

# WarioWare, Inc.: Mega Microgame\$ FAQ/Walkthrough

by Shdwrlm3

Updated to v2.2 on Jul 7, 2004

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Wario Company
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FAQ/Walkthrough  
Version 2.2  
July 7, 2004

by ShdwRlm3  
and Tyma

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that it has to be called a Microgame. Basically, Microgames require you to perform a simple task (rarely requiring more than just the D-Pad and/or A Button) in approximately 5 seconds. See, the Microgames don't last nearly long enough to warrant the name minigame. So if there are 200 Microgames, and they last 5 seconds each, does that mean there's a total of 1000 seconds of gameplay? Not by a longshot. Read the gameplay section for more info on exactly how Wario Ware works.

The Japanese term for the Microgames is "puchigeemu" which translates into Petitgame. Petit is french for small, so in effect it's the same exact term as minigame or Microgame.

2) Q. Does anyone really need a strategy on how to pick a nose?

A. Ahh... the amount of e-mail we get on nose-picking alone...

Game? What game? Ohh, the nose-picking Microgame. That we get no e-mail about. We'll be the first ones to concede that a lot of these Microgames don't require any strategy. We wrote this FAQ to document every single thing there is to know about a game we absolutely love. That includes useless strategy and even more pointless trivia. Hopefully you'll have fun and learn something new by reading this. And hey, maybe one day you will need help to catch a falling stick.

3) Q. I don't have this game, but I'm thinking of getting it. How 'bout a review?

A. If you don't have it, why are you reading a strategy guide for it? Anyway, you can read some of our thoughts in our Introduction, but we feel words can never do this game justice.

On the other hand, you can find reviews from other people at [gamefaqs.com](http://gamefaqs.com) If you're wondering how "professional" reviewers have reviewed it, most of them have given it a solid score. Even Entertainment Weekly gave it an A-.

4) Q. What's up with those crazy game names? Please tell me they're not actually called those!

A. You mean you don't want to play a Microgame called Furious Stick Get? Seriously, though, the names listed as the "Japanese" names are (crappy) translations of the "real" names. English names will be added when there's an American release, and Microgame names in other languages will be added (when Tyma gets his hand on the European release, assuming it will have multiple language options) to increase the file size of this FAQ even more.

As for the crazy names, they're all made up by our witty minds in an effort to spice things up a bit. Apparently the game developers used up all of their wit designing the Microgames (9volt's games are absolute genius), so they simply named the Microgames with, well, simple names. More than happy to increase the already immense enjoyment one can get from Made in Wario, we (Tyma and Shdw) took it upon ourselves to use our knowledge of pop culture, engrish, and just plain stupidity to give all of the Microgames proper names ^\_^

UPDATE! With an English release finally out, we've added all of the English Microgame names. Tyma finds the English names annoyingly punny, but I find some of them to be pretty witty (then again, Nintendo "coincidentally" used the same names that I made up for a few

Microgames, including Spare Me).

5) Q. 200+ Microgames? Does that mean there are 201?

A. Nope, in all there are 213 Main Microgames, 4 Versus Microgames, and 8 Full Games.

6) Q. Wait, full games? Does that mean I can play full Mario Bros., full Zelda, etc.?

A. Nope. The full games are as follows: Jump Forever, Skateboarding, Paper Plane, Dr. Wario, Fly Swatter, Wario's Sheriff, Pyoro, and Pyoro 2. There are NO other full games.

7) Q. Does Waluigi make an appearance?

A. Waluigi is conspicuously absent.

8) Q. Hey, I think I know some obscure trivia, can I submit it?

A. Yes, we are now taking submissions for trivia, and will give credit for any that we use. Note that just because you submit trivia does not mean we'll definitely use it. Make sure the connection is clear and not too far-fetched. If you send in trivia that Parasol is a tribute to Kirby just because it's a power in that particular series, we'll not only NOT use that trivia, but we'll also berate you for your stupidity. Okay, just kidding about that last part, but please try to submit only relevant trivia. We get too much mail as it is with Zelda and Yu-Gi-Oh.

9) Q. What's the official website?

A. In a rare stroke of genius, Nintendo of America registered [www.warioware.biz](http://www.warioware.biz) Interesting site, with some short Microgame-like mini-games, as well as "free" wallpapers. Nintendo have updated it frequently, and it now contains screensavers, Nintendo trivia, and more. Definitely worth a visit.

If you know Japanese, you're better off going to [www.nintendo.co.jp/n08/azwj/index.html](http://www.nintendo.co.jp/n08/azwj/index.html) which has a ton more stuff than the NoA site. The site is just as witty as the game.

Although completely unofficial, I do have a website set up devoted to Wario Ware: [www.wariocompany.com](http://www.wariocompany.com)

10) Q. What does the T in Jimmy T.'s name stand for?

A. Thang.

11) Q. Are there any changes between the Japanese release and the American release?

A. Yes, there are a few subtle cosmetic changes, but nothing that changes gameplay. It's unknown if the PAL release has anything changed, although it's likely. Check the Randomness Section for changes.

12) Q. Your guide sucks. Are there any official guide books available?

A. You hurt our feelings :( After you go to hell and stick something large and uncomfortable up your rear end, you can order some officially licensed guide books from a variety of Japanese online retailers. That's



name for you...

Later on, after having beaten Dribble & Spitz, Dr. Crygor, and Kat and Ana's courses, you can access a sort of "Sound Test" and listen to their hypnotizing songs by pressing L. Press L to cycle through the songs.

After you've chosen your name, it's time to choose your gender. Again, it doesn't affect the gameplay, but will affect some of the cutscenes. For instance, in Dribble and Spitz's cutscenes, they will pick up either a boy or a girl depending on what you chose. After picking your gender, you're ready to begin!

#### Character Course Craziess

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The game will immediately go into the introduction course. You'll be forced to watch the cutscene (later on, after you've played a course and wish to play it again, you can press Start to skip any cutscenes), and then you'll start playing Microgames! Individual Microgame controls can be found in the strategies in each Character's section.

While playing Microgames, you can do the following:

#### Controls

-----

Start - Pause / Menu  
A Button - OK  
B Button - Back  
D-Pad (L/R) - Move Cursor

When you pause the game, you get a choice of whether or not you wish to continue or quit. Move the cursor with the D-Pad, and make your choice by pressing A.

How do you play through courses? Well, random Microgames from that specific person's set of Microgames will be chosen for you to play. Note that Dribble & Spitz, Mona, and 9-Volt may also make you play Level 2 Introduction Microgames, and Orbulon, Dr. Crygor, and Kat & Ana may make you play Level 3 Introduction Microgames.

Beat one Microgame, and another one immediately shows up. The challenge comes in the speed that the Microgames come up, and trying to remember how Microgames play. Microgames generally give you about 5 seconds to complete the task. You can see the time remaining by looking at the bomb on the lower left of the screen. If you fail the task or don't do it in the time given, you'll lose a life. You begin with and can have a maximum of 4 lives. While replaying a course, beating a Boss Stage will grant you a 1-Up (but if you already have 4 lives, you won't get another one) if you successfully beat it.

A few more notes:

- ~ After beating a certain number of Microgames, the game speed will go up, forcing you to play even faster.
- ~ Also after a certain number of Microgames will come a Boss Stage. Boss stages aren't timed, and all play differently.
- ~ When you replay a course, after beating or losing to a boss, the game level will go up, forcing you to play through harder versions of the Microgames.

~ While replaying, you will get breaks (intermissions) to let you rest at set intervals. You only get 3 intermissions, however, and after the third one you'll have no breaks.

Alright, I hope you're confused enough. On to the strategies!

## Main Menu Madness

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Once you're finished with the Introduction course (or quit it), you'll end up on the main menu, where you can access all of the game's features.

### Controls

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D-Pad - Move Cursor  
A Button - OK  
B Button - Back  
L Button - Speed Up Description  
R Button - Speed Up Description  
Start - None  
Select - None

You have three different menus to choose from:

