

for, and search. If you're too lazy to do this, don't bother e-mailing or IMing me. Thank you.

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Hey guys and gals, I am back to write for another hot, new action/platformer yet again, and no, it's not a Mario game. It's a Wario game! Ohhh boy, am I clever or what? As I type this, I am listening to the repetitive "Pause" screen music, so if this introduction seems a little... loose... then you know what to blame it on! I got to play this game at E3 2002 in Los Angeles, and it clicked with me right away. I hope you are enjoying this game just as much as I am!

Okay, here is the rundown of how this FAQ will play out. The Controls/Game Basics section will allow you to view the Controls (how to control your character) and the basics of the game (tips to help you if you're stuck on common parts of the game). The Story section is taken from the Instruction Booklet. The Walkthrough is 100% me at my best on describing how to overcome the game's trials and tribulations. The

The Enemies section holds information regarding characteristics and weaknesses of all of the enemies in the game. The Boss section holds information regarding how to defeat every single boss with full strategies. The Items/Objects section has details regarding what EVERY item/object in the game does (Confused what the Green "W" things on the ground are? Come to this section). The Wario Ware, Inc. section describes how to play each minigame that you can unlock.

That about does it for the basic rundown. I've been planning to write for this game since March of this year (2003), and after just opening the game freshly, I am hot with anticipation on the success of this walkthrough. I hope you find this FAQ/Walkthrough as satisfactory as that of a player's guide, and please feel free to leave me comments, or suggestions, about the FAQ.

Take it easy,

-David "Zoop" McCutcheon

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If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com

AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: Castle Of Illusion FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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he's finally completed construction of his beloved castle!

"So, whaddya think? Pretty sweet, eh? The sparkling golden walls, the luxurious chandeliers... And how about these marble floors? It's a wonderfully gorgeous castle for wonderful and gorgeous me. Hey, by the way---and this is a secret---the lower chambers are brimming with jewels and treasures that I've pilfered from all around the world! What? You wanna take a peek? No way! They're mine, all mine! ...As if I'd actually let you put a single grubby finger on any of my fine treasures! Please! I'm not even gonna let you look at any of them!"

Yes, Wario is feeling pretty fine. However, unbeknownst to him, something terrible has happened to his jewels. Sleeping buried under all of his treasures is a powerful black jewel that all but wiped out civilization long ago. And now, on an evening where a red moon rises, the evil jewel awakens.

"Huh? What's all that noise downstairs?! I was just getting ready to floss the gunk out of my toes! Gah! I HATE distractions!"

When Wario finally notices that something strange is happening, it's already too late. The evil black jewel downstairs has managed to engulf many of the other treasures and is rapidly growing larger and larger! And not only that---it's churning out monsters as well! Yes, that's right! It seems that the curse that this jewel carries lets it turn treasures into monsters. To make matters worse, the black jewel has decided that it wants to build a kingdom of its own and is changing Wario's world into quite a weird place.

"Whoa! What the heck's going on here?! My castle's going nuts! Who did this? Who are all these weirdos? WHAT IN THE WORLD IS HAPPENING TO MY CASTLE?!"

After yelling this, Wario begins angrily stomping his feet. He's come completely unglued! But then, somehow, he subdues his anger, and while thoughtfully prospecting in his nostrils, he gets ahold of himself.

Using my brilliant brainpower, I think... Wait! That must be it! This is the work of that weird, black-colored jewel! I thought there was something off about that thing the first time I laid eyes on it! Why, that arrogant little PUNK! It actually thinks it can outwit the great Wario! Somehow, somehow, I'm gonnatake back every last treasure it stole from me! Then I'll smack that thing 100 times!!
AAAARRRRGGGGHHHH!!"

Once Wario gets angry, absolutely nothing scares him. And so, after stuffing four full heads of garlic into his mouth, he stomps out in a furious rage to meet the monsters!

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When we start the game out, you will notice several sections that you can walk to, but only two that you can enter inside of. The first is a forest-like scenery, and the second is a gigantic chest that you cannot currently open up. What a shame. Go through the open door inside of the

upper left is a third and final tree stump, with a Wario Statue Piece floating above it. Jump over to here, grab the Wario Statue Piece, and fall down from the tree stumps.

Walk over towards the right, and you will soon notice a group of six Magons and one Super Magon. Destroy them all, collect their Coins (and Large Coin), and walk over to the background. Destroy the Treasure Chest on the right to receive a boatload of Coins, and then Ground Pound on the Wario Button to the left. From here, destroy the Treasure Chest on the Wario Pad and collect the Ruby Treasure Item.

Fall down off of the small tree stumps, and destroy the Magons that have resurrected throughout yet again. Collect their Coins, and carry on to the right. Drop down into the pit, and Ground Pound on top of the Wario Button to the far right. Break open the Treasure Chest and collect the Coins inside. Go back to the left and climb up.

Go over to where the teal pair of footsteps are painted on the ground, and jump into the pole. Hold to the right, and you will turn over to that area. From here, jump onto the pole in the background and climb up. Jump off to the left, and begin to break open the Treasure Chest on top of the Wario Pad. Collect the Opal Treasure inside of it, and jump down by coming towards the screen.

Now that we are down here, jump over to the next line of climbing poles to the right (align yourself with the pair of teal footsteps, too). After all of this, kill the five Magons, and the Super Magon that soon follows behind them. Remember the whole "Piledriver On Top Of The Rest Of Them" technique, as it works throughout the entire game.

In the background, you will notice a box that will hop up and down on top of a tree stump. How peculiar. Break it open to save one of the Spritelings in this stage, and he will give you a distinctive tip about the Stone Doohickey that sits atop the exit of the stage. This is known as the Goal Trap Door in this FAQ, as you can clearly see in the Items/Objects section.

Speaking of items and objects in the game, if you look straight down, you will notice a Wooden Trap Door that has a big "X" painted on it, and it is glowing, seemingly. Odd. Get on top of it, and Ground Pound (I had a lot of trouble with this in my Ratchet & Clank FAQ, so once again, it is A Button + R Button in mid-air) to break through the trap door and reach a new area.

In the depths below of the stage, we will run into these areas. The underground sections hide away some of the Red Diamonds that we need to complete the stage that we are in. This particular puzzle is very simple compared to the rest of them.

Rotate the camera angle by moving the yellow C stick on the controller to where the camera is in back of Wario, and climb the platforms to the right. Cross over the sinking blocks fairly quickly (once you jump off of them, they will begin floating back upwards), and collect the Red Diamond. After this, jump down and hit the Spring object to jump back up to the surface of the stage.

Go right a tad bit, and you will get caught up in a conversation with a big stupid looking thing that I like to call a Garlic Seller. Garlic is the healing item of choice by Wario, and Garlic Sellers are the things that sell it. You can buy some Garlic for 20 Coins, which is definitely

worth it, if you are in dire-straits for health. Remember, you can always go back and kill regenerated enemies for Coins, if need be.

After this, go towards the right and punch the brick with the big "X" on it. These are X Bricks, and can be destroyed ONLY where the "X" is. Don't believe me? Try destroying the other X Brick from the same side. See what I mean? You will get three small Coins for destroying them, so destroy ever one of them that you can reach, and enter the Wooden Trap Door after you Ground Pound it.

Once you are inside of your second underground area, you will have to turn the camera around, and jump onto the lowest platform (directly in front of you). From here, jump to the right, and follow this path as you go along to the very top platform. Collect the Red Diamond item, and fall down from here. There is a Wario Statue Piece in this area, as well, in between two platforms. Grab it! Tap the Spring to send your fat booty flying upwards!

Crash the X Brick and walk over to the Bouncer that is shaped like a bunny rabbit. Hop onto it, and Ground Pound. This will send you high into the air, so hook a right and you will land on a new platform. Go up, and to the left. There's a Treasure Chest containing Garlic/Coins, so bust it open whenever you want to.

Keep on trailing to the left, and hop onto the Bouncer. Ground Pound and hug to the left to reach a new area, with a couple of Cactyls in the region. You can Jump Punch them (A Button + B Button), and then Piledriver them, if you wish. After they are defeated (or avoided, for that matter) go into the Wooden Trap Door to reach another underground area.

This area is kind of funny. Just destroy one of the X Bricks directly in front of you, and jump high into the air to grab onto the ledge of the top. From here, climb up and collect the Wario Statue Piece. After this, jump back down, and begin pounding away at the X Bricks in front of you again. You will have to knock out some of the X Bricks facing upwards by Ground Pounding them. Collect the hidden Red Diamond, and either destroy the rest of these X Bricks for Coins, or exit via the Spring.

Climb the ladder behind you and to the left. Jump off to the left, and attack one of the three Super Magons. From here, pick up the KO'ed body and Piledrive it into the two other Super Magons. Collect the Large Coins galore, and then travel further to the left. You will encounter five small Magons, and one Super Magon. KO the Super Magon, pick it up and Piledrive it into the smaller Magons.

After this, go farther to the left, and you will find a few more Super Magons in a group. Punch one of them to knock it out, and lift it up. Use the Piledriver move on the others to eliminate them. Now, you have a much larger threat. You will square off with a big Clubosaurus. Get behind this thing so it will not attack you dead on, and begin beating it up. Once it is KO'ed, lift it, and throw it against the Wario Button on the Tree.

To kill the Clubosaurus, you will have to Piledrive it, or throw it the long way home (hold the throw button down before throwing it). Backtrack, and make your way passed the Magons and Super Magons. Go down the ladder, and break open the Treasure Chest to the left to reveal the Amethyst Treasure. Head back up the ladder, and get off to the right.

Once you have arrived up here, you will have to jump down from platform to platform, and go across a tree shard to reach a Wario Statue Piece hanging in mid-air. Continue along, fighting off the rabid Magon and Super Magon enemies as you go. Once you Piledrive them into next Tuesday, Ground Pound the Wario Button on the right of this platform. Backtrack, and go down the ladder.

Fall down, bust open the Treasure Chest, and collect the Amber Treasure. Bounce up on the Bouncer, and you will notice a captured Spriteling that is inside of its box, waiting to be rescued on the tree stump. Break it open, and it will discuss some pummeling matters with you. A Clubosaurous will appear shortly after this, so beat him up from behind, and test out the moves that you have learnt from here!

Go into the Wooden Trap Door in the background, and we will be underground, and happy there, too (five bonus points to anyone that gets the pun). On the left row, knock away four bricks. On the middle row, knock away three bricks. On the last row, knock away only one. Now climb them from left to right, and collect the Red Diamond/Treasure Chest item up top. Fall onto the Spring to exit.

Carry on to the right of the screen, and you will see a few Magons and one Super Magon. Try out the Somersault technique (dash with the R Button, and press the A Button whilst you dash) to knock the little buggers out. After you have eliminated them, you can collect some Coins from their bodies, and buy a piece of Garlic from the Garlic Seller.

Fall into the pit, and fend off the fiendish fiends. These fiends include three Super Magons, and one Clubosaurous. You can Piledrive a Super Magon into the Clubosaurous for it to lose its club. You can eliminate it easily from here by just pounding away at it. Jump onto the platform, and jump in the air to collect the Wario Statue Piece.

Climb the ladder in the background that you see, and jump off to the right. There will be a few Clubosaurouses up here, so destroy them with that big Wario head. After they are KO'ed, use one of their bodies (or the big Wario Head) to activate the Wario Button on the tree in the background. Drop back down from the left, and destroy the Treasure Chest to collect some goods.

After this, ignore the tons of villains in the region, and jump down into the Wooden Trap Door. Once inside the underground area, get prepared for an extremely annoying bout. Hop onto the Glue Globe, and turn your camera angle to Wario's side.

Wait until you are JUST about to get hit by the spiked center, then jump over and cling to the next side. Remember to move slightly straight, but hug backwards right after that to cling back onto the Glue Glove. Ride this up, and get off at the top. Collect the Red Diamond and whatever may be inside of the Treasure Chest, and jump back down. Hit the Spring to go back up.

Go towards the right, stomping a hole through the legion of Magons and Super Magons along the way. Collect their Coins, and hop over the logs with the Bouncer. Make your way over yet another set of logs, and break open the Treasure Chest to grab the Sapphire Treasure. After this, watch out for the Cactyl, and carry on towards the right.

Break open the crate containing the Spriteling, and he will warn you about the ever-so-dangerous pits down below. If you fall into one, you

will have to dodge the tons of Unithorns inside, and bust open every crate to find the Spring to exit. The crates without the Spring will usually contain Bombs, so get away from those.

Bust through the Wooden Trap Door in the background from here, and you will be faced with another puzzle, but a simple one, at that. Pull the Switch/Lever thingy, and the blocks in front of you will turn into a platform leading towards the top of the screen. Begin climbing, and bust the Treasure Chest to collect some goods, and then take the Red Diamond. Hit that Spring!

Once back at the surface of things, travel right, and across the bridge(s). I suggest taking the low bridge, as the top one will give way. Once across, there is a Garlic Seller to get you away from the pain of those Cactyls, as well as the last Spriteling. Listen to what it has to say about the big Goal Trap Door that blocks the Boss entrance. Place your three Red Diamonds inside to open the hatch.

...But don't go through just yet, Pilgrim. Carry on towards the right side, and blast away the X Bricks. Hit the blue Wario Button on the wall, and jump into the Wooden Trap Door down below to reach another one of those underground areas that we have come to either love, or despise.

Now that you're down here, you will face another Switch/Lever puzzle. This one isn't too hard, and I figured it out without much thinking (which proves something. hehe). Pull the left Switch twice, and the right Switch three times. After this, climb onto the small platform on the right, and hop up to collect whatever's inside of the Treasure Chest, and the Red Diamond. Spring up, Scotty.

Break on through towards the right, and Piledrive an unsuspecting Clubosaurous with three suspecting Super Magons. Pretty suspicious, don't ya think? After this, collect whatever is inside of the Treasure Chest, and climb up the ladder behind you. Barely fall off from behind to land on a tree stump. From here, activate the Wario Button.

Fall off, and climb back up the ladder. Instead of falling off this time, continue going left. There will be two Clubosaurouses and three Super Magons. Ignore all five of the villains, and bust through the Wooden Trap Door behind you to enter another one of the underground puzzles to reach a Red Diamond.

When you arrive, you will notice how both easy and hard this particular underground area is. All you have to do is grab onto the ledge of one of the sides, climb up, take the Wario Statue Piece, and the Red Diamond. The hard part, you ask? The several rotating spikes that will harm you if you happen to touch them. Timing means everything in this one. Afterwards, touch the Spring and you're back up top!

Destroy the Super Magon by slamming them into the Clubosaurouses. You can destroy them by simply jabbing at them, and Piledriving them into one another. Carry on to the left side of the screen, and cross over the small bridge. Here, you will find a few Super Magons, a few smaller Magons, and one big Ankiron enemy. Boy, is he mean looking or what? He is pretty easy. Just pound away at him, and use other enemies as weapons against him (Super Throws work wonders here).

After you have cleared the platform, break open the Treasure Chest on top of the Wario Pad, and collect the Topaz Treasure. Jump down to the left, and break open the next Treasure Chest to reveal the Emerald

Treasure. This will complete the set of eight Treasures in this stage. Congratulations! With practically everything done, it is time for the boss fight, so go through the Goal Trap Door.

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>-----BOSS<>FIGHT-----<
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>-----BRUNOSAUR-----<
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The Brunosaur (cute name, I know) is a highly deadly boss that reminds me of something that you would see out of a Crash Bandicoot game, and I think that is why the Brunosaur is so charming in himself. He is fairly easy, if you know what you are doing, but will give trouble to novices of the genre.

You can start the battle out by luring the Brunosaur over near you, and then quickly getting behind him. From here, take cruise control with a series of combo attacks (B Button + B Button + B Button) over and over again, until he begins to turn around. Once he begins turning around, get behind him again and beat him to death.

Once he drops, quickly grab his lifeless body and Piledrive him hard into the ground. After this, he will get up, shake the dust off, and get ready for more. He is a tough cookie, which is why he is the Brunosaur, dammit.

He has an attack that I like to simply call the "Rage Attack." Whenever the Brunosaur turns around while you are pummeling him from behind, he will turn beet red and begin the Rage Attack in full force, but only if he catches a glimpse of you. To avoid the attack, just run around in wide circles as fast as you can.

Repeat this process twice more to defeat him. You will likely be able to dodge the Rage Attack the first two times, but will likely get hit the third. After he is dead, he will expose several (and by several, I mean A LOT) Large Coins and smaller Coins alike, so grab them up.

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IV.b ----- GREENHORN RUINS
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As we start off, you will NOT want to destroy the X Brick above your character. Instead, climb the X Brick, and activate the Wario Button up atop of this platform. Afterwards, fall down and break the X Brick to reveal the Porcelain Vase Treasure. After this, walk over to the right and break all of the X Bricks, revealing another Wario Button, and a Fine China Treasure. Two down, six to go!

That was fast, I know. Climb the ladder, and take out the six Magons up here. Little heathens! Afterwards, trail on over towards the right, and save the Spriteling inside of the box on top of the platform-like object. He will give you a tip regarding swinging rotation move that we must do in the upcoming area.

There will be twelve (12) Magons, and a few Super Magons to boot. Destroy them all for their Coins, and continue along your journey. Free the Spriteling on the next platform-like thingy. This one will give you

some tips regarding the gear-turning that we will have to do in the next area. I know I said that last time, but this time I'm for real, and not forgetful.

Break open the Treasure Chest and collect whatever is inside of it. Jump down to the lower platform, and destroy a few of the Super Magons, but leave one KO'ed. Pick it out, and do the Wild Swing-Ding move (with enemy picked up, rotate the grey analog stick). Do this on the gear to the right, in the background. This will open up the gate to the right.

Once through the gate, jump up and punch the yellow Wario Button on the wall in the background. After this, climb up and charge through all of the hectic-ness, and pick up a Clubosaurous while you avoid the tons of those Magons/Super Magons in that Genie Lamp. Now that you have the enemy in your hands, go to the back and Piledrive the Steel Trap Door. (NOTE: For Steel Trap Doors, you need a monster with you.)

Now that we are in one of the Red Diamond areas, you can play with that red arrow on the left for fun. Now you will need to cross through the platforms that are presented to you, which is pretty easy, actually. Quickly press the Switch, and jump onto the Glue Globe. It will take you up. Hop off of it, and carry on.

Collect all of the circular Coins that are lined up on the big, wide platform (number one), as well as the Wario Statue Piece. You will have to cross the rotating platforms, which is very simple. Just stand on one until it aligns you to cross without any problems to the next platform. I highly suggest turning your view to overhead. At the end, collect the Red Diamond and exit via the Spring.

Climb the stairway to the left, and free the third Spriteling on top of the platform-like thingy (boy, there are a lot of those platform-like thingies here). He will give you some stupid speech about how hard one of the easiest parts of the game is, and how frustrated you will get trying to perform it. What an idiot.

Go towards the right, and kill the three Super Magons in this area. Once they are defeated, go to where the teal footsteps are, and begin jumping from Glue Globe to Glue Globe. Hold the Control Stick in the direction that the next Glue Glove is located at. Once you reach the top, go to the left and ignore all of the enemies. Go straight for the Wooden Trap Door near the back of the room.

Once you are down here, you will be faced with an extremely simple puzzle that complete. You must jump over the random, swaying Spikes in the area to reach the Red Diamond that we want so badly. If you wish to collect the Coins in this room afterwards, feel free to do so, however, you could get hit pretty hard if you waste haste. Don't forget the Treasure chest, either! Exit through the Spring.

When you arise from the pit of lovely doom, we will be faced with a whole bunch of problems, and all of those problems just so happen to want us dead. Destroy the Cactyls in the area with the infamous Piledriver attack, and you can also attack the assortment of Magons this same way, as well.

After the mayhem, there is a Garlic Seller to the left, if you need some health (which you may, actually). Otherwise, go straight near the bottom of the screen, and begin killing the sets of three Magons as you proceed. You will cross a green, empty Wario Pad. Once you reach an

arrow, jump in the direction the arrow points. Destroy the Treasure Chest to collect the Ceramic Vase Treasure. Three down!

Backtrack to the area that you climbed up from, and begin climbing up the second set of those Glue Globes. After you have reached the top of this, go to the left and begin climbing a chain that is dangling down. After you have reached the top of this area, carry on through to the next (through the tunnel of pillars) and into the battlefield...

What you will encounter here are a few nasty, new enemies, which are simply called the Laserbot and the Robo-Descendants. This area is fairly easy, so don't panic. You can harm the Laserbot by KO'ing the Robo-Descendants, and using the Robo-Descendants in the Wild Swing-Ding attack on the Laserbot.

Be sure to dodge the Laserbot's Laser attacks, as they will make you drop whatever Robo-Descendant you currently have in open arms. Sooner than later, the Laserbot will be KO'ed. Pick up the Laserbot, and do away with her by Piledriving the poor Laserbot into the concrete. Serves ya right, Pilgrim. Carry on by going down the chain.

Hop over to the second chain, and hit the Wario Button that is sticking out, as well as kill all of the huge amounts of Magons/Super Magons in the area (remember, that Piledriver is an awesome move in situations like this, as is the Wild Swing-Ding). Afterwards, punch the standing wall in the face three times, and cross over it once it falls.

We are back in this area again! Ahhh, yes! Destroy as many villains in the area as you wish, and begin going downwards on the screen to reach those very thin catwalks that we were on earlier. Remember how there was an empty Wario Pad that was green on the ground over here? It now has a Treasure Chest on it. Break it open and take the Teapot Treasure. Backtrack over the nearly made bridge afterwards.

Once you have made it back, safe and sound, hop over to the Glue Globes (where the teal footsteps tell you to go), and begin climbing across the gap. You will find a Wario Statue Piece in this area, hanging above the center Glue Globe. If you fall into the pit below, two Clubosauruses will appear, so quickly get out.

Now that you are on the other side, you will want to drop all the way down. Well, all the way down to the point that you will be in between three Super Magons and one Clubosaurous. Now, from here, start running to the right. Clobber the Ankiron that is in this cubbyhole, and blast away the X Brick. Go into the Wooden Trap Door.

Once inside of here, you will have to climb on the lone platform, and from here, jump straight up. Go towards the right corner nearest the screen and hop up. One brick over, and jump again. Blow away the Treasure Chest, collect the goods, and climb up where it once was. From here, you can easily find your way to the Red Diamond. After you grab it, drop down and hit the Spring.

Once you exit this area, punch away the X Bricks, and press the Wario Button on the wall dead ahead, where the Ankiron is. After this is done, you will have to climb up the Glue Globes towards the left. Now, begin dropping down again, only this time from platform to platform. On the second to the left, blast away the Treasure Chest to collect the Vase Treasure.

After this, drop down further. There is a Garlic Seller here, if you happen to need the health. Drop down all the way, and go to the left. Use the Clubosaurous to unlock the winding gate (you know, spin the Clubby around in a circle to open that gate from the gear). After this, cross through and continue left.

Kill the three aligned Magons, and ignore that damned annoying Genie Lamp. After this, hop onto dry land and slam in the Wario Button on the ground. Go over and punch the wall in the face three times to make it drop. After this, climb the Glue Globes to the right, and collect the Wario Statue Piece that floats at the end of the trail.

Cross over the nearly created bridge that is made out of a living wall (talk about being scary), and you will notice that there is now a Treasure Chest lying on top of the Wario Pad that was once empty. Oh joy! Break it open and collect the sixth Treasure, the Precious Pot. Now, you can go back across the bridge.

Open the gate by using a Super Magon from the Genie Lamp to spin the lock open. After this, go inside and hop up the lined up Glue Globes in front of the Ankiron. Once you are at the top of them, go to the right. You will notice another Spriteling, this time on... another platform-like thingy. Save him, and he will mention the battle ring. Go into the Wooden Trap Door afterwards.

Now that you are inside of the Red Diamond area, you will have to climb the stacked platforms over on the left, and punch the platform that has the arrows all over it in the direction of the high platform straight ahead. After this, jump down, and go over to the Arrow Block, and hang onto the ledge. Climb up, grab the Red Diamond and Wario Statue Piece, and hit the Spring to exit!

Go ahead and trail over to the right to enter the Battle Ring. You will face plenty of Magons, Super Magons, Clubosaurouses, and the like, in unlimited amounts, to boot. You will basically just have to whip some ass in this Battle Ring, relentlessly. After the time has expired (the time is in the middle of the screen, up top), go right further, and down the stairs.

Slide down the two chains, and begin to pummel the Magons and Super Magons to the right. Grab a Super Magon, and Piledrive it into the Steel Trap Door to the left. You will have to prepare for a very tough Red Diamond area in the game, and something that resembles a stage in Super Mario Sunshine. Gah.

Jump over to the first wheel, and await for the big wheel to turn on a clean slate. Jump over to it, hop up top, collect the Coins, and time your jump perfectly over to the next. Collect all of the Coins while avoiding the spinning Spikes, and time your next jump over to the next platform. After the easy hop (ignore the Coins), collect the Red Diamond, as well as the Wario Statue Piece. Exit via the Spring.

Trail on over towards the right again, and punch the falling wall in the face three times to make it fall over. Cross over it, and head towards the right. Ignore the Genie Lamp, and break ONE of the X Bricks. Climb towards the top, and hit the Wario Button. Go back down, and break away all of the other X Bricks (they are like dominos, if you hit one, it leads to the blasting point of this next. Remember to Ground Pound the one facing up) to reveal a second Wario Button. Punch it.

After the two Wario Buttons have been activated, you will notice a Steel Trap Door in the area that must be slammed down with a buddy, so go over to the Genie Lamp and wait the arrival of a Super Magon. Once the Super Magon pops out, punch him once, and pick him out. Take him over to the Steel Trap Door and perform a Piledriver to fall through.

Once inside of the Red Diamond area, you will notice that straight ahead, there is an area that is more annoying than most of those Super Monkey Ball stages. My best advice for this is to walk through on the bottom, ignoring the Coins and such on the "push" platforms. Do not get pushed off by the platforms, though.

As you make your way through this area, dodging all of the "push" platforms, you will eventually make your way to the end of this platform terror, and to another. Collect the Wario Statue Piece, and jump over to the closest platform once it is about to be on top. You will face several of these platforms, and the thing to remember is to jump on top of them once the farthest of the two platforms surfaces for jumping.

After you jump across the platforms that are pretty much straight ahead, you will have to face another set from either the left, or the right. Take your time if you need, just remember to hop onto the "fresh" platform as soon as it's ready. Now jump across, through the long platforms that are juggling, to another pair of short ones, and to the solid platform. Patience is everything, so DO NOT RUSH THROUGH THIS. Collect the Red Diamond, and exit because of that lovely Spring.

Now that we have that Hellish ordeal completed, go to the left, and take a Super Magon with the Wild Swing-Ding to the gear in the background. Don't even bother with climbing up the ladder to the right, just jump up the one exposed to the left that is cut off at mid-way. By the way, I must admit that I love the ladders-behind-the-gate idea.

After you have reached the top, go to the left, and up the Glue Globe. Hurry up and dart in the back of the Ankiron, and you will notice a Wooden Trap Door. Go through it to reach a Red Diamond Area. This is easy, but annoying. Simply search all of the big Wario Heads, and there will be a Red Diamond (hint: you can see it glowing from out of the Wario Head), and a Wario Statue Piece underneath two of them. Exit from the Spring.

You can destroy the Blastoise... er... Ankiron now. Go over to the left, and collect the Lucky Figurine Treasure from the Treasure Chest. Only one more, and we will unlock another Minigame! Backtrack, and go to the right of the Ankiron, and over the Glue Globes. You will reach another Garlic Seller, and a few Clubosauruses. Defeat them, and go right.

Here, you will find a group of Magons lined up to block your way through, as well as some Cactyls in the next area. Right down from here is a Treasure Chest containing the NES Treasure. Congrats, you've collected all eight Treasures. Break open the Spriteling above, and it will tell you about Spritelings and rewards... Hmm...

