

Wario Ware, Inc. FAQ/Walkthrough

by Meowthnum1

Updated to v0.5 on Jun 14, 2003

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ASCII art is from punishment 01. Thanks a bunch!

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| WarioWare, Inc.: Mega Microgames |
| For the Nintendo Gameboy Advance |
| FAQ/Walkthrough |
| By Meowthnum1 (meowthnum1 [at] meowthnum1 [dot] com) |
| Last Updated: 6/14/03 |
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I. Introduction

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| 1.01: Table of Contents |

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You know, it's REALLY sad that I have to include this section, but...

It's up there.

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| 1.02: Introduction |

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Hey there, and welcome to my FAQ for Warioware! Once again, I can almost guarantee that this FAQ will not be the best. I suggest you check out the following URL if this guide doesn't do it for you. Not that there's much to need help on, but the person who wrote for Mario's Early Years: Preschool Fun! can't talk there. Anyway, here's the guide I spoke of:
http://db.gamefaqs.com/portable/gbadvance/file/made_in_wario.txt. Anyway, this game will certainly become a classic. It is extremely funny! I mean, with this game and Fuzion Frenzy (XBX) out, mini-games certainly have taken a step up in the world. One other thing. This game was once described as "Game and Watch on crack." This, friends, is the absolute best description I have ever heard for this game.

Now, while I feel extremely stupid for writing for a game that involves stickers in the instruction manual (which are now placed all over my walls), I really don't mind. This game involves everything from picking your nose to remixes of classic games to helping some princess keep some snot from falling out of her nose. Oh well.

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| 1.03: Dedication |

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I'm going to divide the first dedication in to two parts.

The bosses for all three versions of Jimmy are dedicated to Brian "Mr. Mike Tyson's Punch-Out!!" Sulpher. That says it all. For a better dedication to him, check Kirby's Dreamland.

The rest is dedicated to Ryan Harrison. A British lad who obsesses with getting a picture of me and getting me to dedicate a guide to him, so here ya go. Nevertheless, a cool kid who thinks that sitting around all day is not living, and going on countless outdoor excursions is! Imagine that! Excellent author (during his non-living hours), whose work deserves a look.

:P.

This FAQ is going to be dedicated to former sheriff, FBI Agent, and grandpa, Dale Carson. He was my grandfather (mother's side), and never ceased to smile. He died in 2000, and his funeral had the largest attendance for a funeral in Jacksonville in the past century. His great sense of humor would have made him LOVE this game, and so this is dedicated to him.

II. Basics

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| 2.01: Story |
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Basically, Wario and friends have designed 200 "Microgames" designed to challenge you. This is Wario's latest get-rich-quick scheme. Evidently, after losing Princess what's-her-name in Wario Land 4, he's decided to give up the treasure hunting business.

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| 2.02: Controls |
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Look, pal. There are 200 Microgames. Each of them has a different set of controls! Umm...for now, just know that, "B," cancels, "A," confirms, and, "L/R," make the instructions scroll faster.

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| 2.03: The Game Grid |
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On the main menu, if you press, "B," you'll be given a set of options. Choose "Grid" to get to the Game Grid. Here you can practice any game you've played. Additionally, you can get flowers here. To get a flower, you have to complete a Microgame a certain number of times. This sounds easy, right? Wrong. You see, there are three variations of the Microgames: easy, medium, and hard. On top of that, they get faster each time. Oh, and you can repeat the boss.

Dunno if any of that helped too much...

III. Walkthrough

Alright, so here's what I'm going to do. I'm going to list a person. Then I'm going to list all of the Microgames that you might encounter while playing this person's games. These will be in the same order that you'll find them in the Game Grid, so if you want to use these strategies in there, go ahead. Now for the key.

Again, they'll be random when you're playing. Except for the boss.

After you beat a person once, you can go back through again to see if you can get some of the games you missed. After the boss, the games will go to variation two, and you'll take a break. During the break, press, "A," to see something special! After three boss fights, you'll just be on a very fast variation three level.

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Name: Name of the Microgame.

Command: The white words that flash across the screen before the game (i.e., jump). If you see, "x," by itself, that means that it is a variable, and changes.

Directions: The directions that the game lists.

Controls: The controls needed for the game.

Flower: The number of times you have to play this game in the Game Grid to get a flower for it.

Variation 1: The first, easiest variation.

Variation 2: The second, medium variation.

Variation 3: The third, hardest variation.

Strategy: A general strategy for all three variations.

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Name:

Command:

Directions:

Controls:

Flower:

Variation 1:

Variation 2:

Variation 3:

Strategy:

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| 3.01: Wario |

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Place: WarioWare, Inc.

Genre: Intro Games

These games are designed to warm you up for the challenges ahead.

He's trapped inside of his stereo! Play ten tracks to free him.

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Name: Crazy Cars

Command: Dodge!

Directions: Don't get smashed by the crazy cars!

Controls: A - Jump

Flower: 20

Variation 1: The car just rushes at you. No tricks.

Variation 2: The car will come a little ways on to the screen, and stop. It will continue in a second.

Variation 3: The car will come at you, and then jump over you.

Strategy: You want to wait until the car is halfway across the screen. This way, you can tell if it's going to jump over you, or if it stopped. It's a close call for the potato, but it'll work. Oh, and if the command is, "Dodge?" it will probably be a very small car. If this is the case, you don't even have to jump; it will just collide with you and die. *sigh* We all know Wario needs to lose weight.

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Name: Wario Whirled

Command: Stop me!

Directions: Stop my spinning face in the right place, will ya?

Controls: A - Stop

Flower: 15

Variation 1: The white space is twice the size of Wario's body.

Variation 2: The white space is just a little smaller than Wario's body.

Variation 3: The white space is half the size of Wario's body.

Strategy: Alright, here, you want to stop the wheel on the white space.

Failing to do so will result in Wario falling. We REALLY don't want that. I mean, the last time he fell, the ensuing earthquake was just...Anyway, there's no special trick here.

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Name: Saving Face

Command: Catch!

Directions: Don't let the stick slip through yours mitts, butterfingers!

Controls: A - Catch

Flower: 15

Variation 1: The stick is very tall.

Variation 2: The stick is medium-sized.

Variation 3: The stick is about the length of the hand.