-----  
| Games | Grid | Options |

~~~~~

### Games

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This is where you can play through character courses or play bonus games. You can unlock more courses and bonus games by beating courses, getting high scores, or by meeting other requirements (check the Secrets section for more info).

### Grid

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Called the Picture Book in the Japanese version, this is where you can play the individual Microgames. You can open up Microgames by playing them when going through a character's course. Try to beat indicated scores to open up something special...

### Options

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Not many options to choose from. View Epilogues that you've already seen, change your name, or clear all data from here:

View Epilogues: You want to see the epilogues? Yeah, sometimes it's good to get all misty over the past... Uh, you DO know you can only view cleared stages, right?

Change Names: You want to change your name? You're really weird, huh? Well, OK. Only name data will be changed, so don't worry about your game data.

Clear Data: You want to delete all of your data? You know that if you delete your data, you can't get it back, right? Think about it before deleting!

## Strategy Calamity

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To use this FAQ, you'll have to know the formatting. Most of it is pretty self-explanatory, but we know that won't stop you all from asking stupid questions anyway :P



| Game Name \                     |         |          |
|---------------------------------|---------|----------|
| Japanese :                      | Type :  | Controls |
| English :                       | Medal : |          |
| Instructions   Game Description |         |          |
| Description                     |         |          |
| -----                           |         |          |
| Strategy :                      |         |          |
|                                 |         |          |
| Lv2 -                           |         |          |
|                                 |         |          |
| Lv3 -                           |         |          |
|                                 |         |          |
| Misc -                          |         |          |
|                                 |         |          |
| Trivia :                        |         |          |
|                                 |         |          |

Game Name - Our own made-up, unfunny game names  
 Japanese: - Crappily translated Japanese game names  
 English: - Unpunny English game names  
 Type: - Lousy description of the game type  
 Medal: - Pointless points needed to get a medal for the game  
 Controls - Microgame controls

Instructions - Game instructions that show up while you're plaining  
 Game Description - Description of the game given while you're on the Grid  
 Description - Our own game description

Strategy - Strategy for beating the game on Level 1, as well as general strategies  
 Lv2 - Level 2 strategies  
 Lv3 - Level 3 strategies  
 Misc - Miscellaneous info  
 Trivia - Pointless trivia to increase your enjoyment

In case you're confused, each Microgame has 3 different "levels" or variations. Level 3 is always the hardest variation, and always throws in extra twists to make the game harder for you. While playing a Microgame in the Grid, the Microgame levels will cycle, so you'll play Lv1, Lv2, Lv3, then Lv1 again. Lather, rinse, repeat infinitely.

And there you have it! Everything you never needed to know about how to play Wario Ware!

Miscellaneous Madness... Oh, wait, I used Madness already...

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#### Grid Tips

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- Medal requirements vary from 5 points for Boss Stages up to 30 points for some of the easier Microgames. Generally they've chosen very achievable



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| 04 | 08 | 12 | S |
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| #    | Game Name                | Japanese Name     | English Name       |
|------|--------------------------|-------------------|--------------------|
| 01   | Vehicle Vaulting         | Wild Car          | Crazy Cars         |
| 02   | Many Revolutions         | Many Revolutions  | Wario Whirled      |
| 03   | Furious Stick Get        | Stick Grab        | Saving Face        |
| 04   | Diamond Drop             | Diamond           | Diamond Dig        |
| 05   | Thunder Ball             | Thunder Ball      | Dodge Balls        |
| 06   | Solitary Shot            | UFO Rain          | Repellion          |
| 07   | Paper Wario              | Dress-Up Doll     | Wario Wear         |
| 08   | Generic Death Drive      | Drive             | Hectic Highway     |
| 09   | A Lot of Treasure        | A Lot of Treasure | The Maze That Pays |
| 10   | Super Wario              | Super Wario       | Super Wario Bros.  |
| 11   | Staying in the Spotlight | Spy               | I Spy              |
| 12   | Wari-Tapper              | Counter           | Mug Shot           |
| BOSS | Punch Pendulum           | Punching Machine  | Sparring Wario     |

Vehicle Vaulting \

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| Japanese : Wild Car      | Type  : Timing      | A - Jump      |
| English   : Crazy Cars  | Medal  : 20         |                |
|-----|

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| Dodge! | Don't get smashed by the crazy cars! |

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| Help Wario jump over the oncoming vehicles. |

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|-----|
| Strategy : Time your jump according to the shape of the vehicle and the |
| speed of the game. Try to time your jump so that the vehicle passes under |
| Wario. |
|

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| Lv2 - Cars occasionally try to mess up your timing by pausing their run |
| half-way across the screen. |
|

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| Lv3 - Cars occasionally jump into the air when they reach the middle of |
| the screen. Make sure you time your jumps with extra care so you can be |
| sure that you need to jump, before you actually do so. |
|

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| Misc - Sometimes mini versions of the cars appear. Also, at times the car |
| will stop in the middle of the screen, turn around, and go back the way it |
| came. If this happens, you'll automatically win that round. |
|

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| Trivia : Officially, the cars are a Wiener, a Potato, and a Shark. |
|-----|

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Many Revolutions \

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| Japanese : Many Revolutions | Type  : Timing      | A - Stop      |
| English   : Wario Whirled | Medal  : 15         |                |
|-----|

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| Stop me! | Stop my spinning face in the right place, will ya? |

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|~~~~~|

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| Stop the wheel so that the white target is aligned with the arrow.

| Strategy : Good reflexes and timing are required for this game. The  
| spinner won't stop exactly at the moment you press A, so try pressing A  
| just before the target is aligned with the arrow. This is crucial for  
| faster speeds. On Level 1, the target is 90 degrees.

| Lv2 - The white target is 1/3 smaller, or about 60 degrees.

| Lv3 - The white target is 2/3 smaller, or about 30 degrees.

| Trivia : The English Microgame name is a not-so-subtle pun of the name of  
| Wario's other new game, Wario World (Nintendo, 2003).

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| Furious Stick Get \

| ~~~~~|

| Japanese : Stick Grab | Type : Reaction | A - Catch  
| English : Saving Face | Medal : 15 |

| Catch! | Don't let the stick slip through your mitts, butterfingers!

| ~~~~~|

| As the stick is dropped from above, close your hand to catch it in mid-air.

| Strategy : For the best margin of error, try to press the button so that  
| the THUMB catches the stick. You may also find it easier to pay attention  
| to the audio cue to time your button press. On faster speeds, press A  
| earlier than you normally would.

| Lv2 - The stick is 1/3 smaller.

| Lv3 - The stick is 2/3 smaller.

| Trivia : Almost identical to a mini-game in Shenmue 2 (Sega, 2001), in  
| which the hero has to catch a leaf as it falls to the ground.

---

| Diamond Drop \

| ~~~~~|

| Japanese : Diamond | Type : Control | D-Pad (L/R) - Aim  
| English : Diamond Dig | Medal : 20 |

| Aim! | Here's a news flash: I'm greedy! Guide me to the diamonds! Now!

| ~~~~~|

| As Wario falls to the ground, direct him so that he lands on the diamond.

| Strategy : Although it's not obvious, there's actually a small margin of  
| error, as Wario 'skids' along the ground a little. If you land on the  
| rocks, but close enough to the diamond, you can sometimes hold a direction  
| to skid along the ground. If there are any blocks suspended in mid-air,  
| you have to navigate around them, preferably in the narrowest arc possible.  
| On Lv1, there are no obstacles in your path.

| Lv2 - A small block is placed above the diamond.

| Lv3 - An even larger block is placed above the diamond.

| Trivia : The graphics are an obvious tribute to Boulderdash (Exidy, 1984).

| Thunder Ball \

| Japanese : Goru Goru Ball | Type : Control | D-Pad - Move

| English : Dodge Balls | Medal : 15

| Flee! | You'd better not let your tiny car get crushed by the huge  
| | boulders!

| Guide the toy car around the board, avoiding the 'Thunder Balls.'

| Strategy : Strangely, the fastest place on the board seems to be the  
| very spot you start on, since the 2 balls both home in on you, and bounce  
| off each other, before they can hit you. In fact, if you don't move at all,  
| the chances of being hit are around 1 in 10.

| Lv2 - There are now 3 balls to avoid.

| Lv3 - There are now 4 balls to avoid.

| Trivia : I swear this is a re-make of an old 80s game, which looked almost  
| exactly the same, but I can't remember for the life of me what it was  
| called... Any help? Email me ^\_^ - Tyma

| Solitary Shot \

| Japanese : UFO Rain | Type : Control | D-Pad (L/R) - Move

| English : Repellion | Medal : 15 | A - Shoot

| Attack! | Destroy the UFOs! You've only got one shot per UFO, so don't  
| | miss!

| Shoot the UFO out of the sky with a single shot.

| Strategy : Time is short, so don't count on standing around, and waiting  
| until the UFO passes over you - you have to go after it, and attack  
| aggressively.

| Lv2 - You have 2 shots to take down 2 UFOs.

| Lv3 - You have 3 shots to take down 3 UFOs.

| Trivia : Not quite reminiscent of Space Invaders, but rather typical of  
| many of the thousands of games which are based on the formula.

| Paper Wario \

| Japanese : Dress-up Doll | Type : Control | D-Pad (L/R) - Move Wario

| English : Wario Wear | Medal : 15

| Dress! | It's chilly! Hurry up and get some clothes on me, will ya?

| Help dress Wario by catching the floating items of clothing.

| Strategy : Try to guess the path of that the clothing is moving on, and  
| position yourself underneath, so that you don't have to correct yourself.  
|  
| Lv2 - 2 items of clothing will slowly descend down the screen.  
|  
| Lv3 - One of the 2 items will be Wario's hat, which makes a quicker descent  
| than the other item. Catch the hat first.  
|  
| Trivia : Wario sports a 'paper-doll' style sprite, made famous by Parappa  
| The Rapper (Sony, 1996), and first used by Nintendo in Paper Mario  
| (Nintendo, 2000)  
| The items of clothing are as follows: Lv1- a Shirt, Lv2- Trousers and Shoes  
| Lv3- Jacket and Hat.

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| Generic Death Drive \  
|

| Japanese : Drive | Type : Control | D-Pad (L/R) - Steer  
| English : Hectic Highway | Medal : 15 |

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| Dodge! | Don't smash into any other vehicles, you road hog!  
| Drive through the traffic without crashing your vehicle.

---

| Strategy : Try to stick to the 2 central lanes, so that you always have  
| the option of moving in either direction, should one of the adjacent lanes  
| become full. On Lv1, you drive a small bike.

| Lv2 - Your car is larger sports car, and the amount of traffic is  
| increased.

| Lv3 - Your car is a large, slow-moving truck. Most of the other traffic  
| also consists of large vehicles.

| Trivia : Although it could be derived from hundreds of early racing games,  
| the graphics bear the most resemblance to Bump 'N' Jump (Data East, 1982).

---

| The Maze That Pays \  
|

| Japanese : A Lot Of Treasure! | Type : Control | D-Pad - Move  
| English : The Maze That Pays | Medal : 20 |

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| Collect! | Don't miss any of the coins in the maze! Get them all, or I'll  
| never forgive you!

| Move Wario around the maze, collecting all the coins.

---

| Strategy : The fastest route around the maze should always be rather  
| obvious. If not, take a split-second to figure it out, before heading for  
| the coins. Remember that moving left or right off the screen make Wario end  
| up on the opposite end. This is crucial to getting all of the coins on  
| harder levels.

| Lv2 - There are 2 lines of coins to collect.

| Lv3 - There are 3 lines of coins to collect.

| Trivia : Not only similar to Pac-Man, but rather typical of many of the  
| thousands of games, which are based on a maze formula.  
|

---

| Super Wario \

| Japanese : Super Wario | Type : Control | D-Pad (L/R) - Move  
| English : Super Wario Bros. | Medal : 20 |  
|

---

| Stomp! | Flatten the Goombas! They're so ANNOYING! GAH!

| Crush all the Goombas in Wario's epic GBA conversion of Super Mario Bros.  
|-----|

| Strategy : Try not to laugh too hard, or drop the GBA. This may cause  
| damage to the console unit. Since Wario jumps automatically, one tactic is  
| to stay in one spot and wait for the poor, stupid Goombas to walk under you  
|

| Lv2 - Crush 2 Goombas.  
|

| Lv3 - Crush 3 Goombas.  
|

| Trivia : This is Wario's hilarious attempt to rip off Super Mario Bros.  
| (Nintendo, 1985). Even the music is a lame version of the Super Mario Bros  
| theme.

| In Japan, these are called "Kinoko." Kinoko literally translates into  
| mushroom. Actual Goombas are called "Kuriboo."  
|

---

| Staying in the Spotlight \

| Japanese : Spy | Type : Control | D-Pad - Move Light  
| English : I Spy | Medal : 20 |  
|

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| Spotlight! | Guess what: I'm sneaky! Don't let me outta your sights!

| Focus the spotlight on Wario until he surrenders.  
|-----|

| Strategy : In order to win, Wario has to be within the spotlight when the  
| timer expires. Just follow him around, and if he escapes, move the light  
| in his general direction. Remember that you're moving the light, and not  
| Wario. On Lv1, the spotlight is fairly large, and Wario doesn't make any  
| tricky movements.  
|

| Lv2 - Wario moves much quicker than the spotlight, and changes direction.  
| The spotlight itself is smaller.  
|

| Lv3 - Wario makes a concious effort to elude you, taking many twists and  
| turns. The spotlight is also very small.  
|

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| Wari-Tapper \

| Japanese : Counter | Type : Timing | A - Grab  
| English : Mug Shot | Medal : 20 |  
|

---

| Grab! | Don't let my mug slide off the counter, ham hands!  
|

| Catch the mugs as they slide along the counter.  
 |-----  
 | Strategy : When Wario snaps his fingers, there's a brief pause (which  
 | varies depending on the Game Speed) before the mug starts sliding towards  
 | him (your cue to catch it). On Lv1, the mug comes in from the left.  
 |  
 | Lv2 - The mug occasionally slides in from the opposite direction, which  
 | requires you to catch it much sooner.  
 |  
 | Lv3 - Occasionally, a mug will slide in from the left, stop, and then the  
 | real mug will slide in from the right.  
 |  
 | Trivia : A possible tribute to Tapper (Bally Midway, 1983), in which  
 | players controlled a barman who had to serve drinks and then slide them  
 | along the counter to waiting customers.  
 |-----

| Punch Pendulum (BOSS) \  
 |~~~~~  
 | Japanese : Punching Machine (Boss) | Type : Timing | A - Punch  
 | English : Sparring Wario | Medal : 5 |  
 |-----

| Spar! | Knock the punching bag off its chain! C'mon, ya wimp!  
 |~~~~~  
 | Punch the Pendulum until it's destroyed.  
 |-----

| Strategy : As you punch the pendulum, it starts to swing back and forth.  
 | Each punch adds momentum to the swing. When the pendulum is in punching  
 | range, it flashes red (although too quickly to help you). After a few hits,  
 | the pendulum will actually go all the way around and try to hit Wario from  
 | behind. This may disrupt your timing. On the basic level, it takes 5 hits  
 | to destroy the pendulum. Also, don't wait too long before hitting it, or  
 | else the pendulum will fall apart and you'll automatically lose.  
 |

| Lv2 - The bag takes 7 hits to destroy.  
 |

| Lv3 - The bag takes 9 hits to destroy.  
 |

| Trivia : Either Nintendo doesn't know what its talking about, or that's the  
 | strangest looking punching bag I've ever seen.  
 |-----

Epilogue : Wario manages to escape the confines of the boom box, only to end  
 up a miniature version of himself. Suddenly, miniature versions of the potato  
 and shark cares also escape through the speakers and chase Wario. Wario  
 literally jumps the shark and gets back in the boom box. The boom box spits  
 him back out as normal-sized (if you call overweight normal) Wario, and Wario  
 ends up squashing the cars. Thus this chapter in the epic journey of Wario  
 comes to an end.



Character : Jimmy T.  
 Genre : Sports  
 Location : Club Sugar

Story: Jimmy goes to Club Sugar to strut his stuff. While there, he gets a call, and has to play Microgames to get the message.

Description: I never knew Human Pyramid was a sport, but all of these games follow a sports theme.

Microgame Menu:

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-----
| 01 | 05 | 09 | 13 | 17 | 21 | B |
-----
| 02 | 06 | 10 | 14 | 18 | 22 | O |
-----
| 03 | 07 | 11 | 15 | 19 | 23 | S |
-----
| 04 | 08 | 12 | 16 | 20 | 24 | S |
-----

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| #    | Game Name                 | Japanese Name     | English Name      |
|------|---------------------------|-------------------|-------------------|
| 01   | Test Your Might           | Log Divide        | Log Chop          |
| 02   | William Tell... XTREME!   | Archery           | Fruit Shoot       |
| 03   | Super Happy Ball Catch    | Catch Ball        | Heads Up          |
| 04   | Mega Person Bounce        | Trampoline        | Boing!            |
| 05   | Spare Me                  | Bowling           | Spare Me          |
| 06   | Master Batter             | Batter            | Batter Up         |
| 07   | Wario Tennis              | Tennis            | Baseline Bash     |
| 08   | Speedo Stroke             | Buttefly          | Butterfly Stroke  |
| 09   | Hammer Bros.              | Hammer Throw      | Hammer Toss       |
| 10   | One-Wheeled Wonder        | Unicycle          | Balancing Act     |
| 11   | Wario Golf                | Putt Golf         | Putt for Dough    |
| 12   | Majestic Jump of Ski      | Ski Jump          | Ski Jump          |
| 13   | No Climbin Required       | Mountain Climbing | Mountain Mountin' |
| 14   | Pile of Bodies            | Human Pyramid     | Guy Scraper       |
| 15   | Steroids in Action        | Weight Lifting    | Lift & Shout      |
| 16   | THIS is a SPORT?          | Curling           | Pro Curling       |
| 17   | Be Like Mike              | Basket            | High Hoops        |
| 18   | Hyper Hurdle Hop          | Hurdle            | Hurry Hurdles     |
| 19   | FOOTBALL                  | Soccer PK         | Gifted Goalie     |
| 20   | Jump Forever              | Jump Rope         | Jumpin' Rope      |
| 21   | Hyper Jump                | Hyper Jump        | Ring My Bell      |
| 22   | Spike!                    | Volleyball        | Set-n-Spike       |
| 23   | Jimmy T.'s Amateur Skater | Skateboard        | City Surfer       |
| 24   | Skateboard on Ice         | Snowboard         | Snowboard Slalom  |
| BOSS | Punch Out! (Boss)         | Boxing (Boss)     | Punch-Out         |

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| Test Your Might \
| ~~~~~
| Japanese : Log Divide | Type : Timing | A - Chop |
| English : Log Chop | Medal : 20 | |

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| Chop! | Karate's like my cologne: overpowerin'! Gather enough strength to  
| | split the log!

| ~~~~~|

| Stop the Power Meter when it is red to karate chop the log in half.

| Strategy : In the earlier rounds, don't be afraid to let the meter rise and  
| fall a few times until you're ready to strike. On the easiest level, the  
| top three bars will be red.

| Lv2 - Only the top two bars are red.

| Lv3 - Only the top-most bar is red.

| William Tell... XTREME! \

| ~~~~~|

| Japanese : Archery | Type : Timing | A - Shoot!

| English : Fruit Shoot | Medal : 30 |

| Shoot! | Keep it on the straight 'n' narrow! Target the apple and keep  
| | shootin' 'til you hit it!

| ~~~~~|

| Draw the Bow until the target appears over the apple. Let go of the button  
| to release the arrow.

| Strategy : Hold the A button to make the target move up. Don't hold it too  
| long, however, or the target will go up past the screen and reset. If you  
| miss, you can try again if you still have time.

| Lv2 - The statue is shorter and therefore the apple is lower.

| Lv3 - The statue is even shorter and therefore the apple is even lower.

| Trivia : The level 1 statue is the famous Venus de Milo. The level 2  
| statue is the classic child relieving himself (or, as one strategy guide  
| puts it, "Pissing Youngster." The level 3 statue is... a dog.

| Super Happy Ball Catch \

| ~~~~~|

| Japanese : Catch Ball | Type : Reaction | D-Pad (L/R) - Move

| English : Heads Up | Medal : 15 |

| Catch! | Time to play catch! Ain't no thing but a chicken wing, baby!

| ~~~~~|

| Move the catcher to catch the ball in the mitt.

| Strategy : As in real baseball, sometimes the pitcher likes to throw curve  
| balls, so stay towards the middle of the screen to make sure you can  
| quickly move in either direction.

| Lv2 - The mitt is 1/3 smaller.

| Lv3 - The mitt is 2/3 smaller.

| Mega Person Bounce \

|  
|

| Japanese : Trampoline | Type : Control | D-Pad (L/R) - Move |  
| English : Boing! | Medal : 20 | Trampoline |

| Bounce! | Don't be a downer! Move the trampoline to keep the jumper jumpin' |  
| Move the trampoline under the person to make sure they don't hit the ground |

-----  
| Strategy : Try not to bounce the person into the walls, or else he'll |  
| bounce off them rather wildly, and you may not know where the position the |  
| trampoline next. On faster speeds, the game will go so fast that you will |  
| only have to bounce the jumper twice, or even only once. |

| Lv2 - The trampoline is 1/3 smaller. |

| Lv3 - The trampoline is 2/3 smaller. |

| Trivia : Yes, Trampoline really is a sport, and an Olympian one at that. |

| Spare Me \

|  
|

| Japanese : Bowling | Type : Timing | A - Bowl |  
| English : Spare Me | Medal : 15 | |

| Bowl! | Bowlin' is as slick as polyester. You get one shot to rock the |  
| block. |

| Throw the ball at the right time to knock down the pin(s). |

-----  
| Strategy : Remember that there is a gutter, so throwing the ball into the |  
| sides won't make it bounce. Real bowling physics exist (sort of), so if you |  
| hit a pin, the pin can slide and take down other pins with it. |

| Lv2 - There are 2 pins. |

| Lv3 - There are 3 pins. |

| Trivia : Either NoA saw this FAQ and stole my Microgame name, or we both |  
| have the mindsets of 10 year-olds. It's probably the latter. |

| Master Batter \

|  
|

| Japanese : Batter | Type : Timing | A - Swing |  
| English : Batter Up | Medal : 20 | |

| Swing! | Are you a one-hit wonder? Take one swing to do your thing. |

| Swing the bat to hit the ball. |

-----  
| Strategy : Watch out for tricky pitches. The pitcher likes to vary the |  
| speed of his pitches. |

| Lv2 - The pitcher throws a fast/slow ball. |

| Lv3 - The ball may disappear after it's pitched. |

| Trivia : This Microgame plays very similarly to the Ultra Machine Boss.

| Wario Tennis \

| Japanese : Tennis | Type : Timing | A - Swing  
| English : Baseline Bash | Medal : 20

| Rally! | You down with that whole tennis thing? Then keep the party rockin'!

| Return the ball by swinging when the time is right.

| Strategy : Try to swing when the ball turns red. Depending on the speed of the ball, you may have to return the ball twice.

| Lv2 - The ball is lower.

| Lv3 - The ball is even lower.

| Speedo Stroke \

| Japanese : Butterfly | Type : Command | D-Pad (U/D) - Swim  
| English : Butterfly Stroke | Medal : 20

| Swim! | This should be a disco dance, baby! Do the butterfly to the wall!

| Repeatedly and alternately press Up and Down to reach the finish.

| Strategy : Don't wait for the on-screen command to change- just tap Up and Down as fast as possible.

| Lv2 - It takes two strokes to reach the finish.

| Lv3 - It takes three strokes to reach the finish.

| Hammer Bros. \

| Japanese : Hammer Throw | Type : Timing | A - Toss  
| English : Hammer Toss | Medal : 15

| Toss! | Hammer-throwin' is the funk. Do your spin and get the sphere in the orange.

| Throw the hammer so it lands within the orange area.

| Strategy : Distance doesn't matter. Unlike similar games, there's a bit of a delay after you press A before you actually throw the hammer. Especially at faster speeds, try to throw it earlier than you usually would. On Lv1, the area has an angle of 90 degrees.

| Lv2 - The orange area is 1/3 smaller, or 60 degrees.

| Lv3 - The orange area is 2/3 smaller, or 30 degrees.

| Trivia : A tribute to the 'Hammer Throw' event in Track & Field  
| (Konami, 1983), featuring the same on-screen layout and similar gameplay.  
|

---

| One-Wheeled Wonder \

| Japanese : Unicycle | Type : Control | D-Pad (L/R) - Balance  
| English : Balancing Act | Medal : 30 |

---

| Balance! | Can you keep your cool? Shake it left and right to keep the  
| | packages balanced!

| Move left and right to keep the stack of blocks from falling.  
|-----|

| Strategy : Don't hold Left or Right too long. Light presses should be used  
| to make sure you don't overdo it. The packages will change colors when  
| they come close to toppling. On faster speeds, light presses won't cut it,  
| so you'll be forced to hold a direction to keep the packages balanced.  
|

| Lv2 - The stack is 6 blocks high.  
|

| Lv3 - The stack is 8 blocks high.  
|

| Trivia : Yoshi348 notes: "The background music here is from Wario Land 4."  
|

---

| Wario Golf \

| Japanese : Putt Golf | Type : Control | D-Pad (U/D) - Aim  
| English : Putt for Dough | Medal : 25 | A - Putt  
|

---

| Sink it! | Golf rocks the house! Line up your shot and putt for the cup!  
| Move the indicator until it points to the hole, then putt the ball.  
|-----|

| Strategy : The ball must go into the hole before the time is up for you to  
| get credit. Even coming close to the edge doesn't make the ball fall into  
| the hole, so you'll have to be very precise.  
|

| Lv2 - The hole is smaller and the indicator is shorter.  
|

| Lv3 - The hole is very small and the indicator is very short.  
|

---

| Majestic Jump of Ski \

| Japanese : Ski Jump | Type : Timing | A - Jump  
| English : Ski Jump | Medal : 25 |  
|

---

| Jump! | Feel the beat and time a perfect jump, baby!

| Jump when the skier hits the ramp.  
|-----|

| Strategy : Wait for the Skier to turn blue, which is your cue to jump.  
|

| Lv2 - The ramp is 1/3 shorter.  
|

| Lv3 - The ramp is 2/3 shorter. The ramp is only about the width of the  
| skier himself, so your timing must be impeccable.

---

| No Climbing Required \

| Japanese : Mountain Climbing | Type : Control | D-Pad (L/R) - Move

| English : Mountain Mountin' | Medal : 20 | A - Jump

---

| Jump! | Reach the summit! Hop from cloud to cloud to get there!

| Japanese : Japanese : Mountain Climbing | Type : Control | D-Pad (L/R) - Move

| Jump on the clouds to make your way up to the mountain peak.

| Strategy : I didn't know mountain climbing involved jumping on clouds...

| Anyway, you don't have to touch the flag to win- just reach the top. On  
| faster speeds, pressing the A Button as fast as possible is recommended.

| Lv2 - The clouds move in opposite directions.

| Lv3 - A continuous flow of clouds streams from left to right on the bottom  
| and right to left at the top.

---

| File of Bodies \

| Japanese : Human Pyramid | Type : Control | D-Pad (L/R) - Move

| English : Guy Scraper | Medal : 10 |

---

| Land it! | At the top, it's disco-pop! Move left and right to land yourself  
| on the top!

| Japanese : Japanese : Human Pyramid | Type : Control | D-Pad (L/R) - Move

| After jumping on the trampoline, maneuver the person so he lands on top.

| Strategy : The game shows you which direction you need to press (but only  
| during earlier rounds). Wait a bit after jumping on the trampoline before  
| you move, or else you may end up moving too much. This is one of the  
| hardest Microgames of all, so be thankful you only need 10 points.

| Lv2 - The platform is 1/3 smaller.

| Lv3 - The platform is 2/3 smaller.

---

| Steroids in Action \

| Japanese : Weight Lifting | Type : Command | D-Pad (U) - Lift

| English : Lift & Shout | Medal : 20 | A - Lift

---

| Lift! | Don't sweat it! Follow the directions and lift the barbell!

| Japanese : Japanese : Weight Lifting | Type : Command | D-Pad (U) - Lift

| Repeatedly press A and Up to lift the weights over your head.

| Strategy : Don't wait too long to press A or Up, or else you'll drop the  
| weight.

| Lv2 - You must lift the weight off the ground first by pressing A once,  
| then Up once. Then just press A another four times and Up again to lift it

| over your head.

| Lv3 - You must lift the weight off the ground first by pressing A three  
| times, then Up once. Then just press A another four times and Up again to  
| lift it over your head.

| Trivia : Based on the sport "Clean and Jerk," in which you lift the  
| barbell onto your shoulders, and then over your head.

---

| THIS is a SPORT? \

| ~~~~~

| Japanese : Curling | Type : Rapid Press | A - Sweep  
| English : Pro Curling | Medal : 15 |

---

| Curl! | Sweep in front of the stone to slide it into the ring. You cool  
| | with that?

| ~~~~~

| Sweep the ice to make the stone slide into the target area.

-----  
| Strategy : Don't sweep too much or else the stone will slide past the  
| target area (known as the "house." The stone must flash before you run out  
| of time for you to win.

| Lv2 - The target area is smaller.

| Lv3 - The target area is very small.

| Trivia : Yes, this is a real (and even Olympian) sport, and I've just  
| insulted curling fans everywhere. I hope you're happy. Real curling is  
| played by two teams, with three people on each team. One person tosses the  
| stone, while the other two sweep the ice (which melts the ice and causes  
| the stone to slide), trying to make the stone land in the goal area while  
| simultaneously trying to bump the other teams' stones. Or at least, that's  
| what I remember from Olympic coverage.

---

| Be Like Mike \

| ~~~~~

| Japanese : Basket | Type : Timing | A - Shoot  
| English : High Hoops | Medal : 25 |

---

| Shoot! | A basketball is like my hair: big and round, baby! Do this  
| | jumpshot like you're doing the hustle!

| ~~~~~

| Shoot the ball into the basket.

-----  
| Strategy : Shoot at the peak of your jump to make the basket.

| Lv2 - The basket is higher.

| Lv3 - The basket is very high.

---

| Hyper Hurdle Hop \

| ~~~~~

| Japanese : Hurdle | Type : Timing | A - Jump

| English : Hurry Hurdles| Medal : 10 |  
|-----|  
| Hurdle! | It's a disco thing, baby! Clear the hurdles with the settin' sun |  
| | at your back! |  
|~~~~~|  
| Jump over the hurdles. |  
|-----|  
| Strategy : Try to jump at the last possible second, especially on later |  
| levels when the Game Speed is faster. |  
| |  
| Lv2 - There are 2 hurdles to jump over. |  
| |  
| Lv3 - There are 3 hurdles placed close to each other. |  
|-----|

| FOOTBALL \  
|~~~~~|  
| Japanese : Soccer PK | Type : Control | D-Pad - Move |  
| English : Gifted Goalie| Medal : 10 | |  
|-----|  
| Defend! | Make that goalie boogie and protect your team's goal! |  
|~~~~~|  
| Block the kicker's goal attempt. |  
|-----|  
| Strategy : Stay in the middle of the screen so you'll be able to move in |  
| either direction should the kicker try to trick you. Also, you don't HAVE |  
| to catch it. You can actually use your hands to push the ball to the left |  
| or right in case you can't catch it. |  
| |  
| Lv2 - The ball will curve towards you. |  
| |  
| Lv3 - The ball will inexplicably zig-zag towards you. |  
|-----|

| Jump Forever \  
|~~~~~|  
| Japanese : Jump Rope | Type : Timing | A - Jump |  
| English : Jumpin' Rope | Medal : 15 | |  
|-----|  
| Jump! | Jumpin' rope is like dancin'. You got the rhythm? |  
|~~~~~|  
| Jump over the rope three times. |  
|-----|  
| Strategy : Not much strategy here. The kid jumps pretty high, so don't be |  
| afraid to jump a bit before the rope actually hits you. |  
| |  
| Lv2 - The Pyoro doesn't jump as high, so time your jumps well. |  
| |  
| Lv3 - The Easter Island (Moai) Head jumps very low, so time your jumps |  
| extremely well. |  
|-----|

| Hyper Jump \  
|~~~~~|  
| Japanese : Hyper Jump | Type : Timing | A - Bounce |  
| English : Ring My Bell | Medal : 10 | |  
|-----|



| Bounce XXft! | Get your bounce on and ring that bell!  
|  
| Jump on the trampoline and bounce high enough to ring the bell.  
|-----|  
| Strategy : Jump when the trampoline is at its lowest (when the person is  
| flashing red and yellow). At level 1, the bell is 30 meters high.  
|  
| Lv2 - The bell is 45 m high.  
|  
| Lv3 - The bell is 60 m high.  
|  
| Trivia : The US version of the game changes the meters to feet.  
| Interestingly enough, the game also says feet in the European version. The  
| English game name comes from the classic Disco song of the same name.  
|

---

| Spike! \

|  
| Japanese : Volleyball | Type : Timing | A - Spike  
| English : Set-n-Spike | Medal : 30 |  
|-----|

| Spike! | Like groovin', it's all in the timin'! Spike the ball and then  
| | chill...  
|  
| As you're jumping, spike the ball.  
|-----|

| Strategy : Spike the ball when it starts flashing (the peak of your jump).  
| Try not to wait too long, or else the ball will fall or you'll hit it into  
| the net.  
|  
| Lv2 - The ball is in the middle of your side of the court. I personally  
| find this one the hardest to time correctly, since you must spike just a  
| little bit after the peak of your jump.  
|  
| Lv3 - The ball is close to the net. Spike at the peak of your jump.  
|

---

| Jimmy T.'s Amateur Skater \

|  
| Japanese : Skateboard | Type : Timing | D-Pad (D) - Duck  
| English : City Surfer | Medal : 15 | A - Jump  
|-----|

| Jump!/Duck! | Get on your board and show your skills! Show me how super-fly  
| | you are!  
|  
| Jump over or duck under the obstacles.  
|-----|

| Strategy : You must jump completely over the larger obstacles, although you  
| can safely land on the shorter ones. On Lv1, you only have to avoid one  
| obstacle.  
|  
| Lv2 - You have to jump over 2 obstacles.  
|  
| Lv3 - You have to jump, then squat, then jump again.  
|

---

| Skateboard on Ice \

Japanese : Snowboard | Type : Control | D-Pad (L/R) - Move  
English : Snowboard Slalom | Medal : 10

---

Finish! | Don't let any snowballs dampen this party! And stay inbounds,  
| baby!

Maneuver past the gigantic snowball to reach the finish line.

---

Strategy : Remember that the controls are a bit awkward. Also, you can't  
go into the green borders.

Lv2 - The goal line is smaller. It also tends to not be in the middle.

Lv3 - The goal line is very small. It's generally not in the middle, and  
the entire course is asymmetrical.

Trivia : Supporting Jimmy's 'cellphone' theme, this is an actual game  
lifted straight from the Nokia 9380 cellphone. Tyma owns this phone.

---

Punch Out! (Boss) \

Japanese : Boxing (Boss) | Type : Timing | D-Pad (L/R) - Dodge  
English : Punch-Out | Medal : 5 | A - Punch

---

Knock out! | Fancy feet and sweet moves! KO that guy, baby! If he's got the  
| flash in effect, it means he's comin' at you!

Avoid the opponent's punches and punch back. Take away all of his hearts  
to knock him out of the ring.

---

Strategy : Although it's possible to hit them otherwise, the best strategy  
is to wait until your opponent flashes (indicating that he's ready to  
punch), then press left or right to dodge. Before your opponent can  
recover, punch him to deplete a Heart. Your first opponent has 3 Hearts.  
You'll have 3 Hearts in each of the levels.

Lv2 - Your second opponent has 4 Hearts. When he has only one Heart  
remaining, he'll extend both of his arms and charge a bit longer than usual  
DO NOT get hit by this punch, because it's an instant kill no matter how  
many Hearts you have left.

Lv3 - Your third opponent has 5 Hearts. As with the level 2 opponent,  
he'll do the super charge punch, at times even where he has just 2 Hearts  
left.

Trivia : Oddly enough, this isn't 9volt's Boss. The graphics are a tribute  
to the classic Nintendo game, Punch-Out! Punch-Out! set the standard for  
boxing games, one which would never be surpassed until Super Punch-Out!!  
came out. Things get a bit confusing, since Punch-Out! and Super Punch-Out!  
actually came out the same year (February and September, respectively, of  
1984) in arcades. Three years later Punch-Out was ported to the NES as  
Mike Tyson's Punch-Out!, which, because of the NES's limitations, didn't  
reproduce the arcade graphics faithfully. Years later, Nintendo decided to  
make Super Punch-Out! for the SNES (this time sans Mike Tyson license, for  
obvious reasons). Oddly enough, they wouldn't release it in Japan until  
yet another few years later. So how 'bout it, Nintendo? You gave us an



23 | Wheelie Pop | Ninranger 4 Go | Slick Wheelie  
24 | Samurai Victoly Slice! | Bamboo Cut Samurai | Bam-Fu  
BOSS | Copyright Infringement '03 | Galaxy 2003 (Boss) | Galaxy 2003

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| PETA - People for the Ethical Treatment of Aliens \

| ~~~~~|

| Japanese : Alien Catcher| Type : Timing | A - Drop trap |

| English : Alien Ambush | Medal : 15 |

---

| Trap! | An alien is out for a walk, and I don't like its looks! Catch it in  
| | your trap.

| ~~~~~|

| Shut the cell doors when the alien is inside the cage.

| Strategy : It's possible to shut the door on top of the alien and still  
| catch it. Depending on when it hits the alien, the door may push the alien  
| inside of the cell, or may push it out.

| Lv2 - The alien will pause and may jump before walking through the cell.

| Lv3 - The alien will pause and roll into a ball. It'll attempt to roll  
| through the cage. When it's rolling, it moves twice as fast. Press the A  
| Button as soon as it rolls into a ball (on faster speeds).

| Trivia : This is the worst case of alien descrimination I've ever seen  
| since the E.T. incident of '59.

---

| Motocross Maniacs \

| ~~~~~|

| Japanese : Ninranger 2 Go | Type : Control | D-Pad (L/R) - Rotate |

| English : Scooter Commuter | Medal : 30 |

---

| Land! | Escape by jumping your scooter. The trick is, you gotta land it  
| | perfectly! Think you got the skill?

| ~~~~~|

| Launch off a ramp and position yourself in the air so you don't end up  
| splattered on the ground.

| Strategy : On Lv1, the landing area will be sloped like this: \ It  
| doesn't take too much maneuvering to get the landing right, so don't press  
| the D-Pad too much. Also note that the game will conveniently remind you  
| to rotate if you forget (what use this is, we may never know).

| Lv2 - The landing area will be flat, so you must lean forward a bit more.

| Lv3 - The landing area will be sloped like this: / You must lean forward  
| a lot.

| Trivia : Plays similarly to Motocross Maniacs (Konami, ) in which you raced  
| across the course and had to position your landings correctly.

---

| Fighting Space \

| ~~~~~|

| Japanese : Space Fighter| Type : Control | D-Pad - Move |

| English : Space Fighter | Medal : 15 | A - Shoot  
|  
| Shoot! | Enemy spaceships are getting away. Target 'em and take 'em out!  
|  
| Shoot down the enemy ships.  
|-----  
| Strategy : Shoot the two enemy ships. Just get them in your crosshairs and  
| fire rapidly (you don't have to worry about ammo, since it's unlimited).  
|  
| Lv2 - There are three enemy ships to destroy.  
|  
| Lv3 - There are four enemy ships to destroy.  
|  
| Trivia : Very similar to numerous other space shooting games.  
|

| Ferry Roof Ninja Cross \  
|  
| Japanese : Ninja / Roof Crossing | Type : Control/Timing  
| English : Stick & Move | Medal : 15 | A - Jump Right  
|-----  
| Cross! | You got a pesky samurai trying to stop you. Skip across the roof  
| | and avoid the samurai.  
|  
| Jump across the roofs (rooves?) and avoid the Samurai's upward thrusts.  
|-----  
| Strategy : The Samurai is at the final crossing, so jump across the first  
| three gaps quickly.  
|  
| Lv2 - There is a Samurai at the second gap and another one at the final  
| gap.  
|  
| Lv3 - There are Samurai at all but the first gap. They follow a set  
| pattern- memorize it to get the upper hand.  
|  
| Trivia : Similar to a few G&W games.  
|

| Mario Fighter 2X PLUS a \  
|  
| Japanese : Nintenman 1 | Type : Control/Timing | D-Pad (D) - Duck  
| English : Classic Clash I | Medal : 20 | A - Jump  
|-----  
| Dodge! | Avoid the attack by jumping and ducking!  
|  
| Avoid Mega-Koopa's fierce special moves.  
|-----  
| Strategy : Jump over the rocks that Bowser hurls at you OR duck under the  
| flames he spits at you.  
|  
| Lv2 - Avoid TWO special attacks. He can either roll rocks at you or spit  
| two flames at you.  
|  
| Lv3 - Avoid THREE special attacks. He can either roll rocks at you or spit  
| three flames at you.  
|  
| Trivia : A tribute to fighting games in general, but bears closest  
| resemblance to the ultra-crappy Ultraman games of years past. Thanks,  
|

| Astro! Also, the production name for this game is Ultraman Dodge, so it  
| really is a tribute to those games! Remember when Miyamoto said we'd see a  
| grown-up Mario? Well, here he is!

---

| Void Harrier \

| ~~~~~|

| Japanese : 3D Fly | Type : Control | D-Pad - Move  
| English : Bubble Trouble | Medal : 15 |

---

| Get 5! | Catch the items floating in space! Get on it!

| ~~~~~|

| Collect five balls as you fly across the void.

-----  
| Strategy : The balls are relatively close to each other, so you shouldn't  
| have too hard a time.

| Lv2 - The balls are more interspersed and arranged in a way that makes them  
| harder to collect by flying straight through.

| Lv3 - The balls are very far from each other and arranged in a way that  
| makes them very hard to collect w/o a lot of movement.

| Trivia : A tribute to the classic shooter, Space Harrier (Sega, 1985).  
| Though Space Harrier was more about shooting and avoiding things, 3D Fly  
| features the same sort of movement. Interestingly enough, Space Harrier  
| was actually ported to the Famicom!

---

| Biru Furai \

| ~~~~~|

| Japanese : Last! Heroman | Type : Control | D-Pad (L/R) - Dodge  
| English : Super Fly | Medal : 25 |

---

| Dodge! | Think you're a hero? Then fly through the city without smashing  
| | into buildings!

| ~~~~~|

| Avoid the buildings as you fly off to save the day.

-----  
| Strategy : The buildings are a bright orange color, so they're very easy to  
| see coming up.

| Lv2 - Avoid two buildings.

| Lv3 - Avoid three buidlings.

| Trivia : Plays very much like Lawnmower Man for the Super Famicom. Thanks  
| to Astro for more pointless trivia. !

---

| Extreme Fall Sharp Arrow \

| ~~~~~|

| Japanese : Ninja / Arrow Drop | Type : Control | D-Pad (L/R) - Sidestep  
| English : Arrow Space | Medal : 20 |

---

| Sidestep! | Sidestep the arrows to spare yourself! Talk about a hairy  
| | situation!

| ~~~~~ |

| Avoid the arrows raining from the sky.

| Strategy : Actually a little hard. Watch the arrows in the background and use them to determine where you should move to.

| Lv2 - There are more arrows, and thus, less room for you to move to.

| Lv3 - There are many more arrows, and, therefore, much less room for you.

| Voltron Mega \

| ~~~~~ |

| Japanese : Combiner V | Type : Control | D-Pad (L/R) - Move

| English : Manic Mechanic | Medal : 10

| Assemble! | Assemble the robot parts as they fall down! Are you up to the task or not?

| ~~~~~ |

| Catch the two falling robot parts (torso and head) to complete the robot.

| Strategy : On Lv 1, the robot's parts are fairly wide, so it isn't too hard to catch the pieces. Note that you don't have to get pieces in the exact center.

| Lv2 - A female robot. Girl needs to eat more, because she's very thin, making it hard to catch the parts.

| Lv3 - Another male robot. I'm certain he's anorexic, because he's all exoskeleton, making it very difficult to catch the pieces.

| Trivia : A tribute to the Japanese obsession with combining robots. Nowhere near as fun as Xenogears' however.

| UFO Up-Rain \

| ~~~~~ |

| Japanese : Self UFO | Type : Control | D-Pad (L/R) - Move UFO

| English : UFO Assist | Medal : 15

| Dodge! | That UFO up there is you! Avoid the attack from below!

| ~~~~~ |

| Avoid the Earth ship's blasts.

| Strategy : Err... strategy, yeah... Umm, avoid.. the ship's.... attacks...

| Lv2 - Umm... The Earth ship fires more?

| Lv3 - Okay, I'll level with you. This is a pretty straightforward microgame, and avoiding the shots is fairly easy until this level, where the enemy ship has unbelievably good accuracy. My favorite tactic is to quickly move all the way left when the game starts, then just move all the way right. You'd be surprised how well this works. Try to find your own groove.

| Trivia : Similar to an Introduction Microgame. The point is to trick you into thinking you're playing the Intro Microgame.

| Mortal Mario \

| Japanese : Nintenman 2 | Type : Pointless | D-Pad (L/R) - Move |

| English : Classic Clash II | Medal : 25 |

| Repel! | Force the monster back and take him down! You gotta take him DOWN! |

|

| Push against Bowser to flip him over. |

| Strategy : Yes, the type is pointless. In a game full of such wit and fun, | I'm perplexed as to how this Microgame got in. Just simply hold Right to | push against Bowser. Incredibly easy, and not a lot of fun. Try to only | start pushing after you make sure the game has started. Even a short delay | can mean losing at higher speeds. Also, note that Bowser must be flat on | his back by the time the time runs out for it to count. |

| Lv2 - Bowser offers more resistance. |

| Lv3 - Bowser pushes back very hard. |

| Trivia : Repel? What the hell? |

| Generic 3D Shooter Z \

| Japanese : 3D Red Ball | Type : Control | D-Pad - Move |

| English : Mars Ball Destroy | Medal : 15 | A - Shot |

| Hit Mars! | Follow the arrow, find the red ball, and destroy it! And keep | your wits about you! |

|

| Move the target around and shoot the red ball. |

| Strategy : Make use of the green arrows to find the red ball. It's okay to | shoot blue balls (okay, mind out of gutter, please), as well as yellow | ones. |

| Lv2 - The red ball is further off in the distance (i.e., it's smaller). | There are a few more yellow balls to confuse you. |

| Lv3 - The red ball is even further off, so it's very small. There are | a few more yellow balls. |

| Trivia : Okay, so first you catch aliens, and now you're destroying their | home planet?! Nintendo are sooooo anti-alienists. |

| Asteroid Shuttle \

| Japanese : Meteroite Rocket | Type : Control | A - Blast off |

| English : Hover for Cover | Medal : 15 |

| Blast off! | Blast off in the rocket ship, but avoid the flying rocks! Can | you handle it? |

|

| Make good use of the jets to propel the rocket out of the way of oncoming |



| meteorites.

-----  
| Strategy : One possible strategy is to just hold the A button to propel  
| yourself to the top of the screen, then just release it when there's a  
| meteorite at the top of the screen (or stay on the bottom of the screen and  
| only press A when there's a meteorite flying across the bottom). This is  
| risky, though, and it's recommended that you just lightly press A in rapid  
| succession to keep the rocket around the middle of the screen.

| Lv2 - The rocket is double its original size.

| Lv3 - The rocket is triple its original size.

| Trivia : An homage to Asteroids (Atari, 1979), although without the  
| shooting part. One of the most memorable arcade games ever, Asteroids had  
| you avoiding and shooting, well, asteroids with your spaceship.

-----  
| Dynamite Drive \

| ~~~~~

| Japanese : Ninranger 3 Go | Type : Control | D-Pad (L/R) - Move  
| English : Scoot or Die | Medal : 15 |

-----  
| Dodge! | Ride your scooter! Sounds simple, but there's a catch: you've got  
| | to avoid incoming bombs!

| ~~~~~

| Avoid the dynamite thrown at you as you drive on your umm... bike.

-----  
| Strategy : It's hard to judge where the dynamite will land just from the  
| position of the dynamite throwers in the background. Just try to guess  
| where they land once they're in the air. Even better, just stay in the  
| same position and there's a relatively good chance the dynamite won't hit  
| you at all. Getting a score of 15 is very easy.

| Lv2 - Four sticks of dynamite will be thrown at you.

| Lv3 - Five sticks of dynamite will be thrown at you.

| Trivia : The English Microgame name is a tribute to the classic Famicom  
| game, Skate or Die.

-----  
| Panel Flip Shot \

| ~~~~~

| Japanese : Panel Shot | Type : Control | D-Pad (L/R) - Move  
| English : Word Up | Medal : 20 | A - Shot

-----  
| Shoot "?" | Shoot the question marks to reveal a word. To help you out, you  
| | can warp from side to side!

| ~~~~~

| Shoot at the flashing panels to flip them and complete the message.

-----  
| Strategy : A few things to remember- Moving off to either side of the  
| will make you reappear on the opposite side. This is key to moving fast  
| enough on faster speeds. Also, shooting at an already-flipped over panel  
| will flip it, and you'll have to shoot at it again, which means wasted  
| time.

| Lv2 - You will need to flip two panels.  
|  
| Lv3 - You will need to flip three panels.  
|  
| Trivia : The message spelled out can be one of many. The name you entered,  
| or... "I'm Hungry." Many more witty messages to be found. In all, there  
| are 25 messages.

---

| Tunnel Slice Sword Dash \  
| ~~~~~  
| Japanese : Ninja / Slice! | Type : Control | D-Pad (L/R) - Move  
| English : Ninja Pipe Cleaner | Medal : 20 |

---

| Strike! | Find the oncoming ninja and take him out! Talk about a tough  
| | crowd!

| ~~~~~  
| Slice the enemies with your blade as you run through the tunnel.

-----  
| Strategy : On Lv1, this Microgame isn't very hard. The enemy ninja is red  
| and stationary, so it's easy to judge where you should move to hit him.

| Lv2 - The blue ninja now rotates around the tunnel, making him harder to  
| to hit.

| Lv3 - The purple ninja also rotates, but also tends to squat, which means  
| he'll pause for a second before moving again.

| Trivia : The kanji that appears means "kill."

---

| Smash Bros. Puchi \  
| ~~~~~  
| Japanese : Nintenman 3 | Type : Command | D-Pad - Input Command  
| English : Classic Clash III | Medal : 20 |

---

| Beam! | Complete the combo to defeat the foe! You got that or what?  
| ~~~~~  
| Input the shown commands to perform a special move!

-----  
| Strategy : On Lv1, there are only two button presses to input.

| Lv2 - There are three button presses.

| Lv3 - There are four commands to input.

| Trivia : This one is more reminiscent of Street Fighter (Capcom, 1987).  
| One of the first fighting games to implement the use of secret "special  
| moves" by entering a "complex" series of commands. In an effort to create  
| new command sequences, SNK later introduced near-impossible ones.

---

| Mighty Mask Change \  
| ~~~~~  
| Japanese : Morph! | Type : Timing | A - Transform  
| English : Zero to Hero | Medal : 20 |

---

| Transform! | Are you a hero or what? Concentrate and transform!

| ~~~~~ |

| Stop the meter when it's red to transform!

| ~~~~~ |

| Strategy : I dislike these recycled Microgames >\_< Ah well, recycled  
| Microgame can only mean recycled strategy ^\_^ In the earlier rounds, don't  
| be afraid to let the meter rise and fall a few times until you're ready to  
| change. On the easiest level, the top three bars will be red.

| ~~~~~ |

| Lv2 - Only the top two bars are red.

| ~~~~~ |

| Lv3 - Only the top-most bar is red.

| ~~~~~ |

| Trivia : Another play on the Japanese obsession with masked superheroes  
| that transform into their true form in elaborate sequences. If you don't  
| succeed in this Microgame, you'll transform into a pig.

| ~~~~~ |

| UFO Wave Runner \

| ~~~~~ |

| Japanese : Tunnel UFO | Type : Control | D-Pad (U/D) - Move

| English : Tidal Cave | Medal : 20 |

| ~~~~~ |

| Dodge! | Make your way through the cave by avoiding the waves! You got the  
| | finger magic?

| ~~~~~ |

| Move up or down to avoid the space waves.

| ~~~~~ |

| Strategy : The blue waves will warn you of where the red wave (the ones you  
| should avoid) will be.

| ~~~~~ |

| Lv2 - You must avoid two waves.

| ~~~~~ |

| Lv3 - You must avoid three waves.

| ~~~~~ |

| Pet Martian \

| ~~~~~ |

| Japanese : Mars Escape | Type : Control | D-Pad (L/R) - Move

| English : Mars Jars | Medal : 15 |

| ~~~~~ |

| Escape! | You're in a tight spot here! Aliens are trying to trap your crew,  
| | so avoid their evil snares!

| ~~~~~ |

| Avoid being captured by the cup.

| ~~~~~ |

| Strategy : If either you or the child are caught in the cup, you lose. Try  
| not to move for extended periods of time, as doing so makes you a bigger  
| target.

| ~~~~~ |

| Lv2 - You have two kids.

| ~~~~~ |

| Lv3 - You have three kids.

| ~~~~~ |

| Generic Side-scrolling Shooter X \

| ~~~~~ |

| Japanese : Space Fort | Type : Control | D-Pad - Move  
| English : Space Escape | Medal : 10 |

---

| Dodge! | Alien battle stations are attacking! Avoid their fire and escape  
| | alive!

| Avoid enemy fire as you infiltrate the fort.

---

| Strategy : The only things that can hurt you are the shots. Touching the  
| floor or ceiling won't hurt you, and neither will touching the gun turrets  
| themselves.

| Lv2 - There are more gun turrets.

| Lv3 - There are even more gun turrets.

| Trivia : Okay, okay, so maybe you don't actually do any shooting in this  
| game, but it's still designed like many side-scrolling shooters of years  
| past, including, but not limited to, Gradius (Konami, ). Also, the ship  
| you control here is also the same one that saves Orbulon.

---

| Shadow Split Divide Man \  
| Japanese : Ninja / Dividing | Type : Choice | D-Pad (U/D) - Select  
| English : Ninja Vision | Medal : 10 | A - Enter

---

| Count! | Here's the deal. The ninja can create holograms! How many do you  
| | see?

| Ninja Kawaii will split himself. Answer with the number of ninjas he split  
| into.

---

| Strategy : Not much strategy, really. You just need good eyes. Get used  
| to these types of games, because Orbulon has quite a few of them. On Lvl,  
| he'll split into 1-3 Ninjas.

| Lv2 - Ninja splits into 2-4 Ninjas.

| Lv3 - Ninja splits into 3-5 Ninjas. Be careful- sometimes an extra ninja  
| will appear on the roof or in the tree.

---

| Wheelie Pop \  
| Japanese : Ninranger 4 Go | Type : Control | A - Wheelie  
| English : Slick Wheelie | Medal : 10 |

---

| Wheelie! | So get this! You gotta ride a wheelie over rocks and be careful  
| | not to flip over backwards!

| Pop a wheelie and keep it long enough to go over the rocks.

---

| Strategy : This can either be the hardest game over, or next-to-hardest  
| game ever. Pressing the A button too much and for too long will cause you  
| to fall back. The best thing to do is to press A in short, rapid  
| successions. It takes a while to get the feel for it, but once you do, the  
| game isn't too bad.



| | Level 1 - With no power-ups, you will be a single triangle firing a  
| | single shot straight ahead.  
| | Level 2 - A single power-up upgrades your ship by turning it into two  
| | triangles, effectively doubling your firepower by allowing you to  
| | shoot two shots at once.  
| | Level 3 - Two power-ups turns you into three triangles. You get a  
| | a straight shot and two angled shots.  
| | Level 4 - Three power-ups gets you a shield that protects you from one  
| | attack.  
| | Level 5+ - Anything over three power-ups counts as a bomb which  
| | destroys anything and everything on the screen as well as gives you  
| | 500 extra useless points.

| | Scoring System:

| | Get a power-up while you have a shield for 500 points.  
| | Bonuses are doubled on Lv2.  
| | Bonuses are tripled on Lv3.  
| | Red enemies are 2x the points on Lv2.

| | Max Score Lv1: 7220 Lv2: 10150 Lv3: 13610

| | First Wave:

| | 10 per ship. Defeat all for 100 point Bonus.

| | Second Wave:

| | 30 per ship, except green for 50. Defeat all 200 pt. Bonus.

| | Third Wave:

| | 30 per ship, except green for 50. Defeat all 300 pt. Bonus

| | Fourth Wave:

| | 30 per ship. Defeat all 400 pt. Bonus.

| | Fifth Wave:

| | Get ball in for 500 points.

| | Sixth Wave:

| | 10 per ship. Defeat all 200 pt. Bonus.

| | Seventh Wave:

| | 30 per ship. Defeat all 400 pt. Bonus.

| | Eighth Wave:

| | 30 per ship. Defeat all 1000 pt. Bonus.

| | Ninth Wave:

| | 40 per ship. Defeat all 1000 pt. Bonus.

| | Boss - Defeat for 1000 points.

| | Lv1 - Level 1 is obviously the easiest. Power-ups are plentiful and none  
| | of the enemies will shoot back. The 1st wave will consist of 10 Diamonds  
| | (with 1 Green Diamond included). The 2nd wave has 9 Bolts (including 1  
| | green). Wave 3 is 3 Waves (including 1 green). Wave 4 is 3 Kidneys (incl.  
| | 1 green). The 5th Wave has one Ball. Wave 6 is 10 Diamonds, Wave 7 is 9  
| | Bolts, and Wave 8 is 5 Kidneys (with 1 green). Wave 9 is 5 Waves (incl. 1  
| | green). The Space Blob does not fire back, but will travel around the  
| | screen, so make sure you move carefully.

| | Lv2 - Power-ups aren't anywhere near as plentiful as they were on Lv1, and  
| | red enemies make their first appearance. 1st Wave: 10 Diamonds. 2nd Wave:  
| | 9 Bolts. 3rd Wave: 5 Waves (1 green). 4th Wave: 5 Kidneys (1 green). 5th  
| | Wave: 2 Balls. 6th Wave: 15 Diamonds (3 red). 7th Wave: 10 Bolts (3 red).  
| | 8th Wave: 5 Kidneys (2 red, 1 green). 9th Wave: 9 Waves (2 red, 1 green).  
| | Boss: The Core will now fire at you.

| | Lv3 - Power-ups are scarce, and most of the enemies are red. If you're  
| | used to classic shooters, this'll be a cinch. Otherwise, it'll be annoying

| as heck ^\_^ 1st Wave: 15 Diamonds (3 red). 2nd Wave: 10 Bolts (3 red). |  
 | 3rd Wave: 7 Waves (2 red, 1 green). 4th Wave: 5 Kidneys (2 red, 1 green). |  
 | 5th Wave: 2 Balls (will fire at you this time around). 6th Wave: 20 |  
 | Diamonds (12 red). 7th Wave: 13 Bolts (9 red). 8th Wave: 7 Kidneys (3 red |  
 | 1 green). 9th Wave: 7 Waves (7 red). Boss: The Space Blob is more |  
 | aggressive, firing at you more and moving around more as well. |

| Strategy+ : Yoshi348 offers the following: |  
 | "When the Space Blob first shows up, it's Core will fly around alone (and |  
 | take a potshot at you at Level 3). It will be one of three colors. |  
 | Shooting it doesn't damage it, but changes it's color. The color it is |  
 | when it goes into the Space Blob determines the attack pattern it will use: |  
 | |  
 | Green: Blob stays on top, Core dives down occasionally. |  
 | Cyan: Blob circles around, Core circles in and around Blob, exposed at |  
 | certain times. |  
 | Blue: Blob circles around, Core periodically goes straight to the center of |  
 | the screen for a while. |  
 | |  
 | You'll want to stay away from Cyan, as it's the toughest. During Green, |  
 | the Core will not shoot sideways, so you won't have to worry about that. |  
 | When the Core is almost dead, it will start blinking and shoot in a burst |  
 | patteredn (if not Level 1). |

