...and smaller tires and spaces.

---

(5, 3) Raging Rhino

CLEAR: 15 Pts.

Direction: Taunt!

Press A when the rhino charges to avoid it.

Level 2: The rhino will turn around and come to the right.

Level 3: The rhino will turn around and come to the right, but quicker this time.

---

(6, 3) Pod Pinch

CLEAR: 20 Pts.

Direction: Pinch 1!

Pinch one of the pods DIRECTLY IN THE CENTER, sending the peas flying into the air.

Level 2: Pinch 2!

Level 3: Pinch 3!

---

(1, 2) Wrong Way Highway

CLEAR: 10 Pts.

Direction: Watch Out!

This game is pretty easy. Use +Control Pad to avoid two cars, which are shown which lane they will come in with a small arrow at the top before they come.

Level 2: There are three cars.

Level 3: There are four cars.

---



(2, 2) Make My Clay

CLEAR: 25 Pts.

Direction: Build Up!

Mash to build up the creature and save it in the process.

Level 2: It takes more...

Level 3: ...and more mashes.

---

(3, 2) Mashin' Martians

CLEAR: 15 Pts.

Direction: Smash 2!

Press +Control Pad in the direction of the crazy... thing.

Level 2: Smash 3!

Level 3: Smash 4!

---

(4, 2) What's Your Beef?

CLEAR: 25 Pts.

Direction: Cut!

Press +Control Pad Left and Right repeatedly to cut the beef.

Level 2: The beef gets thicker...

Level 3: ...and thicker.

---

(5, 2) Veg Out

CLEAR: 10 Pts.

Direction: VARIES

The directions I've gotten are "Pepper!," "Potato!," "Tomato!,"  
"Carrot!," "Cucumber!," and "Broccoli!" Stop the spinner with A to  
form  
the vegetable.

Level 2: There are more...

Level 3: ...and more vegetables.

---

(6, 2) Shake!

CLEAR: 15 Pts.

Direction: Shake!

Shake the dog's paw when it comes over your hand with A.

Level 2: Shake two paws.

Level 3: Shake two paws with both the dog's hands and your hands  
moving.

---

(1, 1) Bad Man Bash

CLEAR: 15 Pts.

Direction: Fight!

Press +Control Pad in the direction of the man that's out to get you.

Level 2: Two men attack.

Level 3: All three attack.

---

(2, 1) Rough Puff

CLEAR: 15 Pts.

Direction: Repel!

Press A when the fish enters your range to repel it.

Level 2: You have less time to react.

Level 3: The fish will turn away, then come back.

---

(3, 1) Body Block

CLEAR: 15 Pts.

Direction: Bounce!

Strange.... Very strange. Use the body to bounce the ball and keep it in the field.

Level 2: The body gets shorter...

Level 3: ...and shorter.

---

(4, 1) Spoon Spectacular

CLEAR: 20 Pts.

Direction: Bend!

Press +Control Pad Down and Up repeatedly to bend the spoon.

Level 2: It takes more presses to spin the spoon perpetually.

Level 3: It takes more presses to... make the spoon fall off?

---

(5, 1) Quickie Quiz

CLEAR: 25 Pts.

Direction: VARIES

Some of the directions include Pick a Tail, Pick a Cat, Pick a Head, etc. Choose from 2 choices with +Control Pad.

Level 2: Four choices with Pick a \_\_\_\_.

Level 3: Four choices with Not a \_\_\_\_.

---

(6, 1) Kettle Mettle

CLEAR: 15 Pts.

Direction: Cut heat!

Press A at the right time, when the thing is in the green section.

Level 2: The green section spans 4 spaces.

Level 3: The green section spans 2 spaces.

---

G. Orbulon's Games

---

Genre: IQ

---

(1, 4) Praise or Haze II

CLEAR: 20 Pts.

Direction: Praise!/Haze!

Move the choice with A to praise (good) or haze (bad) the person or thing.

Level 2: There are 4 choices.

Level 3: There are 5 choices.

---

(2, 4) Maze Daze

CLEAR: 15 Pts.

Direction: Navigate!

Use the +Control Pad to navigate the maze and get to the man.

Level 2: There is a circular portal. When you walk into the portal, you

are transferred between the two identical portals.

Level 3: There is the circular portal, and now a triangular one.

---

(3, 4) Sphinx Hijinks

CLEAR: 30 Pts.

Direction: Match!

This is like horizontal Tetris, but you choose the piece and it doesn't

fall. Press A to choose the only 4 square unit piece that will fit out of 3.

Level 2: You have 4 choices.

Level 3: You have 6 choices, and the blocks are 5 sq un.

---

(4, 4) The Great Cover-Cup

CLEAR: 30 Pts.

Direction: Choose!

Ah, a classic game. After the coin goes under the cup, keep an eye on the cup that has it and choose it at the end with +Control Pad and A.

Level 2: Some cups might switch back after switching.

Level 3: Some cups might move part of the way to switch, but come back.

If you blink, you'll miss it.

---

(5, 4) Identity Crisis

CLEAR: 30 Pts.

Direction: Watch!, Select!

Watch the object that someone throws across the screen in the lighted area and choose with +Control Pad.

Level 2: The lighted area gets smaller...

Level 3: ...and smaller.

---

(6, 4) Catterwall

CLEAR: 15 Pts.

Direction: Search!

Orbulon has lost his cat! Look at the cat on the left and search for him on the right with +Control Pad and A.

Level 2: There are more...

Level 3: ...and more cats.

---

(1, 3) Code Breaker

CLEAR: 25 Pts.

Direction: Input!

Do exactly what it tells you to.

Level 2: The code gets more...

Level 3: ...and more complex.

---

(2, 3) What's the Toadal?

CLEAR: 15 Pts.

Direction: Count!

Press A to count one frog. Remember to count all of them.

Level 2: There are more...

Level 3: ...and more frogs to count. (It varies.)

---

(3, 3) Gear Head Fred

CLEAR: 10 Pts.

Direction: Save Him!

Press +Control Pad Left or Right to save the guy. Here's my secret...

Find the CLOSEST PATH to the guy. Count how many gears are in that path.

If the number of gears is even, move right. If the number of gears is odd, move left.

Level 2: There are more...

Level 3: ...and more gears to worry about.

---

(4, 3) Four Leaf Hover

CLEAR: 20 Pts.

Direction: Search!

Use +Control Pad to move around the area and find the four-leaf clover.

Level 2: There are more...

Level 3: ...and more clovers. There is still only one four-leaf one.

---

(5, 3) Electric Groove Fish

CLEAR: 15 Pts.

Direction: Connect!

Use +Control Pad and follow the wire above ground.

Level 2: The wire twists in more...

Level 3: ...and more complex ways.

---

(6, 3) Focus-Pocus

CLEAR: 20 Pts.

