

WarioWare, Inc.: Mega Microgame\$ FAQ/Strategy Guide

by MoonSaultKid

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WARIO WARE, INC.: MEGA-MICROGAMES
FAQ/Strategy Guide Version 1.11

Genre: Miscellaneous Mini-Games

Publisher: Nintendo

<http://www.nintendo.com/>

<http://www.warioware.biz/>

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TABLE OF CONTENTS

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I. DISCLAIMER

II. VERSION INFORMATION

III. GAME STORY

IV. HOW THIS GAME WORKS

- A. The "Games" Mode
- B. The "Grid" Mode
- C. The "Options" Menu
- D. Controls

V. THE DEVELOPERS AND THEIR GAMES

- A. Introduction
- B. Jimmy T.
- C. Dribble & Spitz
- D. Mona
- E. 9-Volt
- F. Remix No. 1
- G. Orbulon
- H. Dr. Crygor
- I. Kat & Ana
- J. Remix No. 2
- K. Wario

VI. BONUS GAMES

- A. Single-Player Games
 - 1. Jump Forever
 - 2. Skateboard!
 - 3. Paper Plane
 - 4. Dr. Wario
 - 5. Flyswatter!
 - 6. Wario's Sheriff
 - 7. Pyoro
 - 8. Pyoro 2
- B. Dual-Player Games
 - 1. Vs. Chiritorie
 - 2. Vs. Chicken Race
 - 3. Vs. Dong Dong
 - 4. Vs. Hurdle
- C. Challenge Towers

1. Easy Tower
2. Total Boss Tower
3. Thrilling Tower
4. Hard Tower

VII. SPECIAL THANKS

I. DISCLAIMER

I, SiliconHero, claim myself to be the sole author of this walkthrough. The latest versions of this walkthrough can always be found at the following websites:

<http://www.skytowergames.net/> (Sky Tower Games - my website)

<http://www.gamefaqs.com/> (GameFAQs)

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All questions concerning this guide and/or its author should be directed to misterpoyozo@hotmail.com. If you have anything that you'd like to add to this walkthrough, then it would be greatly appreciated, as well.

II. VERSION INFORMATION

version 1.0 - July 26, 2003

- The first public release of my Wario Ware guide. I've only had this for about a month, and I've played through it all the way. In this first public release, I'll show you what's in store when you load up and play this very strange (but fun!) Game Boy Advance game. Concrete strategies haven't been listed for all of these games, and the formatting is pretty messy. In a later edition, I'll add strategies for ALL of the games, and fix the formatting so that I can submit this to GameFAQs.

version 1.1 - July 27, 2003

- fixed the formatting, shortening it to 80 characters per line.
- corrected information about the speed-up points for Mona's and 9-Volt's games.

version 1.11 - July 28, 2003

- added a list of speed-dependent microgames.
- remembered that the format for GameFAQs was 79 characters per line, and not 80, and changed the design AGAIN.
- fixed information in Dr. Crygor's "Veg Out" microgame (level 1 starts with four vegetable halves, not three).

STILL TO DO:

- list opening and ending cutscenes.

HELP NEEDED:

- I need to know if microgames are level-dependent as well as speed-dependent. If anyone knows anything, please contact me with information.

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III. GAME STORY
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In Diamond City, video games are a normal citizen's favorite hobby. One particular game, called Pyoro, is insanely popular around town, and has helped video game sales reach an all-time high. Wario, classic Nintendo bad-guy-turned-not-so-good-guy, sees the video game boom as an opportunity to get filthy rich the legitimate way. He sets up a company in the middle of Diamond City, called WarioWare, Inc., and calls up his closest friends to help him run the company (for a dirt-cheap rate, I might add), and make Wario --- I mean the company a whole lot of money.

The game is called "WarioWare, Inc.: Mega Microgames", and Wario has cooked up the perfect idea for his game: a collection of over 200 super-fast, instant-action games, and your job, as the player and potential customer of this game, is to beat them all.

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IV. PLAYING THE GAME
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If this game seems strange to you at first, that's because it is! It's actually more than 200 5-second mini-games in one! There are two "main" gameplay modes, however - "Games" and "Grid".

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IV.A. THE "GAMES" MODE
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In the "Games" mode, each of the WarioWare, Inc. developers will challenge you to play a set of their games. Each game in their set lasts for about five seconds (or less), and you have to complete the objective in each game. You have four chances to beat all of their games (including the final "boss game" in their set) to proceed to the next set of developers. For each game you complete (whether or not you succeed), you get a point. If you miss an objective, one of your "lives" is taken away. If you finish a developer's set of games, you can go back and challenge them again for more points.

Twice during your challenge, the developers will "speed up" their games, forcing you to react more quickly to complete the objective. If you're playing a stage that you've already cleared and you finish the "boss game" again, the games will return to normal speed, but then you'll see a "Level Up" message, meaning that the developer has boosted the difficulty level on their games. After the second level-up, however, each run through will start at one speed level faster than the previous one, and will not slow down when the "Boss Stage" starts up.

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IV.B. THE "GRID" MODE
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Any games that you've played through the challenges of the WarioWare, Inc. developers will show up on the Grid for you to play freely. You only have to focus on that game at a time. For every three points you score, the game will speed up slightly. There doesn't seem to be any limit to how fast the games can go...you just keep going until your lives run out.

When you select a game from the Grid Menu, its description will scroll by in the marquee at the bottom of the screen. You'll see the name of the game, as well as a "CLEAR" score, which is the par score for clearing it. If you can score more points than the indicated "CLEAR" score, the game will be marked with a flower icon in the menu, indicating that you've met the objective. What happens when you get flowers in all of the games?...

IV.C. THE "OPTIONS" MODE

You'll only find three different options sets in WarioWare, Inc. - "View Epilogues", "Change Name", and "Erase Data". "View Epilogues" allows you to take a second (or third, or fourth) look at the ending cutscene for a developer whose games you've already cleared. With "Change Name", you can change the name and gender of your character (when you first start playing, you'll be asked to give your character a name - it doesn't affect much, but the other developers will address you by name during the game.) Luckily, changing your name won't affect gameplay data. However, if you're not satisfied with your performances, or you just want to start fresh, then select the "Erase Data" option. Be careful how you use this, as you'll lose all of the mini-games you've unlocked, along with their high scores!

IV.D. CONTROLS

The controls to the microgames in WarioWare, Inc. are very simple, although they're very different for each microgame you play. Basically, the D-Pad and the A button do stuff (you can find out the controls for each game by viewing the marquee on the "Grid"). In Vs. games, you'll only use the L and R buttons. Player 1 will use the L button to act, while Player 2 uses the R button to act.

V. THE DEVELOPERS AND THEIR GAMES

Each of the developers has a set of games that they're good at. By defeating one developer's group of games, another developer will challenge you to beat theirs. For each developer, a list of their games is provided, and next to the game, there is a number in parentheses that indicates the number of points required to get a flower in Grid mode.

Microgames are thrown at you at random, but the microgames you see will depend on the speed level you're playing on. A list of the games that appear at the speed levels are listed at the end of each developer's game profile.

V.A. INTRODUCTION

Stage 1: WARIO
Genre of Games: Introduction
Number of Stages: 10
First Speed-Up: 3 points
Second Speed-Up: 6 points

Wario is the president and sole stockholder of WarioWare, Inc. He runs his games straight out of his office in the center of town. All of the games in

this set are simple, and should prepare you for what lies ahead.

STAGE INTRO:

When you challenge Wario, he's "hard at work" on his games (and his body) at the WarioWare, Inc. building, while listening to some cool tunes on his boombox. He taunts you by saying, "Think you can beat my games?", leaps into his boombox, and challenges you to play.

SCOREKEEPING:

Each of the developers' levels keeps score in a different way, although all of the games you complete are worth one point each (including the boss games). This level tracks your progress with Wario's boombox, where the counter under his face represents your score, and the EQ meters to the left and right of it represent your chances. These fade out when you fail a game, and the tape deck stops completely when your lives run out.

WARIO'S GAMES:

Crazy Cars (Pts. Required: 20)

Clue Command: "Dodge!" (or "Dodge?")

Type: Timing

Controls: A button - Jump

In this game, a car will come toward you from the right side. Press the A button to time your jump over the car. Most of the time, you can easily jump over the car as it's speeding toward you. A few times, a car may stop for a second before passing under. Or, the car itself could jump (in this case, you shouldn't).

Level 1: The car barrels straight toward Wario.

Level 2: The car may stop for a second before moving toward Wario.

Level 3: The car may jump itself. (However, if you see "Dodge?" when the microgame loads, you don't have to do anything, scoring a free point for you.)

Wario Whirled (15)

Clue Command: "Stop Me!"

Type: Timing

Controls: A button - Stop the wheel

You have to land the stop arrow on the white wedge where Wario's face is. Press A to stop the wheel.

Level 1: You'll have to stop a wide wedge.

Level 2: you'll have to stop a medium-sized wedge.

Level 3: You'll have to stop a narrow wedge.

Saving Face (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - Catch the stick

A hand at the top of the screen will drop a stick toward the bottom. Time the bottom hand right and press A to catch the stick before it falls. You can catch any part of the stick, but be careful not to press the A button too early or too late. The best time to catch it is when the bottom of the stick passes your thumb.

Level 1: A long stick will drop.

Level 2: A medium-sized stick will drop.

Level 3: A short stick will drop.

Diamond Dig (20)

Clue Command: "Dig!"

Type: Control

Controls: Left/Right - Guide Wario

Wario will start falling toward the ground, where there is a diamond sitting in

the hole. Press Left/Right to guide him toward the diamond as he's falling, but don't hit the ground, or you'll lose. There may be some obstructions in your way at higher levels. You'll have to move around these, too, in order to get to the diamond.

Level 1: There are no obstructions to the diamond.

Level 2: There will be a small block in your way.

Level 3: There will be a large block in your way.

Dodge Balls (15)

Clue Command: "Flee!"

Type: Control

Controls: Up/Down/Left/Right - Move the car

Try to keep your car from getting crushed by the boulders roaming around. Use the D-Pad to move your car.

- If you can find a safe pocket to hide in, do so. Don't stay in the middle.

Level 1: Two spheres will try to crush your car.

Level 2: Three spheres will try to crush your car.

Level 3: Four spheres will try to crush your car.

Repellion (15)

Clue Command: "Attack!"

Type: Action

Controls: Left/Right - Move your spaceship, A - Fire

Destroy the UFOs! You've only got one shot per UFO, so don't miss! Press Left/Right to move, and A to shoot.

- You won't win this game by standing still. You'll have to be aggressive and line yourself up with the UFOs.

Level 1: You'll only have to destroy one UFO.

Level 2: You'll have to destroy two UFOs.

Level 3: You'll have to destroy three UFOs.

Wario Wear (15)

Clue Command: "Dress!"

Type: Control

Controls: Left/Right - Move Wario

Catch the falling clothes as they float toward the bottom.

- The pieces will slowly float toward the ground. On level 3, Wario's helmet will drop. Unlike his other vestments, this one drops straight down. Grab the helmet first before getting the other piece of clothing.

Level 1: One piece of clothing (Wario's shoes) will drop.

Level 2: Two pieces of clothing will drop.

Level 3: Two pieces (one of them Wario's helmet) will drop.

Hectic Highway (15)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - Move the car

Keep your car from crashing into the other cars and trucks on the road. Use Left/Right to steer.

Level 1: Traffic will be light.

Level 2: Traffic will be moderate, and there may be rigs on the road, which are longer than standard cars.

Level 3: Traffic will be heavy, and your car will move more slowly.

The Maze That Pays (20)

Clue Command: "Collect!"

Type: Control

Controls: Left/Right - Move Wario

Collect all of the coins in the maze before the time runs out. Use the D-Pad to move Wario.

- If you see a straight line of coins, it's best to utilize the edges of the maze so that you can loop around (just like in Pac-Man).

Level 1: There will be a short string coins in the maze.

Level 2: There will be two strings of coins in the maze.

Level 3: There will be three strings of coins in the maze.

Super Wario Bros. (20)

Clue Command: "Stomp!"

Type: Control

Controls: Left/Right - Move Wario

Press Left or Right to move a hopping Wario in position to stomp the Goombas.

- When there are two or more Goombas, try to stomp on them all in a row without hitting the ground. Guide yourself to the other Goombas after hitting the first one.

Level 1: You'll have to stomp one Goomba.

Level 2: You'll have to stomp two Goombas.

Level 3: You'll have to stomp three Goombas.

I Spy (20)

Clue Command: "Spotlight!"

Type: Control

Controls: Up/Down/Left/Right - Move the spotlight

Wario will try to hide in the shadows, but you have to keep the spotlight on him long enough for him to give up. Use the D-Pad to move the spotlight around.

Level 1: Fairly simple...Wario will keep moving.

Level 2: Wario may try to fake you out by reversing his direction. The spotlight is a bit smaller here, as well.

Level 3: Wario changes direction often. The spotlight is also very small.

Mug Shot (20)

Clue Command: "Grab!"

Type: Timing

Controls: A button - Grab

Try to catch the mug as it slides off the table. Press A to get Wario's hand out.

- Put your hand out as soon as it passes Wario's non-catching hand.

Level 1: The mug will slide in from the left.

Level 2: The mug will slide in from the right, giving you less time to react.

Level 3: A mug will slide in from the left, but there will be another one sliding in from the right. Catch the one on the right before it hits the first one.

WARIO'S BOSS GAME: Sparring Wario (5)

Clue Command: "Spar!"

Type: Timing

Controls: A button - Punch the bag.

This is a game of timing. Wario will be facing a ball attached to a chain. Your objective is to knock the ball off the chain by hitting it repeatedly. When you hit it, it'll swing forward. As soon as it swings back toward you, hit it again. If you wait too long before throwing the first punch, the chain will break, and you'll lose. On the final hit, the ball will swing around Wario toward his back. Hit it as soon as the ball hits the eight-o'clock mark.

Level 1: The ball flies far when Wario hits it.

Level 2: The ball doesn't fly as far when Wario hits it.

Level 3: The ball flies a short distance, and swings back quickly.

GAME DISTRIBUTION:

Speed 1: Wario Whirled, Crazy Cars, Saving Face

Speed 2: Hectic Highway, Dodge Balls, Repellion, Wario Wear, Diamond Dig

Speed 3: I Spy, Mug Shot, Super Wario Bros., The Maze That Pays

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V.B. JIMMY T.
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Stage 2: JIMMY T.
Genre of Games: Sports
Number of Stages: 15
First Speed-Up: 6 mails
Second Speed-Up: 11 mails

Jimmy is a funky disco dancer with a penchant for wild-colored hair and games that deal with sports. He always likes to keep his cell phone on him to catch up on his messages, even when he goes clubbing. His venue is Club Sugar.