```

\__\ /\ /_____ \ /\ /__
| \ \ \ / /          8. M O N A          \ \ \ / / |
| \      /          -----          \      / |
|__\ /\ /_____ \ /\ /__

```

Character : Mona  
 Genre : Hennano  
 Location : Gelatto Parlor (Gelateria)

Description: What is type of game is Hennano? Apparently it's a super weird and completely nonsensical game...

Microgame Menu:

```

-----
| 01 | 05 | 09 | 13 | 17 | 21 | B |
-----
| 02 | 06 | 10 | 14 | 18 | 22 | O |
-----
| 03 | 07 | 11 | 15 | 19 | 23 | S |
-----
| 04 | 08 | 12 | 16 | 20 | 24 | S |
-----

```

| #  | Game Name                  | Japanese Name | English Name |
|----|----------------------------|---------------|--------------|
| 01 | Majestic Plane Glide Float | Paper Plane   | Paper Plane  |
| 02 | Ouching Drop of Eye        | Eye Drops     | Dry Eye      |

|      |                         |                    |                     |
|------|-------------------------|--------------------|---------------------|
| 03   | Park Like the Wind      | Parking            | Parking Prowess     |
| 04   | Furious Bread Get       | Toast Catch        | Butterfingers       |
| 05   | Fierce Pick Finger Nose | Nose Hole          | Gold Digger         |
| 06   | Stop This Train!        | Train STOP!        | Terminal Velocity   |
| 07   | Tong Ta-Tong Tong Tong  | Tweezers           | Chicken Pinch       |
| 08   | Explode Blast Mega      | Fireworks          | Boombox             |
| 09   | Blind Barber            | Hair Salon         | Sloppy Salon        |
| 10   | Annoying Page Turn      | Page               | Page Panic          |
| 11   | Mama Mia! Itsa Pasta!   | Pasta              | Noodle-Rama         |
| 12   | Needle Pulling Thread   | Needle & Thread    | Right in the Eye    |
| 13   | I Saw It                | Saw                | I Came, I Saw       |
| 14   | Hose Me Off... I'm Hot! | Building Fire      | Douse the House     |
| 15   | Huge Foot               | Huge Foot          | Soleman             |
| 16   | Stop This Mucus!        | Dripping Nose      | Nighttime Allergies |
| 17   | Helicopter Drop         | Truck              | Air Supplies        |
| 18   | Boo Bust                | Ghost Light        | Toast the Ghosts    |
| 19   | Ball Hole Fall          | Rolling            | Tilt-n-Tumble       |
| 20   | Wario's Volcano         | Volcano            | Pompeii Back        |
| 21   | Crash Dummy             | Airbag             | Crash Test, Dummy!  |
| 22   | Insert Egg Joke Here    | Egg                | Sunny-Side Up       |
| 23   | Condiment Shot          | Food Shooting      | Fries with That?    |
| 24   | Flashy Smile            | Toothpaste         | The Brush Off       |
| BOSS | Aggressive Nail Attack  | Nail Strike (Boss) | Nail Call           |

| Majestic Plane Glide Float \

| ~~~~~

|            |             |         |         |                     |
|------------|-------------|---------|---------|---------------------|
| Japanese : | Paper Plane | Type :  | Control | D-Pad (L/R) - Steer |
| English :  | Paper Plane | Medal : | 15      |                     |

| Steer! | Steer the airplane and avoid the ledges. Have a safe flight!

| ~~~~~

| Guide the paper plane through the obstacle course.

| Strategy : There's a knack to it, which just involves playing it a few times and learning when to turn. To pass the challenge, you only need to clear 2 ledges and then steer it into the corner of the screen, where the timer will run out, and you'll win the challenge.

| Lv2 - The ledges are twice as thick, leaving less room to pass between them.

| Lv3 - The ledges are three times as thick.

| Ouching Drop of Eye \

| ~~~~~

|            |           |         |        |            |
|------------|-----------|---------|--------|------------|
| Japanese : | Eye Drops | Type :  | Timing | A - Squirt |
| English :  | Dry Eye   | Medal : | 10     |            |

| Squirt! | Put some drops in my eyes!

| ~~~~~

| Gently apply the eye drops to the pupil.

| Strategy : Let the dropper swing past the eye once or twice to get into the rhythm of the swing.

| Lv2 - The eye (target) is 1/3 smaller than usual, and the eye dropper is



| higher.

| Lv3 - The eye (target) is 2/3 smaller than usual, and the eye dropper is  
| even higher.

---

| Park Like the Wind \

| ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯

| Japanese : Parking | Type : Timing | D-Pad (D) - Steer  
| English : Parking Prowess | Medal : 10 |

---

| Park! | Pull the car into the parking space! Violators will be towed at the  
| | owner's expense!

| ¯¯¯¯¯¯¯¯¯ ¯¯¯¯¯ ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯

| Turn safely into the parking space.

-----  
| Strategy : You don't actually need to park correctly. Just touch the  
| bottom of the screen without crashing into anything. The trick is to learn  
| the turning radius of the car, and then judge the correct time to begin  
| your turn. Make sure you don't turn for too long, or you'll crash into the  
| wall/car on your left. The people who own green cars apparently aren't good  
| parkers, because they won't be in the middle of their designated spaces. In  
| real life, this would result in copious amounts of cursing, but in the game  
| it's a good thing, since it actually gives you more room to park.

| Lv2 - There will be TWO blue cars parked. Sometimes you have to park in  
| between them, while other times you'll have to park in the right-most  
| space. Like the owners of green cars, blue car owners aren't very good at  
| parking either. They won't park in the middle of their spaces, so you'll  
| have some extra room to maneuver.

| Lv3 - Occasionally makes you park in the left-most space (the hardest to  
| judge an approach into). Also, the pink car owners are extremely good at  
| parking, and by parking exactly in the middle of their spaces, they give  
| you a lot less room for error.

---

| Furious Bread Get \

| ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯

| Japanese : Toast Catch | Type : Timing | A - Catch  
| English : Butterfingers | Medal : 15 |

---

| Catch! | Catch the toast when it pops out of the toaster! Watch out for  
| | bite marks, or you're...toast!

| ¯¯¯¯¯¯¯¯¯ ¯¯¯¯¯ ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯

| Catch the slice of bread as it pops out of the toaster.

-----  
| Strategy : This is much easier than it's stick-related sibling since the  
| toast pops up, and then drops back down again, giving you 2 opportunities  
| to grab it. At low speeds, it's best to catch the toast as it makes it's  
| way back towards the toaster. At high speeds, just grab as soon as you  
| hear the audio cue.

| Lv2 - A small bite has been taken out of the toast, making it harder to  
| grab.

| Lv3 - A much larger bite has been taken out.

| Fierce Pick Finger Nose \

| |

| Japanese : Nose Hole | Type : Timing | A - Pick |  
| English : Gold Digger | Medal : 10 |

| Pick! | This one needs no introduction. Just pick me a winner!

| |

| The infamous 'nose-picking' game!

-----  
| Strategy : The goal is to insert the finger into either nostril. Much  
| harder than it looks, since the size of the nostrils doesn't give you much  
| room for error.

| Lv2 - You must use your much larger index finger to pick your nose.

| Lv3 - Requires you to insert 2 fingers - one up each nostril.

| Stop This Train! \

| |

| Japanese : Train STOP! | Type : Timing | A - Brake |  
| English : Terminal Velocity | Medal : 15 |

| Brake! | Stop the trolley in time to pick up the passengers! All aboard!

| |

| Through the correct use of the brakes, bring the train to a stop at the  
| platform.

-----  
| Strategy : Braking only slows the train down, instead of making it stop  
| instantly. The easiest (but riskiest) tactic is to apply the breaks in a  
| few short bursts, which will bring the train to a gradual halt, meaning  
| you'll never miss the station, but may run out of time.

| The alternative is to learn just hold down the button to slam on the  
| brakes and come to a complete stop, which will work as long as you learn  
| the exact point at which to do it. Otherwise, you risk overshooting the  
| station. Note that at least part of the door must reach the platform for  
| the people to be able to board.

| Lv2 - The station is only 2/3 of it's original size.

| Lv3 - The station is only 1/3 of it's original size.

| Tong Ta-Tong Tong Tong \

| |

| Japanese : Tweezers | Type : Timing | A - Pinch |  
| English : Chicken Pinch | Medal : 15 |

| Pinch! | Catch the little bird between the sticks! Here we are, my little  
| chickadee!

| |

| Use the giant tongs to catch the chick in the air.

-----  
| Strategy : As the chick jumps, close the tongs at the height of his jump to  
| catch it in mid-air. You have any many chances as you want to open and  
| close the tong until the chick runs off, so feel free to just hammer the A

| button, and hope for that best. Timing your button press carefully usually  
| yields better results, however. On Lv1, the chick jumps 3 times before  
| running off.

| Lv2 - The chick only jumps twice before running off.

| Lv3 - The chick only jumps once before running off.

| Trivia : The on-screen character bears more than a slight resemblance to  
| the character 'Q-Bert', from the game of the same name (Gottlieb, 1982)  
| Shdw, however, disagrees.

---

| Explode Blast Mega (Fantavision)\

| ~~~~~

| Japanese : Fireworks | Type : Timing | A - Detonate  
| English : Boom Box | Medal : 15 |

---

| Detonate! | Make the fireworks explode when they reach the correct height!  
| | Isn't this a blast?

| ~~~~~

| Ignite the firework as it passes through the target area.

-----  
| Strategy : This is arguably the easiest of all the timing-themed games,  
| giving you plenty of time to judge the speed of the firework, and a  
| relatively large area in which to detonate it. The target changes its color  
| to red when the firework is in it, but try not to use this to judge the  
| timing, since it'll be useless on faster speeds.

| Lv2 - The target area is only 2/3 of it's original size.

| Lv3 - The target area is only 1/3 of it's original size.

---

| Blind Barber \

| ~~~~~

| Japanese : Hair Salon | Type : Rapid Press | A - Cut  
| English : Sloppy Salon | Medal : 20 |

---

| Cut! | Give the customer a nice, close cut. It's the latest style!

| ~~~~~

| Hammer the A button to cut the hair of the unsuspecting customer.

-----  
| Strategy : There's nothing to it, just hammer away rapidly. It should take  
| 6 presses to complete the challenge.

| Lv2 - It takes 9 button presses to complete the challenge.

| Lv3 - It takes 12 button presses to complete the challenge.

---

| Annoying Page Turn \

| ~~~~~

| Japanese : Page | Type : Timing | A - Mark Page  
| English : Page Panic | Medal : 10 |

---

| Mark Page X | Place your bookmark in the right page! Don't judge this book

| by its cover!

|  
|

| The game prompts you with a page number - bookmark this page.

-----  
| Strategy : This is TOUGH. The game flashes a number, and then quickly  
| flicks through the book, 2 pages at a time. The number of each page is  
| displayed at the bottom, so watch the corner of the book, and get ready to  
| hit A AFTER you see the page come by.

| Lv2 - The pages flick by a lot quicker, and the number is always higher.

| Lv3 - The flicking speed gets ridiculous.

-----  
| Mama Mia! Itsa Pasta! \

|

| Japanese : Pasta | Type : Rapid Press | D-Pad - Twirl Pasta  
| English : Noodle-Rama | Medal : 25 |

-----  
| Twirl! | Twirl all the pasta onto the fork! No dessert unless your plate's  
| | clean!

|

| Press the directions on the D-Pad to wind the pasta.

-----  
| Strategy : It always starts with the Right direction, then goes around  
| in a clockwise manner. On Lv1, it takes 5 presses.

| Lv2 - It takes 7 presses.

| Lv3 - It takes 9 presses.

-----  
| So... A Needle Pulling Thread? \

|

| Japanese : Needle and Thread | Type : Control | D-Pad (U/D) - Move  
| English : Right in the Eye | Medal : 10 |

-----  
| Thread! | Thread the eye of the needle! A stitch in time!

|

| Control the hand to carefully push the thread through the eye of the needle.

-----  
| Strategy : Pressing up or down sends the hand moving in one direction,  
| until you press the other button to change direction.

| Suffice to say, this is tough, especially at high speeds. The best  
| approach is to leave the hand stationary, and carefully consider when to  
| send it upwards, so that the thread is in line with the eye by the time  
| the hand reaches the needle.

| Lv2 - The eye of the needle is 2/3 of it's original size.

| Lv3 - The eye of the needle is 1/3 of it's original size.

| Misc. - Some people have reported that at times the eye of the needles is  
| so low that it's literally impossible to win. Yoshi348 notes that it only  
| occurs on Lv3.

| I Saw It \

| Japanese : Saw | Type : Rapid Press | D-Pad (L/R) - Cut |

| English : I Came, I Saw | Medal : 30 |

| Cut! | Saw through the log! How sharp are your teeth?

| Move the saw left and right to cut through the tree-trunk and reveal the surprise center.

-----  
| Strategy : Repeatedly press right, then left, to saw through the trunk. Try to wait a bit after each time, to allow the saw to go all the way through. On Lv 1, it takes 4 presses.

| Lv2 - It takes 6 button presses to complete the challenge.

| Lv3 - It takes 8 button presses to complete the challenge.

| Trivia - The sit-up man on Lv3 was originally seen in Mario Paint (Nintendo 1992).

| Hose Me Off... I'm Hot! \

| Japanese : Building Fire | Type : Control | D-Pad (U/D) - Aim Hose |

| English : Douse the House | Medal : 15 |

| Aim! | Put out the fire and rescue those in need! You're on fire! ...Not literally.

| Move the hose up and down to extinguish the flames and save the people.

-----  
| Strategy : Make sure the water is directly on the fire. On Lv 1, the flame is relatively small.

| Lv2 - The flame is bigger and generally on a higher floor.

| Lv3 - There are two flames to extinguish.

| Trivia - Bears a slight resemblance to the arcade game, Inferno (Meadows, 1977).

| Huge Foot \

| Japanese : Huge Foot | Type : Control | D-Pad (L/R) - Move |

| English : Sole Man | Medal : 10 |

| Look out! | Avoid the giant foot stepping from the sky! Not your favorite stomping grounds?

| Avoid the giant foot!

-----  
| Strategy : Use the shadow to estimate where the foot will drop. Sometimes the foot will drop more than once.

| Lv2 - The foot is bigger.

| Lv3 - The foot is very large.  
|  
| Trivia : Feature's 9-Volt's pet, Shaggy.  
|

| Stop This Mucus! \

| ~~~~~

| Japanese : Dripping Nose | Type : Rapid Press | A - Sniff  
| English : Nighttime Allergies | Medal : 20 |

| Sniff! | I want to enjoy the evening, but my nose just won't stop running!  
| | Ewww...

| ~~~~~

| Rapidly press the A button to get that mucus back up your nose.  
|

|-----  
| Strategy : Not much strategy here, really. The mucus starts dripping again  
| if you don't press the button fast enough.  
|

| Lv2 - There is much more mucus.  
|

| Lv3 - There are two people with dripping noses. You MUST make sure you  
| finish the first person quickly, as the second person's nose drips pretty  
| fast.  
|

| Helicopter Drop \

| ~~~~~

| Japanese : Truck | Type : Timing | A - Drop  
| English : Air Supplies | Medal : 25 |

| Drop! | Drop supplies from a helicopter and land them safely on the truck  
| | bed. Keep on truckin'!

| ~~~~~

| Drop the cargo onto the flatbed truck as it passes by.  
|

|-----  
| Strategy : Don't drop the cargo on the Truck's cab, or else it'll bounce  
| off. It's alright if you just get part of the cargo on.  
|

| Lv2 - The back of the truck is 2/3 the original size.  
|

| Lv3 - The back of the truck is 1/3 the original size.  
|

| Boo Bust \

| ~~~~~

| Japanese : Ghost Light | Type : Control | D-Pad (L/R) - Move  
| English : Toast the Ghosts | Medal : 25 | Spotlight

| Shine! | Scare the ghost away with the spotlight! So fun, it's creepy!

| ~~~~~

| Shine the flashlight onto the ghosts.  
|

|-----  
| Strategy : This can be tough, as the ghosts can appear and disappear at  
| will. Just keep pressing Left and Right and hope you get lucky.  
|

| Lv2 - Two ghosts will appear.  
|

| Lv3 - Two ghosts will appear, but this time the light is smaller.

---

| Ball Hole Fall \

| ~~~~~|

| Japanese : Rolling | Type : Control | D-Pad (L/R) - Tilt  
| English : Tilt-n-Tumble | Medal : 25 |

---

| Tilt! | Make the red ball drop through the openings! Tilt-alizing, isn't  
| | it?

| ~~~~~|

| Keep tilting until the ball falls through the hole(s).

-----  
| Strategy : Don't hold Left or Right too much, or else the ball will roll  
| over the opening.

| Lv2 - There are two holes on two different levels.

| Lv3 - There are three holes on three different levels.

| Trivia : "The English Microgame name is also the name of a Game Boy Color  
| game (Kirby's Tilt-n-Tumble, Nintendo/Hal, 2000) which is notable as the  
| only game that will work on a GBA but not the GBA SP." ---Yoshi348

---

| Wario's Volcano \

| ~~~~~|

| Japanese : Volcano | Type : Control | D-Pad (L/R) - Move  
| English : Pompeii Back | Medal : 15 |

---

| Escape! | Volcanic rocks are flying! Avoid the rocks if you want to rock  
| | and roll!

| ~~~~~|

| Avoid the falling volcano rocks.

-----  
| Strategy : DO NOT move until the rock falls. The rock generally will never  
| hit you on its way down. After the rock falls, it will bounce around a bit  
| so make sure you go under it when it bounces.

| Lv2 - The rock is bigger.

| Lv3 - The rock is very large.

---

| Crash Dummy \

| ~~~~~|

| Japanese : Airbag | Type : Timing | A - Deploy Airbag  
| English : Crash Test, Dummy! | Medal : 10 |

---

| Deploy! | Open the airbag in time to save the dummy! Traffic safety is a  
| | must!

| ~~~~~|

| Inflate the airbag before the dummy hits the steering wheel.

-----  
| Strategy : You can inflate and deflate the airbag as much as you want. Try  
| to open it as soon as the car starts to screech to a halt. You don't have  
| to inflate the airbag at the exact moment the dummy lunges forward, so you

| can inflate it a bit early and still win.  
|  
| Lv2 - It will take a bit longer for the car to stop.  
|  
| Lv3 - It will take even longer for the car to stop.  
|

---

| Insert Egg Joke Here \  
|  
| Japanese : Egg | Type : Timing | A - Crack Egg  
| English : Sunny-Side Up | Medal : 15 |  
|

---

| Fry! | Crack the egg and drop it into the middle of the pan! Egg-cellent!  
|  
| Break the egg over the frying pan.  
|

---

| Strategy : The game does give you some leeway, as breaking the egg on the  
| edge of the pan generally makes it slide into the pan.  
|

| Lv2 - The pan is 2/3 the original size.  
|  
| Lv3 - The pan is 1/3 the original size.  
|

---

| Condiment Shot \  
|  
| Japanese : Food Shooting | Type : Timing/Control | D-Pad (L/R) - Move  
| English : Fries with That? | Medal : 15 | A - Squirt  
|

---

| Squirt! | Douse your fast-food with ketchup! For here or to go?  
|  
| Shoot the food with ketchup.  
|

---

| Strategy : One of the few games like this that also allows you to move.  
| Although moving is good, staying in one place and letting it get in your  
| line of fire lets you concentrate more on the timing aspect.  
|

| Lv2 - You must shoot ketchup at "Freedom Fries" as well as the burger.  
|  
| Lv3 - You must shoot ketchup at a soft drink... as well as the fries and  
| burger.  
|  
| Trivia : Ever try ketchup in your soda? It's surprisingly good!  
|

---

| Flashy Smile \  
|  
| Japanese : Toothpaste | Type : Rapid Press | D-Pad (L/R) - Brush  
| English : The Brush Off | Medal : 25 |  
|

---

| Brush! | Brush your teeth to make them sparkle! Show me those pearly  
| whites!  
|  
| Move the toothbrush left and right to end with a bright set of teeth.  
|

---

| Strategy : Similar to the Saw game. On Lv1, it will take 4 button presses  
| to whiten the teeth.  
|



| Lv2 - It will take 6 button presses to brighten the smile.

| Lv3 - It will take 8 button presses to clean the teeth.

| Aggressive Nail Attack (Boss) \

| ~~~~~~|

| Japanese : Nail Strike (Boss) | Type : Timing | A - Pound

| English : Nail Call | Medal : 5 |

| Pound! | Pound the nail down, but don't break it or hit any fingers!  
| | Smashing!

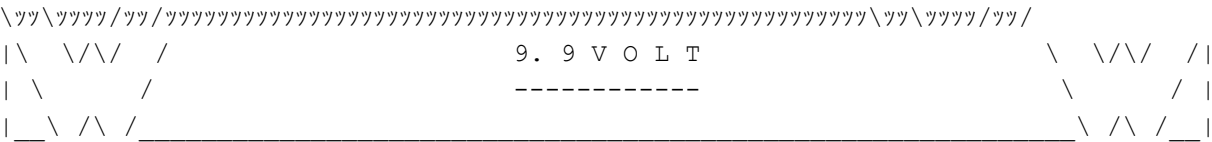
| ~~~~~~|

| Strike the nail repeatedly without crushing the hand that's holding it in  
| place.

|-----|  
| Strategy : Quite possibly one of the easiest Boss games. It will take six  
| direct hits (in the middle of the nail head) to beat. Hit the nail  
| off-center, however, and you will have to hit it on the opposite side to  
| balance it. If you strike it again where it's bent, you'll hit the hand  
| automatically. Also, don't wait too long to strike, or else you will  
| automatically fail.

| Lv2 - It will take 8 direct strikes to win.

| Lv3 - It will take 10 direct strikes to win. The nail starts off bent, so  
| try to hit it to the side to straighten it.



Character : 9-Volt  
Genre : Nintendo  
Location : Diamond Elementary School, 9volt's House

Description:

Microgame Menu:

-----

|       |       |       |       |       |       |   |
|-------|-------|-------|-------|-------|-------|---|
| 01    | 05    | 09    | 13    | 17    | 21    | B |
| ----- | ----- | ----- | ----- | ----- | ----- |   |
| 02    | 06    | 10    | 14    | 18    | 22    | O |
| ----- | ----- | ----- | ----- | ----- | ----- |   |
| 03    | 07    | 11    | 15    | 19    | 23    | S |
| ----- | ----- | ----- | ----- | ----- | ----- |   |
| 04    | 08    | 12    | 16    | 20    | 24    | S |
| ----- | ----- | ----- | ----- | ----- | ----- |   |

| #    | Game Name              | Japanese Name             | English Name        |
|------|------------------------|---------------------------|---------------------|
| 01   | Balloon Trip           | Balloon Trip              | Balloon Fight       |
| 02   | Duck Hunt              | Duck Hunt                 | Duck Hunt           |
| 03   | Cartridge Drop         | Game Boy                  | Game Boy            |
| 04   | Donkey Kong            | Donkey Kong               | Donkey Kong         |
| 05   | F-Zero                 | F-Zero                    | F-Zero              |
| 06   | Family Basic           | Family Basic              | Family Basic        |
| 07   | Super Mario Bros.      | Super Mario Bros.         | Super Mario Bros.   |
| 08   | Ultra Hand             | Ultra Hand                | Ultra Hand          |
| 09   | Chiritorie             | Chiritorie                | Chiritorie          |
| 10   | Beam Gun Custom Gunman | Beam Gun Custom Gunman    | Laser Outlaw        |
| 11   | Hogan's Alley          | Hogan's Alley             | Hogan's Alley       |
| 12   | Gnat Attack            | Mario Paint ~ Fly Swatter | MP: Fly Swatter     |
| 13   | Ice Climber            | Ice Climber               | Ice Climber         |
| 14   | The Legend of Zelda    | The Legend of Zelda       | The Legend of Zelda |
| 15   | Sheriff                | Sheriff                   | Sheriff             |
| 16   | Doctor Mario           | Doctor Mario              | Dr. Mario           |
| 17   | Racing 112             | Racing 112                | Racing 112          |
| 18   | Mario Clash            | Mario Clash               | Mario Clash         |
| 19   | Game and Watch: Helmet | G&W Helmet                | Helmet              |
| 20   | Urban Champion         | Urban Champion            | Urban Champion      |
| 21   | R.O.B.                 | Robot                     | Stack-Up            |
| 22   | Metroid                | Metroid                   | Metroid             |
| 23   | Wild Gunman            | Wild Gunman               | Wild Gunman         |
| 24   | Laser Blazer           | Laser Blazer              | LazerBlazer         |
| BOSS | Ultra Machine (Boss)   | Ultra Machine (Boss)      | Ultra Machine       |

\_\_\_\_\_

| Balloon Trip \

| ~~~~~

| Japanese : Balloon Trip | Type : Control | D-Pad (L/R) - Move |

| English : Balloon Fight | Medal : 20 | A - Rise |

| Dodge! | Fly through the air, but don't run into the little sparkling |

| | fires! Simple! But challenging! 1986: NES |

| ~~~~~

| Control your ascent and descent to make sure you don't hit any stars. |

|-----|

| Strategy : In addition to avoiding stars, don't float too low or else a |

| fish will surface and eat you. Try not to hit A too fast or too hard or |

| else you may overestimate how much you have to rise. Both you and the |

| balloons are possible targets, so don't let either get hit by stars. |

| Lv2 - There are more stars in the sky. |

| Lv2 - There are many more stars, including some that move. |

| Trivia : Originally released in 1985 for the Famicom, and in 1986 for the |

| NES. Though the game itself was called Balloon Fight, it was two-player |

| that involved trying to pop the other person's balloons. The subgame was |

| called Balloon Trip and is what the Microgame is based on. |

\_\_\_\_\_

| Duck Hunt \

| ~~~~~

| Japanese : Duck Hunt | Type : Timing | A - Shoot  
| English : Duck Hunt | Medal : 25 |

| Shoot! | Want 8 bits of history?! Shoot the duck when it comes into your  
| | sights! 1985: NES / The Zapper

| Shoot the Duck(s) as they enter into your crosshair.

| Strategy : The crosshair will turn red when the Duck is in sight. Shoot  
| then. The duck will fly up from the tall grass.

| Lv2 - A faster bird will swoop down from the sky.

| Lv2 - A faster bird will swoop down from the sky as a second bird flies up  
| from the grass.

| Trivia : Originally released in 1984 for the Famicom and Zapper light gun  
| accessory. This version even comes complete with traumatizing dog laugh.  
| The first game Shdw ever played, the dog's laughter haunts his dreams to  
| this very day. Dog Hunt, anyone?

| In Japan the light gun looked much more like a real gun. The U.S., of  
| course, had a redesigned version that was painted red and grey to make sure  
| people wouldn't mistaken it for a real gun... or something like that.

| Chicobo329 comments:  
| "I spot things wrong with two Zapper games from the 9-Volt set: Duck Hunt  
| and Wild Guman. First in Duck Hunt is a small change. When the  
| ever-annoying hound-dog picks up the ducks, he has his mouth open in joy in  
| the NES version. In Wario Ware, he keeps his annoying grin from when you  
| miss, but holds up the duck(s) you shot down." Comparison screenshots can  
| be found at [www.wariocompany.com](http://www.wariocompany.com)

| Cartridge Drop \  
| Japanese : Gameboy | Type : Timing | A - Insert  
| English : Game Boy | Medal : 20 |

| Insert! | Check it out! The original Game Boy! Remember how to insert the  
| | Game Paks? 1989: Portable game system with liquid crystal  
| | display

| Use precision timing to drop the Gameboy cartridge into the cartridge slot.  
| Strategy : The cartridge will pass over the slot 4 times before the timer  
| runs out.

| Lv2 - The Game Boy is positioned futher away from the swinging cartridge.

| Lv3 - The Game Boy is positioned at the very bottom of the screen.

| Trivia : Features an authentic Nintendo Gameboy (Nintendo, 1989), lovingly  
| referred to by fans as the Toasterboy.

| Donkey Kong \  
|

|          |               |       |          |          |
|----------|---------------|-------|----------|----------|
| Japanese | : Donkey Kong | Type  | : Timing | A - Jump |
| English  | : Donkey Kong | Medal | : 25     |          |

---

Dodge! | You know this one! Donkey Kong is heaving barrels at you, and  
| you'd better avoid them! 1981: Arcade Game