Direction: Inspect!, Select!

The item on the screen will partially come into focus. Choose the one you think it is.

Level 2: It will focus less.

Level 3: It will spin during focusing.

---

(1, 2) Noodle Cup

CLEAR: 20 Pts.

Direction: Pour!

This is really hard to explain. Use A to pour the stuff into the pipe. This stuff will go through every turn it comes to, so long as it follows the rules of gravity.

Level 2: There are more...

Level 3: ...and more turns.

-----  
(2, 2) Find My Behind

CLEAR: 15 Pts.

Direction: Match!

Pick the one that looks as if you are looking at him from behind. You can always tell by the top of the head.

Level 2: You must tell by the arms and the head.

Level 3: You must tell by the head and the strange pose.

-----  
(3, 2) Getcha Groove On

CLEAR: 20 Pts.

Direction: Remember!

Do the moves that the guy tells you to with +Control Pad.

Level 2: There are 3 moves.

Level 3: There are 4 moves.

-----  
(4, 2) Tip the Scale

CLEAR: 25 Pts.

Direction: Heavier?

Figure out which side of the scale is heavier with +Control Pad Left or Right.

Level 2: There are more...

Level 3: ...and more confusing turtle combinations.

-----  
(5, 2) Strength In Numbers

CLEAR: 25 Pts.

Direction: Most Wins!

With +Control Pad Left or Right, determine if there are more octopi or squids.

Level 2: There are more...

Level 3: ...and more of each side.

-----  
(6, 2) Matchboxes

CLEAR: 15 Pts.

Direction: Match!

Match the shape with a choice with +Control Pad and A.

Level 2: Match 2.

Level 3: Match 3.

-----  
(1, 1) Petri Panic

CLEAR: 20 Pts.

Direction: Search!

Use +Control Pad to search for the microscopic... thing. When you pass over it, you win.

Level 2: The thing is moving.

Level 3: The thing is moving... faster.

-----  
(2, 1) Cavity Calamity

CLEAR: 10 Pts.

Direction: Watch Out!

Use +Control Pad to get into the only space that stays open when the "mouth" closes.

Level 2: There are more...

Level 3: ...and more complex patterns to the "mouth".

-----  
(3, 1) Odd Man Out

CLEAR: 10 Pts.

Direction: Decide!

Find the only card that is different from the others.

Level 2: The cards have moving pictures.

Level 3: Some cards will flip over.

-----  
(4, 1) The Real McCoy

CLEAR: 10 Pts.

Direction: Inspect!

Find the only real GBA. You should know what a GBA looks like.

Level 2: Find the real back of a GBA.

Level 3: One of the GBAs is upside down.

-----  
(5, 1) Button Masher

CLEAR: 25 Pts.

Direction: Press!

Press the buttons shown on the screen, walking around. My way is to twirl the +Control Pad several times and mash A. This will likely get all of them.

Level 2: There are more...

Level 3: ...and more buttons to press.

-----  
(6, 1) Garage Rock

CLEAR: 20 Pts.

Direction: Listen!, Perform!

Press the +Control Pad in the right order the two "musicians" played the "song".

Level 2: The "musicians" play a 3-part "song".

Level 3: The "musicians" play a 4-part "song".  
-----  
-----

H. Kat and Ana's Games

---

Genre: Nature

---

(1, 4) Hare Scare

CLEAR: 10 Pts.

Direction: Pound!

Pound the bunny with the button it pops out of.

Level 2: There are 2 bunnies.

Level 3: There are 3 bunnies.

---

(2, 4) Go Fer the Tater

CLEAR: 15 Pts.

Direction: Burrow!

Avoid the rocks and get to the potato with +Control Pad.

Level 2: There are more...

Level 3: ...and more rocks.

---

(3, 4) Veggie Might

CLEAR: 15 Pts.

Direction: Pick!

Move Left or Right with +Control Pad and press A to pick the carrot.

Level 2: Pick a carrot... and a root.

Level 3: Pick a carrot... and a key... and a car?

---

(4, 4) Disc O'Dog

CLEAR: 15 Pts.

Direction: Catch!

When the disc reaches the dog, press A to jump and catch it.

Level 2: The disc curves down.

Level 3: The disc curves up.

---

(5, 4) Hoppin' Mad

CLEAR: 10 Pts.

Direction: Return!

Aim for the ball with +Control Pad, and swim with A.

Level 2: There is a rock in the way.

Level 3: There are several rocks in the way.

---

(6, 4) Spunky Monkey

CLEAR: 15 Pts.

Direction: Jump!

Press A to jump up and to the other wall. Jump all the way up to the top, where the bananas are.

Level 2: The wall gets wider...

Level 3: ...and wider.

-----  
(1, 3) Munch a Bunch

CLEAR: 20 Pts.

Direction: Chomp!

Mash A to eat all the shapes.

Level 2: There are more...

Level 3: ...and more shapes.

-----  
(2, 3) Picture Perfect

CLEAR: 10 Pts.

Direction: Shoot!

Press A at the right time to snap the picture. You must get every pixel of your subject in the picture.

Level 2: It's a bird, and it moves faster.

Level 3: It's a plane, and it moves slower, but it is bigger.

-----  
(3, 3) Mouse Trap

CLEAR: 15 Pts.

Direction: Catch!

When the mouse is a little bit away from the cup, press A.

Level 2: The cup gets smaller...

Level 3: and smaller.

-----  
(4, 3) Fruit Fall

CLEAR: 20 Pts.

Direction: Catch!

Catch a fruit as it falls. Control yourself with +Control Pad, and don't catch the diamond!

Level 2: There are 2 different fruits.

Level 3: There are 2 diamonds.

-----  
(5, 3) Worm Squirm

CLEAR: 20 Pts.

Direction: Squirm!

First, figure out which worm is you. Do this by wriggling in a certain direction with the +Control Pad. Then get into the puddle.

Level 2:

Level 3:

-----  
(6, 3) Crack Down

CLEAR: 10 Pts.

Direction: Jump!

Jump right before the guy hammers the ground with A.

Level 2: The guy will hesitate.

Level 3: The guy will hesitate more.

-----  
(1, 2) Lickety-Split

CLEAR: 15 Pts.



Direction: Lick!

Press A to eat the heart when it comes in front of you.

Level 2: There are 2 hearts.

Level 3: There are 3 hearts.

---

(2, 2) Leafy Greens

CLEAR: 20 Pts.

Direction: Eat!

Travel the path with +Control Pad, and jump with A to eat the leaf.

Level 2: There is a gap in the path which you need to jump over.

Level 3: There is a bigger gap.

---

(3, 2) Coconut Catapult

CLEAR: 15 Pts.

Direction: Drop!

When the bird is directly over the cup, press A to drop the rock.

Level 2: The bird will move in a zigzaggy pattern, left and right and up and down.

