

Wario Land 4 FAQ/Walkthrough

by DomZ Ninja

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WARIO LAND 4

FAQ/Walkthrough

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Author: DomZ Ninja
E-mail: domzninja[at]hotmail[dot]com
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NOTE: This guide does contain spoilers!

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[1] VERSION HISTORY [0100]
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FAQ/Walkthrough #12

Version 1.0 (03/26/06) - FAQ/Walkthrough complete and submitted.

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[2] CONTROLS [0200]
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D-Pad	Move Wario, Enter Doors (Up)
Start	Pause Game
Select	N/A
A Button	Jump
B Button	Charge
L Button	Dash
R Button	Dash

Now I will list some of Wario's more advanced moves:

Jump Attack - Simply press A while charging to jump in the air while you continue to charge.

Dash Attack - Press and hold L or R, then move Wario to dash, a move even stronger than a charge. Like a jump attack, you can also press A while dashing to dash in the air.

Grabbing - Wario can grab certain enemies and throw them. Jump on them to flip them over, then walk through them to pick 'em up. Press B to throw them (hold B to charge your throw).

Swimming - When underwater, press B to swim faster and press A to headbutt.

Sliding - While charging, press down on the D-Pad to slide on the ground for a short time.

Rolling - When Wario is on a slope, press down on the D-Pad to roll down. You are invincible when rolling, so you can mow through blocks and enemies. Once you hit a wall though, you stop rolling.

Smash Attack - When in the air, press down on the D-Pad to smash the ground with your butt. The attack increases in power when you're higher up from the ground.

Crouch Jump - Press down on the D-Pad, then press A to jump even higher.

Stomp Jump - If you jump on an enemy's head while pressing A, Wario will jump higher than normally.

[3] THE BASICS

[0300]

Wario's Forms

Fat Wario - If Wario eats an apple thrown by a monkey enemy, he will grow in size and become really fat. You will be a lot slower and can't jump very high at all, but after jumping, you will create a shockwave capable of breaking blocks. Wario can also break strong blocks and even kill enemies by running into them. It is cured by walking continuously.

Yarn Wario - If Wario is hit by a worm's string shot (lol Pokemon), then he will be encased in a yellow ball of yarn. You will begin to roll around and will not be able to control your movement until you hit a wall or sturdy object.

Puffy Wario - If Wario is stung by a bee, his cheeks will inflate to a giant size and he will begin to float. You can use this method to reach inaccessible areas. If you touch anything though, you'll

deflate and fall back down to the ground.

Flat Wario - If Wario is crushed by some sort of heavy object, he will become flattened. When he jumps, he will slowly glide back down to the ground. By jumping, you can navigate past holes and glide right into narrow passages. It is cured over time.

Bouncy Wario - If Wario is hit by a hammer-wielding enemy, his legs will turn into springs. Wario will be able to continuously jump until he hits some sort of ceiling. When you jump, you will stay in the air until you hit a ceiling; you can even smash right through blocks.

Zombie Wario - If Wario is touched by an undead enemy, he will become a zombie himself. You will become very slow, but you can kill enemies just by touching them. Also, if Wario jumps, he will fall through platforms until he hits solid ground. It is cured by touching light or water.

Vampire Bat Wario - If Wario is hit by a vampire bat, he will turn into a vampire bat as well. When in bat form, Wario can fly by pressing A. It's useful for reaching high platforms. It is cured by touching light.

Flaming Wario - If Wario touches any type of flame, he will catch on fire and begin to run around. He is almost uncontrollable at this point, but you can determine where he goes. Wario can break certain blocks this way. It is cured by hitting three walls or coming in contact with water.

Snowman Wario - If Wario is hit by a snowball, he'll become a snowman. If Wario steps on a slope, he will roll down and increase in size. He can break certain blocks this way. It is cured by hitting a wall.

Frozen Wario - If Wario is attacked by a Yeti's frozen breath, he will freeze and become motionless. While you can't control Wario, he'll begin to slide across the ground. It is cured by hitting a wall.

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Game Basics
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The pyramid consists of six different passages you can visit. When you first start the game, you can only go to the Entry Passage (the training level). After you beat it, you can go to any four passages: the Emerald, Ruby, Topaz, and Sapphire passage. After successfully completing all four passages, you can go to the Golden Pyramid, the final passage.

There are many different types of treasures that you can find in the levels. Jewel Pieces can be found in every level (four in each level). You must collect all jewels in each level in order to fight the boss. So in short, you need all jewels to progress in the game. Keyzers are also very important in the game. There is one Keyzer in each level, and you must find it in order to exit the level. You can also find normal coins by defeating enemies or breaking boxes.

CDs are a nice treasure that you can find. Found in each level except the

first and last levels, CDs are cleverly hidden throughout the level in a treasure chest. When you find a CD, you can listen to various music by visiting the Sound Room (in the center of the pyramid).

Once you find a switch in a level (there is a switch in every level), hit it to start a timer. A vortex will appear at the level entrance, and you must reach it before the timer ends. When the timer ends, you will slowly die. Remember, you must have the Keyzer for that level to exit. When you complete levels, you will gain even more coins.

Just to add in the fun, you can find Bonus rooms in each of the levels (except the first and last level). When you enter a Bonus room, you can get a chance to obtain a diamond, a rare and expensive treasure.

Before fighting a boss, you have a chance to visit the item shop. You are allowed to purchase an item to use against the boss by cashing in medals. Medals are obtained through various mini-games.

Yep, that's pretty much the basics. Enjoy!

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[4] WALKTHROUGH [0400]

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NOTE: This walkthrough is based on the Normal difficulty.

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Entry Passage [0401]

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Hall of Hieryglyphs

This is a tutorial level, so it's really easy. First off, jump up the series of platforms to the right and head to the next room. Slide down the pipe by pressing Down on the D-Pad once on top of it. You will slide to another room with some minor enemies. Press B to charge and kill them. Jump up and use the other pipe. Continue right to the next room. Defeat the rest of the enemies here and collect the jems. You will find a chest in the center of the hallway. Stand next to it and it'll open, revealing the [UPPER RIGHT PIECE].

In the next room, press B to destroy the block. Further on, charge and jump to break the block higher up. In the next hallway, defeat the enemies and you will find a second treasure chest in the middle of the room. Open it to find the [LOWER RIGHT PIECE].

As you reach the next room, you will see a dark green block in the way of the passage. Give yourself some room and run while holding R. You will Dash, and you can break through the heavy green block with enough speed. In the next part of the passage, jump over the water and destroy the block. Continue on to the next chamber.

In this small hallway, defeat the enemy as you continue to dash through the blocks. Stop once you reach the blocks on the ceiling and jump to break them.

One holds a giant diamond. Proceed through the passage until you find a rock on the ground. Walk up to it to pick it up and face the small stones covering the narrow passage. Press and hold B and Wario will throw the rock through the stones. Crouch down to pass through. Walk past the ladder and to the dead end. Defeat the spear-wielding enemy and open the chest for a Heart Refill.

Go back and climb up the ladder. Pick up the rock and hold down B. This time though, press Up on the D-Pad and aim for the block. When you let go, you'll throw the rock upwards and destroy the block. Jump up the platforms and continue on. Destroy the stones by throwing another rock, then head through the narrow space to the hallway.

Destroy the enemies and open the chest to find the [LOWER LEFT PIECE]. Proceed through and when you reach a small hill, press Down on the D-Pad to roll through the stones blocking your way. Jump up and collect the Keyzer. Like I said earlier, you need [KEYSER] to proceed through the levels.

With the key in hand, roll through the next set of small blocks and defeat the enemies ahead. You will find the [UPPER LEFT PIECE] in the chest in front of you. Before opening it, jump on top of the chest to collect the big jewel. Alright, now you can get the piece. That's all four pieces! In the next room, butt stomp through the block. Two green blocks are under you, and a normal butt stomp will not break them. Climb up the ladder and grab the diamond.

Butt stomp off of the platform, and the velocity will drive you behind through the heavy blocks. Collect the jewels on the way down and break the blocks in front of you. You will find a frog statue on the ledge. Jump on it to start a timer.

--- You have 1:00 to escape! ---

Frankly, that is way more than enough time. The frog blocks will disappear in front of the passage. Grab the rock behind you and throw it through the small blocks. Crawl through to the entrance and hop into the portal.

Boss: Spoiled Rotten

You will find yourself face to face with a giant girly eggplant thing. She carries around a doll as she walks back and forth across the field. Her two eggplant lackeys are the only threat at first. Butt stomp them and focus on the main enemy. At first, Spoiled Rotten doesn't do much at all. Simply press B to charge and ram her. Keep ramming her as she continues to trot around. You may notice that she gets angry after every hit.

Once Spoiled Rotten is left with about a quarter health left, she will go crazy and grow razor sharp teeth. You can't charge her from the front, or you'll suffer damage. All you must do is jump over her and ram her from behind. Once you deplete all of Spoiled Rotten's health, the battle will end.

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Emerald Passage [0402]
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Palm Tree Paradise

As you enter the level, run to the right to the next area. Break all of the blocks here and collect the jewels. Defeat the enemies along the way and head to the right. There are some jewels high in the air. Use the little enemy as a stepping stone. As you jump on it, press Up on the D-Pad to reach the jewels. Kill the enemies and grab the jewels above the chest. Open the chest to obtain the first piece, the [LOWER RIGHT PIECE].

Head through the tunnel to the next area of the stage. Defeat the enemies here and dash through the series of blocks. Once you reach a pile of blocks up ahead, break them to reveal a door. Enter the door (by pressing Up on the D-Pad) to find yourself in a cave. Climb up the ladder to the left and you will find a spikey enemy. Butt stomp to flip it over, then butt stomp its soft underbelly.

Climb up the next ladder and open the chest for the [UPPER LEFT PIECE]. Climb up the next ladder and enter the pipe. Once in the bonus room, you will find a little old guy. Pick him up and throw him up at the purple "!" Block. The invisible ones will appear. Use them as stairs to reach the diamond. Leave the bonus room and collect the jewels to the right as you fall down. Exit the cave back to the main stage.

Head to the right to enter another cave. Kill the enemy and check the wall to the right. Walk right through and collect the [CD] from the chest. Return to the cave and grab the jewels as you hop up the platforms. Exit the cave to the right. Take out the little enemy but keep the monkey alive. Have him throw an apple at you and you'll eat it. Wario will become fat.

If you notice the ground, you will see an off-centered part. Jump on it and you'll break through to a secret area. Drop into the water to break a block below, then collect the diamond. Once skinny again, hit the green block and go up the pipe. Hit the red block right above you and collect the jewels and [KEYZER], then go back and use the green blocks to reach the pipe.