~~~~~

Help Jumpman hurdle over the oncoming barrels.

---

Strategy : The barrels fall down the right-most ladder.

Lv2 - Barrels fall down the FIRST ladder, not the 2nd one.

Lv3 - Barrels fall down either ladder, meaning you may have to clear 2 barrels in a single jump.

Trivia : A tribute to Donkey Kong (Nintendo, 1981), the first original videogame creation, from the legendary Shigeru Miyamoto. First released in arcades and later ported to the Famicom without the Pie Factory level due to limited cartridge space. Oddly enough, the recently released e-Card version is also missing the Pie Factory level.

F-Zero \

Japanese	: F-Zero	Type	: Control	D-Pad (L/R) - Move
English	: F-Zero	Medal	: 20	

---

Avoid! | It's fast! It's wicked! It's your hyper-speed driving machine!  
| Speed past the other racers! Vroom! 1991: Super NES

~~~~~

Maneuver through the course without hitting other cars or the barriers on the side.

---

Strategy : You actually are allowed to hit the barriers, but only for a second. On Lv 1, there are 3 cars on the track.

Lv2 - There are 4 cars on the track.

Lv3 - There are 5 cars on the track.

Trivia : One of the first games to feature Mode 7, F-Zero (Nintendo, 1990) was originally released on the Super Famicom, but showed up in updated form on the N64 as F-Zero X. Rather surprisingly, Sega are developing the latest incarnations, F-Zero AC/GC for the Arcade and Gamecube, respectively. Ironic that Sega once had a campaign claiming Nintendo lacked their blast-processing.

Famicom Basic \

|          |                 |       |            |              |
|----------|-----------------|-------|------------|--------------|
| Japanese | : Famicom Basic | Type  | : Reaction | D-Pad - Move |
| English  | : Family Basic  | Medal | : 15       | A - Press    |

---

Type X! | Locate and press the correct key! All this fun in 8 teeny, tiny  
| bits! 1984: NES / Keyboard allowing players to program in BASIC  
| (Japan only)

~~~~~

Hit the key that the game tells you to hit. It's a QWERTY-style keyboard.

-----  
| Strategy : You can hold the D-Pad in a direction to move faster. On Lv 1,  
| you need only to find a number.

| Lv2 - You must find a letter.

| Lv3 - You must find either a letter or a number. Watch out for O and 0.

| Trivia : The keyboard allowed users to use Famicom Basic (Nintendo, 1984)  
| for programming in what else, BASIC.

---

| Super Mario Bros \

| ~~~~~|

| Japanese : Super Mario Bros | Type : Control | D-Pad (L/R) - Move

| English : Super Mario Bros. | Medal : 15 | A - Jump

---

| Squash! | The Goombas need a good 'ol squashing! You know the drill: land  
| | on their heads, not their sides! 1985: NES

| ~~~~~|

| Destroy the Goombas. The proper instruction should be Stomp!

-----  
| Strategy : Kill the Goombas by jumping on them. The quickest way to kill  
| multiple Goombas is to jump on the left-most one, and then hold right as  
| you bounce off it, and carry on momentum, to land on the next one.

| Lv2 - There are 2 Goombas on-screen at once.

| Lv3 - There are 3 Goombas on-screen at once.

| Trivia : A tribute to Shigeru Miyamoto's illustrious game of the same name  
| (Nintendo 1985), the first Nintendo game Tyna ever played.

| In Japan, Goombas are known as "Kuriboo."

---

| Ultra Hand \

| ~~~~~|

| Japanese : Ultra Hand | Type : Timing | A - Grab

| English : Ultra Hand | Medal : 15 |

---

| Grab! / | Grab the ping pong ball with the Ultra Hand! How cool is  
| Get COLOR! | this?! 1966: Revolutionary magic hand also used for playing  
| | games (Japan only)

| ~~~~~|

| Use the Ultra Hand to pick up the ball.

-----  
| Strategy : At the start of the challenge, an onscreen message will prompt  
| you to 'Pick up the X ball'. The first word in the message may be coloured  
| red, blue or green. This is the colour of the ball you need to pick up.

| Lv2 - 2nd ball is added to the screen. Picking up the wrong ball results  
| in failure.

| Lv3 - A 3rd ball is added to the screen.

| Trivia : An obscure tribute to an actual toy manufactured by Nintendo in  
| 1966. The 'Ultra' series of toys were the first Nintendo products designed  
| by the late, great Gunpei Yokoi (RIP 1997). For more information on Gunpei

| Yokoi, check the Randomness section for a lengthy, well-deserved tribute.  
| One of the games that could be played actually did involve placing  
| different colored balls on holders and trying to grab them. In one picture  
| I've seen, the balls are Red, Blue, and Yellow, however.

---

| Dustpan \

| ~~~~~

| Japanese : Chiritorie | Type : Timing | A - Move  
| English : Chiritorie | Medal : 10 |

---

| Vacuum! | If only cleaning were this fun! Clean up your place with this  
| remote control vacuum! 1979: Vacuum cleaner with remote control  
| rotation (Japan only)

| ~~~~~

| Press the button to make the dustpan move in the direction of the arrow.  
| Collect all of the pieces of trash.

---

| Strategy : The dustpan will only move as long as you have the A button  
| pressed. The dustpan will also bounce off walls, so use walls to change  
| your direction instead of stopping and waiting to turn. You also don't  
| have to go directly into the trash to pick it up. The dustpan will suck up  
| nearby pieces of trash. On Lv 1, there is only one piece of trash.

| Lv2 - There are 4 pieces of trash.

| Lv3 - There are 7 pieces of trash.

| Trivia : A toy manufactured by Nintendo in 1979. It was a vacuum cleaner  
| that turned by using a very questionable-looking remote control.  
| Chiritorie translates into "Dustpan."

---

| Beam Gun Custom Gunman \

| ~~~~~

| Japanese : Beam Gun Custom Gunman | Type : Timing | A - Shoot  
| English : Laser Outlaw | Medal : 15 |

---

| Shoot! | 2-D quick draw! Shoot the blinking target on the outlaw! 1976:  
| Hit the target to take him down (Japan only).

| ~~~~~

| Fire your pistol when the crosshairs are on the flashing part of the  
| cowboy.

---

| Strategy : Not much strategy to this one. If you miss, you can try again  
| if you still have time. On Lv 1 the crosshairs move up and down.

| Lv2 - The crosshairs move left and right.

| Lv3 - The crosshairs move in a figure 8 pattern.

| Trivia : A toy manufactured by Nintendo in 1979. It used an actual light  
| gun that would become the predecessor to the Famicom's Zapper.

---

| Hogan's Alley \

| ~~~~~

| Japanese : Hogan's Alley| Type : Reflex | D-Pad (L/R) - Move Target  
| English : Hogan's Alley| Medal : 15 | A - Shoot

| Shoot! | Ah, such a classic! Shoot before you get shot, but only shoot the  
| | bad guys! 1985: NES / The Zapper

| Shoot the gangsters, but beware of hitting innocent civilians.

| Strategy : Wait until the line-up of 3 characters spin around, and then  
| move the target left or right (if necessary) to fire at the gangsters  
| (always dressed in dark colour).

| Lv2 - The lineup consists of 2 civilians (pink and blue) and one gangster.

| Lv3 - The lineup consists of 1 civilian and 2 gangsters.

| Trivia : Hogan's Alley (Ninendo, 1984) was an original Famicom title,  
| bearing a slight resemblance to Sega's 'Bank Panic'. Unlike Bank Panic,  
| and Made In Wario, the original Hogan's Alley required Nintendo's 'Zapper'  
| light-gun peripheral, to play, and was one of only 17 games released for  
| the peripheral.

| Fly Swatter \

| Japanese : Fly Swatter | Type : Rapid Press | A - Swat  
| English : Mario Paint: Fly Swatter | Medal : 25 |

| Swat! | Swat the irritating flies buzzing around you! Truly magic gaming!  
| | 1992: Super NES / Super NES Mouse

| Hammer the A button to frantically swat the pesky fly.

| Strategy : In theory, you should wait until the fly passes under the  
| swatter before using any energy, but at high speeds, just hammering the A  
| button guarantess that you'll hit the fly, as soon as it passes under your  
| relentless fly-swatter.

| Lv2 - There are 2 flies to swat.

| Lv3 - There are 3 flies to swat.

| Trivia : Fly Swatter is a cult mini-game from the Super Famicom creativity  
| title, 'Mario Paint' (Nintendo, 1992). A mini-game that was so much fun  
| that many people actually bought Mario Paint for the mini-game alone. In  
| the english version of Mario Paint, the name of the mini-game was changed  
| to 'Gnat Attack.' It's actually rather odd to not play it w/o the SNES  
| Mouse. Perhaps they should make a GBA Mouse?  
| Try to spot the other Mario Paint cameo in another Microgame.

| Ice Climber \

| Japanese : Ice Climber | Type : Control/Timing | D-Pad (L/R) - Move  
| English : Ice Climber | Medal : 25 | A - Jump

| Grab! | Grab hold of the big bird crusing through the sky. This was once  
| | pinnacle of gaming! 1985: NES

| \_\_\_\_\_ |

| Jump to grab on to the bird.

| ----- |

| Strategy : The bird is often on the other side of the screen. Don't jump  
| to the opposite platform and then jump again to grab the bird. Instead,  
| try to grab the bird as you jump to the right.

| Lv2 - You start on the right platform.

| Lv3 - You start on the bottom platform.

| Trivia : The little-known Ice Climber (Nintendo, 1985) was released for the  
| Famicom (although Vs. Ice Climber was released in arcades in 1984). This  
| Microgame is an excerpt from the final part of the Bonus Level. The Ice  
| Climbers have received a resurgence in popularity due to their inclusion in  
| Super Smash Bros. Melee (Nintendo, 2001) for the GCN.

| \_\_\_\_\_ |  
| The Legend of Zelda \

| \_\_\_\_\_ |

| Japanese : The Legend of Zelda | Type : Control | D-Pad - Move  
| English : The Legend of Zelda | Medal : 20 |

| Enter! | It's...it's Link! Hurry up and move him into the cave! Talk about  
| | a great game! 1987: NES

| \_\_\_\_\_ |

| Make Link enter the cave.

| ----- |

| Strategy : Pretty straightforward.

| Lv2 - A Peahat attempts to obstruct your movement.

| Lv3 - A Peahat and a Zora that shoots fireballs try to stop you.

| Trivia : The Legend of Zelda (Nintendo, 1986) was originally released for  
| the Famicom Disk Drive, and was as notable for its long, epic gameplay as  
| it was for being the first game to have battery backup (Nintendo of America  
| added battery backup since they didn't release the FDD). To this day, it  
| remains one of Nintendo's most popular franchises.

| \_\_\_\_\_ |  
| Sheriff \

| \_\_\_\_\_ |

| Japanese : Sheriff | Type : Control | D-Pad - Move  
| English : Sheriff | Medal : 15 | A - Shoot

| Shoot X! | Take out the bad guys and avoid their cross fire. How's this for  
| | memory lane? 1979: Arcade Game

| \_\_\_\_\_ |

| Shoot the outlaws that are trying to ambush you.

| ----- |

| Strategy : The object is to hit one (or 2) outlaws. The easiest way is to  
| hold down-right, and fire off a shot the instant the challenge starts,  
| then hold up-left, and immediately fire off another shot. You should hit 2  
| stationary outlaws, before they have a chance to move.

| Lv2 - You must shoot 2 outlaws.



| Lv3 - You must shoot 2 outlaws. Half-way through the challenge, 4 outlaws  
| will start to close in on you, and try to shoot you at close range.

| Trivia : Sherriff (Nintendo, 1979), was Nintendo's 2nd foray into the  
| American arcade industry, following their toally obscure 'Radarscope' game.  
| Although rarely publicised, Sheriff was actually the first game that  
| Nintendo legend Shigeru Miyamoto ever worked on - When he was 24, Miyamoto  
| was employed by Nintendo to create the artwork on the side of Sheriff's  
| arcade cabinet. Cocktail cabinets of Sheriff were produced.

---

| Doctor Mario \

| ~~~~~

| Japanese : Doctor Mario | Type : Control | D-Pad (D/L/R) - Move  
| English : Dr. Mario | Medal : 25 |

---

| Connect! | Make a line of four identical capsules! That's an 8-bit  
| | prescription I'll take any time! 1990: NES

| ~~~~~

| Position the falling capsule, so that it lines up with the the 2 same-color  
| viruses. When it connects, the 4 same-coloured blocks will disappear.

-----  
| Strategy : Complicated to explain, but very easy to pull off. All you need  
| to do is control the descent of the capsule so that it lands on the 2 red  
| 'viruses.'

| Lv2 - The puzzle changes, and now requires that you drop the yellow capsule  
| between 2 yellow viruses.

| Lv3 - The 3rd puzzle requires you to drop the capsule so that it lands  
| between the 2 blue viruses.

| Trivia : Released simultaneously on the NES and Gameboy, Dr. Mario  
| (Nintendo, 1990), is Nintendo's figurehead puzzle game, and has appeared  
| in it's original form on every major Nintendo console. Interestingly  
| enough, Dr. Mario 64 actually had a Wario Land 3 theme, where you could  
| play as Wario and other Wario Land 3 characters.

---

| Racing 112 \

| ~~~~~

| Japanese : Racing 112 | Type : Control | D-Pad (L/R) - Move  
| English : Racing 112 | Medal : 10 |

---

| Dodge! | Pass as many race cars as you can without crashing into them! This  
| | game is awesome! 1978: Television video game with built-in  
| | software for home use (Japan only)

| ~~~~~

| Drive the car so that it doesn't hit any of the oncoming cars or the walls.