Level 3: The bird will move in the same pattern, but sideways, and the cup is smaller.

---

(4, 2) Penguin Shuffle

CLEAR: 15 Pts.

Direction: March!

March with +Control Pad Left, but don't bump into any other penguins.

Level 2: The penguins will stop halfway.

Level 3: The penguins will turn around.

---

(5, 2) Kitty Cover

CLEAR: 15 Pts.

Direction: Cover!

Control the umbrella with +Control Pad. Don't let the kitty get wet!

Level 2: The umbrella gets smaller...

Level 3: ...and smaller.

---

(6, 2) Raaaarrrrrggghh

CLEAR: 10 Pts.

Direction: Scare!

Move with +Control Pad and scare all the people away.

Level 2: There are more...

Level 3: ...and more people.

---

(1, 1) Flower Shower

CLEAR: 20 Pts.

Direction: Water!

Walk over to and water the pot with +Control Pad.

Level 2: The pot walks.

Level 3: There are 2 pots.

---

(2, 1) Crane Game

CLEAR: 15 Pts.

Direction: Catch!

Press A at the right time to catch the fish.

Level 2: The fish moves up and down, as well as left and right.

Level 3: The fish moves same as before, but broader.

---

(3, 1) Bug Bite

CLEAR: 15 Pts.

Direction: Bite!

Press A at the right time to avoid the repellent and bite the person.

Level 2: There is more...

Level 3: ...and more repellent.

---

(4, 1) Two Birds, Big Rocks

CLEAR: 15 Pts.

Direction: Clear!

When the bird is aligned with the wood, press A to dart through it.

Level 2: The wooden space becomes smaller...

Level 3: ...and smaller.

---

(5, 1) The Claw

CLEAR: 15 Pts.

Direction: Pick Up!

When "the claw" is over the toy, press A to win it.

Level 2: The toy is wider.

Level 3: The toy is harder to grab.

---

(6, 1) Blow Hole Bridge

CLEAR: 10 Pts.

Direction: Finish!

Move Left with +Control Pad, avoiding the spout of the last whale.

Level 2: Two whales will spout.

Level 3: All three will spout.

---

I. Wario's Games

---

Genre: Anything Goes

---

(1, 4) Wario Bros.

CLEAR: 10 Pts.

Direction: Collect!

The coin will come from the left or right. Use +Control Pad to get it.

Level 2: Mario will try to get the coin before you.

Level 3: If the coin is above Mario, he will try and take the coin by jumping and hitting it from the bottom. If the coin comes in on the right side, you have to run at Mario immediately and jump over him to the ledge and hope that Mario doesn't jump up and hit the coin from the bottom.

-----  
(2, 4) Laser Vision

CLEAR: 15 Pts.

Direction: Squirt?

When the eye dropper is above Wario's eyes press A to blow the dropper up.

Level 2: The eye dropper and Wario's eyes are thinner, and the dropper is higher up.

Level 3: The eye dropper and Wario's eyes are thinner, and the dropper is higher up.

-----  
(3, 4) Wario Pinball

CLEAR: 10 Pts.

Direction: Pinball!

Press A to move the right flipper, +Control Pad Left to move the left. Keep the ball in the play area.

Level 2: You have 2 balls to juggle.

Level 3: You have 3 balls to juggle.

-----  
(4, 4) Float Your Boat

CLEAR: 15 Pts.

Direction: Drop!

Use A when Wario is above the banana to drop down on it.

Level 2: The boat is thinner--- it's a floaty ring thing.

Level 3: The boat is thinner--- it's a ducky floaty ring thing.

-----  
(5, 4) Hasty Pastry

CLEAR: 10 Pts.

Direction: Avoid!

Run with +Control Pad Left and Right to avoid the hand.

Level 2: You have only 2 cakes to run on.

Level 3: You have only 1 cake to run on.

-----  
(6, 4) Airpain

CLEAR: 10 Pts.

Direction: Shoot!

Move with +Control Pad and shoot the plane with A. This game also has turbo. Hold down the A button.

Level 2: Shoot 2 planes.

Level 3: Shoot 3 planes.

-----  
(1, 3) Hot Dog Hog

CLEAR: 10 Pts.

Direction: Munch!

Press A to close your mouth on the part you are over. Eat the entire hot dog to win.

Level 2: The hot dog gets longer...

Level 3: ...and longer.

---

(2, 3) Wario Windsock

CLEAR: 15 Pts.

Direction: Raise!

Twirl the +Control Pad (Right, Down, Left, Up, Right) to raise the windsock.

Level 2: It takes 1 1/2 twirls.

Level 3: It takes about 2 twirls.

---

(3, 3) Mix & Match

CLEAR: 20 Pts.

Direction: Create!

Mash A to create Wario's face.

Level 2: It takes more...

Level 3: ...and more mashes.

---

(4, 3) Vermin

CLEAR: 20 Pts.

Direction: Smash!

Get the mole with your hammer! Move with +Control Pad.

Level 2: Smash 2 moles.

Level 3: Smash 3 moles.

---

(5, 3) Wario Facial

CLEAR: 15 Pts.

Direction: Design!

Choose Wario's hat, eyes, or nose with +Control Pad. Choose one of 3; Mario's Luigi's, and his.

Level 2: Choose 2 parts.

Level 3: Choose all 3 parts.

---

(6, 3) Wario Kendo

CLEAR: 10 Pts.

Direction: Catch!

Press A at the right time to catch the knife.

Level 2: It's a thinner knife.

Level 3: It flies up in the air, then comes down, and you have to catch it.

---

(1, 2) Shingle Smasher

CLEAR: 20 Pts.

Direction: Smash!

This is the same as Log Chop, Bam-Fu, or Zero to Hero. Stop the meter in red.

Level 2: Red spans 2 blocks.

Level 3: Red spans 1 block.

---

(2, 2) High Treason

CLEAR: 20 Pts.

Direction: Shake!

Press +Control Pad Left and Right repeatedly to shake the tree and knock all of the apples down.

Level 2: Knock cherries down, which are harder to knock off.

Level 3: It takes extra effort to knock the star off this Christmas tree.

---

(3, 2) Down & Outie

CLEAR: 20 Pts.

Direction: Hide!

Hold down +Control Pad Down to pull the shirt down, but not too much; otherwise it'll rip.

Level 2: The shirt is higher...

Level 3: ...and higher up.

---

(4, 2) Apple Shrapnel

CLEAR: 20 Pts.

Direction: Crush!

Mash A to crush the red apple.

Level 2: Mash A more to crush a green apple.

Level 3: Mash A more to crush 2 red apples.

---

(5, 2) Grow Wario Grow

CLEAR: 10 Pts.

Direction: Grab It!

Hit the mushroom block and collect the mushroom before Mario.

Level 2: There are 2 extra blocks, leading it closer to Mario.