Inside the bonus room, jump up the platforms and grab the old guy. Throw him through the blocks to the right and watch him tumble down to the pipe. Grab him and throw him to the left to break the blocks. Crouch jump and crawl through the grab the diamond, then leave. Continue to the right and defeat the spear enemy in the next area. Once at the dead end, hit the frog statue.

--- You have 1:30 to escape! ---

I suggest that you dash through the whole level. You have time to escape, but it's always better to get there in the fastest time. Dash past the monkey and over the hole. Once you reach the cave, dash to the left through the invisible wall (and grab the diamond) to hop out to the previous area. Continue to dash past all of the areas until you reach the portal. With the key in hand, jump in the portal.

Wildflower Fields

From the start of the level, walk towards the bees in the air. Have one sting you to become Puffy Wario. Float through the hole in the ceiling and continue to the left. Once you're in the sky, float around the platforms and stay to the left. Once you deflate on the ceiling, drop down on the left-most platform, where a chest awaits. Open it to find a [CD].

Fall back down to the beginning of the level and walk to the right this time. Once in the next area, go to the right until you find a green block on the ground. Have a bee sting you, then float up to the vine platform. From here, butt stomp through the platform to enter a cave.

Proceed to the left and drop down to the ground. Grab the jewels as you continue across the floor. Hop up the platforms to find a rock on the ground. Go to the left and break the block, then return to the rock and pick it up. Jump up the platforms and throw the rock above so it destroys the block. Go back to the left and crawl through, then head to the top of the cave again. Head past where you entered the cave and crawl to the diamond. Exit the cave via the hole in the ceiling.

Once back in the fields, go to the right. Hop up on the giant leaves and destroy the spear guy. Jump off the edge of the cliff and butt stomp as you get the jewels on the way down. Butt stomp through the blocks and enter the cave. Butt stomp off of the ledge to the right to break a block. Go down the pipe to enter the next bonus room.

Throw the old guy over the tall wall on the other side. When he falls to your location, throw him over the next wall down to the ground. Use him as a stepping stone to reach the ledges, then grab the diamond. Exit the bonus room back to the cave.

Defeat the drill enemies once you return and jump up the series of platforms. Kill the enemy at the top, then enter the doorway. You will arrive in a waterlogged room. Jump in the water and enter the current that it going up. When the current tries to go in a circle, swim to the calm water above you.

Take the left path and go through the current, then drop off of the cliff while butt stomping. You'll crash through the floor in the water, revealing a room with a diamond. Snatch it and ride the currents again. This time, take the right path to find a treasure chest. Open it for the [UPPER RIGHT PIECE]. With that in hand, enter the doorway.

Here, ride the currents to the top while collecting the jewels. Hop onto the platform at the top and enter the doorway. Once on the giant sunflower, defeat the worms and fall down the hole in the leaf. Open the chest to the right for a Heart refill and defeat the spear guy. The chest to the left holds the [LOWER RIGHT PIECE].

Drop down to the left to the next area, then go to the right. Get stung by the bee down on the ground and float up in the small hole in the ceiling. Travel up to a small platform where a diamond is found. Fall down to end up on the sunflower, then backtrack to where you got stung. Defeat the bees as you head down the field, then open the chest for the [UPPER LEFT PIECE]. Continue to the right and into the next area.

Once here, eat an apple by the monkey and smash through the block as Fat Wario. Collect the jewels and enter the pipe for a bonus room. Throw the old guy up at the green "!" Block and climb the ladder. From there, throw him at the pink "!" Block and continue up the ladder.

From here, stand on the pink "!" Block and throw the old guy through the block. Crawl through the space and collect the diamond. Exit the bonus room back where the monkey was. Climb up the vine and butt stomp off of the edge to the left. Break through the block and hit the frog switch.

--- You have 2:30 to escape! ---

Dash out of the room and across the field. Jump up the vines and exit to the left. The frog blocks were blocking the path to the left, but they are gone now. Head through and grab [KEYZER], then dash to the next area. Defeat the masked enemy, then open the last chest a little further down for the [LOWER LEFT PIECE] and continue across the level.

Defeat the enemy and break the small block. Crawl through the opening and head to the next area. You will find yourself above the entrance of the level. Drop through the hole and enter the exit portal.

Mystic Lake

Head to the right once you enter the level and go through the doorway. Drop down off of the ledge to encounter a spear guy. Pick him up and carry him across the platforms to the dead end. Throw him through the blocks and crawl through to the next area. Pick up the rock and throw it over the wall and onto the block to break it. Crawl under and collect the Heart refill from the chest. Return to the previous area.

Jump in the water and approach the swordfish. You can only attack its stomach, so press A when under it to kill it. Swim to the right to the next area. Wait for the clam to swim up, then attack its stomach. Defeat the clam and the swordfish, then continue to the right. You will reach a series of jewels cluttered around the ceiling.

Press A to headbutt the ceiling and break it. You'll find yourself above the water now. After collecting the diamond to the right, butt stomp off of the ledge to the left. You will smash through the floor in the water. Swim down and enter the pipe to find yourself in a bonus room.

This room is easy. Throw the old guy across the water and to the platform on the left. Next, throw him so that he lands on the block in the water. He will break it, so go through and collect the diamond. Exit the room with the cash in hand. Once in the water again, swim to the right and defeat the enemies.

Jump up to the chest and open it for the [UPPER RIGHT PIECE], then jump back in the water. Proceed to the right as normal and enter the next area. There are holes in the background of this area. If you see red eyes, then stay away from them. Eels will pop out and try to bite you. Go around to the right to find a diamond, then break the blocks and continue to the top. Get out of the water and go to the next area.

Get squashed by a hammer dude to turn into Bouncy Wario. Hop to the right and break through the lighter colored ceiling. Once at the top, defeat the little enemies and drop down to the ground. Open the chest to the right to find the [UPPER LEFT PIECE] and continue to the next area. Jump in the water and enter the small passages. Bubbles will float around in the water. If you get trapped in one, you will be carried to an eel-infested area.

Avoid the first three bubbles, then intentionally enter the fourth one. You will go to the top of the water and pass through the current. Jump out of the water and get the diamond. Continue through the bubble-ridden passages, then swim to the top. Get out of the water and go to the right.

Jump in the water and swim to the right. Enter the pipe to a bonus room. This one is pretty tricky. Go up the platforms to the old guy, then throw him into the water. Quickly jump down and go to the left. Grab the ladder and by the

time he falls down and hits the green "!" Blocks, the path will appear next to you. Grab the diamond at the top. Remember, if you mess up, just reenter the room and try again. Exit the bonus room and you'll find the frog statue to the right of the pipe. Hit it to start the timer.

--- You have 3:00 to escape! ---

With the frog statue hit, the currents at the bottom of the water will stop. Swim to the right where you'll find a giant octopus. Avoid it's spiky tentacles and grab [KEYZER] at the top. Swim back to the top and head to the next area. Once here, jump up on the platforms to reach the top section.

Avoid the monkey and open the chest to recieve the [LOWER LEFT PIECE] and go across the bridge. Head to the next area and avoid the spiked ball. Dash across the pits and collect the jewels along the way. Once you reach the series of platforms, stay under the first one and jump up on the second one. Open the last chest to get the [LOWER RIGHT PIECE] and exit the area.

Dash right across the tree and dash right through the heavy block past the doorway leading to the entrance. Break the rest of the blocks and open the chest to find a [CD]. Return to the doorway and enter. Jump inside the portal to the left.

Monsoon Jungle

First off, jump into the pipe right next to you to enter a bonus room. This one is pretty clever. Dash to the right and you'll see a green ! in the ceiling. Jump and hit it as you continue dashing. By the time you reach the rock, you should end up hitting it before it falls into the water. Pick it up and throw it through the blocks, then collect the diamond.

Back in the level, continue through the water to the left and hop on dry land. Enter the next area. Jump on the giant plants and avoid the crocodile in the water. If I'm not mistaken, he cannot be killed. Continue over the water by crossing the plants. Continue to go across the bodies of water, this time by jumping onto swinging logs.

On the fourth pool of water, jump on in and swim to the left. You should see a small opening underwater to the left. Swim on through to find a secret cavern. Jump on dry land and open the chest for a Heart refill. Return to the body of water and jump across the swinging logs to the other side. Proceed on to the next area.

This area is big and holds a couple secret rooms. The first thing you want to do is eat an apple from the monkey and become Fat Wario. Drop through the green block and collect as many jewels as you fall down. Once you reach the bottom, open the chest for the [LOWER RIGHT PIECE]. Crawl through the narrow passage and defeat the enemy, then butt stomp the rock all the way in the corner to break through.

You should see a hammer enemy on the other side of the wall. Butt stomp to carry him up the platforms. Do this until he is at the top. Get smashed by him to become Bouncy Wario and jump up the hole in the wall. Collect the jewels along the way and you will bounce all the way to the previous area and through a hole in the ceiling (if aligned correctly). Here, do a Super Butt Stomp to flip the black spiky bug, then kill him. Roll down the hill to destroy the blocks, then collect the [CD] from the chest.

Return to the previous area and go to the right side of the area. Enter the pipe to the bonus room. Here, a native shoots arrows. If you're hit, you will become Puffy Wario. Have him shoot an arrow at you, but run away from it until you're on the other side of the room. Get hit by it and float up to the diamond. Leave once you get it. Now hop across the plants and enter the next area to the left. Jump across the swinging logs and avoid the crocodile. Jump across the two pools of water and exit to the next area.

Hop across the swinging logs and defeat the spear guy before dropping down. Destroy the blocks and open the chest to find the [LOWER LEFT PIECE]. Destroy all of the blocks under you and drop down. Dash past the frog statue and through the heavy block to the left. Climb up the ladder and push the native off of the ledge back near the frog block. Get hit by an arrow and become Puffy Wario.

If you destroyed all of the blocks, then you should be able to easily float to the top of the area, where you will find a hole in the ceiling. Float on through to enter a secret room. Defeat the spear guys and dash across the room, jumping onto each plant as you go. Jump to the ledge and collect the diamond, then drop back to the previous area. Go back to the bottom and hit the frog statue to start the timer.

--- You have 4:00 to escape! ---

Dash to the right where the frog blocks once were to enter a tunnel. Dash through the first set of blocks, then continue through the second set. A doorway is revealed once you destroy the second set of blocks, so enter. Hop up the platforms in the small room then drop down on the other side. Grab the [UPPER LEFT PIECE]. Smash the small block, then crouch jump and exit the room.