-----  
| Strategy : Similar to the "Drive" game, just avoid the cars. Although not  
| drawn, there are 5 "lanes."

| Lv2 - You must maneuver in between parallel pairs of cars.

| Lv3 - Parallel cars actually move as well.

| Trivia : Racing 112 (Nintendo, 1979) was a stand-alone "household TV game."

| Mario Clash \

| ~~~~~|

| Japanese : Mario Clash | Type : Timing | A - Throw |  
| English : Mario Clash | Medal : 20 |

| Throw! | Throw the shell and knock the target off the ledge! This rules!  
| | 1995: Virtual Boy (Game console with viewer that had 3-D effects) |

| ~~~~~|

| Throw the shell when the enemy is in the middle of the screen.

-----  
| Strategy : The shell is relatively big, so you don't have to be too  
| precise. On level 1, the enemy is a Spiny Beetle that stays on the ground.

| Lv2 - The enemy is a Boo that moves up and down as it moves left and right.

| Lv3 - The enemy is a Flying Goomba that bounces even more than the Boo.

| Trivia : Mario Clash (Nintendo, 1995) was released for the "portable"  
| gaming system, Virtual Boy. Using the latest in Magic Eye technology, the  
| VB tricked users into thinking that games were in 3-D by forcing them to  
| wear huge VR-type goggles. The display was only in headache-inducing red,  
| and prompted users to take long breaks in-between play. More information  
| can be found in the Randomness section.

| The Japanese names for the enemies are as follows: Lv1- Nokonoko, Lv2-  
| Theresa, Lv3- Patakuribo

| Game & Watch : Helmet \

| ~~~~~|

| Japanese : G&W Helmet | Type : Rapid Press | D-Pad (L/R) - Move |  
| English : Helmet | Medal : 15 |

| Look out! | Make it through this 8-bit masterpiece without getting hit by  
| | the tools! 1981: Game & Watch |

| ~~~~~|

| Move Helmet across the screen, avoiding the falling debris.

-----  
| Strategy : In theory, the object is to carefully make your way across the  
| screen, timing each step carefully, and back-tracking if necessary.

| In practice, the best strategy is to turn the GBA sideways, and hammer  
| 'right' on the D-Pad, as quickly as possible. 9 out of 10 times, you'll  
| dash across the entire screen, unscathed.

| Lv2 - A larger amount of debris falls from the sky.

| Lv3 - The debris falls in a very condensed pattern.

| Trivia : Helmet (Nintendo, 1981) was the third Game & Watch title, from  
| videogame legend, Gunpei Yokoi. You can find it in updated form in the  
| Game & Watch Gallery series (called Gameboy Gallery in some regions).

| Urban Champion \

| ~~~~~|

| Japanese : Urban Champion | Type : Crap | D-Pad (L/U/D) - Guard |

| English : Urban Champion | Medal : 15 | A - Punch  
|  
| Punch! | Guard yourself while waiting for your chance to KO your opponent.  
| | Another golden 8-bit moment! 1986: NES  
|  
Use your fists to block and punch your opponent into the man-hole.
Strategy : Don't bother blocking, just choose to attack your opponent high
or low (toggled with up/down), and punch like mad. You may find it better
to alternate between the two, in order to break through his defence.
Lv2 - The opponent takes 2 hits before losing.
Lv3 - The opponent takes 3 hits, and will try to fight back.
Trivia : A re-enactment of Urban Champion (Nintendo, 1984), a rather bland
'beat-em-up', with no more depth than it's Made In Wario counterpart.

| R.O.B. \  
|  
| Japanese : Robot | Type : Timing | A - Grab  
| English : Stack-Up | Medal : 15 |  
|  
| Grab! | Time it so that R.O.B. grabs the stack of disks! Does this take you  
| | back...WAY back? 1985: NES / R.O.B. with blocks  
|  
Stop R.O.B.'s hands when they are able to touch the rings.
Strategy : Color doesn't matter. Since you're viewing at a diagonal, your
perception may be a bit messed up.
Lv2 - There are only 2 rings.
Lv3 - There is only 1 ring.
Trivia : R.O.B. (Robotic Operating Buddy) (Nintendo, 1985) was a peripheal
for the Famicom. An attempt to convince retailers that the NES, wasn't
just a video game console (since retailers were weary of stocking such
things after the crash and subsequent unsold Ataris), Nintendo released ROB
Yes, yes, we know, there were actually TWO R.O.B. games released. Tyma
alerted me about my error when I first made it, but I was too lazy to
change it :P The two games were Stack Up and Gyromite.
In non-Japanese versions of Wario Ware, the Famicom is changed into a first
generation NES console.

| Metroid \  
|  
| Japanese : Metroid | Type : Rapid Press | D-Pad (D/U) - Transform  
| English : Metroid | Medal : 30 | A - Fire  
|  
| Fire! | Destroy Mother Brain! Ah, "Metroid"... Now that's one good game!  
| | 1986: NES  
|  
DESTROY MOTHER BRAIN! Fire missiles while morphing to dodge shots.
Strategy : Morphing into a ball generally isn't necessary. Your missiles

| can actually destroy the shots fired at you. At times, however, shots will  
| come from behind. On level 1, it takes one missile to destroy the glass,  
| and four missiles to destroy Mother Brain.

| Lv2 - Mother Brain will fire at you.

| Lv3 - Mother Brain will fire at you even more.

| Trivia : IMO, Gunpei Yokoi's greatest achievement. Infinitely more popular  
| in the US than in Japan, Metroid (Nintendo, 1985) was a cult favorite for  
| years, and gamers recently received a double dose in the excellent Prime  
| and Fusion games. The original Metroid was notable for its vast areas and  
| thrilling gameplay. It was also the first game to utilize a password save.  
| Calling Justin Bailey... The final fight with Mother Brain was a glorious  
| one, and was recreated for Samus's foray on the Super Famicom. Super  
| Metroid's ending remains the most poignant ever for a game with no real  
| plot ^\_^

| The original Metroid also had a surprise ending for gamers who were  
| quick enough to see the best ending. Discovering that Samus Aran was, in  
| fact, a girl, was probably quite a shock for the heavily male video gaming  
| community of the time.

---

| Wild Gunman \

| ~~~~~

Japanese : Wild Gunman	Type : Reaction	A - Draw
English : Wild Gunman	Medal : 15	

---

| Draw! | I love this game! Prove who's the fastest draw in the West! 1985:  
| | NES / The Zapper

| ~~~~~

| Wait for the signal, and fire before your opponent.

-----  
| Strategy : Firing too late or too soon results in a failure, so this is  
| down entirely to your reflexes. On Lv1, you have 1.3 to 0.5 seconds before  
| the opponent fires, but this gap of opportunity gets shorter and shorter,  
| as the level (and game speed) increases.

| Lv2 - The opponent gives you 0.8-0.3 seconds to fire.

| Lv3 - The opponent gives you 0.5-0.2 seconds to fire.

| Trivia : Although this mini-game is a re-creation of the NES title  
| 'Wild Gunman' (Nintendo, 1984), the game is actually an adaption of a  
| 1974 arcade game of the same name (Nintendo, 1974). While the NES version  
| simply requires pressing a button on the controller (of Zapper peripheral)  
| after the on-screen prompt, the original 1974 game (designed and produced  
| by Gunpei Yokoi) was a much grander affair, involving a 16-inch projection  
| monitor, and a replica pistol. The original Wild Gunman was also the first  
| Nintendo game to use FMV (Full Motion Video footage), displaying your  
| opponent on the projection screen. The game proved a faithful re-enactment  
| of cowboy 'gun-fights', as layers were required to draw the pistol (from a  
| holster), and fire it at the opponent, before he had a chance to draw his  
| own pistol, and fire back.

| Chicobo329 comments:

| "Wild Gunman has a few changes to note. First is when getting a foul. In  
| Wario Ware, the background grays out. In the actual NES version, the  
| background completely inverts the palette (green becomes red, orange

| becomes blue, etc.)."

| "The three gunmen shown in Wario Ware also have different animations when  
| you win. (Shdw's note: Comparison screens can be found at  
| www.wariocompany.com) Oh yeah! When you lose to a gunman, they grit their  
| teeth. In Wario Ware, they just stare at ya, looking all mean and stuff.  
| The music in the background is the start of a slow version of NES Taps.

---

| Lazer Blazer \

| |

| Japanese : Lazer Blazer | Type : Control | D-Pad - Move Target  
| English : LazerBlazer | Medal : 15 | A - Shoot

---

| Shoot! | Take out the enemy missiles! What a classic! 1992: Super NES /  
| | Super NES Super Scope

| |

| Use the crosshair to target (and shoot down) the incoming missile.

---

| Strategy : A daunting task made easy by the fact that the crosshair will  
| 'lock-on' to any missile that comes near it.

| Lv2 - 2 Missiles scroll across the screen at once.

| Lv3 - 3 Missiles scroll across the screen at once.

| Trivia : Lazer Blazer (Type A) was one of 6 mini-games given away free  
| with Nintendo's Super Famicom light-gun accessory, the Super Scope. Besides  
| the Super Scope 6 (Nintendo, 1993) cartidge, the Super Scope was hardly  
| supported with compatible software, making Lazer Blazer the most  
| 'acclaimed' game, that ever supported the peripheral. (Shdw's note: Hey,  
| that Yoshi game wasn't half bad :P )

---

| Ultra Machine (Boss) \

| |

| Japanese : Ultra Machine| Type : Timing | A - Hit  
| English : Ultra Machine| Medal : 5 |

---

| Hit X | Batter up! Can you connect with the pitches? Watch for the  
| Play Ball! | change-up! 1968: Batting machine for home use that  
| | electronically fired ping pong balls (Japan only)

| |

| Using the baseball bat, time your swings to hit all the balls thrown by  
| the Ultra Machine.

---

| Strategy : Hit 6 balls to win, which means you can miss up to 4. Yoshi348  
| offers: "The number of balls you have to hit goes down by 1 for each extra  
| speed level, presumably because fast balls become nigh-impossible to hit.  
| I'm not sure when it bottoms out, I suck at this game."

| Lv2 - Hit 7 balls to succeed. Some balls randomly vanish in mid-air, and  
| re-appear, just infront of the bat.

| Lv3 - Hit 8 balls to succeed. Some balls randomly vanish for a longer  
| period of time.



#	Game Name	Japanese Name	English Name
01	Cool / Uncool	Praise/Condemn	Praise or Haze II
02	Strong Command Enter	Command Input	Code Buster
03	Use Your Noodle	Cup Ramen	Noodle Cup
04	Micro-organism Magnify	Plankton	Petri Panic
05	Ballerina Twirl Maze	Maze	Maze Daze
06	Frog Count	Count	What's the Toadal?
07	Shaggy's Rear End	Appearance from Behind	Find My Behind
08	Fall into the Tooth Gap	Cavity	Cavity Calamity
09	Tetrispyramid	Sphinx's Riddle	Sphinx Hijinks
10	Gear Train	Gear	Gear Head Fred
11	Superstar Dance Tiger	Dancing Tiger	Getcha Groove On
12	Cue Sesame Street Song	Not Like the Others	Odd Man Out
13	Street Hustler 2 DX	Where's the Coin?	The Great Cover-Cup
14	Butterfly Clover Land	Good-Luck Clover	Four Leaf Hover
15	The Scales of Tortoise	Scale	Tip the Scale
16	Advance Reaction	Advance Reaction	The Real McCoy
17	Strange Item Opening	Gap	Identity Crisis
18	Thunder Fish	Electric Catfish	Electric Groove Fish
19	Lots of Tentacles	Octopi & Squid	Strength in Numbers
20	I've Got an A in My Eye!	Key Eye Close	Button Masher
21	Creepy Eye Alley Cat	Back Alley Cat	Catterwall
22	Pixelicious	Mosaic	Focus-Pocus
23	Puzzle Piece Place	Insertion Puzzle	Matchboxes
24	Freaky Jamboree	Strange Concert	Garage Rock
BOSS	Quiz Dungeon Quest (Boss)	Dungeon Question (Boss)	Dungeon Dilemma

| Cool / Uncool \

| ~~~~~ |

| Japanese : Praise / Condemn | Type : Choice | D-Pad (U/D) - Select |  
| English : Praise or Haze II | Medal : 20 | A - Enter |

| Praise! | Choose the word that most resembles the example!  
| Haze! |

| ~~~~~ |

| The game will ask "What do you think of... " Your job is to follow the  
| directions on the bottom of the screen by "praising" or "hazing" the  
| person/thing. This is done by choosing the correct answer.

| Strategy : There is always only one right answer. The other ones will be  
| the opposite of what you need to choose.

| Lv2 - There are 4 answers in all.

| Lv3 - There are 5 answers in all.

| Trivia : At times the game will ask what you think of the name you entered.  
| It's not fun having to say you're an idiot :(  
| Why is it called Praise or Haze II (as in 2)? To be honest, I have no  
| idea. As you can see, the Japanese name had no roman numeral, so chalk it  
| up to some very strange localization.

| Strong Command Enter \

| ~~~~~ |

| Japanese : Command Input | Type : Command | D-Pad - Enter |

| English : Code Buster | Medal : 25 | A - Enter  
|  
| Input! | Follow the instructions and press the buttons as indicated,  
| | earthling!  
|  
Follow the onscreen directions and enter the commands asked of you.
Strategy : Generally, on Lv1 you should press and HOLD the first button,
the, press the other button. Do it wrong and you automatically fail.
Lv2 - More button presses will be involved. Generally, if you see a button
followed by a number, press that button the indicated number of times. If
you don't see any buttons on the screen, then press Up, Down, Left, then
Right.
Lv3 - More complex button presses will be involved. Generally, if you see
a button followed by a number, press that button the indicated number of
times. At times, you will be asked to enter a complex sequence of
directions on the D-Pad.
Trivia : I forgot who mentioned it on the GameFAQs message board, but let's
thank him for pointing out that at times the game will ask you to input
the classic Konami code (sans A, B, Start).
-----

| Use Your Noodle \  
|  
| Japanese : Cup Ramen | Type : Thinking | D-Pad (L/R) - Move Kettle  
| English : Noodle Cup | Medal : 20 | A - Pour  
|  
| Pour! | Pour hot water into the tubular conduits! You will make what is  
| | called "noodles"!  
|  
| Pour the hot water in the correct opening to make yourself some yummy  
ramen. Shdw loves him his ramen ^\_^
Strategy : Gah, thinking hurts :( The water will always change direction
once it hits a horizontal pipe.
Lv2 - The pipe pattern is more complex, with parallel pipes that will
definitely confuse you.
Lv3 - The pipe pattern is very complex, with numerous parallel pipes.
Trivia : Who actually makes ramen this way? Anyway, this game is actually
quite similar to a Bonus game from the original Wario Land (Nintendo, 199?)
-----

| Micro-Organism Magnify \  
|  
| Japanese : Plankton | Type : Control | D-Pad - Move  
| English : Petri Panic | Medal : 20 |  
|  
| Search! | Use the magnifying device to locate the microscopic life-forms!  
|  
Magnify the target organism.
Strategy : The target organism will be larger and a different color than



| the other plankton. Once you're in range, purple arrows will appear to  
| help you on your search.

| Lv2 - The target organism will move faster.

| Lv3 - The target organism will move very quickly.

---

| Ballerina Twirl Maze \

| ~~~~~|

| Japanese : Maze | Type : Control | D-Pad - Move

| English : Maze Daze | Medal : 15

---

| Navigate! | Find your way through the maze! Use the molecule transferring  
| | units as pathways when needed!

| ~~~~~|

| As the ballerina, find your way to the err, ballerinaman.

| -----|  
| Strategy : Fairly simple maze. The controls are a bit spotty, though.

| Lv2 - Circular warps will appear. One leads to the other. You must make  
| use of them to escape.

| Lv3 - Circular and triangular warps will appear. You must make use of  
| either or both of them to escape.

| Trivia : Exactly what are they doing once those doors close?

---

| Frog Count \

| ~~~~~|

| Japanese : Count | Type : Counting | A - Count

| English : What's the Toadal? | Medal : 15

---

| Count! | Count the number of amphibious creatures crossing the lily pad!  
| | Careful, you cannot make corrections!

| ~~~~~|

| Count the number of frogs that appear.

| -----|  
| Strategy : Not much strategy involved. The frogs' bouncing may trick you  
| into thinking there are more, but this Microgame really isn't too hard.  
| Remember that you can't take back a count, so be careful when entering the  
| number.

| Lv2 - More frogs will appear.

| Lv3 - Many more frogs will appear.

---

| Shaggy's Rear End \

| ~~~~~|

| Japanese : Appearance from Behind | Type : Choice | D-Pad (L/R) - Select

| English : Find My Behind | Medal : 15 | A - Enter

---

| Match! | One of these replicant life units is standing exactly opposite the  
| | leader. Watch the feet and hands!

| ~~~~~|

| Choose which one looks like Shaggy from behind.

|-----|  
| Strategy : Obviously the distinguishing feature is the top of Shaggy's head |  
| so make sure to check it carefully. Don't forget that since you're looking |  
| at the backs, everything is reversed. |

| Lv2 - Now you must also pay attention to the positioning of the legs and |  
| arms. |

| Lv3 - The legs and arms are bent strangely, making it harder to distinguish |  
| which one is Shaggy. |

| Trivia : Shaggy is actually 9volt's pet. They're not all called Shaggy, |  
| but their "species" is unknown. Shaggy is the yellow one with square hair. |

|-----|  
| Fall into the Tooth Gap \

|~~~~~|

| Japanese : Cavity | Type : Thinking | D-Pad (L/R) - Move |  
| English : Cavity Calamity | Medal : 10 |

|-----|  
| Watch out! | Get the tooth-decaying agent into a safe space between the |  
| | teeth! This does not compute, but... |

|~~~~~|

| Move to the spot where there'll be a gap when the ceiling falls. |

|-----|  
| Strategy : On Lv1, the cavity is relatively easy to spot. |

| Lv2 - There are more opening in the ceiling and floor, making it harder to |  
| spot where the safe spot is. |

| Lv3 - There are many more openings in the ceiling and floor, making it very |  
| hard to spot where the safe spot is. |

|-----|  
| Tetrispyramid \

|~~~~~|

| Japanese : Sphinx's Riddle | Type : Thinking | D-Pad (L/R) - Select |  
| English : Sphinx Hijinks | Medal : 30 | A - Enter |

|-----|  
| Match! | Locate the piece of building material that completes the pyramid |  
| | structure! |

|~~~~~|  
| Choose the right block that fits into the slot to solve the riddle. |

|-----|  
| Strategy : On Lv1, there are three blocks to choose from. |

| Lv2 - There are four blocks to choose from. |

| Lv3 - There are five blocks to choose from. |

| Trivia : The blocks are based on the blocks from the ultimate puzzle game, |  
| Tetris. The blocks on level 3 are similar in appearance to those from |  
| Capcom's Magical Tetris. |

|-----|  
| Gear Train \

Japanese : Gear | Type : Thinking | D-Pad (L/R) - Turn  
English : Gear Head Fred | Medal : 10 | Sprocket

Save him! | Turn the lower interlocking wheel device to save the humanoid  
| hanging above!

Move the cart left or right so that the gears move in a way that pulls the  
| person up.

Strategy : Once again, thinking hurts >\_< Quickly check how many gears are  
| actually connected to each other. If an even number of gears are connected  
| then move the cart to the right. If there is an odd number of gears, move  
| the cart to the left. Beware of dummy gears that don't actually touch the  
| gear train. Also make sure you only count the gears that connect the main  
| gear to the gear sitting on the cart. On Lv1, there will be 2-3 gears.

Lv2 - The gear train is more complex, and dummy gears are placed to confuse  
| you. Make sure that the gears touch! There will be 4-5 gears.

Lv3 - The gear train is very complex, and there are many dummy gears placed  
| to trick you. There will be 5-9 gears.

#### Superstar Dance Tiger \

Japanese : Dancing Tiger | Type : Command | D-Pad - DANCE!  
English : Getcha Groove On | Medal : 20 |

Remember! | Follow the music coordination unit's instructions and create  
| what is termed a "dance"!

Shake your groove thang by following the instructor's commands.

Strategy : Rhythm games are starting to become a dime a dozen, so to make  
| this game unique, there's... no rhythm involved at all. Just simply  
| remember what directions the instructor showed, then input them when he  
| asks "Please" No timing to worry about at all. On Lv1, there are two  
| commands to input.

Lv2 - There are three commands to enter.

Lv3 - There are four commands to enter.

#### Cue Sesame Street Song \

Japanese : Not Like the Others | Type : Thinking | D-Pad (L/R) - Select  
English : Odd Man Out | Medal : 10 | A - Enter

Decide! | Select the item that is different from the other items! This  
| causes excitement!

Pick which one of the cards has a picture that's not like the others.

Strategy : Pretty simple. The pictures are not animated so the different  
| one will look readily out of place.

| Lv2 - The pictures are now animated, making it more difficult to tell which  
| one is not like the others.

| Lv3 - The pictures are animated AND the cards flip around randomly, hiding  
| the picture and making it very difficult to compare the pictures.

---

| Street Hustler 2 DX \

| Japanese : Where's the Coin? | Type : Observ. | D-Pad (L/R) - Move Cursor |  
| English : The Great Cover-Cup | Medal : 30 | A - Select

---

| Choose! | Watch the upside-down liquid containers. Which ones hides an  
| object?

| Japanese : Where's the Coin? | Type : Observ. | D-Pad (L/R) - Move Cursor |  
| English : The Great Cover-Cup | Medal : 30 | A - Select

| A coin is placed under a cup. Cups are swapped around. Find the coin.

-----  
| Strategy : All you need are good eyes.

| Lv2 - The cups are swapped more often.

| Lv3 - The cups are swapped often, and the swaps are stopped midway through  
| to try and confuse you.

---

| Butterfly Clover Land \

| Japanese : Good-Luck Clover | Type : Observation | D-Pad - Move  
| English : Four Leaf Hover | Medal : 20

---

| Search! | Find the traditional luck-bringing piece of flora and fly to it!

| Japanese : Good-Luck Clover | Type : Observation | D-Pad - Move  
| English : Four Leaf Hover | Medal : 20

| As the Butterfly, touch the four-leaf clover for good luck.

-----  
| Strategy : Good eyes are necessary once again. The four-leaf clover is  
| always one of the moving clovers.

| Lv2 - There are more clovers placed on the screen.

| Lv3 - There are many more clovers on the screen.

---

| The Scales of Tortoise \

| Japanese : Scale | Type : Observation | D-Pad (L/R) - Select  
| English : Tip the Scale | Medal : 25

---

| Heavier? | Which side of the primitive mass detection device is heavier? The  
| left or the right?

| Japanese : Scale | Type : Observation | D-Pad (L/R) - Select  
| English : Tip the Scale | Medal : 25

| Choose which side of the scale is heavier.

-----  
| Strategy : Obviously the side with more/larger turtles/tortoises/whatever  
| weighs more.

| Lv2 - The turtles are of similar sizes, making it harder to distinguish  
| which side actually weighs more.

Lv3 - There are four turtles on each side, and many of them are alike.

Advance Reaction \

Japanese : Advance Reaction | Type : Observation | D-Pad - Enter Selection  
English : The Real McCoy | Medal : 10

Inspect! | Some of these units are fake fun machines. Use your cranium to  
| find the real Game Boy Advance system.

Choose which GBA looks like the one initially shown.

Strategy : You will have to remember the front side of the GBA. Possible  
differences include button and D-Pad placements as well as screen size or  
shape. At times the wrong systems will be upside-down or will have the GBA  
logo in the wrong place. For the most part, just remember what a REAL GBA  
looks like (Hint: it doesn't have X or Y Buttons). HOWEVER, sometimes the  
game will show you a GBA that doesn't look like a real GBA, especially on  
harder levels.

Lv2 - You will have to remember the back side of the GBA.

Lv3 - The differences tend to be a bit more subtle.

Strange Item Opening Throw \

Japanese : Gap | Type : Observation | D-Pad - Select  
English : Identity Crisis | Medal : 30

Watch! | Which item flies through the light source? Select wisely!

Choose which item was seen as it was thrown across the opening.

Strategy : There are different sets of items that may be thrown. These  
include fruits, vegetables, toys, and other crazy items. Some item sets  
are more confusing than others (in particular, the metal plates and hands).

Lv2 - The opening is 2/3 the original size.

Lv3 - The opening is 1/3 the original size.

Thunder Fish \

Japanese : Electric Catfish | Type : Control | D-Pad - Move Electricity  
English : Electric Groove Fish | Medal : 20

Link! | Provide electron activity by connecting the strange life-form to  
| the city!

Maneuver the bolt through the wire maze to light up the city.

Strategy : Remember to push left when you reach the final stretch to make  
sure you light up the city.

| Lv2 - The maze winds more and overlaps. Make sure to change directions  
| only in the clearly distinguishable corners.

| Lv3 - The maze overlaps a lot.

---

| Lots of Tentacles \

| Japanese : Octopi & Squid | Type : Observation | D-Pad (L/R) - Select  
| English : Strength in Numbers | Medal : 25 |

---

| Most wins! | The squid and octopi are in disagreement! Which side has more  
| | militarily enabled units?

| Decide if there are more octopusses or squids.

-----  
| Strategy : Remember that the squid are blue and the octopi are red. Try to  
| use color to quickly see which there are more of.

| Lv2 - There are more squid and octopi.

| Lv3 - There are many more squid and octopi. At times the difference can be  
| as little as one.

| Trivia : A missed opportunity for a cameo by Bloopers :(

---

| I've Got an A in My Eye! \

| Japanese : Key Eye Close | Type : Command | D-Pad - Crush  
| English : Button Masher | Medal : 25 | A - Crush

---

| Press! | Button directional units are moving on my eye. Crush them so that  
| | I may open it!

| Press the buttons shown to smash the keys and clear the eye.

-----  
| Strategy : Random button mashing works ^\_^ As soon as the game starts,  
| wildly hit the buttons as you survey what you need to press. If anything  
| is left, you'll have enough time to press the corresponding button. There  
| are 4 keys on the eye.

| Lv2 - There are 8 keys on the eye.

| Lv3 - There are 12 keys on the eye.

---

| Creepy Eye Alley Cat \

| Japanese : Back Alley Cat | Type : Observation | D-Pad - Move Light  
| English : Catterwall | Medal : 15 | A - Select

---

| Search! | My house-lounging feline unit is lost! Find it for me, please!

| Shine the light on the target cat.

-----

| Strategy : The colors shouldn't be too much of a concern, as you can still  
| discern between them even when you don't have the light on a cat. The  
| cursor automatically centers on a cat if it's close enough to it. On Lvl,  
| there are six cats in the alley.

| Lv2 - There are 8 cats in the alley.

| Lv3 - There are 10 cats in the alley.

---

| Pixelicious \

| Japanese : Mosaic | Type : Observation | D-Pad (L/R) - Select  
| English : Focus-Pocus | Medal : 20 |

---

| Inspect! | Which image was used in the mosaic? Look carefully!

| Observe a pixelated object and decide which of two objects it was.

-----  
| Strategy : Once again, no real strategy- you must rely on your eyes.

| Lv2 - The camera will zoom in as the object is being pixelated, so it's  
| harder to see the outline of the object.

| Lv3 - The object spins as it's being pixelated.

---

| Puzzle Piece Place \

| Japanese : Insertion Puzzle | Type : Observation | D-Pad - Select  
| English : Matchboxes | Medal : 15 | A - Enter

---

| Match! | Match the geometric molecular compositions! Concentrate!

| Choose where the yellow puzzle piece will fit.

-----  
| Strategy : Once again, not much strategy involved (ironic for "thinking"  
| games). If you've ever played Perfection you know what to expect.

| Lv2 - You must insert two puzzle pieces.

| Lv3 - You must place three puzzle pieces. Be quick!

