

# Wario Land 4 FAQ

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Wario Land Advance FAQ

V 0.2

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1. I N T R O			
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The latest in the Wario Land series, Wario Land Advance is Wario's first outing on Gameboy Advance (unless you count Mario Kart:Super Circuit). A revamped gameplay system means everyone's favorite pudgy Italian is no longer invincible! While this is a great departure from the No-Death system of Wario Land II and 3, the gameplay is still classic Wario, with Wario being able to transform into various other forms. The graphics take a cue from Yoshi's Island and are enhanced by the Gameboy Advance's sprite-scaling abilities. The Gameboy Advance also allows Wario Land Advance to have the best music of any Wario game yet. Though it's quite a bit easier and shorter than Wario Land 3, Wario Land Advance is still worth the wait, and is a worthy addition to the Wario Land series.

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2. S T O R Y			
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Up-Move Wario/Cursor Up on the Map/Menu  
Down-Move Wario/Cursor Down on the Map/Menu

A Button-Enter Stage/Confirm  
B Button-Exit/Cancel  
L Button-Nothing  
R Button-Nothing

Select-Nothing  
Start-Nothing

#### B. Basic Controls

-----  
These are the controls used when Wario is actually in a stage.

##### Directional Pad

Left-Move Wario Left  
Right-Move Wario Right  
Up-Enter Doors  
-Press and Hold while jumping to enter upside-down pipes  
Down-Duck/Squat  
-Press and Hold while on slanted surface to roll  
-Press and Hold to enter pipe

A Button-Jump  
-Swim Up

B Button-Bash  
-Throw  
-Swim

L Button-Press and Hold while using the Directional Pad to Dash  
R Button-Press and Hold while using the Directional Pad to Dash

Select-Nothing  
Start-Menu Screen

##### Other moves include:

Crawl- Press and Hold Down-Right or Down-Left to crawl  
Bash Jump- Press B then A to jump farther  
Bash Duck- Press B then Down to slide  
Ducking Jump- Press and Hold Down then Press A to jump while ducking  
Bashing Duck- Press B to Bash, then immediately Hold Down to Duck

Mini-Game Controls are explained in the Mini-Games section.

#### C. Difficulty

-----  
Wario Land Advance is different than the other Wario games because for the first time ever you can choose a difficulty level. The difficulty levels are as follows:

Normal-Few enemies, more time, less-expensive items.  
Difficult-Many enemies, more dangerous enemies, less time, expensive items.

So far, those are the only known differences, though it's possible beating the game on Difficult will open something up...

#### D. Transformations

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One thing that stayed intact was Wario's ability to transform into other forms.





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- 1) Press B to Bash the block, then keep heading right. As the diagram suggests, stand where the Red Arrow is, then Press B to Bash, and immediately Press A to jump so you can Bash through the block. Head right to the next room.
- 2) Break the block for a Red Coin worth 50 Coins, then defeat the enemies, collect the Jewels, and open the Chest for the second piece of the Relic. Continue to the next room.

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- 1) Stand where the Red Arrow is and Hold R. Next, Hold Right on the Directional Pad to perform a Dash Attack. This will allow you to break through large blue blocks as well as the large brown blocks. Head right and stand where the next Red Arrow is. Again, Hold R and head Right. As you're Dashing, Press A where the second Red Arrow is to jump. Head right to the next screen.
- 2) Break the blocks and you'll discover a Large Blue Gem that's worth a whopping 1000 Coins. Perform a Dash Attack to break through the blue block (if a trail of shadows isn't following Wario, you won't have enough power to break through it, so make sure to start from a distance). Continue to the next screen.
- 3) To pick up the Rock, simply walk into it. Wario will automatically pick it up. Next, Press and Hold B to charge up Wario's power, then release it to throw the Rock into the blocks. Duck, then squeeze through the passage. Head right and jump up the thin platform. Break the brown block and continue right to find an enemy (this one can hurt you) and a Heart Chest. The Heart inside the Chest will completely heal you.

Once you're done, head back left and climb up the ladder. Pick up the Rock on the right, then walk below the brown block. Press and Hold Up, then Press and Hold B to charge Wario's power. While still Holding Up, release B and Wario will throw the Rock up into the block, destroying it. Jump up the thin platforms on the right, then Duck through the narrow passage. Pick up another Rock and break the blocks, then keep going left to the next room.

- 4) Another Chest awaits you here. Defeat the enemies first, then open the Chest for another piece of the Relic. Continue left.