Level 3: There are 3 extra blocks, making it closer to Mario.

---

(6, 2) Bug Birdie

CLEAR: 10 Pts.

Direction: Push!

Use +Control Pad to move and push the ball into the hole. Be careful; you can fall in, too.

Level 2: The hole gets smaller...

Level 3: ...and smaller.

---

(1, 1) Produce Pandemonium

CLEAR: 10 Pts.

Direction: Avoid!

Avoid the two pieces of fruit with +Control Pad Left and Right.

Level 2: There are 3 pieces.

Level 3: There are 4 pieces.

-----  
(2, 1) Rock Paper Scissors

CLEAR: 15 Pts.

Direction: Compete!

Press A to choose. Remember, Rock beats Scissors, Scissors beat Paper, and Paper beats Rock.

Level 2: Mario will change--- once.

Level 3: Mario will slowly cycle.

This helpful information was submitted by Gon Liu:

Paper, Rock, Scissors on level 3

If Mario shows rock, push A button after Wario changes 7 times. If scissors, after 4 times and paper after 6 times. It's easier if you just listen to the sound of Wario changing his hand formation. Soon it just becomes quick reaction like all the other games.

-----  
(3, 1) Thumb Wrestling

CLEAR: 10 Pts.

Direction: Wrestle!

When your opponent's thumb goes down, quickly press A.

Level 2: Your opponent will fake it once, and almost go down.

Level 3: Your opponent will fake it twice.

-----  
(4, 1) Unexite Bike

CLEAR: 15 Pts.

Direction: Dodge!

Use +Control Pad Up and Down to dodge the hole, then the bikes.

Level 2: Dodge 2 holes, then the bikes.

Level 3: Dodge 3 holes, then the bikes.

-----  
(5, 1) Loot Scoot

CLEAR: 15 Pts.

Direction: Escape!

Press A to use Wario's signature elbow-smash move. Try to time it on the gray wall.

Level 2: There are 2 gray walls.

Level 3: There are 3 gray walls.

-----  
(6, 1) Sinking Feeling

CLEAR: 20 Pts.

Direction: Grab!

Press A at the right time to grab onto the handle of the umbrella and ease your fall.

Level 2: The umbrella's handle is smaller...

Level 3: ...and smaller.

---

---

### J. Quick-n-Easy Direction Chart

---

---

Aim!           Introductory (1, 1) Diamond Dig  
Aim!           Mona (4, 3) Douse the House  
Assemble!       Dribble (3, 4) Manic Mechanic  
Assemble!       Dr. Crygor (4, 3) Assembly Line  
Attack!         Introductory (2, 3) Repellion  
Avoid!          Dribble (3, 3) UFO Assist  
Avoid!          9-Volt (2, 4) F-Zero  
Avoid!          Wario (5, 4) Hasty Pastry  
Avoid!          Wario (1, 1) Produce Pandemonium  
Balance!         Jimmy (3, 3) Balancing Act  
Beam!          Dribble (5, 4) Classic Clash III  
Bend!          Dr. Crygor (4, 1) Spoon Spectacular  
Bite!          Kat (3, 1) Bug Bite  
Blast Off!       Dribble (4, 4) Hover for Cover  
Bowl!          Jimmy (2, 4) Spare Me  
Bounce!         Jimmy (1, 1) Boing!  
Bounce!         Dr. Crygor (3, 1) Body Block  
Bounce 30 Ft!     Jimmy (6, 4) Ring My Bell  
Bounce 45 Ft!     Jimmy (6, 4) Ring My Bell  
Bounce 60 Ft!     Jimmy (6, 4) Ring My Bell  
Brake!         Mona (2, 3) Terminal Velocity  
Broccoli!        Dr. Crygor (5, 2) Veg Out  
Brush!         Mona (6, 1) The Brush-Off  
Build Up!        Dr. Crygor (2, 2) Make My Clay  
Burrow!         Kat (2, 4) Go Fer the Tater  
Carrot!         Dr. Crygor (5, 2) Veg Out  
Catch!         Introductory (1, 2) Saving Face  
Catch!         Jimmy (1, 2) Heads Up  
Catch!         Mona (1, 1) Butterfingers  
Catch!         Dr. Crygor (6, 4) Cheeky Monkey  
Catch!         Dr. Crygor (3, 3) Cymbalism  
Catch!         Kat (4, 4) Disc O'Dog  
Catch!         Kat (3, 3) Mouse Trap  
Catch!         Kat (4, 3) Fruit Fall  
Catch!         Kat (2, 1) Crane Game  
Catch!         Wario (6, 3) Wario Kendo  
Chomp!         Kat (1, 3) Much a Bunch  
Choose!         Orbulon (4, 4) The Great Cover-Cup  
Chop!         Jimmy (1, 4) Log Chop  
Chop!         Dribble (6, 1) Bam-Fu  
Clear!         Kat (4, 1) Two Birds, Big Rocks  
Collect!         Introductory (3, 3) The Maze That Pays  
Collect!         Wario (1, 4) Wario Bros.  
Compete!         Wario (2, 1) Rock Paper Scissors  
Connect!         9-Volt (4, 1) Dr. Mario  
Connect!         Dr. Crygor (5, 4) Whoop-de-Doodle  
Connect!         Orbulon (5, 3) Electric Groove Fish  
Count!         Dribble (6, 3) Ninja Vision  
Count!         Orbulon (2, 3) What's the Toadal?  
Cover!         Kat (5, 2) Kitty Cover  
Create!         Wario (3, 3) Mix & Match  
Cross!         Dribble (1, 1) Stick and Move  
Crush!         Wario (4, 2) Apple Shrapnel