---

| Freaky Jamboree \

| Japanese : Strange Concert | Type : Observation | D-Pad - Enter  
| English : Garage Rock | Medal : 20 |

---

| Listen! | These life-forms are causing vibrations in the air. They want  
| Perform! | you to clone their performance!

| Remember what order the band played in.

-----  
| Strategy : What strategy? Just have a good memory. Two band members will  
| play on Lvl1.

| Lv2 - Three band members will play.

| Lv3 - Four band members will play.

| Quiz Dungeon Quest (Boss) \

| ~~~~~|

| Japanese : Dungeon Question (Boss) | Type : Obs. | D-Pad - Select

| English : Dungeon Dilemma | Medal : 5 | A - Enter

| Outwit! | A cloning experiment went awry. Some of these words are  
| | incorrect. Choose the ones that have been assembled correctly!

| ~~~~~|

| Answer the questions correctly (i.e., make the right decisions) to defeat  
| the monster.

| Strategy : A mysteriously addicting game, I'm personally wondering how well  
| it will translate into English. Basically, the game will ask you what  
| course of action you wish to take. The catch is, the choices given will  
| differ by a single character, and the wrong answers will mean something  
| completely different than the right ones. For example, one possible first  
| question is, "You have a chance to attack. What do you want to do?" The  
| correct answer is "Zutsuki" which means "Headbutt." The incorrect answer,  
| "Zutsusa" is spelled much like Zutsuki, but means nothing. The challenge  
| is to not get confused by the similar answers.

| Lv1 - A Harahetta has appeared!

| Question 1 - Generally a simple question, such as "Chance for attack. What  
| do you wish to do?" Choose the answer that is some form of attack.

| Question 2 - Usually another simple question. The enemy will attack, and  
| you must choose an action that will defend or otherwise evade the attack.

| Question 3 - Now choose magic to attack.

| Question 4 - Press the A Button when the cursor is on the white choice.

| Congratulations! Harahetta defeated!

| Lv2 - An Okawarijyu has appeared! Generally, the same questions will be  
| asked, but now there will be 3 choices for each question. The choices will  
| be longer, so it will take more time to read them.

| Lv3 - A Tabehoudai has appeared! Same questions, 4 long choices.

| Trivia : Harahetta is colloquial Japanese for "I'm hungry." Okawarijyu  
| loosely (ie, crapily) translated, means "Second helping." Tabehoudai means  
| "All you can eat." One presumes the development team was hungry while  
| making this Microgame.

| ~~~~~|

| \ \ \ / / 12. D R . C R Y G O R \ \ \ / / |  
| \ / ----- \ / |  
| \_ \ / \ / \_\_\_\_\_ \ / \ / \_ |

Character : Dr. Crygor  
Genre : Real



Location :

Description:

Microgame Menu:

```
-----  
| 01 | 05 | 09 | 13 | 17 | 21 | B |  
-----  
| 02 | 06 | 10 | 14 | 18 | 22 | O |  
-----  
| 03 | 07 | 11 | 15 | 19 | 23 | S |  
-----  
| 04 | 08 | 12 | 16 | 20 | 24 | S |  
-----
```

#	Game Name	Japanese Name	English Name
01	So Appeeling	Banana	Banana Munch
02	Laser Reflect Mirror	Reflecting Mirror	Mirror Mirror
03	Game Engine Recycle 2	Mini-Car Race	Wrong Way Highway
04	Putty Patrol Pounce	Ninranger 1 Go	Bad Man Bash
05	Berry Drop	Strawberry Cake	Berry Berry Good
06	Cat Nip Nap	Sleep Cat	Cat Nap
07	Clay Protector	Mud Man	Make My Clay
08	Spiny Fish Food	Blowfish	Rough Puff
09	Forbidden Fruit Eat	Apple	Hard Core
10	Music Note Mayhem	Cymbals	Cymbalism
11	Whack-an-Alien	Alien Tongue	Mashin' Martians
12	Watermelon Body Bounce	Watermelon Ball	Body Block
13	Flower Shower	Water Fountain	Funky Fountain
14	Assembly Line	Car Factory	Assembly Line
15	Suteeki Slice	Steak	What's Your Beef?
16	Psychic Spoon	ESP	Spoon Spectacular
17	Crayon Trace Red Star	Crayon	Whoop-De-Doodle
18	El Matador	Bull Fighting	Raging Rhino
19	Varying Vegetables	Vegetable Slots	Veg Out
20	Huh?	Which?	Quickie Quiz
21	Ooh-oo-eeh-aah-apple	Monkey and Apple	Cheeky Monkey
22	Peas on Earth	Peas	Pod Pinch
23	Man's Best Friend	Ote!	Shake!
24	Don't Blow Your Lid Off	Kettle	Kettle Mettle
BOSS	Planet Protector (Boss)	Protect the Earth! (Boss)	Alien Laser Hero

| So A-peeling \  
|

| ~~~~~~  
|

| Japanese : Banana | Type : Rapid Press | A - Eat |

| English : Banana Munch | Medal : 25 | |

| ~~~~~~  
|

| Eat! | Ingest the banana that's floating in the sky. Do this quickly. |

| ~~~~~~  
|

| Peel the banana and eat it. |

| ~~~~~~  
|

| Strategy : Press the button as fast as you can. On Lv1, it takes 5 |

| presses. |

| Lv2 - It takes 6 presses to enjoy the banana goodness.

| Lv3 - It takes 8 presses to partake in banana yumyness.

---

| Laser Reflect Mirror \

| Japanese : Reflecting Mirror | Type : Timing | A - Stop the Mirror

| English : Mirror Mirror | Medal : 10

---

| Reflect! | Position the mirror. Make the light hit the question mark.

| | Simple.

| Stop the mirror(s) in order to reflect the laser onto the ball.

---

| Strategy : Just press the button when the ball turns the color of the  
| laser.

| Lv2 - The Microgame gets much tougher. You must stop the first mirror as  
| well as the second mirror. The tough part is if you miss with the first  
| mirror, you pretty much lose automatically. The mirrors also move  
| incredibly fast, even on lower speeds.

| Lv3 - Similar to Lv2, except the second mirror is half the normal length.

---

| Game Engine Recycle 2 \

| Japanese : Mini-Car Race | Type : Control | D-Pad (L/R) - Move

| English : Wrong Way Highway | Medal : 10

---

| Watch out! | These drivers have sub-average brains. Wrong way, fools. Look  
| | out.

| Avoid the cars as you drive along the highway.

---

| Strategy : Pretty much just like one of the first Microgames. Remember  
| that the arrows signal where a car is going to be and NOT where you should  
| go.

| Lv2 - You must avoid 2 cars.

| Lv3 - You must avoid 3 cars.

| Trivia : Choro Q ;)

---

| Putty Patrol Pounce \

| Japanese : Ninranger 1 Go | Type : Command | D-Pad (L/R/U) - Attack

| English : Bad Man Bash | Medal : 15

---

| Fight! | Eliminate foes with kicks and punches. This requires fast  
| | processing.

| Fight off the mystery men.

-----  
| Strategy : Attack one person. It's pretty easy to know which one to attack  
| since that person will be the only one moving. There's no timing involved.  
| As long as you have your arm/leg extended, you'll attack the person in that  
| direction.

| Lv2 - Attack 2 mystery men.

| Lv3 - Attack 3 mystery men.

---

| Berry Drop \

| ~~~~~

| Japanese : Strawberry Cake | Type : Timing | A - Drop

| English : Berry Berry Good | Medal : 20 |

---

| Drop! | The strawberry goes on top. Drop it off to finish the job.

| ~~~~~

| Drop the strawberry on the moving cake.

-----  
| Strategy : The cake will move horizontally from the right to the left. The  
| cake itself is pretty tall and wide on Lv1, so it's not hard to do succeed.

| Lv2 - Drop the strawberry onto a slice of chocolate, fudgery, yummy layer  
| cake... Mmmm... cake. Err, the cake isn't as wide or as tall, making it  
| harder to time the drop right.

| Lv3 - Drop the strawberry onto... a Ritz cracker? Don't ask... The Ritz  
| cracker is A LOT smaller than the previous two cakes.

---

| Cat Nip Nap \

| ~~~~~

| Japanese : Sleep Cat | Type : Timing | A - Sleep

| English : Cat Nap | Medal : 10 |

---

| Sleep! | The kitty is tired. Push the button when its eyes close. Please  
| attempt to succeed.

| ~~~~~

| Stop the cat's eyelids when they are closed to make it sleep.

-----  
| Strategy : Actually a relatively difficult Microgame, as it's hard to time  
| it right.

| Lv2 - The cat's eyelids will pause for a while before they finally close.

| Lv3 - The cat will blink once quickly before it closes its eyes for real.  
| It also opens its eyes quickly after they close.

---

| Clay Protector \

| ~~~~~

| Japanese : Mud Man | Type : Rapid Press | A - Build Up

| English : Make My Clay | Medal : 25 |

---

| Build Up! | Sensors indicate an alien life-form. Make him grow strong so  
| that he may survive.

| Form a man out of mud to stop the meteorite from crashing on the moon.

| Strategy : You must press the button four times to save the moon.

| Lv2 - You must press the button six times to save the moon.

| Lv3 - You must press the button eight times to save the moon.

### | Spiny Fish Food \

| Japanese : Blowfish | Type : Timing | A - Extend  
| English : Rough Puff | Medal : 15

| Repel! | Thwart the attacking aquatic creature by extending your spines.  
| | Precise timing is needed.

| Blow yourself up just as the fish tries to eat you.

| Strategy : You start off on a side of the screen, giving you plenty of time  
| to react to the other fish when it appears.

| Lv2 - You start off in the middle of the screen, giving you less time to  
| react to the other fish when it appears.

| Lv3 - The fish will stop midway, turn around and leave the screen, then  
| come back at you again.

### | Forbidden Fruit Eat \

| Japanese : Apple | Type : Rapid Press | A - Eat  
| English : Hard Core | Medal : 30

| Eat! | Use your mandibles to eat this apple. I demand you hurry.

| Eat the apple.

| Strategy : It takes four bites to completely eat the forbidden fruit.

| Lv2 - It takes six bites to enjoy the crisp, red apple.

| Lv3 - It takes eight bites to leave paradise forever.

### | Music Note Mayhem \

| Japanese : Cymbals | Type : Timing | A - Catch Symbols  
| English : Cymbalism | Medal : 15

| Catch! | Catch the musical note in the cymbals. Be careful. Do not fail.

| Play the cymbals to destroy the music notes from the little drummer boy.

| Strategy : While there is a set rhythm involved, listening to the music  
| doesn't actually help. Just get used to the rhythm of the notes. On Lv1,

| you need only to destroy one note.

| Lv2 - You must smash three notes.

| Lv3 - You must bash four notes.

---

| Whack-an-Alien \

| Japanese : Alien Tongue | Type : Command | D-Pad - Smash

| English : Mashin' Martians | Medal : 15

---

| Smash X! | Aliens are coming. Aliens are coming. Smash them. Smash them.  
| | Oh, the terror.

| Traditional "Whack-a-Mole" except with... aliens.

-----  
| Strategy : Yawn. Kind of a boring game. There's an indicator at the top  
| left of the screen that shows how many aliens you have left to hit. Also,  
| only one alien pops up at a time. On Lv1, you must whack two aliens.

| Lv2 - You must whack three aliens.

| Lv3 - You must whack four aliens.

---

| Watermelon Body Bounce \

| Japanese : Watermelon Ball | Type : Control | D-Pad (L/R) - Move

| English : Body Block | Medal : 15

---

| Bounce! | Impede the watermelon's progress with your body. Attempt not to  
| | fail completely.

| In this very strange twist of Breakout, you must keep the watermelon from  
| dropping off the screen by bouncing it off your body. No, I'm not kidding.

-----  
| Strategy : The person paddle you get on Lv1 is pretty tall, which means  
| he covers a pretty good area. Remember that your hands, although thin, are  
| also capable of bouncing the watermelon.

| Lv2 - The person paddle is shorter.

| Lv3 - The person paddle is a school girl who is very short.

| Trivia : A tribute to classic ball bouncing games of years past, such as  
| Breakout and Arkanoid (Taito, 1986).

| For fun, try bouncing the watermelon on different body parts to see  
| different reactions.

---

| Flower Shower \

| Japanese : Water Fountain | Type : Timing | A - Spray

| English : Funky Fountain | Medal : 25

---

| Spray! | Aim the fountain. Spray the object. Sploosh.

| ~~~~~ |

| Shoot the flower with water to umm... make it spin. |

| ----- |  
| Strategy : The water sprays out in a wide arc, so you don't have to have |  
| exact timing. |

| Lv2 - The arc of the water spray is not too large. |

| Lv3 - The water sprays out straight up. |

| \_\_\_\_\_ |  
| Assembly Line \ |

| ~~~~~ |

| Japanese : Car Factory | Type : Control | D-Pad (L/R) - Move |

| English : Assembly Line | Medal : 20 |

| ----- |  
| Assemble! | Assemble the car parts. Use your fingers and your brain to do |  
| | this. |

| ~~~~~ |

| Position the car so it falls correctly onto the wheels. |

| ----- |  
| Strategy : The openings for the wheels are fairly large, so you don't have |  
| to be too accurate. In fact, you only really have to worry about the rear |  
| (in this case, right) wheel. You also get a LITTLE leeway- even if you're |  
| not exact with your alignment, the car may automatically slide into place. |

| Lv2 - The openings for the wheels are smaller, making it more likely that |  
| the car will land incorrectly. |

| Lv3 - The openings for the wheels are pretty much exactly the size of the |  
| wheels, so you will have to be accurate. |

| Trivia : Another English Microgame that coincidentally matches the one I |  
| created. Yoshi348 mentions, "The Level 3 van has a Nintendo logo. Wheee! |  
| More pointlessness!" |

| \_\_\_\_\_ |  
| Suteeki Slice \ |

| ~~~~~ |

| Japanese : Steak | Type : Rapid Press | D-Pad (L/R) - Cut |

| English : What's Your Beef? | Medal : 25 |

| ----- |  
| Cut! | Move the knife to cut the steak. Mmm. Meat is good. |

| ~~~~~ |

| Slice through that thick, juicy steak by rapidly pushing left, then right. |

| ----- |  
| Strategy : Mmm... steak. A bit different than previous games of the same |  
| type. One strategy is just to rapidly press left and right. Another one |  
| is to perform long, sustained strokes and, umm.. please get your mind out |  
| of the gutter. |

| Lv2 - The steak is much thicker, so you will have to slice more. |

| Lv3 - The steak is massive. I swear it must be Elephant steak. |

| \_\_\_\_\_ |  
| Psychic Spoon \ |

| Japanese : ESP | Type : Rapid Press | D-Pad (U/D) - Bend

| English : Spoon Spectacular | Medal : 20

| Bend! | It is merely mind over matter. Use the power in your fingers to bend the spoon. Academic.

| Use your amazing mind powers to will the spoon to bend and/or break.

| Strategy : It will take six presses to bend the spoon.

| Lv2 - It will take eight button presses to bend the spoon.

| Lv3 - It takes eleven presses to break the spoon with your powerful mind.

| Crayon Trace Red Star \

| Japanese : Crayon | Type : Control | D-Pad - Move

| English : Whoop-De-Doodle | Medal : 20

| Connect! | It is time to draw. Draw a line to the star with the crayon. Do this with all speed.

| Move the crayon to the red star.

| Strategy : On Lv1, the star will always be straight up, down, left, or right from where the crayon is.

| Lv2 - The red star will be the same distance away from the crayon as on Lv1 but it will be at a diagonal.

| Lv3 - Similar to Lv2, but the star will be a greater distance away.

| El Matador \

| Japanese : Bull Fighting | Type : Timing | A - Wave the Cape

| English : Raging Rhino | Medal : 15

| Taunt! | Wave the red cape in front of the rhino. Do not get hit. That would hurt. A lot.

| Fight the bul.. err, rhino...

| Strategy : This game can be difficult since there's no actual way to know when you're safe. Generally, if the rhino hits about where your legs are, you lose.

| Lv2 - Evade the rhino twice. After the first time, the rhino will turn around and charge at you again.

| Lv3 - Evade the rhino twice. This time, the rhino takes less time to turn around.

| Varying Vegetables \

| Japanese : Vegetable Slots | Type : Timing | A - Stop

| English : Veg Out | Medal : 10

| Vegetable! | Match the correct vegetable halves. You heard me. Match them  
| now.

| Stop the slots to form the indicated vegetable.

| Strategy : On Lv1, there are four possible vegetables on the slots.

| Lv2 - There are five possible vegetables on the slots.

| Lv3 - There are six possible vegetables on the slots.

| Huh? \

| Japanese : Which? | Type : Observation | D-Pad - Select

| English : Quickie Quiz | Medal : 25

| Pick a X | Hey, you! Answer the question correctly! There's only one  
| Not a X | correct answer!

| Answer the question that appears on the screen.

| Strategy : On Lv1, there are two possible choices. There are many possible  
| questions, such as: "Which is the hand?" "Which is a cat?" "Which one is  
| not an animal?" "Which one is a tail?" There are many more possible  
| questions. It gets very hard to read the questions on higher speeds.

| Lv2 - There are four possible choices.

| Lv3 - There are four possible choices, but the questions are longer.

| Ooh-ooh-eeh-aah-apple \

| Japanese : Monkey and Apple | Type : Control | D-Pad (L/R) - Move

| English : Cheeky Monkey | Medal : 15

| Catch! | Use the basket to catch the apples the monkey is throwing. This  
| game is simple.

| Use the basket to catch the apples that the monkey tosses.

| Strategy : On Lv1, the monkey tosses two apples. One thing to remember  
| is that you don't actually have to have the basket under the entire apple  
| to catch it. As long as part of the basket touches the apple, it counts.

| Lv2 - The monkey tosses three apples.

| Lv3 - The monkey tosses four apples.

| Peas on Earth \



Japanese : Peas	Type : Timing	A - Pinch
English : Pod Pinch	Medal : 20	

---

Pinch X! | Pinch the pea from the pod. Watch it fly. Oh, how exciting it will be.

Press the button when the fingers are over the peas to squeeze them out.

---

Strategy : On Lv1, you only need to squeeze out one pea. Be careful- if you don't squeeze around the middle of the bulges, the pea won't entirely get out. Luckily, you can still try to get the other ones.

Lv2 - You must eject two peas.

Lv3 - You must get all three peas out. This means there's no room for error!

Man's Best Friend \

Japanese : Ote!	Type : Timing	A - Shake
English : Shake!	Medal : 20	

---

Shake! | It's a dog. Shake. Shake. Good dog.

Press A to give Lassie your hands.

---

Strategy : On Lv1, you only have to give one hand. Note that you don't have to take the dog's whole paw. Catch at least part of it and it will count.

Lv2 - You must give the dog two hands.

Lv3 - You must give the dog two hands, but this time your hands move in addition to the dog's hands.

Don't Blow Your Lid \

Japanese : Kettle	Type : Timing	A - Cut the Heat
English : Kettle Mettle	Medal : 15	

---

Cut Heat! | The burner is hot. Push the switch to reduce the heat. Hot things cause pain.

Switch off the gas to prevent the kettle from blowing its lid. In other words, stop the meter when it's in the green area.

---

Strategy : On Lv1, the green area is six bars long.

Lv2 - The green area is four bars long.

Lv3 - The green area is two bars long.

Planet Protector! (Boss) \

```

| Japanese : Protect the Earth! (Boss) | Type : Control | D-Pad (U/D) - Move |
| English : Alien Laser Hero | Medal : 5 | Laser |
|-----|
| Defend! | An alien invasion is in progress. Oh, no. Track them with the |
| | laser emitted from your eyes and protect Earth. |
|-----|
| Use your Eye Lasers to destroy the falling debris that threatens the safety |
| of the Earth. Destroy the alien invader! |
|-----|
| Strategy : The alien vase attacks in different phases. First, it will send |
| out 3 rocks that fall straight down, one at a time. These don't take too |
| long to destroy with the laser. Next, it will send out another 3 |
| odd-shaped rocks that fall, then pause for a moment in mid-air, one at a |
| time. Next are 3 cheese-shaped rocks that sway left and right as they |
| fall. Then 3 small rocks are sent out that fall slowly, yet are hard to |
| hit with your thin laser. Finally, the vase itself comes out to attack. |
| It will send out the large rocks periodically- these should be your |
| priority. When there is nothing else on the screen, aim your laser towards |
| the vase. |
|-----|
| Lv2 - Sends out 3 large rocks, 4 odd-shaped rocks, 4 cheese-shaped rocks, |
| and then 5 small rocks. When the vase attacks you, it will send out |
| odd-shaped rocks and cheese-shaped rocks, and also takes a lot longer to |
| kill. |
|-----|
| Lv3 - Send out 3 large rocks and 2 odd-shaped rocks first. Next are 3 odd- |
| shaped rocks and 2 cheese rocks. Next are 3 cheese rocks and 2 small rocks |
| followed by 2 small rocks, 1 large rock, 1 cheese rock and 1 odd-shaped |
| rock. When the vase attacks... just give up ^_^ It now sends out whatever |
| it wants, and does so frequently. |
|-----|

```

```

\__\ /\ /_____ \ /\ /__\
| \ \/\ / / 13. K A T & A N A \ \/\ / / |
| \ / | ----- \ / |
|__\ /\ /_____ \ /\ /__\

```

Character : Kat & Ana  
Genre : Living Things  
Location :

Description:

Microgame Menu:

```

-----
| 01 | 05 | 09 | 13 | 17 | 21 | B |
|----|----|----|----|----|----| |
| 02 | 06 | 10 | 14 | 18 | 22 | O |
|----|----|----|----|----|----| |
| 03 | 07 | 11 | 15 | 19 | 23 | S |
|----|----|----|----|----|----| |
| 04 | 08 | 12 | 16 | 20 | 24 | S |

```

#	Game Name	Japanese Name	English Name
01	Whack-a-GBA	Mouse Assault	Hare Scare
02	Turtle Eat!	Turtle Eat	Munch a Bunch
03	Chameleon HHLESG!	Chameleon	Lickety-Split
04	Botany Extreme	Blooming Flower	Flower Shower
05	Mole Mug	Tuber Mole	Go Fer the Tater
06	Wario Snap	Shutter Chance	Picture Perfect
07	Goma-Chan's Big Quest	Goma-Chan's Great Adventure	Leafy Greens
08	Beak	Beak	Crane Game
09	Harvest Goon	Harvest	Veggie Might
10	Bowl of Rat	Mouse Catch	Mouse Trap
11	See-Saw Device	See-Saw	Coconut Catapult
12	Mosquito	Mosquito	Bug Bite
13	Frisbee	Dog Jump	Disc O'Dog
14	Furuutsu Surotsu	Fruits	Fruit Fall
15	Penguin's First Steps	Penguin	Penguin Shuffle
16	Wood... Pecker	Woodpecker	Two Birds, Big Rocks
17	Frog Prince Turn Ball	Frog Ball	Hoppin' Mad
18	Earthworm Tim	Earthworm	Worm Squirm
19	Keep Kitty Dry!	Rain Cat	Kitty Cover
20	Crane Machine	Animal Catcher	The Claw
21	Monkey Climber	Monkey Banana	Spunky Monkey
22	Protect The Egg!	Earthquake and Egg	Crack Down
23	Paula Terry	Scoundrel	Raaaarrrrggghh
24	Mammity Crossing	Whale Crossing	Blow Hole Bridge
BOSS	Cloud Hopping (Boss)	Frog Jump (Boss)	The Frog Flap

Whack-a-GBA \

~~~~~

|                          |                |               |
|--------------------------|----------------|---------------|
| Japanese : Mouse Assault | Type : Command | D-Pad - Pound |
| English : Hare Scare     | Medal : 10     | A - Pound     |

Pound! | Rabbits are fleeing this Game Boy Advance! Keep them inside!

~~~~~

Whack the moles by hitting the buttons corresponding to the on-screen GBA.

-----

Strategy : This is totally reaction-based, and easily one of the hardest of all the Petit Games... Sorry ^\_^ The toughest part is when more than one rodent appears on the D-Pad, since you're only able to press one direction at a time.

Lv2 - Whack two moles before the time runs out.

Lv3 - Whack three mole.. Actually, just give up now, and fall over crying.

