

WarioWare, Inc.: Mega Party Game\$ Single-Player Mode Guide

by MoonSaultKid

Updated to v0.22 on Apr 10, 2005

WarioWare Inc. Mega Party Game\$! - GameCube

Single Player Mode Guide v0.22

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VERSION INFORMATION

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v0.22 - April 10, 2005

- Added the rest of the rankings, up to levels 49 & 50 - "Wario Disciple".
- Added a few more titles - "Promising Future", "Inquisitive One", "Dislike Sight Unseen".

v0.21 - April 2, 2005

- Added a few more rankings, up to Level 40 - "Champion".

v0.2 - February 19, 2005

- Added information on the "Staff Roll" door.
- Added a few more rankings, up to Level 37 - "Old Pro".
- Added a few more titles - "Shrewd", "Dreamer", and "Mega-intellectual".

v0.1 - February 14, 2005

- The first version of this guide. Includes just about everything you need to know about "Games" mode, and (almost) all of the player rankings up to Level 30 - "Maniac".

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WHERE TO FIND THIS GUIDE

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The latest version of this guide will always be posted at the following sites first:

GameFAQs - <http://www.gamefaqs.com>

Neoseeker - <https://www.neoseeker.com>

I post my guides at these websites because they're trusted sources, and are usually (very) good with updating.

Corrections, suggestions, omissions, additions, and other related mail should be sent to moonsaultkid(at)lycos(dot)com.

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HELP WANTED

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* The titles for Level 9 (after Wage Slave) and Level 36 (after Superstar) are still missing from my list.

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ABOUT THIS GAME & GUIDE

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WarioWare Inc. Mega Party Game\$. is a Gamecube version of the highly successful Game Boy Advance game "WarioWare Inc. Mega Microgame\$!". It consists of over 200 rapid-fire microgames, with very simple yet intuitive controls. The Gamecube version incorporates multi-player functionality with its microgames to create a party game that's enjoyable for anyone. However, it does retain most of the features from the GBA version's single-player mode. All of the microgames are playable from the get-go, and there are other challenges that can be unlocked by playing through the different game modes.

This guide will cover the features in the single-player mode. Strategies on beating the microgames will not be included, as I've already concocted a separate guide for that (look in the GBA WarioWare section on GameFAQs, and ye shall find it).

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SINGLE-PLAYER GAMES
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When you first start playing Single Player mode and create a new profile, there are two different doors that you can enter - labeled "Games" and "Album". The "Games" mode is where you tackle different challenges and unlock different game variations. "Album" mode is similar to Grid mode in GBA WarioWare, where you play the microgames repeatedly to beat the high score.

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THE "GAMES" DOOR
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The first and only option that is available to you when you first enter the "Games" door is Stage Clear. After you complete this mode, other doors will become available to you. Below is a layout of the "Games" door grid.

3F	===		Time			Staff			?????????	
			Attack			Roll				
2F	===		All Mixed			Hard			Thrilling	
			Up							
1F	===		Character			Stage			Movie	
			Intros			Clear			Matters	

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FIRST FLOOR
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STAGE CLEAR

In this mode, you have to play through the entire roster of microgames in each of the nine genres, including their boss games (that's 12 plus the boss game for the Introduction stage, and 24 plus the boss game for all of the others). To move up to the next developer, you have to successfully complete the boss game in the genre you're on. If you fail, you'll have to repeat it until you're done. Successful completion of the genre will earn you an extra life, if you have less than four. When you lose all four of your lives, the game ends. However, you get the chance of starting from whichever genre you've already unlocked.

All microgames in each set are chosen at random, and unlike in GBA WarioWare, they are not arranged by speed level, so it'll be hard to determine the games you play when the speed increases. Below is a list of the order of genres that you'll have to play, and the number of games it takes to reach "Speed Up" and "Level Up".

On a side note, in the last three genres (Reality, Nature, and Anything Goes), the games speed up twice as quickly as normal. When "Level Up" occurs, the games reset to their default speed.

Introduction - Wario

Speed Up after 6 and 10 games

Sports - Jimmy T.

Speed Up after 8, 14 and 20 games

Sci-Fi - Dribble & Spitz

Speed Up after 6, 13 and 20 games

Strange - Mona

Speed Up after 5, 11 and 19 games

Nintendo - 9-Volt

Speed Up after 6, 12, 18 and 21 games

I.Q. - Orbulon

Speed Up after 5, 11, 17 and 21 games

Reality - Dr. Crygor

Speed Up after 4 and 9 games

Level Up after 14 games

Speed Up after 18 and 21 games

Nature - Kat & Ana

Speed Up after 4 and 8 games

Level Up after 13 games

Speed Up after 17 and 21 games

Anything Goes - Wario

Speed Up after 4 and 8 games

Level Up after 12 games

Speed Up after 16 and 20 games

Completing every game in the Stage Clear challenge will unlock the other doors on the first floor (Character Intros and Movie Matters), as well as the three doors on the second floor (All Mixed Up, Thrilling, and Hard).