Cucumber! Dr. Crygor (5, 2) Veg Out  
Curl! Jimmy (4, 1) Pro Curling  
Cut! Mona (3, 4) Sloppy Salon  
Cut! Mona (4, 4) I Came, I Saw  
Cut! Dr. Crygor (4, 2) What's Your Beef?  
Cut heat! Dr Crygor (, ) Kettle Mettle  
Decide! Orbulon (3, 1) Odd Man Out  
Defend! Jimmy (5, 2) Gifted Goalie  
Deploy! Mona (6, 4) Crash Test, Dummy!  
Design! Wario (5, 3) Wario Facial  
Detonate! Mona (2, 1) Boom Box  
Dodge! Introductory (2, 1) Hectic Highway  
Dodge! Dribble (2, 4) Classic Clash I  
Dodge! Dribble (6, 4) Space Escape  
Dodge! Dribble (4, 3) Scoot or Die  
Dodge! Dribble (2, 2) Super Fly  
Dodge! Dribble (5, 2) Tidal Cave  
Dodge! 9-Volt (1, 4) Balloon Fight  
Dodge! 9-Volt (5, 4) Racing 112  
Dodge! 9-Volt (1, 1) Donkey Kong  
Dodge! Wario (4, 1) Unexite Bike  
Draw! 9-Volt (6, 2) Wild Gunman  
Dress! Introductory (2, 2) Wario Wear  
Drop! Mona (5, 4) Air Supplies  
Drop! Dr. Crygor (2, 4) Berry Berry Good  
Drop! Kat (3, 2) Coconut Catapult  
Drop! Wario (4, 4) Float Your Boat  
Eat! Dr. Crygor (1, 4) Banana Munch  
Eat! Dr. Crygor (3, 4) Hard Core  
Eat! Kat (2, 2) Leafy Greens  
Enter! 9-Volt (4, 3) The Legend of Zelda  
Escape! Mona (5, 1) Pompeii Back  
Escape! Dribble (5, 1) Mars Jars  
Escape! Wario (5, 1) Loot Scoot  
Fight! Dr. Crygor (1, 1) Bad Man Bash  
Finish! Jimmy (6, 1) Snowboard Slalom  
Finish! Kat (6, 1) Blow Hole Bridge  
Fire! 9-Volt (6, 3) Metroid  
Flee! Introductory (2, 3) Dodge Balls  
Fry! Mona (6, 3) Sunny-Side Up  
Get 5! Dribble (2, 3) Bubble Trouble  
Grab! Introductory (3, 1) Mug Shot  
Grab! 9-Volt (4, 4) Ice Climber  
Grab! 9-Volt (6, 4) Stack-Up  
Grab! 9-Volt (2, 1) Ultra Hand  
Grab! Wario (6, 1) Sinking Feeling  
Grab It! Wario (5, 2) Grow Wario Grow  
Haze! Orbulon (1, 4) Praise or Haze II  
Heavier? Orbulon (4, 2) Tip the Scale  
Hide! Wario (3, 2) Down & Outie  
Hurdle! Jimmy (5, 3) Hurry Hurdles  
Input! Orbulon (1, 3) Code Breaker  
Insert! 9-Volt (1, 2) Game Boy  
Inspect! Orbulon (6, 3) Focus-Pocus  
Inspect! Orbulon (4, 1) The Real McCoy  
Jump! Introductory (1, 3) Crazy Cars  
Jump! Jimmy (4, 4) Mountain Mountin'  
Jump! Jimmy (6, 2) City Surfer  
Jump! Jimmy (3, 1) Ski Jump  
Jump! Jimmy (5, 1) Jumpin' Rope



Jump! Kat (6, 4) Spunky Monkey  
Jump! Kat (6, 3) Crack Down  
Land! Dribble (1, 3) Scooter Commuter  
Land It! Jimmy (4, 3) Guy Scraper  
Lick! Kat (1, 2) Lickety-Split  
Lift! Jimmy (4, 2) Lift and Shout  
Listen! Orbulon (6, 1) Garage Rock  
Look Out! Mona (4, 2) Sole Man  
Look Out! 9-Volt (5, 2) Helmet  
March! Kat (4, 2) Penguin Shuffle  
Mark page \_\_\_ Mona (3, 3) Page Panic  
Match! Orbulon (3, 4) Sphinx Hijinks  
Match! Orbulon (2, 2) Find My Behind  
Match! Orbulon (6, 2) Matchboxes  
Most Wins! Orbulon (5, 2) Strength in Numbers  
Munch! Wario (1, 3) Hot Dog Hog  
Navigate! Orbulon (2, 4) Maze Daze  
Not a \_\_\_ Dr. Crygor (5, 1) Quickie Quiz  
Park! Mona (1, 2) Parking Prowess  
Pepper! Dr. Crygor (5, 2) Veg Out  
Pick! Mona (2, 4) Gold Digger  
Pick! Kat (3, 4) Veggie Might  
Pick a \_\_\_ Dr. Crygor (5, 1) Quickie Quiz  
Pick Up! Kat (5, 1) The Claw  
Pinball! Wario (3, 4) Wario Pinball  
Pinch! Mona (2, 2) Chicken Pinch  
Pinch 1! Dr. Crygor (6, 3) Pod Pinch  
Pinch 2! Dr. Crygor (6, 3) Pod Pinch  
Pinch 3! Dr. Crygor (6, 3) Pod Pinch  
Potato! Dr. Crygor (5, 2) Veg Out  
Pound! Kat (1, 4) Hare Scare  
Pour! Orbulon (1, 2) Noodle Cup  
Praise! Orbulon (1, 4) Praise or Haze II  
Press! Orbulon (5, 1) Button Masher  
Punch! 9-Volt (5, 1) Urban Champion  
Push! Wario (6, 2) Bug Birdie  
Raise! Wario (2, 3) Wario Windsock  
Rally! Jimmy (2, 2) Baseline Bash  
Reflect! Dr. Crygor (1, 3) Mirror Mirror  
Remember! Orbulon (3, 2) Getcha Groove On  
Repel! Dribble (2, 2) Classic Clash II  
Repel! Dr. Crygor (2, 1) Rough Puff  
Return! Kat (5, 4) Hoppin' Mad  
Save Him! Orbulon (3, 3) Gear Head Fred  
Scare! Kat (6, 2) Raaaarrrrggghh  
Search! Orbulon (6, 4) Catterwall  
Search! Orbulon (4, 3) Four Leaf Hover  
Search! Orbulon (1, 1) Petri Panic  
Shake! Dr. Crygor (6, 2) Shake!  
Shake! Wario (2, 2) High Treeson  
Shine! Mona (5, 3) Toast the Ghost  
Shoot! Jimmy (5, 4) High Hoops  
Shoot! Jimmy (1, 3) Fruit Shoot  
Shoot! Dribble (1, 2) Space Fighter  
Shoot! 9-Volt (1, 3) Duck Hunt  
Shoot! 9-Volt (3, 3) Laser Outlaw  
Shoot! 9-Volt (3, 2) Hogan's Alley  
Shoot! 9-Volt (6, 1) LazerBlaser  
Shoot! Kat (2, 3) Picture Perfect  
Shoot! Wario (6, 4) Airpain