Head on over towards the right, and release the lock on the Goal Trap Door by standing around. Go through the Steel Trap Door farther right using a Cactyl, and you will enter another Super Monkey Ball-like area. EASY stuff, though. Go across the wavy platforms (looks like they're doing the wave... heh...), and grab the Wario Statue Piece to complete the statue, and the Red Diamond. Touch the Spring!

Go through the Goal Trap Door to reach the second of the bosses... Yeah, this is a short paragraph, if you even consider it a paragraph. But hey, everything's done, yanno.

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>-----<
>-----BOSS<>FIGHT-----<
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>-----GULP WORM-----<
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The Gulp Worm reminds me an awful lot of the one Gulp Worm boss in one of the castles in the new Legend of Zelda game (The Wind Maker.. er, Waker [inside joke]). Is it just me, or do you see it, too? That, or the Gulp Worm from The Legend of Zelda: A Link To The Past. Regardless, this boss looks like a Zelda boss, alright?

The Gulp Worm has two different attacks that it cares to frequent against poor old Wario, and it has a lot of the same patterns as the Brunosaur used, as well. The first attack, and most popular, is the Hail Spiking attack, in which the Gulp Worm will pick a spot, and spit out around ten Spikes into the region. Needless to say, you might want to keep in motion.

The second attack, which is the one that will more than likely hit you in comparison to the other attack, is the Slice And Dice. This attack is where the Gulp Worm will appear to be a Preying Mantis and begin slicing and, well, dicing you. It will use its long, sharp legs as knives, and slam them down, one after another, on top of you.

There is an easy way to tell where the Gulp Worm will show up at, and that is by looking at the movement (followed by a darker image, somewhat like a shadow) inside of the quick sand, which is also very dangerous, might I add, yet it will not suck you in for the kill. If you do happen to follow the Gulp Worm's shadow movements, you will get a few seconds advantage on him.

To kill him, you will notice that he has a health meter, as well. You will need to deplete his health five times, which is pretty easy, if you have a few hearts left. You will need to perform a combo on the Gulp Worm's head as it is surfaced (combos are just the B Button three times in a row, folks). Yes, it's that easy...

...sort of, anyway. The main bad thing about attacking the Gulp Worm is the fact that it will get very pissed off about you wanting to harm it, and begin flashing red (much like Brunosaur) and using the Slice And Dice attack up close. If far away, it will go into the center of the quick sand and VERY quickly spit out the Spikes to hit you. If you are too close, jump out of the center like a mad man. Once it is dead, collect your pay that the dead body somehow throws out. Go figure, eh?

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>-----<
>-----BOSS<>FIGHT-----<
>-----<
>-----DINOMIGHTY-----<
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Instead of putting up with a full stage, we will just go through the door and automatically enter the Super Boss Fight. Youch!

DinoMighty is big. Very big, in fact. So big, that he makes Wario look like Jared AFTER the Subway diet. That is how big DinoMighty is. But enough about this VERY BIG monster's size (which is very big, btw). Despite DinoMighty's size, Wario CAN take him out, and a lot of gamers may find a bit of trouble in doing so.

In this paragraph, I will give a simple explanation on how to defeat DinoMighty the extremely easy way. Instead of going about with such tough struggles like attacking the feet/stomach of DinoMighty, you can simply pick up a Pillar, and throw it into DinoMighty. This will either KO DinoMighty, setting up the pick up/Piledriver combo, or knock DinoMighty into the lava, taking away a Skull, as well as giving you a LOT of Coins.

DinoMighty's weak points are fairly simple; you can attack DinoMighty's feet, for one, if you are once of the lazy gamers in the world that hates performing a bunch of tense jumps and the like. DinoMighty's feet are a fairly big weak point, however, the main thing about staying right near DinoMighty's feet is the fact that you could easily get crushed.

Which brings me to the whole "attack" scheme, again. If you desire to avoid DinoMighty's attacks, then listen up. DinoMighty will use a very heavy foot stomp with both feet, where it will lift a foot and perform a Sumo Roundhouse Kick. In other words, it will pick up a leg, and drop it after stretching farther (left leg will stretch far left and drop, right leg will stretch far right and drop, etc). Don't forget to jump whenever DinoMighty leaps into the air, as when DinoMighty falls, a shock wave will go around the room.

Now that you are aware of the basic leg dropping technique that DinoMighty favors so frequently, you can avoid it to the maximum by simply jumping onto DinoMighty's tail, and riding along the way. This is fairly pointless, however, as it does no damage to DinoMighty. Sometimes, DinoMighty will become damaged by itself while you are on the tail by jumping onto a Pillar. Do not hold on too long to DinoMighty's tail, as it will whip it downwards and crash you into the floor.

Which brings us on how to destroy DinoMighty... You can KO DinoMighty by attacking the stomach/feet of it for long enough, hitting it in the stomach with a Pillar, or even waiting for DinoMighty to hit itself with one of the Pillars in the big room. Once it is OK'ed, jump off of its tail or run up to it, pick it up, and Piledrive it. DinoMighty will also use it's mouth to attack, which I believe is pointless to jump onto the Glue Globe that is it's tongue.

DrkArcher2778 sends in this tip. Thanks! "I noticed something you didn't mention about fighting DinoMighty. If you grab onto his tail and just stay put, he'll eventually bend over looking for you. At which point you can jump off and Ground Pound him on the head, KO'ing him and spawning a load of coins. Very useful method, in my opinion, since you can damage him and make a lot of cash, and since you very rarely get hit while on the tail(I never have, anyways)."

After you Piledrive DinoMighty five times to deplete it's health (and remember to jump in the air after every attack to avoid the shock wave),

you will be rewarded by opening up a new part of the game to play in, and unlocking part of the super big key in the game. Congratulations! You have cleared Excitement Central!

Simon Kinnersly and Spy 005 sent in this tip...

"The DinoMighty: what I do is pick up a pillar, and make her jump near the lava. I then throw the pillar from her side at her foot, so it kind of drops on it. She may start hopping off to the side rather than being KO'ed. If she is near the edge, she'll jump over the lava, pause in midair and then fall in. Whilst she hilariously struggles, she loses a skull of health and a VAST bounty of coins will appear in the centre of the platform, ready for Wario to suck up."

oo

S P O O K T A S T I C W O R L D

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IV.d ----- HORROR MANOR
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As we enter Horror Manor (the stage, not the Manor, which will come later on in the stage), we will notice that there is no way to go but up, so do so. OH MY GOD! It's a skinless version of the Magons that we encountered in the Excitement Central levels! No need to fret here, ladies and gentlemen. They will die just as easily as those Magons.

Go over towards the left a tad bit, and break open the Spriteling that is trapped inside of the box. He will give you a tip on the upcoming enemy, the Big Bone-Fist. After you have a nice chit-chat with the Spriteling (as well as some mint herbal tea), head on over towards the dead (HAHA! Pun!) center, and destroy all of the Fossagons that pop up.

After you get through with those stupid Fossagons that you could kill whilst blindfolded, you will soon discover that Big Bone-Fist that they mentioned back at the Spriteling. The easy way to defeat the Big Bone-Fist is to await its attack, the Smoking Gun, and dodge the backfire that it presents. Here, it will either grab you (which you can easily escape), or attempt to squash you with it's fist. While it's fist is on the ground, jump into the air and come down with a Ground Pound on top of the glowing part.

Collect the Coins that drop in a circle, and go through the doorway. You will find a lot of Fossagons to the right, as well as your first set of Super Fossagons to the right (only farther). I highly suggest using the Wild Swing-Ding attack to take every last one of them out. After this, punch the Wario Button on the wall.

From here, quickly jump up onto the Wario Button, and jump straight up to the platform above. Bust open the Treasure Chest to receive the Candlestick Treasure. Seven to go. Walk over to the left, and activate the Ghost Globe. If you walk over near it, a ghost carrying a Glue Globe will appear from the ground. It will begin floating towards the top, so grab onto the Glue Globe and ride it up. Jump off to the left.

Go around the front of the small railing that you will see in front of the gates that you cannot climb over. Once you have made your way around the gates, you will notice a Wario Button on the ground. Ground Pound it to activate a Treasure Chest in the far distance. Ignore that for now, and Ground Pound through the Wooden Trap Door.

Once inside of the first Red Diamond area, fix the camera angle to where it is facing the left side of the original screen, and you will notice a hole inside of the huge block platform in the center. Climb into this, and jump over to the left and go through. You will now have to fix the camera angle in it's original place, and go left, and then up. Jump out and collect the Red Diamond, as well as the Wario Statue Piece, and exit.

Now, jump back down from this area, and make your way passed the doorway, and passed every area that you have seen thus far. Now you will duel with three sets of Fossagons that will pop out of the ground over the bridge that you are standing on. A one-two punch should eliminate each set without struggle. Cross the bridge.

After you have crossed the bridge, you will battle with another Laserbot, and the Robo-Descendants that she brings along with her. The reason I call the Laserbot a "her"? It looks feminine, dude. Anyways, remember the routine that we did back at the Greenhorn Ruins on the Laserbot, and this should be a simple battle.

Carry on after this battle, and you will enter the graveyard of the Horror Manor. Down below, you will notice amidst the tons of Fossagons and Super Fossagons, a Treasure Chest located atop of a Wario Pad. Break it open, and collect the Silver Candlestick Treasure. By now, you have two. Break open the Treasure Chest above, and enter the Wooden Trap Door.

Inside of the second Red Diamond area, you will have to attack the Switch/Lever, and quickly jump onto the platform to the right, and hang on. Jump on top of it, and attack the next Switch/Lever, and quickly cling onto it, and ride it upwards. Collect the Red Diamond, and free the Spriteling in the box. He will tell you about the Swirly Slabs. Hmm... Exit here via the Spring.

Backtrack to the small area right outside of the graveyard's gates, and you will notice a Swirly Slab down below. You will have to enter the graveyard and look for a Super Fossagon. Ahh! There's one! KO him, and carry him to the Swirly Slab. From here, jump atop of the Swirly Slab, and begin performing the Wild Swing-Ding move. This will raise the platform. Collect the Wario Statue Piece above the pillar, and fall down.

Continue back passed the graveyard, and you will notice on the upper path, there is a Wario Button. Slam down on it with the Ground Pound, and ignore that area to the right, as we will get to that later on. Follow the bottom path, and you will have to take out another one of those annoying Big Bone-Fist. Gah. This one is crazier with the Smoking Gun, so watch out.

After the Big Bone-Fist has been destroyed, go through the doorway and you will find your first set of three Bone Cactyls. Lame name on my part, I know. Knock one of them out with a swift karate punch, and pick him up. Take him to the Swirly Slab, and begin doing the Wild Swing-

Ding. This will kill all three, and make it so that you can reach the Wario Statue Piece. Carry on.

Now that we have three of the Wario Statue Pieces, march forward until you notice a new enemy; The Swift Shark. The Swift Shark, which I named after the GameFAQs contributors for no apparent reason, is a shark that is swift. If it notices you in the water, it will begin zooming towards you at a very fast pace. It will even hide underground, and pop out every once and a while to attack you. Three hits will KO it, setting you up for the pick up.

Jump over the Steel Trap Door, and Piledriver the Swift Shark through it. In this Red Diamond area, there will be rotating platforms that lead you through two set of Spikes that rotate around the platforms, to boot. Jump onto a platform, and set the camera up on the side. Jump over both sets of Spikes, and collect the Red Diamond.

You can break open a Treasure Chest in the center of this room by jumping to the platform via two different rotating platforms, however, I highly suggest not doing it, unless you are REALLY low on health or something like that, since it wastes a bit of time, yanno. Hit the Spring once you are done here.

Make your way through the second pit of Swift Sharks to the right, and go up the stairway. There is a Garlic Seller for 40 Coins at the top, if you need any. Go to the left, and go up the ladder. Head over towards the left again, killing the Fossagons in your way, and head up the Ghost Globe.

Jump off to the right, and defeat the Fossagons. You will be forced to jump over a well-placed Spike, and defeat more Fossagons, to boot. Jump over a pair of Spikes, and go up the second Ghost Globe. Jump off over to the left this time. Ground Pound the Wario Button, which will trigger a Laserbot to come out of nowhere. You know how to defeat her by now.

After all of this, jump off the roof to the left, hugging up while you're at it. You should land where you took the first Ghost Globe out of this recent set, so go left further. Crack the Treasure Chest, and jump onto the second Ghost Globe that you see. Hop over the door to the left, and break the Treasure Chest in front of the Steel Trap Door to collect the Forest Painting Treasure. You now have three.

Grab a Bone Cactyl, and bust through the Steel Trap Door. This maze looks hard, but isn't too much trouble. Wait until the first line forms straight, and right away, begin running forward. It will soon transform into a block of steps that you must climb to the top of. Jump off straight ahead and land on the solid platform, and collect the Wario Statue Piece.

The second of the two transforming platform is a lot faster than the first one, so we will need to think things through before we jump over to it. Wait until it comes around and straightens. Right before it becomes straight, jump onto it and jump.

Climb up the platforms once it changes, and stand on the very top platform once it straightens vertically. Now begin climbing down the platforms once it changes again, and stand on the very last platform once it straightens again. Jump over to the next platform after it rises again, and collect the Red Diamond. Exit through the Spring.

Jump down, and follow the path. Instead of climbing up the stairs this time, go straight. You will encounter seven Fossagons, and two Bonosaurouses. These things are the exact same thing as the Clubosaurouses, only with a different skin. Destroy one by Piledriving it onto the other, and then Super Throw the second one into the Gold Doorkeeper.

For your information, the Gold Doorkeeper is very easy. Seven hits will kill it, but it throws flames at you, so killing it with the Bonosaurus is a wise move. Once inside of the manor, climb the Ghost Globe in the background, and destroy the Gold Doorkeeper to the left. Afterwards, go through the doorway, across the balconies, and save the Spriteling. He'll fess up about the Hyper Suction by pressing L to collect Coins in the distance.

Backtrack over the balconies, and through the doorway. See those teal footsteps? Go over to them, and jump onto the chain that is hanging there. Jump over to the next platform, and pound in the Wario Button. After this, simply jump over to the next chain on the right, and hop over to the solid platform. Destroy the Gold Doorkeeper that is firing fireballs at you.

After this, go into the background and bust open the Treasure Chest on top of the Wario Pad to collect the Crystal Ball Treasure, but be highly aware of the electricity. Wait for it to stop before crossing. Now go back to the second Gold Doorkeeper doorway, and go through it. Break open the Spriteling to hear about Autospin.

With this done, we need one more Spriteling. Carry on to the right and you will encounter a Bonkiron, which is just like an Ankiron, only it looks less like Blastoise. Knock him out, and carry him over to the Silver Doorkeeper and throw him into it. The Silver Doorkeeper will release a large laser beam if you hit it long enough, so halt on killing it after three hits until it cools off.

Go through the doorway of the Silver Doorkeeper, and bust through the Wooden Trap Door. You will land in a very easy Red Diamond area. There will be two strands of electricity that are wrapped around the platform containing the Red Diamond, so simply jump over them and collect the Red Diamond. There's a Treasure Chest straight ahead, if you need. Hit that Spring to exit!

Destroy the Bone Cactyls in the area, floating above, and go down the stairway, Ground Pounding the blue Wario Button along the way. Crack open the Treasure Chest to reveal some Coins or a piece of Garlic. Go left and destroy the Silver Doorkeeper, taking breaks in between attacks, and then go through. Go over to the stairway on the opposite side, and collect the Wario Statue Piece.

Fall into the big hole in center, and you will land in a Battle Ring. Ouch! You will have to do battle with everything from Fossagons to Super Fossagons to Bonosaurouses. Regardless, it is only one minute, and it will not be too hard if you Piledrive into the Bonosaurouses, and Wild Swing-Ding everything else that shows up.

Once you get through with the Battle Ring, head right, and you will soon find a few Swift Sharks in the area. Leave at least one of them alive, as you will need it for the Swirly Slab to the right. Before you use this, you can grab some Garlic from the Garlic Seller above, if you need. Now use the Swirly Slab using the Swift Shark, and climb up to the

right.

In the background, there is a Treasure Chest blocked by an on and off again electricity outlet, so grab the treasure inside of it (Castle Painting). You should have five Treasures now. Climb up the Ghost Globe that is down and to the left. Jump off, and go to the left. You will have to avoid the Death Smashers in the area, and make a very long jump to a small platform. Ground Pound the Wooden Trap Door.

In this Red Diamond area, you will have to jump onto the large platform to the left, and avoid getting knocked off of the upcoming smaller platforms that will turn every other second. This is not as hard as it sounds, as you can jump up straight into the air to avoid falling off of the platform. There are five turning platforms in total. Once at the top, collect the Wario Statue Piece and the Red Diamond. Now exit by hitting that Spring.

Jump down, and backtrack by using a Swift Shark on the Swirly Slab to reach the platform, and take the Ghost Globe to reach the next platform. Instead of going left, go right this time. Go down the ladder, and you will soon encounter a few Swift Sharks inside of this pool. Use one of them on the Steel Trap Door in the center.

The Red Diamond area here is extremely simple, and the only reason I could not call it the easiest Red Diamond area yet is due to the fact that you COULD fall, if you tried that hard to collect all of the Coins in the area. Wait until the platforms slow down, and then jump onto a platform, and begin jumping across several other blocks (including the icy blue ones). Wait for it to carry you to the Red Diamond. Jump off, and to the Red Diamond, and then the Wario Statue Piece. Hit the exit Spring.

With this finished, we need one more Red Diamond in the stage. Go straight in the background, and hop onto one of the Glue Globes on the big wheel. Now, jump off towards the right after you jump on top of the wheel. Go down, avoiding the electricity outlets, and you will notice a Wario Pad with a Treasure Chest to the left. Collect the Knight's Helmet Treasure Item.

Trail over to the right, and collect whatever item(s) is/are in the Treasure Chest. Backtrack, and go up, passed the electricity outlets, and to the right. Jump onto the two Glue Globes, and make a long jump to the chain. Jump off to the right, and Ground Pound the Wario Button. Backtrack to the thin platform with the two electricity outlets.

Once you are back here, cross over passed the wheel to the left, and climb the Glue Globe. Go passed the two electricity outlets, and to the right. Break open the Treasure Chest atop of the Wario Pad to reveal the seventh Treasure, the Gladiator's Helmet. Now, go back across the first wheel, and over the Glue Globe.

Cross over the next wheel by jumping onto the two Glue Globes, and onto the chain. Yes, we were just here. Jump onto the platform, and then to the next chain. Drop onto the huge gear, and jump over onto the Glue Globes to the right. Watch out for the Death Smashers, and get in between them. Free the last Spriteling, and it will tell you about the boss, Brawl Doll.

Drop down completely to the left, and press the pink Wario Button to the right. There will be a couple of Genie Lamps down here, so use a Super

Fossagon to pump away at the Swirly Slab to the lower left of the screen (it may take a while for the Genie Lamp to spit one out). After this, jump onto the platform to the left, and go through the Steel Trap Door using the Bonkiron up ahead.

This Red Diamond area is pretty tough, and there is not much advice that I can expose to you. Terribly sorry, but you just need to time each jump across the tiny, floating platforms extremely well, and I highly suggest using either an overhead view, or a side view. At the end, grab the Red Diamond, as well as the Wario Statue Piece (completed! whee!) and exit via the Spring.

Afterwards, go back up to the top of the third big gear that we reached the last Spriteling from, and grab onto the Glue Globes from here. Instead of jumping up there, we will need to jump VERY lightly, and reach the platform below it. Beyond the electricity outlet is a Treasure Chest containing the last of the eight treasures in this stage, the Ornate Bag.

Go passed the electricity outlet once it cools down, and go down further to unlock the Goal Trap Door. If you wish to get some Garlic right about now, you can take the Glue Globe to the right on the wall, and follow it further upwards to a Garlic Seller, who is pricey, but works all the same. Otherwise/afterwards, go through the Goal Trap Door.

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>-----<
>-----BOSS<>FIGHT-----<
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>-----BRAWL DOLL-----<
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After watching a lengthy introduction to the boss, you will have to duel with the cute/spooky Brawl Doll. There are several methods to use whenever you are fighting with Brawl Doll, including using objects as weapons, fighting with your fist, etc... However, the most effective is also really impressively cool in detail.

The best way to defeat Brawl Doll is to pick up one of the three lit-up Pillars on the battlefield, and wait as the Brawl Doll begins to come near you (but not too close, as it will get interrupted by Brawl Doll herself), and then use the lit-up Pillar as a spinning weapon by performing the Wild Swing-Ding with the Pillar in hand.

This will hit the Brawl Doll, making her a little dizzy/out of it, per se. This will also make the room a little bit darker, considering you just destroyed one of the four things that light up the room. Quickly pick up Brawl Doll while she is KO'ed, and Piledrive her into the ground. That should teach her.

...Or not. Brawl Doll becomes enraged at this point, and decides to unleash her fury onto poor old Wario! She will release three small rays of energy, which are a lot like fast fireballs that will quickly glide through the floor in search of destroying your character. This is certainly not good. Just stand in between two of the energy balls.

After this, pick up another one of the well-lit Pillars, and await the arrival of the Brawl Doll. Once it gets somewhat close, begin spinning the Pillar in circles until the Wild Swing-Ding is performed. After hitting Brawl Doll upside the head with the Pillar, she will be KO'ed. Pick her up, and Piledrive her yet again. Three hits to go!

and break open the Treasure Chest inside of the cubbyhole. Collect whatever is inside of it, and exit. Jump over to the next platform on the left, and Ground Pound the Wario Button.

Hop down from the platform, and you will have to duel with a few Super Clowns in the area. There are four, so KO one of them, and perform the Wild Swing-Ding to send a few of the other ones for a loop. Cross the bridge to the left after you avoid the Clown Cannon, and destroy the group of Super Clowns over here.

Climb up onto the small platform above this, and break open the Treasure Chest above the Wario Pad to collect your first Treasure in the area, the Bugle. After this, jump on over to the next platform, and ignore the Wooden Trap Door for now. Jump over towards the left to reach the third platform containing a Wario Statue Piece floating above it. Now you can go through the Wooden Trap Door.

In this Red Diamond area, you will have to pick a ladder; the one dead ahead of you, or the one to the right of you. Either way you choose, you can reach your other destination. You will have to squeeze in between the Spikes that are rotating, and slowly climb the ladder (remember to stall right after this to avoid getting hit by the stopping Spike). Collect the Red Diamond, as well as the Wario Statue Piece, once you reach the top. Hop down and hit the Spring to exit.

Jump down from the platform, and begin attacking the Super Clowns in the area. Once you have downed them all, cross over the next bridge to the left whilst avoiding the Clown Cannon's bullets. Once you reach the other side of the bridge, you will have to square off with that so-called Electric Clown Fence that the Spriteling mentioned.

Punch the Super Clown that will appear to the right directly in the face, and then pick up his limp body. Throw it into the target (jump and throw, if need be) that is rotating at random on the front panel of the Electric Clown Fence. If you hit it correctly three times, it will be destroyed, allowing you to pass if you wish to, and trust me, you do wish to. Word.

Collect the Coins, and go up the stairway. Ignore the Fat Birds, and go through the Wooden Trap Door. As you enter, you will soon notice a Glue Globe in front of you. Jump onto it, and then take it to the next Glue Globe on the left. From this one, jump onto the ledge and pull yourself up. Grab the Red Diamond.

Hop over to the Glue Globe that was on the right and grab onto the ledge of that floor. Pull yourself up and collect the item in the Treasure Chest. Now you can exit via the Spring after you get through jumping down (and safely, might I add).

After you exit the Red Diamond area, kill the Fat Birds before they send their Bombs down onto you (you can kill them much like you do with the Cactyls and such), and head over to the left. You will notice a catapult that will send you flying across the screen, but ignore it for now and jump straight into the "pit."

Down here, you will be forced to play tag with a Laserbot, however, this Laserbot is not like the other Laserbots in the game that we have encountered thus far. Instead of using Lasers, this Laserbot will attack with energy rays (like the Gold Doorkeepers, kinda). Those energy rays will come out, and zoom in the direction that you are currently in.

Regardless, they are still just as simple. You know how to take her out, so do so.

Afterwards, a whole bunch of Super Clowns will appear literally out of nowhere. Take one of them in your arms, and bust through the Steel Trap Door below. This Red Diamond area is EXTREMELY difficult, and once again, reminds me a lot of a Super Monkey Ball stage. Quickly jump over to the platform, and head northwest across them, leading straight north.

The goal to heading all the up north is that we have to get to the farthest platform away, which will give us a path that leads down, and safely, to boot. Somewhere in between all of this, all of the platforms will slowly shift, so if you are still on one of the sides once this takes place, you will likely fall to your doom. So be sure to take breaks and slowly tip-toe (lightly press the Control Stick) to the other side when the time comes.

Once you have reached the platform that is the farthest away from where you started, begin looking for a Coin trail. When you see the lone Coin, fall off at this very point, and be sure to keep an eye on the ground below. Fall accordingly, and grab your Red Diamond, and your Wario Statue Piece. Now exit this hectic Red Diamond area via the Spring!

Ignore all of the Super Clowns, and head straight for the ladder. Climb up, and go to the left of the catapult, and walk to the right. This will spring you over to the next area. Climb up this ladder, and go towards the left. Ground Pound/Punch the yellow Wario Button, and go back to the second Catapult. Spring over to the right (from the left) to reach a new area.

You will collect a Wario Statue Piece along the jump. From here, cling onto the Glue Globe, and ride it to the left, up, and get off when it goes right. Watch out for the Clown Cannon, and free the trapped Spriteling that lies towards the right. He will mumble something about the camera angles in the game.

Go back to the left, and jump onto the Glue Globe. Ride it down, and get off to the left. You will land on a big hand. Interesting. In the center, a Bomb will appear, and you can bowl away at the five bowling pins in the background by holding the Bomb for a Super Throw, and letting go in the direction of choice. This will earn you some Coins inside of a Treasure Chest.

After this, go to the left, and jump onto the Glue Globe. Ride it down, left, and get off when it reaches the top (hug the left). Watch out for the Clown Cannon, and run over towards the left even further. Break open the Treasure Chest that sits atop of the yellow Wario Pad to collect the second Treasure, the Tambourine.

Take the Glue Globe to the right, and then hop off when you get down. Jump off of the ladder, and begin running downwards as fast as you can to avoid getting trampled by the legion of Elephant Riders in the area. After this, there will be a Wooden Trap Door in the dead center of the area, so Ground Pound on through it.

Inside of this Red Diamond area, you will discover two ladders that have one rotating Spike on each of them which will block your view of the straight away ladder. Time it well, and dart up the ladder. After this, you will have to run around to the side with the Wario Statue Piece and collect it. Now jump across the Marshmallow Block, which will disappear

as soon as you jump onto it, and straight to the Red Diamond. Hit the Spring to exit.

Trail over to the left of the screen and jump onto the Glue Globe. Ride it until it reaches the farthest left, and jump off onto the suspended platform, which is metal. Ground Pound the Green Wario Button, and hop back onto the Glue Globe. Ride it until it reaches the farthest downward direction it will go, and jump off to the left, and onto the rope.

Slide down the rope until you reach a Garlic Seller. He will be selling some Garlic, if you need to buy some. Climb down the ladder to reach a lower ground, and head downwards. Go to the right, and watch out for the dual action Clown Cannons. Hit the Off-Green Wario Button, and backtrack up the ladder and rope. Cling onto the Glue Globe, and take it down. Jump off to the right, break open the Treasure Chest, and collect the third Treasure Item, the Triangle (and god, is it cool or what?)

After all of this, take the Glue Globe back over to the left, and go down both the rope, and the ladder. Go through the doorway to the left to reach a new area. Destroy the Baby Gators in the area, which are both a new and old enemy. Basically, they are just Clubosauruses with a different skin, so eliminate them accordingly.