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CHARACTER INTROS

This mode isn't playable, but it allows you to check out the profiles of Wario and the other game developers at WarioWare Inc.

Wario

Occupation: CEO, Adventurer

Skills: Stupid Strength, Gluttony

Words to Live By: "Get Rich Quick!"

A treasure-hungry adventurer, Wario dreams of making a fortune off of video games. He's even formed his own company. So far, it's not working out very well.

Jimmy T.

Occupation: Dancer

Hobby: Collecting Ring Tones

Biggest Boast: His Crazy Wigs

This cool guy loves the dance floor more than anybody. He stays up all night dancing at Club Sugar. His hairdo hides a secret, but he refuses to tell

anyone what it is.

Dribble

Occupation: Taxi Driver
Skill: Driving
Personality: Speed Freak

This speed freak of a cabby drives for Diamond Taxi. He's [a] burly guy, but he's not as bright as his partner, Spitz. For some reason, they both have Bronx accents.

Spitz

Occupation: Taxi Driver
Skill: Reading Science Fiction
Personality: Calm

Sure, he's tiny, but in the cab, he's the leader of the pack. His cool head suits Dribble's need for speed well. Together, they dream of cabbng it into outer space.

Mona

Occupation: High School Student
Place of Employment: Sora Sora
Preferred Type: Wild Guys

This peppy high-school girl keeps busy with schoolwork, a part-time job at the restaurant, and her red scooter. For some reason, she's a little smitten with Wario. Ew.

9-Volt

Occupation: Grady School student
Hobby: Skate Boarding
Biggest Boast: His Nintendo Collection

This high-tech skater boy studies at Diamond Elementary. He is such a huge Nintendo fanboy that he owns every piece of Nintendo hardware and software ever made.

Orbulon

Age: 2003
IQ: 300
Occupation: Alien

Orbulon, once plotted to conquer the earth, but after his UFO crashed in Diamond City, he just settled in. He's superintelligent, but he still has a tough time with English.

Dr. Crygor

Age: Unknown
Occupation: Genius Scientist
Equipment: Cryogenic Suit

This odd genius lives in seclusion. He build Wario's bike, Mona's moped, Kat's sword, and Jimmy's cell phone. He wears a cryogenic suit that doesn't protect his head.

Kat

Occupation: Kindergartener
Special Skill: Throwing Stars
Favorite Thing: Animals

Descendant of the Iga ninja clan, Kat is the oldest of twin sisters. She goes to Diamond Kindergarten. Kat is bossy and a bit of a bully, but she loves her pet turtles.

Ana

Occupation: Kindergartener
Special Skill: Weapon "MAKIBICHI"
Favorite Thing: Flowers

Kat's younger sister, Ana, is very quiet. Kat sometimes makes Ana cry, but Kat is always there when Ana is in danger. Ana loves all living things, especially flowers.

MOVIE MATTERS

At the end of Stage Clear mode (after you defeat Wario's Adventure in Anything Goes), or if you sit still for a while at the "Press Start" screen, you'll probably see a movie with one or more members of the WarioWare gang acting goofy. When you finish Stage Clear Mode, you'll be able to look at these videos at any time. There are two that are locked initially, so you'll have to play through the new games you've acquired to make them viewable.

SECOND FLOOR

ALL MIXED UP

This game replaces the Easy Tower from GBA WarioWare. In this mode, you play as many microgames as you can on four lives before failing. Again, all of the games from all of the genres are mixed up, so it's hard to predict which game will come next. If you score 30 or better in this mode, you will unlock Time Attack mode on the third floor.

Unlike the Easy Tower, where the games always stay at low tempo, the games in All Mixed Up will increase in speed and level as you score higher. After you reach the third level, the games will increase in tempo slowly and without warning. Keep on your toes!

HARD

In Hard Mode, the games start fast, and only get faster as you continue to succeed. Luckily, you still get four lives for this challenge, and all of the microgames remain at level 1 throughout.

THRILLING

It's all-or-nothing in Thrilling mode. Here, the microgames stay slow, but you have to play them all at their maximum difficulty level (that is, level 3). What's more, if you lose even a single microgame, your game ends.

THIRD FLOOR

TIME ATTACK

The first secret unlocked on the third floor is the Time Attack mode. This is new to WarioWare games, as your goal is to complete the microgames in the fastest time. Each time you complete a microgame, the game speeds up. However, for every microgame you fail, the game slows down (and a "Speed Down" message scrolls across the screen, adding precious seconds to your time).