Shoot "?"! Dribble (4, 2) Word Up  
Shoot 1! 9-Volt (4, 2) Sheriff  
Shoot 2! 9-Volt (4, 2) Sheriff  
Shoot Mars! Dribble (3, 1) Mars Ball Destroy  
Sidestep! Dribble (2, 1) Arrow Space  
Sink It! Jimmy (3, 2) Putt For Dough  
Sleep! Dr. Crygor (2, 3) Cat Nap  
Smash! Wario (4, 3) Vermin  
Smash! Wario (1, 2) Shingle Smasher  
Smash 2! Dr. Crygor (3, 2) Mashin' Martians  
Smash 3! Dr. Crygor (3, 2) Mashin' Martians  
Smash 4! Dr. Crygor (3, 2) Mashin' Martians  
Sniff! Mona (4, 1) Nighttime Allergies  
Spike! Jimmy (6, 3) Set-n-Spike  
Spotlight! Introductory (3, 2) I Spy  
Spray! Dr. Crygor (4, 4) Funky Fountain  
Squash! 9-Volt (2, 2) Super Mario Bros.  
Squirm! Kat (5, 3) Worm Squirm  
Squirt! Mona (1, 3) Dry Eye  
Squirt! Mona (6, 2) Fries With That?  
Squirt? Wario (2, 4) Laser Vision  
Steer! Mona (1, 4) Paper Plane  
Stomp! Introductory (3, 3) Super Wario Bros.  
Stop Me! Introductory (1, 3) Wario Whirled!  
Strike! Dribble (4, 1) Ninja Pipe Cleaner  
Swat! 9-Volt (3, 1) Mario Paint: Fly Swatter  
Swim! Jimmy (2, 1) Butterfly Stroke  
Swing! Jimmy (2, 3) Batter Up  
Taunt! Dr. Crygor (5, 3) Raging Rhino  
Thread! Mona (3, 1) Right in the Eye  
Throw! 9-Volt (5, 3) Mario Clash  
Tilt! Mona (5, 2) Tilt-n-Tumble  
Tomato! Dr. Crygor (5, 2) Veg Out  
Toss! Jimmy (3, 4) Hammer Toss  
Transform! Dribble (5, 3) Zero to Hero  
Trap! Dribble (1, 4) Alien Ambush  
Twirl! Mona (3, 2) Noodle-Rama  
Type \_! 9-Volt (2, 3) Family Basic  
Vacuum! 9-Volt (3, 4) Chiritorie  
Watch! Orbulon (5, 4) Identity Crisis  
Water! Kat (1, 1) Flower Shower  
Watch Out! Dr. Crygor (1, 2) Wrong Way Highway  
Watch Out! Orbulon (2, 1) Cavity Calamity  
Wheelie! Dribble (6, 2) Slick Wheelie  
Wrestle! Wario (3, 1) Thumb Wrestling

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V. BOSS GAMES  
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(Introduction) Sparring Wario

CLEAR: 5 Pts.

Direction: Spar!

Press A to punch at the right time, when the ball comes near you.

After

4 punches, hit it from behind one last time.

Level 2: It takes more...

Level 3: ...and more hits to move the ball farther.

-----  
(Jimmy) Punch-Out

CLEAR: 5 Pts.

Direction: Knock Out!

When you opponent starts to flash, use +Control Pad Left or Right to dodge the punch, then immediately come back and press A. Repeat two more times.

Level 2: It takes 4 hits. On the last one, he will do a super charge-up thing that will KO you with one hit. On that, wait until his fist is up in the air, then dodge and punch. Also, this guy's charge-up time is reduced for every punch.

Level 3: It takes 5 hits, and he does the super charge-up the last time.

Also, this guy's charge-up time is reduced for every punch.

-----  
(Mona) Nail Call

CLEAR: 5 Pts.

Direction: Pound!

The hammer will move from side to side over the nail. Hammer with A. If

you get directly in the center of the nail, the nail will move down. If

you get it off to one side, the nail will bend. If this happens, try to

fix it by hitting it on the other side. Hammer the nail all the way down (six hits) to win. If you miss or hammer on one side twice, you lose.

Level 2: The nail will be longer (eight hits).

Level 3: The nail will bend to one side beforehand and be even longer (10 hits).

-----  
(Dribble & Spitz) Galaxy 2003

CLEAR: 5 Pts.

Direction: Complete!

You start off as a triangle. If you get hit once, you die. Use +Control Pad to move in all directions, but you will also constantly be moving forward. Use A to shoot, and it helps if you hold A. Hit the blue shapes to destroy them, and the green shapes to destroy them and get a power-up. After defeating every enemy in a wave, you get a bonus.

Power-Up Chart:

1st=2 guns

2nd=3 guns

3rd=Shield (can get hit once without damage)

4th=500 Pts and destroys any enemies in range

Points Chart:

Diamonds=10

Zigzags=30

Wavies=35

Us=30

Gray Balls=500  
Boss=1000  
Wave 1 Bonus=100  
Wave 2 Bonus=200  
Wave 3 Bonus=300  
Wave 4 Bonus=400  
Wave 6 Bonus=200  
Wave 7 Bonus=400  
Wave 8 Bonus=500  
Wave 9 Bonus=600

#### Boss Color Chart

DARK BLUE-turns into PINK-Bubble circulating screen, boss comes out into the center of the screen for a few seconds, then goes back in.  
GREEN-turns into YELLOW-Bubble stays up top, boss drifts down for a few seconds, then comes back up.  
LIGHT BLUE-turns into WHITE-Bubble circulates top of screen, then does down, then back up, boss darts in and out of bubble.

#### Waves Chart:

First Wave: 9 Blue Diamonds, 1 Green Diamond  
Second Wave: 8 Blue Zigzags, 1 Green Zigzag  
Third Wave: 3 Blue Wavies, 1 Green Wavy  
Fourth Wave: 2 Blue Us, 1 Green U  
Fifth Wave: 1 Gray Ball- Hit it to ricochet it into the black hole.  
Sixth Wave: 10 Blue Diamonds  
Seventh Wave: 9 Blue Zigzags  
Eighth Wave: 4 Blue Us, 1 Green U  
Ninth Wave: 4 Blue Wavies, 1 Green Wavy  
Tenth Wave: For the boss, hit it until it turns the color you want (see above). Then hit it when it comes out of the bubble. Don't hit it or the bubble, or you'll get hurt.

Level 2: It takes WAAAAAYYYY too much space and time (no pun intended) to write everything again here, so I'll just say that everything has the same point value as Level 1, there are less green ones, and there are new red ones, which try to shoot you. Also, the boss shoots an occasional bullet.

Level 3: Ditto.

-----  
(9-Volt) Ultra Machine

CLEAR: 5 Pts.

Direction: Hit 6

When the ball comes to you, press A at the right time to swing and hit it. If you hit it 6 times, you win. If you miss it 5 times, you lose.

Level 2: Hit 7=Win, Miss 4=Lose

Level 3: Hit 8=Win, Miss 3=Lose

-----  
(Dr. Crygor) Alien Laser Hero

CLEAR: 5 Pts.

Direction: Defend!

Use +Control Pad Up and Down to move your laser to blow up the rocks. If ANY AT ALL hit Earth, it gets vaporized. Don't ask me.

First Wave: 3 Large Rocks- Move straight down.

Second Wave: 3 Elliptical Rocks- Move down very fast, but stop.

Third Wave: 3 Triangular Rocks- Fall in a wavy pattern (like a piece of paper).

Fourth Wave: 3 Small Rocks- Go a little bit, stop, go a little bit, stop, etc.