Head down the ladder, and you will have to face a lot of four Caged Carnivores. Yes, these are a new enemy, too. The Caged Carnivore is VERY deadly, indeed. You will have to attack the cage to stage out with, and soon it will wake up in a blind rage, and begin slashing like a mass murderer. I suggest Piledriving one of the KO'ed Caged Carnivores into another, as it does a lot of damage.

Now that this is over, head up the later, grab a Baby Gator, and jump down. Piledrive it into the Steel Trap Door. In this Red Diamond area, you will encounter two Glue Globes that spin in circles. Jump over to it, and spin around to adjust your balance. Jump over to the next platform. You will have to do the jump again without over jumping the next. Collect the Red Diamond, whatever is inside of the Treasure Chest, and hit the Spring. That was easy, wasn't it?

After this, you will notice a later that is right in front of the fake Wooden Trap Door that awaits you. Ignore it for now, and climb the ladder. Up here, you will find a few Slizzy Snakes with Snake Trainers inside. Watch out for when the Slizzy Snakes become enraged by stepping away from them. After you KO them, the Slizzy Snake and Snake Trainer pop out. Throw them aside, and break open the Treasure Chest in the back to reveal the Clarinet Treasure. Jump down.

Now you can break through the fake Wooden Trap Door. Down below, you will duel with a Laserbot and the Robo-Descendants that it presents. You know the drill by now, so take care of them. Afterwards, go over towards the Glue Globe on the right. Take it passed the top level, and to the right. Hop off of it.

Take the next Glue Globe straight over, across the two flame dispensers, and to the area with the Baby Gator. Use the Baby Gator to pound through the Steel Trap Door. In this Red Diamond area, use the Glue Globe to spring yourself waaaay across the screen, and to the small platform. This may take some practice. Let go RIGHT as the Glue Globe stops zooming upwards, and you will land perfectly. Collect the Red Diamond and free the Spriteling, who mentions the Dash Attack. Hit the Spring to exit afterwards.

With this done, head over to the right, and take the Glue Globe all the way to the top. Jump off to the left, and punch the Teal Wario Button. Hop down to the left to reach a platform, and take the Glue Globe to the left. Jump off, and continue marching to the left further. Hop onto the Glue Globe, ride it to the top, and jump off to the right. Free the Spriteling, and it will mention the Garlic Sellers (Dispensers).

After you are through with this, hop back onto the Glue Globe, and jump off to the left when it reaches the center. Go down the ladder, cross over the Glue Globe, go up the ladder, break open the Treasure Chest, and you will find the fifth Treasure thus far, the Trombone, which my cousin played in school quite well. Backtrack across the platform, and up the ladder.

Jump onto the Glue Globe here, and take it to the bottom. You will soon find a Manual Elevator to the right. You can find a red button that blends in with the machinery to the left, and punch it in. This will send it spiraling upwards. Climb a platform to reach where it leads, or hop onto it shortly after you punch the button, your choice.

Once you have climbed the first Manual Elevator, you can find a Treasure Chest containing who knows what to the far right. Afterwards, hit the red button on the second Manual Elevator, and then punch the red button on the third Manual Elevator. Climb up them both to reach a new area to search.

Did I say "search?" I meant "kick some ass in." You will be inside of a Battle Ring once again, and you will have to duel with quite a few different enemies, including Clowns, Super Clowns, Caged Carnivores, and Fat Birds. Possibly more, too, the time ran out before I had the chance to search. Collect your Coins, and go right.

Once you arrive in this newly annoying area, jump onto the Glue Globe that is above and to the right. Ride it all the way to the top, and jump off to the left. Punch in the pretty Blue Wario Button, and hop back onto the Glue Globe once again. Ride it to the next platform to the right, and ride the next Glue Globe to the area above. Jump off to the right.

From here, watch out for yet another Clown Cannon, and go to the right. Collect the Wario Statue Piece, and go back to the left whilst dodging the Clown Bullets. Jump onto the Glue Globe, and take it down. Jump off to the right, and take another Glue Globe, which is down on the screen. From here, jump off to the left and collect the Sax Treasure from the Wario Pad.

Now that we have six of the eight Treasures, go down and you will soon find a Glue Globe. Ride it to the right, and jump off of it. Destroy one of the Slizzy Snakes, and throw either the KO'ed Slizzy Snake, or the KO'ed Snake Trainer into the Purple/Pink Wario Button on the wall. From here, go back to the left and jump down. Ground Pound the second Wario Button.

Since we have both of the Wario Buttons down, head to the left and cross over the slinky bridge that the Clown Cannon Bullets crosses, as well. After you cross, take out the Slizzy Snake, and you will have to deal with taking out an Electric Clown Bridge. There will be a few Super Clowns that appear, which you can use as ammo.

After this, take out the Treasure Chest containing some goodies (or a Bomb), and climb the two ropes before the Elephant Riders spot you. After this, go towards the back and ride the Glue Globe to the right. Hop off, and cling to the next Glue Globe. Ride it downwards, and take yet another Glue Globe to the left. Yup, another Glue Globe below. Take it to the right, and jump off.

Break open the Treasure Chest to collect the seventh Treasure, the Drum. After this, go towards the right and take out the two Slizzy Snakes and Snake Trainers. After them, we will encounter another Electric Clown Fence to get rid of, and the Super Clowns to use as ammo against it. After a few hits, the Electric Clown Fence will be taken down.

Cross through the fences way, and do battle with a few Caged Carnivores. After this, you will encounter some resistance from both a Carniron, which is the carnival version of the Ankiron/Bonkiron, so just ignore it. Once you reach the Glue Globes, ride it to the left, and watch out for the flame dispensers as you jump to the Glue Globe. Ride this one to the left, as well, and jump off to the left, and collect the Wario Statue Piece.

Head over to the far right and you will find a Garlic Seller, and a Wooden Trap Door. Break through the trap door, and find the next Red Diamond area. Jump onto the Glue Globe to the upper right, and jump off as it zooms upwards. Hug right, and free the Spriteling inside. He'll mention the boss, Clown-A-Round. Afterwards, jump over the Spikes to reach the Red Diamond (it's better than falling off of that rotating platform over and over again, right?). Hit the Spring to exit.

Backtrack to the first Glue Globe, and jump onto it. Ride it to the right, and watch out for the second flame dispenser as you jump over to the next Glue Globe. Ride it to the top, and jump up there. From here, jump off to the right and collect the Nintendo 64 Treasure from the Treasure Chest. Jump off onto the Glue Globe that will soon shift, and ride it to the top. Jump off of here, and go through the Steel Trap Door with a Super Clown/Fat Bird in hand.

This Red Diamond area is tricky. We will have to cross over the Marshmallow (Tooth) Blocks to reach our destination, as well as a few Spiked areas. Begin hopping across the three Marshmallow Blocks and land on a solid platform. There will be an odd Spiked ring that goes around in a circle, so jump in between the two tall Spikes.

Once you get through this mess, jump over to the next Marshmallow Block and quickly jump across to the next set of solid platforms. You will have to run passed the three tall lines of spikes that rotate around the platform VERY QUICKLY (an overhead view works wonders, might I add). After this, jump over the first Marshmallow Block, and to solid ground.

From here, you will have to pick where area you want to go to: The left, or the right. After you decide, wait until you time it perfectly so that the moving platform will be there to pick you up, jump across the Marshmallow Block and onto the moving platform. Jump off, and collect the Wario Statue Piece, as well as the Red Diamond. Exit via the Spring.

Jump down from this high platform from the left, and you will find the Goal Trap Door. Stand there and await the Red Diamonds to lock in, and then burst through to reach the area's boss, Clown-A-Round.

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>-----CLOWN-A-ROUND-----<
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Clown-A-Round is a very basic boss that does not require much strategy at all, so if you are expecting an extremely large strategy like I wrote up with the Brawl Doll boss, think again. There is only so much you can say about the Clown-A-Round boss, and everything that is possible to say will be said, guaranteed.

You will have to fend off the Clown-A-Round boss, and check out the balloon that he travels on as he cruises on over to your side of the platform, over the tightrope. On the balloon, you will notice how there are several different Glue Globes attached to it. If you wish to follow the Clown-A-Round boss, you will have to put up with grabbing onto a Glue Globe and following him.

Enough of the silly pointers for now, I bet you are craving for a boss strategy, eh? Thought so. Wait until Clown-A-Round stops, and throws his balloon across to the other platform. It will now remove two heads; the one from atop of its body, and the other it will remove out of the mouth of it's stomach. Creepy, I know.

Speaking of the face on this weird little creature's stomach, THAT, my friends, is the weak point of the Clown-A-Round boss. You will have to attack it with a combo (to the stomach, keep in mind), and once it becomes KO'ed, you will have to pick it up, and have your choice of Wild Swing-Dinging it, or Piledriving it.

The bad thing with attacking the Clown-A-Round boss is the fact that the heads that the Clown-A-Round boss spits out of it's stomach-face-thingy will stay alive, and begin crowding around you. There is no way to eliminate them besides slamming Clown-A-Round on top of them to blow them up.

Speaking of being blown up and into itty bitty pieces, if you happen to miss the bandwagon of jumping onto the Glue Globes that are stuck to the big balloon that Clown-A-Round rides to the next platform on, he will throw his big balloon at the platform that he is on the opposite of, and the balloon will explode, so watch out.

Even more trivia about the balloon in regards to the Glue Globes that are attached to the balloon is the fact that every time that you attack Clown-A-Round, he will pop one of the Glue Globe that are attached to the big balloon that he rides on, making it harder for you to grab a hold of the balloon, and thus, making it harder to escape the Balloon Bomb attack that he attempts frequently.

As you begin attacking Clown-A-Round more and more, the more heads will scour the battle arena, and want to destroy you. Remember to use that Piledriver, which will destroy more of the heads. You can also punch them until they fall off of the platform for a short period of time, but hey, a short period of time is better than no time at all, right? In the latter parts, the more you hit the heads with a Piledriver, the more they multiply, so look out!

After around seven hits, and I say seven because he will scam after you hit him the first time once you have his health at around two Skulls left (and remember to hide in the two corners if he throws the balloon

at you. Also remember to watch out for the crowded heads, so they don't hit you before you can attack), you will eliminate Clown-A-Round. Yay! Proceed to the third stage of this area.

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When the stage opens open, you will soon discover that, much like with DinoMighty, there is no stage to go through to reach this bad boy(s), only the boss... themselves?? Yes, this is the first boss that you will face that is two bosses rolled into one, and believe it or not, but once you learn their pattern, this will likely be the easiest boss yet.

The first thing that you will need to learn to succeed in this battle is the attack patterns of the Dual Dragons, and around when they like to perform, so you will be able to dodge their attacks fairly well since you will know the attack pattern, so let's get started. First off, there is a very simple attack that they use with their Spiked Arms if you get too close to the them (Spiked Arms), so simply stay out of their way.

The second attack is probably the most genius thing in the entire game, as it takes a usually helpful object in the game, and turns it around into something absolutely terrifying. One of the Dual Dragons will likely spit out around 15-20 Glue Globes into the battlefield, likely while you are punching his brother.

So what is so scary about that? This is: After this, other the Dragon that spit them out, or the Dragon opposite of him which you are likely pounding on, will begin sucking up the Glue Globes. The Glue Globes will move quickly to their mouths, so if you happen to get trapped onto a Glue Globe for just a second or two, you will more than likely get eaten, and spit back out.

The final attack is the Flamethrower. While you will likely be goofing around, one (or both) of the Dual Dragons will likely go into a nervous rage, and begin spitting out straight shots of fire in a continuous way so that it does not die down for quite some time. He must have had some straight Schnapps for breakfast. Be sure to stay on the lower platform while this goes down.

Okay, let me open up the strategy paragraph with this little word of advice: While all of the other bosses in this game have had a point where you can destroy them at, these bosses do NOT have a weak spot that will harm them AFTER a simple Knock Out. So the only way to destroy them is to have them destroy one another. Catch my drift?

Now that we have the basic idea down, I bet you are curious just how the hell you can let them kill each other, right? Well, I will give you the naked details without all of the attack strategies now: Simply jump onto one of the higher platforms, and begin pounding away at one of the Dual Dragons. Once you see a little bit of fire coming from behind, hop down

Now that we have this done, head over to the right, and a few Snow Bats will come into view. You will have to eliminate them just like you would a Fat Bird, and it also uses all of the same attacks and techniques as the Fat Birds/Bone Cactyls did. You will also notice an electricity outlet, which you can avoid if you hit the yellow Wario Button back there. If you need health, a Garlic Seller is to the right of here (but just slightly). Otherwise, march forward.

You will soon notice some body-less monstrosities known as the Sliding Heads in this area, and boy, will they zoom fast or what? Basically, try to play a bum walking across a highway, and try to make it to the igloos for cover. Go upwards, and you will soon notice that there is a Spriteling on top of an igloo. Bust him free to hear some tips about the upcoming enemy, Angler Mangler.

Afterwards, go down and to the right further to discover just what that little Spriteling mentioned in that enemy strategy. While this seems extremely complicated, even with the Spriteling's tip, it is quite simple. Wait for the Angler Mangler to shoot out a row of homing icebergs, and his snow buddy (The Barrel Buster) will pop out.

KO the buddy, and Piledrive it where the light bulb over his head lies. After this, the Angler Mangler will be extremely angry, and attack with an onslaught of icebergs, over and over again. I suggest getting in position, and moving up and down in a straight motion, around the icebergs as they come at you. After this, two Barrel Busters will appear, so repeat the process twice more to destroy it.

Carry on to the right after you collect the goods that the Angler Mangler dropped, and you will soon discover that there is more ice, so hug up, and drop down. You will likely collect the Wario Statue Piece that is on the ledge of here. Move down a bit to be launched to the higher platform.

Keep following this path to find the Laserbot that will appear from the ground. Ouch. The general idea of the Laserbot is still the same from last time, so do away with the Laserbot. In the middle of the battle, however, a big Snow Dog will come into the battlefield for an unfair advantage. The Snow Dog is the same thing as the Clubosaurous, or the Baby Gator.

After everything has been eliminated, go to the up and bounce on the Bunny Bouncer to reach a new platform. Destroy the Treasure Chest to find something inside, and then go right. Jump across the platforms, ignoring the Icethrowers, and jump onto the big, solid platform to the right.

From here, turn around and jump onto the high platform to the left. Make your way across several platforms via the Glue Globes, and then jump over to the right on the last Glue Globe. From here, walk around to the right, and cross over a few more Glue Globes. Once you reach the very top left tree, collect the Wario Statue Piece to the left. Now that you have climbed up a bit, stomp the Icethrower with the Ground Pound, and carry on to the right.

Once you are on the right side of this platform, go to the top and climb more Glue Globes, and then bust through the Wooden Trap Door. FINALLY! Our first Red Diamond area. This one is mind-numbingly simple. Just go over to the right, and begin jumping onto the ledges of the platforms. When you reach the top, free the Spriteling (who will talk about the

reaching far away areas with Icicle Mites), and grab the Red Diamond. Hit the Spring.

Go down, ignoring the Snow Bats, and you will notice three Glue Globes. Take them downwards, and jump down to the left. Break open the Treasure Chest on top of the yellow Wario Pad to reveal the Ancient Chalice Treasure, the second in this stage. Go down a bit, and take out the two Frozenkirons that are VERY much like the regular Ankirons.

Afterwards, go to the left and jump down. From here, Ground Pound the blue Wario Button on top of the igloo, and take out the Snow Dog. The Genie Lamp will throw out some Snowmen and Super Snowmen, which are identical to the regular old Magons and such, except for the Super Snowmen. It will take three hits to KO them instead of one.

Once you have defeated some enemies, you will notice an X Brick that is on the ground. Go over to it, and Ground Pound it. After this, you will land in a Battle Ring. You will have one minute to destroy as many Snowmen, Super Snowmen, Snow Dogs, Frozenkirons, and Snow Bats as possible. Afterwards, collect your booty in the Treasure Chest.

Since this is over and done with, go to the right, and ignore the Icicle Mites for now. Hang onto the ledge on the left where the Treasure Chest is, and jump up from the ledge. Break open the Treasure Chest and collect the Nice Saucer Treasure. After this, cross over to the right, ignoring the Frozenkiron, and over to the next platform.

Go over to where the Footsteps are, and jump onto the Icicle. Cross it to the next Icicle, and to the platform from here. Ground Pound the Wario Button, and cross back over the Icicles after you destroy the Frozenkirons. Drop down to the slightly lower platform, and grab a Super Snowman. Ground Pound him through the Steel Trap Door below.

This one is VERY tricky to the naked eye. You have five Switches that you must punch. Once you punch them, they will begin rotating in circles. Something that gets ignored is the fact that you can STOP these platforms any time you wish by simply punching them again. Set them out to where they are somewhat straight (bit leave the middle one moving), and cross them. Take the Red Diamond, and whatever's inside of the Treasure Chest, and hit the Spring to exit.

Jump over to the right and fall down. Begin walking, and a few Icicle Mites will pop out from the icy flooring. There will be a Treasure Chest in the corner, so collect what's inside, if you wish. Grab one of the Icicle Mites, and take it over to the Huge Iceberg, and Super Throw it into the Huge Iceberg to blow it up. Pick up another Icicle Mite, and walk through it.

Once you are on the other side, continue walking right, and you will soon find an electricity outlet. Ignore it by jumping over it, and stab the second Huge Iceberg with the Icicle Mite. After this, grab the little Turtle that will wander out of the Huge Iceberg after you attack him, and jump over to the Steel Trap Door. Piledrive him through.

In this Red Diamond area, you will have to jump onto the first platform while it is in red. Move along with it to the left as it shifts. Once atop of it, jump over to the regular platform. From here, jump over to the next platform when it is wide, and move with it as it becomes long, and then wide again. Jump over and free the Spriteling, grab the Red Diamond, and hit the Spring!

Jump on the ByeBye Balloons to the down below, and once you land, grab one of the Icicle Mites. Use it on the Huge Iceberg, and from here travel right. Jump onto the area with the Glue Globe attached to the front side, and climb down. Make your way to the right, grab an Icicle Mite, and use it on the Huge Iceberg on the left. Cross over, and break through the Wooden Trap Door after you make it over the Glue Globes.

Once you are inside of the Red Diamond area, you will notice a Switch, as well as five X Bricks that you can break. Hit the Switch to reveal the order to break them in (which is completely random. Sorry, but I cannot give you the solution, as it does that for you). Destroy them in the order that they flash in. Once you do this, a Red Diamond, as well as a Wario Statue Piece appear. Grab them, and exit.

Move upwards, and grab the Wario Head statue. Jump over the electricity outlet, and smash it over the Huge Iceberg. Destroy the Cute Turtle inside of it, and use his head to activate the Wario Button on the wall by jumping, and throwing him into it. Afterwards, go over to the right, and fall into the pit.

Find the Spring and climb up. Now use the Wario Head statue against the Huge Iceberg on the right, and attack the Cute Turtle. Use the Cute Turtle as ammo after you follow the path to hit the Green Wario Button on the wall. Attack some of the Icicle Mites, and whatever the Genie Lamp spits out, and backtrack with an Icicle Mite in hand.

Use the Icicle Mite on the Huge Iceberg again to pass through, and grab the KO'ed Cute Turtle inside of it. Take it back to the Huge Iceberg on the left, and break the ice. Attack and grab the next Cute Turtle, and use it on the next Huge Iceberg to the left even further. After this, go inside this hole and bust open the Treasure Chest to find the Ornate Decanter Treasure (#4 in slot and on the day).

Backtrack to the area on the right with the Genie Lamp. Once you reach it, go up and to the area with the Light Blue Wario Button on the wall. A Fattington will appear, which looks a lot like my brother-in-law Gergy. Jump onto the small ledge with a Super Snowman in hand when the Fattington moves to the right, and activate the Wario Button with the enemy.

After this, jump down to the next platform containing another Treasure Item inside of the Treasure Chests, the Nice Cup. This fills slot number three. Afterwards, backtrack and grab a Super Snowman, and return to where you were. Jump over to the platform on the right, and avoid the Fattington by jumping on the pillar to the right, and back over to a solid platform further right.

Turn a turn and go up, and to the right at the decision path. Use the Super Snowman to plow through the Steel Trap Door. Once inside, there will be four platforms that get thinner and thinner as you go along. They only move from side to side, so it isn't a big deal. Once you reach the green platform, you will have to cross four more very easy platforms that move back and forth. Grab the Red Diamond and the Wario Statue Piece, and scam via the Spring.

Once you exit, begin attacking the Frozenkiron, and take his KO'ed body towards the left. Dodge all of the nasty electricity outlets, and continue further. Destroy the Fattington with the Frozenkiron that you have in your hands, and cross over the Glue Globe to the next platform.

Now that you are on the next platform, walk to the left, and you will notice a Treasure Chest filled with whatever, a Bunny Bouncer in the center, and a trapped Spriteling way off to the left. Ignore the Spriteling for now, and bounce on the Bunny Bouncer and hug up to reach a broken ladder.

Climb up the ladder, and you will soon notice a Wario Statue Piece in front of you. Ignore it for now, and eliminate the Snow Dog to the left, and carry his dead body over to the top of the cart on the left. Aim him, and throw him into the Purple Wario Button. Afterwards, cross the bridge on the right and collect the Wario Statue Piece above it.

Continue crossing over the bridge and bash in the Treasure Chest that is down a little bit. Collect the Glass Decanter Treasure inside of it. Only two more to go now. Climb down the ladder, and jump off to the left to bust loose the Spriteling that is trapped. He will mention something useful at the Start Point after we clear the stage. I will mention this before the boss fight, mmk?

Drop down to the left, and go right. Take a Super Snowman with you, and travel up above along this path. Use the Super Snowman on the Fattington that you encounter. Follow the path, and drop off of the platform. There's a Garlic Seller in the background, if you need. Travel up the snowy trail with a Fattington in hand.

A Fattington will fall from the sky, and trust me, that is a VERY large drop. Attack it with the Fattington in your hands, and carry it up the snowy path. Attack the second Fattington with the Fattington from below, and continue climbing up the path. Yet another Fattington will fall from the sky, so kill it with the other Fattington. Jump over the ice pillar and to the Wooden Trap Door. Ground Pound through it.

In this Red Diamond area, you will have to climb one of two scrunched together Glue Globes that will twirl around in circles over and over again. From here, jump to the next set (I suggest NOT adjusting your camera angle, as it takes way too much time and will throw you off). After climbing four sets, jump onto the platform and collect the Wario Statue Piece, as well as the Red Diamond. Hit that Spring, Pilgrim.

Once you exit, jump back over to the snowy road. Enter the Battle Ring, and get prepared for layers upon layers of Fattingtons, Frozenkirons, Super Snowmen, Regular Snowmen, Snow Bats, and possibly more that I cannot think of off of the top of my head right now. Once this is over with, go ahead and travel right.

Uh oh, it's another one of those really annoying Angler Mangler enemies like we encountered earlier with their Barrel Buster buddies. You know the drill, just use the Barrel Buster by Piledriving it into the air where the light bulb is five times, and be sure to avoid all of their attacks. Afterwards, go right.

Now that we have trailed over to the right some, and you will pass some Sliding Heads again, and they usually come out in pairs of three. Remain towards the top, and attack the Treasure Chest. Collect whatever is inside, and go right a bit more while avoiding those Sliding Heads, and break open the Treasure Chest on the Wario Pad to reveal the Glass Bowl Treasure.

After this, go down the slide to the right and collect the Wario Statue

Piece near the middle of the slide, and trail over by pressing down to reach the lower ledge. Bust open the last Treasure Chest on the Wario Pad to reveal the awesome looking Jade Box Treasure. You have collected all eight Treasures in this stage! Climb up the Glue Globes to the right.

Once up here, run over and grab a Super Snowman, and bust through the Steel Trap Door. You will have to go through a whole [bleeeeeeeeeeeep]-oad of Spikes that circle around the area. Jump straight, and free the last trapped Spriteling from the box. It will mention the boss, the Winter Windster. Grab the Red Diamond, and exit via the Spring.

Once out here, walk over to the Goal Trap Door, and fend off all of the enemies while the door waits to be unlocked. Once it is unlocked, bust right through that sucker to reach a very obscure boss, the Winter Windster.

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>-----BOSS<>FIGHT-----<
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>---WINTER WINDSTER---<
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The Winter Windster boss is not only tough to say out loud, but it is also a tough cookie by itself, as well. Let's ignore the fact that it looks like a stoned version of Rudolf The Red Nosed Reindeer (or a detached baby doll head, which is stoned, might I add), and try to focus more on kicking the living crap out of it instead.

First thing to do while the introduction cut-scene is taking place is to know your surroundings, and what to do with them, as well. You remember what the Spriteling said, right? No? Open up the menu and look at your tips section, the last one. "Fell the Winter Windster by putting something in the magma to make it erupt! Avoid its red eyes!"

You know what this means, right? It means that we have to find something to put in the magma... God, I feel like Steve from Blue's Clues. You will have to make sure that you are running very carefully when you do run in this stage, as if you fall into the spiked pillars on the outer edge, you will get stung, and if you step into the magma, you will get burnt.

Eventually, you will find that the Winter Windster is dropping several Bombs in the area that are very heat sensitive. HMMM! Looks like we have found what to use against it by shoving this into the magma hole(s). The Winter Windster will not take this lightly, and in between dropping Bombs, it will shoot you with an icy wind breath attack that will freeze your character (struggle with the Control Stick).

With the magma plugged, an eruption will ensue, and the eruption will make the Winter Windster fall to the ground. Piledrive it into the concrete to take away some health. You will need to do this five more times to defeat the Winter Windster, which trust me when I say that it is easier said than done.

As for attacks, the Winter Windster prefers to use a HUGE variety of attacks that is a vast improvement over Wario's variety in attacking. She will enjoy freezing you with the icy wind breath, and coming down to get a cheap shot while you are frozen. You can combo the Winter Windster

a few times and Piledrive it, if you manage to break free before then.

The most basic attack that the Winter Windster will use is based off of practically all of the laser enemies in the game, in which the Winter Windster will shoot an energy ray down to the ground, very slowly might I add, to "chase" you. This is highly avoidable, so you should not have much trouble dodging it.

The third attack that it likes to use is by jumping into one of the Magma Holes, and becoming the Shock Wave Windster. Here, it will stay to "heat up" (hey, nothing averages your body heat higher than that of scorching lava, right?) and release three shock waves across the large platform. The first two shock waves are singular, however, the third is twice the normal shock wave's size.

The next attack that the Winter Windster will do is based on exactly what the Spriteling suggested you do not do. If you turn around while the Winter Windster's eyes are glowing in a scary red fashion, she will then turn into particles and zoom into your body through your eyes. She will then carry you over, far into the spiked pit to the side. You can wiggle the Control Stick to break free of this attack. You can avoid it by keeping your back to the Winter Windster.

One of the more advanced versions of the Winter Windster's attacks is based after you hit the Winter Windster a few times. It will go into the magma hole, and instead of signaling three shock waves, it will signal around six, including two double shock waves, and one triple shock wave. Regardless, it shouldn't be too harsh on avoiding.

After you Piledrive those heat sensitive Bombs into the magma holes, the magma will shoot up and damage the Winter Windster. As stated before, a Piledrive five times is all it takes. After you have defeated the Winter Windster, re-enter the stage to collect the rest of the goods, if you missed any.

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IV.h ----- BEANSTALK WAY
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As we enter Beanstalk Way, all looks peaceful and quiet. Yay! Peace! Finally! Actually, it doesn't. Oh well. Go right a little ways, and you will find a new group of enemies: the Wolves. They are your basic, "Oh my God we're so stupid!" enemies that will blow up in a mere one hit, like the Clowns and such, so just kill them all and take their Coins.