Continue to the right and defeat the spear guy before exiting the tunnel. Drop down to the ground and open the last chest containing the [UPPER RIGHT PIECE]. Destroy the spikey enemies by butt stomping and climb up the ladder on the right side of the room.

Hop across the swinging logs to the other side and jump up the plants to the next floor. Dash right across and climb up the next ladder. Exit to the right to the large area. Drop down and exit the area to the right. Once here, simply dash across the whole entire room as you jump across the pools of water. I was able to land on some swinging logs and get across the room without stopping my dash at all.

Once in the entrance, frog blocks will appear to form a path. Jump on and collect [KEYZER] at the end. Drop into the water and swim below the portal to the right. Jump on dry land and continue across the swinging logs. From the last log, jump into the portal.

Boss: Cractus

Cractus is a lot tougher than the previous boss, Spoiled Rotten. The fight starts off with Cractus sleeping in the corner. Give him a rude awakening by ramming and breaking his pot. Once Cractus wakes up, the battle will begin.

The only way to damage Cractus is to butt stomp his head. The easiest way to do this is to use the two ladders suspended from the air. Cractus will most

likely begin the fight by punching you. Dash under his fists and avoid contact. He will fly off the screen and come back. When he stays low to the ground, jump and climb up a ladder. As Cractus floats under you, jump off of the ladder and butt stomp him. He will take damage and rise up next to you. You can actually repeat the attack on him several times if your timing is right. Stay on the ladder until Cractus flies off of the screen.

As well as repeatedly extending his spiny hands to punch you, Cractus can also drool on you. As harmless as this sound, his saliva will turn you into a zombie. If you get turned into Zombie Wario, a firefly will appear on the field. Hurry over to him and jump into the light to turn to normal. Cractus will also fly on the top of the screen and drool over the field (this only happens if you stay on the ladder once he flies off the screen). Avoid the drool and wait for him to float on the ground again.

After Cractus takes more and more damage, he will punch more and go faster. Cractus will also rise more and more off of the ground, so you have a harder chance of butt stomping him. Honestly, it's a pretty tough battle. Once you deplete his health, Cractus will die and the battle will end. If you beat him fast enough, the three treasures (as well as the Crown) will be taken to the central pyramid.

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Ruby Passage [0403]
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The Curious Factory

Walk to the right and break the blocks in front of you. Head on across the conveyor belts and snag the jewels along the way. You'll find a spikey machine enemy. You must hit it from behind to defeat it. With the baddie out of the way, head to the next area.

Destroy the next machine enemy and collect the jewels. Jump on the platforms to move the giant wheel to the right. Jump onto the platform and instead of going on the next one, drop to the ground. Defeat the enemy and open the chest to get the [UPPER RIGHT PIECE].

Go up the ladder and go across the wheel to the next area. Here, smashers will block the way. Get crushed to turn into Flat Wario. Return to the previous area and glide across the gap to the platform. Jump up on the ledge and crawl under the narrow passage. The large machine will turn you to normal. Collect the diamond and return to the area with the smashers.

Dash past them and break the blocks, then drop down the hole. Smash through the left wall and enter the pipe to the bonus room. This one is easy; pick up the old guy and jump to the upper left ledge. Throw him through the blocks until he hits the green "!" Block. Now roll down the hill towards the diamond. Grab it and exit the room.

Back in the factory, dash to the right, past the smashers, and to the next room. Use the giant wheels to maneuver to the top of the room. Once at the top, use the last wheel to go to the left and head to the next area. There is a block to the left here. Jump on the conveyor belt and charge through. Enter the pipe to the next bonus room.

This one is pretty tricky. Pick up the rock and go past the smasher. Throw

the rock into the crevice to the right. Get smashed and as Flat Wario, simply walk off of the edge to glide right into a crevice below where you threw the rock. Jump into the water to return to normal, then jump up the platforms to the rock. Pick it up and go back down, then throw it through the hole across the water pit to break the block. Now return to the smasher, get crushed, and glide to the newly opened crevice to collect the diamond. Exit the bonus room.

Jump up the conveyor belts and destroy the spear enemies along the way. Jump up the platform to the right and exit to the next area. Drop down to the ground and go to the middle of the room to find the [UPPER LEFT PIECE] in a chest. Turn into Fire Wario by hitting the flame bot, then destroy the fire blocks on the left side of the room.

Dash all the way to the other side and dash through the block, then fall down the hole. In this room, jump up the spinning wheels and collect all of the jewels. Nab the diamond in the corner, then jump up to the left to return to the previous room. Go back to the top of the room via the ladder and jump across the conveyor belts.

You will find the [KEYZER] floating above one of the conveyor belts. When travelling across the conveyor belts, drop down the second pit to find yourself next to the frog statue. Hit the frog switch to start up the timer.

--- You have 3:30 to escape! ---

Crawl through the space and drop down. Climb to the top of the room again and jump across all of the conveyor belts, then enter the next area. Drop down the platforms and try to get as many jewels as you can. At the bottom, kill the masked guy and open the chest to get the [LOWER RIGHT PIECE]. Go to the left and intentionally get smashed.

As Flat Wario, go to the left and slowly glide to the bottom of the room. At the bottom, enter the hole that was previously blocked by frog blocks. As you glide down, slip into the crevice and crawl across. Return to normal with the machine and open the chest for the [CD].

Drop down the hole and go to the left. Quickly jump across the spinning wheels and go across the room. Head across the moving platforms and grab the diamond on the platform. Smash the block, then crawl under the passage. Open the final chest containing the [LOWER LEFT PIECE]. Jump up into the pipe to end up close to the entrance. Try not to get smashed here, because it'll slow you down. Jump across the room and dash across the conveyor belts to find the portal. Enter the portal to end the level.

The Toxic Landfill

This level just really sucks. Drop down from the start to the bottom. Smash through the blocks to the right. All of the breakable blocks are very similar to non-breakable ones, so it's very annoying. Head on to the next area. Pass the first monkey and go to the right side of the room. Eat an apple from this monkey and crash through the heavy blocks.

Once skinny, break the blocks containing the native and get hit to become Puffy Wario. Float up to the top of the room and enter to the next room from the top. Avoid the spikes and make your way to the center part of the room. Collect the diamond and after returning to normal, enter the pipe.

In the bonus room, you have to use the rocks to hit the series of green and pink "!" Blocks. Beware though, you will have to bring more than one rock with you to the top. Drop one off on a platform, then use another one to throw. At the top, collect the diamond and exit the bonus room.

Return to the room with the monkeys and go to the left side of the room. Eat the apple and break through the heavy block. Break through the next set of blocks to find a treasure chest. Open it to find the [LOWER RIGHT PIECE]. Exit through the doorway.

In this room, walk across the blocks to the other side. Make sure not to become Fat Wario, or you'll break through and land in the water. The only time you should is with the block right next to the monkey. Become Fat Wario, then break the block to the right of the monkey. You will break a block in the water. Swim to the right to find a diamond. Once on the other side, exit to the next area. Open the chest next to you for the [LOWER LEFT PIECE] and get crushed by a hammer foe.

Stay on the left side of the room and break through the blocks. Aim for the hole in the ceiling and land on the platform there. Enter the door to another room. From the start, jump off the edge to the right and butt stomp through the block in the water. Defeat the clam and swim to the other side. Swim up and hop onto dry land for a diamond. Return to the water and swim through the currents, collecting the jewels along the way. Exit the room the same way you came in.

Once back in the previous room, drop to the bottom and turn into Bouncy Wario. This time, stay to the right side and jump through to the top. You'll find another hole in the ceiling. Once up there, enter the doorway. Jump up on the ledge and defeat the mechanical bug, then open the chest for the [UPPER LEFT PIECE]. Dash through to the right to destroy a series of blocks. Open the chest at the end for a Heart refill. Break through the blocks to the left of the chest and enter the door below.

This room is pretty tricky. First off, pick up the monkey and throw him up to destroy the blocks on the ceiling. Next, pick him up again and throw him across the pool of water near the entrance to the room. Jump to the other side with him and eat an apple from him. Drop down into the water to destroy a block. Swim around the small area to collect a diamond and a bunch of jewels.

Next, throw him back to the other side and eat an apple. Once you're Fat Wario, jump around to knock the hammer dude above you down to the ground. Once skinny, get hit by him and bounce to the upper ledge. Run to the left to find a diamond. Now you can exit the room.

Return to where you found the third jewel piece and dash through the heavy green block. Dash again to the right to crash through a series of blocks, just to get rid of them. Return to where the blocks were and butt stomp every block under you. One should break in the middle of the room. Continue to break the blocks to the left of you until you reach a diamond.

There is another set of blocks along the way that you can break under you. Break them to reveal a pipe, then head inside. There's no diamond in this bonus room, just a bunch of enemies. Go across the blocks and eat an apple, then defeat the enemies when Fat Wario. They drop a lot of coins, so I guess that's good. Now you can exit the bonus room.

Return to the passage where you dashed through all of the blocks. A little further up the path (closer to the third treasure), there is a breakable

block. Butt stomp it and continue to break the other blocks to reach a [CD]. With all that done, you can enter the doorway at the end of the passage. In the new room, walk to the end of the room and step on the frog switch.

--- You have 5:00 to escape! ---

Hitting the frog switch will cause a monkey to drop down. Eat an apple and become Fat Wario, then crash through the blocks to the left. At the bottom, become Spring Wario. Bounce through the blocks until you reach the top, then walk across the platform and grab [KEYZER]. Walk to the left until you can drop down. You should notice a block missing on the right side of the area. Butt stomp through the blocks and head straight down. You will crash through the heavy block on the floor. Jump through the newly made hole.

Once you reach the bottom of the room, dash through the blocks to the other side. Jump up and dash through these blocks. At the end, jump through the blocks above you. Butt stomp through the next set to the left of you and continue dashing through all of the blocks. At the last floor, dash through the heavy block and climb up the ladder. You will end up at the entrance. Jump over the natives and open the chest to the right for the [UPPER RIGHT PIECE]. Get hit by an arrow to become Puffy Wario, then float up to the portal. Hooray for freedom!

40 Below Fridge

From the start of the level, go right and climb up the ladder to a room full of conveyor belts. Jump across the conveyor belts to the top of the room. Collect the diamond in the top left corner of the room, then go to the right.

Butt stomp off of the platform to break a heavy block, then plummet below to the next room. Drop down from the ledge and defeat the yeti. When you reach the snow dropping from the ceiling, get hit by a pile to turn into Snowman Wario. Try and walk up the slope next to you and you will roll to the right. You will crash through the snowball block and to the next area.