Fifth Wave: For this boss, focus your laser on him. He occasionally spits out a Large Rock. Destroy it immediately, then focus back on him.

Level 2:

First Wave: 4 Large Rocks

Second Wave: 4 Elliptical Rocks

Third Wave: 4 Triangular Rocks

Fourth Wave: 5 Small Rocks

Fifth Wave: The boss occasionally spits out a Triangular Rock.

Level 3:

First Wave: 3 Large Rocks, 2 Elliptical Rocks

Second Wave: 3 Elliptical Rocks, 2 Triangular Rocks

Third Wave: 3 Triangular Rocks, 2 Small Rocks

Fourth Wave: 1 Large Rock, 1 Elliptical Rock, 1 Triangular Rock, 2 Small Rocks

Fifth Wave: The boss occasionally spits out an Elliptical, Triangular or Small Rock.

-----  
(Orbulon) Dungeon Dilemma

CLEAR: 5 Pts.

Direction: Outwit!

This is a parody of a battle in an RPG or such.

"Aagh! It's Hungraa!

You can attack now! What will you do?"

(Choose the correct spelling of an attack.)

"That hurt it a bit!

Hungraa is attacking! What will you do?"

(Choose the correct spelling of a defense maneuver.)

"Hungraa's attack does not affect you!

Try using magic! What will you use?"

(Choose the correct spelling of an attack.)

It's on the ropes!

Last chance! Time it and press A!

(Stop the arrow on "Success!")

The coup de grace!

You felled Hungraa!

Level 2: There are 3 selections for everything when you battle Refiller.

Level 3: There are 4 selections for everything when you battle Munchor.  
-----

(Kat & Ana) The Frog Flap

CLEAR: 5 Pts.

Direction: Jump!

Use +Control Pad Left and Right to control the "frog". When it lands on a platform, it jumps high. Flap to the next platform, and so on, until you reach the water at the end. Don't fall!

Level 2: There are special red and blue pads that speed you up or slow you down. Use these effectively. Also, the clouds get thinner.

Level 3: There are more special pads. Also, the clouds get thinner.

-----  
(Wario) Wario's Adventure

CLEAR: 5 Pts.

Direction: Go!

Phase 1: Dodge!

Like in the bonus game "Skating Board and in the microgame "City Surfer," jump with A and duck with +Control Pad.

Phase 2: Watch Out!

Avoid the figures falling from the ceiling with +Control Pad Left and Right.

Phase 3: Watch Out! x2

Jump and duck, then avoid the falling objects.

Grab On!

Press A, when under it, to grab the jet pack.

Phase 4: Attack!

Press A, when under one, to smash the two shapes.

Grab 'Em!

Use +Control Pad Left and Right to collect the battery things.

Faster!

Faster!

Faster!

Faster!

Max Speed!

Smash!

You get onto ground and see a treasure, but then a giant square comes and... gives you a boomerang?

Phase 5: Attack!

Anyway, when it comes down, throw the boomerang at it. Three hits will do it.

Success!

All Right!

Then... the giant geometric figure comes.

Phase 6: Run, dummy!

Mash A. Done.

Level 2: Differences in...

P1: There are taller things you need to jump over.  
P2: There are more things falling.  
P3: Do both at once.  
P4: Smash three shapes (and they're farther away), some batteries are moving.  
P5: The square stays down for less time and takes 4 hits.  
P6: It takes a longer running time.

Level 3: Differences in...

P1: The obstacles are closer spaced.  
P2: There are more things falling.  
P3: Do both at once, but there is more of everything.  
P4: Smash 4 shapes (and they're farther away), most batteries are moving.  
P5: The square stays down for almost no time and takes 5 hits.  
P6: It takes a longer running time.

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## VI. BONUS GAMES

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### A. Explanations

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#### Paper Plane

How to Get: Defeat Jimmy #3, the red one.

How to Play: This is like the Paper Plane microgame with Mona, but it goes on forever... that is, until you get hit. Every 30 floors, you come to a character who tells you your lap time.

---

#### Skating Board

How to Get: Defeat Dribble and Spitz, Mona or 9-Volt.

How to Play: This is just like the City Surfer microgame with Jimmy, except it goes on forever... that is, until you get hit. Every 20 points, you come to a new area, which makes you go faster.

---

#### Jump Forever

How to Get: Defeat Jimmy #1, the blue one.

How to Play: This is just like the Jumpin' Rope microgame with Jimmy, except it goes on forever... that is, until you trip. When you get 100 or more, you unlock 3 songs to jump to. The first is a western kind of song. The second one is the one you've been jumping rope to before, and the third is Kat and Ana's song.

#### Jump Rope Chart:

0= Start  
10= Faster  
20= Faster  
30= Faster  
40= Faster  
50= Faster  
60= Random Speed

80= Center  
90= Faster  
100= Faster  
110= Faster  
120= Random Speed

...and it stays at a random speed until you trip.

-----  
Sheriff

How to Get: Get 25 mails on Jimmy #3, the red one.

How to Play: This is just like the Sheriff microgame with 9-Volt, except it goes on forever... that is, until you get shot 3 times.

This info was given to me by Recep Erdem about what happens as you advance through Sheriff:

first, u get the heart-shapes (6 times)  
then your color changes, then the girls' changes..  
then the color of the bad guy changes (maybe multiple times)  
then, the color of the bird changes  
then u get a horse (with the "ending sequence")

-----  
Fly Swatter

How to Get: Get 25 mails on Jimmy #2, the yellow one.

How to Play: This is just like the Fly Swatter microgame with 9-Volt, except it goes on forever... that is, until you lose all of your lives. After defeating all the flies in a level, you face a boss fly.

Flies Chart

Common Flies- These can't hurt you.

Golden Flies- These shoot out things that can hurt you if you touch them.

Bomb Flies- After they touch you, they will set off their bombs a few seconds later.

Green Flies- These will explode after a little while.

Boss Fly- There is one in each level. These will do things such as send out a swarm of what the Golden Flies send out, or send out what the Green Flies send out after they explode. Hit it as much as you can.

-----  
Dr. Wario

How to Get: Get 15 mails in Jimmy #1, the blue one.

How to Play: Send the pills out to destroy the viruses. This is just like the Dr. Wario microgame with 9-Volt, except it goes on forever... that is, until you fill up the play area. The pills have to line up in a straight line with the viruses, and there must be at least 4 in the line.

-----  
Pyoro

How to Get: Unlock all microgames.

How to Play: Press A to send out your tongue and try and catch the fruits before they hit the ground. The higher up the fruits when you eat them, the more points you get. If any hit the ground, it will



destroy it. Eat a pink one, and one block of the floor will recover.

-----  
Pyoro 2

How to Get: Get a medal on all microgames.