From here, travel farther right, and over the water stream, which looks very pretty might I add. You will find a Genie Lamp that spits out several enemies (including and limited to Wolves and Super Wolves). The Super Wolves take three hits to KO, much like the Super Snowmen. After we encounter this, we will find a new object in the game up above.

The Seedish Swirly Slab. That is what this object is. And I'll bet that you are curious as to how the hell you open it, right? You will have to get on top of it, and Ground Pound to open up the bulb of the flower, which just so happens to be a Swirly Slab. Go grab a Super Wolf, and bring him here. Begin Wild Swing-Dinging the enemy to raise the platform.

Since this is now raised, you can jump over to that ladder. Climb up a little ways, and you will notice some leafs on the beanstalk that lead over to the left. You can use these as platforms to get across to that area above the starting point. From here, ignore the Tropical Birds above, and free the Spriteling. He will mention some Tree Freaks or something, I dunno... Anyway, hit the Wario Button on the wall to the left.

After this, knock one of the Tropical Birds down from the sky, and walk over to the Seedish Swirly Slab and Ground Pound on it. Now take the KO'ed Tropical Bird, and begin Wild Swing-Dinging on the Seedish Swirly Slab to reach the leafs again. For your information, the Tropical Birds are not really tropical at all, and they are identical to any of the other birds that you have found in the game.

Cross these leafs, to the ladder, and jump over to the next set of leafs and Glue Globes that lead to a Wooden Trap Door. Go through it to reach the first Red Diamond area. Inside, you will have to pound a few X Bricks in different places to create a platform to reach up top, where the Red Diamond is. This is simple.

Start out pounding on the left middle, then the right middle, then the right direct. After you get them busted up, you will have to climb up, get the Red Diamond, and bust open your little Spriteling friend, who will mention something about Tulipatooie enemies that you cannot kill, but we will get to those in a second, k? Hit the Spring to exit this area.

Jump back over to the left and across the Glue Globes, leafs, and the like to reach the ladder again. There is an empty Wario Pad below where we just came from, so let us keep that in mind. Climb up the ladder a bit further until you reach more leafs to the left. Jump off, and ignore the annoying Sting Rays, and hit the red Wario Button.

Get back on the ladder, and climb downwards. Jump off onto the leafs to the right, and follow the path across them. Once you reach the Wooden Trap Door again, you will have to jump down to the right, and bust open the Treasure Chest on top of the Wario Pad to reveal the Nice Goblet Treasure. Backtrack by jumping down to the left.

Once you have reached the Seedish Swirly Slab on top of the platform that we ignored earlier on, activate it, and climb all the way up. Jump up and take the Wario Statue Piece. Yeah! Activate the second Seedish Swirly Slab, and take the ladder this time to the very top. Get off of the ladder, and walk to the right to reach a new area.

Land Sting Rays... Might as well explain them now, right? The Land Sting Rays are quite possibly the second most annoying enemy in the game (and second to only those damn Magnets that bothered me so much throughout my few trips through the game, which we will encounter shortly). They will run in circles, and rage up every now and then to make you angry. You can Ground Pound them on the noggin three times to KO them, and use them as a Wild Swing-Ding device for awesome results.

Head to the right, and you will find a Tree Freak. The Tree Freaks are a very obscure type of enemy that takes a little more thought to defeat than pure brawn. Start off by attacking the bulb of the flower in the center of the Tree Freak, which will make it drop several spiked flowers from its branches. Ground Pound near the flowers to reveal a less spiky side to them, that way you can pick them up and use them on the bulb.

Attack it once to open it up, and throw another flower at the opened bulb to destroy it. The latter Tree Freaks will take several more hits than the first.

After this mayhem, continue to the right, and you will find the Tulipatooiie. The Tulipatooiie is a very odd enemy, in that you cannot destroy it, or even damage it in the least bit. It will spit out Glue Globes, allowing you to cross over them, but suck the Glue Globes back in seconds after they spit them out. Icky. Fall intentionally this time.

Once you are down here, ignore the Genie Lamp and go right. Here, you will encounter another new enemy, the Billy Bears. The Billy Bears are named this because they are big funny looking bears that you will find in the Beanstalk Way stage that also carry around Billy Clubs to bash your head in, hence, Billy Bears. They are a lot like the Clubosauruses, Baby Gators, etc... Very simple to take care of, but they get a little more enraged than the casual Baby Gator and the like.

After you take them out, go through the Wooden Trap Door. Inside of the Red Diamond area, you will have to jump onto the Glue Globe right away. Remember that annoying Red Diamond area from stage one where the Glue Globe went through the Spiked ring? We're doing that again. Go through once with getting hit, that way you know how far you can go without getting damaged.

Jump back onto the Glue Globe, and ride it through the Spike, jumping over just in time to dodge getting harmed. You do not have to go through the second Spiked ring, contrary to popular belief. Once you get to the platform, simply jump up to it and hang on, then pull yourself up. Collect the Red Diamond and the Wario Statue Piece up top. Drop down and hit the Spring to exit.

Go to the back of the area and punch the yellow Wario Button on the wall. Afterwards, Ground Pound the Seedish Swirly Slab and use an enemy to Wild Swing-Ding on it. Now climb up the ladder straight ahead, and climb up the second ladder in the background. Once atop, you will see a Wooden Trap Door to the left.

Once you have gone through the Wooden Trap Door, you will notice several Treasure Chests containing Bombs are falling down. Hmmm, I wonder what that could mean? Grab a Bomb and quickly jump onto the steel box, and throw the Bomb onto the Switch. Jump off up top, and collect the Red Diamond and the Wario Statue Piece. Jump down onto the Spring to exit.

Backtrack to the very beginning of the stage to collect the Treasure inside of the Treasure Chest on the tree stump, which is Treasure #2, the Violin, and go back to the Tulipatooiie. Cross over the Glue Globe that comes from the Tulipatooiie's mouth RIGHT as it spits it out. Once on the other side of things, you can buy some Garlic from the Garlic Seller before you will have to duel with a Bomb Mammal and several other goons. Grab one of the goons, and bust through the Steel Trap Door in the back.

Once inside of this Red Diamond area, you will soon find out that Treasure HAD to have ripped off Sega in the Super Monkey Ball idea, as you will have to drop from one high platform to reach the Red Diamond, and drop again to hit the Exit Spring. Be sure to level out your fall by pressing up and down where the Coins are located at (and have your camera angle set up, looking downwards). You will collect a Wario Statue Piece as you hit the Spring.

After we're through with THAT mess, deal with the one outside by destroying several of the creatures outside, including that Bomb Mammal I mentioned, which is just like the Ankirons and such before it, only scary looking. Afterwards, crash through the center of the fake Wooden Trap Door to collect a Wario Statue Piece on the way down.

You will land inside of a Battle Ring, so be on your toes, gentlemen (and ladies, too), as we prepare to duel with several Tropical Birds and their Spike throwing ways, Bomb Mammals, Billy Bears, Wolves, Super Wolves, and a new enemy, the Wind Makers. These little things will use wind to push you in the opposite direction. One punch does them in, though, so, it's all good.

Carry on towards the right, and break open the Treasure Chest to reveal (huge) Earring Treasure. You will find a Steel Trap Door. Use the Wario Head to the right on it to break through. Once inside, we will encounter one of the toughest Red Diamond areas to the naked eye. Punch the left Switch, and wait until the platform reaches the farthest Coin away, and then stop it by punching the Switch again.

Go to the middle Switch, and punch it. Wait until it gets as close as possible to the platform that you have stopped before, and stop the one currently moving. This will synchronize them to move around the same moment. Now, hit the third Switch, and quickly turn the other two on. This will give you a clear path to the Red Diamond, and the Spriteling, who mentions the Monstrous Magnets. Hit the Spring to exit.

After this, cross over the bridge, and after you destroy the two Wind Makers, you will soon find the Monstrous Magnets. The Monstrous Magnets are the most annoying enemy in the game, but also one of the most helpful enemies in the game, as well. If you throw them up against metal, they will cling to it, creating a platform for you to jump onto for the moment or two. They are easy to kill, as well, but still annoying. Highly annoying, in fact.

Grab one of the Monstrous Magnets, and backtrack to the big metal thing on the wall near the bridge. Throw it up against there, and climb up. Go to the left to find a purple Wario Button. Ground Pound it, and go to the right and jump down. Grab another Monstrous Magnet, and throw it up against the wall that you need a platform to get across.

Jump across the newly made Magnet platform, and you will soon find another wall that you must do this to. KO one of the Monstrous Magnets, and throw it against the Metal Wall to the right. You will see a Green Wario Button on the wall, so grab another Monstrous Magnet, and jump onto the Magnet platform. Face the Wario Button, and throw the Monstrous Magnet at it as you fall down. Talk about timing.

Once down here, you will find a new species of enemy, the Billy Goats. The Billy Goats are a very peculiar enemy that will appear in the Beanstalk Way, in both the terms that they will stampede in certain areas of the stage, and appear as regular enemies, as well, unlike the Sliding Heads, and that time you encounter them is now. Three hits will KO them, but just watch out for their flying headbutt attack.

Afterwards, Ground Pound through the X Brick, grab a Super Wolf and go through the Steel Trap Door on the right. Once inside, you will find a VERY large block that you must climb around from the left, and drop onto a platform below to reach the Red Diamond and save the Spriteling. Do

this quickly, and look down before you jump to aim yourself correctly. Hit the Spring to exit afterwards.

Now that this is done, Ground Pound the Seedish Swirly Slab, and grab a Super Wolf to Wild Swing-Ding him on the Seedish Swirly Slab. Jump off and punch the light blue Wario Button on the wall, and use another Super Wolf to elevate the Seedish Swirly Slab on the far right after you Ground Pound it open. Climb up via the vine to exit.

Once up here, jump off and collect the Wario Statue Piece, and climb back up after you land safely on the first vine. Bust open the Treasure Chest to reveal the Jeweled Sword Treasure. Now go to the left. Collect whatever's inside of the Treasure Chest while you avoid the Billy Goats. Climb up from the vine to the left.

Once out, cross the bridge again, and use the Monstrous Magnets on the two Metal Walls, and jump over. Whew, God I hate those damn things. You will deal with a Genie Lamp that loves to spit creatures out. Go right, and you will soon find a bunch of unlimited Billy Goats running down in a stampede. I warned you about this earlier.

You will also notice that there are some Glue Globes below, so run over to them and cling on. Take them all the way down, and hit the Wario Button down here. Now you can climb up and collect a normal Treasure Chest above, and climb out of the hole completely. Make your way up a tad bit, and break open the Treasure Chest on top of the Wario Pad to reveal the Gold Tiara.

Now make your way back down a little bit, and you will notice an area to the right as you did to the left. Begin climbing down the Glue Globes, and cross the bridge. Jump up and collect the Wario Statue Piece, and begin climbing out of the hole via the Glue Globes. Before we leave the area, keep in mind that there was another Wario Pad (currently empty) to the right of the last one, so when I tell you to backtrack to get the blue Treasure, you will know where it is at.

Go to the right, and you will find a Garlic Seller towards the back of the area, if you need the Garlic. Begin to walk forward, and another Tree Freak will be in your way, so pound away at it's chest to make it drop the flowers. Ground Pound to turn them, pick one up, and throw it at the Tree Freak. You will have to do this again to destroy it.

After this, drop all the way down to the right, and you will land in an area between two Metal Walls. A couple of Monstrous Magnets will appear, and begin attacking you. Use one of them (after the KO) on the Metal Wall above to climb out. After you have climbed out of the big ditch via the Glue Globes (which a lot of people have trouble on. Do not move up or down, just left and right, and you should do it just fine).

Once you rise up from the grave (or ditch, your choice), you will be thrown into battle yet again due to another Battle Ring. This one will contain your basic blender mix of a smoothie with some Wolves, Billy Goats, Super Wolves, Billy Bears, Wind Makers, and a few others thrown in there. After you kill them, collect the goods.

Walk over to the right, and jump onto the flower below to start a battle with a Laserbot and the Robo-Descendants (is it just me, or does that sound like either a superhero group, or an old rockabilly band from the 1950's? Anyways...). By now, you should know how to eliminate the Laserbot, so do so.

Climb down the rest of the flowers to the right, and then head straight left. Grab a KO'ed Billy Goat (after you fight it, of course) and bust through the Steel Trap Door. In this Red Diamond area, I can give not much advice. You will have to jump onto the platforms, and press jump right as they are about to stop launching upwards.

This will shoot you into the air. You will have to do this several times. Best of luck, and timing IS everything here. Be patient, too, no rushing. Collect the Red Diamond, and bust the Spriteling loose, who will rat out on the boss, Spideraticus. Once you have collected his information, hit the exit Spring.

Bash open the Treasure Chest on the Wario Pad to collect the King's Crown. Now pick up a Billy Goat and use it against the blue Wario Button on the left wall. Go over to the right, and Ground Pound on the Seedish Swirly Slab, and then take a Billy Goat with you to activate it with the Wild Swing-Ding. From here, go to the left and backtrack to where I told you to before. Collect the Nice Scepter Treasure.

Backtrack to the flowers, and begin crossing them again. Jump down, and activate the Seedish Swirly Slab. Use a Billy Goat to Wild Swing-Ding, and go to the right, where you will duel with a "needs three hits to destroy it this time" Tree Freak. Just use the punch, ground pound, pick up, throw set of moves six times to defeat it.

After this, go to the right and fight with the Billy Bear. After winning, crash through the Wooden Trap Door. Once inside, you will notice several X Bricks that lift up, and crash down really quickly. My best advice here is to just run to the center, grab the last Wario Statue Piece, and ride up one of the X Bricks to the Red Diamond. Collect it, and exit.

Break open the Treasure Chest on the Wario Pad to reveal the final Treasure, the Game Boy Advance. After this, go to the left, ignore the Genie Lamp, and jump over to the Glue Globe. Climb the Glue Globes, and to the leaf. Begin climbing the ladder, but watch out for the Spike that circles. At the top of the ladder, run counter-clockwise around the tree house to avoid the second Spike.

As you walk up the small bridge that leads to the main platform, you will notice a Garlic Seller in the background, Grab some, if you need, and avoid all of the enemies. Run around in circles of the Goal Trap Door until the door unlocks for you to avoid the enemies while doing it. If you missed an item, the ByeBye Balloons are to the right.

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>-----BOSS<>FIGHT-----<
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>-----SPIDERATICUS-----<
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At first glance, the Spideraticus boss is very scary looking, and somewhat threatening to Wario in a lot of ways, but the simple truth is, this is arguably the easiest boss in the game, considering the attacks that it brings to the table are sub-par, at best, and they are also highly avoidable in comparison with some of the other bosses that we have encountered thus far.

Start the battle off by running in circles around the outer ledge of the

battle arena. Get to know your surroundings, such as what you can do easily, and what you cannot do at all. If you stand in the spider web in the center area of the battlefield, you will be limited to the ground only, so jumping is out of the picture. This is why I told you to stay on the outer ledge. Also, you run quite slowly, to boot.

As for the attacks, the Spideraticus is a very, very easy boss in this department. It only uses two basic attacks from scratch (whilst having four to five Skulls of health, that is). The first attack is your most common in the entire game, the energy ray attack. Beginning, this will be only one energy ray that does not home in on you, so just run around until it hits something else.

The second attack is something that the Spideraticus will use in time of need, which is a Ground Pound of his own, which will send a shock wave throughout the battlefield. The shock wave itself is very slow while the Spideraticus has around four to five Skulls of health left, and thus, you can easily jump over it.

The third attack is a very obscure attack that will sound either extremely gross when I describe it, or you will be a nature freak and think it is cool. Either way, it scares the living daylights out of me. The Spideraticus will turn around during some points of the battle and spray webbing out of its... uh... butt. Okay, I've said it. There. Get over it already.

The fourth and final attack that the Spideraticus will use is the one that allows us to hit it. You see those two X's on top of the Spideraticus's head and body? We need to Ground Pound those, but since we cannot jump in the webbing, we will have to use the Glue Globes that the Spideraticus spits out.

That's right, the Spideraticus will spit out five Glue Globes. You must choose one, and hope it is not the last one that he sucks back in, because that one moves FAST. It's all random, people, so I can't really help you much with it. When the Spideraticus begins sucking the Glue Globes back in, jump off and Ground Pound while above him.

This move will KO the Spideraticus. Pick him up. Since you cannot jump, you cannot perform a Piledriver attack, so you will have to settle for the Wild Swing-Ding five times to kill him off. But it is not that simple, you see. You will have to avoid a few more of his attacks, which are now enhanced due to losing health.

After you have taken down around three of the Spideraticus's health Skulls, he will begin getting awfully mad, and awfully mean, to boot. The usual Ground Pound that he would perform once will now be performed twice, and the second time moves faster than a nuclear weapon exploding. Jump over it QUICKLY.

Now for the second enhanced attack... It is simply more of the energy rays, only this time they will follow you, and follow you quickly, at that. You will have to run around in circles as fast as you can, jumping over the webbing leakages in the outer ledge to increase your speed instead of decreasing it.

Finally, you can also attack the Spideraticus monster by walking up to its sides and pounding on them with a few combos. Sadly, this is NOT a wise move, as the Spideraticus is a highly aware spider, and you move extremely slow in the webbing. The attack pattern is usually the energy

ray, the ground pound, and then the Glue Globes, with the butt webbing thrown in there at random. After five hits with the Wild Swing-Ding, the Spideraticus will be dead! Hooray!

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IV.i ----- RED BRIEF J's SHOWDOWN  
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>-----RED BRIEF J-----<  
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Known as the boss with the lamest name in the history of video gaming, Red Brief J is the first boss that you will actually have a lot of trouble with figuring out how to destroy him. In fact, at least two out of ten people that are reading this FAQ/Walkthrough are searching for a strategy against Red Brief J, and I am willing to provide it here.

You are likely here because of this boss. So let's get to it, right? Red Brief J will not be harmed by your silly fist attacks, so combos are definitely out of the question here. And you cannot KO him either, which presents the whole "We Can't Piledrive or Wild Swing-Ding this boss!" problem.

So just how do you defeat the Red Brief J, anyway? The preferred method of offing the Red Brief J boss is by avoiding his attacks. Yes, simply doing that will set the Red Brief J into a state of stupidity, which will allow you to hit him while he is wide open. But how? Combos don't work, so how the hell can you destroy something that is invincible?

I will tell you how: The Ground Pound. You see, Red Brief J's first attack is the Dashing Charge, in which he will dash from one side of the screen to wherever you are currently at in an attempt to destroy you. If you avoid this attack, the Red Brief J will begins losing his balance on the very edge of the railing on this big, metal, floating, lava boat.

It is at this time, while the Red Brief J is trembling off of the ledge of the railing, that you should definitely Ground Pound the entire platform, regardless of where at, and send him into the lava. He will sprout out several Coins, which will land into the center of the metal platform for you to collect.

Might I add that you should stray from the sides of the metal platform as much as possible whenever you decide to Ground Pound while the Red Brief J is teetering on the ledge of the railing? If you are too far down and decide to Ground Pound, you will get hit by the lava that seeps through the holes in the platform, so get towards the solid center before you decide to use the Ground Pound attack.

And yes, before you even answer, after you hit him once with the Ground Pound into the lava combo, the Red Brief J enemy will use the Dashing Charge twice in a row, and you do not even have to lure him near the ledge for him to begin teetering on and off of the side, either. If you get in the middle, he will over charge you. So just Ground Pound once he begins falling off.

Horn Sheep, which looks like a sheep with horns instead of wool. Anyways, you can destroy it fairly easily by attacking it four times, and Piledriving it for the finish.

Afterwards, continue to the left, and jump up on top of the X Brick that you see. Once you reach the top, collect the junk in the Treasure Chest, jump over, and press in the red Wario Button to the right, and then break through the Wooden Trap Door to the left. I suggest making a chart on paper and using a pencil before hitting the Switch. Write down the random pattern that the X Bricks glow in (or break them right there), and break them in that pattern to reveal and collect the Red Diamond and Wario Statue Piece. Hit the Spring!

Jump back over to the right, and Ground Pound the X Brick that smashes downwards. Once this is done, go to the left, and smash the first X Brick you see. Carry on towards the left further, and bust up the next X Brick. Once again, further left, and jump on top of the X Brick after you climb out. Take it up, and get off at the right. Free the Spriteling, which will mention the concept of this stage.

Once this is over with, jump down to the left, and go up the stairs. Begin punching the Horn Sheep, and use it in a Wild Swing-Ding after it has been KO'ed. Move towards the back, and use this Wild Swing-Ding to pull back the gate by moving the Rotation Belt with the Wild Swing-Ding. Go towards the left afterwards.

It is here that you will meet up with a Genie Lamp that spits of Thingies, and Magician Dogs. The Thingies are... uh... thingies. I don't know what the hell they are, but they are apparently the smaller version of the Magician Dogs, yet they look nothing like the Magician Dogs. They are really creepy looking things that look like something out of Resident Evil, only cute. You can destroy them in a mere one hit.

As for the Magician Dogs... The Magician Dogs are larger versions of the Thingies, which I don't know what in the hell they are. Anyways, it will take three hits to defeat these enemies in a KO, and from there, I suggest using a swift Wild Swing-Ding to eliminate the rest of them. Now that we have the briefings over with, head left further.

Go left, and up the stairs. Now you will want to adjust your camera angle with the C Stick, that way it is facing an overhead view. You will encounter some Sparrows down below, so begin attacking them. If you piss them off too badly, they will begin Hyper Pecking you, in which they glow red ("rage") and peck you three times very quickly.

Pick up one of their KO'ed bodies, and Ground Pound it through the Steel Trap Down. This leads to a very, very Super Monkey Ball-ish Red Diamond area. This looks very tough, but it is very, very simple. Patience is all you need. Once the circular platforms stop spinning in circles, jump from one to another in between stops. Yes, it's that easy. Collect the Red Diamond and the Wario Statue Piece at the end of the road, and hit the Spring to exit.

Now that you are out of there, go to the left and climb the platforms leading to the red Wario Pad containing the Big Mirror inside of the Treasure Chest. The first Treasure is ours! Continue to the left, and ignore the Sparrows that will come out from the revolving door-walls, and go up the ladder to the left, and kill the two Magician Dogs.

Go left, and you will find some Wheelie Mouses. The Wheelie Mice are

very, very cute, according to my girlfriend, at least (I'm a man, dang it! I don't like no stinkin' mice! *feeds mouse secretly behind your back*), but they are not very cute in battle. They will roll from one end to another across the screen, and you must destroy them by making them blow up (two direct hits to the mice should do the trick).

You will notice in the reflection of the mirror that there is a yellow Wario Button up against the wall to the left. It is on the bottom side, which looks like the upper side in the mirror. Oh-so confusing, I say! Punch it in, and continue to the left. Watch out for the Horn Sheep above with their bombs while you are at it.

Climb up onto the Glue Globe located southwest, according to that damn annoying mirror. Jump over to the left from here, and go over to the left. You will now find the Lion Globe. The Lion Globe is a very odd item that will sort of have you stunned for a second or two, but all you have to do is punch it, and jump onto the Glue Globe (which is it's tail, might I add).

Quickly jump over towards the top of the screen and break open the box to release the second Spriteling in the stage. He will tell you all about the Terrible Portrait enemies that are coming up ahead. Afterwards, jump down to the next platform below, and Ground Pound onto the off green Wario Button. Now quickly hop back onto the Lion Globe, and ride over to the left.

It is here that we will have to jump off of the Lion Globe, and proceed to the top. You will encounter a couple of Magician Dogs, and a few swift Baggy Birds. These are Sparrows that fly around with bags over their heads. Isn't that a suicide attempt? Anyways... They will quickly throw Spikes down every few seconds, so take caution when dealing with them.

After this, you will have to go left and encounter your first Terrible Portrait. It consists of three parts: Left, Center, and Right. The hand on the right will release fireballs to chase you, and the hand on the left will release boulders to crush you. The hands will switch places every now and then, and also use lightning, snowballs, and other things to fight you.

If you attempt to hit the face in the center, it will dodge it like Mike Tyson. Eventually, a Barrel Buster will appear, and you can use it by Piledriving it (after the KO, of course) into the ground near the hands of the Terrible Portrait to stun the chosen hand, and the face at center. Do this twice to defeat the Terrible Portrait.

Go towards the left, and you will duel with three Jason enemies. Yes, if this were being sold, I would get sued, as I have decided to name the big, stupid enemies with the hockey masks on Jasons! They are your Mirror Mansion version of the basic Clubosaurous and such, only they will rage a LOT faster, and more frequently.

Destroy the three of them with the Wild Swing-Ding, and continue along your journey. You can continue by climbing up along the Lattice Fence in the background. Watch out for the two Spikes that will sway from side to side, as well as up and down. Jump off once you see fit to, and break open the Treasure Chest to reveal the second Treasure, the Antique Clock.

Head downwards, and jump into the hole. You will soon encounter a Jolly

Jumper. These enemies are not too hard, but cannot be related to any other enemy that we have found as of yet. They will hop around the battlefield, and rage up by spinning in circles to attack you. Kill this lame enemy quickly, and Piledrive his ass through the Steel Trap Door.

In this Red Diamond area, you will notice that you will have to cross several smaller platforms that are suspended in air. Try an overhead view for an easy route. Choose either the left or the right, and cross more skinny platforms. You will cling to the ledges of either side, and jump up, sort of like we did with that earlier Red Diamond area.

Once you have reached the top, cross over to the long white platform, and go to the overhead view again. Fall down and collect the Red Diamond. Straight ahead, you will have to cross over several moving platforms. Jump straight in the air as a second comes in. Repeat this process until you reach the top platform. Take the Wario Statue Piece, and hit the Spring to exit.

Now that we are out of that, head to the right, and ignore the Jolly Jumpers, as they turn into magicians if Piledriven. Throw one of the Jolly Jumpers into the wall where the green Wario Button is (coordinate with the mirror on the ground), and then climb up the Lattice Fencing up ahead, and go to the right whilst hanging on. Jump from Lattice Fence to Lattice Fence without falling to eventually reach the other side, or climb up by looking at the mirror.

After this, watch out for the Spikes on the Lattice Fence, as well. Once this is over with, jump down and go to the Garlic Seller, if you need some health. With this done, deal with the three Jasons in the area by Wild Swing-Dinging them, and watch out for the Sparrow to the right.

Go to the far right on the solid mirror ground to find the third Treasure in a Treasure Chest, the Gold Mirror. Afterwards, backtrack, and climb up the Lattice Fencing where the Jasons were/are. You will have to cross a mixture of Lattice Fences, and Glue Globes, all by looking in the mirror on the ground. I suggest ONLY pressing right and left, NOT up or down.

Once you cross them all, land firmly on a steel flooring that is suspended above the room below that we were just in. Go left at the big platform to find a Treasure Chest filled with whatever, and then go right. Jump across the steel suspended platform to another steel suspended platform, and walk over to the right to reach solid ground.

Go further right, and you will soon find another pair of Glue Globes. Take them down, and ignore the Baggy Birds by going through the Wooden Trap Door. In this Red Diamond area, you will have to climb a series of platforms that turn every single second. Climb up halfway, and jump over to the right. Take the Wario Statue Piece, and align yourself up to cross the platforms to the left. Take the Red Diamond, and hit the Spring below to exit. That wasn't so hard now, was it?

Now that this is over with, travel to the right and discover a hole in the ground. Go through to land in a Battle Ring which is cluttered with several Dog Magicians and Thingies, Jasons, Sparrows, and much more. Collect your booty after the fight, and go to the left. Ignore the two Jasons, and fall down below.

Turn on the Lion Globe, and jump onto the tail of it. Ride it to the very end to activate the dark blue Wario Button on the wall, and then

backtrack to the Battle Ring by going up the Glue Globes. Go right, and activate the Lion Globe, and jump off below to pound in the light blue Wario Button.