Watch out for the icicles as you head to the right. Kill the yeti and enter the doorway. Jump to the platform and open the chest to find the [LOWER RIGHT PIECE]. Go through the tunnel right below to find a diamond at the end. Head through the tunnel right on below. Defeat the spear guy and as you approach the edge, crouch jump to enter the narrow crevice where a diamond lays.

Drop down and go through to the other side. Proceed on through the tunnel under you to find the exit. Don't go through; instead go back to the entrance of the tunnel and go to the one under it. You'll find [KEYZER] at the end. Now you can exit the room.

Alrighty, go down the room until you reach a grating. Climb up and turn into Snowball Wario. Drop down and slide down the hill to crash through the snowball blocks. When you hit the wall, don't enter the doorway next to you just yet. Go up the ladder behind the doorway and open the chest to find the [UPPER RIGHT PIECE].

Go to the right and jump across the platforms. Watch for the icicles as you do so. Jump up to the next floor and climb up the grating. The yeti across from the grating can turn you into ice and knock you off, so only climb up when his back is turned. Climb all the way to the top and drop off onto the platform.

Walk to the left and get hit by the snow to turn into Snowman Wario. Drop all the way down to the bottom and try to walk up the very small slope to the left. You'll end up creating a giant chain of reaction, ultimately leading you to a doorway. Enter the doorway once you've returned to normal.

As you enter the new room, open the chest next to you for the [UPPER LEFT PIECE]. Turn into Snowball Wario and slide down the slope to reveal an alcove with some jewels. Hop up to the slope above you and turn into Snowman Wario, then roll down that slope. You'll crash through a block; enter the pipe in the new passage.

In the bonus room, pick up the yeti and throw him on the second ledge. Have him turn you into Ice Wario as you face the spikes. You will slide through them and land right next to the diamond. Grab it and leave the room.

Drop down and go to the left where you'll find the [LOWER LEFT PIECE] at a dead end. Alright, now return to the entrance of the room. Turn into Snowball Wario and drop to the bottom of the room. Roll down the slope to roll right past where the treasure chest was and break through several snowball blocks. You will continue to roll through another room and crash into one last block. Enter the next room to the left, where you'll find the frog switch. Hit the switch to start up the timer.

--- You have 4:00 to escape! ---

Alright, once the frog blocks next to the ladder disappear, climb up and turn into Snowball Wario. Roll down the slope and you will go to the left and crash through several snowball blocks. You'll drop down a couple stories to another room. In here, dash to the left to destroy the blocks. Jump up to the next floor and destroy more blocks as well as yetis. You can find a diamond encased in an ice block here. Climb the ladder and continue your way to the next floor.

Up here, simply climb the ladder while avoiding the yetis on either side of you. You will end up right next to the portal. Don't head through just yet; we still need to get the CD (if you don't want it, then just leave). Go to the right and climb up the ladder to the conveyor belt room. Crawl to the right and drop down. From here, hit the block next to the CD chest. You can't reach the chest, but breaking the block will help. Drop back down the hole to end up pretty much where you just were.

Continue through the rooms just like before. Return to the entrance, and head to the right one more time. Now you can crawl under the chest and reach it. Open the chest for a [CD] and go back to the left to enter the portal. Phew!

Pinball Zone

At the start of this crazy level, roll down the slope to the left and crash through the blocks. Jump up the platforms and climb up the grating on the other side. The spikes that launch out of the giant faces are a pain, so avoid them as you drop off to a platform to the left. Enter the door at the end.

The next room is what makes this level unique. The exit is being blocked by a door with a number on it. The number represents how many pinballs you must get rid of. There are blocks that open and close. Your task is to throw the balls

into the boxes. There are four balls and four boxes, so jump up the platforms and throw the balls into the blocks. Once all four are gone, the exit will open up.

Exit to the next room. Slide down the slope to the other side where a door is. You'll pass a treasure chest along the way. Don't enter the door yet; go back near where you saw the chest and break the wall. Open the chest to find the [UPPER RIGHT PIECE]. Return to the door and go on through. In here, the balls are scattered around the room. Use butt stomps to knock the two in the top of the room off of the platforms.

Jump to the left side of the room to find another ball, then go to the right. Break the walls where the last ball is. Use the moving platforms to get rid of the balls and open the exit. Before leaving, break the block on the right wall to find a pipe. Also collect the [LOWER RIGHT PIECE] on the platform. Go inside the pipe to the bonus room.

This bonus room is easy. Catch on fire and run along the green "!" Blocks. At the end, hit the green "!" Block to raise the platforms. Keep doing this until you reach the end. Burn the flame block, grab the diamond, then exit the room. Exit the pinball room and climb across the grating to the doorway. Enter to the next area.

In the next pinball room, butt stomp right where you are to bounce the pinball below into the box. Go to the left and eat an apple from the monkey. Crash through the heavy block and open the treasure chest containing the [LOWER LEFT PIECE]. Return to the upper floor and ride the platform above the monkey. Jump on the ledge and go under the platform with the pinball on it.

Butt stomp to bounce the ball into the box. Go to the right side of the room and do the same. Now go down to where you found the jewel piece and grab the ball. Bring it to the top center of the room and throw it into the box. Now you can exit once all the balls are gone.

Roll through the blocks and jump across the red machines. Jump to the top left corner to find the [CD] in a chest. Go to the right side and enter the door. Enter the pinball room and go right to find the [UPPER LEFT PIECE].

Grab all the balls on the ground and throw them into the boxes. One box on the right side of the room is tricky. Throw the ball through the wall, then ride the platform and throw it into the box. There is also a breakable floor on the left side of the room; break them to find another box. Clear the room of pinballs to open the exit, but go back to where you broke the wall. Break the heavy block and go through the pipe.

In the bonus room, pick up the old dude at the bottom and throw him up on the ledge. Throw him through the blocks to the left. Pick him up and fall down the hole. As you fall, throw him through the block to the right. Go up the ladder and head through to the heart refill. Exit the bonus room as well as the pinball room. In the next room, jump up the platforms and crawl through the narrow passage. As you fall to the ground, you'll land on the frog switch.

--- You have 6:00 to escape! ---

Exit through the door to enter another pinball room. The pinballs are to the left, encased in blocks. Break the ceiling to reach them. All of the boxes are easy to reach. Once all of the balls are gone, exit to the left. As you fall, you will grab [KEYZER]. Go through the doorway to enter yet another pinball room.

The first two balls are right above you. Go up the platforms and butt stomp so they both fall off of the ledges. Pick one up and climb the platforms in the middle of the room. Break the blocks in the ceiling and throw the ball up to a box. Do the same with the second block. Now go to the left side of the room. Climb the platforms and break the blocks under the yeti.

Grab the jewels and break the blocks under you to find a ball. Throw it into a box and go to the left side again. After all boxes are eliminated, exit the room. In the final room, hop up the platforms and slide down the hill. Continue to roll down all of the hills until you eventually roll right into the exit.

Boss: Cuckoo Condor

This boss is a lot easier than Cractus. If I were you, I'd bother skipping over the weapon and just fight the boss without one.

The Cuckoo Condor is such a simple boss at first. As the giant clock floats around, a crane on the bottom will try and grab you. Walk under to make the crane extend in an attempt to get you, then ram it. It will swing up and hit the bird on top. As you keep beating the crane, the clock will launch sawblades on the ground and shoot electricity on the ground. Both attacks are easy to dodge, so it's nothing to worry about.

Keep wailing on the Cuckoo Condor until the clock breaks, revealing a giant condor. It will start crapping out eggs. If they hit the ground, a chick will pop out and explode shortly after. Stay behind it and catch an egg as it comes out. Jump and throw the egg so it hits the bird on top. As you do this, the condor will speed up and launch out more eggs. Once you defeat the Cuckoo Condor, you'll get the Earrings as well as any other treasures.

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Sapphire Passage [0404]
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Don't ask why I skipped over Topaz Passage and went straight to Sapphire. >_>

Crescent Moon Village

Have the ghost bird turn you into a zombie, then fall through the platform to the right of the entrance. Collect the jewels on the way down, then swim to the pipe to return to the entrance. Jump up the platforms and enter the doorway. Defeat the axe goon and climb up the ladder. Break the blocks and dash to the doorway. Enter to exit the house.

Once outside, you will be followed by a large pirate ghost. He does not hurt you, but he will nab coins on the ground. When breaking blocks, make sure to get them before he does. Go down the stairs to the right and defeat the spiky beetles. Break all of the blocks and continue to the right until you see a green "!" Block. Hit it, then use the green blocks to reach the diamond. Enter the doorway to the right. Avoid the vampire bat; you will be turned into Vampire Wario if it. Collect the gems and break the blocks on the ledge.

Jump up and defeat the axe maniac to the left. Roll down the slope and jump over the hole that you just created, then crash through the blocks. Climb up the ladder and turn into Vampire Wario. Remember to avoid the light or you'll turn back to normal. Fly to the left, past the door, and up to the ledge. Open the chest to collect the [UPPER RIGHT PIECE]. Turn back into a bat and fly up to the door.

Exit to find yourself outside with another pirate ghost. Defeat the spiky beetles to the right and collect all of the jewels. Continue on until you see a diamond floating in the air. Jump and land on it, then fall to the ground. Defeat the spiky beetles and destroy all of the blocks. Once on the other side, jump on the platform with the slope and roll across to the left, destroying the heavy block at the end. Destroy all of the blocks to find a secret passage.

Open the chest to the left for the [LOWER RIGHT PIECE], then break the block on the left wall. Return to the slope again and roll, so that you end up rolling through the wall. You will crash into a chest at the end, giving you the [CD]. Roll down the slope all the way to the other end of the area, where you'll end up crashing through a wall under the doorway. Enter the pipe to the bonus room.

Here, turn into Zombie Wario and drop down the platform to the left. Return to normal and grab a stone from the fat green monster. Bring it to the right and throw it through the blocks. Crawl on through to collect the diamond. Exit the bonus room.

Now you can go through the doorway above you. Climb up the ladder as you notice the red blocks on top of the slope. On the top floor, go to the left and hit the red "!" Block. This will lower the red blocks so you can slide down the slopes. Roll down and hop over the wall to crash through the blocks.

You'll kill some axe maniacs in the process. Return to the lower floor and roll down the hill. Crash through to the other side where you'll find the [LOWER LEFT PIECE] in a chest.

Enter the doorway when ready. Once outside again, defeat the spiky beetles and destroy the boxes a little further on. Once you reach the pipe, enter it. In the bonus room, throw the old guy over the ledge on top of the block, then crawl under. The masked enemies will charge at you, but all land in the water. There's no diamond, but they give up a lot of coins. Exit once they are all dead.