SCOREKEEPING:

Jimmy keeps your score on his cellphone. For every game you score a point in, Jimmy receives a new message on his cell-mail. A happy face (\ (^o^)/) congratulates you when you score, and a sad face ((-o-;)) chides you when you get beaten. The cell batteries on the bottom of the phone tell you how many chances you have remaining.

JIMMY T.'s GAMES:

Log Chop (20)
Clue Command: "Chop!"
Type: Timing
Controls: A button - Chop
This game is reminiscent of the "Test Your Might" bonus round in Mortal Kombat. Wait for the power bar on the right to enter the red zone, and then press A to chop.
Level 1: The power bar will have three bars of red.
Level 2: Only the top two bars will be red.
Level 3: Only the top-most bar will be red.

Fruit Shoot (30)
Clue Command: "Shoot!"
Type: Control
Controls: A button - hold down to aim the sight
Aim the arrow to hit the fruit on top of the statue. Hold A to move the target sight up, and then release it to fire the arrow. You can keep shooting until you hit the fruit.
Level 1: Large statue.
Level 2: Medium-sized statue.
Level 3: Small statue.

Heads Up (15)
Clue Command: "Catch!"
Type: Control
Controls: Left/Right - move the catcher
You're playing a game of catch out in someone's backyard. Watch the flight path of the ball carefully, and use Left/Right to guide your catcher.
- Be sure to move your catcher in position to catch the ball with his glove.
Level 1: Your catcher has a large glove.
Level 2: Your catcher has a smaller glove.
Level 3: Your catcher has a small, regular-sized glove.

Boing! (20)
Clue Command: "Bounce!"
Type: Control

Controls: Left/Right - move the trampoline

Keep the acrobat in the air by using Left/Right to move the trampoline.

Level 1: You have a wide trampoline to work with.

Level 2: Your trampoline is narrower this time.

Level 3: Your trampoline is very narrow.

Spare Me (15)

Clue Command: "Bowl!"

Type: Timing

Controls: A button - bowl

Knock out the pins and pick up the spare. Wait for the moving line to point toward the pins, and then press A to bowl.

Level 1: Knock down one pin.

Level 2: Knock down two pins.

Level 3: Knock down three pins.

Batter Up (20)

Clue Command: "Swing!"

Type: Timing

Controls: A button - swing the bat

Press A to swing the bat and score a hit for your team!

Level 1: The pitcher throws a fastball.

Level 2: The pitcher throws a change-up.

Level 3: Sometimes, the pitch may disappear when it's thrown.

Baseline Bash (20)

Clue Command: "Rally!"

Type: Timing

Controls: A button - strike the ball

You're playing a game of tennis, and you're in the middle of a rally. Press the A button to hit the ball back to your opponent.

Level 1: The ball travels slowly.

Level 2: The ball travels a little faster.

Level 3: The ball travels very quickly.

Butterfly Stroke (20)

Clue Command: "Swim!"

Type: Timing

Controls: Up/Down - swim (as indicated on the screen)

Swim your way to the finish line by pressing Up and Down in rhythm on the D-Pad.

Level 1: Your swimmer moves quickly to the finish line.

Level 2: Your swimmer moves slower, so you'll have to move Up and Down more quickly.

Level 3: Your swimmer moves very slowly.

Hammer Toss (15)

Clue Command: "Toss!"

Type: Timing

Controls: A button - throw the hammer

Jimmy's standing inside the hammer-throw circle. Wait for him to spin toward the field, and then press A to release the hammer. If it flies out of bounds, you'll lose.

Level 1: Wide area.

Level 2: Medium-sized area.

Level 3: Narrow area. You'll have to practically fly this one straight in order to win.

Balancing Act (30)

Clue Command: "Balance!"

Type: Control

Controls: A button - move the unicyclist

Keep the bricks carefully balanced! Press Left/Right to move your unicycle. To keep the bricks balanced, move toward the direction in which they're tipping. The bricks will change color when they're about to fall over. Keep them balanced by tapping in one direction to keep them upright. Holding down the button too long will cause them to tip the other way.

Level 1: Small stack of bricks.

Level 2: Medium-sized stack of bricks.

Level 3: Tall stack of bricks (tall enough to reach the top of the playing screen).

Putt for Dough (25)

Clue Command: "Sink it!"

Type: Control

Controls: Up/Down - aim the putting line, A button - putt

Aim the golf ball toward the hole with the D-Pad, and press A to tap it in for the win. Simple? You better believe it.

Level 1: The guiding line is long.

Level 2: The guiding line is a little shorter.

Level 3: The guiding line is very short.

Ski Jump (25)

Clue Command: "Jump!"

Type: Timing

Controls: A button - jump

Press the A button to jump in the flashing area so that your skier doesn't hit the tree ahead of him.

Level 1: The jump area is very wide.

Level 2: The jump area is slightly narrow.

Level 3: The jump area is very narrow.

Mountain Mountin' (20)

Clue Command: "Jump!"

Type: Control

Controls: Left/Right - move, A button - jump

Jump on the clouds to reach the top of the mountain. Press Left/Right to move, and A to jump.

Level 1: The mountain has slow-moving clouds.

Level 2: The clouds move in opposite direction.

Level 3: The clouds move quickly, and in sets (almost like the cars in Frogger).

Guy Scraper (10)

Clue Command: "Land it!"

Type: Control

Controls: Left/Right - guide the acrobat

Get the acrobat on top of the human pyramid by pressing Left/Right to guide his flight path.

Level 1: Three acrobats hold the landing platform.

Level 2: Two acrobats hold the landing platform.

Level 3: Only one acrobat is holding the landing platform...better be careful!

Lift & Shout (20)

Clue Command: "Lift!"

Type: Rapid Pressing

Controls: Up/A button - lift the weight (as indicated on the screen)

Make your weightlifter lift the barbell by tapping the A button rapidly, and pressing Up on the D-Pad where necessary.

Level 1: Your weightlifter is towing a heavy weight.

Level 2: Your weightlifter is towing a heavier weight. You'll have to tap Up twice.

Level 3: Your weightlifter is towing a very heavy weight. You'll have to do two sets of "A-A-A-Up" to lift the weight over your head.

Pro Curling (15)

Clue Command: "Curl!"

Type: Control

Controls: A button - Sweep the ice

Try to get the stone into the circle on the ice. Tap the A button to sweep the ice ahead of you to move the stone forward. When it reaches the inside of the circle, stop tapping the A button and let the stone glide in.

Level 1: The curling circle is very large.

Level 2: The curling circle is smaller.

Level 3: The curling circle is very small.

High Hoops (15)

Clue Command: "Shoot!"

Type: Timing

Controls: A button - shoot

Press A at the height of the shooter's jump to sink the free throw.

Level 1: The hoop is close to the ground.

Level 2: The hoop is a little higher.

Level 3: The hoop is very high.

Hurry Hurdles (10)

Clue Command: "Hurdle!"

Type: Timing

Controls: A button - Jump

Jumping hurdles in the sunset...Press the A button to hop the hurdles. Don't fall down!

- Your best bet is to jump each hurdle before your feet touch the short line that leads into the hurdle. Any earlier, and you might hit it.

Level 1: You'll only have to jump one hurdle.

Level 2: You'll have to jump two hurdles.

Level 3: You'll have to jump all three hurdles, placed close together.

Gifted Goalie (10)

Clue Command: "Defend!"

Type: Control

Controls: Left/Right - move the goalie

Use Left/Right on the D-Pad to move your soccer goalie in position to block the oncoming kick.

Level 1: The kick is aimed straight for the goal.

Level 2: The kick curves. Don't move, except to follow the ball.

Level 3: The kick zig-zags toward the goal.

Jumpin' Rope (15)

Clue Command: "Jump!"

Type: Timing

Controls: A button - jump

Keep yourself alive in this game of double-dutch. Press the A button to jump.

Level 1: A kid is in the middle. Press A when the rope is swinging down toward his head.

Level 2: A Pyoro is jumping this time, and he is a bit heavier than the kid.

Level 3: A Moai (Easter Island) statue is jumping this time, and his jump is very short. Press A when the rope passes under his nose.

Ring My Bell (10)

Clue Command: "Bounce # ft!"

Type: Timing

Controls: A button - Jump

Make the trampoline bouncer reach the indicated height. Press A when he's at the very bottom of the trampoline to fly upward. You only get one shot, though!

Level 1: The bell is at the 30-foot mark.

Level 2: The bell is at the 45-foot mark.

Level 3: the bell is at the 60-foot mark.

Set-n-Spike (30)

Clue Command: "Spike!"

Type: Control

Controls: A button - spike the ball

It's a two-on-two volleyball game, and your partner is setting you up for the spike. Press A to spike the ball after it's tossed.

- Your intention might be to press the A button at the height of your player's jump. DON'T. Instead, press the A button when the volleyball reaches ITS highest point. You'll hit it every time.

Level 1: The ball is spiked high.

Level 2: The ball is spiked high, but far away from the net.

Level 3: The ball is spiked low, and your player will jump before the ball is set.

City Surfer (15)

Clue Command: "Jump!" (or "Duck!")

Type: Control

Controls: Down - duck, A button - jump

Make your skateboarder avoid the oncoming obstacles. Press the A button to jump right before he hits the wall.

Level 1: You'll have to jump a wall.

Level 2: You'll have to jump a bump in the road, and then jump a wall.

Level 3: You'll be asked to jump-duck-jump. Press Down on the D-Pad after the first jump.

Snowboard Slalom (10)

Clue Command: "Finish!"

Type: Control

Controls: Left/Right - steer

Snowboard around the giant snowball, and try to reach the goal. Use Left/Right on the D-Pad to steer.

Level 1: The goal line is very wide.

Level 2: The goal line is narrower.

Level 3: The goal line is narrow. Sometimes, it may be off-center.

JIMMY'S BOSS GAME: Punch-Out!

Clue Command: "Knock out!"

Type: Action

Controls: Left/Right - Dodge, A button - Punch

You and your opponent have three hearts each. Your objective is to knock out the opponent before he knocks you out. He'll start to flash when he's preparing a punch. Use Left or Right to dodge, and then hit him while his guard is down.

Level 1: Your opponent has three hearts.

Level 2: Your opponent has four hearts.

Level 3: Your opponent has five hearts.

GAME DISTRIBUTION:

Speed 1: Butterfly Stroke, Balancing Act, Jumpin' Rope, Ski Jump, Baseline Bash, Log Chop, Putt for Dough, Lift & Shout, Ring My Bell, Fruit Shoot

Speed 2: High Hoops, Guy Scraper, Hurry Hurdles, Heads Up, Snowboard Slalom, Gifted Goalie, Beach Volleyball, Pro Curling

Speed 3: Boing!, Hammer Throw, Batter Up, City Surfer, Spare Me,
Mountain Mountin'

=====
V.C. DRIBBLE & SPITZ
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Stage 3-A: DRIBBLE

Genre of Games: Sci-Fi

Number of Stages: 25, with some games from Wario's Intro level mixed in

First Speed-Up: 8 miles

Second Speed-Up: 16 miles

Dribble is a cranky canine cabbie who just loves science fiction. His partner, a cat named Spitz, tags along with him for all of his rides. These two operate out of the Diamond City Taxi station, and challenge you with games that deal with space, motorcycles, and...ninjas!

SCOREKEEPING:

Your score is kept in Dribble and Spitz's cab, with the odometer marking your progress in miles (one mile for every game you pass). Your lives are indicated by small Spitz ornaments dangling on Dribble's side of the car. One will drop off every time you lose in a game, and the cab will stop its trip when your lives run out.

STAGE SPECIALTIES:

Dribble and Spitz will listen to their radio during your trip (which sounds sorta like a J-Pop song). The song will play throughout the whole time you're in Dribble's cab, even during the games. Throughout each 8-mile section, the game will speed up slightly after you clear two games, but it resets its speed when the display changes color (green for low speed, yellow for medium speed, and red for high speed). In addition to Dribble's games, you'll see some of the games from Wario's introductory stage.

DRIBBLE & SPITZ'S GAMES:

Alien Ambush (15)

Clue Command: "Trap!"

Type: Timing

Controls: A button - spring the trap.

An alien will come wandering across the screen from the right. Press the A button to set the trap and keep him in the cage.

Level 1: The alien will quickly walk toward the trap.

Level 2: The alien will pause for a moment, then start walking again.

Level 3: The alien will pause for a moment, and then roll toward the trap. When he starts rolling, he moves twice as fast as if he were walking.

Scooter Commuter (30)

Clue Command: "Land!"

Type: Control

Controls: A button - balance the scooter

You're riding along on your motor-powered scooter. You have to use the Left/Right keys to balance your scooter after the jump in order to land properly.

Level 1: You'll approach a triangular hill after you jump, so point your scooter at a 45-degree angle upward (back).

Level 2: You'll approach a flat bed, so make your scooter perfectly level.

Level 3: You'll approach a ramp, so point your scooter at a 30-degree angle downward (forward).

Space Fighter (15)

Clue Command: "Shoot!"

Type: Action

Controls: Up/Down/Left/Right - move the spaceship, A button - shoot (hold down for rapid fire)

You have a fleet of spaceships in your sights. Use the D-Pad to get them within view, and press A to blast.

Level 1: Destroy two fighters.

Level 2: Destroy three fighters.

Level 3: Destroy four fighters.

Stick & Move (15)

Clue Command: "Cross!"

Type: Timing

Controls: A button - jump

You have to jump across a rooftop. Avoid the guys with sticks, and press the A button to jump to the right toward the goal.

Level 1: One enemy with a stick will try to impede your progress. He will stand in the slot closest to the goal.

Level 2: Two enemies with sticks will try to impede your progress. One will stand in the second slot, and the other will still be standing at the end.

Level 3: Three enemies will try to impede your progress.

Classic Clash I (20)

Clue Command: "Dodge!"

Type: Timing

Controls: Down - duck, A button - Jump

Giant Mario vs. Giant Bowser, and Bowser is on the offensive. Press A to jump when Bowser kicks a rock, and press Down on the D-Pad when Bowser shoots fireballs from his mouth.

Level 1: Bowser will only kick rocks at Mario.

Level 2: Bowser will shoot fireballs now, as well.

Level 3: Bowser will quickly alternate between kicking rocks and spitting fireballs.

Bubble Trouble (15)

Clue Command: "Get 5!"

Type: Control

Controls: Up/Down/Left/Right - fly

There's a trail of spheres floating toward you. Move your player with the D-Pad to collect 5 of those spheres.

Level 1: Standard spiraling path.

Level 2: The spiral is a little tighter.

Level 3: The spiral is very tight.

Super Fly (25)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - dodge

Now, you're a superhero flying through the city, near ground level. Use Left/Right on the D-Pad to make your hero dodge the oncoming buildings.

Level 1: You only have to dodge one flashing skyscraper.