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- 1) Stand on the slanted surface, then Press and Hold Down and Wario will begin to Roll. Keep Holding Down until Wario rolls through the blocks. Jump up through the thin platform and have the Key Ghost follow you. Once again,



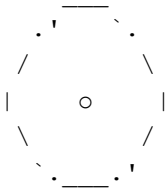
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- 1) Another easy piece to find. Just keep going right and the Chest will be on the way. Jump on the thin platform a bit past the Chest, then jump left into the wall to reveal a hidden passage with a Large Blue Gem. Head back right and break the blocks to reveal a door. Enter it.

(On Difficult, the Relic Piece will be where the Large Blue Gem is).

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- 1) Head left and climb up the ladder. Stomp the floor to flip over the Spiny, then stomp on its soft underbelly. Climb up the next ladder and collect the Piece of Relic.



- 1) Climb up the ladder to the left of the Chest, then jump up into the pipe.
- 2) Jump on the Researcher and pick him up. Throw him into the Switch Block (the solid Exclamation Point Block) to make the Purple Exclamation Blocks appear. Remember, to throw up, Press and Hold Up, then Press and Hold B, then release. Jump up the blocks and collect the Large Blue Gem. Go back down the pipe on the right.
- 3) Head right and fall down. Collect the Jewels as you fall down, then exit through the door on the bottom.
- 4) Back outside, head right to the next screen.
- 5) Inside the cave, head right and jump up the FIRST thin platform. Head right through the hidden passage to collect the CD.

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- 1) From where the CD is, jump back to the left. Jump up the thin platforms and you'll see the Chest on the left. After you open the Chest, head left through another secret passage to find a Large Blue Gem (and a shortcut for use later on).

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- 1) From where the Lower Left Piece was, dash right to the next screen.
- 2) Eat an Apple from the Apple Monkey to become Fat Wario. In the middle of



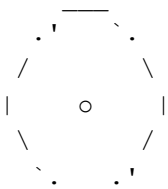
the screen will be some suspicious looking ground. Jump onto it to reveal a hole. Jump down the hole.

- 3) Make sure you're still Fat Wario when you fall into the water. Stay to the left when in the water to break a block. Swim down to find another Large Blue Gem. After you get it, swim back up, collect the Jewels, and hit the Green Switch Block. Jump up on the blocks, then jump into the pipe.
- 4) Head left and hit the Red Switch Block. Jump up the Red Exclamation Blocks and get the Key Ghost. Collect the Jewels, then head left and jump on the Green Exclamation Blocks. Jump up into the pipe.
- 5) I'll refer to these as Coin Rooms from now on. Whenever you enter a room like this, it is OPTIONAL, and only to get Large Blue Gems or Coins. If you don't care about getting a good score, skip these rooms. Anywho, climb up the ladder and jump up the thin platforms, then pick up the Researcher. Throw him through the blocks on the right, then head back down and catch him. Throw him through the blocks on the left. Next, head up the ladder onto the thin platform, duck, then fall down and Hold Left as you're falling to enter the narrow passage and collect the Gem. Head back down the pipe.
- 6) Head right to the next screen.
- 7) Just keep going right and open the Heart Chest on the way to refill your Hearts. A little more to the right will be the Frog. Step on it then get ready to run for your life. On Normal, you'll have 1:30 to get back to the beginning. Dash back left to the next screen.
- 8) Again, don't waste time and dash to the left.
- 9) Dash to the left, and remember to use the hidden passage as a shortcut.
- 10) Dash to the left. Repetitive, ain't it?
- 11) The Red Exclamation Blocks are now solid. If you have time, collect the Jewels if you didn't before. When you're ready, dash to the left.
- 12) Dash to the left again.
- 13) Head left and jump into the Warp.

#### Flower Garden

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Time Limit: Normal    2:30  
                  Difficult 1:20

Fragrant flowers fill this garden. Beware the Bees, cause their stingers cause an allergic reaction in Wario. Trick the Bees into pollenating the Flowers (ask your parents about it) to make them bloom, then break the bud when it's red for the most amount of Coins. Of course, if you wait too long, the Flowers will wilt.



- 1) Run to the right and get stung by the Bee to turn into Puffy Wario. Go

through the opening in the vines, then immediately float to the left and up to the next screen.

- 2) On the next screen, immediately float to the right. When you're past the vines, float to the left and open the Chest with the CD.