How to Play: Pyoro II plays similarly to Pyoro, but instead of eating the fruits, you're spitting almost-invisible seeds to destroy them. You get more points for destroying multiple fruits with a single shot. Aside from that, the only differences are cosmetic: Pyoro is yellow, and the background looks different. Also, both Pyoros have flashing fruits which, if you get them, destroy all the other fruits and replace all the missing tiles.

Thanks to TB Tabby for submitting this information!

At 5000, 7000, 9000, and every 1000 points after that you get a flashing seed

At 20000 points the screen turns black and white and the music becomes a lullaby

At 30000 points the seeds, Pyoro, and the floor become white outlines and the music becomes a techno beat

At 40000 points, the background flashes.

Thanks to Pyoro T-man for submitting this information!

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B. Records

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Here is a place where you can submit your high scores for the bonus games and pig towers! See Contact Me to submit a record. If you wish to submit a record, please be truthful, and remember; you have to go higher than the default high score in the game for it to count. Thanks to scubachef11 for a suggestion for a Paper Plane: Lap Time table!

I will only allow one score per person per list.

Paper Plane: Score

- 
1. 251 (zounds\_klaxons)
  2. 218 (Jack Kentala)
  3. 211 (John Delzoppo)
  4. 196 (Chester de Guzman)
  5. 187 (hUrLeYmAtT2002)
  6. 184 (Zeddy)
  7. 167 (me)
  8. 154 (Snowguy900)
  9. 152 (Kyle Walker)
  10. 151 (Pinata)
  10. 151 (ohnoitschris)

Paper Plane: Lap Time

- 
1. 16:08 (2nd lap) (qqwref)
  2. 17:96 (1st lap) (hUrLeYmAtT2002)
  3. 18:56 (1st lap) (scubachef11)

Skating Board

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1. 213 (Bumblebee)
2. 180 (Zeddy)
3. 174 (hUrLeYmAtT2002)
4. 151 (enomis)
5. 145 (Austin Avery)
6. 144 (Snowguy900)
7. 140 (John Delzoppo)
8. 122 (Pinata)
8. 122 (Bo "YTF" Kurland)
10. 118 (Billy Bridgeman)

#### Jump Forever

---

1. 197 (me)
2. 188 (Chester de Guzman)
3. 181 (Pinata)
4. 142 (Gon Liu)
5. 135 (Snowguy900)
6. 133 (John Delzoppo)
7. 122 (hUrLeYmAtT2002)
8. 114 (Billy Bridgeman)
8. 114 (Zeddy)
10. 111 (pumpkinhead)

#### Sheriff

---

1. 999999999 (Recep Erdem)
2. 999999999 (Gon Liu)
3. 98991430 (me)
4. 5833760 (Bo "YTF" Kurland)
5. 50000 (EmberDarc)

#### Fly Swatter

---

1. 900 (Pinata)
2. 592 (Shadowmancer)
3. 500 (me)
3. 500 (Gon Liu)
5. 493 (Zeddy)
6. 389 (hUrLeYmAtT2002)
7. 327 (Bo "YTF" Kurland)
8. 300 (EmberDarc)
9. 295 (clayflute22422)
10. 263 (BassInForte)

#### Dr. Wario

---

1. 245400 (Matt Walker)
2. 213900 (Zeddy)
3. 133800 (DrgnChild9)
4. 111200 (Gon Liu)
5. 56400 (EmberDarc)
6. 40100 (Snowguy900)
7. 32300 (hUrLeYmAtT2002)
8. 26800 (Billy Bridgeman)
9. 21000 (clayflute22422)
10. 21000 (Pinata)

#### Pyoro

---

1. 28960 (Pinata)
2. 21980 (Bigolcheeser)
3. 16420 (Zeddy)
4. 15230 (Gon Liu)
5. 13030 (hUrLeYmAtT2002)
6. 12830 (Billy Bridgeman)

#### Pyoro 2

---

1. 46700 (Pyoro T-man)
2. 45250 (Zeddy)
3. 31000 (Pinata)
4. 22200 (hUrLeYmAtT2002)
5. 14300 (Gon Liu)
6. 10400 (me)

#### Easy

---

1. 327 (shand2001)
1. 327 (Bo "YTF" Kurland)
3. 256 (Brandon Dilbeck)
4. 239 (Snowguy900)
5. 228 (hUrLeYmAtT2002)
6. 203 (Gon Liu)
7. 197 (me)
8. 159 (John Delzoppo)
9. 119 (DrgnChild9)
9. 119 (Zeddy)

#### Thrilling

---

1. 213 (Gon Liu)
2. 80 (Zeddy)
3. 33 (John Delzoppo)
4. 29 (hUrLeYmAtT2002)
5. 23 (Bo "YTF" Kurland)
6. 22 (DrgnChild9)
6. 22 (Shadowmancer)
8. 21 (clayflute22422)
9. 19 (me)
10. 18 (Snowguy900)
10. 18 (jboys)

#### Hard

---

1. 126 (Gon Liu)
2. 97 (John Delzoppo)
3. 69 (hUrLeYmAtT2002)
4. 66 (jboys)
5. 65 (Zeddy)
6. 36 (shand2001)
7. 26 (Brandon Dilbeck)
8. 25 (Snowguy900)
9. 24 (BassInForte)
10. 21 (Bo "YTF" Kurland)

#### Total Boss

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1. 46 (Gon Liu)
2. 24 (Billy Bridgeman)

3. 22 (hUrLeYmAtT2002)
4. 21 (Pinata)
5. 21 (Bo "YTF" Kurland)
6. 19 (Snowguy900)
7. 14 (me)
8. 13 (Brandon Dilbeck)
9. 13 (Zeddy)
10. 9 (Shadowmancer)

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## VII. TWWS

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Since there are 200+ microgames, it's very hard to compare how good you are in the game with your friends. Sdt33 created a program to help calculate your TWWS, or Total Wario Ware Score. It's in XLS format (for Microsoft Excel), but you can find an HTML sample here:

<http://snurl.com/wwsdt33>. If you wish to download the actual program, contact [sdt33@yahoo.com](mailto:sdt33@yahoo.com).

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## VIII. CONTACT ME

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My e-mail address is at the top of this guide.

OK. First of all, NO spam. I WILL report you. If you e-mail me, please put "Wario Ware FAQ" or something similar in the title bar. If you put something different in the title, or if the e-mail falls under the "unaccepted" category, I will simply delete it.

Here is the list of accepted e-mails---

1. Praise
2. Complaints (be KIND, please, and no cursing, etc.)
3. Questions
4. If I left something out, got something wrong, or you want to add something, I'll credit you.

Here is the list of unaccepted e-mails---

1. Spam
  2. Angry, unkind complaints
  3. E-mails asking if I can use the guide on your site. I will turn down every one.
- 
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## IX. COPYRIGHT INFORMATION

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