Level 2: You have to dodge two skyscrapers.

Level 3: You have to dodge three skyscrapers.

Arrow Space (20)

Clue Command: "Sidestep!"

Type: Control

Controls: Left/Right - sidestep

Enemies are preparing to ambush your castle. Find the safe spot to hide from

the attack, and use Left/Right on the D-Pad to sidestep.

Level 1: You'll have a wide space to dodge the arrows.

Level 2: The window will be smaller on level 2.

Level 3: You'll only have a small space to dodge the arrows.

Manic Mechanic (10)

Clue Command: "Assemble!"

Type: Control

Controls: Left/Right - move the robot

Try to assemble the robot and line it up with all of its parts. Press

Left/Right on the D-Pad to move the assembled robot around.

- You don't have to get the robot's parts perfectly lined up. Just worry about stacking them on top of one another. If one of the parts falls below the top of the robot, then you can't catch it.

Level 1: You have to assemble a wide robot.

Level 2: You have to assemble a medium-sized robot.

Level 3: You have to assemble a skinny robot.

UFO Assist (15)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - dodge

This game's like Repellion, except you're the UFO! Use Left/Right to dodge the incoming enemy fire.

Level 1: The opposing ship shoots slowly.

Level 2: The opposing ship shoots faster.

Level 3: The opposing ship shoots very quickly.

Classic Clash II (25)

Clue Command: "Repel!"

Type: Control

Controls: Right - Push Bowser back

Mario and Bowser are fighting again, but this time, Bowser comes charging toward you. This one is VERY simple. Just hold Right on the D-Pad to push him toward the edge. Mario will then flip Bowser on his back for the finish.

Level 1: Bowser presses forward slowly.

Level 2: Bowser charges forward a little quicker, and it becomes harder to push him back.

Level 3: Bowser charges forward very quickly.

Ninja Pipe Cleaner (20)

Clue Command: "Strike!"

Type: Control

Controls: Left/Right - move the ninja

Guide your ninja through the pipe to take out the enemy. Press Left/Right on the D-Pad to rotate along the pipe. You don't have to press anything afterward. If you're lined up with the enemy, your ninja will take it out.

Level 1: The enemy will sit still.

Level 2: The enemy will move around a bit, but only in one direction.

Level 3: The enemy will move around a lot.

Hover for Cover (15)

Clue Command: "Blast off!"

Type: Control

Controls: A button - hold down to hover

Your spaceship is lost in an asteroid field. Press and hold A to make your spaceship hover, but don't let it get hit by asteroids.

Level 1: Your spaceship will be short, making it easy for you to dodge the asteroids.

Level 2: Your spaceship will be slightly longer.

Level 3: Your spaceship will be much longer.

Scoot or Die (15)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - move the scooter

Ride your scooter through the valley, but beware the enemies in the mountains throwing dynamite sticks at you. Left/Right moves the scooter.

Level 1: You'll have to dodge three bombs.

Level 2: You'll have to dodge four bombs.

Level 3: You'll have to dodge five bombs.

Word Up (20)

Clue Command: "Shoot ?"

Type: Control

Controls: Left/Right - move the spaceship, A button - shoot

Use your spaceship to shoot down the "?" marks to spell a word. Left/Right on the D-Pad moves the spaceship, and A fires the laser.

- Shooting an unmarked letter will change it to a "?" symbol, so only use your shots on the "?" marks.

Level 1: Shoot down one "?" to spell out a word.

Level 2: Shoot down two "?" marks to spell the word.

Level 3: Shoot down three "?" marks to spell the word.

Mars Ball Destroy (15)

Clue Command: "Destroy Mars!"

Type: Control

Controls: Up/Down/Left/Right - move the ship, A button - shoot

Your objective is to destroy the red Mars ball. Use the D-Pad to move your turret, and then press A to fire.

- The arrows on your radar will indicate the direction that the Mars ball is in. If there are arrows pointing down and left, move your turret down and to the left.

Level 1: The Mars ball will be large.

Level 2: The Mars ball will be smaller.

Level 3: The Mars ball will be very small.

Classic Clash III (20)

Clue Command: "Beam!"

Type: Command Input

Controls: Up/Down/Left/Right - power up the beam

Mario and Bowser are at it again, but this time, Mario's on the offensive. Use the D-Pad to input the button combination for Mario to generate a laser beam and finish Bowser off.

Level 1: Mario will have to input two commands.

Level 2: Mario will have to input three commands.

Level 3: Mario will have to input four commands.

Zero to Hero (20)

Clue Command: "Transform!"

Type: Timing

Controls: A button - transform

This is similar to the Log Chop microgame in Jimmy's set. Wait for the bar to reach the red zone, and then press A to transform into an armored hero. If your power bar isn't in the red when you press A, then the transformation will fail, and you'll become a pig.

Level progression is the same as the Log Chop game.

Tidal Cave (20)

Clue Command: "Dodge!"

Type: Control

Controls: Up/Down - move the ship

You'll only have to use Up and Down on the D-Pad to play this game of "dodge the waves".

- The short blue waves will warn you when a wave is oncoming. When you see the flashing wave, move in the opposite direction.

Level 1: You'll have to dodge one wave.

Level 2: You'll have to dodge two waves.

Level 3: You'll have to dodge three waves.

Mars Jars (15)

Clue Command: "Escape!"

Type: Control

Controls: Left/Right - move

The aliens are trying to trap you and your crew. Use the D-Pad to move left and right to avoid getting trapped in their cup.

Level 1: You're only guiding one little alien around.

Level 2: You're guiding two little aliens around.

Level 3: You're guiding three little aliens around.

Space Escape (10)

Clue Command: "Dodge!"

Type: Control

Controls: Up/Down/Left/Right - move your ship.

Guide your spaceship through the mountainous planet while avoiding the turrets and their bullets.

Level 1: The turrets will shoot slowly at you.

Level 2: The turrets will shoot at you more often.

Level 3: The turrets will rain fire upon you very quickly.

Ninja Vision (15)

Clue Command: "Count!"

Type: Recognition

Controls: Up/Down - move the menu cursor, A button - make selection

A ninja will appear before you on the screen, and then attempt to split himself. You have to count how many mirages the ninja has created.

Level 1: The ninja will split himself into up to three different images.

Level 2: The ninja will split himself into up to four different images.

Level 3: The ninja will split himself into up to five different images. Pay close attention, as he may sometimes leave a mirage on the rooftop or in the trees.

Slick Wheelie (25)

Clue Command: "Wheelie!"

Type: Control

Controls: A button - hold to wheelie

Time to warm up the scooter again, but now, you have to pop a wheelie over the boulders in the road. Hold A to tilt your scooter back, but don't overdo it! A 45-degree angle should suffice. On higher levels, you'll have to hold that wheelie through multiple rocks.

Level 1: You'll have to hold your wheelie for one rock.

Level 2: You'll have to wheelie two rocks.

Level 3: You'll have to wheelie three rocks.

Bam-Fu (20)

Clue Command: "Chop!"

Type: Timing

Controls: A button - chop the bamboo shoot

Another Log Chop clone, except this time, you're a samurai attempting to chop a bamboo shoot in half.

Level progression is the same as the Log Chop game.

DRIBBLE'S BOSS GAME: Galaxy 2003

Clue Command: "Complete!"

Type: Action

Controls: Up/Down/Left/Right - move the spaceship, A button - shoot

This boss game is like a vectorized version of Solarstriker. There will be two stages where you shoot down enemies, with a mid-boss and an end-boss. Collect the power capsules to increase your ship's range of fire.

- To beat the mid-boss, you'll have to fire a large ball into a vortex at the center of the screen. Here, you don't need to shoot at it rapid-fire, because shooting at the ball will alter its angle. Shoot at it once or twice to get it moving, and then only shoot at it to adjust its flight path.

- The "boss" of this boss game is actually only a crystal floating inside a circular shield. As it makes its flight path around you, it will occasionally pop out of its shield and float to the center of the screen. This is the only time that you can damage the boss.

Level 1: Low difficulty. Enemies don't shoot at you.

Level 2: Medium difficulty. Some enemies shoot at you, and power-up items are more scarce.

Level 3: High difficulty: Enemies shoot at you more often, and power-up items are very rare.

GAME DISTRIBUTION:

Speed 1: Alien Ambush, Space Fighter, Scooter Commuter, Stick and Move, Classic Clash I, Bubble Trouble, Super Fly, Arrow Space

Speed 2: Manic Mechanic, UFO Assist, Classic Clash II, Ninja Pipe Cleaner, Hover for Cover, Scoot or Die, Word Up, Mars Ball Destroy

Speed 3: Classic Clash III, Zero to Hero, Tidal Cave, Mars Jars, Space Escape, Ninja Vision, Slick Wheelie, Bam Fu

=====
V.D. MONA
=====

Stage 3-B: MONA

Genre of Games: Strange

Number of Stages: 15

First Speed-Up: 3 points

Second Speed-Up: 10 points

Mona works at the Gelateria. She's seen as a rather strange person, since most of her best friends are mischievous little animals (including a technologically-savvy monkey). The games she presents to you are, to say the least...odd.

SCOREKEEPING:

Mona has a vast supply of banana peels that she uses to keep the cops at bay. When you succeed at a game, the police car in the middle will swerve out of control, and another one will quickly zoom in to take its place. If you miss, the cop will catch up to Mona's car, and you'll lose a life (indicated by the banana peels to the left).

MONA'S GAMES:

Paper Plane (15)

Clue Command: "Steer!"

Type: Control

Controls: Left/Right - steer the paper airplane

Float your paper plane down the shelves. Press Left/Right on the D-Pad to

steer.

Level 1: The shelves will be thin enough for you to whip around.

Level 2: Thicker shelves.

Level 3: Very thick shelves.

Dry Eye (10)

Clue Command: "Squirt!"

Type: Timing

Controls: A button - squirt

Try to get the eye drops right into the eye of the face below. Press A when the eye dropper and the eye are lined up.

Level 1: The dropper is a short distance from the face, and the eye is very wide, for an easy hit.

Level 2: The dropper will be farther away from the face, and the eye will shrink a bit.

Level 3: The dropper will be near the top of the screen, and the eye will be very narrow.

Parking Prowess (10)

Clue Command: "Park!"

Type: Control

Controls: Up/Down - steer the car

Prepare to park your car by pressing Down to turn into the parking lot. Don't hit the other parked cars, or the curb!

Level 1: Only one car will be parked in the lot.

Level 2: Two cars will be parked in the lot this time.

Level 3: Two cars will be parked in the lot, but sometimes you'll have to park between them.

Butterfingers (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - catch

Try to catch the slice of toast as it pops out of the toaster. Press A to catch it.

Level 1: You'll have to snag a whole slice of toast (which is very small).

Level 2: A bite will be taken out of the slice, giving you a smaller window to catch it.

Level 3: Two bites will be taken out of the slice, making it very small.

Gold Digger (10)

Clue Command: "Pick!"

Type: Timing

Controls: A button - pick

This one's REALLY strange. Press A to put the moving finger into your nose. You have to get it in the nostril, or else you'll fail.

Level 1: You'll have to dig with your pinky. This one is very easy to do.

Level 2: You'll have to dig with your index finger. This one will be harder.

Level 3: You'll have to dig with your index and middle fingers, and you'll need to get them into BOTH nostrils.

Terminal Velocity (15)

Clue Command: "Brake!"

Type: Control

Controls: A button - hold down to brake.

We brake for passengers, and you'll have to, as well. Press and hold the A button to stop the passenger car of the trolley. Make sure that the middle door is lined up with the station so that the passengers can get on.

Level 1: The train terminal will be very wide.

Level 2: The train terminal will be more narrow.

Level 3: The train terminal will be very narrow.

Chicken Pinch (15)

Clue Command: "Pinch!"

Type: Timing

Controls: A button - close the pincers.

Snag the little chicken by pressing A to close the giant pincers.

Level 1: The chicken will jump three times before crossing.

Level 2: The chicken will jump twice before crossing.

Level 3: The chicken will jump once, and then flip upside down in mid-air.

Boom Box (15)

Clue Command: "Detonate!"

Type: Timing

Controls: A button - detonate the fireworks.

Detonate the passing fireworks by pressing the A button as soon as it enters the box. You only get one shot, so there's no room for error.

Level 1: The detonation box will be large.

Level 2: The detonation box will be smaller.

Level 3: The detonation box will be very small.

Sloppy Salon (20)

Clue Command: "Cut!"

Type: Rapid Pressing

Controls: A button - cut

Tap A rapidly to get the barber to cut all of the customer's hair. Simple, right?

Level 1: Press A 6 times to finish the job.

Level 2: Press A 9 times to finish the job.

Level 3: Press A 12 times to finish the job.

Page Panic (10)

Clue Command: "Mark page #!"

Type: Timing

Controls: A button - mark the page

The game will ask you to mark a specific page. Press the A button to slip the bookmark in where it's needed.

- The trick is to pay attention to the even-numbered pages. For instance, if the book asks you to "Mark page 15", wait for the book to reach page 14 on the left. Even if it's in the middle of a page turn, you should still be able to slip it in quickly enough.

Level 1: The pages will turn slowly.

Level 2: The pages will turn more quickly.

Level 3: The pages will turn very quickly.

Noodle-Rama (25)

Clue Command: "Twirl!"

Type: Command Input

Controls: Up/Down/Left/Right - twirl the fork

Twirl the spaghetti to form a nice ball by rotating the D-Pad. Right, Down, Left, Up, Right, repeat.

Level 1: There'll be a little bit of spaghetti on the plate.

Level 2: There'll be a bite more spaghetti.

Level 3: There'll be a lot of spaghetti on the plate, enough to make a nice big ball.

Right in the Eye (10)

Clue Command: "Thread!"

Type: Control

Controls: Up/Down - aim the thread

Thread the needle! Press Up/Down on the D-Pad to adjust your position, and aim straight for the eye.

Level 1: The eye will be wide.

Level 2: The eye will be more narrow.

Level 3: The eye will be very narrow.

I Came, I Saw (30)

Clue Command: "Cut!"

Type: Command Input

Controls: Left/Right - Cut the log

Chop the log as fast as you can, by pressing Left/Right on the D-Pad in rhythm.

Level 1: Thin log.

Level 2: Thicker log.

Level 3: Very thick log.

Douse the House (15)

Clue Command: "Aim!"

Type: Control

Controls: Up/Down - Aim the hose

Aim the stream of water to put out the fire in the house. Just press Up/Down on the D-Pad to aim the hose.

Level 1: You'll have one fire to put out.

Level 2: One fire again, but this one will be larger.

Level 3: This time, you'll have to put out two fires.

Sole Man (10)

Clue Command: "Look out!"

Type: Control

Controls: Up/Down - move Shaggy

Avoid getting squashed by the large foot. Stay out of the shadow by using Left/Right to dodge.