Strategy: Saving Face? Where the devil...Anyway, the trick here is to aim for the bottom of the stick. That way, in case your reaction time is slow, you'll at least catch the top.

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Name: Diamond Dig

Command: Aim!

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

Controls: Left/Right - Aim

Flower: 20

Variation 1: There's no obstacle.

Variation 2: There's a small rock in mid-air.

Variation 3: There's a large rock in mid-air.

Strategy: Seriously, I wouldn't think that the rocks would cause too much concern. After all, it's WARIO that is landing on them. He SHOULD go right through them! Anyway, the object is to land Wario in to the gap with the diamond in it, without hitting the rocks on the ground or in mid-air. If there are rocks, fall near to them, and as soon as you pass them (or WHILE you're passing them), hold the control pad in the direction of the diamond. This way, you won't land on the rocks, and you'll land with the diamond.

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Name: Dodge Balls

Command: Flee!

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

Controls: Up/Down/Left/Right - Move

Flower: 15

Variation 1: There are two boulders.

Variation 2: There are three boulders.

Variation 3: There are four boulders.

Strategy: This game is simple. At the start, the boulders will roll around.
Don't move just yet! Wait until they separate. Now it's just
running. Keep tabs on the other boulders; don't just focus on one.

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Name: Repellion

Command: Attack!

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

Controls: A - Shoot

Left/Right - Move

Flower: 15

Variation 1: There's one UFO.

Variation 2: There are two UFOs.

Variation 3: There are three UFOs.

Strategy: At the start, wait until one UFO comes within your line of fire, and
then shoot. From there, if there are any others, move in the
direction of one. Destroy it, and if there's a third, go in its
direction, and shoot. Remember to be precise -- you've only got one
shot per UFO.

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Name: Wario Wear

Command: Dress!

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

Controls: Left/Right - Move

Flower: 15

Variation 1: His undershirt falls.

Variation 2: His pants and shirt fall.

Variation 3: His vest and flight cap fall.

Strategy: This is the absolute most disturbing site I have ever seen. Anyway,
you want to run under the falling clothing, and catch them. The
undershirt falls straight down, so that's easy. The pants and shirt
both drift, so you have to be careful about that. It's not too much
to worry about, though, as chances are (with Wario's humongous body),
it'll drift right back in to you. For the third variation, the vest
falls first, BUT IGNORE IT. The flight cap comes straight down, and
fairly fast. Wait for it to fall, catch it, and THEN go and grab the
vest.

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Name: Hectic Highway
Command: Dodge!
Directions: Don't smash in to any other vehicles, you road hog!
Controls: Left/Right - Steer
Flower: 15
Variation 1: You're on a motorcycle.
Variation 2: You're in a car.
Variation 3: You're driving a monster truck (which, you would think, could run over the other cars)
Strategy: So...uh...don't run in to the cars. Drive in between the cars to avoid them, and note the siren sound in the background. *sigh* Wario, who is the road hog now?

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Name: The Maze That Pays
Command: Collect!
Directions: Don't miss any of the coins in the maze! Get them all, or I'll never forgive you!
Controls: Up/Down/Left/Right - Move
Flower: 20
Variation 1: Yellow maze. One row of coins to collect.
Variation 2: Blue maze. Two rows of coins to collect.
Variation 3: Red maze. Three rows of coins to collect.
Strategy: Really, you want to get all of the coins in one movement. Don't retrace your steps for most of the setups. You may have to for the three-row set, but other than that, you don't want to backtrack. It adds time that you don't have.

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Name: Super Wario Bros.
Command: Stomp!
Directions: Flatten the Goombas! They're so ANNOYING! GAH!
Controls: Left/Right - Move
Flower: 20
Variation 1: One Goomba.
Variation 2: Two Goombas.
Variation 3: Three Goombas.
Strategy: Wario is on a pogo stick that, miraculously, doesn't break. So you have to squash the Goombas. So just...pogo on them. Don't stop for too long either. In fact, try to go straight from one Goomba to the next. It's fun.

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Name: I Spy
Command: Spotlight!
Directions: Guess what: I'm sneaky! Don't let me outta your sights!
Controls: Up/Down/Left/Right - Move the light
Flower: 20

Variation 1: The spotlight is huge.

Variation 2: The spotlight is medium-sized.

Variation 3: The spotlight is small.

Strategy: So you're stalking Wario with a spotlight. That's the premise of this game. Just keep the light on him and follow him until the time is up. Then you see the most pathetic face of him giving up!

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Name: Mug Shot

Command: Grab!

Directions: Don't let my mug slide off the counter, ham hands!

Controls: A - Grab

Flower: 20

Variation 1: The mug comes from the left.

Variation 2: The mug comes from the right.

Variation 3: A mug starts to come from the left and stops. One comes out from the right, and that's the one you want to catch.

Strategy: So this is tricky. Always wait for the mug to pass Wario's arm (the one closest to the mug in question). This way, you can detect any tricks. If you can get the hang of doing that, it's simple.

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Name: BOSS: Sparring Wario

Command: Spar!

Directions: Knock the punching bag off its chains! C'mon, ya wimp!

Controls: A - Punch

Flower: 5

Variation 1: It takes four punches to beat.

Variation 2: It takes six punches to beat.

Variation 3: It takes eight punches to beat.

Strategy: Basically, just punch. When it gets within range again, punch it some more! After the designated amount of punches, it will swing around behind your back. Wario will charge up. Wait until it is parallel with Wario's head, and then punch again. It will be knocked off its chain, and you will win!

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Wario's done!

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| 3.02: Jimmy (blue) |

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Place: Club Sugar

Genre: Sports

The hippy with the wig. You have to leave this guy fifteen cellphone messages.

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Name: Log Chop

Command: Chop!

Directions: Karate's like my cologne: overpowerin'! Gather enough strength to

split the log!

Controls: A - Chop

Flower: 20

Variation 1: There are three bars of red.

Variation 2: There are two bars of red.

Variation 3: There is one bar of red.

Strategy: So the point of this is to chop the log. You'll hurt his hand unless you time it so that the meter is in red. No matter what speed the game is, the meter will reach red twice. As such, I recommend you wait until the second time to do anything. It's fairly easy. As the game gets faster, you'll want to chop when you see the third yellow bar fill. Chances are, you'll get red this way.