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- 1) Drop down to the right from where the CD was. Next, Bash Jump to the right across the Thorns to collect some Jewels. When you're done, head left and fall back down to the first screen.
- 2) Back on the first screen, jump across the Thorns on the left and collect more Jewels. Head right and fall down through the hole. Head right to the next screen.
- 3) Dash to the right. Stop when you see a large blue block. Lure a Bee nearby and turn into Puffy Wario. Float up near the thin vine platform and return to Normal Wario. Jump to the left and Stomp to break through the large blue block. Fall down to the next screen.
- 4) This is an optional room. Head left (stomp the floor to get the Drill Mole out of the ground so you can beat him) and fall all the way down. Head right and jump up the platforms there until you see a Rock. Pick it up and jump up the remaining platforms. Throw the Rock into the large block above, then head left and break the large brown block there. Jump up the platforms and head right to collect the Large Blue Gem. When you're done, head a little to the left and jump up the platform back to the previous screen.
- 5) Dash all the way to the right to the next screen.
- 6) Jump up the vines and leaves (careful of the Spear guys) then head right through the opening, fall off, and Stomp down. Stomp through the remaining block, then fall down to the next area.
- 7) Head right and fall off. Stomp as you fall to break through a large blue block. Go down the pipe into a Coin Room.
- 8) Again, all Coin Rooms are optional. To get the Large Blue Gem here, pick up the Researcher, and toss him up over the barrier (Hold B to charge up power, then Hold Up and release B). Head down the ladder, pick up the Researcher again, and toss him over another barrier. Head down the ladder, pick up the Researcher, and drop him to the left. Perform a Step Jump on him (Press A to Jump, then continue to Hold A as you jump on top of an enemy and you'll jump higher than normal) to reach the Large Blue Gem. Exit the room the way you came.
- 9) Head left and jump up the platforms, when you see a door, enter it.
- 10) Head left and jump into the water. Swim to the left and be careful of the Armor Fish. When you see a current that heads up, swim into it. When the current heads right, immediately swim up into the normal water. Swim up, then swim into the current on the left. As the current circles around, make sure to swim up into the normal water. Jump to the left and fall off. Stomp as you fall, and when you reach the water you'll break a hidden block

that leads to a Large Blue Gem.

Swim back up into the current that heads up. Again, swim up into the normal water, but this time head right into the current that heads right. Once the current ends, jump out of the water and open the Chest for the Relic Piece. Roll down the slanted platform and break through the blocks if you want more Jewels. Otherwise, exit through the door on the left.

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- 1) Jump into the water then let the current take you up. Collect Jewels along the way and exit through the door.
- 2) Here's something a lot of people miss for extra Coins. Pick up and Caterpillars nearby, then throw them into the Sunflower for Gold Coins! You can do this up to 4 times for an extra 1000 Coins. When you're done, dash to the right and open up the Heart Chest to heal. Next, dash to the left and open the Chest for another Piece of Relic. Head left and fall down to the next screen.

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- 1) Head right to the next screen.
- 2) Fall down to the right and get turned into Puffy Wario. As you float up, make sure to head right so you won't hit the Thorns. Float up to the next screen.
- 3) Float up, then land to the left. Collect the Blue Gem, then dash to the left and fall down.
- 4) Again, head right.
- 5) Dash all the way to the right and the Chest will be on the way. Head right to the next screen.

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- 1) Eat an Apple to become Fat Wario, then break through the large blue block on the right. Collect the Jewels, then head left and go down the pipe.
- 2) Coin Room. Pick up the Researcher and toss him up into the Switch Block. Climb up, pick up the Researcher, then jump up onto the Switch Block and toss him into the Red Switch Block. Next, throw the Researcher into the blocks on the left to reach the Large Blue Gem. Exit the way you came.
- 3) Head right and jump up. Climb up the vine, then jump to the left and Stomp as you fall to break the block. Head left and jump on the Frog. This will

be your first experience having to collect a Relic Piece while the timer is counting down, so it may be tough at first. Get used to it though, since it'll happen a lot in later stages. You have 2:30 to get out of this place. Jump down to the right. Then dash left to the next screen.

- 4) Dash to the left, then quickly jump up the vines and exit left.
- 5) Head left and pick up the Key Ghost on the way. Head left to the next screen.
- 6) Dash to the left and open the Chest on the way. If you still have time, Stomp through the brown floor. (If you don't have time, just head left, roll through the blocks, and skip to the second part of step 8) Fall down and get turned into Puffy Wario. Float up and through the opening near the Red Jewels.
- 7) Just keep floating up, collecting Jewels on the way. Collect the Large Blue Gem at the top, then fall on the platform to the left. Fall down to the left and you'll end back up on the next screen.
- 8) As you fall, you'll get another Large Blue Gem. Head left to the next screen.
- 9) Head left, fall down, and jump into the Warp.

#### Puzzle Point

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Time Limit: Normal    3:00  
                  Difficult

The translation for this stage name is so wrong it's not even funny. Puzzle is in it, but I wouldn't know what the second part means. Ah well...