Turtle Eat! \

~~~~~

|                         |                    |           |
|-------------------------|--------------------|-----------|
| Japanese : Turtle Eat   | Type : Rapid-Press | A - Chomp |
| English : Munch a Bunch | Medal : 20         |           |

Chomp! | You're a hungry monster! Eat as much as you can, as fast as you can!

| Tap the A button to help Turtle eat the shapes.

| Tap the A button to help Turtle eat the shapes.

| Strategy : Straightforward button-bashing - just press the A button six times before the timer runs out. On Lv1, Turtle has to eat 6 shapes.

| Lv2 - Turtle has to eat 9 shapes.

| Lv3 - Turtle has to eat 12 shapes.

| Trivia : The game bares a close resemblance to Vib Ribbon (Sony, 199?).

| Chameleon Heart Love Eat Shine Get! \

| Japanese : Chameleon | Type : Timing | A - Lick

| English : Lickety-Split | Medal : 15

| Lick! | Help the loving lizard catch the hearts as they pass by!

| Using careful timing, help Chameleon snatch the heart out of the air.

| Strategy : Chameleon uses his tongue to snatch the heart, so as they spin around, line them up with Chameleon's line of sight, and press A as soon as the heart is in line with his vision.

| Lv2 - Chameleon has to eat 2 heart shapes.

| Lv3 - Chameleon has to eat 3 heart shapes.

| Botany Extreme \

| Japanese : Blooming Flower | Type : Control | D-Pad - Move

| English : Flower Shower | Medal : 20

| Water! | Grow beautiful flowers by watering them! They need your help!

| Move the gardener around the yard, watering the pot-plant.

| Strategy : The gardener moves in 8 directions, so diagonal movements are quicker. Make sure you don't get TOO close to the pot-plants, though, since the watering pail only works from a distance.

| Lv2 - The pot-plant runs away.

| Lv3 - There are 2 pot-plants, both running away.

| Mole Mug \

| Japanese : Tuber Mole | Type : Control | D-Pad - Burrow

| English : Go Fer the Tater | Medal : 15

| Burrow! | Help the gopher get to the potato, but avoid the rocks!

| Help Mole dig towards the red seed, but be careful not to hit any rocks.

-----  
| Strategy : There isn't much time as it is, so don't worry about figuring  
| out the quickest route beforehand - just head in the general direction of  
| the seed and navigate around any rocks you happen to come accross.  
|  
| Lv2 - The seed is placed further away, with more rocks in the way.  
|  
| Lv3 - The seed is placed on the far left of the screen, with even more  
| rocks to navigate around.  
|  
| Trivia : Very similar to the cult-classic GB game, Mole Mania (Nintendo, ?)  
|

---

| Wario Snap \

| ~~~~~

| Japanese : Shutter Chance | Type : Reaction | A - Shoot  
| English : Picture Perfect | Medal : 10 |

---

| Shoot! | Snap a photo of the passing object. Remember to center the object!  
| ~~~~~

| Take a clean picture of your subject, with its entire body in the frame.  
|

-----  
| Strategy : On the easiest level, this is more about waiting until the  
| subject (a wombat) is inside the frame before taking the picture. On later  
| levels, however, the subjects move so quickly that the best bet is to just  
| press the button as soon as you see them. If you try and wait until they  
| get into the frame, they'll probably be gone before the shutter clicks.  
|

| Lv2 - A bird dives in from the top-right of the picture at great speed.  
|

| Lv3 - A concorde plane flies in from the botton-right, slightly slower  
| than the bird. Note that the plane is quite large.  
|

---

| Goma-Chan's Great Adventure \

| ~~~~~

| Japanese : Great Adventure | Type : Control | D-Pad (L/R) - Move  
| English : Leafy Greens | Medal : 20 | A - Jump

---

| Eat! | Goma the snail needs to eat leafy greens to grow big! Help it grow!  
| ~~~~~

| Use your platform skillz to help Goma-Chan grab the magical leaf to help  
| her become Super Goma-Chan!  
|

-----  
| Strategy : The levels are randomly chosen from 3 pre-generated ones (each  
| level has a set of 3). Memorize the levels so you'll know what to expect.  
| Don't let Goma-Chan down! Remember that the platform disappears  
| as soon as you touch it.  
|

| Lv2 - Randomly generated. Generally it will involve having to jump because  
| the platforms are separated.  
|

| Lv3 - Randomly generated. Again, there will be jumping involved, and the  
| platforms will be separated and/or be at different heights.  
|

| Trivia : Shdw does not get the Goma-Chan reference.  
|

| Beak \

| Japanese : Beak | Type : Timing | A - Catch

| English : Crane Game | Medal : 15

| Catch! | Pluck the fish from the water so the nice bird can eat!

| Help the pelican catch his fish.

| Strategy : If you aren't good at timing by now... ^^ . Just press A when the head of the fish passes under the beak. If you miss, you won't get a second chance.

| Lv2 - The fish bobs up and down in the water, while moving left to right.

| Lv3 - The fish moves in a zig-zag pattern.

| Harvest Goon \

| Japanese : Harvest | Type : Reaction | D-Pad (L/R) - Move

| English : Veggie Might | Medal : 15 | A - Pick

| Pick! | Pick the veggies when the sprouts appear! Who knows what will show up?

| Using quick reactions, pull the crops out of the ground as soon as they sprout.

| Strategy : Stay in the centre, and if necessary, move left or right to get to the crops as they sprout. If there aren't any crops, move back to the centre since the crops never sprout in the same place twice in a row.

| Lv2 - You must successfully pluck 2 plants out of the ground.

| Lv3 - You must successfully pluck 3 plants out of the ground.

| Trivia : One could easily make a case for Doki-Doki Panic (aka Super Mario Bros. 2), but it could easily be mistaken for a G&W game too.

| Bowl of Rat \

| Japanese : Mouse Catch | Type : Timing | A - Drop Trap

| English : Mouse Trap | Medal : 15

| Catch! | Drop the trap from above and catch the mouse!

| As the mouse scurries across the screen, drop the bowl over it in order to trap it.

| Strategy : Don't hesitate, as the mouse will only run under the bowl twice before the time runs out. Ideally, try and trap it on the 2nd run, so that you have time to get used to the pace.

| Lv2 - The bowl is 1/3 smaller.

| Lv3 - The bowl is 2/3 its original size.

---

| The Elaborate See-Saw Device \

| ~~~~~|

| Japanese : See-Saw | Type : Timing | A - Drop  
| English : Coconut Catapult | Medal : 15 |

---

| Drop! | Help the animal grab a coconut! Drop the rocks into the bowl and  
| | catapult into the tree!

| ~~~~~|

| Drop the rock onto the see-saw as part of an elaborate plan.

-----  
| Strategy : Although there's a lot going on, all you need to concentrate on  
| is the bird hovering over the right hand side of the screen. The goal is  
| to drop the rock onto the plate below in order for the mouse to reach the..  
| coconuts.

| Lv2 - The bird bobs up and down as he flies.

| Lv3 - The bird violently swings up and down as he flies.

---

| Mosquito \

| ~~~~~|

| Japanese : Mosquito | Type : Timing | A - Drop  
| English : Bug Bite | Medal : 15 |

---

| Bite! | Avoid the repellent and feed that hungry mosquito!

| ~~~~~|

| Using careful timing, dive down to bite the baby without being caught by  
| the clouds of insect repellent.

-----  
| Strategy : Another confusing screen with a lot going on. What you need to  
| concentrate on is the mosquito on the right of the screen and the clouds  
| moving across the screen. When the clouds part, and a path opens up, press  
| A to drop straight down. The clouds keep moving as you dive, so be  
| careful.

| Lv2 - There are two rows of repellent.

| Lv3 - There are three rows of repellent.

| Trivia : It can't possibly be healthy for a baby to breath in so much smoke

---

| Frisbee \

| ~~~~~|

| Japanese : Dog Jump | Type : Timing | A - Jump  
| English : Disc O'Dog | Medal : 15 |

---

| Catch! | Make the dog jump to catch the flying frisbee! Awww, he wants to  
| | play!

| ~~~~~|

| Help the dog catch the frisbee.

-----  
| Strategy : One of the harder timing challenges. The best time to jump is

| when the left edge of the frisbee completely clears the left-most patch  
| of grass.  
|  
| Lv2 - The frisbee dives down from the top-left of the screen.  
|  
| Lv3 - The frisbee shoots up from the bottom-left of the screen.  
|  
| Trivia : Windjammers Technically Frisbee is a trademarked name, so all  
| other companies must call them "Flying Discs" or something other than  
| Frisbee.  
|

---

| Furuutsu Surotsu \  
| ~~~~~  
| Japanese : Fruits | Type : Reaction | D-Pad (L/R) - Move  
| English : Fruit Fall | Medal : 20 |

---

| Catch! | Catch the falling fruit in your basket. Be careful, 'cause it's  
| | not always fruit!  
| ~~~~~  
| Moving between the columns of descending objects, catch the fruit, and not  
| the...er... yeah.. Fruits Get!!!

---

| Strategy : It's usually OK to stay in the middle column. Just watch the  
| falling objects, and quickly decide whether you need to move, and if so,  
| in which direction.  
|  
| Lv2 - No noticeable difference...  
|  
| Lv3 - Only one of the columns contains fruit.  
|  
| Trivia : Nintendo of America removed the umm... yeah.... from the game and  
| replaced it with a diamond. Interestingly enough, they didn't change the  
| err... thing.... in the Wario's Adventure Boss Microgame!  
|

---

| Penguin's First Steps \  
| ~~~~~  
| Japanese : Penguin | Type : Control | D-Pad (L/R) - March  
| English : Penguin Shuffle | Medal : 15 |

---

| March! | The baby penguin wants to march in time with everyone else! Help  
| | him out!  
| ~~~~~  
| Help Penguin take his first steps, without bumping into any of his elders.

---

| Strategy : The other penguins are all sadistic bastards, who try their  
| best to make you slip up. When you see them start to walk forwards, don't  
| make a move until the penguin behind you starts getting REALLY close. If  
| you move too soon, you'll bump into the penguin in front of you.  
|  
| Lv2 - The penguins will pause after taking a step.  
|  
| Lv3 - The elder penguins step forward, and then turn around, and walk the  
| other way.  
|



| Wood... Pecker \

|  
|

| Japanese : Woodpecker | Type : Timing | A - Strike |  
| English : Two Birds, Big Rocks | Medal : 15 |

| Clear! | The baby chick is waiting! Knock the wood from the stones to clear |  
| | the way! |

|  
|

| Make sure Woodpecker dives through the block of wood, not the solid rocks. |

-----  
| Strategy : Another elaborate setup, for a very simple game. Concentrate on |  
| the woodpecker on the right of the screen, and press A when as he lines up |  
| with the brown wooden block. |

| Lv2 - There are 3 concrete blocks in addition to a smaller wooden block. |

| Lv3 - There are 4 concrete blocks in addition to a much smaller wooden |  
| block. |

| Frog Prince Turn Ball \

|  
|

| Japanese : Frog Ball | Type : Control | D-Pad (L/R) - Move Left/Right |  
| English : Hoppin' Mad | Medal : 10 | A - Move Forward |

| Return! | Pay attention and try to catch the ball! If you hit stones or |  
| | walls, you'll bounce off! |

|  
|

| Help the Frog get the ball in order to revert back to a Prince... What |  
| fairytales were they reading? |

-----  
| Strategy : In theory, the idea is to line up the frog's line of sight with |  
| your target (the ball), and then press A to swim towards it, in a straight |  
| line. In practice, it's easier to tap A, and then use L/R to correct the |  
| frog's direction as he's swimming. |

| Lv2 - A rock is placed between Frog and the ball. |

| Lv3 - 2 rocks are placed between Frog and the ball. |

| Earthworm Tim \

|  
|

| Japanese : Earthworm | Type : Control | D-Pad - Move |  
| English : Worm Squirm | Medal : 20 |

| Squirm! | Help get the worm into the water! Wiggle to see yourself, then |  
| | squirm for it! |

|  
|

| Distinguish Tim from his Earthworm friends, and guide him towards the body |  
| of water. |

-----  
| Strategy : The real challenge is finding out which Earthworm is actually |  
| the one under your control, so from the get-go, move in a direction, then |  
| scan the screen to pick out which Earthworm is actually moving around... |  
| This is Tim :) |

| Lv2 - Tim has twice as many Earthworm friends. |

Lv3 - Tim has three times as many Earthworm friends.

Keep Kitty Dry! \

Japanese : Rain Cat | Type : Control | D-Pad (L/R) - Move  
English : Kitty Cover | Medal : 15 | Umbrella

Cover! | The kitty doesn't want to get wet! Keep the umbrella over the  
| poor, lost, little thing!

Keep the umbrella directly above Kitty's head so she doesn't get wet :)

Strategy : Try to make sure the centre of the umbrella is always aligned  
| with the back of Kitty's head. When Kitty moves, gently tap the D-Pad so  
| that you aren't in any danger of moving too far (Kitty likes to turn around  
| and walk backwards).

Lv2 - The umbrella is much smaller.

Lv3 - The umbrella is placed at an angle, making it harder to judge when  
| to move the umbrella.

Crane Machine \

Japanese : Animal Catcher | Type : Timing | A - Pickup  
English : The Claw | Medal : 15 |

Pick up! | Lower the crane and pick up the stuffed animal! Aren't they  
| cute?

When the claw is aligned with the cuddly toy, press A to grab it.

Strategy : The animals vary in length, so make sure the edges of the crane  
| are aligned with the edges of the animal before dropping the claw. You  
| only have ONE chance to grab the animal.

Lv2 - The animal is a umm... something... that is wider.

Lv3 - The toy is an elephant with a huge head.

Trivia : A tribute to those extremely annoying crane games that Shdw has  
| spent way too much money on and yet has never won anything. The soft  
| cuddly animal prizes are actually Mona's pets- a bunny, a bear, and an  
| elephant.

Monkey Climber \

Japanese : Monkey Banana | Type : Rapid-Press | A - Jump!  
English : Spunky Monkey | Medal : 15 |

Jump! | Use the trees to jump higher. Grab bananas, little monkey!

Help Monkey get Banana, by jumping between the trees.

-----  
| Strategy : Timing isn't a factor - just hammer the A button. Timing your  
| presses makes the game easier, however, since the timing doesn't change  
| much as speed increases.

| Lv2 - The trees are farther apart.

| Lv3 - The trees are very far from each other.  
-----

-----  
| Protect The Egg! \

| Japanese : Earthquake and Egg | Type : Reaction | A - Jump  
| English : Crack Down | Medal : 10 |

| Jump! | Your egg is fragile! Jump over the trembling ground to keep your  
| | egg from breaking!

| Protect the egg by making sure you aren't on the ground when the earthquake  
| hits.

-----  
| Strategy : The earthquake is caused by the giant in the background striking  
| the ground with a hammer. One tactic is to press A when you expect the  
| hammer to hit. Another is to hit A repeatedly, since you'll probably be in  
| mid-air when the hammer hits.

| Lv2 - The giant always strikes IMMEDIATELY.

| Lv3 - The giant hesitates before striking.  
-----

-----  
| Paula Terry \

| Japanese : Scoundrel | Type : Control | D-Pad - Move  
| English : Raaaarrrrggghh | Medal : 10 |

| Scare 'em! | The monster's had it with humans! Help him scare everyone off  
| | of the screen!

| Help Paula Terry scare off the innocent people, by moving towards their  
| general direction.

-----  
| Strategy : As you move towards the people, they run away off the screen.  
| The aim is to scare them all off, without getting too close (in which case  
| they run behind you). There's no proven tactic to this, but moving around  
| the edges seems to work pretty well. Whatever you do, don't move straight  
| towards them, as this splits the group into half, and makes them harder to  
| herd towards the edges.

| Lv2 - There are twice as many people on screen.

| Lv3 - The people are split into two separate groups.  
-----

-----  
| Mammy Crossing \

| Japanese : Whale Crossing | Type : Reaction | D-Pad (L/R) - Move

| English : Blow Hole Bridge | Medal : 10 |

| Finish! | You need to find land! Cross the whales while avoiding their  
| | spouts!

| ~~~~~|

| Help Shaggy cross to the island without being hit by the jets of water.

| Strategy : Before each whale spurts water, it will change to a purple  
| colour to give you warning. The best strategy is to tip-toe along towards  
| the jets of water, and dash past towards the next jet as soon the water  
| stops. On the easiest level, you can hold left from the start to make it  
| across the entire screen in one go, but on harder levels, the pattern of  
| water jets makes this impossible. Only the final whale spurts water.

| Lv2 - The last two whales spurt water.

| Lv3 - The whale you start on spurts water IMMEDIATELY, so don't move until  
| he's stopped. All three whales spurt water.

| Trivia : Bishi Bashi

| Cloud Hopping (Boss) \

| ~~~~~|

| Japanese : Frog Jump (Boss) | Type : Control | D-Pad (L/R) - Move

| English : The Frog Flap | Medal : 5 |

| Jump! | Help my friend get back to its hot tub! Jump on clouds, but watch  
| | it: after you jump on a cloud, it disappears!

| ~~~~~|

| Help Frog reach that great puddle of water in the sky by jumping across  
| the clouds.

| Strategy : There are different types of clouds to be found. White clouds  
| can be stationary, or they can move up and down or left and right.  
| Although it's possible, don't be tempted to skip clouds. Instead, take it  
| slowly to make sure you can actually make a jump. The goal is a pool of  
| water, so make sure you land in it. Also remember that clouds disappear  
| as soon as you jump off them.

| Lv2 - Clouds tend to be smaller and move more. New on this level are red  
| and blue "clouds." Landing on a red cloud instantly increases your jumping  
| speed, while landing on a blue cloud decreases it. Suffice it to say, if  
| at all possible, try not to land on red clouds. Other than those  
| differences, the pool of water at the end is also smaller.

| Lv3 - Red and blue clouds are more abundant, especially the red ones.  
| There are generally more red clouds than blue ones, so you'll have to get  
| used to the increased speed. The normal white clouds tend to be very small  
| and mobile. The pool at the end is very small.

| Trivia : This Microgame uses the same sprite from the Frog Ball Microgame.

```

\__\ /\ /_____ \ /\ /__|
| \  /\ / /               14. J I M M Y   ( R E D )           \  /\ / /|
| \      / -----                \  / |
|__\ /\ /_____ \ /\ /__|

```

Character: : Jimmy (Red)  
Genre : Remix No. 2  
Location : Clug Sugar

Description : This mix includes jams by Orbulon, Dr. Crygor, and Kat. Practice up on the game grid if you need to! (Get over 25 and get the hookup!)

```

\__\ /\ /_____ \ /\ /__|
| \  /\ / /               15. W A R I O           \  /\ / /|
| \      / -----                \  / |
|__\ /\ /_____ \ /\ /__|

```

Character : Wario  
Genre : Anything Goes  
Location : WarioWare, Inc.

Description:

Trivia: Chris Harback notes "In the second Wario stage, the laptop screen is quite similar to that of the Sony Vaio-- in fact the 'Wario' logo seems almost TOO similar."

Microgame Menu:

```

-----
| 01 | 05 | 09 | 13 | 17 | 21 | B |
-----|  |
| 02 | 06 | 10 | 14 | 18 | 22 | O |
-----|  |
| 03 | 07 | 11 | 15 | 19 | 23 | S |
-----|  |
| 04 | 08 | 12 | 16 | 20 | 24 | S |
-----

```

| #  | Game Name         | Japanese Name  | English Name        |
|----|-------------------|----------------|---------------------|
| 01 | Wario Bros        | Wario Brothers | Wario Bros.         |
| 02 | Gluttony... MAX!  | Hot Dog        | Hot Dog Hog         |
| 03 | Watile Smash      | Tile Divide    | Shingle Smasher     |
| 04 | Wario Car         | Wario Car      | Produce Pandemonium |
| 05 | Eye Drops 2       | Eye Drops?     | Laser Vision        |
| 06 | Fish Flag         | Carp Banner    | Wario Windsock      |
| 07 | Thieving Scoundre | Tree Shake     | High Treason        |
| 08 | Jan-Ken-Po        | Jan-Ken-Po     | Rock Paper Scissors |
| 09 | Wapinball         | Wario Pinball  | Wario Pinball       |

|      |                          |                          |                 |
|------|--------------------------|--------------------------|-----------------|
| 10   | Waclay Face              | Face-Making              | Mix & Match     |
| 11   | The Great Wario Cover-Up | Concealed Belly          | Down & Outie    |
| 12   | Thumb War                | Thumb Wrestling          | Thumb Wrestling |
| 13   | Floatation Device Dive   | Float                    | Float Your Boat |
| 14   | Vermin                   | Mole Assault             | Vermin          |
| 15   | Pomme Pomme Power        | Apple                    | Apple Shrapnel  |
| 16   | Wexcitebike              | Wariobike                | Unexcite Bike   |
| 17   | Gluttony... EXTREME!     | Wario's Cake             | Hasty Pastry    |
| 18   | Identikit Wario          | Montage                  | Wario Facial    |
| 19   | Wario Land               | Mini-Wario               | Grow Wario Grow |
| 20   | Escape!                  | Escape                   | Loot Scoot      |
| 21   | Dog Fight                | Dog Fight                | Airpain         |
| 22   | Animated Knife Hault     | Drawn Sword Stop         | Wario Kendo     |
| 23   | Wabeetle                 | Wario Beetle             | Bug Birdie      |
| 24   | Parasol Get!             | Parasol                  | Sinking Feeling |
| BOSS | Wario's Adventure (Boss) | Wario's Adventure (Boss) | Wario's Adv.    |

Wario Bros \

~~~~~

Japanese : Wario Brothers | Type : Control | D-Pad (L/R) - Move  
English : Wario Bros. | Medal : 10 | A - Jump

Collect! | Help me get the coing! Try bumping the floor with my head to get  
| it! Ouch! My melon!

~~~~~

Help Wario grab the coin before Mario does.

-----  
Strategy : On Lv1, you don't need to do any more than moving to the centre  
of the screen, and waiting for the coin to fall down onto Wario. On higher  
levels, Mario tries his best to thwart your 'coin get' party, meaning  
you'll have to chase after the coin, and make sure you grab it before he  
does. Also, like Wario says, you can hit the floor from below when the  
coin is above you to get it. When Mario appears, you can jump on him to  
stall him.

Lv2 - Mario appears, and tries to get the coin before you.

Lv3 - Mario will actively try to stop you getting the coin by all means  
necessary, including jumping in front of you, to stop you catching it.

Trivia : Wario's clever take on Mario Bros. (Nintendo, ) Note that you can  
even jump on Mario to stop him.

Gluttony... MAX! \

~~~~~

Japanese : Hot Dog | Type : Timing | A - Munch  
English : Hot Dog Hog | Medal : 10

Munch! | Eat the hot dog and don't leave any behind! Only losers leave the  
| table early!

~~~~~

Eat the sandwich in the most efficient manner possible.

-----  
Strategy : Time the bites carefully, so that Wario's entire mouth is being  
put to use, to take the largest chunk possible out of the sandwich. Eat  
the sides first, then the centre.

| Lv2 - The sandwich is 1/3 larger, requiring 3 bites, or 2 well-timed bites.

| Lv3 - The sandwich is twice the size, requiring 3 or 4 bites, and a  
| different approach in regards to timing.

---

| Watile Smash \

| Japanese : Tile Divide | Type : Timing | A - Break  
| English : Shingle Smasher | Medal : 20

---

| Break! | Break the tile with one big blow and make it snappy!

| Stop the Power Meter in the red to punch through the tiles.

-----  
| Strategy : In the earlier rounds, don't be afraid to let the meter rise and  
| fall a few times until you're ready to strike. On the easiest level, the  
| top three bars will be red.

| Lv2 - Only the top two bars are red.

| Lv3 - Only the top-most bar is red.

---

| Wario Car \

| Japanese : Wario Car | Type : Control | D-Pad (L/R) - Move  
| English : Produce Pandemonium | Medal : 10

---

| Dodge! | Avoid the produce, but don't worry if the car gets hit! It'll be  
| fine, trust me!

| Use your mad driving skillz to evade the falling vegetables.

-----  
| Strategy : The first vegetable always lands in the centre of the screen,  
| right above Wario's starting position. Once you evade it, the second  
| vegetable will be dropped from directly above Wario's current position.

| Lv2 - After evading the first vegetable, two vegetables will fall.

| Lv3 - After evading the first vegetable, three vegetables will fall.

---

| Eye Drops 2 - Revenge of the Eye \

| Japanese : Eye Drops? | Type : Timing | A - Shoot Laser / Drop  
| English : Laser Vision | Medal : 15

---

| Squirt? | Don't even think about putting that in my eye! I hate eye drops!

| Gently apply the eye drops to the pupil... with a twist.

-----  
| Strategy : This plays exactly the same as 'Eye Drops', only with a  
| slightly different outcome. Once again, time the movement of the dropper,  
| so that it drops eye drops onto the pupil.

| Lv2 - The eye (target) is 1/3 smaller than usual, and the eye dropper is  
| higher.

| Lv3 - The eye (target) is 2/3 smaller than usual, and the eye dropper is  
| even higher.

---

| Fish Flag \

| Japanese : Carp Banner | Type : Command | D-Pad - Raise  
| English : Wario Windsock | Medal : 15 |

---

| Raise! | Turn the handle and raise the flag! That's all you gotta do!

| Rotate the D-Pad to hoist the flag into the air.

-----  
| Strategy : Although the on-screen prompts show which direction to press  
| next, they don't appear quickly enough, meaning the best tactic is to  
| simply ignore them - The objective is always to rotate the D-Pad in an  
| clockwise motion, starting from the right. It takes 5 presses to hoist the  
| fish.

| Lv2 - It takes 7 presses.

| Lv3 - It takes 10 presses.

---

| Thieving Scoundrel \

| Japanese : Tree Shake | Type : Rapid-Press | D-Pad (L/R) - Shake  
| English : High Treason | Medal : 20 |

---

| Shake! | Shake this tree like it owes you money! Then collect all the  
| | goodies!

| Shake the tree to release the fruity goodness.

-----  
| Strategy : Unlike most of the other rapid-press games, this is pure speed,  
| so don't worry about the timing. Just hammer the D-Pad, and call up EB,  
| when you need to replace the GBA. It takes roughly 6 button presses to  
| shake off all the fruit.

| Lv2 - It takes about 12 button presses to get the fruit.

| Lv3 - It takes about 16 button presses to get the... Christmas decorations.

---

| Jan-Ken-Po \

| Japanese : Jan-Ken-Po | Type : Timing | A - Throw  
| English : Rock Paper Scissors | Medal : 10 |

---

| Compete! | Defeat my nemesis, Mario, in a game of rock-paper-scissors.  
| | Make your decision late!

| Play a good natured game of "Rock, Paper, Scissors" against Mario, the king  
| of charlatans.



-----  
| Strategy : Based on the traditional Japanese game of Jan-Ken-Po, select  
| the gesture that beats Mario's selection. Wario's gestures cycle through  
| the 3 choices in the following order: (Rock / Scissors / Paper).  
|

| Lv2 - Mario displays his true nature, and blatantly CHEATS, changing his  
| mind halfway through the Microgame.  
|

| Lv3 - Mario destroys his legacy by cheating 3 times in a row.  
|

---

| Wapinball \

| Japanese : Wario Pinball | Type : Timing | D-Pad - Left  
| English : Wario Pinball | Medal : 10 | A - Right  
|

| Pinball! | Keep the balls that come out of my nose in play with the left  
| | and right flippers! Stop laughing!  
|

| Use the pinball flippers to keep the balls from falling down the middle of  
| the table.  
|

-----  
| Strategy : Unlike real pinball, you aren't penalised for just hammering  
| both flippers, which generally proves to be the best tactic.  
|

| Lv2 - 2 'balls' drop out of Wario's nose.  
|

| Lv3 - 3 'balls' drop out of Wario's nose.  
|

---

| Waclay Face \

| Japanese : Face-Making | Type : Rapid-Press | A - Place Parts  
| English : Mix & Match | Medal : 20 |  
|

| Create! | Reconstruct my awesome face! There's only one right way, and it's  
| | stunning!  
|

| Rapidly press the A button, to construct clay Wario's beautiful face.  
|

-----  
| Strategy : Just hammer the A button as quickly as possible. On Lv1, it  
| takes 5 presses to fully construct Clay Wario.  
|

| Lv2 - 7 presses are required to construct Clay Wario's face.  
|

| Lv3 - 9 presses are required to construct Clay Wario's face.  
|

---

| The Great Wario Cover-Up \

| Japanese : Concealed Belly | Type : Control | D-Pad (D) - Hide Gut  
| English : Down & Outie | Medal : 20 |  
|

| Hide! | Urp! I ate WAY too much! Look at this gut. Help me hide it...but  
| | don't rip my shirt!  
|

| Stretch Wario's shirt over his stomach, without it ripping.  
|

-----  
| Strategy : The objective is to cover up Wario's petit belly, without  
| stretching the shirt too far. Hold down on the D-Pad until the stomach is  
| fully covered, and then use controlled taps to make sure it doesn't stretch  
| over his belt. You'll know you've stretched far enough when Wario smiles.  
|  
| Lv2 - Wario's shirt stretches further in less time.  
|  
| Lv3 - Wario's shirt stretches even further in less time.  
|-----

-----  
| Thumb War \  
|-----

| Japanese : Thumb Wrestling | Type : Reaction | A - Hold Thumb  
| English : Thumb Wrestling | Medal : 10 |

| Wrestle! | Pinch his thumb under mine! I'm wearing the yellow glove,  
| | obviously!

| Win the war by covering the opponent's thumb as it lays flat on his hand.  
|-----

| Strategy : Wait for the opponent to lower his thumb before hitting A.  
| Make sure you react quickly, as he sometimes lifts it up again.  
|

| Lv2 - The opponent tries to fake you out, before actually laying down his  
| thumb.  
|

| Lv3 - The opponent's thumb twitches like an epileptic, before actually  
| being laid down.  
|-----

-----  
| Floatation Device Dive \  
|-----

| Japanese : Float | Type : Timing | A - Drop  
| English : Float Your Boat | Medal : 15 |

| Drop! | Land me on the float! I can't swim, so don't fail me...or I'll make  
| | you pay!

| Stop Wario getting wet, by helping him land on the inflatable things.  
|-----

| Strategy : Wait until Wario is above the rubber inflatable, then press A.  
|

| Lv2 - The target area is 1/3 smaller, and 1/8 less phallic.  
|

| Lv3 - The target area is 2/3 of its original size.  
|-----

-----  
| Vermin \  
|-----

| Japanese : Mole Assault | Type : Control | D-Pad (L/R) - Move  
| English : Vermin | Medal : 20 |

| Smash! | Smash the moles with both your hammers! Yeah! Smash! Get 'em!

| 'Stop the moles digging up your garden'  
|-----

| Strategy : Watch the moles digging upwards, and position Wario so that the  
| hammers cover the areas in which they're about to appear. On Lv1, you only  
| need to hit one mole before the time runs out.

| Lv2 - Wario has to hit 2 moles before the time runs out.

| Lv3 - Wario has to hit 3 moles before the time runs out.

| Trivia : Based on the Game & Watch game of the same name.

---

| Pomme Pomme Power \

| ~~~~~

| Japanese : Apple Smash | Type : Rapid-Press | A - Crush

| English : Apple Shrapnel | Medal : 10

---

| Crush! | I can crush apples with my bare hands! Impressive? You know it!

| ~~~~~

| Squeeze the apple until it bursts into a shower of fruity goodness.

-----

| Strategy : Hit button the frequency of many.

| Lv2 - The apple takes 7 presses to crush into a pulp.

| Lv3 - There are 2 apples, each of which require 5 presses to crush.

---

| Wexcitebike \

| ~~~~~

| Japanese : Warriobike | Type : Control | D-Pad (U/D) - Move

| English : Unexcitebike | Medal : 15

---

| Dodge! | Drive my lane-hogging chopper, but steer clear of the obstacles!

| ~~~~~

| Ride Wario's bike around the manholes, being careful not to collide with  
| the other riders.

-----

| Strategy : On the easiest level, the other riders will always appear in  
| the lane you happen to be in as you pass the manhole.

| Lv2 - There are 2 manholes to evade before the other riders appear.

| Lv3 - There are 3 manholes to evade before the other riders appear.

| Trivia : A not-so-subtle tribute to Excitebike.

---

| Gluttony... EXTREME! \

| ~~~~~

| Japanese : Wario's Cake | Type : Control | D-Pad (L/R) - Move

| English : Hasty Pastry | Medal : 10

---

| Avoid! | Munch on this cake without getting plucked by the fingers! I love  
| cake!

| ~~~~~

| Help Wario evade the giant hand without falling off the cakes. Stuff your  
| face!!!

-----  
| Strategy : The safest place is usually the centre of the cake, where the  
| chances of being caught are around 1 in 7. If the hand hovers close to the  
| centre, without grasping around one of the edges first, MOVE. Hard to  
| explain, but pretty easy to execute. Note that if you go too close to the  
| edge, you'll have a hard time getting back up.  
|

| Lv2 - The area on which you can move is 1/3 smaller (only 2 cakes).  
|

| Lv3 - The area on which you can move is 2/3 of it's original size (only 1  
| cake).  
|

| Identikit Wario \  
|

| ~~~~~  
|

| Japanese : Montage | Type : Observation | D-Pad (L/R) - Select  
| English : Wario Facial | Medal : 15 | A - Enter  
|

| Design! | Put my face together! Oh, man, am I good-looking or what?  
|

| ~~~~~  
|

| Pick out Wario's hat, eyes and nose, from the body parts on offer.  
|

-----  
| Strategy : Don't get Wario's body parts confused with those of inferior  
| Nintendo mascots.  
|

| Lv2 - Successfully identify 2 features of Wario's face.  
|

| Lv3 - Successfully identify 3 features of Wario's face.  
|

| Trivia : A similar mini-game exists in Wario Land 4 (Nintendo, 2001).  
|

| Wario Land \  
|

| ~~~~~  
|

| Japanese : Mini-Wario | Type : Control | D-Pad (L/R) - Move Wario  
| English : Grow Wario Grow | Medal : 10 | A - Jump  
|

| Grab it! | Hit the question mark and get the mushroom! And don't let that  
| | bonehead get it!  
|

| ~~~~~  
|

| Hit the '?' block and grab the mushroom, to stop Mario getting it.  
|

-----  
| Strategy : Jump first, then move to the right to catch the mushroom before  
| it hits the ground and goes into Mario.  
|

| Lv2 - The mushroom travels along 2 blocks, before landing further to the  
| right.  
|

| Lv3 - The mushroom travels along 3 blocks, landing right on Mario's lazy  
| Italian head :{ Note that the game will automatically end if there's no  
| chance of you reaching the Mushroom, so don't slam your GBA on a wall just  
| because you lost without Mario even touching the Mushroom.  
|

| Trivia : The graphics are a tribute to Wario's first solo outing, Wario  
| Land: Super Mario Land 3 (Nintendo, ) as well as the original Super Mario  
| Land (Nintendo, ).  
|

| Yoshi348 adds:  
|

"Oddly enough, the mushroom is a grayscale one from Super Mario Bros., rather than the one from Super Mario Land, presumably because that one would look like crap scaled up."

### Escape! \