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Name: Fruit Shoot

Command: Shoot!

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

Controls: A - Shoot

Flower: 30

Variation 1: The statue is large.

Variation 2: The statue is medium-sized.

Variation 3: The statue is small.

Strategy: The way this works thus: hold, "A." Doing this will pull back the arrow, and in effect, make the bullseye go higher. Pull back until the bullseye is right on the apple, and then let it go. You'll hit it. If you go past the apple, keep holding it -- it'll start over. Just like William Tell!

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Name: Heads Up!

Command: Catch!

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

Controls: Left/Right - Move

Flower: 15

Variation 1: The mitt is about the size of your body.

Variation 2: The mitt is medium-sized.

Variation 3: The mitt is the size of a normal one.

Strategy: So the guy in the background will throw the ball at you. You move in the direction that the ball is headed, and make it land in your mitt. Simple, no? Oh, and if you miss, the window gets shattered. I'm sure we all know what happens after THAT. Or at least, I do...>>

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Name: Boing!

Command: Bounce!

Directions: Don't be a downer! Move the trampoline to keep the jumper jumpin'!

Controls: Left/Right - Move Trampoline

Flower: 20

Variation 1: The trampoline is three times the size of the jumper.

Variation 2: The trampoline is twice the size of the jumper.

Variation 3: The trampoline is the size of the jumper.

Strategy: Heh, at first, I thought you were moving the screen. Silly me!
Anyway, just follow the jumper (stay under him at all times), and
make sure he lands in the center. Three bounces will clear this
game.

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Name: Spare Me

Command: Bowl!

Directions: Bowlin' is as slick sa polyester. You get one shot to rock the
block!

Controls: Left/Right - Aim
A - Shoot

Flower: 15

Variation 1: There is one pin to knock down.

Variation 2: There are two pins to knock down.

Variation 3: There are three pins to knock down.

Strategy: Aim the line at the pins. If there are two, aim it right in between
the two. If there are three, aim for the middle one. This game is
more like bowling than you think. If a pin falls and rams in to
another, it WILL fall. Also, gutter balls aren't ruled out. In
fact, I only see two differences between this and regular bowling
(aside from the fact that this is virtual): you have a line, and I
don't throw gutter balls!

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Name: Batter Up

Command: Swing!

Directions: Are you a one-hit wonder? Take one swing to do your thing!

Controls: A - Swing

Flower: 20

Variation 1: A regular-speed ball.

Variation 2: A fastball OR a slowball.

Variation 3: The ball comes at you and disappears.

Strategy: Timing is the key. Wait until it's a little bit in front of the
plate, and then swing. If it disappears, you have to think. Realize
its speed when it disappeared. When you think it's in front of the
plate, swing, and hope you hit it! It's easier done than said,
however.

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Name: Baseline Bash

Command: Rally!

Directions: You down with that whole tennis thing? Then keep the party
rockin'!!

Controls: A - Swing

Flower: 20

Variation 1: The ball is a slow lob. You'll hit it once.

Variation 2: The ball doesn't bounce as high, and it's faster. You'll hit it
twice.

Variation 3: The ball gets moving! Hit it twice!

Strategy: This is simple. Wait until the ball crosses the white line in front of you, and then swing. Rally some more if need be. Just be ready for it if it's fast.

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Name: Butterfly Stroke

Command: Swim!

Directions: This should be a disco dance, baby! Do the butterfly to the wall!

Controls: Up/Down - Swim

Flower: 20

Variation 1: It takes four strokes to swim to the wall.

Variation 2: It takes five strokes to swim to the wall.

Variation 3: It takes six strokes to swim to the wall.

Strategy: Down, up, down, up. Just repeat that pattern until you reach the wall. Heck, don't even bother waiting for the onscreen directions to show up. That pattern is the same EVERY TIME.

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Name: Hammer Toss

Command: Toss!

Directions: Hammer-throwin' is the funk. Do your spin and get the sphere in the orange.

Controls: A - Toss

Flower: 15

Variation 1: The orange area is wide

Variation 2: The orange area is medium-sized

Variation 3: The orange area is thin.

Strategy: So your guy is spinning around. When the ball lines up with the orange cone, toss it. Don't wait; just throw. Additionally, the more times that you spin around, the faster you go. As such, I recommend tossing it as soon as possible.

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Name: Balancing Act

Command: Balance!

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

Controls: Left/Right - Balance

Flower: 30

Variation 1: There are four packages

Variation 2: There are six packages

Variation 3: There are eight packages.

Strategy: Simple enough. If the packages move right, you go right; if the packages go left, so do you. Try to keep them colored green at all times, but if they turn yellow or red, they're about to fall, so you want to act fast.

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Name: Putt For Dough

Command: Sink it!

Directions: Golf rocks the house! Line up your shot and putt for the cup!

Controls: Up/Down - Aim
 A - Putt

Flower: 25

Variation 1: The hole is near and wide.

Variation 2: The hole is a good distance away from you, and has average width.

Variation 3: The hole is very far and very small.

Strategy: This is so easy on variation one, but it gets harder as you go on. Anyway, you use the line (ugh, why couldn't they have that in REAL golf?) to aim for the hole, and then you putt. On variation one, the line almost TOUCHES the hole, so you shouldn't have any problems. Just try and line them up as best you can, and fire.

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Name: Ski Jump

Command: Jump!

Directions: Feel the beat and time a perfect jump, baby!

Controls: A - Jump

Flower: 25

Variation 1: The ski ramp is long.

Variation 2: The ski ramp is medium-length.

Variation 3: The ski ramp is narrow.

Strategy: This is easy if you do it right. Then again, aren't they all? So the skier is sliding down the slope, and he comes to a flashing blue ramp. A flashing blue ramp. Again, this would help SO much in real skinning. Anyway, when he reaches the ramp, jump. It's that simple. When he reaches the ramp, he turns a darker shade of blue. You can use that, but I've found that it's more unreliable than waiting for the ramp.

ALTERNATE STRATEGY: Continuously press, "A." You will not jump until you reach the ramp. However, I recommend doing it the other way.

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Name: Mountain Mountin'

Command: Jump!

Directions: Reach the summit! Hop from cloud to cloud to get there!