Continue through the tunnel and drop down the hole riddled with jewels. Once you land in the water, swim past the currents and swim through the current that goes to the left. Break the box and swim onto dry land, where you'll find a diamond. Break the box and crawl to the other side. Open the chest containing the [UPPER LEFT PIECE].

Now you can go through the pipe to return to the surface. Go to the right until you reach a door, then go inside. Jump up the frog blocks until you reach the diamond in the left hand corner. Grab it, then fall back to the bottom. Hit the frog switch in the corner of the room.

--- You have 3:30 to escape! ---

Immediately turn into Vampire Wario and avoid the candles as you fly to the top of the room. Grab [KEYZER] and exit the room. Now here's where things get tricky. The pirate ghosts not only like to steal coins, but they will also grab Keyzer and fly away with him if you come in contact with one. If one

does nab your pal, you will have to chase him and grab Keyzer back. So with that said, hurry through all of the outside areas and stay the hell away from the pirate ghosts. Dash to the left and exit to the building.

Continue to the left and head outside again. You'll want to go to the area where you found the Lower Right Piece. Hop up the platforms to end up near the doorway. Enter to find yourself closer to the entrance. Drop down from the door and climb down the ladder. Go to the left and exit the building. Here, hit the green "!" Block to make the blocks disappear. Now you can simply dash all the way to the door to the left. Enter the door, drop down to the entrance, and jump in the exit portal.

Arabian Night

Walk into the large building to the right of the starting point. You'll find a magic carpet on the ground. Sweet! To ride it, walk on top of it. Jump to have it move you up higher in the air. Simply turn to have the carpet move that direction. Simply jump up until you reach the platform, then enter the doorway. Once outside, drop to the ground and ride the magic carpet right below. Ride it above the doorway you just came from and defeat the flying bugs. You should find a pipe to the left. Enter the find yourself in a bonus room.

In here, there's a bunch of black spiky beetles. Jump over them and run to the right. Climb down the ladder and swim to the other side of the room. Hit the green "!" Block to drop the spiky beetles into the water, killing them. Again, no diamond, but they leave a bunch of coins behind. Take their remains and exit the room.

Use the magic carpet to reach the doorway at the right side of the area. Once inside, climb down the ladder and defeat the axe mummy. Butt stomp through the box and do the same on the lower floor. You should be next to a doorway and a treasure chest. Open the chest for the [UPPER RIGHT PIECE]. Now return to the top and turn into Zombie Wario. Drop through the platforms to the left until you fall to the very bottom of the room. Collect the diamond and return to the floor above, where you can head through the doorway.

Run through the area and enter the doorway to the side. In here, use the magic carpet to ride up the building. You should approach a doorway without a platform. Enter the doorway as you float by using the magic carpet. Once inside, enter the pipe to the bonus room. In here, go to the other side of the room using the ladders and throw the old guy on the platform. Now use a series of butt stomps to get him on the other side of the room. Go over to him and throw him through the block. Collect the diamond and leave.

Return to the floor and use the magic carpet to go past the doorway. When you reach a platform, jump on it and go down the ladder to find a treasure chest. Open it for the [LOWER RIGHT PIECE]. Get back on a magic carpet and ride to the top, avoiding the flying bugs. Enter the doorway at the top to exit the building. Once outside, ride the magic carpet to the top of the area. Follow the trail of jewels and you'll come to a diamond. Grab it and go back to the ground. Enter the door in the center of the area.

Once inside, jump up the platforms to the left. Drop down the pipe with a bee on the front. This will turn all the enemies into bees. Go over to the right side of the room and turn into Puffy Wario. Float to the top where you'll find a pipe with a vampire bat on it. Go through to turn the enemies into vampire

bats. Now go back where the bee pipe is and turn into Vampire Wario fly to the top of the room and drop down. You'll find [KEYZER] at the bottom. Grab him and exit the room.

Use the magic carpet to fly to the right, where you'll find yet another doorway. Enter to find yourself in another room. Reach the top and turn into a zombie. Walk across the spikes unharmed and drop through the platform. As you arrive on the bottom, open the chest for the [LOWER LEFT PIECE]. Climb down the ladder and hit the frog switch at the bottom.

--- You have 4:00 to escape! ---

Drop down where the frog blocks were previously to fall into a waterlogged chamber. Use the magic carpet across the chamber until you reach a bunch of jewels formed into an arrow pointing downwards. Butt stomp down under the arrow to break a block. Swim through to find a diamond.

Hop onto dry land and continue to fly across the room until you find another arrow. Butt stomp down to break another box, revealing a passage with a bunch of jems. Swim above the passage and hop next to the treasure chest. Open it for the [UPPER LEFT PIECE]. Swim to the left to enter the next chamber.

In here, fly using the magic carpet to the left. Collect all the jewels and the two diamonds until you reach the side of the area. Drop on and climb down the ladder to find the [CD] in a chest. Return to the entrance of the area and use the magic carpet again. Like in the last chamber, butt stomp when you see the arrows to break blocks. The only secret chamber holds yet another diamond. Grab it and swim to the left side of the room. Jump up the platforms and enter the pipe. Go to the left and go through the doorway to reach the entrance. Dash through the portal to finish the level.

Fiery Cavern

This is the WORST level in the game. It just sucks. Anyways, we still have to play through it, so I'll stop whining. There are volcanic eruptions that shoot out of the lava pits in the level. Wait until they die down before jumping over them.

From the start, jump over the lavapit and go to the next area. Watch out for the monkey that throws boulders at you. The only way to kill them is to butt stomp on their head. Defeat the monkey and hop over the lava pits to the next area. Once here, jump to the platform nearest the wall and smash through the wall. Butt stomp the blocks under you to reveal a pipe. Enter the pipe to the bonus room.

Once here, hit the green "!" Block to fall down to another set of blocks. Let the hammer dude turn you into Bouncy Wario. Jump to the ceiling, but as you are going up, aim for the purple "!" Block in the middle of the air. Once you hit it, fall back down to the ground. Now turn into Bouncy Wario again and hit the green ! this time. Now you can crawl to the space with the diamond. Grab the diamond and exit the bonus room.

Jump up the remaining platforms and defeat the monkey. Break the block in your way and drop down to the ledge. Now enter the doorway to the next section. Jump over the series of lava pits (ignore the diamond in the corner of the room) and defeat the monkey. Go to the right and jump across the lava pit. To the left of the pit is a pipe. Jump over and enter the pipe.

Once in the bonus room, pick up the old guy at the bottom and carry him to the top of the room. Throw him through the blocks, then crawl through and pick him up again. Throw him through the next set of blocks, and he will hit the green "!" Block at the end. Now cross the green blocks and avoid the lava.

Once on the other side, throw the old guy through the spike and at the green "!" Block. Now you can get the diamond. Exit the room with the diamond.

With that done, jump across the lava and open the chest for the [UPPER RIGHT PIECE]. Continue across the pools of lava and climb the ladder at the end. Once at the top, enter the doorway. Jump over the lava and go to the left. At the end, break the blocks and open the chest for the [LOWER RIGHT PIECE]. Go back to the doorway and head to the right this time. Defeat the monkeys and enter the door at the end of the area. Break the block under you to fall onto the frog statue.

--- You have 5:00 to escape! ---

Now this level is truly a unique one, for when you hit the frog statue, the level will turn from a fiery hellhole to an icy cave! All the boulder monkeys turn to yetis and the lava geysers will freeze and become ice pillars. Now you can access new areas as the clock ticks. Defeat the yeti in front of you and enter the doorway to the right. In here, avoid all the snowballs and icicles. Jump up the platforms and enter the nearest doorway.

Hop across the chasm as you collect the jewels and climb down the ladder at the end. You'll find the [UPPER LEFT PIECE] in the chest. Break the block to the right and turn into Snowball Wario. Roll down the slope to the right and you'll break through all of the ice blocks. Break the ice block above you by jumping and collect the diamond. Now exit through the doorway.

Enter the next doorway as you fall down. Jump up the platforms and avoid the snowballs and go through the door at the end of the room. In here, defeat the yetis and continue to the left. Enter the next door once you reach the end.

Climb down the ladder and jump up the ice pillars to the top. Continue to the right once at the top. Defeat the yeti and grab [KEYZER] all the way to the right. Now dash to the left to break through the heavy block. Kill the yeti at the end and jump to the doorway on top of the ice pillar. From here, jump to the left to find a diamond on top of the ice pillar. Now exit through the doorway. Jump up the platforms and climb up the ladder.

Collect the jewels on top of the rocks and go through the tunnel to the left. There's a yeti that will breath icy breath on you anytime you get close. Crouch jump over the breath, then kill the yeti. Continue to the left to find the [CD]. Jump up the platforms and hop on the platform with the yeti on it. Jump on top of the yeti to reach the platform with the diamond on it. Now go to the left to the next area.

Proceed to the left and go up the series of ledges. At the top, break the block in the corner and hop on the other side. Open the chest for the [LOWER LEFT PIECE] and break the block below you. Now continue to the left onto the next area. Now you can dash to the left and into the exit portal.

Hotel Horror

From the start of the level, dash to the right and defeat the axe maniac. Enter Room 102. Once inside, defeat the axeman and turn into Vampire Wario. Fly to the ledge and collect the diamond. Exit the room again. Once in the lobby, dash to the right past Room 103 (it's locked for the moment) and collect the [UPPER RIGHT PIECE]. Enter the room marked "104".

Defeat the axe maniac and hit the red block to create ladders. Climb to the top to find some jewels and climb the one to the right. At the top, hit the red block to create another ladder to the right. Climb up that one and enter Room 304. In here, dash to the left and defeat the axe maniacs. At the end, open the chest for the [LOWER LEFT PIECE].

Enter Room 302 and once inside, go to the left and head through Room 301. Once in here, go to the left to enter the balcony. Climb up to the top to find a ghost bird. Turn into Zombie Wario and drop through all of the stairs to the bottom. Once on the bottom, climb back up; you should find a diamond on the way back up. Once at the top, enter the pipe.

In the bonus room, go to the left and avoid the rainbow lights. Eat an apple and turn into Fat Wario, then step into the rainbow light. It will teleport you above the heavy block, sending you through it. Collect the diamond on the bottom. Now go to the right this time. Turn into Bouncy Wario at the top of the platforms and step into the teleporter. Jump to crash through the blocks above you, nabbing a second diamond. With both diamonds in your possession, exit the bonus room.

On the balcony, go to the right. Kill the axe maniac and enter Room 401. Once inside, defeat the masked enemy on the platform. Turn into Fire Wario using the flame bot and jump up the platforms to the flame block. Once you reach the block, you should be on fire. Break through the block and collect [KEYZER]. Drop down and exit the room.