Level 1: You'll have to avoid a sneaker.

Level 2: You'll have to avoid a larger shoe.

Level 3: You'll have to avoid an even larger boot.

Nighttime Allergies (20)

Clue Command: "Sniff!"

Type: Rapid Pressing

Controls: A button - sniff

Mona's friend has a bad case of the sniffles! Press A rapidly to suck the snot back into her nose.

Level 1: Short snot bubble.

Level 2: Long snot bubble.

Level 3: Two girls with short snot bubbles.

Air Supplies (25)

Clue Command: "Drop!"

Type: Timing

Controls: A button - drop the cargo.

Drop the cargo onto the passing truck with the A button.

- Release the cargo after the front of the truck passes under your chopper. You want it to land on the flat bed behind the front wheels.

Level 1: The delivery truck has a long back.

Level 2: The delivery truck will be shorter.

Level 3: The delivery truck will be very short.

Toast the Ghosts (10)

Clue Command: "Shine!"

Type: Control

Controls: Left/Right - Move the flashlight

Aim your flashlight with Left/Right to shine it on the ghosts.

Level 1: One ghost will appear.

Level 2: Two ghosts will appear. Shine one, and then quickly shine the other.

Level 3: Two ghosts will appear again, but they'll teleport around more quickly.

Tilt-n-Tumble (15)

Clue Command: "Tilt!"

Type: Control

Controls: Left/Right - tilt the playing field.

Tilt the machine with Left/Right so that the ball drops through the holes.

Level 1: You'll have to drop your ball through one hole.

Level 2: You'll have to drop your ball through two holes.

Level 3: You'll have to drop your ball through three holes.

Pompeii Back (10)

Clue Command: "Escape!"

Type: Control

Controls: Left/Right - run

Avoid the rock that shoots out of the volcano. Press Left/Right to move back and forth.

Level 1: A small rock will pop out of the volcano.

Level 2: A medium-sized rock will pop out of the volcano.

Level 3: A large boulder will pop out of the volcano. Despite its size, it can move around very quickly.

Crash Test, Dummy! (10)

Clue Command: "Deploy!"

Type: Timing

Controls: A button - release the air bag

Deploy the air bag with the A button before the car crashes and the dummy "hurts" itself.

- The best time to deploy the air bag is when you start to hear the tires screeching.

Level 1: The tires screech for a long time.

Level 2: The tires don't screech as much.

Level 3: The test car will wait a long time before braking, and will only brake a short distance before crashing.

Sunny-Side Up (15)

Clue Command: "Fry!"

Type: Timing

Controls: A button - crack the egg

Drop the egg into the pan as it passes under you. Use the A button to crack the egg open.

Level 1: The frying pan is large.

Level 2: The frying pan is smaller.

Level 3: The frying pan is very small.

Fries With That? (15)

Clue Command: "Squirt!"

Type: Control

Controls: Left/Right - move the ketchup bottle, A button - squirt

Shoot down the fast food flying toward you with ketchup so that it's ready to serve. Use Left/Right to move your ketchup bottle, and press A to squirt ketchup.

- On slow speeds, you can win this game easily without moving. Just tap the A button rapidly and the ketchup should hit all of the food items.

Level 1: You'll have to squirt a hamburger.

Level 2: You'll have to squirt a hamburger and some French fries.

Level 3: You'll have to squirt a hamburger, some French fries, and a soda (don't ask).

The Brush Off (25)

Clue Command: "Brush!"

Type: Control

Controls: Left/Right - brush

Let's get those teeth nice and clean! Press Left/Right to use the toothbrush.
- For the best rhythm, use long strokes. Don't press in the opposite direction until the brush hits the edge of the mouth.

Level 1: Two left/right strokes is all it takes to get those pearly whites white.

Level 2: The teeth are dirtier this time, so it'll take three left/right repetitions to brush 'em clean.

Level 3: The teeth are practically black. Four strokes in each direction will be required to clean the teeth.

MONA'S BOSS GAME: Nail Call

Clue Command: "Pound!"

Type: Timing

Controls: A button - pound the hammer

In this one, you'll have to use a floating hammer to pound a nail into the table. Wait for the floating hammer to fly directly over the center of the nail, and press A to pound. You'll have to do this several times to win. If you accidentally hit the nail too far off to the side, it'll bend. You can fix this by hitting the side of the nail that's pointing upward, and continue normally. Don't hit the nail on the side that's already bent, or you'll break it and lose. You'll also lose if you slam your hand with the hammer.

Level 1: It takes six carefully-timed hits to nail the hammer into the table.

Level 2: It takes eight hits to drive in this longer nail.

Level 3: It takes ten hits to drive in this nail, which starts out bent.

GAME DISTRIBUTION:

Speed 1: Parking Prowess, Butterfingers, Gold Digger, Sloppy Salon, Noodle-rama, Toast the Ghosts, The Brush-Off

Speed 2: Paper Plane, Terminal Velocity, Chicken Pinch, Boom Box, Page Panic, I Came, I Saw; Douse the House, Nighttime Allergies, Tilt-n-Tumble, Sunny Side Up

Speed 3: Dry Eye, Right in the Eye, Sole Man, Air Supplies, Pompeii Back, Crash Test, Dummy!; Fries With That?

=====
V.E. 9-VOLT
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Stage 3-C: 9-VOLT

Genre of Games: Nintendo

Number of Stages: 15

First Speed-Up: 6 EXP

Second Speed-Up: 11 EXP

9-Volt may only be a little kid, but he knows a whole lot about classic Nintendo games (in fact, they're his favorite thing to do besides work the turntables in his room).

SCOREKEEPING:

9-Volt fires up the giant Game Boy in his room and loads up a game that seems to resemble Dragon Warrior. (Here's an interesting tidbit: the original Dragon Warrior was published in the United States by Nintendo of America.) The status screen is in the top-left corner of the screen, and it indicates all of your

progress. LV indicates the difficulty level of the games 9-Volt prepares for you, HP indicates the number of chances you have remaining, and EXP is the number of games you have beaten.

9-VOLT'S GAMES:

Balloon Fight (20)

Clue Command: "Dodge!"

Type: Control

Controls: A button - hold to float

It's Balloon Trip! Guide the Balloon Fighter through the air, and avoid the lightning charges. Press and hold A to float.

Level 1: There are only a few lightning stars.

Level 2: There are a lot of lightning stars.

Level 3: There are a lot of lightning stars, and one of them will move up and down.

Duck Hunt (25)

Clue Command: "Shoot!"

Type: Timing

Controls: A button - fire the Zapper

Show that darn dog who's boss! Shoot down the ducks as they fly into your sights with the A button.

Level 1: A duck flies in slowly from the bottom corner.

Level 2: A duck flies in quickly from the top corner.

Level 3: Both ducks fly in.

Game Boy (20)

Clue Command: "Insert!"

Type: Timing

Controls: A button - drop the cartridge

Drop the Game Boy cartridge into the machine. Press A to drop it as soon as it's in the center.

- You can get away with the cartridge being slightly off-center, but if any part of the cart goes off the side of the Game Boy system, it'll bounce out.

Level 1: The Game Boy is close to the cartridge, so you can easily drop the cart into the machine.

Level 2: The Game Boy will be farther away.

Level 3: The Game Boy will be near the bottom of the screen.

Donkey Kong (25)

Clue Command: "Dodge!"

Type: Timing

Controls: A button - jump

You know the routine...Donkey Kong is chucking barrels at you, and you have to jump over them (press the A button).

Level 1: DK throws a barrel at the far ladder.

Level 2: DK throws a few barrels at the ladder closest to Mario.

Level 3: DK throws barrels toward both ladders.

F-Zero (20)

Clue Command: "Avoid!"

Type: Control

Controls: Left/Right - steer the Blue Falcon

Drive down the straightaway track on Mute City while avoiding the cars. Use Left/Right to steer.

Level 1: Dodge three cars.

Level 2: Dodge four cars.

Level 3: Dodge five cars.

Family Basic (15)

Clue Command: "Type X!"

Type: Recognition

Controls: Up/Down/Left/Right - move the cursor, A button - type

Find the correct letter or number, and move along the keypad with the D-Pad, using A to type the right key.

Level 1: You'll only have to focus on the numbers on the keyboard.

Level 2: Focus shifts to the left on level 2.

Level 3: You'll have to pay attention to the whole keyboard.

Super Mario Bros. (15)

Clue Command: "Squash!"

Type: Action

Controls: Left/Right - move Mario, A button - jump

This one's like Super Wario Bros., except you're playing as Mario, and you're not constantly bouncing around. Press Left/Right to move Mario, and A to jump.

Level 1: Stomp one Goomba.

Level 2: Stomp two Goombas.

Level 3: Stomp three Goombas.

Ultra Hand (15)

Clue Command: "Grab!" (or "Grab X!")

Type: Recognition/Timing

Controls: A button - grab

The game will ask you to pick a colored ball. Wait until the hand is lined up directly with the right color, and then press A to catch it.

Level 1: You only have to worry about grabbing one ball.

Level 2: There are two balls, but only one is the right one to grab.

Level 3: There are three balls this time.

Chiritorie (10)

Clue Command: "Vacuum!"

Type: Action

Controls: A button - move the vacuum cleaner forward.

Use your vacuum cleaner to clean up the dust in the room. Press the A button to move the vacuum cleaner in the direction of the arrow.

Level 1: There is only 1 dust particle.

Level 2: There are four dust particles.

Level 3: There are seven dust particles.

Laser Outlaw (15)

Clue Command: "Shoot!"

Type: Timing

Controls: A button - shoot

Wait until your gun's laser sight is aligned with the target on the outlaw's chest, and press A to fire.

Level 1: Your gun moves up and down.

Level 2: Your gun moves back and forth horizontally.

Level 3: Your gun moves in a figure-eight pattern.

Hogan's Alley (15)

Clue Command: "Shoot!"

Type: Recognition/Action

Controls: Left/Right - aim the Zapper, A button - shoot

Aim your gun with Left/Right to shoot the crooks (A button), but don't hit the innocents (cops and hostages!)

- The crooks are the ones pointing guns at you. Shoot them and ignore everyone else.

Level 1: You'll have to shoot one crook. Two hostages will also be shown (women in pink shirts). Don't shoot them.

Level 2: Same as Level 1, except a police officer will replace one of the hostages.

Level 3: You'll have to shoot two crooks.

Mario Paint: Fly Swatter (25)

Clue Command: "Swat!"

Type: Timing

Controls: A button - swat

Wait for the flies to get under your swatter, and then WHACK 'em by pressing the A button.

Level 1: Swat one fly.

Level 2: Swat two flies.

Level 3: Swat three flies (that fly in a figure-eight pattern).

Ice Climbers (10)

Clue Command: "Grab!"

Type: Control

Controls: Left/Right - move Popo, A button - jump

Help Popo cling on to the moving pterodactyl! Use Left/right to move, and press A to jump!

Level 1: You're positioned close to the pterodactyl.

Level 2: You're positioned opposite the pterodactyl.

Level 3: You're positioned on the bottom platform, so you'll have to jump twice.

The Legend of Zelda (20)

Clue Command: "Enter!"

Type: Control

Controls: Up/Down/Left/Right - move Link

Guide Link to the entrance to the cave. Use the D-Pad to move him around.

- Getting hit by the Peahat and Zora's bolts won't kill Link, but they will slow him down.

Level 1: No obstacles will stand in the way of Link's path to the cave.

Level 2: Link will have to dodge a Peahat.

Level 3: Link will also have to dodge the Zora in the lake nearby.

Sheriff (15)

Clue Command: "Shoot #!"

Type: Action

Controls: Up/Down/Left/Right - move the sheriff, A button - shoot

Your sheriff is in the middle, and there are several bandits circling on the outside. Move with the D-Pad, and press A to fire.

- Your best bet is to aim for the bandits circling the corners.

Level 1: You only have to shoot one bandit.

Level 2: You have to shoot two bandits.

Level 3: You still have to shoot two bandits, but this group is faster, and will quickly move toward the center to try and take you out.

Dr. Mario (25)

Clue Command: "Connect!"

Type: Control

Controls: Down/Left/Right - move the pill

Line up the colored pill to clear the bottle of the last remaining viruses. The D-Pad moves, and A rotates the pill.

Level 1: Stack the pill on top of the red viruses to clear them.

Level 2: Stack the pill horizontally between the two yellow viruses.

Level 3: Stack the pill vertically between the two blue viruses.

Racing 112 (10)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - move

Use Left/Right to move your car through the traffic.

Level 1: You'll have to dodge one car at a time.

Level 2: You'll have to dodge two cars at a time.

Level 3: You'll have to dodge two moving cars at a time.

Mario Clash (20)

Clue Command: "Throw!"

Type: Timing

Controls: A button - throw the shell

Yikes! 9-Volt managed to slip a Virtual Boy game into Wario Ware! In this red-and-black game, your objective is to time your shot so that you hit the enemy on the platform at the front of the screen. Press A to throw the shell.

Level 1: A slow-walking Spiny beetle will walk on the platform.

Level 2: A floating Boo will be your opponent.

Level 3: A bouncing Goomba will be your opponent. Hit it just before it lands its second jump.

Helmet (15)

Clue Command: "Look out!"

Type: Action

Controls: Left/Right - move

Head for the tool shed on the right side, but watch out for the falling tools!

Use Left/Right on the D-Pad to move.

Level 1: Nothing special.

Level 2: More debris falls from the sky.

Level 3: It becomes harder to judge your move.

Urban Champion (15)

Clue Command: "Punch!"

Type: Action

Controls: Up/Down - guard, A button - punch

Wait for your opponent to lower his guard, and then press A to hit him.

Level 1: Punch your opponent once to send him into the sewer.

Level 2: Punch your opponent twice.

Level 3: Punch your opponent three times.

Stack-Up (15)

Clue Command: "Grab!"

Type: Timing

Controls: A button - grab the rings

ROB's arms will move up and down. Press the A button to bring its arms together to collect the rings.

Level 1: The stack will be three rings thick. You can grab any of them to score.

Level 2: The stack will be two rings thick.

Level 3: There'll only be one ring on the stack.

Metroid (30)

Clue Command: "Fire!"

Type: Rapid Pressing

Controls: A button - fire a missile

It's a classic showdown with Samus Aran and Mother Brain. Press the A button to fire missiles and blast that brain to smithereens!

Level 1: Mother Brain stands still, so fire away!

Level 2: Mother Brain will shoot at you, which will slow you down if one of your shots hits the ring.

Level 3: Mother Brain shoots two rings.

Wild Gunman (15)

Clue Command: "Draw!"

Type: Timing

Controls: A button - shoot

It's a game of quick-draw! Press A to fire your gun after the timer starts.

Fire too fast, and you'll foul, and lose the game. Fire too slow, and...