Controls: L/R - Move
 A - Jump

Flower: 20

Variation 1: The clouds are moving slowly in the same direction.

Variation 2: The clouds are moving slowly in the opposite direction.

Variation 3: The clouds are moving "fast," but each level of the clouds moves in a different direction.

Strategy: Variations one and two are easy. Just jump three times, jumping as soon as you land, and then claim the flag. Variation three is a bit more complicated. Jump on one cloud at the bottom, and then wait for a cloud to start to pass over you. Jump on to this cloud, and from there on to the summit of the mountain.

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Name: Guy Scraper

Command: Land it!

Directions: At the top, it's a disco-pop! Move left and right to land yourself on the top!

Controls: Left/Right - Move

Flower: 10

Variation 1: The platform at the top is three people long.

Variation 2: The platform at the top is two people long.

Variation 3: The platform at the top is one person long.

Strategy: At first, you have a popup of the control pad guiding you. As time goes on, you lose this, so I'd practice while the game is still slow. So your person jumps off of a platform, and on to a trampoline. When she comes back up, he will have either overshoot the platform, or she will have not gotten far enough. Your job is to get her there. I would advise that you wait until you are at the peak of your jump to move. That way, you can determine which way you need to go. Move that way, but be sure not to overshoot your target! And, no, you cannot land back on the trampoline.

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Name: Lift & Shout

Command: Life!

Directions: Don't sweat it! Follow the directions and lift the barbell!

Controls: Up - Lift

A - Lift

Flower: 20

Variation 1: 4 "A"s; 1 up

Variation 2: 5 "A"s; 2 ups

Variation 3: Same as 2.

Strategy: I have yet to figure out the difference between variations two and three. Since they're the same every time, I'll walk you through them.

Variation 1:

A

A

A

A

Up

Variation 2/3:

A

Up

A

A

A

A

Up

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Name: Pro Curling

Command: Curl!

Directions: Sweep in front of the stone to slide it into the ring. You cool with that?

Controls: A - Sweep

Flower: 15

Variation 1: The circle is large.

Variation 2: The circle is medium-sized.

Variation 3: The circle is small.

Strategy: I didn't get this at first. What you do is continuously sweep until you are very close to the goal. Bah, let's just do this. Sweep five times (all close to each other) for variation one; five for variation two, and four for variation three. It works. I mean, I could go in to some long-winded explanation, but I'll leave it at that.

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Name: High Hoops

Command: Shoot!

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

Controls: A - Shoot

Flower: 25

Variation 1: The basket isn't very high.

Variation 2: The basket is high.

Variation 3: The basket is very high.

Strategy: I hate this game. Especially variation three. Sometimes it works; sometimes it doesn't. Shoot at the peak of your jump and hope that fate smiles down upon thee.

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Name: Hurry Hurdles

Command: Hurdle!

Directions: It's a disco thing, baby! Clear the hurdles with the settin' sun at your back!

Controls: A - Jump

Flower: 10

Variation 1: There's one hurdle to jump over.

Variation 2: There are two hurdles to jump over.

Variation 3: There are three hurdles to jump over.

Strategy: This is bloody easy, but requires timing. So you hurdle toward the hurdle at hurdling speed. Sorry, just had to say that. They did in Superman. Anyway, at the last minute, jump. It's that simple!

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Name: Gifted Goalie

Command: Defend!

Directions: Make that goalie boogie and protect your team's goal!

Controls: Left/Right - Move

Flower: 10

Variation 1: The ball goes straight.

Variation 2: The ball curves away from you.

Variation 3: The ball curves toward you.

Strategy: There's one thing to keep in mind that makes this thing very easy -- you don't have to catch the ball! As long as you stop it from entering the goal, you're safe! So you can hit it with the side of your hand and win. Anyway, for variation one, just watch where it's going, and move to intercept. In variation two, after the ball curves, move toward it. In variation three, you don't have to worry about moving at all, but be sure to keep an eye on it just in case.

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Name: Jumpin' Rope

Command: Jump!

Directions: Jumpin' rope is like dancin'. You got the rhythm?

Controls: A - Jump

Flower: 15

Variation 1: You are a kid who can jump fairly high.

Variation 2: You are a chick (baby chicken; not girl) who can't jump very high.

Variation 3: You are the Easter Island head from Gradius! You can barely make it over the rope.

Strategy: Another simple game. When the rope nears whoever you are, jump over it. WHAT A HARD CONCEPT! The easy way to do it is the watch carefully. When you see the rope touch the ground, jump. You'll get over it.

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Name: Ring My Bell (not...gonna...say...it...)

Command: Bounce x feet!

Directions: Get your bounce on and ring that bell!

Controls: A - Bounce

Flower: 10

Variation 1: Bounce 30 feet!

Variation 2: Bounce 45 feet!

Variation 3: Bounce 60 feet!

Strategy: Another easy game. Bounce once, and then wait for the trampoline to go down as far as it will go (your guy will flash red). Now jump! You will easily hit the bell.

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Name: Set-n-Spike

Command: Spike!

Directions: Like groovin', It's all in the timin'! Spike the ball and then chill...

Controls: A - Spike

Flower: 30

Variation 1: You are at a fair distance from the net.

Variation 2: You are as far away from the net as possible.

Variation 3: You are as close to the net as possible.

Strategy: Your teammate will set the ball. It's up to you to spike it. Again, the trick here is go wait until the peak of your jump, and then spike it. Watch the other team FALL over with embarrassment!

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Name: City Surfer

Command: Jump!

Directions: Get on your board and show your skills! Show me how super-fly you are!

Controls: Down - Duck

A - Jump

Flower: 15

Variation 1: A large platform to jump over.

Variation 2: A small and a large platform to jump over.

Variation 3: A small platform, a large platform (to duck), and a large platform to jump over.

Strategy: Simple. When you get fairly close to a large platform, jump over it. When you get close to a small platform, jump over it. When you get close to a large platform hanging on the ceiling, duck it.

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Name: Snowboard Slalom

Command: Finish!

Directions: Don't let any snowballs dampen this party! And stay inbounds, too!

Controls: Left/Right - Steer

Flower: 10

Variation 1: The finish line takes up the entire bottom line.

Variation 2: The finish is half as large, but in the same place.

Variation 3: The finish is as large as variation two's, but it's either at the extreme left or extreme right.