Afterwards, jump across to the Spriteling, and let him free. He will mention how you can only spot certain creatures in the mirrors. Jump onto the Lion Globe's tail, and jump off to the right. Punch open the Treasure Chest to reveal the Gold Clock Treasure Item. Kill the Magician Dogs, but use one of their bodies to go through the Steel Trap Door below.

In this Red Diamond area, you will see a whole bunch of platforms rotating. Begin jumping across to the right, and remember to jump off of the white platforms fairly after you jump onto them, as they will fall down. Jump over the very large Spikes as they rotate, and you will eventually reach the Red Diamond. Collect it, and jump back on. Jump over to the moving red platform straight ahead, and jump off to collect the Wario Statue Piece. Hit that Spring!

Climb up the ladder that is straight ahead, and trail to the left. Destroy the four Magician Dogs, and climb up and over the Lattice Fencing. Once you have reached a part where a Spike goes up and down, wait for it to go up, and then quickly, you will want to go down, and to the left. Collect the Wario Statue Piece, and jump off. Now go to the left again.

Hang onto the Lion Globe after you activate it, and jump down to break open and collect your fifth Treasure thus far, the Bronze Mirror. Afterwards, hop back onto the Lion Globe's tail, and ride it until you reach several Glue Globes that are on the wall. Climb them all the way up, and jump off to the left. Climb up, and then go right.

Jump up the Glue Globes to the right, and you will eventually reach a suspended platform. Fend off around four to five Baggy Birds as you make your way across more Glue Globes, and bust open a Treasure Chest to likely collect some Coins. Continue right, and you will soon find another Treasure Chest below containing the Stained Glass Treasure. Six down, two to go!

Backtrack to the left, and carry on towards the left afterwards. You will soon encounter your first set of Mirror Phantoms in the game. These are the enemies that the Spriteling mentioned to you. You can only see the Mirror Phantoms in the mirrors, so you will have to judge where they are based on that alone. A few hits will KO them. Go into the hole with the ladder, and pound through the Wooden Trap Door.

In this Red Diamond Area, you will have to look around, and notice a Switch on the ceiling that we must slap. But how? I will tell you how: The Corkscrew Conk. Just press the R trigger, and the A button as soon as you do, and you will flip far across. After you hit the first Switch, another will appear. Hit it, and another will appear. Hit it to reveal a Spriteling, which will give hints about the surroundings, and collect the Red Diamond across from the Spriteling. Hit the Spring to exit.

Carry on towards the left even further, fighting off the Mirror Phantoms. Climb up the Glue Globes attached on the back of the first pillar to reach a Wario Statue Piece. Fight off a Mirror Phantom, and carry one of their KO'ed bodies over to the Rotation Wheel, and begin Wild Swing-Dinging it.

Once the gate is lifted, go over towards the left, and jump onto the Glue Globe attached to the back of the second pillar, and then climb up. From here, quickly jump over to the left before the gate closes. There is a Garlic Seller in here, as well as a Genie Lamp, in case you need to open the gate to get back over. Otherwise, drop into the hole.

Now that you are down here, you will notice a Ghost Ship flying in front (or back, according to the mirror) of the screen. You can easily avoid the Thingies/Magician Dogs that it throws out by simply running away from them. Go to the left, and you will eventually be greeted by another Terrible Portrait. You know how to kill it (if not, read the Enemies Section). The only difference is that it will take three hits to kill instead of two.

After you have destroyed the second Terrible Portrait of the stage, you will notice an X Brick to the left. Hmm... Go further left by climbing the Glue Globes, and you will see a Jolly Jumper down below with a pink Wario Button. We'll get it in a second, but first, go farther left and hit the purple Wario Button. Now jump down, and punch in the other Wario Button. Fall into the Unithorn lair below to get out of here.

After the Unithorns, go to the right, and take it the far way until you reach a Treasure Chest. Break it open to reveal the Crazy Glasses Treasure. Now, wait for the Ghost Ship to release one of the Magician Dogs, and begin to KO it. After it has been KO'ed, take it and Piledrive it into the Steel Trap Door.

In this Red Diamond area, you will encounter one of those damn annoying catapult launching areas with the Glue Globes. Jump onto the Glue Globe, and jump off right as it stops launching you forwards. Jump over to the Glue Globe dead ahead, and do the same. Collect the Red Diamond here, and get atop the next Glue Globe. Launch yourself over to the next platform VERY softly, and collect the last Wario Statue Piece. Now jump over to the Spring.

Make your way back to the left, and jump down into the area that had the Wario Button in it before you punched it. Make your way further left, passed the Jason, and climb the hidden Glue Globes attached to the back of the platform. Once you have climbed out of there, stand and wait to unlock the Goal Trap Door.

Do NOT go in just yet, and instead jump off to the right. There's a Garlic Seller here, if you need. Bust through the Wooden Trap Door. Jump onto the Glue Globe, and over to the right. Bust free the last Spriteling, who will mention the Mean Emcee, the boss of the stage. Turn the camera angle facing the left, and do the Corkscrew Conk (R Button + A Button) through the spikes to reach the Red Diamond. Hit the Spring.

Break open the Treasure Chest to reveal the last Treasure, the Gold Pocket Watch. Climb up the Glue Globes attached to the back of the big platform, and bust through the Goal Trap Door to reach the boss of this stage.

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>-----<
>-----BOSS<>FIGHT-----<
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>-----MEAN EMCEE-----<
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The Mean Emcee is your boss for the Mirror Mansion stage of the Sparkle

Land level sets, and is very curious, indeed. He does not look like an "MC," per se, considering it looks like an ugly white guy that is painted green. The only "MC" part about him is the whole "gold teeth" thing that Trick Daddy likes to do a lot.

Enough of me babbling about his looks, as you are thrown into battle with the Mean Emcee right away. The concept of this battle is fairly simple, and that is to begin pounding away at the Mean Emcee using your combos, and just broken up attacks that are seemingly like combos, until he begins running scared.

At this point, the Mean Emcee will ride inside of a cup. There are three cups, so pay attention as to which one he is in. They will now begin rotating, kind of like the "Find The Baseball In The Hat" thing at the ballgames. Keep an eye on it, and punch the cup once. It will lift up, revealing nothing...

...Did you hit him, or did you miss? I will tell you how you can find out, and it is quite simple, at that: Jump up into the air and punch the cup that is hanging above the empty space. If he is in there, he will fall out, KO'ed. Pick The Mean Emcee up as soon as possible, and give him a big Piledriver into the concrete.

Now that we have the basic idea of the fight down, I guess we can begin getting to the juicy stuff, right? The Mean Emcee's attacks are sort of varied, and kind of powerful. This boss is basically more annoying than challenging, for a lack of better words. So I suppose we should get started on those attacks now, right?

The first attack that the Mean Emcee boss fancies to use is the twirling cane attack, however, he will only attack you if you attack him. Hugs, not drugs. The Twirling Cane attack is somewhat of a sissy attack, in which he will twirl his cane in circles to hit you, like a Broadway performer. Fred Astaire? No. More like "big loser." Just run away from the attack.

After you hit the Mean Emcee the second time, he will quickly run into one of the three cups that are on the screen. If you guess wrong, he will send several Magician Dogs out of the wrong cup, but you can simply use these as weapons against the Mean Emcee by KO'ing the Magician Dogs, and putting them in the Wild Swing-Ding move.

Obviously, as you could have probably guessed by just hearing the concept of the fight, as you progress through the boss battle, the cups will move A LOT faster in comparison to their original form. Hopefully, you have played the "Test Your Sight" thing in Mortal Kombat Deadly Alliance before you are fighting the Mean Emcee.

The second attack that the Mean Emcee will use is based off of when he only has three Skulls of health left. It is a very dastardly move on his part, but very stupid, as well, as he will fall off of the ledge very easily. He will use the "Spinning Rhyme" (oh-so clever on my part) move, which will make him roam really fast whilst spinning, but fall off of the platform even faster. Pound him into the cup once he climbs back up.

As the battle lingers on, you will have to face up with different types of enemies as you battle with the Mean Emcee, IF you get the wrong cup (which is highly likely, with how fast the cups move towards the end of the battle). The most common enemies that you will face will be Jolly Jumpers. Just use them as a weapon against the Mean Emcee. They will

each other (I threw an extra block in the line) I did what you said and hit a block into the moving block- the chain reaction threw a block into the wall on the left side just under the walkway. I climbed onto the blocks that all ready start off the ground and leapt to the block attached to the wall and pulled myself up and over. Thanks for your guide. I try not to use them but when I get stuck I can't help but sneak a quick look."

Bust open the crate with the Spriteling trapped inside to hear about the Stone-Cold Statue enemy that will be coming up, which sounds a lot like the Terrible Portrait. Climb up a little bit further, and you will reach a few Large Coins, as well as the Red Diamond inside of this Red Diamond area. Hop down, and hit the Spring to exit.

You will want to drop down to where you first started off, and break open the Treasure Chest to collect the first Treasure, the Ancient Ring. Fend off the Sand Flowers. The Sand Flowers are little living creatures, sort of like Pikmin (a lot like Pikmin, actually), that will attack you inside of the Pecan Sands stage. One hit will kill them, as they are the Pecan Sands version of your basic "one-hit-kill" enemy.

Continue to the right, and you will soon encounter some Mummy Wolves. The Mummy Wolves are your basic "three-hit-kill" enemies that will attack you, which are bigger versions of their smaller counterparts. In this case, however, they are NOT counterparts to the young ones. Watch out for their swiping attack, as it could be deadly.

As you head to the right, we will discover MORE new enemies. Jeez. If you guessed that the Club Mummy was a distant cousin of the Clubosaurus, then you are absolutely correct, young sir/ma'am! It will use a frequent rage attack, in which it bats the Club around to hit you. Just hit it three times in back to make it drop the club, and three times in back again to KO it.

With the formal introductions decreased now, you will notice in between the second crack in the background that there is an off-green Wario Button on the wall. Jump up and punch it to activate it. If you head farther right, you will fight with a Laserbot and the Robo-Descendants that follow. Kill them, and go right. You will find yet another new enemy to keep track of: The Scorpion, which you saw earlier, but I will now detail.

The Scorpion enemies are exactly what they sound like: Scorpions. If you get in their way in the early parts of the Pecan Sands stage, they will begin smashing their tails down into the sand in an attempt to destroy poor old Wario. Be highly cautious when dealing with these guys. There is a yellow Wario Button to the right, and a regular Treasure Chest in the back.

Backtrack, and go up the platform. Here, you will find the Sphinx Cannon. The Sphinx Cannon enemy is your basic Ankiron/Bonkiron enemy, only in the whole Pecan Sands skin look. This one actually looks really cool. Like a Sphinx with a gun coming out of it's head. Anyways, destroy it by punching it enough times, and then Piledriving it into the ground.

Climb up the next platform, and you will find a Sand Blower contraption. What it will do is blow sand very strongly, pushing you away if you are standing on top of it/in the way of it. So make sure that when you are fighting away those Mummy Wolves and such to be aware. Jump off to the right to find a Treasure Chest containing the Ancient Relief Treasure.

Go towards the left, and you will notice several Sand Blowers all lined up, reaching towards the top of the screen. Cross them very carefully, making sure you do not get blown off of them in the process, and collect the Ancient Necklace Treasure inside of the Treasure Chest on the second Sand Blower platform along the way.

Now that you have reached the safe platform, go towards the left and fight with a Laserbot and her Robo-Descendants. After the swift Piledriver into the sand, continue going towards the left, and cross over the waterfall of Glue Globes to reach another area to the left. Crossing over is pretty easy, just remember to only use left and right on the Control Stick.

Once you have reached the other side, do not harm the Club Mummy, as you can bounce off of the head of it to reach the high platform to the left. Once you have reached this, begin walking down the Sand Blower to reach a Wario Statue Piece on the ledge. If you fall off, you will have to deal with a nasty monstrosity that we have dealt with before...

Yes, if you fall in, you will have to fight another one of the Gulp Worm bosses from the Greenhorn Ruins stage waaaay back when. I will not copy and paste a strategy into the walkthrough, considering that would take up an awful lot of space, but if you need help, consult the Boss Section of this FAQ/Walkthrough.

Run downwards, and go through the Wooden Trap Door. Climb up the ladder, and walk around to collect the Wario Statue Piece. After this, ground pound the lone block, and knock it over to the left near the other two blocks. Punch it into the crease, and then go near the ledge and punch one of the blocks towards the block you just pushed. From here, push this block into the crease, as well. It should be above the previous block now. Now get on top of it, and Ground Pound. Ride it almost to the very top (where the screen starts getting black) and jump off, hugging towards the Red Diamond. You will eventually get it after a few tries.

Margo sent in this comment... "I found a much easier way to solve the red diamond area with five arrow blocks in Pecan Sands. I tried something similar to your approach without any luck and decided that there had to be a more elegant solution. In order to explain this I numbered the blocks 1-5 with 1 being the single block and the rest in order clockwise. So, you climb the ladder and hit block 2 at block 1 which will send block 1 against the wall and leave block 2 out in the open. Now go around the corner and hit block 5 at block 2 (leaving 5 in the open). Go back around to block 3 and hit it at block 5. Back to block 4 (the last one) which you hit at block 3. Jump onto block 4 and now it's any easy jump to the red diamond. Hope someone finds this helpful."

And John sends us this helpful, insightful tip... "the easiest way to do the crappy block puzzle in pecan sands is to get the chain reaction going back and forth under the two raised blocks, then get the timing right so that when you ground pound on one of the raised ones, there is another one under it. Then when you pound, immediately jump and you will fly very high and from there you can jump to anything."

You will also notice a light green Wario Pad down here, so keep that in mind. Go to the left, and hit the Whirly Bird. This will create a cyclone for you to exit. Hug upward to reach the platform that you would have reached, had you not fallen in the sand pit with the Gulp Worm.

While up in the air, you get a good look at what is around, including a Trap Door.

Carry on towards the left, and jump onto the Glue Globe stream. Jump straight into the air to get on the second Glue Globe, and jump over to the left. Break through the Wooden Trap Door. In this Red Diamond area, break free the Spriteling in the back of the room, which will mention something about a Laser Jigglesfish.

From here, turn around and hop onto the two Arrow Blocks. Now, Ground Pound onto the arrow blocks, and jump off of them once you reach a close enough platform. Go around the platform while you dodge the two gigantic Spikes that roam the sides of the balcony, and then jump over to reach the Red Diamond area. Jump down, and hit the Spring to exit.

Jump over to the left, and cross over the three sets of Glue Globes. Stay on the last Glue Globe, and begin riding it down. Jump off to the left to hit the green Wario Button, and ride the Glue Globe down to where the Garlic Seller is. To the left of the Garlic Seller is a light blue Wario Button, so Ground Pound it, as well.

It is down here where you will find that Laser Jigglesfish that was mentioned from the Spriteling. The Laser Jigglesfish enemy is no laughing matter. Watch out for these critters, and the pretty light blue laser that they shoot out. As they turn upside down after shooting off the laser, Ground Pound them for the KO. I suggest a swift Piledriver for the elimination, so take it over to the left, down, and break through the Steel Trap Door.

In this Red Diamond area, go straight once the field is leveled, and remember to jump in the center if things get too distorted. Do not get too close to those spikes, either. Remember to use the middle platforms. The final platform will move backwards and forth, making me want to kill myself. When you finally reach the end, take the Wario Statue Piece and the Red Diamond and exit. God, I hate loving this game so much.

From here, go to the far right and punch the Whirly Bird to zoom you into the air, and hug to the right as tight as you possibly can. You will notice that the Treasure Chest is now lying on the Wario Pad, so break it open to collect the fourth Treasure of the stage, the Small Pyramid.

After this, go over to the Whirly Bird and punch it. Ride it to the top, and hold up to exit this pit. Go to the far left, and you will soon encounter a Stone-Cold Statue. This enemy is HIGHLY annoying. The only way to destroy the Stone-Cold Statue is by attacking the glowing green light on each of the three panels that it presents. The eyes will shoot lasers, the mouth will shoot flames, and the nose will... well, do nothing. [CORRECTION: "The noses suck and try to pull you in closer so that the other parts can hit you more easily. So it's only a tiny contribution but heck It's something." Thanks to Bo for this information. I hope Bo isn't as stupid as Bo on The Days of Our Lives, however, this Bo seems like a nice, cool person. Once again, thanks to you, Bo.]

Once you have defeated the Stone-Cold Statue, climb up the ladder, and bust up the Treasure Chest on the right that contains the Ancient Bracelet, which shimmers with an awesome color of rust. Really cool. Go to the left, and you will notice a sand slide. In the center, as you go down, you will find a Wario Statue Piece.

You will find a Battle Ring at the end of the sand slide that contains several types of enemies, included but not limited to Mummy Wolves, Sand Flowers, Scorpions, Club Mummies, Sphinx Cannons, and much more. Afterwards, collect the booty and go towards the upper left a little bit further.

Jump over to the looks-like-trouble area and bust up the blue Wario Button, and grab a Mummy Wolf to take along with you. You will find a Steel Trap Door guarded by Scorpions, so bust through it. In this Red Diamond area, you will have to jump onto one platform, clear over the one with the Spike, and hang onto the ledge of the third.

Pull yourself up, and you will come across a very difficult task in store: You will have to jump onto the ledge of the Unstable Block until it drops slightly, then pull yourself up, and quickly jump to the ledge of the next Unstable Block, and repeat this to reach the platform with the Red Diamond.

From here on out, go forward and jump onto either one of the spinning blocks, and ride it over to a platform. In front of you, you shall see a terrifying sight: Around twenty Marshmallow Blocks, all lined up, and waiting for you to cross them. All I can say for advice is to HOP instead of JUMP. Good luck. Grab the Wario Statue Piece, and hit the Spring.

Before you climb up the ladder on the upper right, jump onto one of the pillars set up, and climb up the platforms to reach a Spriteling, who will mention Ironsider, the enemy at the goal up ahead. Jump down. Once up the ladder, break open the Treasure Chest and grab whatever, then destroy the Club Mummy.

Go downwards a little bit and throw the Wario Heads at the enemies behind you. You will eventually reach a Treasure Chest containing the Anubis Statue Treasure inside. Once gotten, head back, and climb up the broken platforms to the left to reach some rooftops. Jump across them, and bust through the Wooden Trap Door at the end.

Once inside of the Red Diamond area, you will notice some stacked platform boxes, as well as a Marshmallow Block. Jump onto the Marshmallow Block, and quickly do a Corkscrew Conk (R Trigger + A Button) to hit the Switch up ahead. This will move the Spikes from the ladders in a swaying motion.

Go up the ladder quickly, and collect the Wario Statue Piece. Go to the right, and you will encounter some X Bricks. Walk across them as they fall, but stay on the last one. Jump over to the platforms straight ahead, and climb up the sides as you cling on. From here, jump over to the center and walk across the platforms here, and fall off of the last to collect the Red Diamond. Hit the Spring to exit.

Trail back to where you came from, and begin climbing up the Lattice Fencing. Once you make your way to the right and up, there will be a Garlic Seller awaiting your arrival, if you need health. Walk forward, and destroy the Mummy Birds. Go into the sand, and bash in the purple Wario Button.

Walk further left, but do not go up the platform stairs. Instead, go around to the back and collect the Wario Statue Piece in the hole in the wall. Now go back and climb up the platform steps. Kill the two Mummy

Birds, and watch out for the Sand Blowers that await your arrival. Go down the stairs to the left.

Here, you will spot a Laser Jiggfish. I love the name "Jiggfish." Anyways, wait for the laser to go off, and then KO it by Ground Pounding the poor sucker. Pick up the body of it, and Ground Pound it through the Steel Trap Down located one platform down on the bend of the corner. Ya can't miss it!

Once you are inside of the Red Diamond Area, you will think one thing: "What the [bleep]?" And yes, what the bleep indeed, my friend! You are inside of a huge maze, and I gotta figure out what the hell to do, that way I can relay it back to you! Go straight, and up the platforms. Follow the path straight, and go passed the swirling spikes.

Go forward, and jump over to a smaller platform. From here, you must make your way across several Unstable Blocks, and a few Marshmallow Blocks, as well. Corkscrew Conk over to the next long platform, and avoid the spiked object by jumping over it. Climb down the platforms, and jump onto the platform that lowers to pick you up.

After this, travel over to the right by jumping onto the winding platform. Follow it, and climb up the stairs. Carefully Corkscrew Conk over to the next two platforms, and then cross over the Marshmallow Block. Almost there, guys and gals. Go through the odd maze to the top, and cross over the Unstable Block. Break open the Treasure Chest and collect whatever is inside of it.

Now, go to the right, and cross over the small moving platform. Is the tension building yet? Thought it was. Follow the path right, and get through this area, Follow the path, and Corkscrew Conk off of the dead end. Go right and free the trapped Spriteling, which will complete our set of five. Now you can fall off and start over (I know, I know) to get the Red Diamond. Remember how there were two directions in this paragraph, and we took right? Take left and aim yourself as you fall to collect the Red Diamond. Exit afterwards.

Whew... Hell is over, eh? Cross over to the left, avoid the Laser Jiggfish, and go down to Ground Pound the pink Wario Button. Now go through the Glue Globe waterfall, and collect the Wario Statue Piece. Now attack the three Flying Hatchets. Throw one of them into the wall, and KO another one. Carry this one up to where the Flying Hatchet is stuck, and stick it into the wall. Now climb up.

Up here, go around in back and destroy the nasty Stone-Cold Statue by punching the light up green lights on each panel of the face. Once you destroy it, you can go right left and collect the Monarch Mask Treasure from the Treasure Chest, and go right to collect the last Treasure in the game, the Nintendo GameCube. Afterwards, you can buy some Garlic from the Garlic Seller. Now go up and unlock the Goal Trap Door, and go through to meet the boss.

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>-----<
>-----BOSS<>FIGHT-----<
>-----<
>-----IRONSIDER-----<
>-----<
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As we break through the boss trap door, we will soon find the Ironsider down below. The Ironsider is a very nasty beast that looks like a chess

piece. In fact, the big platform that you land on even sort of looks like a chess table, only big and metal and suspended above fire. Who knew?

This battle is more of a hand-eye coordination type of deal compared to any of the other battles, as you will need to know exactly where to move to avoid getting hit. This match consists of the Ironsider (which is the black "piece") and its hands (which are the big hands that float above the battlefield).

As you probably guessed, the hands are an enemy of their own. They will take turns every now and then destroying Wario by crushing them underneath the fist that they make. That's right, the old "make a fist and crush the hero" gag again. Thankfully, this move is easy to avoid compared to most of the techniques in this game.

As for the Ironsider, it will use a smaller variety of attacks than most of the other bosses in this game, due to the whole "I got two big stone hands that can crush you to help me out throughout the battle" thing. The first attack it will use is based on the old Shock Wave technique. It will jump in the air a slight bit, and land to create a moderate speed Shock Wave.

The second attack is around as frequent in use as the first is, which is about every other attack, or sometimes two in a row. This attack is the Flamethrower technique that we have seen several times before. The range is fairly decent straight ahead, however, there will be nothing to worry about if you are on the sides.

Attacking the Ironsider itself is fairly useless, as the only thing that will become of it is that cool "cling, cling" noise, as it you are fighting each other with a big sword. So just how do you defeat the Ironsider, you ponder? I'm not sure, but I think it has something to do with those two big hands... Hint, hint...

Begin attacking one of the Ironsider's Fists, and after around three hits, the fist will drop. Picking it up is harder than it sounds on paper, as the Ironsider's attacks are very moderate in speed, and extremely consistent. Plus, you have that other Ironsider's Fist to keep in mind, as well, and let me tell you, she is one jealous girl.

After you have the Ironsider Fist in your arms, begin either performing the Wild Swing-Ding to the Ironsider's Fist, or begin to build up a Super Throw. You will want to aim for the Ironsider, duh. If it connects, this will take one full Skull down on the Ironsider's health. Not too shabby thus far, kid.

Now there should be three Ironsider's Fists on the battlefield, which means more trouble for you. You can easily hit an unsuspecting Ironsider's Fist (the one that was leftover will do just fine) and pick it up, and quickly throw it at the still-dazed Ironsider just in time to hit it. There's two easy Skulls down.

It is at this time that the Ironsider becomes a little ticked off at what you have been doing to him, and decides it is payback time. He will begin performing the Flamethrower attack, however, this time it is personal. The flame will only be around two inches longer (on the screen, of course) but he will begin spinning in a circle fairly fast, destroying all of the Ironsider Fists that are on the screen along the way.

This is definitely not much fun, my friends. With all of our ammunition destroyed for the next few seconds, we are forced to run from the Ironsider. However, I shall give a small, simple tip to you so that you can avoid getting hit by the Spinning Flamethrower: Run close inside, as the Ironsider is not fast enough to hit you if you are this close.

It is at this time, with the three Ironsider's Fists on the screen at once, that it becomes way too dangerous to perform the Wild Swing-Ding in this battle any more. If the Ironsider's Fist collides with another Ironsider's Fist, they will shatter into a thousand (okay, 30) pieces, and obviously be of no use any further.

So, in place of the Wild Swing-Ding, I suggest using the Piledriver up close, as it is invincible to the Spinning Flamethrower, as well as the aftermath of the Shock Wave. Just make sure that you are up close enough to hit the Ironsider, as the Piledriver will obviously not affect him if he is a mile away.

Now you have gone and done it! The Ironsider is pissed off for sure this time, as he will begin performing the Spinning Flamethrower. What's the big deal, right? With two Skulls left, the Ironsider's Flamethrower not only becomes super fast, but it also reaches all the way around the battlefield, making it impossible to avoid by running far away now.

With only one Skull left on the health meter, the Ironsider will begin performing the Ultimate Shock Wave, which consists of four bounces that are fairly quick, and ends with a Mega Bounce that will send an ultra fast Shock Wave through the entire arena. Believe it or not, this move is fairly simple to avoid, so you haven't much to worry about.

After you have defeated the Ironsider with the last Piledriver to the top of it's head (provided that it actually has a head, but regardless) you can continue on to the final boss in this level set, and attempt to claim the final key piece to meet up with the actual final boss. Ooh goodie!

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IV.1 ----- CAPTAIN SKULL'S SHOWDOWN
c====+====+====+====+====+====+====+====+====+====$
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>-----<
>-----BOSS<>FIGHT-----<
>-----<
>-----CAPTAIN SKULL-----<
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```

At first, I thought this was Captain Duck from those Mighty Ducks movies. Boy, those movies sucked. Anyways, as you walk into the stage, you will be greeted by an interesting cut-scene, which displays a ghost ship that is crushed in two, and Captain Skull across from you on the other half of the ghost ship. OH MY GOD SO SCARY!

Once the battle starts, you will have to jump onto the Ghost Spring that is located downwards and to the right slightly. Once you begin bouncing, trail over across the ocean blue, and to the other side of the Ghost Ship, which is where Captain Skull is awaiting for you. If you fall into the water, you will not die instantly. Before we get into the

destruction of Captain Skull, I must mention the attacks of Captain Skull.

Captain Skull's opening attacks are fairly simple in avoiding, and in counterattacking, as well. His variety of attacks is not extremely original in concept, or in the game's eyes, either, which is very disappointing. The first attack is your basic "Arrr! I'll shoot him with the gun attached to my arm!" energy ray that will follow you slightly.

The accuracy on this attack is fairly stale. We'll put it this way: You know how whenever you play Mega Man, and a boss hops around a whole lot, and you keep shooting him with the Mega Buster and missing? That is the sort of accuracy that Captain Skull has whenever he launches his energy ray attack. Hey, he even has a cannon for an arm, just like Mega Man!

One more Mega Man resemblance: He will switch weapons, and begin using a Bombard of Bombs attack. This time, his accuracy does not even need to be that dandy, as there will be so many bombs in the region that they will crowd around you at all costs. You can easily dodge the attack by either picking up the bombs and throwing them in the ocean, or running out of the way.