~~~~~

Japanese : Escape		Type : Timing		A - Wario Attack
English : Loot Scoot		Medal : 15		

Escape! | Snatch the treasure! Use the Wario attack to bust through the walls!

~~~~~

As Wario runs from the molten.. rock, destroy the oncoming walls with the power of your mighty shoulder.

-----

Strategy : Time your barges in advance, as you need to hit the walls during the apex of the shoulder barge motion. Pushing it too late means Wario just won't react to the button press.

Lv2 - Break through 2 walls before the time runs out.

Lv3 - Break through 3 walls before the time runs out.

Trivia : Wario's "Bash" attack comes from the various Wario Land games.

### Dog Fight \

~~~~~

Japanese : Dog Fight		Type : Control		D-Pad - Move
English : Airpain		Medal : 10		A - Shoot

Shoot! | Take the enemy planes out of the sky! Press the button quickly for rapid-fire!

~~~~~

Shoot down the oncoming planes.

-----

Strategy : On Lv1, the plane always flies right towards you, allowing you to simply hold the button down in order to shoot it out of the sky. On higher levels, the planes appear in different places, which requires you to move around the screen. The best way to aim is to hold down the A button for the entire game, and then use the bullets as a reference point with which to aim.

Lv2 - Shoot down 2 planes.

Lv3 - Shoot down 3 planes.

Trivia : Wings. Wario's Bi-Plane made its first appearance in Wario Land 3

### Animated Knife Halt \

~~~~~

Japanese : Drawn Sword Stop		Type : Timing		A - Catch
English : Wario Kendo		Medal : 10		

Catch! | Don't let this guy hit me, slippy!

~~~~~

| Catch the samurai's sword with your bare hands.

| Strategy : As the samurai brings the sword down onto your head, press the button to catch it.

| Lv2 - The sword is thinner, and falls a little faster.

| Lv3 - The sword is thrown into the air, leaving the screen, and forcing you to rely on reflexes in order to catch it when it reappears. It usually reappears after the question marks appear.

Wabeetle \

~~~~~

| Japanese : Wario Beetle | Type : Control | D-Pad - Move  
| English : Bug Birdie | Medal : 10

| Push! | Ack! Now I'm a cockroach! Help me push the ball into the hole!

~~~~~

| Take the role of Wario The Beetle, and push the golf ball into the hole.

| Strategy : Try not to think about whether the controls are inverted or not - they aren't. The best way to complete the challenge is to move in 2 straight lines, one to position yourself properly, and the second to push the ball straight into the hole.

| Lv2 - The hole is 1/3 smaller.

| Lv3 - The hole is 2/3 of it's original size.

Parasol Get! \

~~~~~

| Japanese : Parasol | Type : Timing | A - Grab  
| English : Sinking Feeling | Medal : 20

| Grab! | Grab the floating umbrella and sail to earth! Don't screw this up  
| | or I'm a goner!

~~~~~

| Help Wario grab the parasol before he falls to his doom.

| Strategy : Use Wario's right hand as a timing guide (he uses it to catch).

| Lv2 - The parasol handle is 1/3 smaller.

| Lv3 - The parasol handle is 2/3 smaller.

Wario's Adventure \

~~~~~

| Japanese : Wario's Adventure | Type : Multi | Various  
| English : Wario's Adventure | Medal : 5

| Various | Don't let me crash into anything! There's treasure at the end of

| | all this, and I want it! Use your head and avoid stuff! |

| |~~~~~|

| | Enjoy Wario's fantastic videogame - Made in Wario. |

| |-----|

| | Strategy : The most complex of boss battles, this one takes place in |  
| | different phases, each with a different set of controls. |

| |

| | |~~~~~|

	Phase 1	Type : Control	D-Pad (D) - Duck
			D-Pad (L/R) - Move
			A - Jump

	Strategy : The start of Wario's epic adventure is reminiscent of 'Jimmy
	T's Amateur Skater.' After the first section, avoid the falling blocks
	and then quickly duck under the low ceiling before jumping over /
	ducking the next few blocks, WHILE avoiding the falling debris (It's a
	lot easier than it sounds). Get ready to grab the green jet pack when
	it appears, or else you'll automatically lose.

| | \_\_\_\_\_ |

| | |~~~~~|

| | Phase 2a | Type : Timing | A - Boost |

	Strategy : The next section is a timing game, where Wario has to smash
	the red blocks. Relatively simple- there are 2 red blocks. If you
	don't hit them fast enough, they'll explode.

| | \_\_\_\_\_ |

| | |~~~~~|

| | Phase 2b | Type : Control | D-Pad (L/R) - Move |

	Strategy : Still using the jet pack, you must now collect the green
	fuel cells to SPEED UP! You MUST collect all 5 to be able to smash
	through the red wall at the end.

| | \_\_\_\_\_ |

| | |~~~~~|

| | Phase 3 | Type : Control | D-Pad (L/R) - Move |  
| | | | A - Throw Boomerang |

	Strategy : The Final Showdown (TM) gives you full control of Wario once
	again, and requires that Wario throws the boomerang at the boss while
	staying out of reach, from it's elaborate 'falling down' attack. The
	best strategy is to run around out of its reach, and then move in
	during its attack to throw the boomerang at close range. The boss takes
	3 hits to kill.

| | \_\_\_\_\_ |

| | |~~~~~|

| | Phase 4 - The Escape | Type : Control | A - ESCAPE!!! |

	Strategy : After the boss, the roof starts to cave in, and an ominous
	red circle starts rolling towards Wario - this is your cue to hammer A
	A LOT in order to make your escape.
	Congratulations - Treasure Get!

| | \_\_\_\_\_ |

| |

	Lv2 - The low blocks on the skateboarding section are taller, there are 3
	red blocks in the flying section, one of the power-ups in the 2nd flying
	section moves from left to right, and the boss takes 4 hits to kill. Also
	the escape phase is a lot longer, so get ready for your arm to fall off.

| |

	Lv3 - The blocks in the first 3 sections are much closer together, and
	appear more frequently. The 1st flying section has 4 red blocks, and the
	fuel cells move much faster. The last boss is much quicker, and doesn't
	fall victim to the 'wait until he lands' technique. The only way to hit
	him is in mid-air, or to bounce the boomerang off one of the walls. I once
	got 3 hits with one throw by using the walls ^\_^ The escape phase is VERY
	long. I suggest a class-action suit for muscle aches.





Notes: This means beating Wario's course and seeing the ending.  
Unlocked: Staff, Easy (Blue Pig), Endless Boss (Pink Pig)

#### Unlockable 2

-----  
Method: Get a score of 15 or better on Easy (Blue Pig)  
Unlocked: Thrilling (Yellow Pig)

#### Unlockable 3

-----  
Method: Get a score of 15 or better on Thrilling (Yellow Pig)  
Unlocked: Severe (Red Pig)

#### Unlockable 4

-----  
Method: Get a score of 20 or higher on Jimmy (Blue)  
Unlocked: Doctor Wario

#### Unlockable 5

-----  
Method: Get a score of 25 or higher on Jimmy (Yellow)  
Unlocked: Fly Swatter

#### Unlockable 6

-----  
Method: Get a score of 25 or higher on Jimmy (Red)  
Unlocked: Wario's Sheriff

#### Unlockable 7

-----  
Method: Unlock all Microgames (Fill up Game Grid)  
Notes: Just keep playing the courses over and over again until you get  
the ones you're missing. You need not win the game to unlock it.  
Unlocked: Pyoro

#### Unlockable 8

-----  
Method: Collect medals for all Microgames  
Notes: Get the scores that the game tells you to and you'll see a flower  
on the upper-right corner of the Microgame.  
Unlocked: Pyoro 2

#### Unlockables

-----  
Easy (Blue Pig)  
Total Boss (Pink Pig)  
Thrilling (Yellow Pig)  
Hard (Red Pig)

#### Credits

VS. Hurdle  
VS. Dong Dong  
VS. Chicken Race  
VS. Dustpan

Dr. Wario

Fly Swatter  
Wario's Sheriff  
Jump Forever  
Skateboard  
Paper Plane

Pyoro  
Pyoro 2

Sound Test

-----  
Go to the Options Menu, then select Name Entry. Select YES (the left option).  
On the Name Entry screen, press the L Button to access a sound test. Make  
sure to listen through the whole songs!

---

FULL

~~~~~

| Jump Forever \  
| ~~~~~  
| Japanese : Jump Forever | Type : Timing | D-Pad (L/R) - Move |  
| English : Jump Forever | Medal : N/A | A - Jump |

| Go! | Got the fever for some jump rope? Excellent. Now get out there and |  
| | jump! |

| Jump... FOREVER!!! |

-----  
| Strategy : Pretty much exactly like the Microgame it's based on. When you |  
| reach certain points, the game will speed up or throw some other curveball |  
| at you, and the background may change as well: |

- | 10 points - Faster!
- | 20 pts - Faster!
- | 30 pts - Faster! (Sunset)
- | 40 pts - Faster!
- | 50 pts - Faster!
- | 60 pts - Random Speed! (Starry Sky)
- | 80 pts - Center!
- | 90 pts - Faster! (Day)
- | 100 pts - Faster!
- | 110 pts - Faster!
- | 120 pts - Random Speed! (Sunset)
- | 150 pts - (Starry Sky)
- | 180 pts - (Day)
- | Every 30 pts - Rotate Background

| The game doesn't really get hard until Random Speed. At that point, the |  
| rope may turn fast, and then turn super slow, which may confuse you. When |  
| the Center! message appears, the two rope turners will start moving left |  
| and right. You'll have to do your best to stay near the center of the rope |  
| to make sure you'll jump high enough over it. The game stays on Random |  
| Speed after 120 pts, and the backgrounds will rotate every 30 pts after |  
| that.

| Trivia : When you first unlock Jump Forever, you'll play with the guys from |  
| the original Microgame. After you beat Dribble & Spitz's course, the music |

| that plays in the background will be Dribble & Spitz's song. After  
| clearing Kat and Ana's course, their song will play instead and they will  
| the ones turning the rope. By jumping forever (or otherwise getting a  
| score of 100 or higher), you'll be able to choose which music will play as  
| you jump, although you can never play with anyone other than Kat and Ana.

---

| Skateboard \

| Japanese : Skating Board | Type : Timing | D-Pad (D) - Duck  
| English : Skating Board | Medal : N/A | A - Jump

---

| Skate... FOREVER!!!

-----  
| Strategy :

| Trivia :

---

VERSUS

---

| Hurdle \

| Japanese : VS Hurdle | Type : Multiplayer | L - Orbulon Jump  
| English : Hurdle | Medal : N/A | R - Dr. Crygor Jump

---

| Go! | Two-player craziness! Hop over the hurdles! Use rapid-fire to get  
| | you through the tight spots!

| Jump over the hurdles and make your way through the dirt pit to win the  
| race.

-----  
| Strategy : When you reach the dirt pit, remember to Jump to move through it  
| faster.

| Trivia : Track and Field

---

| Dong Dong \

| Japanese : VS Dong Dong | Type : Multiplayer | L - Mona Push Bar  
| English : Dong Dong | Medal : N/A | R - Dribble Push Bar

---

| Go! | Two-player madness! Make that yellow thing your opponent's  
| | responsibility!

| Keep pushing the blocks in order to make them squash the other person.

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| Strategy : It takes 3 pushes to win. Occasionally the game will speed up.

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| Chicken Race \

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| Japanese : VS Chicken Race| Type : Multiplayer | L - Cock foot (Upper) |
| English : Chicken Race | Medal : N/A | R - Cock foot (Lower) |
| Ready? | Two-player wackiness! This chicken ain't funky! It's the classic
| | game of chicken! Get yourself as close to the edge as possible!
| As Shaggy and 9-Volt, try to reach the edge of the cliff (or as close to it
| as possible) without falling over.
|-----|
| Strategy : Stop at the instant the leg turns a deep red.
|
| Trivia : If you haven't yet complete 9-Volt's course, both players will be
| Shaggy.
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| Dustpan \
| Japanese : VS Chiritorie| Type : Multiplayer | L - Advance (Red) |
| English : Chiritorie | Medal : N/A | R - Advance (Blue) |
| Suck Up 100! | Two-player insanity! Spin the groovy vaccuum and pick up
| | the trash! (Chiritorie, released in Japan by Nintendo in
| | 1979, used remote control for game play.)
| Pick up 100 pieces of trash before the other player.
|-----|
| Strategy : Remember that you can actually bounce off of the other player.
| Also, at times Jimmy T. will appear on the screen. Get away from him, as
| he will grab you and shake away a lot of your trash!
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\ \ \ / / 17. R A N D O M N E S S \ \ \ / /
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Multiplayer Wario Ware  
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Wario's Secret Book  
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If you actually bought Wario Ware, Inc. (and SHAME on you if you haven't!), you'll notice that the "Instruction Booklet" is no ordinary booklet. That's right, it's actually Wario's Secret Book! Full of stickers (or if you prefer the Japanese term, seals), puzzles, and lots of fun, the secret book is just one of many reasons to buy Wario Ware. The surprising thing is that Nintendo of America chose to retain the wacky "Secret Book" of Made in Wario (the Japanese version of Wario Ware). Although they didn't translate everything literally, they did keep the same design, and even the wacky stickers we never thought would be included in a US version. Nintendo

of America should be commended for their commitment to Wario Ware!

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### A Tribute to Gunpei Yokoi

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Who is Gunpei Yokoi? Although perhaps not as well-known as Shigeru Miyamoto, Gunpei Yokoi has contributed just as much as Miyamoto-san to the world of video games.

#### Gunpei Yokoi -ographies

The following lists are compiled from and checked against dozens of electronic and published resources, and are by no means complete. The bibliography is intended to shed light on the Gunpei's illustrious achievements, and give an idea of just how much of an impact he made in the history of video games. The lists include all the hardware and software created by Gunpei's "R&D1" team, until he left the group (and Nintendo), in 1996. It doesn't include the dozens of Game & Watch titles, which were all single-handedly designed and produced by Gunpei.

#### Hardwarography

Ultra Hand, Ultra Machine, Love Tester, Light Ray Gun SP Series, Erekonga NB Block Crater, Ultra Scope, Light Ray Telephone LT, Lefty RX, Time Shock, Laser Kure Clay Shooting System, Shooting Trainer, Light Ray Gun Custom Series, The Chilean Tree, Game & Watch Series, Computer Mah-jong, Famicom Controller, Game & Watch Color Screen, ROB Robot, Nintendo Powerglove, Game Boy, Super Scope, Virtual Boy, Game Boy Pocket, Wonderswan.

#### Softwarography

Computer Othello, Space Launcher, Space Fever, Sheriff, HeliFire, RadarScope, Space FireBird, Donkey Kong, Sky Skipper, Popeye, Donkey Kong Jr, Mario Bros, Donkey Kong 3, Donkey Kong Jr Math, Tennis, Pinball, Baseball, Mahjong, Stroke & Match Golf, Balloon Fight, Devil World, Wild Gunman, Clu Clu Land Urban Champion, Excitebike, Ice Climber, F1 Race, Duck Hunt, Golf, Stack-Up, Gyromite, Wrecking Crew, Soccer, Gumshoe, Volleyball, Kid Icarus, Metroid, Ginga no Sannin, Famicom Grand Prix: F1 Race, Tokimeki High School, Famicom Mukashi-Banashi: Shin Oni Ga Shima, Famicom Tantei Club, Famicom Grand Prix II: 3D Hot Rally, Famicom Tantei Club: Part II 1989, Famicom Mukashi-Banashi: Yuu Yuu Ki, Tetris, Dr. Mario, NES Open Tournament Golf, Radar Mission, Metroid 2: Return of Samus, Super Mario Land 2: 6 Golden Coins, X, Kid Icarus: Of Myths and Monsters, Kaeru no Tame Ni, Tetris 2, Super Mario Land 3: Wario Land, Mother, Kirby's Block Ball, Game & Watch Gallery, Picross 2, Wario Land 2, Game & Watch Gallery 2, Battleclash, Mario Paint, Super Scope 6, Mother 2 (Earthbound), Super Metroid, Wario's Woods, Mario's Tennis, Mario Clash, Virtual Boy Wario Land.

1941 - 1997

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### WaFAQs

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And now for something completely different...

Wario Ware, Inc. proudly presents, WaFAQs, non-frequently asked questions about everyone's favorite plumbe... err, evil multi-billionaire CEO of a software corporation (no, not that other one).

Who the heck is Wario?

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Back when evil twins weren't passe (did such a time exist?), Nintendo decided to create an antithesis to Mario for his second Gameboy outing, Super Mario Land 2: 6 Golden Coins. By cleverly turning the M upside-down, they came up with Wario, and designed him to be fat and brutish, with a wicked mustache and a big, pink nose. Little did they know that their cheap Mario rip-off would go on to attract a cult following (including myself, Shdw). Wario would go on to star in his own Gameboy adventures, not once leaving behind his bad boy attitude, and even has a Treasure-developed (supposedly) Gamecube game coming soon. One could argue that Wario has surpassed Mario in popularity. You'd be wrong, of course, but hey, maybe it'll happen one day.

Wario Mario or Wario Wario?

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If you don't get the title, you apparently don't know that Mario's last name is officially "Mario." Is Wario in fact a long-lost Mario Brother? As far as I know there has never been any official word on Wario's relation to Mario (perhaps a crazy fan who wants to be Mario?). A few years ago, however, Nintendo Power published a comic that stated that Wario was Mario's early childhood friend. The comic, however, is not official Wario canon, but do seek it out because it's a great read. If you can't find a copy of the NP it was in, it's available for download at the Wario Land 4 site if you get enough coins.

Wait... what's the deal with Waluigi?

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In an attempt to come up with an original new character for the Camelot-developed Mario Tennis, Nintendo came up with the brilliant idea of making a nemesis for Luigi. By caricaturizing Luigi's features, they came up with the even lankier, evil-mustached Waluigi. Why Waluigi you ask? Well, if you look at Waluigi's cap you'll notice there's an upside-down L on it. And what letter looks like an upside-down L? If you said "w", you're probably illiterate, and therefore I must apologize for making a joke at your expense. Yes, the letter on Waluigi's cap is actually a lower-case "r"! Therefore, his actual name should be Ruigi! So why isn't it Ruigi? Well, the Japanese language doesn't really differentiate too much between the L and R sounds, so they would end up saying the names the same way, causing mass hysteria throughout Japan as they try to figure out which is which. To solve this problem, they decided to name him Waluigi. And what does this have to do with Wario Ware, Inc., since he makes nary an appearance in it? Now that's a true mystery...

Many thanks to AstroBlue for bringing this bit of pointless trivia to my attention.

In other pointless trivia, Wapeach would be, you guessed it, beach! And Watoad, of course, would be... unpronounceable. I guess you could make a case for foad, but that would just be ridiculous.

Jupe2010 offers the following:

"Anyway, I thought I'd burden you with my 2 cents on the "Evil Twin" naming theory. As you may or may not not, in Japanese "warui" means bad, evil, etc. Therefore the name Waluigi is a stroke of genius, because with the Japanese R/L thing, it basically reads WARUI-GI. If this is the real reason behind the name or not, I can't tell you, but it seems too much of a coincidence to be, well, a coincidence. And it doesn't really explain Wario, as a name, other than the upturned M and maybe, with a little imagination WARUI and WARUI



- V 0.4 - April 6, 2003 - Fourth update in as many days (that is, if you used a time machine on March 23 to get to this date). Mona's Microgames done. Other sections filled out a bit.
- V 0.5 - April 11, 2003 - Still no sign of Tyma or credit for him ^\_^  
Dribble's Microgames done. Other sections filled out more.
- V 0.6 - April 13, 2003 - In a surprise return, Tyma's back with Wario's Microgames. Way to go out of order ^\_^
- V 0.7 - April 16, 2003 - Nothing witty to say. Orbulon's Microgames are done.
- V 0.8 - April 22, 2003 - Soo... tired. Kat & Ana's Microgames done. 2/3 of Dr. Crygor's Microgames finished.
- V 0.9 - April 27, 2003 - The rest of Dr. Crygor's Microgames are done. Almost complete ^\_^
- V 1.0 - May 11, 2003 - COMPLETE! The three bosses we were too lazy to do before are now done, which means all Microgame strategies are complete. Coming up are Bonus Game strategies, more Trivia, and just plain more!
- V 1.1 - May 25, 2003 - HUGE update, no thanks to Tyma :P English names, some more sections filled out, and other stuff. Yes, "stuff" is pretty non-descriptive, but I don't really remember what was added since last time. More to come soon...
- V 1.2 - June 2, 2003 - Jimmy's Microgames now feature English names as well as in-game descriptions in each of the individual strategies.
- V 1.3 - June 4, 2003 - Dribble's Microgames redone.
- V 1.4 - June 14, 2003 - Mona's Microgames redone. Shdw has discovered that Kouryaku Books exist for Made in Wario. Shdw will get them all and "borrow" info from them ;) Hopefully they'll give insight to some of the game's deeper mysteries, like, er... Well, at least they'll have pretty pictures.
- V 1.5 - June 18, 2003 - 9-Volt's Microgames redone.
- V 1.6 - June 22, 2003 - Orbulon's Microgames redone. Preliminary work on a website has begun...
- V 1.7 - June 24, 2003 - Dr. Crygor's Microgames redone.
- V 1.8 - June 26, 2003 - Kat & Ana's Microgames redone. Wario Company goes online soon...
- V 1.9 - July 1, 2003 - Wario's Microgames redone. Almost done! Wario Company up and running! Make sure to visit wariocompany.com !!!
- V 2.0 - July 29, 2003 - Yes, it's been a while, but the website has taken a lot of time. I finally got around to adding some of the trivia sent in, and also added the Jump Forever strategy.
- V 2.1 - July 30, 2003 - Still working on the site, but had enough time to do Skate Forever and Paper Plane.
- V 2.2 - July 7, 2004 - Small update with a few cosmetic changes. More soon.



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          19. C R E D I T S
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This FAQ has been made possible by the following people:

Gunpei Yokoi - Full tribute to the man who made it all possible is in the Randomness section.

AstroBlue - For "W" headers and being a great friend in general. Also for providing pointless trivia.

People from the GameFAQs Message Boards - Full names and credits will be listed soon for any trivia provided.

Ntrophl - 'Automated organic spellchecker'. The coherancy of this FAQ could not be possible without her skillz.

CJayC - For maintaining the best video game site out there, as well as finally giving Tyma credit ^\_^

Jupe2010 and Jeremy Parish - For enlightening us on possible Wa nomenclature.

Chicobo329 - For Duck Hunt and Wild Gunman trivia, including purdy pictures.

Chris Harback - For noting the Wario laptop logo looks eerily similar to Sony's Vaio logo.

Yoshi348 - For having waaay too much time on his hands (I'm one to talk...). Thanks for all of the additions and/or corrections!

With all of the obscure video game references, even our knowledgeable minds aren't able to spot them all. Thanks to the following books and other resources for all of their greatness in the field of obscure video game trivia:

Kent, Steven. The Ultimate History of Video Games.

Sheff, David. Game Over.

MASH. Mameinfo.dat

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          20. C O P Y R I G H T   I N F O
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GameFAQs- <http://www.gamefaqs.com>

Also, make sure to visit my site dedicated to Wario Ware, Inc.:

Wario Company- <http://www.wariocompany.com>

"I represent Mr. Seahouse, to invite you for a game."

"How have you been?"

"Higher power. You?"

"Ultimate evil. But I got better."

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