Strategy: This one ups the ante a bit. You have to avoid that large, golf-ball lookin' thing. I mean the snowball. Problem is, if you do it wrong, you lose serious speed. Don't worry. That's why I'm here. Anyway, at the start, see where the snowball is, and begin to turn away from it. Gradually, of course. Doing it too sharply will cause you to lose speed. After you pass it, turn back toward the goal. Oh, and on variation three, usually the snowball is close to the goal. Almost like variation two had moved. There's a little bit of space in between the wall and the snowball. DO NOT TRY AND GO THROUGH HERE. You'll be crushed between a...uh...snow...ball...and a hard place. You'll lose. Just go the other way.

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Name: BOSS: Punch-Out!!

Command: Knock Out! (Clean fight, and come out boxing!)

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

Controls: Left/Right - Dodge

A - Jab

Flower: 5

**Variation 1: It's a guy in a green mask, who uses normal punches.

Variation 2: It's a guy in a blue mask that heavily resembles a fish when he's happy and the Loch Ness monster when he's mad. He'll use the KO attack at his last heart.

Variation 3: It's a very nerdy guy in Cyclops-like goggles. He'll use the KO attack for his last two hearts.

Strategy: See the ** by Variation 1? That means that this is the guy you'll be facing at this particular point. You'll face variations two and three in later remixes. However, for the sake of the Game Grid, I'll do all three here, and in the later remixes. Oh, and you have three hearts. Meaning that you can take three hits. The same goes for your opponents, although they might have a bit more...

Variation 1 (3 hearts): The simplest of these fights. What you do is wait for him to start flashing. When he does, press left or right. He'll punch, but he'll miss. His arm will still be extended when you come back from your dodge. As such, his guard is down, so punch him! Repeat this two more times to win!

Variation 2 (4 hearts): A bit harder. The same strategy works. However, there is one slight catch. When he gets down to one heart, he will extend both hands, and do a kinda wave/flash thingy. Following this, he will attack. Regardless of your energy, this WILL kill you. It's no more difficult to dodge than any of the other attacks, but it's a tad bit more important, wouldn't you say?

Variation 3 (5 hearts): Again, it's no different. This time, however, he'll use that wave/flash thingy attack at two hearts AND at one heart. Be careful!

Something else that you can do is to constantly punch them. Since your hearts don't serve the same purpose as they do in MT/PO!!, this won't affect the fight. After a bit of this, stop, and dodge. 60% or so of the time, the opponent will throw a punch after this. So you can recover and counter. It depends on what you like.

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And now the hippy is complete! Keep on truckin'!

At this point, you have three options available to you: Spitz and Dribble, Mona, and 9-Volt. While 9-Volt has the absolute best games, and Mona's looks aren't too shabby, we're going to start with the place with the best music (and the first coming from the left) -- Spitz and Dribble. Or, for those who prefer alphabetical order when listing names...

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| 3.03: Dribble & Spitz |
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Place: Diamond Taxi
Genre: Sci-Fi Games

Star Wars fan? Then you're at the right place.

Anyway, the Dynamic Duo here is shining their taxi, getting ready for a ride. It begins raining, and they go by a long line of people waiting for a taxi. They almost pass them by, when they spy, at the VERY END OF THE LINE, you! Given your inherent friendship, they stop to pick you up. You mention a voice sounding like the sea, and they take off to the Docks. You must drive 24 miles to get there.

Oh, and by now, you have/will play some games from Wario/Jimmy. Make sure you know their games before proceeding!

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Name: Alien Ambush

Command: Trap!

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

Controls: A - Drop trap

Flower: 15

Variation 1: The alien walks straight.

Variation 2: The alien walks a little ways, jumps, and continues walking.

Variation 3: The alien walks a little, and then rolls.

Strategy: This game requires timing. For one and two, just wait until he is
under the trap to drop it. Variation three is a bit trickier. He
rolls quite fast, so you probably will want to drop the trap right
before he goes under it.

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Name: Scooter Commuter

Command: Land!

Directions: Escape by jumping your scooter. The trick is, you gotta land it
perfectly! You think you got the skill?

Controls: Left/Right - Tilt scooter

Flower: 30

Variation 1: You land on an upwards incline.

Variation 2: You land on a level platform.

Variation 3: You land on a downwards incline.

Strategy: This game can be hard as you get in to the faster speeds. Basically,
you tilt forward just a little on variation one; tilt forward enough
to be level on variation two; on variation three, you want to tilt
forward a lot. Another thing I've found fun to do on variation three
is to flip. If you hold back the whole time, you should be able to
make it.

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Name: Space Fighter

Command:

Directions: Enemy space ships are getting away. Target 'em and take 'em out!

Controls: Left/Right/Up/Down - Move

A - Fire

Flower: 15

Variation 1: There are two ships.

Variation 2: There are three ships.

Variation 3: There are four ships.

Strategy: You want to use the lower part of the circle, aim, and fire. Take
them out one at a time. The further they make it, the harder they
are to hit, so hurry up!

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Name: Stick & Move

Command: Cross!

Directions: You got a pesky samurai trying to stop you. Skip across the roof and avoid the samurai!

Controls: A - Jump

Flower: 15

Variation 1: There's one samurai, at the last gap.

Variation 2: There are two samurais, at the last two gaps.

Variation 3: There are three samurais guarding the last three gaps.

Strategy: The goal is to cross the four gaps to make it to the other side. Jump to the first gap immediately. From there, wait until the samurai pokes the little stick up at you, and then retracts it. When he does, jump over to the next gap. Repeat until you get to the roof on the other side.

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Name: Classic Clash I

Command: Dodge!

Directions: Avoid the attacks by jumping and ducking!

Controls: Down - Duck

A - Jump

Flower: 20

Variation 1: "Bowser" just kicks a rock at "Mario."

Variation 2: "Bowser" shoots two fireballs and then a rock.

Variation 3: "Bowser" kicks two rocks.

Strategy: If you've played this game, you know exactly why I put those in quotes. Technically, the rocks move too slow for you to actually jump over, but apparently, standing in the middle of the rocks is a-okay! So right before a rock gets to you, jump over it. If a fireball's coming your way, duck. Simple!

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Name: Bubble Trouble

Command: Get 5!