With the two far away basic, early attacks out of the way, let me get started on how to defeat Captain Skull. After you have jumped onto the Ghost Spring on your side of the ship and land onto his, simply run up to him and begin pounding on him with some swift combos. There is not much strategy here. After he is KO'ed, pick him up and give him a big Piledriver of love into the wooden flooring.

Afterwards, Captain Skull will use a hookshot-like device to zoom over to the side of the ship that you were once on before you hit the Ghost Spring to travel over to here, so backtrack to that side before he launches his third attack of the evening, the Nuclear Cannon Ball. He will launch a huge cannon ball out of his hand that, once it lands on the other side of the destroyed ship, will create a very large explosion around the size of 85% of the platform, and it is VERY tough to dodge.

Once you have landed on the side with Captain Skull, you will be forced to duel again. His energy ray now consists of two shots instead of one. You see, the more you hit him, the more energy rays will be fired once he recovers. Begin using a combo attack on him, and swab the deck with him by using the Wild Swing-Ding technique, arrrr!

Something else that you may like to consider, in case you are having trouble getting fairly close to Captain Skull, is to pick up one of the few barrels which are lying towards the back/front of the ship piece (not the middle). Super Throw the barrel at Captain Skull to KO him, and use the Piledriver or Wild Swing-Ding move on him to get the hit in.

With two Skulls taken away from Captain Skull's health, you will be faced with dealing with him in the fierce way. His attacks will increase, as the energy rays go from two in a row to three in a row. There is another thin which will hamper our progress, as well: Captain Skull will now hookshot over to the other piece of the destroyed ship in the middle of combos sometimes. Ouch.

The best thing to do when this happens is to drop everything and quickly follow Captain Skull across the ocean to the other side of the ghost ship, that way you will avoid the Nuclear Cannon Ball attack that he will unleash on the other side of the ghost ship. Captain Skull will

(probably) display his next attack now.

The first exclusively close-range attack that Captain Skull will perform is easily titled the Cannon Ball. You know how whenever you go swimming, and you perform cannon balls from the diving board? It's like that, only he spins like a tire and zooms towards you. On top of this, he performs this fairly fast, as well. You can tell when he is about to perform the attack by when he is pulsing light from his body quickly. Dodge it!

After you have gotten three of the five Skulls down on Captain Skull's health bar, he will jump up to the top platforms of the ghost ship, and begin throwing unlimited amounts of Nuclear Cannon Balls if you are standing on the opposite side of the destroyed ship, and shoots unlimited amounts of energy rays if you are on the same side as he is.

Instead of climbing that large ladder to reach Captain Skull, I suggest jumping onto the Ghost Spring, and land on top of the platform OPPOSITE of where he is at. From here, wait for him to begin launching some bombs over towards you. Pick one of them up, and Super Throw it at him. This will KO him, so quickly jump down, and hit the Ghost Spring. Go to him platform, and Ghost Spring up to where he is. Now Piledrive him before he wakes up.

Another attack that Captain Skull will use is that he will send around seven energy rays yours way on the pillar. They will not be homing in on you, however, they will be pointed in whichever direction your character is standing at the moment, which will make it extremely difficult to avoid, so try jumping over the energy ray when the time is right.

The reason you have to use this technique instead of the casual "Combo" move is because Captain Skull will turn into a Cannon Ball here if you attempt to attack him, so be on the lookout. After you have four of the five Skulls down on his health bar, Captain Skull will begin using the Nuclear Cannon Balls on the opposite top pillar, as well. Ouch.

Captain Skull will use his basic attacks after this, only they will be slightly enhanced, including the bombs going off a lot faster than before, and the energy rays will actually home in on poor old Wario instead of just traveling in his direction, making it nearly impossible to avoid. Not to mention that Nuclear Cannon Ball just keeps on coming without fail.

In the rare instance that Captain Skull does NOT go up top, and it still IS impossible to attack him without him going into Cannon Ball mode, I highly suggest picking up one of the barrels in the background, and carrying it over to Captain Skull. Now jump in the air, and piledrive it onto him for the KO. Now Piledrive/Wild Swing-Ding him, and repeat.

Simply repeat what you have just done to hit Captain Skull before by using the bombs that he shoots on him to KO his sorry buns, and Piledrive that skull of his into the wooden flooring, you will have won the match, and also gotten the entire four pieces to the big key! Go yooouuu, go yooouuu, it's your birthday, not really, but go anyway!

oo

F I N A L C O N F R O N T A T I O N

multicolored soap sprayers), you will have to run for the next Spriteling. The Black Jewel will begin attempting to block your path with the Inferno Laser Trail attack, so simply stop in your tracks before you continue through it.

Once the flame has burnt out, run over and free the second Spriteling. The Black Jewel will likely be too caught up in releasing the Inferno Laser Trail attacks to care, so dash over (R Button) to the next Spriteling and set it free. It is likely at this time that the Black Jewel will reveal its next attack.

The next attack consists of several large phoenix-ish fireballs being shot from its eye, and straight to where you are located at. They will swirl around Wario in a panicked frenzy, and attempt to hit him as they burn out. On a scale of 1 to 10, this attack sucks on the Black Jewel's part, as it is fairly weak, and it takes a lot to get hit by this attack.

Head for the fourth Spriteling stuck inside of the crystal. The Black Jewel will not take too kindly to you wanting to hurt him, so he will begin performing the Inferno Laser Trail attack once again. If you are very close to the trapped Spriteling, and an Inferno Laser Trail is about to separate the two of you, dash using the R Button to reach him before it is too late. Hit the crystal to set him free.

With only one more caught Spriteling in a crystal to go, you must make the best of the situation by running like hell to the last one! Hurry! Once you have set the final Spriteling in the crystal free, it will speed up and clonk the Black Jewel upside the head, knocking him out. Quickly run over to the Black Jewel, pick it up, and Piledrive it hard and steady!

Now, the bad part: All of that we just did, only took down one Skull of health on the Black Jewel. I know that isn't TOO bad, when considering the other bosses, but this boss has EIGHT skulls of health, not five. Ohhh yes, my friends, it is going to be a long day at the ballpark here tonight. Or today, whatever time it is where you live.

After this, with seven Skulls of health still left, the Black Jewel has a lot of frustration building. Quickly break open one of the Spriteling Crystals, which is likely in back of you, and the Black Jewel will become very, very angry. It will begin releasing the Inferno Laser Trail attack at around two per seconds on given times, and less at the rest of the time.

Once you have destroyed three more of the Spriteling Crystals, make your way to the final one. The Black Jewel with seven skulls of health is almost identical to the Black Jewel with eight skulls of health, except it performs the Rainbow Stomp a lot more in comparison. Once you break open the last Spriteling Crystal, run to the center, pick up the Black Jewel, and Piledrive it into the concrete.

Now that the Black Jewel only has six out of eight skulls of health left, things will begin to turn a slight bit uglier. The accuracy on the Flameballs attack has increased dramatically, hitting you around 55% of the time as opposed to the regular 15% of the time, and the speed of the Inferno Laser Trail has increased, as well.

Hit one of the five crystals containing a Spriteling to hit the Black Jewel in the face, and get prepared to dodge either one of his three

attacks, and remember if he does the Flameballs attack, that the speed and accuracy is highly increased compared to before. Run over to the second crystal, and free the slaved Spriteling inside so that he can do damage to the Black Jewel.

This is all random, but the five times that I fought the Black Jewel, with around two to three Spritelings gone and two skulls of health down, it seems as if the Inferno Laser Trail begins to pick up in speed and numbers. In other words, be very careful not to accidentally run into an Inferno Laser Trail, but also continue at a fast speed. Free the third Spriteling inside of the crystal.

Break free another one of the five Spriteling Crystals to free the trapped little bugger, who will then hit the Black Jewel; guess where? In the face! Exactly! Now, continue over to the fifth and final Spriteling, and break it open. Run towards the center of the platform, grab the Black Jewel, and perform either a Wild Swing-Ding, or a Piledriver. Five to go!

Destroy one of the five crystals containing a Spriteling, and stop running completely. From here on out, you will have to dash from one side to the other, as running is no longer fast enough to get you passed the Inferno Laser Trail attacks that are no going off like crazy, thanks to you kicking the Black Jewel's ass so much.

After you have destroyed the third of five crystals containing an enslaved Spriteling, run for the other two. As I mentioned earlier, be very careful when dashing passed the Inferno Laser Trails, as they will now move so fast that as soon as you spot them, you will likely get hit if you are in the way.

Once you have broken free the last two crystallized Spritelings, they will do the dirty work of hitting the Black Jewel for you. Now run over towards the center of the platform, grab him by the nose (if he has a nose), and Piledrive him deep into the concrete to take away another skull of health. Only four to go now.

Keep in mind that you, too, can damage the Black Jewel regularly, however, it is so periodic that it does not really even amount to anything. However, for those that are curious... You can run up to the Black Jewel once he begins shooting off the Flameballs, or right before he begins using the Rainbow Stomp, and attacking him in a combo. Sadly, he will likely jump up right after the first hit.

As always, go for the gusto by attacking those crystals which contains the poor trapped Spritelings inside. The Black Jewel with four skulls of health left is not all that fancy compared to most bosses that are halfway dead by now. The AI increases a bit on which direction you are heading to, but that's about it.

Remember while you are attacking the Black Jewel via releasing the stuck Spritelings from the crystals that, if the Black Jewel has your path blocked with one of those stupid Inferno Laser Trails, you can dash towards the center, and reach the other side that you were originally going for here, given that the path here is clear, as well.

After you have released all five of the Spritelings from the crystals for the fifth time, the Black Jewel will fall down once again. By now, you definitely know the drill. Run up to it, pick that sucker up, and either Wild Swing-Ding him to the moon, or Piledrive him all the way to

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: ANGLER MANGLER :
|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: THRILLSVILLE :
|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|

I'm just happy this thing had a cool name. Anyways, you first find this enemy in the Shivering Mountains. While this seems extremely complicated, even with the Spriteling's tip, it is quite simple. Wait for the Angler Mangler to shoot out a row of homing icebergs, and his snow buddy (The Barrel Buster) will pop out. KO the buddy, and Piledrive it where the light bulb over his head lies. After this, the Angler Mangler will be extremely angry, and attack with an onslaught of icebergs, over and over again. I suggest getting in position, and moving up and down in a straight motion, around the icebergs as they come at you. After this, two Barrel Busters will appear, so repeat the process twice more to destroy it.

|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: ANKIRON :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: EXCITEMENT CENTRAL :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|

The Ankiron is a big turtle with a huge cannon on it's back, and obviously makes his first appearance inside of the Excitement Central area of the game. You can dismantle him by using other enemies (such as Super Magons) as weapons against him. Just attack him hard and heavy to win the battle.

|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: BABY GATOR :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: SPOOKTASTIC WORLD :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|

The Baby Gators are very, very cute, and make me want to cuddle them every five seconds, however, they are extremely dangerous, as if you give them too much attention, they become angry over it. Treat them exactly like you would a Clubosaurous, attacking them three times in a Combo from behind to drop their club, and three times again for the KO.

|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: BAGGY BIRD :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|
: SPARKLE LAND :
|:|:~|:|:|:|:|:|:|:|:|:|:|:|:|:|:|:|

The Baggy Birds are very tough enemies when they are in large groups. These enemies are Sparrows that fly around with bags over their heads. Isn't that a suicide attempt? Anyways... They will quickly throw Spikes down every few seconds, so take caution when dealing with them.

with a cannon underneath their skin. Can anybody say, "Silent Hill"? The Bomb Mammal is just like the Bonkiron/Ankiron enemies that spit the bombs out at you, so hit them accordingly.

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|:|:|:|:|:|:|:|:|:|:|:|:|:|
:      BONE CRACTYL      :
|:|:|:|:|:|:|:|:|:|:|:|:|:|
:    SPOOKTASTIC WORLD  :
|:|:~|:~|:~|:~|:~|:~|:~|:~|
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Bone Cactyls are almost identical to their cousins, the Cactyls. They will fly around above you, swoop down below to pick you up, and Piledrive you into the ground. You can avoid this move by tapping a lot of buttons. They will also drop Bombs, which makes them different from their living counterparts.

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|:|:~|:~|:~|:~|:~|:~|:~|
:      BONKIRON        :
|:|:~|:~|:~|:~|:~|:~|:~|
:    SPOOKTASTIC WORLD  :
|:|:~|:~|:~|:~|:~|:~|:~|
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Pronounced "Bone-kiron," not "Bonk-iron." This isn't an adventure about a character with a huge head to headbutts things, dammit. These are just merely fossilized versions of the Ankirons that we found earlier in the game at Excitement Central. Boy, the developers must have been thoughtless and/or bored to use this concept until it was dead. Dead! Get it?? Ha!

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|:|:~|:~|:~|:~|:~|:~|:~|
:    BONOSAUROUS      :
|:|:~|:~|:~|:~|:~|:~|:~|
:    SPOOKTASTIC WORLD  :
|:|:~|:~|:~|:~|:~|:~|:~|
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Pronounced "Bone-osaurus," not "Bono-saurus," like the lead singer from U2. This enemy is simply a devolution of the Clubosaurus from Excitement Central. The only difference here is the skin, or lack thereof, on the Bonosaurus.

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|:|:~|:~|:~|:~|:~|:~|:~|
:    CAGED CARNIVORE   :
|:|:~|:~|:~|:~|:~|:~|:~|
:    SPOOKTASTIC WORLD  :
|:|:~|:~|:~|:~|:~|:~|:~|
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The Caged Carnivore is VERY deadly, indeed. You will have to attack the cage to stage out with, and soon it will wake up in a blind rage, and begin slashing like a mass murderer. I suggest Piledriving one of the KO'ed Caged Carnivores into another, as it does a lot of damage.

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|:|:~|:~|:~|:~|:~|:~|:~|
:      CARNIRON        :
|:|:~|:~|:~|:~|:~|:~|:~|
:    SPOOKTASTIC WORLD  :
|:|:~|:~|:~|:~|:~|:~|:~|
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The Carniron is a carnival-esque version of that damn annoying Ankiron/Bonkiron. Gah. You should know how to eliminate him from the Wonky Circus stage by now, and just ignore him while he is hiding inside of his shell.

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: CLOWN :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

: SPOOKTASTIC WORLD :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

Yes, I know I am extremely witty for making up such a wonderful and ingenious name as the "Clowns" for the clown enemies in the Wonky Circus stage. These things are just like the Magons, as in they are stupid and weak.

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: CLOWN CANNON :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

: SPOOKTASTIC WORLD :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

You cannot destroy the Clown Cannon, as it is an awful lot like the Death Smashers that you encounter in the Horror Manor stage. Just simply avoid the three bullets that they spit out.

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: CLUB MUMMY :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

: SPARKLE LAND :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

If you guessed that the Club Mummy was a distant cousin of the Clubosaurus, then you are absolutely correct, young sir/ma'am! It will use a frequent rage attack, in which it bats the Club around to hit you. Just hit it three times in back to make it drop the club, and three times in back again to KO it.

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: CLUBOSAUROUS :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

: EXCITEMENT CENTRAL :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

The Clubosaurus (a made up name, as far as I believe) is a big dinosaur with a huge club that it will use to beat you down with. Even after the Clubosaurus loses its club, it will attack you with a charge attack. A special throw, or Piledriver, will finish the job on this villain. Real name is simply "Triceratops."

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|

: CRACTYL :

|:|:~|:|:~|:|:~|:|:~|:|:~|:|:~|


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:      THRILLSVILLE      :  
|:|:|:|:|:|:|:|:|:|:|:|:|
```

The Fattington can first be spotted in the Shivering Mountains area of the Thrillsville set of levels. If you get too close to the Fattington, you will be bounced by it's very large stomach. Be very careful around these enemies.

```
|:|:|:|:|:|:|:|:|:|:|:|:|  
:      FAT BIRD      :  
|:|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      SPOOKTASTIC WORLD      :  
|:|:|:|:|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|
```

Yet another example of why I should never be given creative control over the name of an enemy. The Fat Birds are as fat as Wario (or myself, for that matter), and they enjoy dropping Bombs on your instead of bird poo. You can destroy them exactly like how you destroy the Cactyls/Bone Cactyls.

```
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      FLYING HATCHET      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      SPARKLE LAND      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|
```

The Flying Hatchet enemies are one of the few somewhat original enemies in the game. They use the same skin as the Monstrous Magnets do, but they have entirely different attacks, including a very nasty "Five Beam" attack, in which they launch five energy rays at Wario. Talk about ouchy. You can use the Flying Hatchets against certain walls to reach higher areas, ala Monstrous Magnets.

```
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      FOSSAGONS      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      SPOOKTASTIC WORLD      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|
```

The Fossagons are a boned version of the Magons. There is absolutely no difference (besides the skin, or lack thereof) between the Fossagons and the Magons. They will both easily go down with a simple punch.

```
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      FROZENKIRON      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|  
:      THRILLSVILLE      :  
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|
```

The Frozenkiron is a normal Ankiron that is just the ice version from the Shivering Mountains, sort of like the Snow Dog version of the Clubosauruses and such. Regardless, if you know how to destroy an Ankiron, you can destroy a Frozenkiron.

```
|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|:~::~|
```


|:|:|:|:|:|:|:|:|:|:|:|:|

The Laser Jiggfish is no laughing matter. Watch out for these critters, and the pretty light blue laser that they shoot out. As they turn upside down after shooting off the laser, Ground Pound them for the KO. I suggest a swift Piledriver for the elimination.

|:|:|:|:|:|:|:|:|:|:|:|:|

: LASERBOT :

|:|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: EXCITEMENT CENTRAL :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Laserbot is one of the sub-bosses that you will find in the game, in Greenhorn Ruins, to be completely exact. The Laserbot will spit out Robo-Descendants to distract you while it has the opportunity to blast away at you with its laser attack. Use a KO'ed Robo-Descendant with the Wild Swing-Ding attack on the Laserbot to make it KO'ed, and then Piledrive it to finish it off. Real name is "Crystal Tower."

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: MAGICIAN DOG :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SPARKLE LAND :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Magician Dogs are larger versions of the Thingies, which I don't know what in the hell they are. Anyways, it will take three hits to defeat these enemies in a KO, and from there, I suggest using a swift Wild Swing-Ding to eliminate the rest of them.

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: MAGON :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: EXCITEMENT CENTRAL :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Magon are a very simple set of creatures, as well as the first that you will find in the game. You can easily destroy them by simply punching them. See? Told you it was somewhat easy.

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: MIRROR PHANTOM :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SPARKLE LAND :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

You can only see the Mirror Phantoms in the mirrors, so you will have to judge where they are based on that alone. This can be tricky at times, since they spit energy ray balls at you. A few hits will KO them.

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: MONSTROUS MAGNET :

|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: THRILLSVILLE :

|:|:|:|:|:|:|:|:|:|:|:|:|

The Monstrous Magnets are the most annoying enemy in the game, but also one of the most helpful enemies in the game, as well. If you throw them up against metal, they will cling to it, creating a platform for you to jump onto for the moment or two. They are easy to kill, as well, but still annoying. Highly annoying, in fact.

|:|:|:|:|:|:|:|:|:|:|:|:|

: MUMMY BIRD :

|:|:|:|:|:|:|:|:|:|:|:|:|

: SPARKLE LAND :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Mummy Birds are exactly like any other of the bird enemies that you have faced this far. Just be careful to avoid letting them pick you up and such, and avoid their projectiles, as well.

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: MUMMY WOLF :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SPARKLE LAND :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Mummy Wolves are your basic "three-hit-kill" enemies that will attack you, which are bigger versions of their smaller counterparts. In this case, however, they are NOT counterparts to the young ones. Watch out for their swiping attack, as it could be deadly.

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: ROBO-DESCENDANT :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: EXCITEMENT CENTRAL :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Robo-Descendants are just as weak as the Super Magon enemies, if not weaker. The Robo-Descendants will appear in the Greenhorn Ruins, as the Laserbot will summon them to annoy you. Sad for her that you can turn around and KO the Robo-Descendants to use them in a Wild Swing-Ding attack against the Laserbot! HAR HAR! Real names are "Crystal Warrior" and "Crystal Flyer."

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SAND FLOWER :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SPARKLE LAND :

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

The Sand Flowers are little living creatures, sort of like Pikmin (a lot like Pikmin, actually), that will attack you inside of the Pecan Sands stage. One hit will kill them, as they are the Pecan Sands version of your basic "one-hit-kill" enemy.

|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|

: SCORPION :

enemy, in that they need three hits to be KO'ed, and they have mini-versions of themselves, to boot. Watch out for the Hack And Slash attack, which it will use swiftly.

```
|:|:|:|:|:|:|:|:|:|:|:|:|
:      SWIFT SHARK      :
|:|:|:|:|:|:|:|:|:|:|:|:|
:    SPOOKTASTIC WORLD  :
|:|:|:~|:|:~|:|:~|:|:~|:|
```

The Swift Shark, which I named after the GameFAQs contributors for no apparent reason, is a shark that is swift. If it notices you in the water, it will begin zooming towards you at a very fast pace. It will even hide underground, and pop out every once and a while to attack you. Three hits will KO it, setting you up for the Piledriver. Real name is simply "Shark."

```
|:|:~|:~|:~|:~|:~|:~|:~|:~|
:    TERRIBLE PORTRAIT  :
|:~|:~|:~|:~|:~|:~|:~|:~|
:      SPARKLE LAND     :
|:~|:~|:~|:~|:~|:~|:~|:~|
```

It consists of three parts: Left, Center, and Right. The hand on the right will release fireballs to chase you, and the hand on the left will release boulders to crush you. The hands will switch places every now and then, and also use lightning, snowballs, and other things to fight you. If you attempt to hit the face in the center, it will dodge it like Mike Tyson. Eventually, a Barrel Buster will appear, and you can use it by Piledriving it (after the KO, of course) into the ground near the hands of the Terrible Portrait to stun the chosen hand, and the face at center. Do this twice to defeat the Terrible Portrait.

```
|:~|:~|:~|:~|:~|:~|:~|:~|
:      THINGIES         :
|:~|:~|:~|:~|:~|:~|:~|:~|
:      SPARKLE LAND     :
|:~|:~|:~|:~|:~|:~|:~|:~|
```

The Thingies are... uh... thingies. I don't know what the hell they are, but they are apparently the smaller version of the Magician Dogs, yet they look nothing like the Magician Dogs. They are really creepy looking things that look like something out of Resident Evil, only cute. You can destroy them in a mere one hit.

```
|:~|:~|:~|:~|:~|:~|:~|:~|
:      TREE FREAK      :
|:~|:~|:~|:~|:~|:~|:~|:~|
:      THRILLSVILLE   :
|:~|:~|:~|:~|:~|:~|:~|:~|
```

The Tree Freaks are a very obscure type of enemy that takes a little more thought to defeat than pure brawn. Start off by attacking the bulb of the flower in the center of the Tree Freak, which will make it drop several spiked flowers from it's branches. Ground Pound near the flowers to reveal a less spiky side to them, that way you can pick them up and

use them on the bulb. Attack it once to open it up, and throw another flower at the opened bulb to destroy it. The latter Tree Freaks will take several more hits than the first.

```
|:|:|:|:|:|:|:|:|:|:|:|:|:|
:      TROPICAL BIRD      :
|:|:|:|:|:|:|:|:|:|:|:|:|:|
:      THRILLSVILLE    :
|:|:|:~|:|:|:~|:|:~|:|:~|:|
```

The Tropical Birds are not really tropical at all, and they are identical to any of the other birds that you have found in the game, except they throw Spikes instead of Bombs. Very easy to destroy, as well. Just hit them a few times, and Piledrive their asses into the concrete.

```
|:|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      TULIPATOOIE      :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      THRILLSVILLE    :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
```

The Tulipatooie is a very odd enemy, in that you cannot destroy it, or even damage it in the least bit. It will spit out Glue Globes, allowing you to cross over them, but suck the Glue Globes back in seconds after they spit them out. Icky.

```
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      UNITHORNS        :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      VARIOUS          :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
```

Unithorns are ghost-like Rhinos that appear in areas where you have fallen down from above. You must quickly search crates in all directions to look for a Spring, that way you can escape the Unithorns evil grasp! Hurry, Wario, hurry!

```
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      WIND MAKER       :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      THRILLSVILLE    :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
```

The Wind Makers are very annoying, tiny enemies that you cannot hit with moves like the Wild Swing-Ding, as they float in air constantly. These little things will use wind to push you in the opposite direction. One punch does them in, though, so, it's all good.

```
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      WHEELIE MOUSE    :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
:      SPARKLE LAND     :
|:~|:~|:~|:~|:~|:~|:~|:~|:~|
```

The Wheelie Mice are very, very cute, according to my girlfriend, at least (I'm a man, dang it! I don't like no stinkin' mice! *feeds mouse secretly behind your back*), but they are not very cute in battle. They will roll from one end to another across the screen, and you must destroy them by making them blow up (two direct hits to the mice should do the trick).

```
|:|:|:|:|:|:|:|:|:|:|:|:|:|
:           WOLF           :
|:|:|:|:|:|:|:|:|:|:|:|:|:|
:     THRILLSVILLE     :
|:|:|:|:|:|:|:|:|:|:|:|:|:|
```

The Wolves are the typical easily destroyable enemy in the game, and they appear in the Beanstalk Way stage in the Thrillsville set of stages. You can easily beat them up with a simple punch. Ha.

```
::---::---::---::---::---::---::---::---::---::---::---::---::
  ::  ::  ::  ::  SECTION VI. - BOSSES  ::  ::  ::  ::
::---::---::---::---::---::---::---::---::---::---::---::
```

Here is where you can find a full list of the bosses in the game. They will be in order of appearance, so keep this in mind that it will NOT be in A-Z format, as I usually do.