Return to the third floor and go to Room 301. Hit the green "!" Block and go down the green stairs. Now you can enter Room 201. Dash to the right and collect the [LOWER RIGHT PIECE] at the end of the hall. Go through Room 202.

In here, break the blocks to the right and turn into Vampire Wario. Avoid the lights as you fly up to the top platform. Fly all the way to the ledge to the left. Collect the diamond and pick up the rock. Throw it at the wall to the left to break some blocks. Crawl through the space to find a chest with the [CD] in it. Now drop off of the ledge and enter Room 402.

Once inside, open the chest to the left of you for the [UPPER LEFT PIECE]. Go to the right and enter Room 404. Pick up the monkey and carry him up the platforms to the right. Turn into Fat Wario and break through the heavy block. Kill the monkey and when you return to normal, hit the frog switch.

--- You have 4:00 to escape! ---

Exit Room 404 and go to Room 403 to the left. Turn into Zombie Wario and fall through the ledge. Once you return to normal, go to Room 303. Dash to the left and enter Room 302, then go to the left and enter room 301. (I know, a lot of rooms). Go to the left to end up on the balcony again.

The easiest way to return to the entrance is to climb to the top of the balcony. Turn into Zombie Wario and fall through all of the stairs to the bottom again. When you return to normal, climb a couple of stairs and go through to the right; you should end up right above the exit portal. Drop down and enter the portal to complete the level.

Boss: Catbat

Catbat is a pretty challenging boss, so I'd save up some medals and buy the Black Dog item. When the fight starts, Catbat will make some of the platforms under you disappear. There is a submarine in the water below that will attack you if you fall in. The battle starts with Catbat slowly floating towards you. It will create a wave that comes near you.

Jump on top of the wave and once on top, do a jump attack to bash the little bat thing on top of Catbat. This will damage it. When you damage Catbat, it will spew out little spiky eyeballs. When you hit one, you'll turn into Puffy Wario. All it does is simply waste time, so you should avoid them even though you won't get hurt by them.

After a couple blows to the head, Catbat will begin to make waves that go up and down. It's not really that challenging to hit Catbat when the waves move up and down, so it should not be a problem. Keep attacking Catbat as he floats back and forth the arena.

After you reduce Catbat to the purple meter, the bat on top of Catbat's head will be destroyed, leaving nothing but a hairless head. Now as Catbat creates waves, you must jump and butt stomp Catbat's head. It's a little more challenging than before, so it might take a wave or two to get used to it.

Now as you damage Catbat, the spiky eyeballs will be red. They don't turn you into Puffy Wario, but they deal damage this time. Now you should definitely avoid them. The waves that Catbat creates are much faster than before, but keep butt stomping his head. Once you defeat Catbat, you will be rewarded with the Bracelets as well as any other chests you were able to obtain.

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Topaz Passage

[0405]
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Toy Block Tower

This is another oxnoxiously dumb level. Break the cat block as well as the block above it. Pick up the yellow triangle near the entrance and go to the right. You should see a triangle indentation on the wall in the backround.

Throw the triangle into the indentation to open the door. Once it's opened, go on inside. Proceed to the right and break the blocks up ahead to get the triangle. Throw it into the indentation to open the next door. Head inside, then open the chest for the [UPPER RIGHT PIECE].

Climb the ladder and defeat the Wario toys. Break the block and drop down. Ram the red circle until it falls into the hole, then use it to collect all the jewels. Go through the doorway. Break the blocks to the left and you will realize you're in the previous room. Jump to the ledge above you and enter the door to the right.

Once in the tower, destroy the cat blocks to your right. Ingore the revealed doorway for now and jump up the platfomrs. Destroy more cat blocks to drop a blue square to the ground. Use it to break the small block on the left wall,

then crawl through and enter the pipe at the end.

In the bonus room, head over to the green "!" Block. Hit it to make the blue squares fall, then immediately hit the block again so the blue squares line up with the floor. Now dash through the heavy block to the left. Collect the jewels and the heart refill, then exit the room.

Back in the tower, go back to the right and break the blocks to reveal the door. You know, the one I told you to ignore. Now I suggest that you go through it. Butt stomp through the blocks to find the [LOWER RIGHT PIECE]. With the second jewel piece in hand, exit through the door next to you.

Climb up the tower until you reach the doorway at the top. Defeat the Wario toys and head on through. Break the blocks to the right and jump off the cliff, following the trail of jewels. At the bottom, break the blocks and dash through to the right. Enter the door at the end.

Break the blocks on the wall and go through. Use the pig statue to catch on fire and break the flame block. Use the next pig statue further on to catch on fire, then jump up the series of platforms to the flame block. Burn through it and get the triangle at the bottom. Bring it to the top of the area and throw it in the indentation to open the doorway.

In the next area, destroy both cat blocks to the left, and destroy the top cat block on the right. Jump up to the top, then go past the frog blocks and enter the door on the other side of the room. Collect the [LOWER LEFT PIECE] and catch on fire to burn through the flame block. Destroy all of the cat blocks except the ones on the bottom. You should find a door, enter it to find some jewels. Exit the room and continue to the right to find the frog switch.

--- You have 4:00 to escape! ---

Jump up the platforms and exit the room. Once back here, destroy both blocks to the left and use them to jump up to the top. Grab [KEYZER] and enter the red pipe in the center of the room. Grab the [UPPER LEFT PIECE] once you land and butt stomp through the blocks in the pit. Push the red circle under the triangle indentation and break the blocks to the left. Grab the triangle and throw it into the indentation. Now enter the newly opened doorway. There's nothing in here except a chest. Open it to find the [CD] and exit the room.

Go back to where you found the triangle, then jump up the platforms. Crawl through the small tunnel to find a diamond on the other side. Return to where the triangle was and go through the red pipe. Enter the next door to end up back in the tower. Climb up the ladder and exit through the door.

Dash to the left past the triangle indentation, then exit through the doorway. Now you're back at the entrance. Dash to the left and hop in the portal to end this dreaded level.

The Big Board

Check out the cute background as you enter the level. Awwww. Jump over the water and break the blocks in front of you. Take out the Wario toy and dash to the next area. Defeat the enemies and jump over the water to the sign. There is a block with the numbers 1-6 on it. A board will appear on the bottom screen with symbols on it. The number that you pick (hit the block and it'll stop on a number) will determine how many spaces you move on the board,

from left to right.

Try to get the symbol that is the same one on the sign. In this case, the first 6 are the ones that you need to get. Once you hit the block and land on the symbol, all red blocks will appear on the outlines. Jump up the blocks and over the ledge, then go to the right into the next area.

Defeat the Wario toys and collect the [UPPER RIGHT PIECE] under the red blocks. Jump up on the platforms above the red blocks to find some hearts and jewels. Afterwards, continue to the next area. In here, head to the sign and use one of the blocks to get the Wario head symbol.

Once you do, you'll catch on fire. Jump up the platforms to the left until you burn through the flame blocks. Collect the diamond and go to the right, dropping down the hole. Break the blocks and grab the [LOWER RIGHT CHEST] in the tunnel. Return to the top and head right to the next area.

In here, open the chest at the bottom of the area for the [LOWER LEFT PIECE]. When you get to the sign, hit the block and aim for the enemy symbol. When you get it, some dice monsters will fall to the ground. Throw one through the blocks to the right and crawl through for a diamond. Go back and get another one. Jump up the platforms, then throw one through the top set of blocks. Use the enemy as a stepping stone to get to the ledge, where you can get some jewels. Afterwards, continue to the next area.

Continue through the area until you reach a chest. Open it for the [UPPER LEFT PIECE]. Head on through to the next area. Once here, reach the sign and hit the Wario symbol to turn into Fat Wario. Break through the heavy block to the left and defeat the black spiny beetles, then smash through the next heavy block. Collect the diamond at the bottom and dash through the blocks.

Jump up the platforms and proceed on to the right. In this large cave, drop to the bottom and get the Wario symbol to turn into Flat Wario. Jump up the platforms and crawl through the tiny space for the [CD] on the other side. Jump up the platforms and drop in the water to return to normal. Now head through the door.

In here, get the Wario symbol again near the sign to turn into Bouncy Wario. Crash through the tower of blocks (the second one from the left) and you'll break a heavy block and return to normal. Use the second board block to turn into Bouncy Wario again (you must get another Wario symbol) and bounce through the same place.

Once you're at the top, break the blocks and jump to the platform to the right for a diamond. Butt stomp through the blocks below and go to the left side of the cave. Jump up the platforms all the way to the top and enter the door. In this next room, roll down the slope to break through several blocks, and you will land right on top of the frog statue!

--- You have 3:00 to escape! ---

Jump up the platforms and enter the doorway. In here, you'll find another board block. You must find the GOAL symbol in order to exit the room. The block won't disappear and you can hit it as many times as you want. The GOAL symbol is all the way at the end of the board, so keep getting 6's until you reach the end. You must land on the GOAL symbol with the correct amount of numbers or else you'll start to go backwards on the board. Once you land on the GOAL symbol, you will drop through the floor, collecting [KEYZER] on the way down.

Drop through the cave area and exit through the doorway to the right. Jump up the frog blocks and enter the pipe. In the bonus room, butt stomp the old guy away from the spikes, then throw him up to break the blocks and he should land on the green "!" Block. Jump on the green blocks to the diamond. Grab it and exit the bonus room. Exit to the left and simply dash through all of the areas. When you reach the entrance, jump to the left and into the exit portal.

Doodle Woods

Once you enter the level, continue down the slope and jump on the platforms. Jump up to reveal a secret alcove with a chest. Open it for the [UPPER RIGHT PIECE]. That was fast! Continue to the next area, where you'll find a giant flying pig. He will fly in the background and draw pictures, which will come to life and attack.

For the pig snails, butt stomp to flip them over and butt stomp to kill them. To kill the flying pigs, simply butt stomp on them or hit them from below. Continue to the right and make sure to break the blocks below you! Once all the blocks are gone, fall down the shaft to the next area.

Break the blocks to your left and dash to the left. Avoid the pencils on the ground and fall down, collecting the jewels. Down here, break the block on the wall and dash through the tunnel. When you're at the end, enter the pipe.

In the bonus room, roll down the slope to the left and hit the green "!" Block embedded in the ceiling. Keep doing this as you fall down to each floor. Repeat the process until you reach the diamond on the bottom. You must do the same thing to exit the room. It's pretty tricky, so it could take you a couple tries. Exit the bonus room once you have the diamond.