Level 1: Low difficulty.

Level 2: Medium difficulty.

Level 3: High difficulty. The opponent draws really quickly.

LazerBlazer (15)

Clue Command: "Shoot!"

Type: Action

Controls: Up/Down/Left/Right - move Super Scope sight, A button - fire missile

Intercept the missiles before they reach the left side of the screen. Use the

D-Pad to aim, and press A to fire.

- Your sight will automatically lock on to a missile as soon as you move the cursor over it, so once you have one in your sights, blast away!

Level 1: Intercept 1 missile.

Level 2: Intercept 2 missiles.

Level 3: Intercept 3 missiles.

9-VOLT'S BOSS GAME: Ultra Machine

Clue Command: "Hit #!"

Type: Timing

Controls: A button - swing the bat

Batter up! It's your chance to be a hitting star. Use the A button to swing at

the pitches that come out of the pitching machine. You have to hit the

indicated number of pitches to clear the boss game.

Level 1: Hit 6 pitches to win.

Level 2: Hit 7 pitches to win.

Level 3: Hit 8 pitches to win.

GAME DISTRIBUTION:

Speed 1: Balloon Fight, Duck Hunt, Donkey Kong, F-Zero, Family Basic,

Super Mario Bros., Dr. Mario, Helmet, LazerBlazer

Speed 2: Ultra Hand, Chiritorie, Laser Outlaw, Hogan's Alley,

Mario Paint: Fly Swatter, The Legend of Zelda, Sheriff, Racing 112, Stack Up

Speed 3: Game Boy, Ice Climbers, Mario Clash, Urban Champion, Metroid,

Wild Gunman

=====
V.F. REMIX NO. 1
=====

Stage 4: Remix No. 1

Number of Stages: 20

First Speed-Up: 5 mails

Second Speed-Up: 10 mails

This first remix stage consists of games from Dribble, Mona, 9-Volt, and

Jimmy's levels, although at a slightly increased difficulty level.

REMIX NO. 1 BOSS STAGE: Punch-Out 2

You'll face a new opponent this time around, with four hearts and a quicker reaction time. On the fourth hit, your opponent will bring both of his arms out to prepare for a knockout punch (the screen behind him will ripple when he warms up for this punch). If he connects with this punch, you'll get knocked down, even if you have more than one heart left.

=====
V.G. ORBULON
=====

Stage 5-A: ORBULON

Genre of Games: IQ

Number of Stages: 15

First Speed-Up: 5 points

Second Speed-Up: 10 points

Orbulon is a 2000-year old alien (or, as he prefers to call himself, an "outer-space life form"). His idea of fun is challenging you with games that taste your recognition skills. He runs his games straight out of his UFO somewhere above the Earth's atmosphere.

SCOREKEEPING:

The dancing aliens at the bottom of your screen show you how many lives will have left, and one will fall through the floor of the ship every time you mess up.

STAGE SPECIALTIES:

Since Orbulon's levels require a bit more thinking, you'll have twice as much time to clear each of his microgames. The music will also be different on each speed level.

ORBULON'S GAMES:

Praise or Haze II (20)

Clue Command: "Praise!" (or "Haze!")

Type: Recognition

Controls: Up/Down - move the cursor, A button - make selection

Orbulon will ask you to either "praise" (say something good about) or "haze" (say something bad about) one of the people in the game (or even the game itself).

- The answer should be easy to find. In "haze" situations, ignore positive words, such as "Cool!", or "Groovy!" Do the opposite when asked to "praise" (that is, ignore the negative words, such as "Gross!" or "Awful!").

Level 1: You have three words to choose from.

Level 2: There are four words in the list.

Level 3: There are five words in the list.

Code Buster (25)

Clue Command: "Input!"

Type: Command Input

Controls: Up/Down/Left/Right/A button - input commands

Follow the instructions on screen, and input the code as quickly as you can.

Level 1: Simple code.

Level 2: Slightly more complex code.

Level 3: Complex code.

Noodle Cup (20)

Clue Command: "Pour!"

Type: Logic

Controls: Left/Right - move the kettle, A button - pour

The objective is to pour the soup through the pipes so that it lands in the cup. The soup will make a turn with every horizontal pipe it encounters.

- To find out which pipe you're supposed to use, start from the soup cup and work your way up, turning each time you see a horizontal pipe.

Level 1: Simple pipe network, with no more than three turns.

Level 2: The pipe network has four turns.

Level 3: The pipe network may have five turns.

Petri Panic (20)

Clue Command: "Search!"

Type: Recognition

Controls: Up/Down/Left/Right - move the magnifying glass.

Use the magnifying glass to locate the microscopic organism. When you come close to finding it, you'll see a small arrow that will guide you in the right direction.

Level 1: The organism will stay still.

Level 2: The organism will move downward vertically.

Level 3: The organism will move right horizontally.

Maze Daze (15)

Clue Command: "Navigate!"

Type: Control

Controls: Up/Down/Left/Right - move the ballerina.

Move your ballerina around the maze to find her boyfriend.

Level 1: Nothing special.

Level 2: There will be a teleporter within the maze. Use it to teleport to the warp spot of the same shape.

Level 3: There will be two teleporters within the maze.

What's the Toadal? (15)

Clue Command: "Count!"

Type: Recognition

Controls: A button - press once to increment the counter.

A group of toads will hop across the screen. Press A each time a toad passes by, and no more.

- To make things easier, focus on one point of the screen (preferably the lower edge), and count the toads in that manner.

Level 1: You'll only have to count a small number of toads.

Level 2: More toads will appear.

Level 3: A lot more toads will appear.

Find My Behind (15)

Clue Command: "Match!"

Type: Recognition

Controls: Left/Right - move the cursor, A button - make selection

You've got to figure out which one out of the four choices is the back side of the character above.

Level 1: There is only one figure that looks like the character above, which should be made obvious by his hair style.

Level 2: There are two potential choices here. Pay close attention to the body, as well.

Level 3: There are three potential right answers, but these guys have crazy hands and feet.

Cavity Calamity (10)

Clue Command: "Watch out!"

Type: Control

Controls: Left/Right - move

Move the decaying agent into a safe spot before the mouth closes on it.

Level 1: The cavity is easy to spot.

Level 2: There are more irregularities in the floor and ceiling, making the cavity harder to spot.

Level 3: There are a lot of irregularities in the floor and ceiling.

Sphinx Hijinks (30)

Clue Command: "Match!"

Type: Recognition

Controls: Left/Right - select piece, A button - insert piece.

There's a large block missing in the pyramid. Help the Sphinx find the right piece to put it back together.

Level 1: You'll have three pieces to choose from.

Level 2: You'll have four pieces to choose from, all shaped like Tetris S-blocks.

Level 3: You'll have five pieces to choose from.

Gear Head Fred (10)

Clue Command: "Save him!"

Type: Logic

Controls: Left/Right - move the gear system.

Fred is trapped on a series of gears! You have to move him either Left or Right so that he doesn't fall into the clutches of the monsters below.

Level 1: Simple gear system.

Level 2: Complex gear system.

Level 3: Very complex gear system.

Getcha Groove On (20)

Clue Command: "Remember!"

Type: Command Input

Controls: Up/Down/Left/Right - dance

This one's a game of memory. The DJ will give out commands, and you'll have to duplicate the directions he gives.

Level 1: The DJ gives out two commands.

Level 2: The DJ gives out three commands.

Level 3: The DJ gives out four commands.

Odd Man Out (10)

Clue Command: "Decide!"

Type: Recognition

Controls: Left/Right - move the cursor, A button - make selection

Four cards will be shown before you. Three of them are identical. You have to choose which one is different from the others.

Level 1: The pictures are still.

Level 2: The pictures are animated.

Level 3: The pictures are still animated, but the game will try to trick you by flipping over random cards.

The Great Cover-Cup (30)

Clue Command: "Choose!"

Type: Recognition

Controls: Left/Right - move the cursor, A button - make selection

A coin will be hidden under one of four cups. After the cups are done shuffling, it's your job to find out which one has the coin under it.

Level 1: There's not a lot of shuffling, so it's easy to keep your eye on the correct cup.

Level 2: The cups will shuffle faster.

Level 3: The cups will shuffle fast, and sometimes stop in mid-shuffle to try to confuse you.

Four Leaf Hover (20)

Clue Command: "Search!"

Type: Control

Controls: Up/Down/Left/Right - fly

In a thicket of grass full of clovers, you'll have to guide your butterfly to the one clover with four leaves.

Level 1: There will be some clovers to navigate.

Level 2: There will be more clovers to navigate.

Level 3: There will be a lot of clovers to navigate.

Tip the Scale (25)

Clue Command: "Heavier?"

Type: Recognition

Controls: Left/Right - tip the scales

Turtles are stacked on two sides of a large scale. Your objective is to find out which side weighs more.

- Usually, the side that has more medium-sized and large turtles will be the heavier one. Most of the time, you can ignore the smaller turtles stacked on top.

Level 1: Each side will have three turtles.

Level 2: Same as before, but the turtles will be very similar on both sides.

Level 3: Each side will have four turtles.

The Real McCoy (10)

Clue Command: "Inspect!"

Type: Recognition

Controls: Up/Down/Left/Right - make selection

Take a close look at the Game Boy Advance that flashes on screen. You'll then be presented with four (almost) similar models. Press the directional button to point to the one that doesn't have irregularities on it (i.e. extra buttons, missing buttons, flipped upside down, etc.)

Level 1: You'll have to inspect the front of the GBA.

Level 2: You'll have to inspect the back of the GBA.

Level 3: The differences will be more subtle.

Identity Crisis (30)

Clue Command: "Watch!"

Type: Recognition

Controls: Up/Down/Left/Right - make selection

An image will fly horizontally across the screen, partially obscured by black space on both sides. Pay attention to it and then point out the item that you just saw.

Level 1: The viewing window will be large.

Level 2: The viewing window will be smaller.

Level 3: The viewing window will be very narrow.

Electric Groove Fish (20)

Clue Command: "Link!"

Type: Control

Controls: Up/Down/Left/Right - move the electric spark

Use the catfish's electricity to power the lights in the city by pressing the D-Pad to move the electrical spark along the trail.

Level 1: The trail will be relatively simple.

Level 2: The trail will be more complex.

Level 3: The trail will be very complex, with some loops.

Strength in Numbers (25)

Clue Command: "Most wins!"

Type: Recognition

Controls: Left/Right - select a side

There are two sets of aliens. Press Left or Right on the D-Pad to point to the alien group that has more members in it.

Level 1: A total of 7 aliens will be on screen.

Level 2: A total of 15 aliens will be on screen.

Level 3: A total of 23 aliens will be on screen.

Button Masher (25)

Clue Command: "Press!"

Type: Command Input

Controls: Up/Down/Left/Right/A button - input commands

There are various walking button commands on the large eye. Press the indicated buttons to get rid of them before the eye opens.

- As the title suggests, you can easily win this game by slamming down repeatedly on the buttons of your GBA.

Level 1: There will only be four buttons on the eye.

Level 2: There will be eight buttons on the eye.

Level 3: There will be 12 buttons in the eye.

Catterwall (15)

Clue Command: "Search!"

Type: Recognition

Controls: Up/Down/Left/Right - move the spotlight

In this game, you'll have to find the selected cat using only a spotlight. You can still see their eyes, even in darkness, so you don't have to aimlessly move your spotlight around.

Level 1: There'll be several cats on the wall.

Level 2: There'll be more cats to choose from.

Level 3: There'll be a lot of cats to choose from.

Focus Pocus (20)

Clue Command: "Inspect!"

Type: Recognition

Controls: Left/Right - make selection

A section of a picture will be out of focus when the game starts, but the challenge here is to try to discern which of the pictures you see when the picture disappears.

Level 1: The picture will slowly come into focus.

Level 2: The out-of-focus picture will be zoomed in at first.

Level 3: The out-of-focus picture will spin around.

Matchboxes (15)

Clue Command: "Match!"

Type: Recognition

Controls: Up/Down/Left/Right - move cursor, A button - fit shape

Match up the shapes on the right side of the screen with the ones on the grid.

Level 1: Match one shape.

Level 2: Match two shapes.

Level 3: Match three shapes.

Garage Rock (20)

Clue Command: "Listen!" (and then "Perform!")

Type: Command Input

Controls: Up/Down/Left/Right - make band play

Another game of memory, this one asks you to repeat the melody of the garage rock band shown to you. Press the D-Pad to replicate the band members' playing.

- Don't worry about the actual timing of the melody; just focus on repeating the commands. Each member is placed to correspond with a direction on the D-Pad.

Level 1: Two musicians will play.

Level 2: Three musicians will play.

Level 3: Four musicians will play.

ORBULON'S BOSS GAME: Dungeon Dilemma

Clue Command: "Outwit!"

Type: Recognition

Controls: Up/Down/Left/Right - move cursor, A button - make selection

Orbulon has a cloning experiment that goes horribly wrong, and it's your job to take care of the clones before they take over. You'll be met by several

choices, and you'll have to select the one that's spelled correctly to complete this boss game. This has four phases - an attack phase, a defense phase, a magic phase, and a timing phase (where you finish off the monster).

- For the attack phase, remember words like "Attack", "Punch", and "Kick".

- For the defense phase, remember words like "Defend", "Hide", "Wait", and "Run away".

- For the magic phase, remember words like "Freeze", "Ice", "Max out", and "Impose."

- The last phase will require you to time your A button press so that you hit the moving cursor when it lands on "Success!".

Level 1: Only one word in each phase is incorrect.

Level 2: Two words are incorrect.

Level 3: Three words are incorrect.

GAME DISTRIBUTION:

Speed 1: Praise or Haze II, Code Buster, Noodle Cup, Maze Madness, What's the Toadal?, The Real McCoy, Match Boxes, Garage Rock

Speed 2: Petri Panic, Cavity Calamity, Sphinx Hijinks, Gear Head Fred, Getcha Groove On, Odd Man Out, Four Leaf Hover, Identity Crisis

Speed 3: Find my Behind, The Great Cover Cup, Tip the Scales, Electric Groove Fish, Strength in Numbers, Button Masher, Catterwall, Focus Pocus

=====
V.H. DR. CRYGOR
=====

Stage 5-B: DR. CRYGOR

Genre of Games: Reality

Number of Stages: 15

First Speed-Up: 4 flushes

Second Speed-Up: 8 flushes

Dr. Crygor, while also a smarty-pants like Orbulon, doesn't rely on smarts or cunning to make his games good. Instead, he prefers working with real objects. His games will be similar to most of the other developers you've faced, except that the graphics will be more realistic. His microgames are operated from his laboratory, which lies in a sea just outside of Diamond City.

SCOREKEEPING:

Your score for Dr. Crygor's games are kept on a toilet bowl (yes, I said "a toilet bowl"), and Crygor will flush once for every game you win. Keep an eye on the toilet rolls to the left. This tells you how many chances you have remaining.