```
>-----<
>--GREENHORN FOREST---<
>-----<
>-----BRUNOSAUR-----<
>-----<
```

The Brunosaur (cute name, I know) is a highly deadly boss that reminds me of something that you would see out of a Crash Bandicoot game, and I think that is why the Brunosaur is so charming in himself. He is fairly easy, if you know what you are doing, but will give trouble to novices of the genre.

You can start the battle out by luring the Brunosaur over near you, and then quickly getting behind him. From here, take cruise control with a series of combo attacks (B Button + B Button + B Button) over and over again, until he begins to turn around. Once he begins turning around, get behind him again and beat him to death.

Once he drops, quickly grab his lifeless body and Piledrive him hard into the ground. After this, he will get up, shake the dust off, and get ready for more. He is a tough cookie, which is why he is the Brunosaur, dammit.

He has an attack that I like to simply call the "Rage Attack." Whenever the Brunosaur turns around while you are pummeling him from behind, he will turn beet red and begin the Rage Attack in full force, but only if he catches a glimpse of you. To avoid the attack, just run around in wide circles as fast as you can.

Repeat this process twice more to defeat him. You will likely be able to dodge the Rage Attack the first two times, but will likely get hit the third. After he is dead, he will expose several (and by several, I mean A LOT) Large Coins and smaller Coins alike, so grab them up.

>-----<
>---GREENHORN RUINS---<
>-----<
>-----GULP WORM-----<
>-----<

The Gulp Worm reminds me an awful lot of the one Gulp Worm boss in one of the castles in the new Legend of Zelda game (The Wind Maker.. er, Waker [inside joke]). Is it just me, or do you see it, too? That, or the Gulp Worm from The Legend of Zelda: A Link To The Past. Regardless, this boss looks like a Zelda boss, alright?

The Gulp Worm has two different attacks that it cares to frequent against poor old Wario, and it has a lot of the same patterns as the Brunosaur used, as well. The first attack, and most popular, is the Hail Spiking attack, in which the Gulp Worm will pick a spot, and spit out around ten Spikes into the region. Needless to say, you might want to keep in motion.

The second attack, which is the one that will more than likely hit you in comparison to the other attack, is the Slice And Dice. This attack is where the Gulp Worm will appear to be a Preying Mantis and begin slicing and, well, dicing you. It will use its long, sharp legs as knives, and slam them down, one after another, on top of you.

There is an easy way to tell where the Gulp Worm will show up at, and that is by looking at the movement (followed by a darker image, somewhat like a shadow) inside of the quick sand, which is also very dangerous, might I add, yet it will not suck you in for the kill. If you do happen to follow the Gulp Worm's shadow movements, you will get a few seconds advantage on him.

To kill him, you will notice that he has a health meter, as well. You will need to deplete his health five times, which is pretty easy, if you have a few hearts left. You will need to perform a combo on the Gulp Worm's head as it is surfaced (combos are just the B Button three times in a row, folks). Yes, it's that easy...

...sort of, anyway. The main bad thing about attacking the Gulp Worm is the fact that it will get very pissed off about you wanting to harm it, and begin flashing red (much like Brunosaur) and using the Slice And Dice attack up close. If far away, it will go into the center of the quick sand and VERY quickly spit out the Spikes to hit you. If you are too close, jump out of the center like a mad man. Once it is dead, collect your pay that the dead body somehow throws out. Go figure, eh?

>-----<
>--EXCITEMENT CENTRAL-<
>-----<
>-----DINOMIGHTY-----<
>-----<

DinoMighty is big. Very big, in fact. So big, that he makes Wario look like Jared AFTER the Subway diet. That is how big DinoMighty is. But enough about this VERY BIG monster's size (which is very big, btw). Despite DinoMighty's size, Wario CAN take him out, and a lot of gamers may find a bit of trouble in doing so.

In this paragraph, I will give a simple explanation on how to defeat DinoMighty the extremely easy way. Instead of going about with such tough struggles like attacking the feet/stomach of DinoMighty, you can simply pick up a Pillar, and throw it into DinoMighty. This will either KO DinoMighty, setting up the pick up/Piledriver combo, or knock DinoMighty into the lava, taking away a Skull, as well as giving you a LOT of Coins.

DinoMighty's weak points are fairly simple; you can attack DinoMighty's feet, for one, if you are once of the lazy gamers in the world that hates performing a bunch of tense jumps and the like. DinoMighty's feet are a fairly big weak point, however, the main thing about staying right near DinoMighty's feet is the fact that you could easily get crushed.

Which brings me to the whole "attack" scheme, again. If you desire to avoid DinoMighty's attacks, then listen up. DinoMighty will use a very heavy foot stomp with both feet, where it will lift a foot and perform a Sumo Roundhouse Kick. In other words, it will pick up a leg, and drop it after stretching farther (left leg will stretch far left and drop, right leg will stretch far right and drop, etc). Don't forget to jump whenever DinoMighty leaps into the air, as when DinoMighty falls, a shock wave will go around the room.

Now that you are aware of the basic leg dropping technique that DinoMighty favors so frequently, you can avoid it to the maximum by simply jumping onto DinoMighty's tail, and riding along the way. This is fairly pointless, however, as it does no damage to DinoMighty. Sometimes, DinoMighty will become damaged by itself while you are on the tail by jumping onto a Pillar. Do not hold on too long to DinoMighty's tail, as it will whip it downwards and crash you into the floor.

Which brings us on how to destroy DinoMighty... You can KO DinoMighty by attacking the stomach/feet of it for long enough, hitting it in the stomach with a Pillar, or even waiting for DinoMighty to hit itself with one of the Pillars in the big room. Once it is OK'ed, jump off of its tail or run up to it, pick it up, and Piledrive it. DinoMighty will also use it's mouth to attack, which I believe is pointless to jump onto the Glue Globe that is it's tongue.

After you Piledrive DinoMighty five times to deplete it's health (and remember to jump in the air after every attack to avoid the shock wave), you will be rewarded by opening up a new part of the game to play in, and unlocking part of the super big key in the game. Congratulations! You have cleared Excitement Central!

Simon Kinnersly and Spy 005 sent in this tip...

"The DinoMighty: what I do is pick up a pillar, and make her jump near the lava. I then throw the pillar from her side at her foot, so it kind of drops on it. She may start hopping off to the side rather than being KO'ed. If she is near the edge, she'll jump over the lava, pause in midair and then fall in. Whilst she hilariously struggles, she loses a skull of health and a VAST bounty of coins will appear in the center of the platform, ready for Wario to suck up."

>-----<
>-----HORROR MANOR-----<
>-----<
>-----BRAWL DOLL-----<
>-----<

After watching a lengthy introduction to the boss, you will have to duel with the cute/spooky Brawl Doll. There are several methods to use whenever you are fighting with Brawl Doll, including using objects as weapons, fighting with your fist, etc... However, the most effective is also really impressively cool in detail.

The best way to defeat Brawl Doll is to pick up one of the three lit-up Pillars on the battlefield, and wait as the Brawl Doll begins to come near you (but not too close, as it will get interrupted by Brawl Doll herself), and then use the lit-up Pillar as a spinning weapon by performing the Wild Swing-Ding with the Pillar in hand.

This will hit the Brawl Doll, making her a little dizzy/out of it, per se. This will also make the room a little bit darker, considering you just destroyed one of the four things that light up the room. Quickly pick up Brawl Doll while she is KO'ed, and Piledrive her into the ground. That should teach her.

...Or not. Brawl Doll becomes enraged at this point, and decides to unleash her fury onto poor old Wario! She will release three small rays of energy, which are a lot like fast fireballs that will quickly glide through the floor in search of destroying your character. This is certainly not good. Just stand in between two of the energy balls.

After this, pick up another one of the well-lit Pillars, and await the arrival of the Brawl Doll. Once it gets somewhat close, begin spinning the Pillar in circles until the Wild Swing-Ding is performed. After hitting Brawl Doll upside the head with the Pillar, she will be KO'ed. Pick her up, and Piledrive her yet again. Three hits to go!

It is at this time that the Brawl Doll will shift over and into the background yet again, and this time will release two sets of three energy rays (six energy rays in total) that will zig zag, and come after you from the left to right, and right to left. This is fairly tough attack to dodge, but I suggest jumping.

Grab the third and final well-lit Pillar, and begin spinning it a bit prematurely compared to the last time that you spun the Pillar, since the Brawl Doll will begin coming after you faster. Once it crashes into the Brawl Doll, you know the drill! Take her out by picking up her limp body, and Piledriving it into the concrete!

At this time, the Brawl Doll will shift into the background once again, and release a devastating attack of energy rays that will consist of five separate beams, and two will trace across the room and zig zag to hit you. One will be a lone energy ray, the next will be a beam consisting of five rays, and the fourth that soon follows consists of the basic three (I believe).

Now, you are all out of well-lit Pillars, and the only light that exists to keep the room on the up and up is the halo above the Brawl Doll's

head. So no matter what, the room will remain lit until the end of the battle. You have a choice here; you can take out the Brawl Doll head on by combo-ing her until she is KO'ed, or wait until the Pillars have replacements.

After a swift Piledriver into the hard ground, the Brawl Doll will shift into the background yet again (which you are likely sick of) and unleash a terrifying attack of energy rays/beams. This consists of six beams, and only lord knows how many energy rays. The first three will zig zag to hit you, and the next three will be grounded, much like the ones before.

Well, by now, you know to hit her with a Pillar to get the KO, and Piledrive her to finish the battle in a stunning victory on your part. However, I think I will mention that the other attack that the Brawl Doll uses is a combo of her own, much like yours, which will leave you loopy. After the battle, celebrate!

```
>-----<
>-----WONKY CIRCUS-----<
>-----<
>-----CLOWN-A-ROUND-----<
>-----<
```

Clown-A-Round is a very basic boss that does not require much strategy at all, so if you are expecting an extremely large strategy like I wrote up with the Brawl Doll boss, think again. There is only so much you can say about the Clown-A-Round boss, and everything that is possible to say will be said, guaranteed.

You will have to fend off the Clown-A-Round boss, and check out the balloon that he travels on as he cruises on over to your side of the platform, over the tightrope. On the balloon, you will notice how there are several different Glue Globes attached to it. If you wish to follow the Clown-A-Round boss, you will have to put up with grabbing onto a Glue Globe and following him.

Enough of the silly pointers for now, I bet you are craving for a boss strategy, eh? Thought so. Wait until Clown-A-Round stops, and throws his balloon across to the other platform. It will now remove two heads; the one from atop of its body, and the other it will remove out of the mouth of its stomach. Creepy, I know.

Speaking of the face on this weird little creature's stomach, THAT, my friends, is the weak point of the Clown-A-Round boss. You will have to attack it with a combo (to the stomach, keep in mind), and once it becomes KO'ed, you will have to pick it up, and have your choice of Wild Swing-Dinging it, or Piledriving it.

The bad thing with attacking the Clown-A-Round boss is the fact that the heads that the Clown-A-Round boss spits out of its stomach-face-thingy will stay alive, and begin crowding around you. There is no way to eliminate them besides slamming Clown-A-Round on top of them to blow them up.

Speaking of being blown up and into itty bitty pieces, if you happen to miss the bandwagon of jumping onto the Glue Globes that are stuck to the big balloon that Clown-A-Round rides to the next platform on, he will

throw his big balloon at the platform that he is on the opposite of, and the balloon will explode, so watch out.

Even more trivia about the balloon in regards to the Glue Globes that are attached to the balloon is the fact that every time that you attack Clown-A-Round, he will pop one of the Glue Globe that are attached to the big balloon that he rides on, making it harder for you to grab a hold of the balloon, and thus, making it harder to escape the Balloon Bomb attack that he attempts frequently.

As you begin attacking Clown-A-Round more and more, the more heads will scour the battle arena, and want to destroy you. Remember to use that Piledriver, which will destroy more of the heads. You can also punch them until they fall off of the platform for a short period of time, but hey, a short period of time is better than no time at all, right? In the latter parts, the more you hit the heads with a Piledriver, the more they multiply, so look out!

After around seven hits, and I say seven because he will scam after you hit him the first time once you have his health at around two Skulls left (and remember to hide in the two corners if he throws the balloon at you. Also remember to watch out for the crowded heads, so they don't hit you before you can attack), you will eliminate Clown-A-Round. Yay! Proceed to the third stage of this area.

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>-----<
>--SPOOKTASTIC WORLD--<
>-----<
>-----DUAL DRAGONS-----<
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When the stage opens open, you will soon discover that, much like with DinoMighty, there is no stage to go through to reach this bad boy(s), only the boss... themselves?? Yes, this is the first boss that you will face that is two bosses rolled into one, and believe it or not, but once you learn their pattern, this will likely be the easiest boss yet.

The first thing that you will need to learn to succeed in this battle is the attack patterns of the Dual Dragons, and around when they like to perform, so you will be able to dodge their attacks fairly well since you will know the attack pattern, so let's get started. First off, there is a very simple attack that they use with their Spiked Arms if you get too close to the them (Spiked Arms), so simply stay out of their way.

The second attack is probably the most genius thing in the entire game, as it takes a usually helpful object in the game, and turns it around into something absolutely terrifying. One of the Dual Dragons will likely spit out around 15-20 Glue Globes into the battlefield, likely while you are punching his brother.

So what is so scary about that? This is: After this, other the Dragon that spit them out, or the Dragon opposite of him which you are likely pounding on, will begin sucking up the Glue Globes. The Glue Globes will move quickly to their mouths, so if you happen to get trapped onto a Glue Globe for just a second or two, you will more than likely get eaten, and spit back out.

The final attack is the Flamethrower. While you will likely be goofing

around, one (or both) of the Dual Dragons will likely go into a nervous rage, and begin spitting out straight shots of fire in a continuous way so that it does not die down for quite some time. He must have had some straight Schnapps for breakfast. Be sure to stay on the lower platform while this goes down.

Okay, let me open up the strategy paragraph with this little word of advice: While all of the other bosses in this game have had a point where you can destroy them at, these bosses do NOT have a weak spot that will harm them AFTER a simple Knock Out. So the only way to destroy them is to have them destroy one another. Catch my drift?

Now that we have the basic idea down, I bet you are curious just how the hell you can let them kill each other, right? Well, I will give you the naked details without all of the attack strategies now: Simply jump onto one of the higher platforms, and begin pounding away at one of the Dual Dragons. Once you see a little bit of fire coming from behind, hop down from this platform. The flames from one dragon will hit the KO'ed dragon, and take down one skull. Just be sure when you jump down to avoid the Spiked Arms.

Both of the Duel Dragons will spit the fire, so it does not matter which one you begin toasting away at, just remember to watch from behind, and keep pounding the poor Dual Dragon until he is loopier than Jack Nicholson in The Shining. Also, after a few hits, Fireballs will descend from the Flamethrower, so watch out! After five hits of the flame, a few Coins will appear for you to collect. Congratulations! Time for Thrillsville!

>-----<
>-SHIVERING MOUNTAINS-<
>-----<
>---WINTER WINDSTER---<
>-----<

The Winter Windster boss is not only tough to say out loud, but it is also a tough cookie by itself, as well. Let's ignore the fact that it looks like a stoned version of Rudolf The Red Nosed Reindeer (or a detached baby doll head, which is stoned, might I add), and try to focus more on kicking the living crap out of it instead.

First thing to do while the introduction cut-scene is taking place is to know your surroundings, and what to do with them, as well. You remember what the Spriteling said, right? No? Open up the menu and look at your tips section, the last one. "Fell the Winter Windster by putting something in the magma to make it erupt! Avoid its red eyes!"

You know what this means, right? It means that we have to find something to put in the magma... God, I feel like Steve from Blue's Clues. You will have to make sure that you are running very carefully when you do run in this stage, as if you fall into the spiked pillars on the outer edge, you will get stung, and if you step into the magma, you will get burnt.

Eventually, you will find that the Winter Windster is dropping several Bombs in the area that are very heat sensitive. HMMM! Looks like we have found what to use against it by shoving this into the magma hole(s). The Winter Windster will not take this lightly, and in between dropping

Bombs, it will shoot you with an icy wind breath attack that will freeze your character (struggle with the Control Stick).

With the magma plugged, an eruption will ensue, and the eruption will make the Winter Windster fall to the ground. Piledrive it into the concrete to take away some health. You will need to do this five more times to defeat the Winter Windster, which trust me when I say that it is easier said than done.

As for attacks, the Winter Windster prefers to use a HUGE variety of attacks that is a vast improvement over Wario's variety in attacking. She will enjoy freezing you with the icy wind breath, and coming down to get a cheap shot while you are frozen. You can combo the Winter Windster a few times and Piledrive it, if you manage to break free before then.

The most basic attack that the Winter Windster will use is based off of practically all of the laser enemies in the game, in which the Winter Windster will shoot an energy ray down to the ground, very slowly might I add, to "chase" you. This is highly avoidable, so you should not have much trouble dodging it.

The third attack that it likes to use is by jumping into one of the Magma Holes, and becoming the Shock Wave Windster. Here, it will stay to "heat up" (hey, nothing averages your body heat higher than that of scorching lava, right?) and release three shock waves across the large platform. The first two shock waves are singular, however, the third is twice the normal shock wave's size.

The next attack that the Winter Windster will do is based on exactly what the Spriteling suggested you do not do. If you turn around while the Winter Windster's eyes are glowing in a scary red fashion, she will then turn into particles and zoom into your body through your eyes. She will then carry you over, far into the spiked pit to the side. You can wiggle the Control Stick to break free of this attack. You can avoid it by keeping your back to the Winter Windster.

One of the more advanced versions of the Winter Windster's attacks is based after you hit the Winter Windster a few times. It will go into the magma hole, and instead of signaling three shock waves, it will signal around six, including two double shock waves, and one triple shock wave. Regardless, it shouldn't be too harsh on avoiding.

After you Piledrive those heat sensitive Bombs into the magma holes, the magma will shoot up and damage the Winter Windster. As stated before, a Piledrive five times is all it takes. After you have defeated the Winter Windster, re-enter the stage to collect the rest of the goods. Read the end of the walkthrough for the Shivering Mountains stage for more details.

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>-----<
>----BEANSTALK WAY----<
>-----<
>----SPIDERATICUS----<
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At first glance, the Spideraticus boss is very scary looking, and somewhat threatening to Wario in a lot of ways, but the simple truth is, this is arguably the easiest boss in the game, considering the attacks

that it brings to the table are sub-par, at best, and they are also highly avoidable in comparison with some of the other bosses that we have encountered thus far.

Start the battle off by running in circles around the outer ledge of the battle arena. Get to know your surroundings, such as what you can do easily, and what you cannot do at all. If you stand in the spider web in the center area of the battlefield, you will be limited to the ground only, so jumping is out of the picture. This is why I told you to stay on the outer ledge. Also, you run quite slowly, to boot.

As for the attacks, the Spideraticus is a very, very easy boss in this department. It only uses two basic attacks from scratch (whilst having four to five Skulls of health, that is). The first attack is your most common in the entire game, the energy ray attack. Beginning, this will be only one energy ray that does not home in on you, so just run around until it hits something else.

The second attack is something that the Spideraticus will use in time of need, which is a Ground Pound of his own, which will send a shock wave throughout the battlefield. The shock wave itself is very slow while the Spideraticus has around four to five Skulls of health left, and thus, you can easily jump over it.

The third attack is a very obscure attack that will sound either extremely gross when I describe it, or you will be a nature freak and think it is cool. Either way, it scares the living daylights out of me. The Spideraticus will turn around during some points of the battle and spray webbing out of its... uh... butt. Okay, I've said it. There. Get over it already.

The fourth and final attack that the Spideraticus will use is the one that allows us to hit it. You see those two X's on top of the Spideraticus's head and body? We need to Ground Pound those, but since we cannot jump in the webbing, we will have to use the Glue Globes that the Spideraticus spits out.

That's right, the Spideraticus will spit out five Glue Globes. You must choose one, and hope it is not the last one that he sucks back in, because that one moves FAST. It's all random, people, so I can't really help you much with it. When the Spideraticus begins sucking the Glue Globes back in, jump off and Ground Pound while above him.

This move will KO the Spideraticus. Pick him up. Since you cannot jump, you cannot perform a Piledriver attack, so you will have to settle for the Wild Swing-Ding five times to kill him off. But it is not that simple, you see. You will have to avoid a few more of his attacks, which are now enhanced due to losing health.

After you have taken down around three of the Spideraticus's health Skulls, he will begin getting awfully mad, and awfully mean, to boot. The usual Ground Pound that he would perform once will now be performed twice, and the second time moves faster than a nuclear weapon exploding. Jump over it QUICKLY.

Now for the second enhanced attack... It is simply more of the energy rays, only this time they will follow you, and follow you quickly, at that. You will have to run around in circles as fast as you can, jumping over the webbing leakages in the outer ledge to increase your speed instead of decreasing it.

Finally, you can also attack the Spideraticus monster by walking up to it's sides and pounding on them with a few combos. Sadly, this is NOT a wise move, as the Spideraticus is a highly aware spider, and you move extremely slow in the webbing. The attack pattern is usually the energy ray, the ground pound, and then the Glue Globes, with the butt webbing thrown in there at random. After five hits with the Wild Swing-Ding, the Spideraticus will be dead! Hooray!

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>-----<
>-----BOSS<>FIGHT-----<
>-----<
>-----RED BRIEF J-----<
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Known as the boss with the lamest name in the history of video gaming, Red Brief J is the first boss that you will actually have a lot of trouble with figuring out how to destroy him. In fact, at least two out of ten people that are reading this FAQ/Walkthrough are searching for a strategy against Red Brief J, and I am willing to provide it here.

You are likely here because of this boss. So let's get to it, right? Red Brief J will not be harmed by your silly fist attacks, so combos are definitely out of the question here. And you cannot KO him either, which presents the whole "We Can't Piledrive or Wild Swing-Ding this boss!" problem.

So just how do you defeat the Red Brief J, anyway? The preferred method of offing the Red Brief J boss is by avoiding his attacks. Yes, simply doing that will set the Red Brief J into a state of stupidity, which will allow you to hit him while he is wide open. But how? Combos don't work, so how the hell can you destroy something that is invincible?

I will tell you how: The Ground Pound. You see, Red Brief J's first attack is the Dashing Charge, in which he will dash from one side of the screen to wherever you are currently at in an attempt to destroy you. If you avoid this attack, the Red Brief J will begin losing his balance on the very edge of the railing on this big, metal, floating, lava boat.

It is at this time, while the Red Brief J is trembling off of the ledge of the railing, that you should definitely Ground Pound the entire platform, regardless of where at, and send him into the lava. He will sprout out several Coins, which will land into the center of the metal platform for you to collect.

Might I add that you should stray from the sides of the metal platform as much as possible whenever you decide to Ground Pound while the Red Brief J is teetering on the ledge of the railing? If you are too far down and decide to Ground Pound, you will get hit by the lava that seeps through the holes in the platform, so get towards the solid center before you decide to use the Ground Pound attack.

And yes, before you even answer, after you hit him once with the Ground Pound into the lava combo, the Red Brief J enemy will use the Dashing Charge twice in a row, and you do not even have to lure him near the ledge for him to begin teetering on and off of the side, either. If you get in the middle, he will over charge you. So just Ground Pound once he begins falling off.

As for the rest of Red Brief J's attacks, they include the highly obscure, and the overly cliché and lame. For the first, which is the overly cliché and lame one, you can expect the Red Brief J boss to use the same exact technique that almost all of the other recent bosses have used, which is the energy ray. He will use his hand as a cannon, and spit out an energy ray, or a few, once you get some of his Skulls down.

The second attack is one of the obscure ones, and one of the more intelligent attacks that I have seen in a video game in quite some time. He will just use a simple Ground Pound in the center of the big floating platform, but the genius is in the fact that he uses the environment to his advantage, so when he jumps and disappears, run towards the middle, that way you do not get hit.

The third attack is a blatant form of wrestling maneuver that is commonly called the "Elbow Drop." This is the same move that made "Macho Man" Randy Savage a millionaire on Slim Jim commercials. Anyways, you can tell when this will happen because of the fact that Red Brief J will spin in the air, and land on you. I'll go ahead and add to stay away from his feet at all times, as they will literally be on fire. Yow.

His fourth "other" attack is based on his latter "form" of attacks. After you have knocked the Red Brief J into the lava several times, he will begin getting ticked off extremely easily. Having your butt dipped in lava would make you angry, too. This attack is the "Twirling Dance" attack, in which he will charge at you while spinning in circles like an ice skater, and will NOT be vulnerable to attacks after the attack, either. Bummer. This will also happen early on if you attempt to punch the Red Brief J.

This boss fight is not THAT tough, once you have the basic idea of what to do, and given the fact that you know what you are doing when you do it. Or something like that. After five lava baths, the Red Brief J will be done for, and you will receive his piece of the key to the gigantic Treasure Chest. Oh boy!

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>-----<
>----MIRROR MANSION---<
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>-----MEAN EMCEE-----<
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The Mean Emcee is your boss for the Mirror Mansion stage of the Sparkle Land level sets, and is very curious, indeed. He does not look like an "MC," per se, considering it looks like an ugly white guy that is painted green. The only "MC" part about him is the whole "gold teeth" thing that Trick Daddy likes to do a lot.

Enough of me babbling about his looks, as you are thrown into battle with the Mean Emcee right away. The concept of this battle is fairly simple, and that is to begin pounding away at the Mean Emcee using your combos, and just broken up attacks that are seemingly like combos, until he begins running scared.

At this point, the Mean Emcee will ride inside of a cup. There are three cups, so pay attention as to which one he is in. They will now begin rotating, kind of like the "Find The Baseball In The Hat" thing at the ballgames. Keep an eye on it, and punch the cup once. It will lift up,

revealing nothing...

...Did you hit him, or did you miss? I will tell you how you can find out, and it is quite simple, at that: Jump up into the air and punch the cup that is hanging above the empty space. If he is in there, he will fall out, KO'ed. Pick The Mean Emcee up as soon as possible, and give him a big Piledriver into the concrete.

Now that we have the basic idea of the fight down, I guess we can begin getting to the juicy stuff, right? The Mean Emcee's attacks are sort of varied, and kind of powerful. This boss is basically more annoying than challenging, for a lack of better words. So I suppose we should get started on those attacks now, right?

The first attack that the Mean Emcee boss fancies to use is the twirling cane attack, however, he will only attack you if you attack him. Hugs, not drugs. The Twirling Cane attack is somewhat of a sissy attack, in which he will twirl his cane in circles to hit you, like a Broadway performer. Fred Astaire? No. More like "big loser." Just run away from the attack.

After you hit the Mean Emcee the second time, he will quickly run into one of the three cups that are on the screen. If you guess wrong, he will send several Magician Dogs out of the wrong cup, but you can simply use these as weapons against the Mean Emcee by KO'ing the Magician Dogs, and putting them in the Wild Swing-Ding move.

Obviously, as you could have probably guessed by just hearing the concept of the fight, as you progress through the boss battle, the cups will move A LOT faster in comparison to their original form. Hopefully, you have played the "Test Your Sight" thing in Mortal Kombat Deadly Alliance before you are fighting the Mean Emcee.

The second attack that the Mean Emcee will use is based off of when he only has three Skulls of health left. It is a very dastardly move on his part, but very stupid, as well, as he will fall off of the ledge very easily. He will use the "Spinning Rhyme" (oh-so clever on my part) move, which will make him roam really fast whilst spinning, but fall off of the platform even faster. Pound him into the cup once he climbs back up.

As the battle lingers on, you will have to face up with different types of enemies as you battle with the Mean Emcee, IF you get the wrong cup (which is highly likely, with how fast the cups move towards the end of the battle). The most common enemies that you will face will be Jolly Jumpers. Just use them as a weapon against the Mean Emcee. They will disappear once you hit him.

Once you have struck the Mean Emcee five times by finding him, dragging him out of the cup, and beating him like a crooked cop in New York, you will win the battle, and advance to Pecan Sands. Oh joy!

>-----<
>-----PECAN SANDS-----<
>-----<
>-----IRONSIDER-----<
>-----<

As we break through the boss trap door, we will soon find the Ironsider

down below. The Ironsider is a very nasty beast that looks like a chess piece. In fact, the big platform that you land on even sort of looks like a chess table, only big and metal and suspended above fire. Who knew?

This battle is more of a hand-eye coordination type of deal compared to any of the other battles, as you will need to know exactly where to move to avoid getting hit. This match consists of the Ironsider (which is the black "piece") and it's hands (which are the big hands that float above the battlefield).

As you probably guessed, the hands are an enemy of their own. They will take turns every now and then destroying Wario by crushing them underneath the fist that they make. That's right, the old "make a fist and crush the hero" gag again. Thankfully, this move is easy to avoid compared to most of the techniques in this game.

As for the Ironsider, it will use a smaller variety of attacks than most of the other bosses in this game, due to the whole "I got two big stone hands that can crush you to help me out throughout the battle" thing. The first attack it will use is based on the old Shock Wave technique. It will jump in the air a slight bit, and land to create a moderate speed Shock Wave.

The second attack is around as frequent in use as the first is, which is about every other attack, or sometimes two in a row. This attack is the Flamethrower technique that we have seen several times before. The range is fairly decent straight ahead, however, there will be nothing to worry about if you are on the sides.

Attacking the Ironsider itself is fairly useless, as the only thing that will become of it is that cool "cling, cling" noise, as it you are fighting each other with a big sword. So just how do you defeat the Ironsider, you ponder? I'm not sure, but I think it has something to do with those two big hands... Hint, hint...

Begin attacking one of the Ironsider's Fists, and after around three hits, the fist will drop. Picking it up is harder than it sounds on paper, as the Ironsider's attacks are very moderate in speed, and extremely consistant. Plus, you have that other Ironsider's Fist to keep in mind, as well, and let me tell you, she is one jealous girl.

After you have the Ironsider Fist in your arms, begin either performing the Wild Swing-Ding to the Ironsider's Fist, or begin to build up a Super Throw. You will want to aim for the Ironsider, duh. If it connects, this will take one full Skull down on the Ironsider's health. Not too shabby thus far, kid.

Now there should be three Ironsider's Fists on the battlefield, which means more trouble for you. You can easily hit an unsuspecting Ironsider's Fist (the one that was leftover will do just fine) and pick it up, and quickly throw it at the still-dazed Ironsider just in time to hit it. There's two easy Skulls down.

It is at this time that the Ironsider becomes a little ticked off at what you have been doing to him, and decides it is payback time. He will begin performing the Flamethrower attack, however, this time it is personal. The flame will only be around two inches longer (on the screen, of course) but he will begin spinning in a circle fairly fast, destroying all of the Ironsider Fists that are on the screen along the

way.

This is definitely not much fun, my friends. With all of our ammunition destroyed for the next few seconds, we are forced to run from the Ironsider. However, I shall give a small, simple tip to you so that you can avoid getting hit by the Spinning Flamethrower: Run close inside, as the Ironsider is not fast enough to hit you if you are this close.

It is at this time, with the three Ironsider's Fists on the screen at once, that it becomes way too dangerous to perform the Wild Swing-Ding in this battle any more. If the Ironsider's Fist collides with another Ironsider's Fist, they will shatter into a thousand (okay, 30) pieces, and obviously be of no use any further.

So, in place of the Wild Swing-Ding, I suggest using the Piledriver up close, as it is invincible to the Spinning Flamethrower, as well as the aftermath of the Shock Wave. Just make sure that you are up close enough to hit the Ironsider, as the Piledriver will obviously not affect him if he is a mile away.

Now you have gone and done it! The Ironsider is pissed off for sure this time, as he will begin performing the Spinning Flamethrower. What's the big deal, right? With two Skulls left, the Ironsider's Flamethrower not only becomes super fast, but it also reaches all the way around the battlefield, making it impossible to avoid by running far away now.

With only one Skull left on the health meter, the Ironsider will begin performing the Ultimate Shock Wave, which consists of four bounces that are fairly quick, and ends with a Mega Bounce that will send an ultra fast Shock Wave through the entire arena. Believe it or not, this move is fairly simple to avoid, so you haven't much to worry about.

After you have defeated the Ironsider with the last Piledriver to the top of it's head (provided that it actually has a head, but regardless) you can continue on to the final boss in this level set, and attempt to claim the final key piece to meet up with the actual final boss. Ooh goodie!

>-----<
>-----SPARKLE LAND-----<
>-----<
>-----CAPTAIN SKULL-----<
>-----<

At first, I thought this was Captain Duck from those Mighty Ducks movies. Boy, those movies sucked. Anyways, as you walk into the stage, you will be greeted by an interesting cut-scene, which displays a ghost ship that is crushed in two, and Captain Skull across from you on the other half of the ghost ship. OH MY GOD SO SCARY!

Once the battle starts, you will have to jump onto the Ghost Spring that is located downwards and to the right slightly. Once you begin bouncing, trail over across the ocean blue, and to the other side of the Ghost Ship, which is where Captain Skull is awaiting for you. If you fall into the water, you will not die instantly. Before we get into the destruction of Captain Skull, I must mention the attacks of Captain Skull.

Captain Skulls opening attacks are fairly simple in avoiding, and in counterattacking, as well. His variety of attacks is not extremely original in concept, or in the game's eyes, either, which is very disappointing. The first attack is your basic "Arrr! I'll shoot him with the gun attached to my arm!" energy ray that will follow you slightly.

The accuracy on this attack is fairly stale. We'll put it this way: You know how whenever you play Mega Man, and a boss hops around a whole lot, and you keep shooting him with the Mega Buster and missing? That is the sort of accuracy that Captain Skull has whenever he launches his energy ray attack. Hey, he even has a cannon for an arm, just like Mega Man!

One more Mega Man resemblance: He will switch weapons, and begin using a Bombard of Bombs attack. This time, his accuracy does not even need to be that dandy, as there will be so many bombs in the region that they will crowd around you at all costs. You can easily dodge the attack by either picking up the bombs and throwing them in the ocean, or running out of the way.

With the two far away basic, early attacks out of the way, let me get started on how to defeat Captain Skull. After you have jumped onto the Ghost Spring on your side of the ship and land onto his, simply run up to him and begin pounding on him with some swift combos. There is not much strategy here. After he is KO'ed, pick him up and give him a big Piledriver of love into the wooden flooring.

Afterwards, Captain Skull will use a hookshot-like device to zoom over to the side of the ship that you were once on before you hit the Ghost Spring to travel over to here, so backtrack to that side before he launches his third attack of the evening, the Nuclear Cannon Ball. He will launch a huge cannon ball out of his hand that, once it lands on the other side of the destroyed ship, will create a very large explosion around the size of 85% of the platform, and it is VERY tough to dodge.

Once you have landed on the side with Captain Skull, you will be forced to duel again. His energy ray now consists of two shots instead of one. You see, the more you hit him, the more energy rays will be fired once he recovers. Begin using a combo attack on him, and swab the deck with him by using the Wild Swing-Ding technique, arrrrr!

Something else that you may like to consider, in case you are having trouble getting fairly close to Captain Skull, is to pick up one of the few barrels which are lying towards the back/front of the ship piece (not the middle). Super Throw the barrel at Captain Skull to KO him, and use the Piledriver or Wild Swing-Ding move on him to get the hit in.

With two Skulls taken away from Captain Skull's health, you will be faced with dealing with him in the fierce way. His attacks will increase, as the energy rays go from two in a row to three in a row. There is another thin which will hamper our progress, as well: Captain Skull will now hookshot over to the other piece of the destroyed ship in the middle of combos sometimes. Ouch.

The best thing to do when this happens is to drop everything and quickly follow Captain Skull across the ocean to the other side of the ghost ship, that way you will avoid the Nuclear Cannon Ball attack that he will unleash on the other side of the ghost ship. Captain Skull will (probably) display his next attack now.

The first exclusively close-range attack that Captain Skull will perform

is easily titled the Cannon Ball. You know how whenever you go swimming, and you perform cannon balls from the diving board? It's like that, only he spins like a tire and zooms towards you. On top of this, he performs this fairly fast, as well. You can tell when he is about to perform the attack by when he is pulsing light from his body quickly. Dodge it!

After you have gotten three of the five Skulls down on Captain Skull's health bar, he will jump up to the top platforms of the ghost ship, and begin throwing unlimited amounts of Nuclear Cannon Balls if you are standing on the opposite side of the destroyed ship, and shoots unlimited amounts of energy rays if you are on the same side as he is.

Instead of climbing that large ladder to reach Captain Skull, I suggest jumping onto the Ghost Spring, and land on top of the platform OPPOSITE of where he is at. From here, wait for him to begin launching some bombs over towards you. Pick one of them up, and Super Throw it at him. This will KO him, so quickly jump down, and hit the Ghost Spring. Go to him platform, and Ghost Spring up to where he is. Now Piledrive him before he wakes up.

Another attack that Captain Skull will use is that he will send around seven energy rays yours way on the pillar. They will not be homing in on you, however, they will be pointed in whichever direction your character is standing at the moment, which will make it extremely difficult to avoid, so try jumping over the energy ray when the time is right.

The reason you have to use this technique instead of the casual "Combo" move is because Captain Skull will turn into a Cannon Ball here if you attempt to attack him, so be on the lookout. After you have four of the five Skulls down on his health bar, Captain Skull will begin using the Nuclear Cannon Balls on the opposite top pillar, as well. Ouch.

Captain Skull will use his basic attacks after this, only they will be slightly enhanced, including the bombs going off a lot faster than before, and the energy rays will actually home in on poor old Wario instead of just traveling in his direction, making it nearly impossible to avoid. Not to mention that Nuclear Cannon Ball just keeps on coming without fail.

In the rare instance that Captain Skull does NOT go up top, and it still IS impossible to attack him without him going into Cannon Ball mode, I highly suggest picking up one of the barrels in the background, and carrying it over to Captain Skull. Now jump in the air, and piledrive it onto him for the KO. Now Piledrive/Wild Swing-Ding him, and repeat.

Simply repeat what you have just done to hit Captain Skull before by using the bombs that he shoots on him to KO his sorry buns, and Piledrive that skull of his into the wooden flooring, you will have won the match, and also gotten the entire four pieces to the big key! Go yooouuu, go yooouuu, it's your birthday, not really, but go anyway!

>-----<
>-----LAST BOSS-----<
>-----<
>-----BLACK JEWEL-----<
>-----<

This is it, ladies and gentlemen, the moment we have all been waiting

for. As you walk up towards the gigantic treasure chest that we have been wanting for so long now, a cut-scene will ensue. It is time to dance with the nasty Black Jewel, and we can bash his face in more than 100 times, my friends.

The Black Jewel will begin sinking every one of the worlds that we have visited into the depths of hell (presumably), and he wants you to go down with them! The old "select stage" area that we once knew will host the biggest fight since Tyson vs Lewis. Now all we need is Michael Buffer and a missing child. Tyson! Get that baby out of your mouth! I mean it this time!

Our strategies are mixed and varied here, so get ready for a very unique battle, as are most last boss battles in games like these (or Chrono Cross, for that matter). I will now start out with a basic rundown of each of the Black Jewel's regular, full health attacks, along with strategies regarding how to avoid them.

The first attack that the Black Jewel will pull from its deck of cards is the Inferno Laser Trail attack. It will likely do this attack the very second that the battle begins. You will notice that several green crystals containing Spritelings have also dropped from the sky. Interesting, indeed.

Anyways, back to the attack. The Inferno Laser Trail attack is a very deadly assault provided by the Black Jewel. The eye of the Black Jewel will release a very large laser, which will quickly slice over the ground of the platform, leaving an extremely high flame trail in back of it. In other words, PLEASE stay away from this, okay?

Before I get any further into the attacks that the Black Jewel will use, let me note that you must break open every one of the Spritelings in order to damage the Black Jewel, so as you are avoiding the attacks of this monstrous beast, make sure that you make an effort to destroy the crystals that contain the Spritelings inside.

Once you free the first Spriteling, it will zoom towards the Black Jewel, and wallop it upside the head. YEAW!!! GO LITTLE DUDE!!! Ahem... Sorry. The Black Jewel will not take too kindly to this, and begin performing the Rainbow Stomp attack, in which a variety of eight different colored Shock Waves, going faster and higher along the way, will surround the battlefield after it performs a ground pound attack.

After you have played jump rope with the Rainbow Stomp's multicolored shock waves (which is like going through a car wash with those pretty multicolored soap sprayers), you will have to run for the next Spriteling. The Black Jewel will begin attempting to block your path with the Inferno Laser Trail attack, so simply stop in your tracks before you continue through it.

Once the flame has burnt out, run over and free the second Spriteling. The Black Jewel will likely be too caught up in releasing the Inferno Laser Trail attacks to care, so dash over (R Button) to the next Spriteling and set it free. It is likely at this time that the Black Jewel will reveal its next attack.

The next attack consists of several large phoenix-ish fireballs being shot from its eye, and straight to where you are located at. They will swirl around Wario in a panicked frenzy, and attempt to hit him as they burn out. On a scale of 1 to 10, this attack sucks on the Black Jewel's

part, as it is fairly weak, and it takes a lot to get hit by this attack.

Head for the fourth Spriteling stuck inside of the crystal. The Black Jewel will not take too kindly to you wanting to hurt him, so he will begin performing the Inferno Laser Trail attack once again. If you are very close to the trapped Spriteling, and an Inferno Laser Trail is about to separate the two of you, dash using the R Button to reach him before it is too late. Hit the crystal to set him free.

With only one more caught Spriteling in a crystal to go, you must make the best of the situation by running like hell to the last one! Hurry! Once you have set the final Spriteling in the crystal free, it will speed up and clonk the Black Jewel upside the head, knocking him out. Quickly run over to the Black Jewel, pick it up, and Piledrive it hard and steady!

Now, the bad part: All of that we just did, only took down one Skull of health on the Black Jewel. I know that isn't TOO bad, when considering the other bosses, but this boss has EIGHT skulls of health, not five. Ohhh yes, my friends, it is going to be a long day at the ballpark here tonight. Or today, whatever time it is where you live.

After this, with seven Skulls of health still left, the Black Jewel has a lot of frustration building. Quickly break open one of the Spriteling Crystals, which is likely in back of you, and the Black Jewel will become very, very angry. It will begin releasing the Inferno Laser Trail attack at around two per seconds on given times, and less at the rest of the time.

Once you have destroyed three more of the Spriteling Crystals, make your way to the final one. The Black Jewel with seven skulls of health is almost identical to the Black Jewel with eight skulls of health, except it performs the Rainbow Stomp a lot more in comparison. Once you break open the last Spriteling Crystal, run to the center, pick up the Black Jewel, and Piledrive it into the concrete.

Now that the Black Jewel only has six out of eight skulls of health left, things will begin to turn a slight bit uglier. The accuracy on the Flameballs attack has increased dramatically, hitting you around 55% of the time as opposed to the regular 15% of the time, and the speed of the Inferno Laser Trail has increased, as well.

Hit one of the five crystals containing a Spriteling to hit the Black Jewel in the face, and get prepared to dodge either one of his three attacks, and remember if he does the Flameballs attack, that the speed and accuracy is highly increased compared to before. Run over to the second crystal, and free the slaved Spriteling inside so that he can do damage to the Black Jewel.

This is all random, but the five times that I fought the Black Jewel, with around two to three Spritelings gone and two skulls of health down, it seems as if the Inferno Laser Trail begins to pick up in speed and numbers. In other words, be very careful not to accidentally run into an Inferno Laser Trail, but also continue at a fast speed. Free the third Spriteling inside of the crystal.

Break free another one of the five Spriteling Crystals to free the trapped little bugger, who will then hit the Black Jewel; guess where? In the face! Exactly! Now, continue over to the fifth and final

Spriteling, and break it open. Run towards the center of the platform, grab the Black Jewel, and perform either a Wild Swing-Ding, or a Piledriver. Five to go!

Destroy one of the five crystals containing a Spriteling, and stop running completely. From here on out, you will have to dash from one side to the other, as running is no longer fast enough to get you passed the Inferno Laser Trail attacks that are no going off like crazy, thanks to you kicking the Black Jewel's ass so much.

After you have destroyed the third of five crystals containing an enslaved Spriteling, run for the other two. As I mentioned earlier, be very careful when dashing passed the Inferno Laser Trails, as they will now move so fast that as soon as you spot them, you will likely get hit if you are in the way.

Once you have broken free the last two crystallized Spritelings, they will do the dirty work of hitting the Black Jewel for you. Now run over towards the center of the platform, grab him by the nose (if he has a nose), and Piledrive him deep into the concrete to take away another skull of health. Only four to go now.

Keep in mind that you, too, can damage the Black Jewel regularly, however, it is so periodic that it does not really even amount to anything. However, for those that are curious... You can run up to the Black Jewel once he begins shooting off the Flameballs, or right before he begins using the Rainbow Stomp, and attacking him in a combo. Sadly, he will likely jump up right after the first hit.

As always, go for the gusto by attacking those crystals which contains the poor trapped Spritelings inside. The Black Jewel with four skulls of health left is not all that fancy compared to most bosses that are halfway dead by now. The AI increases a bit on which direction you are heading to, but that's about it.

Remember while you are attacking the Black Jewel via releasing the stuck Spritelings from the crystals that, if the Black Jewel has your path blocked with one of those stupid Inferno Laser Trails, you can dash towards the center, and reach the other side that you were originally going for here, given that the path here is clear, as well.

After you have released all five of the Spritelings from the crystals for the fifth time, the Black Jewel will fall down once again. By now, you definitely know the drill. Run up to it, pick that sucker up, and either Wild Swing-Ding him to the moon, or Piledrive him all the way to hell. The choice is yours.

With a mere three skulls of health left on the Black Jewel, it will begin aiming right before the crystals themselves, thus blocking your way to get to them. In other words, they set the gun (not literally) up in one place, and await your arrival, and from here, shoot your hopes down like asking a girl to the prom. Ouch.

Now that you have destroyed all five of the crystals for the sixth straight time in a row, I take it you know what will happen. After the Black Jewel has fallen in the center of the platform, dash over to him, and lift him up. Spin him in circles to perform the Wild Swing-Ding, let go, and watch him fly!

Only two skulls of health left on the Black Jewel's part, and he hasn't

given us much trouble yet. Sadly, he also has not given up yet, either. The Black Jewel's speed on the Inferno Laser Trail has decreased a little bit, but sadly, the accuracy is now at around 90% on blocking your path. Once again, make sure to DASH ONLY when running to the trapped Spritelings inside of the crystals.

After you have destructed the five crystals containing the poor bodies of Spritelings, the Black Jewel will once again fall, but this time it is even closer to doom than ever before! Run over to the KO'ed body, and pick that bad boy up. Slam him into the ground with a swift Piledriver, and a mere single skull of health remains. Ooh, I'm getting all tingly!

Await the arrival of the five Spriteling Crystals, and quickly break the first open with a Dash Attack (R Button). Avoid the Rainbow Stomp attack's shock waves, and dash to get to the rest of the crystals. Once they are been broken, quickly run to the center and pick up the Black Jewel. PILEDRIVE IT! Well done. Congratulations, you have beaten Wario World! Sit back and enjoy the ending, already!

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::----::----::----::----::----::----::----::----::----::----::----::
:::   :::   :::   :::   SECTION VII. - ITEMS/OBJECTS   :::   :::   :::   :::
::----::----::----::----::----::----::----::----::----::----::----::
```