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- 1) Head right and go through the door.
- 2) Head down the ladder and pick up the enemy. Jump across the platforms, then toss him through the blocks. Duck Jump into the narrow passage and head right the the next screen. jump into the water. Swim right to the next screen.
- 3) Pick up the Rock, then throw it up and over the wall to break the block. Open the Heart Chest, then head back left.
- 4) Jump into the water and swim to the next screen on the right.
- 5) Swim right to make the Spiked Clam go up. Swim below it and hit it from below to defeat it. Swim a little more to the right until you find an off-color section of the ceiling (the Jewels lead into it). Swim up into it to break it, then keep swimming up and jump out of the water. Head to the right to find a Large Blue Gem, then head left and fall off. Stomp as you fall down to break the large brown blocks in the water. Collect the hearts, then swim right, jump out of the water, and go down the pipe.
- 6) Coin Room. Pick up the Researcher and throw him to the other side of the

room (Hold B). Head to the left and pick him up again. Lightly throw him into the water to break the block so you can reach the Large Blue Gem. Exit the way you came.

- 7) Jump back in the water and swim up. Next, swim to the right until you find another opening in the ceiling (not the one you went through previously). Jump out of the water there to find the Piece of Relic.

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- 1) Jump back into the water and swim right to the next screen.
- 2) This area has a lot of holes in the background. If you see red eyes in the holes, then one big giant Fish is gonna gobble you up as you pass by, so be careful. Swim up and avoid the Fish. Take the right path for a Large Blue Gem (if you want Coins, make sure to break the blocks on both paths). Continue to swim up and jump out of the water to the right. DO NOT head right to the next screen just yet. Instead, make sure you have plenty of room, then perform a Dash move and make sure you jump over the water and onto the other side. Continue dashing through the wall to reach a Large Blue Gem. Now you can head right to the next screen.
- 3) Lots of Hammer Natives here. Get turned into Bouncy Wario, then bounce through the off-color ceiling in the middle of the room. Defeat the enemies for Coins, then fall down to the left. Head right and you'll see the Chest on the way.

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- 1) Head right to the next screen.
- 2) Jump into the water and swim down. Swim to the right and through the opening. Try to avoid being Bubble Wario and take the downward paths to collect the Jewels. On the last part with Bubbles, however, become Bubble Wario and float all the way up past the currents to reach a Large Blue Gem. Jump back in the water and swim to the right. Swim all the way up and jump out of the water. Head right to the next screen.
- 3) Head right (don't swim down just yet) and head up into the pipe.
- 4) Coin Room. Head up the platforms and pick up the Researcher. Toss him over the left wall so he falls in the water. Make your way back down, then head left and up the ladder before the Researcher hits the Switch Blocks. Collect the Gem and exit the way you came.
- 5) Activate the Frog nearby, and you'll have 3:00 to escape. Don't worry, the last two Relics are on the way, as is the CD. Jump into the water on the left, then swim all the way down. Head right and carefully swim past the Octopus. Jump up to get the Key Ghost, swim past the Octopus, and swim up and to the left. Exit left.
- 6) Just keep dashing left and the Chest will be on the way.





Beginning Passage

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| Item       | Cost (Normal) | Cost (Difficult) | Damage |
|------------|---------------|------------------|--------|
| Bomb Apple | 2             |                  | 2      |
| Cannon     | 2             |                  | 3      |
| WhiteMan   | 4             |                  | 6      |
| Trumpet    | 6             |                  | 8      |
| Smile      | Free          |                  | None   |

Green Passage

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Item	Cost (Normal)	Cost (Difficult)	Damage
Bomb Apple	2		
Cannon	2		
Whiteman	4		
Trumpet	6		
Black Dog	10		
Lips	10		
Fist	10		
Black Crow	10		
Smile	Free		

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Pinky

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Health: 10  
 Time Limit: Normal 1:00  
                   Difficult 0:30

A giant eggplant.. that's purple... yet named Pinky... Ooooookaaaay.....  
 Don't waste your medals buying items, because this guy's a cinch. First, take care of the Mini-Eggplants or else they'll get in your way (don't stomp them unless they're charging at you). Next, just keep Bashing at Pinky (front or back) until he's down to 3 Health. When he is, he'll be a little angry, so you won't be able to Bash him in the front anymore. Jump over him and Bash him in the back 3 more times to kill him.

Flowerna

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Time Limit: Normal 4:00  
                   Difficult

I swear, they use a horrible, horrible font for the Kana. I think its name is Flowerna, but who knows how they'll translate it.

Condlar

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Time Limit: Normal