STAGE SPECIALTIES:

Crygor's stage has a funky techno beat that plays throughout your time in his stage. Unlike in Dribble and Spitz's stage, you'll see the "Speed Up" and "Level Up" dialogues as you advance, but they'll be accompanied by different music than their originals.

DR. CRYGOR'S GAMES:

Banana Munch (25)

Clue Command: "Eat!"

Type: Rapid Pressing

Controls: A button - eat

Tap the A button repeatedly to eat the banana. Yum.

Level 1: A few bites will finish off the banana.

Level 2: It'll take a few more bites to finish the banana.

Level 3: It'll take several bites to finish the banana.

Mirror Mirror (10)

Clue Command: "Reflect!"

Type: Timing

Controls: A button - stop the laser/mirror

Guide the laser beam to reflect off the mirrors and magnify the image within the sphere at the bottom of the screen.

Level 1: Stop the laser when it shines on the question mark.

Level 2: Reflect the light off both mirrors.

Level 3: Same as Level 2, but the laser beam moves more quickly, and the mirror is smaller.

Wrong Way Highway (10)

Clue Command: "Watch out!"

Type: Control

Controls: Left/Right - steer the car

Cars are coming at you from the opposite direction on the highway. Use the Left/Right directions to dodge.

- Arrows will indicate when cars are approaching. Don't move unless you have to.

Level 1: Dodge one car.

Level 2: Dodge two cars.

Level 3: Dodge three cars.

Bad Man Bash (15)

Clue Command: "Fight!"

Type: Control

Controls: Up/Left/Right - attack

Watch out for the attackers on the sides of the screen. Press the direction buttons to counterattack in that direction.

Level 1: Only one of the baddies will attack you.

Level 2: Two of the bad guys will try to attack.

Level 3: All three of them will attack in sequence.

Berry Berry Good (20)

Clue Command: "Drop!"

Type: Timing

Controls: A button - drop the strawberry

Drop the strawberry onto the moving pastry with the A button. You only get one pass, so don't mess up!

Level 1: Drop the berry onto a large cake.

Level 2: Drop the berry onto a slice of cake.

Level 3: Drop the berry onto a small cookie.

Cat Nap (10)

Clue Command: "Sleep!"

Type: Timing

Controls: A button - make the cat sleep

Try to make the cat fall asleep by pressing the A button when its eyelids are fully closed.

Level 1: The cat's eyes will close slowly.

Level 2: The cat's eyes will stop once before fully closing.

Level 3: The cat will blink its eyes once before closing.

Make My Clay (25)

Clue Command: "Build up!"

Type: Rapid Pressing

Controls: A button - sculpt the clay man

Build up the clay man by tapping A repeatedly. If you don't do it in time, the

red rock at the top of the screen will fall on him.

Level 1: A few taps will build up the clay man.

Level 2: It'll take several taps to sculpt the clay man.

Level 3: It'll take a lot of tapping to bring the clay man to life.

Rough Puff (15)

Clue Command: "Repel!"

Type: Timing

Controls: A button - puff out spikes

Your puffer fish is about to be attacked by a barracuda. Press the A button at the right time to ward it off with your spikes.

Level 1: Your puffer will be on one side of the screen.

Level 2: Your puffer will be in the middle of the screen, giving you less time to react to the attacking barracuda.

Level 3: The barracuda will swim away from you once before making its attack.

Hard Core (30)

Clue Command: "Eat!"

Type: Rapid Pressing

Controls: A button - eat

Similar to the Banana Munch microgame, you've gotta tap the A button rapidly to eat it.

Level progression is the same as the Banana Munch microgame.

Cymbalism (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - clasp cymbals together

Press the A button when the musician's notes come within range of your cymbals. You have to hit them all to clear the game.

Level 1: One note will pass through.

Level 2: Three notes will pass through.

Level 3: Four notes will pass through.

Mashin' Martians (15)

Clue Command: "Smash #!"

Type: Action

Controls: Up/Down/Left/Right - hit with the hammer

It's Whack-A-Mole, Crygor-style. Use the D-Pad to hit the aliens with the hammer as they pop up.

Level 1: Smash two aliens to win.

Level 2: Smash three aliens to win.

Level 3: Smash four aliens to win.

Body Block (15)

Clue Command: "Bounce!"

Type: Control

Controls: Left/Right - move the body

Use the Left/Right buttons on the D-Pad to move your body back and forth to block the ball from reaching the bottom.

Level 1: You'll have a tall body to work with.

Level 2: You'll have to block the ball with a shorter person.

Level 3: You'll have to block the ball with a very short girl.

Funky Fountain (25)

Clue Command: "Spray!"

Type: Timing

Controls: A button - spray water

Wait for the moving fountain to line up with the star at the top, then press A to spray water.

Level 1: The spray from the fountain will be wide, meaning that you don't have to be directly under the star to hit it.

Level 2: The spray will be more narrow this time.

Level 3: The water will spray in a straight line.

Assembly Line (20)

Clue Command: "Assemble!"

Type: Control

Controls: Left/Right - move the car frame

Try to assemble the car and line it up with the wheels. Press Left/Right on the D-Pad to move the car's frame.

Level 1: The wheels are very large.

Level 2: The wheels are slightly smaller.

Level 3: The wheels are very small.

What's Your Beef? (25)

Clue Command: "Cut!"

Type: Control

Controls: Left/Right - cut steak

This game's like I Came, I Saw in Mona's game set. Press Left and Right to cut the steak in half.

Level 1: Thin piece of steak.

Level 2: Thicker piece of steak.

Level 3: Very thick piece of steak.

Spoon Spectacular (20)

Clue Command: "Bend!"

Type: Command Input

Controls: Up/Down - bend the spoon

Press the Up and Down buttons on the D-Pad to bend the spoon.

Level 1: A few taps should bend the spoon.

Level 2: A few more taps should bend the spoon and send it spinning around.

Level 3: You'll have to tap a lot to bend (and break!) the spoon.

Whoop-De-Doodle (20)

Clue Command: "Connect!"

Type: Control

Controls: Up/Down/Left/Right - draw

Connect the dot! Use the D-Pad to move the crayon toward the star.

Level 1: You can draw a short, straight line to the goal.

Level 2: You'll have to draw a diagonal line to the goal.

Level 3: Same as level 2, but the star will be longer away.

Raging Rhino (15)

Clue Command: "Taunt!"

Type: Timing

Controls: Up/Down/Left/Right - wave the cape

This charging rhino doesn't like red. Use the A button to play matador and move the cape out of the way before the rhino gores you.

Level 1: The rhino will charge at you once.

Level 2: The rhino will charge at you, then turn around and charge at you again.

Level 3: The rhino will turn around more quickly on the second charge.

Veg Out (10)

Clue Command: Depends on which vegetable Crygor wants you to match.

Type: Recognition/Timing

Controls: A button - stop slot machine

Fix up the vegetable by matching up the bottom half with the top half of the vegetable in the middle.

Level 1: Four different vegetables will scroll on the bottom.

Level 2: Five different vegetables will scroll on the bottom.

Level 3: Six different vegetables will scroll on the bottom.

Quickie Quiz (25)

Clue Command: Depends.

Type: Logic

Controls: Up/Down/Left/Right - make selection

Just answer the question that's indicated by the clue command. Use the D-Pad to select the correct answer.

Level 1: You'll have to pick the item indicated by the clue command. You have only two items to choose from.

Level 2: Same as Level 1, except that you have four items to choose from.

Level 3: You'll have to pick the item that doesn't belong.

Cheeky Monkey (15)

Clue Command: "Catch!"

Type: Control

Controls: Left/Right - move the basket

The monkey will toss apples from a tree. Use the D-Pad to catch them with your bowl.

Level 1: Two apples will fall from the tree.

Level 2: Three apples will fall from the tree.

Level 3: Four apples will fall from the tree.

Pod Pinch (20)

Clue Command: "Pinch #!"

Type: Timing

Controls: A button - pinch

Press the A button to pinch with the moving fingers. Pinch the number of peas indicated to win.

- A pea will only count if it's launched from the pea pod. If the pea only goes a short distance, then it won't count. To ensure that the peas launch from the pod, pinch when your fingers move to the center of the pea.

Level 1: You'll only have to pinch one pea.

Level 2: You'll have to pinch two peas.

Level 3: You'll have to pinch all three peas.

Shake (15)

Clue Command: "Shake!"

Type: Timing

Controls: A button - shake hands

Train your pet collie to shake hands with her master. Press A when both human and dog hands are lined up.

- Keep your eye on one of the hands, and focus on matching it up with the human's hand. The other hand will also meet up with the human's.

Level 1: You'll only have to shake one hand.

Level 2: You'll have to shake both hands.

Level 3: You'll have to shake both hands again, but this time, the human's hands will move, as well.

Kettle Mettle (15)

Clue Command: "Cut heat!"

Type: Timing

Controls: A button - stop the indicator

Try to cut the heat on the tea kettle without causing it to boil over. Press A when the indicator is in the green area in the middle.

Level 1: The heat indicator will have six green bars.

Level 2: The heat indicator will have four green bars.

Level 3: The heat indicator will only have two green bars.

DR. CRYGOR'S BOSS GAME: Alien Laser Hero

Clue Command: "Defend!"

Type: Action

Controls: Up/Down - aim the laser

You control the large alien laser head on the left side of the screen. Line up your laser beam to take out all projectiles to protect the Earth below. If even one should hit bottom, then you lose the game. After four phases of asteroid-dropping, the alien spaceship in the background floats into view, and drops random objects toward the Earth. Neutralize the projectiles, but aim your beam toward the spaceship to destroy it.

Level 1: The vase drops three of each type of rock before appearing. After it appears, it only deploys large, steady-moving meteors.

Level 2: The vase drops more of each type of rock before appearing. After it appears, it drops rocks at random.

Level 3: The vase mixes up the rocks in its initial attack. During the final attack phase, it drops rocks frequently.

GAME DISTRIBUTION:

Speed 1: Banana Munch, Mirror Mirror, What's Your Beef?, Whoop-De-Doodle, Veg Out, Quickie Quiz, Cheeky Monkey

Speed 2: Wrong Way Highway, Bad Man Bash, Cat Nap, Make My Clay, Rough Puff, Hard Core, Body Block, Spoon Spectacular

Speed 3: Berry Berry Good, Cymbalism, Mashin' Martians, Funky Fountain, Assembly Line, Raging Rhino, Pod Pinch, Shake, Kettle Mettle

=====
V.I. KAT & ANA
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Stage 5-C: KAT

Genre of Games: Nature

Number of Stages: 25, with some of Wario's intro games mixed in

First Speed-Up: Room 8

Second Speed-Up: Room 16

Kat, along with her sister, Ana, are young ninjas (Kat + Ana = Katana! Get it?) who love all things related to nature. Their games will involve animals, insects, and other wildlife. Though they come from Diamond City Kindergarten, their games take place in the Castle. Every now and then, you may also be challenged to one of the games from the Introduction stage.

SCOREKEEPING:

Things are a bit harder to discern in this level, as the score and "speed up" commands are all written in Japanese. Your score is written on a scroll at the top of the screen, and your life is represented by a sword at the bottom. One fragment will break off for each game you lose. For each one you finish (win or lose), Kat will run into the next room.

STAGE SPECIALTIES:

As stated before, all of the text in this level is written in Japanese. From time to time, you'll also see some games from the introduction, and their levels will be increased.

KAT'S GAMES:

Hare Scare (10)

Clue Command: "Pound!"

Type: Action

Controls: Up/Down/Left/Right/A button - hit with the hammer

Rabbits will pop out of holes on the Game Boy Advance. Press the direction corresponding to a hole on the GBA to WHACK with your hammer.

Level 1: Whack one rabbit before the time runs out.

Level 2: Whack two rabbits.

Level 3: Whack three rabbits.

Munch a Bunch (20)

Clue Command: "Chomp!"

Type: Rapid Pressing

Controls: A button - eat the shapes

Press the A button repeatedly to get your creature to eat all of the shapes.

Level 1: The creature has to chomp 6 shapes.

Level 2: The creature has to chomp 9 shapes.

Level 3: The creature has to chomp 12 shapes.

Lickety-Split (15)

Clue Command: "Lick!"

Type: Timing

Controls: A button - lick

Lick the circling hearts to make your chameleon change color.

Level 1: Lick one heart.

Level 2: Lick two hearts.

Level 3: Lick three hearts.

Flower Shower (20)

Clue Command: "Water!"

Type: Control

Controls: Up/Down/Left/Right - move the gardener around

Move the gardener around with her watering can to give her flowers new life!

Level 1: There will be one potted plant to water.

Level 2: The potted plant will run around.

Level 3: There will be two potted plants, and both will move around.

Go Fer the Tater (15)

Clue Command: "Burrow!"

Type: Control

Controls: Up/Down/Left/Right - move the gopher

Guide the gopher to find the potato, but don't bump into any rocks along the way.

Level 1: The potato will be easy to find.

Level 2: There will be more rocks in your way.

Level 3: There will be a lot of rocks in your way.

Picture Perfect (10)

Clue Command: "Shoot!"

Type: Timing

Controls: A button - take snapshot

You'll have to take a picture of the animal (or object) as it flies by your camera window. You need to get all of the subject within your sight to pass.

Level 1: A flying squirrel will fly in slowly from the left side.

Level 2: A bird will zoom in from the upper-right corner.

Level 3: A plane will fly in from the lower-right corner. It's slower than the bird, but it's quite large.

Leafy Green (20)

Clue Command: "Eat!"

Type: Action

Controls: Left/Right - move the snail, A button - jump

Guide the snail over the rocks to reach the leaf and make him grow! Left/Right moves the snail, and A makes him jump.

Level 1: There are no jumps to make. Just press forward and jump to grab the leaf.

Level 2: There's only one jump to make.

Level 3: There are two jumps to make.

Crane Game (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - snap up

Wait for the fish to get under the crane's beak, and then use the A button to snap it up.

Level 1: The fish simply moves back and forth.

Level 2: The fish moves back and forth, and also up and down, making it harder to catch.

Level 3: The fish's wavering pattern is wider.

Veggie Might (15)

Clue Command: "Pick!"

Type: Action

Controls: Left/Right - move, A button - pull

Pluck the vegetable stalks from the ground as they grow. Use Left/Right to move, and then press A to pull.

Level 1: You'll have to pluck one plant from the ground.

Level 2: You'll have to pluck two plants from the ground.

Level 3: You'll have to pluck three plants from the ground.

Mouse Trap (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - drop the mouse trap

Capture the scurrying mouse with the glass trap.

Level 1: The bowl is large.

Level 2: The bowl is smaller this time.

Level 3: The bowl is only slightly larger than the mouse, so you'll have to be precise.