Directions: Catch the items floating in space! Get on it!

Controls: Left/Right/Up/Down - Move

Flower: 15

Variation 1: The bubbles start at the bottom and go up.

Variation 2: The bubbles start at the top and go down.

Variation 3: The bubbles wave up and down, side to side.

Strategy: The first thing you learn here is to NEVER wait until the last minute to get the bubbles. If you do, you run the risk of running out of time, so get the bubbles as soon as you can. Basically, you want to follow the same path as the bubbles.

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Name: Super Fly

Command: Dodge!

Directions: Think you're a hero? Then fly through the city without smashing in to buildings!

Controls: Left/Right - Move

Flower: 25

Variation 1: There is one building to dodge.

Variation 2: There are two buldings to dodge.

Variation 3: There are three buldings to dodge.

Strategy: Has anyone seen the show, "Super Fly?" Anyway, you don't have to worry about the grey buildings; just the orange ones. I highly recommend that you stay in the middle so that you can move quickly. Variation three is the hardest, if only for its false sense of security. Ah well.

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Name: Arrow Space

Command: Sidestep!

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

Controls: Left/Right - Sidestep

Flower: 20

Variation 1: The space between the arrows is wide.

Variation 2: The space between the arrows is of medium-length.

Variation 3: The space between the arrows is narrow.

Strategy: Ninja Boy is back! The trick is to watch the arrows in the background as they come up. Then, move to the space where there aren't any arrows. Easy as that.

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Name: Manic Mechanic

Command: Assemble!

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

Controls: Left/Right - Move the base

Flower: 10

Variation 1: You are assembling a man robot. A FAT man robot.

Variation 2: You are assembling a girl robot with the girl physique (skinny).

Variation 3: You are assembling a police officer who resembles Barney (Andy Griffith) in so many ways...

Strategy: I hate this game. It seems so bloody simple, but it's not. The first thing you do is move the legs under the body that is falling. Keep in mind that the body is swaying, so you have to calculate where it will land. Next, move the body/legs under the head. Simple, but blinkin' hard. Strangely, it gets easy in variations two and three.

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Name: UFO Assist

Command: Dodge!

Directions: That UFO up there is you! Avoid the attack from below!

Controls: Left/Right - Move

Flower: 15

Variation 1: The ship will fire once.

Variation 2: The ship will fire twice.

Variation 3: The ship will fire thrice.

Strategy: Hehe...I said thrice...*ahem*, anyway. Wait for the ship to fire at you, and then move. It can fire pretty rapidly, so watch out!

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Name: Classic Clash II

Command: Repel!

Directions: Force the monster back and take him down! You gotta take him DOWN!

Controls: Left/Right - Move

Flower: 25

Variation 1: He's easy to repel.

Variation 2: He's a bit harder to repel.

Variation 3: He's harder to repel.

Strategy: This isn't hard, per sé. Just move toward "Bowser," and push him all the way to the end of the screen. "Mario" will pick him up, and smash him down on the other side.

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Name: Mars Ball Destroy

Command: Destroy Mars!

Directions: Follow the arrow, find the red ball, and destroy it! And keep your wits about you!

Controls: Left/Right/Up/Down - Move

A - Shoot

Flower: 15

Variation 1: Mars is large.

Variation 2: Mars is medium-sized.

Variation 3: Mars is small.

Strategy: Follow the arrows. If part of the target circle is pointed at Mars, go ahead and fire. One shot will dispose of the planet. Death Star III - Now in pocket-size!

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Name: Hover for Cover

Command: Blast off!

Directions: Blast off in the rocket ship, but avoid the flying rocks! CAN you handle it?

Controls: A - Blast off

Flower: 15

Variation 1: The rocket is one window long.

Variation 2: The rocket is two windows long.

Variation 3: The rocket is three windows long.

Strategy: At the very start, take off, and hit the top of the screen. If any asteroids get within range, let go of "A" (you'll note that you have to be holding the button to stay in the air), and drop beneath them. When they pass, go back up. Am I the only one who remembers an Atari Arcade game like this?

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Name: Scoot or Die

Command: Dodge!

Directions: Ride your scooter! Sounds simple, but there's a catch: you've got

to avoid incoming bombs! [How's that for Sci-Fi?]

Controls: Left/Right - Move

Flower: 15

Variation 1: There are three bombs to avoid.

Variation 2: There are four bombs to avoid.

Variation 3: There are five bombs to avoid.

Strategy: This is similar to that arrow sidestep game, Arrow Space. You see the bombs coming at you from the background. Get away! Note that, once the bomb explodes, it is perfectly safe to ride there -- even if it's still smoking!

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Name: Word Up

Command:

Directions: Shoot the question marks to reveal a word. To help you out, you can warp from side to side!

Controls: Left/Right - "Warp"

A - Shoot

Flower: 20

Variation 1: One question mark to shoot.

Variation 2: Two question marks to shoot.

Variation 3: Three question marks to shoot.

Strategy: A rather simple game. Move your ship so that it is under the flashing box (it has a question mark on it). Now fire. Repeat if necessary. Easy cheese! Oh, and be sure that you're accurate -- if you shoot at a block without a question mark, it becomes a block with a question mark, thus increasing your workload.

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Name: Ninja Pipe Cleaner

Command: Strike!

Directions: Find the oncoming ninja and take him out! Talk about a tough crowd!

Controls: Left/Right - Move

Flower: 20

Variation 1: There's a stationary red ninja.

Variation 2: There is a slow moving, blue ninja.

Variation 3: There's a fast moving, purple ninja.

Strategy: As Sci-Fi as it gets. You can see the ninja from fairly far away. As such, go ahead and plan your move, taking in to account the ninja's movement pattern. As you get closer, you can perfect it, and ram in to the ninja, thus winning.

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Name: Classic Clash III

Command: Beam!

Directions: Complete the combo to defeat the foe! You got that or what?

Controls: Left/Right/Up/Down - Parts of the combo

Flower: 20

Variation 1: There are two parts to the combo.

Variation 2: There are three parts to the combo.

Variation 3: There are four parts to the combo.

Strategy: Another easy game. Just look at the highlighted button on the screen, and press the corresponding button on the D-Pad. "Bowser" will do nothing. Well, he'll "die" if you get it right. I have die in quotation marks, because we all know what happens to villains. They seem incapable of dying.