Continue to the left through the hidden blue areas. Once you reach the second one, break the blocks on the platform to reveal a door. Jump up to the doorway and go inside. You'll find the [LOWER LEFT PIECE] inside. Once you have it, exit the room. Proceed to the left and drop down the shaft. Dash to the right and climb up the platforms at the end of the area. Once on the top floor, go to the left and crawl under the pencils. Jump on the platforms and once you reach the top, enter the pipe.

In the bonus room, you'll have to navigate across a bunch of platforms. But once you step on the platform, a wall will appear in front of you. You can still go across the platforms, but you can't see where they are. If you fall, you'll hit the spikes and have to start over. Memorize where the platforms are before you try to go across and get the diamond at the end. Now roll down the slope to return to the entrance and leave the bonus room.

Crawl back under the pencils and hop up the platforms. Proceed to the right and fall down the hole, and you'll land right on top of the frog statue.

--- You have 6:00 to escape! ---

The gates will now open through the level. Go past the gate and drop down, then continue to the left. You will find [KEYZER] along the way. With the little guy in hand, go to the left and roll down the slope. As you crash through the blocks, jump up the platforms and continue to the left. Head past the gate and to the next area.

In here, bash the blue pencil to move it on the other side of the wall. Fall

down and some of the pictures will come to life! Butt stomp the pig that appears out of the picture, then jump up the platforms using the pencil. Now jump to the purple pencil and ram it to the other side. Drop down and go to the next blue pencil. Ram it, then use the purple and the blue pencil as stepping stones to reach the ledge.

Jump to the right and open the chest for the [LOWER RIGHT PIECE]. Hit the pencil and jump on it to the ledge above. Continue up the platforms until you reach a blue and a purple pencil. Hit the purple pencil and jump up the blue pencil to the platforms. Go to the right and fall down to land on the purple pencil. Now jump to the right and enter the next area.

Drop down, then dash to the right. Make sure to jump up the series of ledges until you reach a block. Break it and crawl through for a diamond, then break through to the other side and drop down. Continue going right to the next area. Once in a cave, jump up the pencil and hop up the platforms. Defeat the masked guy and get the [UPPER LEFT PIECE] from the chest above.

Continue up the platforms until you find a blue pencil. Jump up it to find another pencil above. Ram that one, then drop down and ram the other one. Now use them as stepping stones to reach the platform. Once on top, go to the left to enter the next area.

In here, slide down the slope and you should roll through some blocks. At the end, go through the door all the way to the left. Open the chest inside for the [CD], then return to the previous area. Jump up the platforms to end up near the entrance. Dash to the left and jump over the platforms, then dash right into the exit portal to the left.

Domino Row

Another creative level we have here. Walk to the right and step on the switch to break the wall of dominoes. Enter the next area and hit the first domino. Pretty much throughout the whole level, you must reach the switch before the dominoes. In this case, it's to the right. Run and step on the switch before the dominoes hit it to break the domino wall. Grab the hearts and jewels, then enter the doorway.

Hit the domino and run across the screen. Defeat the Wario toys and hit the switch to break the wall. Smash the blocks, then jump up to grab the [UPPER RIGHT PIECE]. Drop down and enter the door. hit the domino and fall down.

Once you reach the bottom, avoid the hammer enemy and step on the switch to the right. The domino wall will release another hammer enemy. Turn into Bouncy Wario and jump where the enemy came from to find a pipe. Enter the pipe. In the bonus room, pick up the old guy and hop up the platforms. Toss him right through the blocks to send the enemies into the water. No diamond, but collect the cash dropped by the enemies. Now you can exit the bonus room.

Back outside, drop down to the right and butt stomp through the blocks. Continue to the right and enter the door. hit the domino and roll down the hill through the blocks. Continue until you crash on the other side of the room. Roll to the left, then jump up the platforms and roll down the next slope. You should be able to hit the switch (it's a hard one to do). Enter the door to the left. Climb up the platforms and grab one of the Wario toys. Throw him through the blocks and crawl over to where he landed. Jump on him to reach the diamond, then go through the door.

In here, hit the domino. Run down the ledges until you reach a pool of water. Swim through to the right until you see a block in the ceiling. Break it and hop onto the ledge. Open the chest for the [LOWER LEFT PIECE]. Go back in the water and swim to the right. Jump up on the platforms and use the ladders and ledges to reach the switch at the top. Hit it to break a domino wall near the frog blocks. It'll be useful later. Now head through the doorway.

Once here, hit the domino to start the process. Go to the left and jump up the series of ledges. Continue to the top of the room while avoiding the many spike traps. Hit the switch to break the wall in front of a door. Go on inside and open the chest for the [CD]. Dash to the right and jump up the ledge to break through the heavy block. Now butt stomp below to break the next heavy block. Hit the frog switch to start the timer.

--- You have 4:00 to escape! ---

Swim through the right passage until you reach a pipe. In the bonus room, jump charge to hit the green ! to the left. You'll land on a set of green blocks. Keep doing this to the green "!" Blocks on the left and right until you reach the diamond at the top. Now exit the bonus room. Go past the frog statue and swim to the left. Swim through the tunnel and enter the door at the end.

Once here, you will fall down to a previous room. Go to the left where the frog blocks were and head through the passage. Collect the jewels and drop down. Exit through the door and roll down the slope to the left. Crash through the blocks and you'll eventually land into the chest containing the [UPPER RIGHT PIECE]. Continue to the left enter the door at the end.

Once here, jump up the platforms and dash to the left. Use the hammer enemy to turn you into Bouncy Wario. Bounce through the blocks on the side of the wall and dash to the left. Continue through the areas until you reach the entrance. Don't go into the exit portal, but drop through the hole where the frog blocks were. You will fall and grab [KEYZER] along the way.

In the new room, break the blocks and continue to the left side of the room. Crawl under the spikes and pick up the rock. Throw it up to the ledge, climb up the ladder, and throw it through the blocks and the enemies. Jump up and open the chest for the [UPPER LEFT PIECE]. Break the blocks under you and hop up the platforms. Run to the right until you find a pipe. Go inside to end up next to the exit portal. With everything in hand, hop inside the portal.

Boss: Aerodent

Well, we're up to another boss! This boss is a pipsqueak mouse riding a giant inflatable teddy bear. Aerodent will float up in the air and drop spiky enemies to the ground. The enemy will begin to hop up and down around the arena. Hit the enemy to make it curl up, then pick it up.

Charge up your throw and chuck the spiky enemy at the patch in between the two legs of the bear. Aerodent will start to deflate, letting you hit its legs. When the legs glow, ram one to flip it upside-down. The little mouse will poke its head out. Ram it once or twice to damage Aerodent. After taking some punishment, Aerodent will flip over again and float to the top of the screen.

After you successfully damage Aerodent several times, the mouse will begin to shoot fire down onto the ground. It will turn you into Fire Wario. It doesn't

hurt you, but it will kill much needed time. Try to avoid the fire that consumes a portion of the area and throw all of the enemies at the giant patch. Even when you try and hit the legs, the mouse will shoot fire.

Avoid the flames and continue to attack Aerodent. Once it has a sliver of health, the mouse will shoot two fireballs at you. Aerodent isn't really a tough boss, but he's a real time consumer. Keep up your assault and you will eventually defeat Aerodent and get the Necklace (and hopefully collect all of the treasure chests).

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Golden Pyramid [0406]
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Golden Passage
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Wario will start off the level by falling out of the portal...right onto the frog statue! That's right, you start the level by hitting the frog statue!

--- You have 9:30 to escape! ---

This is new! Run to the right and avoid the falling chandeliers. Jump over the gaps and jump across the platforms. They break under you, so hurry. Grab the two diamonds along the way and proceed to the next area. Defeat the yeti and break through the blocks. Drop down into the water and swim down. Avoid the first bubble, then ride the second one.

Collect the diamond along the way and when you pop on the ceiling, you will be taken to the left by the current. Swim up and try to hop on dry land, where you'll find a treasure chest. Open it for the [UPPER RIGHT PIECE]. Go back and ride the second bubble, but go to the right this time to exit the area.

Avoid the hammer enemies and drop down. Open the chest for the [LOWER RIGHT PIECE] and go up the pipe. Turn into Bouncy Wario and hop down the hole, then jump up the shaft. Pick up the diamond and go to the right. In here, avoid the ghost birds and collect the two diamonds as you go to the right. Proceed to the next area. Go to the right of the monkey and turn into Fat Wario.

Break through the blocks to get a diamond, then hop up the platforms to the right and enter the tunnel. Turn into Snowman Wario and roll down the slope. You'll crash through a wall and get a diamond before falling down a hole. Enter the pipe to return near the tunnel.

Go through the tunnel, but avoid the snowballs this time. At the end of the tunnel, turn into Vampire Wario and avoid the candles as you fly to the left. Open the chest for the [LOWER LEFT PIECE]. Fall back down and fly to the right this time. Turn back to normal and enter the next area.

Go down the ladder and hit the red "!" Block. Go back up the ladder and slide down the slope to break a block. At the end, open the chest for the [UPPER LEFT PIECE]. Break the block under you, then ride the current to the beginning of the area. Go past the ladder to find an old guy. Throw him to the platform to the right, jump over, and pick him up. Throw him through the hole to break a block, then return to the ladder.

Go back up and roll down the slope. Jump across the ledges to collect a diamond. You'll slam into a dead end. Grab [KEYZER] and fall into the water.

To get back to the portal, simply let the currents take you to the left. You will end up in the entrance in no time. Once at the end, go up the pipe and jump into the exit portal.

Boss: Golden Diva

As the battle starts, the cute lil' black cat that's been following you throughout the game decides to take a stand. It scratches the Golden Diva, but the evil entity takes the poor cat and eats it! That punk! Despite being the final boss, the Golden Diva is not that challenging at all.

The first stage of the battle involves four masks that float around Golden Diva. She will cover her face with a paper fan for the time being. One mask will float towards you. Simply jump on it to make it stop, then pick it up. Charge up your throw and throw the mask at the paper fan to damage it. Repeat this with the next three masks to destroy the fan and reveal the Golden Diva's true face. The face of evil!

With her face exposed, the Golden Diva will float around the arena and shoot out four obstacles in your path. Each of these can be used to damage her.

Green Bug - The green bug will fly across the screen. When it gets low, step on it to make it curl into a ball. Pick it up and charge your throw, then chuck it at the Golden Diva's face.

Teddy Bear Ball - The teddy bear ball will start to glow and explodes after she throws it on the ground. Ram it to make it ricochet off of the walls. If you're lucky, it will collide into her face and damage her.