Time Attack mode can be played in blocks of 20, 40, or 60 microgames. Once you reach the halfway point of the block you're on, the games will increase to level 2.

STAFF ROLL

The Staff Roll door appears after you clear one of the challenges in Time Attack Mode. Here, you can view the names of the people credited with creating the game. This is like another mini-game itself, modeled after Dribble & Spitz's "Word Up". After each set of credits appears, you'll see one or more "?" boxes. Shoot the "?" boxes to reveal the first letter of the first name of the contributor.

?????????

Coming soon...

THE "ALBUM" DOOR

The game album is similar to GBA WarioWare's game "Grid". Here, you can play all of the microgames in order to beat set high scores for each game. For each game that you successfully pass, you'll receive a red flower. If you earn red flowers for all of the microgames (including the boss games), you will unlock the hidden third door on the third floor in "Games" mode.

After selecting a game, you can elect to either "Beat the score" or "Practice". If you choose "Beat the score", you'll have to play the game repeatedly in order to top the game's "passing" score (which can be anywhere from 5 to 30 points). You get four tries to score as high as you can. Each time you successfully meet the game's objective, you score one point. For each time you fail, you lose a try (though if it isn't your last, you'll still get the point for playing it...the minimum score you can get without quitting is 3). The game will proceed in cycles. The first time you play, the microgame will be presented at level 1, then level 2, and again at level 3. After the third try, the microgame will return to level 1, but its speed will increase slightly.

RANKINGS

When you view your profile at the Game Data building from the main menu, you'll be able to check out your personal rankings for single-player mode, as well as your rankings for the single-player and multi-player games.

As you play through the games in single-player mode, you will be ranked based on your performance in all of the microgames. Your performance will be ranked across five key categories:

Timing - Increases when you score high in games that require precise timing.

Control - Increases when you score high in games that require precise movement.

Speed - Increases as you complete the microgame challenges more quickly.

Intelligence - Increases when you score high in games that require quick thinking (mostly in Orbulon's games).

Stamina - Increases when you score high in games that require rapid button-pressing.

These attributes influence the titles that you will earn (of which there are two). The first title is based on the attribute(s) that have the highest level.

Timing best = Punctual

Control best = Thread the Needle

Speed best = Unattentive

Intelligence best = Mega-intellectual

Stamina best = Meat Lover
 Timing + Control = ??????
 Timing + Speed = Shrewd
 Timing + Intelligence = ??????
 Timing + Stamina = Specialist
 Control + Speed = Excellent reflexes
 Control + Intelligence = ??????
 Control + Stamina = ??????
 Speed + Intelligence = Promising Future
 Speed + Stamina = Call of the Wild
 Intelligence + Stamina = ??????
 Timing + Control + Speed = ??????
 Timing + Control + Intelligence = ??????
 Timing + Control + Stamina = Thorough
 Timing + Speed + Intelligence = Dreamer
 Timing + Speed + Stamina = Happy-go-lucky
 Timing + Intelligence + Stamina = ??????
 Control + Speed + Intelligence = Inquisitive One
 Control + Speed + Stamina = ??????
 Control + Intelligence + Stamina = ??????
 Speed + Intelligence + Stamina = ??????
 All but Timing highest = Dislike sight unseen
 All but Control highest = ??????
 All but Speed highest = ??????
 All but Intelligence highest = Noble Lineage
 All but Stamina highest = ??????
 All same = Faultless

The second title is determined by calculating the average of the levels of all five attributes (from 1 all the way up to 50).

- 1 - Fledgling
- 2 - Chimp
- 3 - Weakling
- 4 - Greenhorn
- 5 - Beginner
- 6 - Novice
- 7 - Apprentice
- 8 - Wage Slave
- 9 - ??????
- 10 - Assistant
- 11 - Average
- 12 - So So
- 13 - Decent
- 14 - Popular
- 15 - Hard Worker
- 16 - Diligent
- 17 - Normal
- 18 - Intermediate
- 19 - Milquetoast
- 20 - Youngster
- 21 - Freshman
- 22 - Nerd
- 23 - Alien
- 24 - Worldly Wonder
- 25 - Pro Assistant
- 26 - Master
- 27 - Breadwinner
- 28 - Boss
- 29 - Brilliant Student

- 30 - Maniac
- 31 - Mastermind
- 32 - Leader
- 33 - Pro
- 34 - Gold Medalist
- 35 - Superstar
- 36 - ?????
- 37 - Old Pro
- 38 - Idol
- 39 - Great One
- 40 - Champion
- 41 - Superhuman
- 42 - Chief
- 43 - Big Cheese
- 44 - Expert
- 45 - Genius
- 46 - Supergenius
- 47 - Gamer
- 48 - Virtuoso
- 49 - Wario Disciple
- 50 - Wario Disciple (again)

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