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Name: Zero to Hero

Command: Transform!

Directions: Are you a hero or what? Concentrate and transform!

Controls: A - Transform

Flower: 20

Variation 1: Three red bars.

Variation 2: Two red bars.

Variation 3: One red bar.

Strategy: This is like the game where you chopped the log. Wait for the meter to fill up once, and on the second time, after you see the third yellow bar, transform. She'll be transformed in to a lousy excuse for a hero.

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Name: Tidal Cave

Command: Dodge!

Directions: Make your way through the cave by avoiding the waves! You got the finger magic?

Controls: Up/Down - Move

Flower: 20

Variation 1: There's one flashing wave.

Variation 2: There are two flashing waves.

Variation 3: There are three flashing waves.

Strategy: If there's one common misconception with this game, it's that you have to avoid all of the waves. This is untrue. The only waves that you have to avoid are the flashing ones. If you see a flashing wave on the top, press down; if you see a flashing wave on the bottom, press up. Simple!

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Name: Mars Jars

Command: Escape!

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

Controls: Left/Right - Move

Flower: 15

Variation 1: You have one crew member.

Variation 2: You have two crew members.

Variation 3: You have three crew members.

Strategy: Heh, evil snares. REAL evil snare. A glass! The horror! The above descriptions of the variations include yourself. So you have a big stick figure, and one, two, or three smaller ones. Run from the shadow of the glass. When it begins to drop, keep running in the

same direction -- away from it! This way, it shouldn't take any of your crew. If no one is captured, you win!

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Name: Space Excape

Command: Dodge!

Directions: Alien battle stations are attacking! Avoid their fire and escape alive!

Controls: Left/Right - Move

Flower: 10

Variation 1: There are four battle stations to avoid.

Variation 2: There are six battle stations to avoid.

Variation 3: There are twelve battle stations to avoid.

Strategy: This game is hard. The trick is to dodge the red-dots-that-are-supposed-to-be-lasers. At the very end, you'll jump to Hyperspace, and escape. Keep your wits about you, and stay in the middle, unless you are dodging a shot.

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Name: Ninja Vision

Command: Count

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

Controls: Up/Down - Choose number

A - Decide

Flower: 15

Variation 1: He splits in to a few copies. All in a line.

Variation 2: I honestly cannot figure out a difference. If you find one, email me.

Variation 3: Sometimes, there's no difference. Other times, there will be a ninja in the corner or something. Make sure to check.

Strategy: Gah-hahah. I begin to wonder exactly what the age for this game is. Count them. Make sure to check the corners for ninjas, because they can do that. Blast those pesky ninjas!

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Name: Slick Wheelie

Command: Wheelie!

Directions: So get this! You gotta ride a wheelie over rocks and be carful not to flip over backwards!

Controls: A - Wheelie

Flower: 25

Variation 1: One rock to wheelie over.

Variation 2: There are two rocks to wheelie over.

Variation 3: There are three rocks to wheelie over.

Strategy: Now you can do this the easy way or the hard way.

Easy Way: This *can* be a bit dangerous, but it's easy once you get the hang of it. At the very beginning, press, "A," a lot. Wheelie until the rider stands up. Keep this elevation throughout the whole ride, and you will not fall.

Hard Way: This gets harder as the rocks increase. A little bit before you encounter the rock, wheelie a lot. Not so much that you fall back, but enough to get over the rock. Repeat until there are no more rocks.

Different strokes for different folks, I guess.

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Name: Bam-Fu

Command: Chop!

Directions: Focus your mind and chop! Miss, and you gotta meet the raccoon!

Controls: A - Chop

Flower: 20

Variation 1: Three red bars.

Variation 2: There are two red bars for your pleasure.

Variation 3: There is one red bar.

Strategy: Another one of these games, so I suspect you know the drill. As a quick recap, wait until the bar charges a second time, and swing when you see the third yellow bar.

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Name: BOSS: Galaxy 2003

Command: Complete!

Directions: Blast through the galaxy, grabbing as many power-ups as you can!
Keep smashing the button for rapid-fire!

Controls: Left/Right/Up/Down - Move

A - Shoot

Flower: 5

Variation 1: There are no red things.

Variation 2: There are some red things.

Variation 3: There are lotsa red things.

Strategy: Powerups:

First: Double cannons

Second: Triple cannons

Third: Triple cannons + shield

Fourth and beyond: Kill all enemies on-screen + 1000 points

Miniboss: He's a ball. What you want to do is shoot him. He'll bounce around. The trick is to knock him in to that warp in the middle. When you succeed, he'll die.

Boss: At first, he'll just be a ball that changes colors as you fire at him. Hit him as much as possible. Soon, he'll adopt a shield. Wait for him to come out of the shield, and blast him. Oh, and watch out for the shield. If it hits you, you lose your shield/die. When he dies, so does his shield.

Notes: * If you see a red enemy (variations two and three), it WILL fire at you. Destroy these as soon as possible.

* If you get confident with it, I recommend going through

on the dual cannons. It makes the mini and major bosses significantly easier to deal with (the firepower is concentrated)

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Done! You get to the docks, and you jump out of the car. You approach the sea, and turn in to a merman. You swim off, and Dribble and Spitz watch you, waving. The sun/water graphics here are amazing. Anyway, this bothered me, as I was playing as male. So now we move one to the right.

0~::~~0
| 3.04: Mona |
0~::~~0

Not...gonna...say...it...

Lookin' good!

Place: Geleteria
Genre: Strange

So Mona here is late for work. She speeds along to get there at 8:00. However, as anyone who works will know, if you're in a rush, one of the following will happen:

- 1.) You'll get behind slowpokes.
- 2.) You'll get caught by a police officer.

Unfortunetly for Mona, she got the latter. So her monkey pal in the back disposes of the first cop Mario Kart-style. After a few more cops, the entire force gets on her tail! Hope the monkey has enough bananas! In order to get away, you have to dispose of 15 police officers to get to work!

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Name: Paper Plane
Command: Steer!
Directions: Steer the airplane and avoid the ledges. Have a safe flight!
Controls: Left/Right - Steer
Flower: 15
Variation 1: Thin ledges.
Variation 2: Fairly thin ledges.
Variation 3: Thick ledges.
Strategy: Fairly easy. When you see a ledge, go to the hole at the far end, and then turn around. Repeat until you've cleared three ledges. Oh, and when you turn, make sure you turn all the way. If you don't, you will straighten out and go straight down.