Coconut Catapult (15)

Clue Command: "Drop!"

Type: Timing

Controls: A button - drop the stone

The monkey on the seesaw needs help grabbing a coconut. With your stone-carrying bird, press the A button to drop the stone onto the catapult and launch the monkey into the tree.

Level 1: The bird simply moves back and forth.

Level 2: The bird bobs up and down.

Level 3: The bird flies more up and down than he does left and right.

Bug Bite (15)

Clue Command: "Bite!"

Type: Timing

Controls: A button - dive

You're a mosquito, out for a sleeping baby's blood! But be careful! There are clouds of bug spray protecting the baby, and one ill-timed attack may mean your death. When you think you have a clear path at the baby, press A to dive in and bite his knee.

Level 1: There will be only two bug spray clouds, so you can go ahead and attack immediately.

Level 2: There will be four bug spray clouds.

Level 3: There will be six clouds, making it very hard to reach the baby.

Disc O'Dog (15)

Clue Command: "Catch!"

Type: Timing

Controls: A button - jump and catch

Use your dog to catch the flying disc. Press A to make him jump as soon as the frisbee flies overhead.

Level 1: The flying disc will float in from the left.

Level 2: The disc will fly down from the upper-left corner.

Level 3: The disc will arc upward from the lower-left corner.

Fruit Fall (20)

Clue Command: "Catch!"

Type: Control

Controls: Left/Right - move the girl

In this LCD game, you'll have to capture the fruit to place into the girl's basket. Don't get the gems! Use Left/Right to move.

Level 1: Only one gem will fall.

Level 2: No differences.

Level 3: Two gems may fall.

Penguin Shuffle (15)

Clue Command: "March!"

Type: Control

Controls: Left/Right - move the baby penguin

Keep in line with the penguins without bumping into them.

Level 1: The penguins will continually march forward.

Level 2: The penguins will move forward a bit, then stop.

Level 3: The penguins will move forward, and then quickly make an about-face.

Two Birds, Big Rocks (15)

Clue Command: "Clear!"

Type: Timing

Controls: A button - fly forward

The floating bird on the right wants to return home, but rocks are blocking his way. Press the A to knock out the wooden block between them to fly home.

Level 1: There are two concrete rocks and a wooden block.

Level 2: There are three concrete rocks and a smaller wooden block.

Level 3: There are four concrete rocks and a much smaller wooden block.

Hoppin' Mad (10)

Clue Command: "Return!"

Type: Control

Controls: Left/Right - steer, A button - paddle forward.

Find the magical rock that will turn your frog into a prince! Rotate your frog with Left/Right, and paddle with the A button. If you hit a rock, you'll bounce off it, and will have to re-adjust your path.

Level 1: There will be no rocks in the pond.

Level 2: There will be one rock in the pond.

Level 3: There will be two rocks in the pond.

Worm Squirm (20)

Clue Command: "Squirm!"

Type: Recognition/Control

Controls: Up/Down/Left/Right - move the worm

You're a single worm among many. Find the worm that's yours, and guide him to the footprint puddle to score.

Level 1: There will be a few worms near the puddle.

Level 2: There will be more worms near the puddle.

Level 3: There will be a lot of worms near the puddle.

Kitty Cover (15)

Clue Command: "Cover!"

Type: Control

Controls: Left/Right - move the umbrella

This kitty cat hates rain. Guide the umbrella with Left/Right to keep the cat dry until time is up.

Level 1: The umbrella will be large.

Level 2: The umbrella will be smaller.

Level 3: The umbrella will be held at a slant, making it hard to judge where to go.

The Claw (15)

Clue Command: "Pick up!"

Type: Control

Controls: A button - drop the claw

THIS is the real crane game that so many of us are used to. Wait until the claw gets over the stuffed animal, and then press A to drop it.

Level 1: A bunny rabbit will be among the pile.

Level 2: A teddy bear will be among the pile, which is wider than the bunny.

Level 3: An elephant will be among the pile. The elephant has a large head.

Spunky Monkey (15)

Clue Command: "Jump!"

Type: Control

Controls: A button - jump

Help the monkey reach his favorite stash of bananas by using A to hop between the trees.

Level 1: The trees are relatively close together.

Level 2: The trees are spread out.

Level 3: The trees are very far apart.

Crack Down (10)

Clue Command: "Jump!"

Type: Timing

Controls: A button - jump

A giant in the background threatens to strike the earth with his giant hammer. Protect the mother's egg so that it doesn't crack by pressing A to jump before the hammer strikes.

Level 1: Nothing special.

Level 2: The giant always strikes the ground immediately.

Level 3: The giant will pause before swinging.

Raaaarrrrggghh (10)

Clue Command: "Scare 'em!"

Type: Control

Controls: Up/Down/Left/Right - move the beast

Use your beast to scare the people off the screen. As your monster moves toward the group of people, they will scatter in the opposite direction.

Level 1: There will be a small group of people.

Level 2: There will be a large group of people.

Level 3: There will be two groups of people, clustered on opposite sides of the screen.

Blow Hole Bridge (10)

Clue Command: "Finish!"

Type: Control

Controls: Left/Right - move

Guide Shaggy across the bridge of whales without getting squirted. Each whale will turn a purple color shortly before it squirts.

Level 1: Only the whale closest to the island will squirt.

Level 2: The last two whales will squirt water.

Level 3: All three whales will squirt water.

KAT'S BOSS GAME: The Frog Flap

Clue Command: "Jump!"

Type: Control

Controls: Left/Right - aim the jumping frog

This one tests your ability to aim after jumping from platforms. Guide the frog across the cloud to the hot tub. After the frog jumps on a cloud, it will disappear.

Level 1: The clouds are relatively long, giving you plenty of room for error.

Level 2: The clouds are shorter on level 2, and red and blue clouds are thrown into the mix. When you land on a red cloud, your jumping speeds up, and if you touch a blue cloud, your jumping slows down.

Level 3: The clouds are very short on level 3, sometimes only one unit wide.

The red and blue clouds are also more plentiful on this level.

GAME DISTRIBUTION:

Speed 1: Hare Scare, Munch a Bunch, Lickety Split, Flower Shower,
Go Fer the Tater, Picture Perfect, Leafy Green, Crane Game

Speed 2: Veggie Might, Mouse Trap, Coconut Catapult, Bug Bite, Disc'O Dog,
Fruit Fall, Penguin Shuffle, Two Birds, Big Rocks

Speed 3: Hoppin' Mad, Worm Squirm, Kitty Cover, The Claw, Spunky Monkey,
Crack Down, Raaaarrrrrggghh, Blow Hole Bridge

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V.J. REMIX NO. 2
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Stage 6: Remix No. 2

It's another set of game remixes by our old disco friend Jimmy. This time, you'll have to play harder versions of Orbulon, Kat, and Dr. Crygor's games.

REMIX NO. 2 BOSS GAME: Punch-Out III

This time around, your opponent has five hearts, and will throw that knock-out punch at any time during the match. Don't be surprised if he uses it at the start of the match.

=====
V.K. WARIO
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Final Stage: WARIO again

Genre of Games: Anything Goes

Number of Stages: 25, with some of Wario's old games mixed in (cranked up to level 3)

First Speed-Up: 8 files

Second Speed-Up: 16 files

For the final challenge, it's back to WarioWare, Inc. again to challenge the boss at another set of games. This time, he's not going to let up. He dares you to try to beat his set of games (which look a helluva lot like everybody else's, but all of these have Wario's mug prominently presented), and just for good measure, he mixes in some of his old games, pushed up to their maximum difficulty level. Beat this challenge, and you'll have finished the game.

SCOREKEEPING:

This time, Wario's using his computer to open games to throw at you. Finish each one to score a point (shown by the numbers in the folders above him). The

dancing Warios show how many lives you have, and with each failed game, one drops into the Recycle Bin below.

STAGE SPECIALTIES:

You'll see some of Wario's new games, along with his old ones cranked up to their maximum difficulty level. To further complicate matters, every time the game speeds up, it does so TWICE as fast as on previous levels.

WARIO'S GAMES:

Wario Bros. (10)

Clue Command: "Collect!"

Type: Action

Controls: Left/Right - move Wario, A button - jump

Wario gets transported into Mario Bros., and he has to catch the coin before time runs out.

Level 1: It's just Wario and the coin.

Level 2: Now, Mario is thrown in the mix. Keep him out of the way, and grab the coin before he does.

Level 3: Mario is more aggressive at level 3.

Hot Dog Hog (10)

Clue Command: "Munch!"

Type: Timing

Controls: A button - take a bite

Wario's feeling hungry. Help him eat the hot dog by pressing A as part of it passes over his mouth. Some well-timed bites will help him finish his lunch more quickly.

Level 1: Wario's hot dog will be small, and can be finished in two bites.

Level 2: The hot dog will be longer, taking three well-placed bites to eat.

Level 3: The hot dog will be very long, taking four well-placed bites to eat.

Shingle Smash (20)

Clue Command: "Break!"

Type: Timing

Controls: A button - punch

Show off Wario's punching power by breaking roof shingles apart. By now, you should be familiar with the Log Chop-style of play. Just time your hit so that the power bar is in the red. Don't focus on Wario's hand, or you'll mess up.

Produce Pandemonium (10)

Clue Command: "Dodge!"

Type: Control

Controls: Left/Right - move Wario's car

Wario has to drive down a highway, but someone's throwing produce at his head. Use Left/Right to dodge to make sure he doesn't get smacked upon the noggin.

Level 1: You'll have to dodge two vegetables, one after the other.

Level 2: After the first vegetable, two vegetables will fall.

Level 3: After the first vegetable, three vegetables will fall.

Laser Vision (15)

Clue Command: "Squirt?"

Type: Timing

Controls: A button - squirt eye drops

This game's like Dry Eye, except that the face on the bottom of the screen doesn't like it when his eyes get drops in them. Press the A button when the dropper is lined up with the eye, and watch it get zapped!

Level progression is the same as the Dry Eye game.

Wario Windsock (15)

Clue Command: "Raise!"

Type: Command Input

Controls: Up/Down/Left/Right - raise the flag

Raise Wario's special windsock to the top of the flagpole by rotating clockwise on the D-Pad (starting with Right).

Level 1: The flagpole is small.

Level 2: The flagpole is taller.

Level 3: The flagpole is very tall.

High Treason (20)

Clue Command: "Shake!"

Type: Rapid Pressing

Controls: Left/Right - shake the tree

Tap Left/Right rapidly on the D/Pad to shake all of the fruit/objects out of the tree.

Level 1: The fruit falls out of the tree relatively quickly.

Level 2: The last fruit takes a good bit of shaking to fall.

Level 3: The last (star?) takes a lot of shaking before it falls.

Rock Paper Scissors (10)

Clue Command: "Compete!"

Type: Timing/Recognition

Controls: A button - make choice

Wario challenges Mario to a game of rock-paper-scissors. Press the A button when you find the right hand to beat the one that Mario has.

- Remember this cycle: paper covers rock, rock smashes scissors, and scissors cuts paper.

Level 1: Mario keeps his choice, so all you have to do is wait for Wario (on the right) to show the hand that beats it.

Level 2: This time, Mario will try to cheat (?) and change his decision if you don't make one quickly.

Level 3: Mario makes like Wario and cheats several times.

Wario Pinball (10)

Clue Command: "Pinball!"

Type: Control

Controls: Up/Down/Left/Right - left flipper, A button - right flipper

Pinballs will shoot out of Wario's nose. Use the flippers to keep them from falling into the pit. You'll automatically lose if even one of them falls in. The D-Pad controls the left flipper, and the A button controls the right flipper.

Level 1: One ball will fall into play.

Level 2: Two balls will fall into play.

Level 3: Three balls will fall into play.

Mix 'n' Match (20)

Clue Command: "Create!"

Type: Rapid Pressing

Controls: A button - mold

Much like Dr. Crygor's Make My Clay game, you'll have to hammer the A button to re-create Wario's wonderful(ly hideous) mug.

Level 1: Wario's face is reconstructed after a few button taps.

Level 2: It takes more pressing to mold Wario's face.

Level 3: It'll take a lot of A button presses to put Wario back together again.

Down & Outie (20)

Clue Command: "Hide!"

Type: Control

Controls: Down - pull down Wario's shirt

Whoops! Wario ate too much, and now his shirt won't fit over his pants. Press

and hold Down on the D-Pad to pull his shirt down to his belt to hide his gut. You'll know that you've got it done right when Wario begins to smile. Don't pull too hard, or your shirt will rip!

Level 1: The shirt pulls down just enough so that you can get it to Wario's belt before time runs out.

Level 2: The shirt is a little more loose-fitting, so it'll pull down faster.

Level 3: The shirt pulls down VERY quickly.

Thumb Wrestling (10)

Clue Command: "Wrestle!"

Type: Timing

Controls: A button - pin

Pin your opponent's thumb before time runs out (Wario's glove is the one on the right). Tap the A button to slam your thumb down.

Level 1: The opponent won't be aggressive in trying to pin you.

Level 2: The opponent's thumb twitches a bit to try to fake you out.

Level 3: The opponent's thumb twitches a lot before finally going down.

Float Your Boat (15)

Clue Command: "Drop!"

Type: Timing

Controls: A button - Ground Pound

Drop Wario onto the flotation device by pressing the A button as he flies by.

Level 1: The flotation device is long.

Level 2: The flotation device is shorter.

Level 3: The flotation device is very short.

Vermin (20)

Clue Command: "Smash!"

Type: Control

Controls: Left/Right - move Wario

Another classic Game & Watch game. Keep the moles out of Wario's garden! Use Left/Right on the D-Pad to move Wario's hammers.

- You'll have an easy time winning this if you remember to line up the moles with Wario's hammers (to the sides of him), and not Wario himself.

Level 1: Only one mole will pop out.

Level 2: Two moles will pop out.

Level 3: Three moles will pop out quickly.

Apple Shrapnel (20)

Clue Command: "Crush!"

Type: Rapid Pressing

Controls: A button - crush

Press A rapidly and watch Wario's hand crush the apple into bits.

Level 1: Wario's delicious apple gets crushed after a few button presses.

Level 2: The apple takes a bit longer to be crushed.

Level 3: Wario has two apples in his hand, and it takes a lot of tapping to crush them both.

Unexcite Bike (15)

Clue Command: "Dodge!"

Type: Control

Controls: Up/Down - steer Wario's motorcycle

In this mini-remake of Excitebike, you'll have to move Wario's hog up and down to avoid the rather large holes and troupe of Excitebike racers coming in from the other direction.

Level 1: There will be one hole in the track.

Level 2: There will be two holes in the track.

Hasty Pastry (10)

Clue Command: "Avoid!"

Type: Control

Controls: Left/Right - move Mini-Wario

Mini-Wario sees a lot of cake, and he wants to eat it all...but he's going to have to avoid the large hand trying to pick him off of it.