Black Egg - Similar to the Cuckoo Condor fight, the Golden Diva will shoot out black eggs. As they land on the ground, they break apart and tiny ducklings will come out. They walk around and detonate soon after. Grab the black egg out of the air and throw it at the face of the Golden Diva to damage her.

Hammer - When the Golden Diva throws the hammer on the ground, it'll be covered in spikes. The spikes will disappear shortly after. Once they do, pick it up and throw it in the air. Quickly run under it so it hits you on the head and turns you into Bouncy Wario. Now position yourself under the Golden Diva and bounce right into her face.

The Golden Diva will use these in this order, so use each one to damage her. She will repeat the process over and over again, getting faster when her health depletes. Once she is down to the purple meter, she will go to one last form.

In this form, her head and hands become obnoxiously grotesque and large. She will once again float around the screen. Once she is above you, she'll slam into the ground and break the floor, revealing some spikes. When the Golden Diva is ready to slam you, get out of the way and quickly ram her head when she is low to the ground. When she hits the ground, you'll stop, so make sure to JUMP out of the way, then ram her face.

After she is down to a sliver of health, her body will be destroyed and all that is left is her lips. Simply butt stomp the Golden Diva's lips to kill her and end the battle. All of the treasures in the background will be yours, and

the kitty appears out of the destroyed lips. Yay!

Well, that's it. You beat Wario Land 4. Watch the ending and enjoy the credits.

[6] BOSSES

[0600]

Boss: Spoiled Rotten

You will find yourself face to face with a giant girly eggplant thing. She carries around a doll as she walks back and forth across the field. Her two eggplant lackeys are the only threat at first. Butt stomp them and focus on the main enemy. At first, Spoiled Rotten doesn't do much at all. Simply press B to charge and ram her. Keep ramming her as she continues to trot around. You may notice that she gets angry after every hit.

Once Spoiled Rotten is left with about a quarter health left, she will go crazy and grow razor sharp teeth. You can't charge her from the front, or you'll suffer damage. All you must do is jump over her and ram her from behind. Once you deplete all of Spoiled Rotten's health, the battle will end.

Boss: Cractus

Cractus is a lot tougher than the previous boss, Spoiled Rotten. The fight starts off with Cractus sleeping in the corner. Give him a rude awakening by ramming and breaking his pot. Once Cractus wakes up, the battle will begin.

The only way to damage Cractus is to butt stomp his head. The easiest way to do this is to use the two ladders suspended from the air. Cractus will most likely begin the fight by punching you. Dash under his fists and avoid contact. He will fly off the screen and come back. When he stays low to the ground, jump and climb up a ladder. As Cractus floats under you, jump off of the ladder and butt stomp him. He will take damage and rise up next to you. You can actually repeat the attack on him several times if your timing is right. Stay on the ladder until Cractus flies off of the screen.

As well as repeatedly extending his spiny hands to punch you, Cractus can also drool on you. As harmless as this sound, his saliva will turn you into a zombie. If you get turned into Zombie Wario, a firefly will appear on the field. Hurry over to him and jump into the light to turn to normal. Cractus will also fly on the top of the screen and drool over the field (this only happens if you stay on the ladder once he flies off the screen). Avoid the drool and wait for him to float on the ground again.

After Cractus takes more and more damage, he will punch more and go faster. Cractus will also rise more and more off of the ground, so you have a harder chance of butt stomping him. Honestly, it's a pretty tough battle. Once you deplete his health, Cractus will die and the battle will end. If you beat him fast enough, the three treasures (as well as the Crown) will be taken to the

central pyramid.

Boss: Cuckoo Condor

This boss is a lot easier than Cractus. If I were you, I'd bother skipping over the weapon and just fight the boss without one.

The Cuckoo Condor is such a simple boss at first. As the giant clock floats around, a crane on the bottom will try and grab you. Walk under to make the crane extend in an attempt to get you, then ram it. It will swing up and hit the bird on top. As you keep beating the crane, the clock will launch sawblades on the ground and shoot electricity on the ground. Both attacks are easy to dodge, so it's nothing to worry about.

Keep wailing on the Cuckoo Condor until the clock breaks, revealing a giant condor. It will start crapping out eggs. If they hit the ground, a chick will pop out and explode shortly after. Stay behind it and catch an egg as it comes out. Jump and throw the egg so it hits the bird on top. As you do this, the condor will speed up and launch out more eggs. Once you defeat the Cuckoo Condor, you'll get the Earrings as well as any other treasures.

Boss: Catbat

Catbat is a pretty challenging boss, so I'd save up some medals and buy the Black Dog item. When the fight starts, Catbat will make some of the platforms under you disappear. There is a submarine in the water below that will attack you if you fall in. The battle starts with Catbat slowly floating towards you. It will create a wave that comes near you.

Jump on top of the wave and once on top, do a jump attack to bash the little bat thing on top of Catbat. This will damage it. When you damage Catbat, it will spew out little spiky eyeballs. When you hit one, you'll turn into Puffy Wario. All it does is simply waste time, so you should avoid them even though you won't get hurt by them.

After a couple blows to the head, Catbat will begin to make waves that go up and down. It's not really that challenging to hit Catbat when the waves move up and down, so it should not be a problem. Keep attacking Catbat as he floats back and forth the arena.

After you reduce Catbat to the purple meter, the bat on top of Catbat's head will be destroyed, leaving nothing but a hairless head. Now as Catbat creates waves, you must jump and butt stomp Catbat's head. It's a little more challenging than before, so it might take a wave or two to get used to it.

Now as you damage Catbat, the spiky eyeballs will be red. They don't turn you into Puffy Wario, but they deal damage this time. Now you should definitely avoid them. The waves that Catbat creates are much faster than before, but keep butt stomping his head. Once you defeat Catbat, you will be rewarded with the Bracelets as well as any other chests you were able to obtain.

Boss: Aerodent

Well, we're up to another boss! This boss is a pipsqueak mouse riding a giant inflatable teddy bear. Aerodent will float up in the air and drop spiky enemies to the ground. The enemy will begin to hop up and down around the arena. Hit the enemy to make it curl up, then pick it up.

Charge up your throw and chuck the spiky enemy at the patch in between the two legs of the bear. Aerodent will start to deflate, letting you hit its legs. When the legs glow, ram one to flip it upside-down. The little mouse will poke its head out. Ram it once or twice to damage Aerodent. After taking some punishment, Aerodent will flip over again and float to the top of the screen.

After you successfully damage Aerodent several times, the mouse will begin to shoot fire down onto the ground. It will turn you into Fire Wario. It doesn't hurt you, but it will kill much needed time. Try to avoid the fire that consumes a portion of the area and throw all of the enemies at the giant patch. Even when you try and hit the legs, the mouse will shoot fire.

Avoid the flames and continue to attack Aerodent. Once it has a sliver of health, the mouse will shoot two fireballs at you. Aerodent isn't really a tough boss, but he's a real time consumer. Keep up your assault and you will eventually defeat Aerodent and get the Necklace (and hopefully collect all of the treasure chests).

Boss: Golden Diva

As the battle starts, the cute lil' black cat that's been following you throughout the game decides to take a stand. It scratches the Golden Diva, but the evil entity takes the poor cat and eats it! That punk! Despite being the final boss, the Golden Diva is not that challenging at all.

The first stage of the battle involves four masks that float around Golden Diva. She will cover her face with a paper fan for the time being. One mask will float towards you. Simply jump on it to make it stop, then pick it up. Charge up your throw and throw the mask at the paper fan to damage it. Repeat this with the next three masks to destroy the fan and reveal the Golden Diva's true face. The face of evil!

With her face exposed, the Golden Diva will float around the arena and shoot out four obstacles in your path. Each of these can be used to damage her.

Green Bug - The green bug will fly across the screen. When it gets low, step on it to make it curl into a ball. Pick it up and charge your throw, then chuck it at the Golden Diva's face.

Teddy Bear Ball - The teddy bear ball will start to glow and explodes after she throws it on the ground. Ram it to make it ricochet off of the walls. If you're lucky, it will collide into her face and damage her.

Black Egg - Similar to the Cuckoo Condor fight, the Golden Diva will shoot out black eggs. As they land on the ground, they break apart and tiny ducklings will come out. They walk around and detonate soon after. Grab the black egg out of the air and throw it at the face of the Golden Diva to damage her.

Hammer - When the Golden Diva throws the hammer on the ground, it'll be covered in spikes. The spikes will disappear shortly after. Once they do, pick it up and throw it in the air. Quickly run under it so it hits you on the head and turns you into Bouncy Wario. Now position yourself under the Golden Diva and bounce right into her face.

The Golden Diva will use these in this order, so use each one to damage her. She will repeat the process over and over again, getting faster when her health depletes. Once she is down to the purple meter, she will go to one last form.

In this form, her head and hands become obnoxiously grotesque and large. She will once again float around the screen. Once she is above you, she'll slam into the ground and break the floor, revealing some spikes. When the Golden Diva is ready to slam you, get out of the way and quickly ram her head when she is low to the ground. When she hits the ground, you'll stop, so make sure to JUMP out of the way, then ram her face.

After she is down to a sliver of health, her body will be destroyed and all that is left is her lips. Simply butt stomp the Golden Diva's lips to kill her and end the battle. All of the treasures in the background will be yours, and the kitty appears out of the destroyed lips. Yay!

[6] ITEMS

[0600]

Apple Bomb

Cost: 2 Coins
Best Used Against: N/A

Blast Cannon

Cost: 2 Coins
Best Used Against: N/A

Vizorman

Cost: 4 Coins
Best Used Against: N/A

Bugle

Cost: 6 Coins

Best Used Against: Spoiled Rotten

Black Dog

Cost: 10 Coins
Best Used Against: Catbat, Golden Diva

Large Lips

Cost: 10 Coins
Best Used Against: Aerodent, Golden Diva

Big Fist

Cost: 10 Coins
Best Used Against: Cuckoo Condor, Golden Diva

Black Dragon

Cost: 10 Coins
Best Used Against: Cractus, Golden Diva

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[7] THANKS/CREDITS [0700]

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Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

CJayC: For being an awesome host of an awesome site.

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FESBians: Because you're cool.

You: For reading this FAQ.

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If you have any questions, comments, or anything that you would like to add to this guide, then feel free to email me. My email address is found at the top of this guide. However, if you do email me, please include the name of the game in the title. Lastly, thanks for reading and using this FAQ. If you like this FAQ, then please recommend it to others by clicking the "recommend" button at the top of the guide. :]

<http://www.gamefaqs.com/features/recognition/52173.html>

"Look at me oh look at me is this the way I'll always be oh no, oh no"
- Passion Pit

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