In this section, I will list every object that you may wonder "What does that do?" and every item that you can collect, to boot. As always, this list is from A to Z, so everything is included here. If you would like to add additional, useful commentary to the item/object descriptions, just e-mail me with your information, and I will judge to see if it is worthy enough to be acknowledged. Thanks!

ARROW BLOCK -----<

You will first find an Arrow Block in stage two of Excitement Central, the Greenhorn Ruins, inside of the Red Diamond area. Once you punch this block, it will trail over in the direction that you punched it in. Very useful, indeed.

BATTLE RING -----<

The Battle Ring is neither an item, or an object, but it is worthy of a mention here, at least. The Battle Ring is a place in certain stages where unlimited amounts of enemies will appear out of nowhere to duel with you for one minute. The more enemies killed, the more Coins you receive.

BOMB -----<

Ahem... "Bombs are bad. They need to drugs, which are also bad. If you see a bomb, leave it alone by simply walking away, mmmkay?" Thank you, I love being bad impersonations.

BOUNCERS -----<

No, they are not burly men that will destroy you with a backbreaker if you stage dive at a concert. These little thingymajiggers are very useful, as you can jump up on top of them and bounce up and down. If you do a Ground Pound while bouncing, you do skyrocket into the air.

BYEBYE BALLOONS

-----<

Once you reach the end of a stage, you will be presented with some ByeBye Balloons, which will carry you back to the start of the stage. You can also use these are stages that you have completed, and they will carry you to different checkpoints of the stage.

CATAPULT

-----<

You will first find these objects in the Wonky Circus stage. If you walk into them, they will spring you to the direction opposite of which you were walking in. They are most commonly used for getting across steep areas.

CHAIN

-----<

The Chain is a simple climbing object that can be used to get up and down from one platform to another. See "Rope" for the same explanation.

COIN

-----<

Ahh... Coins are used as currency in Wario World, and you can buy some garlic from Garlic Sellers in the region with some Coins. There's also plenty of other things to use Coins on.

FALLING WALL

-----<

These look like those walls from Super Mario 64. They are walls that are alive and (presumably) healthy. You will have to punch them in the face three times to make them fall over, leading to a shortcut from another area of the stage.

FOOTSTEPS

-----<

I know this sounds sort of odd being in a FAQ/Walkthrough, however, somebody actually asked about it, so I decided to add it. The Footsteps denote where to jump at, that way you will not fall relentlessly, over and over again, while trying to reach a new area.

GARLIC

-----<

Garlic is the basic "heart container filler-upper" type of item in the game. If you take one of these, you will instantly gain some health back, granted it has been taken away in the first place. The Garlic looks like... garlic.

GARLIC SELLERS

-----<

Garlic Sellers are actually quite useful, if you are in a jam. They will sell you some Garlic for a low, low price, and considering enemies will reappear if you go back to where they were, AND spit out extra Coins once you destroy them, it's nothing that you cannot gain back in a few seconds, right?

GHOST GLOBE

-----<

The Ghost Globe first appears inside of the first Spooktastic World stage, Horror Manor. If you walk over near it, a ghost carrying a Glue Globe will appear from the ground. It will begin floating towards the top, so grab onto the Glue Globe and ride it up.

GLUE GLOBES

-----<

The Glue Globes are objects that can be found (even back in the early demo in 2002 at E3) that Wario can jump onto. The controls are quite awkward once you do climb onto them, however, this object will allow you to cross over deadly/dangerous areas in the game.

GOAL TRAP DOORS

-----<

These things sort of resemble that shape that the mean old Black Jewel takes at the end of the introduction. Well, that mixed with a big old squid. Place your Red Diamonds into the Goal Trap Door to release it, and exit the stage. Hooray!

HUGE ICEBERG

-----<

The Huge Iceberg can be found in the Shivering Mountains stage. It will push you off if you try to pass it, so I suggest using an Icicle Mite by Super Throwing it into the Huge Iceberg, which will blow both the Huge Iceberg, as well as the Icicle Mite, into pieces.

ICICLE

-----<

Used much like the Rope, or much like the Chain. Your basic climbing object in the Shivering Mountains stage, yanno.

LADDER

-----<

If you do not know what a ladder is, or how it is used, then you probably are either A) pretending to read this, or B) your parents are reading this for you. If the choice is B, then I respect that, and I'm happy to help. If the choice is A, however, I am kind of sad that you are wasting your time looking cool because of me. =P

LARGE COIN

-----<

Large Coins are gotten from destroying the "bigger" enemies in the game. While regular Coins are worth a mere 1 coin per pick up, the Large Coins are worth a whopping ten Coins per pick up.

LATTICE FENCE

-----<

You will first encounter this object to climb in the Mirror Mansion stage. You probably know of this from all of the Legend Of Zelda games that have been released in the past few years. Climb as you see fit on this Lattice Fencing on the walls.

LION GLOBE

-----<

First found in the Mirror Mansion stage, the Lion Globe is a very odd item that will sort of have you stunned for a second or two, but all you have to do is punch it, and jump onto the Glue Globe (which is it's tail, might I add).

MANUAL ELEVATOR

-----<

The Manual Elevator is first found in the Wonky Circus stage of the Spooktastic World level set. You can find a red button that blends in with the machinery to the left, and punch it in. This will send it spiraling upwards. Climb a platform to reach where it leads, or hop onto it shortly after you punch the button.

MARSHMALLOW BLOCK

-----<

The Marshmallow Blocks first appear in the Wonky Circus stage in the Spooltastic World level set. You will have to quickly jump across the Marshmallow Block before they disappear. Has anyone else besides me and my girlfriend thought that these things were big teeth?

METAL WALL

-----<

Simply KO a Monstrous Magnet and throw it up against this wall to create a platform to get across. As the Spriteling says, "Use your head!"

PILLAR

-----<

The Pillar is just a simple throwing item that you can use to destroy enemies with, much like the Wario Head.

RED DIAMONDS

-----<

You will need the Red Diamonds to complete the stage. You can find them by going through the glowing Trap Doors that has the X logo on them, and solving a platform puzzle, or something of the sort. You will need a certain amount to make it through each stage.

ROPE

-----<

The Rope is a simple climbing object that can be used to get up and down from one platform to another. See "Chain" for the same explanation.

ROTATION WHEEL

-----<

The Rotation Wheel is an item that you will find very early on in the game (stage two of level one) that you will likely be stunned about. Just use the Wild Swing-Ding move (check the Controls Section) in the direction that the arrows are pointing to pull a gate back so that you can cross it.

SAND BLOWER

-----<

You will find a Sand Blower outlet first in the last actual stage of the game, Pecan Sands. What it will do is blow sand very strongly, pushing you away if you are standing on top of it/in the way of it.

SEEDISH SWIRLY SLAB

-----<

I'll bet that you are curious as to how the hell you open it, right? You will have to get on top of it, and Ground Pound to open up the bulb of the flower, which just so happens to be a Swirly Slab.

SINKING BLOCK

-----<

You can find this first by going into the very first Red Diamond underground area in the first stage. You will have to cross them to reach the Red Diamond. They will sink as long as Wario is standing on them, but float back up once Wario jumps off of them.

SPIKE

-----<

They are Spikes. They will hurt you. Please tell me you did not need to know that, because if you did, I truly feel sorry for you.

SPRING

-----<

The Springs can be found inside of the Trap Door areas, and if you hit them by walking into them, you will be sprung into the area above you. Basically, you can use the Springs as a way of exiting the Trap Door areas of the stage.

SPRITElings

-----<

Spritelings are scary Link-lookalikes that will be on the watch for Wario in his quest. They are found in tiny boxes, wanting help. They will give you useful tips on what to do in certain subjects, so they are quite helpful. There are five in each area.

STEEL TRAP DOORS

-----<

These are much like the Wooden Trap Doors that you will find extremely early on in the game. You will need to be holding a KO'ed enemy and Ground Pound to get into these doors.

SWIRLY SLAB

-----<

The Swirly Slabs are very interesting, and you will find your first one inside of the Spooktastic World's first stage, Horror Manor. You will have to be carrying a heavy enemy, and perform the Wild Swing-Ding on top of the Swirly Slab. This will raise the platform, allowing you to reach higher grounds, or hard to reach objects/items.

SWITCH

-----<

The Switch/Lever (whatever you wish to call it) is a funky little object that does one of many things, depending what environment you are currently in, so I cannot really give a good description. Sorry.

TREASURES

-----<

There are eight Treasures in each round, so you better keep your eye out for the Wario Pads and Wario Buttons. After you press a Wario Button, a Treasure Chest will appear on the Wario Pad. Collect the Treasures in the stages to collect a special prize.

TREASURE CHEST

-----<

The Treasure Chests contain Treasure items that you can find in every stage. You will have to activate the Treasure Chest, which will appear on a Wario Pad, by pressing the Wario Button located nearby the Wario Pad. I bet you're confused, right?

UNSTABLE BLOCKS

-----<

The Unstable Blocks appear in the very first Red Diamond area in the game, as well as later in the game, to boot. If you cross them, they will fall a few seconds afterwards, so be highly alert when dealing with them.

WARIO BUTTON

-----<

You will find Wario Buttons on walls (you must throw an object to activate it) or on the ground (you must Ground Pound to activate it). Afterwards, you will have to search the areas for a Wario Pad containing a Treasure Chest.

WARIO HEAD

-----<

The Wario Head is just a simple throwing item that you can use to destroy enemies with, much like the Pillar.

WARIO PAD

-----<

The Wario Pad is a purple or green pad on the floor/ground that has a big "W" on it. After you press a Wario Button, a Treasure Chest containing a, well, Treasure, will appear on top of the Wario Pad. Break

Even though she is screaming right now at this game. She usually ends up wanting to kill somebody over games like this, and Super Mario Sunshine. Relax, hun. ;-)

Thanks to Brian Sulpher for being sexy, and also for reading this ahead of time. Thanks to Andrew Testa for the support on the Wario World message board at GameFAQs.com, too. Much love for my homies across the world, which includes CaptainDrakesGhost, John, Spy 005, Simon Kinnersly, TheGaryThunder, Nadine, Margo, Bo, DrkArcher2778, Tammy from San Francisco, and CodeHunter64.

Check out The Beatles, because they're cool, and they are real rock music. Not that Linkin Park or Metallica crap. Take my advice, I used to write professionally about things like this. A Day In The Life owns Enter Sandman.

::-----::
::: ::: ::: ::: SECTION IX. - DISCLAIMER ::: ::: ::: :::
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