Level 1: Wario has three cakes to move across, giving him plenty of room to eat.

Level 2: There are only two cakes this time.

Level 3: There's only one cake.

Wario Facial (15)

Clue Command: "Design!"

Type: Recognition

Controls: Left/Right - select a body part, A button - place body part

This one's similar to a mini-game in Wario Land 4. Here, you'll have to put together the missing piece(s) of Wario's face.

- The "W" helmet, the scowling eyes, and the nose with the lightning bolt mustache are the ones you need to complete Wario's face. The other parts belong to his rivals, Mario and Luigi.

Level 1: You'll need to put one body part back together.

Level 2: You'll need to put two body parts back together.

Level 3: You'll need to put three body parts back together.

Grow Wario Grow (10)

Clue Command: "Grab it!"

Type: Action

Controls: Left/Right - move Wario, A button - jump

Wario hops into Super Mario Land for this game. Hit the "?" box and grab the Super Mushroom to power-up and show that do-gooder plumber who's boss!

Level 1: The mushroom will pop out and fall right out of the box.

Level 2: The mushroom will travel along two blocks.

Level 3: The mushroom will travel along three blocks before falling on Mario's head.

Loot Scoot (15)

Clue Command: "Escape!"

Type: Timing

Controls: A button - Charge attack

As Wario escapes from the underground landslide, he'll need to bust through a series of walls to escape. Press the A button to perform his Charge attack to make it out safely.

Level 1: Wario will have to bust through one wall.

Level 2: Wario will have to bust through two walls.

Level 3: Wario will have to bust through three walls.

Airpain (10)

Clue Command: "Shoot!"

Type: Action

Controls: Up/Down/Left/Right - move the plane, A button - hold down to shoot

Shoot down the oncoming planes by holding down the A button.

Level 1: One plane will fly toward you.

Level 2: Two planes will fly toward you.

Level 3: Three planes will fly toward you.

Wario Kendo (10)

Clue Command: "Catch!"

Type: Timing

Controls: A button - catch the sword

Stop the samurai's sword attack by pressing the A button to catch it with your bare hands.

Level 1: The sword is wide enough for you to catch it with your whole hand.
Level 2: The sword is thinner, and falls a little faster.
Level 3: The samurai slips, and the sword flies into the air, falling down very quickly.

Bug Birdie (10)

Clue Command: "Push!"

Type: Control

Controls: Up/Down/Left/Right - move Wario Beetle

Rather than putting the ball, Wario (as a beetle) will have to cheat and push the ball into the hole himself.

Level 1: The hole is very large.

Level 2: The hole is smaller.

Level 3: The hole is very small, and far away from your starting position.

Sinking Feeling (20)

Clue Command: "Grab!"

Type: Timing

Controls: A button - grab

Grab the parasol with the A button to slow Wario's freefall.

Level 1: The parasol handle is very long.

Level 2: The parasol handle is shorter.

Level 3: The parasol handle is very short.

FINAL BOSS GAME: Wario's Adventure

Clue Command: "Go!"

Type: Action

Controls: changes over the course of the game

Perhaps the longest and most challenging of the boss games, you'll have to guide Wario through a series of obstacles to retrieve a treasure at the end of the road. Each phase has a different set of controls.

- "Jump!" - The first part of the stage looks a lot like the City Surfer game in Jimmy's set. Jump over the small red blocks, and duck under the long ones protruding from the ceiling.

- "Watch out!" - After that first section, you'll have to avoid a set of falling blocks.

- "Watch out X 2!" - It's double trouble, as you'll have to duck/jump around the large blocks WHILE avoiding the triangular-shaped blocks falling from the ceiling.

- "Grab on!" - Once you're past that section, you'll have to time your jump to catch the green jet pack. If you miss, you'll crash into the wall, and you'll lose.

- "Attack!" - With the jet pack on, Wario will have to attack the targets to proceed. You'll have to wait until he's directly lined up under one before attacking with the A button. If you wait too long before attacking, the target will explode and kill you.

- "Grab 'em!"/"Faster!"/"Max speed!"/"Smash!" - After the targets are dispatched, you'll have to grab a series of fuel packs to increase your speed enough to smash through the large barrier up ahead. You MUST get all of them, or else you'll crash into the wall.

- "Attack!" - Wario's found the treasure, but a large block monster is keeping him from getting it. Luckily, Wario has a rather large boomerang at his disposal (which can be thrown with the A button). Run around the room to avoid the fiend's smash attack, and then hit him with the boomerang as he's on his way up. If necessary, you can also throw it against the wall for an extra hit. Once you've taken him out, Wario will open the treasure box to claim his loot...

- "Run, dummy!" - ...but it's not over yet! The roof starts to cave in, and a large red boulder starts rolling toward Wario. Time to floor it! Tap the A button like crazy to keep your distance from the boulder, and Wario will run

and slide to safety. Congratulations! You've completed WarioWare!

Level 1: Low difficulty (relatively speaking, of course). The blocks in the first section are far apart, and there are only two targets in the flying section. The boss at the end takes three hits to take down.

Level 2: Medium difficulty. The blocks in the first section are taller, and there are three targets in the flying section. The boss takes four hits to kill, and the escape phase is a lot longer.

Level 3: You're gonna need some serious training for this one. The blocks in the first section are very close together, there are four targets in the flying section, and the last boss is very quick, taking five hits to beat. The escape section is also VERY long.

GAME DISTRIBUTION:

Speed 1: Wario Bros., Hot Dog Hog, Produce Pandemonium, Wario Windsock, Rock Paper Scissors, Wario Pinball, Wario Facial, Bug Birdie

Speed 2: High Treason, Mix 'n' Match, Down & Outie, Float Your Boat, Vermin, Apple Shrapnel, Unexcite Bike, Grow Wario Grow!

Speed 3: Shingle Smash, Laser Vision, Thumb Wrestling, Hasty Pastry, Loot Scoot, Airpain, Wario Kendo, Sinking Feeling

VI. BONUS GAMES

In addition to the microgames on the Grid, you can also unlock full-length (albeit very small) games. Most of these are extended versions of some of the microgames, but all are fully playable...some of them also let you use the B button (shock!). Of course, you'll have to clear the challenges of Wario's friends before you get to unlock them (aww!). Once unlocked, they will show up in the "Games" section.

VI.A. SINGLE-PLAYER GAMES

VI.A.1. JUMP FOREVER!

Type: Timing

Controls: Left/Right - move Wario, A button - jump

Prerequisite: Beat Jimmy T.

Jump Forever is the first mini-game that you'll unlock, and you'll get it after beating Jimmy T for the first time. Hop the double-dutch rope by pressing the A button, and if necessary, use the Left/Right arrows to move back and forth. The rope will speed up after every 10 jumps, and then after 60, the rope will swing at random speeds.

VI.A.2. SKATEBOARD!

Type: Timing

Controls: Down - duck, A button - jump

Prerequisite: Beat Remix No. 1

This is an extended version of the City Surfer mini-game, and you'll unlock it the first time you clear the Remix No. 1 stage. The same rules apply here. Press A to make 9-Volt jump over walls and other obstacles, but press Down on the control pad to duck under low-lying walls.

=====
VI.A.3. PAPER PLANE
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Type: Control

Controls: Left/Right - steer the plane

Prerequisite: Beat Remix No. 2

Another "extended microgame" spectacular, this one's modeled after Mona's Paper Plane game. As before, you'll use Left/Right to steer around the shelves. At some points, you'll have to aim your paper plane straight down during the long narrow stretches. This one's yours after you finish Remix No. 2.

=====
VI.A.4. DR. WARIO
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Type: Action

Controls: Left/Right - move the pill, A/B buttons - rotate the pill

Prerequisite: Score 20 or better against Jimmy

Dr. Wario is a perfect, fully-playable clone of Dr. Mario. The objective in this game (as it was in the original) is to line up the colored pills to eliminate the viruses inside the bottle. Line up four colored pills/viruses of the same color to eliminate them. You can unlock this game by scoring 20 points or better in Jimmy's first game.

=====
VI.A.5. FLYSWATTER!
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Type: Action

Controls: Up/Down/Left/Right - move the hand, A button - swat

Prerequisite: Score 25 or better in Remix No. 1

This is similar to the Mario Paint mini-game, in which you have to swat a series of flies. After every 100 flies you swat, you'll have to smack down a "boss fly". You'll get this game if you manage to score 25 points or more in Remix No. 1.

=====
VI.A.6. WARIO'S SHERIFF
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Type: Action

Controls: Up/Down/Left/Right - move Wario, A button - shoot

Prerequisite: Score 25 or better in Remix No. 2

It's a perfect translation of an old black-and-white Nintendo arcade game. You play the role of Sheriff Wario, and your objective is to shoot down the bandits roaming on the outside. Move Wario around with the D-Pad, and shoot away with the A button. Occasionally, a vulture will fly across the top of the screen. If you can hit it, you can increase your score significantly. If you manage to clear multiple levels without getting shot, you'll get an extra life, AND your score will be doubled. Sweet, huh? To win yourself a copy of Wario's Sheriff, you need to beat a score of 25 in Remix No. 2.

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VI.A.7. PYORO
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Type: Action

Controls: Left/Right - move Pyoro, A button - stick out long tongue

Prerequisite: unlock all microgames in Games Mode

Remember that game that shows up in the opening cutscene (before the title screen)? Well, if you manage to get ALL of the games unlocked while playing through WarioWare, you get to try your luck at WarioWare's main competition: PYORO! Here's how the game works...Pyoro is a hungry bird, and he just loves vegetables. Use the D-Pad to move Pyoro back and forth on the bridge, and press the A button to whip out his Yoshi-long tongue to snag the vegetables. You'll score more points if you catch the vegetables while they're higher up in the air (ranging from 10 points to 50 to 100 to 300, all the way up to 1000 points)! After 2000 points, the frequency and speed of the falling vegetables will increase. If any of the veggies should hit the bottom, a small part of the bridge will break off, reducing Pyoro's walking room. Pyoro can devour the white vegetables to repair part of the bridge closest to him. After 5000 points, a flashing vegetable will fall. If you catch this one, all of the vegetables currently on the screen will disappear, and the bridge will be completely repaired. Alas, Pyoro is very weak, and can only withstand one hit from the falling veggies. If one should plunk him on the head, his quest (and yours) comes to an end.

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VI.A.8. PYORO 2
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Type: Action

Controls: Left/Right - move Pyoro, A button - spit seeds

Prerequisite: clear all microgames in Grid Mode

It's like Pyoro 1, only better and faster! The vegetables are still falling, and Pyoro's full up with an unlimited supply of seeds. Use the D-Pad to move Pyoro back and forth on the bridge, and press the A button to spit seeds at the vegetables to destroy them. You get 50 points for every veggie you shoot down, but you can get more points if you eliminate two or more with one shot. The only way you can grab this fun little game is if you clear ALL of the microgames in Grid Mode, including the boss games.

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VI.B. DUAL-PLAYER GAMES
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You can also win two-player Vs. games in WarioWare. To keep with the "simple" theme of the game, all of the Vs. microgames only require the use of the L and R buttons (player 1 uses the L button, while player 2 uses the R button), so that both players can play the game on a single GBA.

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VI.B.1. VS. CHIRITORIE
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Type: Action

Controls: L/R buttons - hold to move the vacuum

Prerequisite: defeat one of the following: Dribble, Mona, 9-Volt

Challenge your friend to try to suck up more dirt than he/she can. Use the L or R button to send your vacuum cleaner flying in the direction of the arrow. The first to score 100 points wins. Vs. Chiritorie becomes playable after you beat one developer from the Dribble/Mona/9-Volt group.

=====
VI.B.2. VS. CHICKEN RACE
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Type: Control

Controls: L/R buttons - pull foot back

Prerequisite: defeat two of the following: Dribble, Mona, 9-Volt

Your objective here is to catapult your car the farthest without driving it off the cliff. Hold the L/R button to cock the foot back, and when you think you have it at a safe distance, let go. You'll get this microgame when you beat two developers from the Dribble/Mona/9-Volt posse.

=====
VI.B.3. VS. DONG DONG
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Type: Timing

Controls: L/R buttons - poke with the stick

Prerequisite: defeat one of the following: Orbulon, Dr. Crygor, Kat

Three yellow orbs will be in the middle of the playing field. You'll have to press the L/R button to use your moving stick to poke the orbs into enemy territory. Three hits on one of the orbs will drop it on your opponent's head. Best of five wins. You, too, can play this with a friend if you manage to outwit one of the developers from the Orbulon/Crygor/Kat series.

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VI.B.4. VS. HURDLE
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Type: Timing

Controls: L/R buttons - jump

Prerequisite: defeat two of the following: Orbulon, Dr. Crygor, Kat

Jump the hurdles with the L/R button. You don't have to worry about tapping any extra buttons for speed, but you have to be careful not to hit any of the hurdles, as they'll slow you down. Vs. Hurdle is yours if you can best two opponents from the Orbulon/Crygor/Kat group.

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VI.C. CHALLENGE TOWERS
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There's a special surprise waiting for you after you beat the game. After beating Wario in the Anything Goes challenge, you can view the credit sequence whenever you want. You also gain access to special towers in the city that test your skill in all of the microgames you've played thus far.

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VI.C.1. EASY TOWER
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Prerequisite: Beat the game

All games that you've played and unlocked up to this point will be thrown at you at random in the Easy Tower. This is a good chance for you to warm up and show the game what you've got, since the speed and difficulty never increase. Boss games are not available in this mode. This mode will be unlocked once you

beat Wario's "Anything Goes" challenge.

=====
VI.C.2. TOTAL BOSS TOWER
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Prerequisite: Beat the game

You'll be confronted with a series of boss games, all at level 1, but juiced up a bit, so you'll have to react more quickly. You don't score any points if you fail, so you'll have to play the game until you clear it to proceed. This mode will also be unlocked once you beat the game.

=====
VI.C.3. THRILLING TOWER
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Prerequisite: Score 15 or more in the Easy Tower

If you score 15 or better in the Easy Tower, the Thrilling Tower will be opened to you. You'll still have to play all of the available games in this tower, and although they'll all be at normal speed, you'll play them at their maximum levels. Here, you only get one shot to clear as many microgames as you can. Once you fail, it's game over.

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VI.C.4. HARD TOWER
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Prerequisite: Score 15 or more in the Thrilling Tower

The ultimate challenge for WarioWare enthusiasts. You can only get this mode if you score 15 or better in the Thrilling Tower. Here, all of the microgames you play are at level one, but they're extremely fast, and get faster with every few games that you win. Luckily, you get four lives for this set.

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VII. SPECIAL THANKS
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Nintendo of America, Japan, and all around for taking a creative leap and making this bizarre, yet enjoyable, microgame collection.