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Name: Dry Eye
Command: Squirt!
Directions: Put some drops in my eyes!
Controls: A - Squirt
Flower: 10
Variation 1: The eye is wide.

Variation 2: The eye is regular-sized.

Variation 3: The eye is thin.

Strategy: For the record, I hate eyedrops. For some reason. Anyway, the goal here is to drop some eye...drops in to any part of his eye; not necessarily the pupil. I recommend letting the dropper go back and forth once, so that you can prepare.

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Name: Parking Prowess

Command: Park!

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

Controls: Down - Steer

Flower: 10

Variation 1: Green cars; Two parking spaces.

Variation 2: Blue cars; One parking space.

Variation 3: Pink cars; One parking space. I haven't figured out any other differences.

Strategy: It looks hard, and it is -- unless you know how to do it! When you reach the grey arrow, hold down until you are straight. Once you are straightened out, just keep on riding. You'll park, and be just peachy.

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Name: Butterfingers

Command: Catch!

Directions: Catch the toast when it pops out of the toaster! Watch out for bite marks!

Controls: A - Catch

Flower: 15

Variation 1: There are no bite marks

Variation 2: There is one bite mark

Variation 3: There are three bite marks

Strategy: The toast pops out. You catch it before it hits the toaster again. That's the premise of this Microgame. Remember that whatever goes up must come down. I recommend letting the toast reach its peak, and then catch it on its way down. Makes things a lot easier. Always try for the bottom. That way not only can you avoid bite marks, but also, if your timing's a bit off, you can still catch it.

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Name: Gold Digger

Command: Pick!

Directions: This one needs no introduction. Just pick me a winner!

Controls: A - Pick.

Flower: 10

Variation 1: You have one finger, and it's small.

Variation 2: You have one finger, and it's large.

Variation 3: You have two fingers, and they're large.

Strategy: Eww. You have to pick your nose here. Wait until the finger lines up with the nostril, and pick. It's challenging on the third

variation, as it seems as though you have to be exact in order for it to register. I'm not even going to go over how anomalously incorrect variation one is, but I digress.

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Name: Terminal Velocity

Command: Stop!

Directions: Stop the trolley in time to pick up the passengers! All aboard!

Controls: A - Stop

Flower: 15

Variation 1: The station is three towers wide.

Variation 2: The station is two towers wide.

Variation 3: The station is one tower wide.

Strategy: There is actually an extremely easy way to do this. You see, in order to stop the train, you have to hold, "A." Pressing it, however, slows it down a bit, and makes it significantly easier to stop in time. I recommend pressing it two or three times. Stop completely when you get to the station, and the passengers will board.

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Name: Chicken Pinch

Command: Pinch!

Directions: Catch the little bird between the sticks! Here we are, my little chickadee!

Controls: A - Pinch

Flower: 15

Variation 1: The chicken will run toward your trap, and then jump.

Variation 2: The chicken will run toward your trap, pause, and then jump.

Variation 3: The chicken will run toward your trap, pause, and then jump-and-flip

Strategy: In variation one, when he gets under you and begins to jump, pinch. In two and three, however, your timing is screwed. Wait a second, and then pinch.

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Name: Boom Box

Command: Detonate!

Directions: Make the fireworks explode when they reach the correct height!

Isn't this a blast?

Controls: A - Detonate

Flower: 15

Variation 1: The box is large.

Variation 2: The box is medium-sized.

Variation 3: The box is small.

Strategy: As time wears on, a small spark will be emitted from something on the bottom. When this spark enters the box, detonate it. If you're really having trouble, it's safe to detonate when the box turns red. This is not the most reliable way, but if you can't seem to get it otherwise...

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Name: Sloopy Salon

Command: Cut!

Directions: Give the customer a nice, close cut. It's the latest style!

Controls: A - Cut

Flower: 20

Variation 1: The customer has very little hair.

Variation 2: The customer has an average amount of hair.

Variation 3: The customer has a lot of hair.

Strategy: Press, "A," a lot. The point of this game is to make the customer go bald within the time limit. That's...pretty much it.

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Name: Page Panic

Command: Mark Page x!

Directions: Place your bookmark in the right page! Don't judge this book by its cover!

Controls: A - Place bookmark.

Flower: 10

Variation 1: There aren't very many pages.

Variation 2: There are a fair amount of pages.

Variation 3: There are a lot of pages.

Strategy: So you have to mark a certain page. This is actually pretty easy if you understand exactly what to do. Now look at the page number that you are supposed to mark. If it's an odd-numbered page, add two to it; if it's an even-numbered page, add three. When you see the new number on a page as it's turning, place the bookmark. I realize that this is hard to understand, so I'll give you an example.

Say the page number that you're supposed to mark is page seven. It's odd, so we add two to it. It becomes nine. Now, when we see a page turning to reveal page nine, place the bookmark before the page completely turns. You'll mark page seven!

Say the page number that you're supposed to mark is page six. It's even, so we add three to it. It becomes nine. Now you follow the above instructions.

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Name: Noodle-Rama

Command: Twirl!

Directions: Twirl all the pasta on to the fork! No dessert unless your plate's clean!

Controls: Left/Right/Up/Down - Twirl pasta

Flower: 25

Variation 1: It requires one full turn (ending on right).

Variation 2: It requires one and one-half turns (ending on left).

Variation 3: It requires two and one quarter turns (ending on down).

Strategy: Simple. Go right, down, left, up, and so on until you have turned it the designated number of times. Then the pasta is on your spoon, and the plate is happy. Oh, and you don't have to wait until the on-

screen instructions appear. Just go clockwise on your D-Pad, and you will be just fine.

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Name: Right in the Eye

Command: Thread!

Directions: Thread the eye of the needle! A stitch in time!

Controls: Up/Down - Move the thread

Flower: 10

Variation 1: The eye is large.

Variation 2: The eye is medium-sized.

Variation 3: The eye is small.

Strategy: At first, don't touch anything. Wait until you near the eye of the needle, and press the direction in which you need to go. The smaller the eye is, the later you need to turn. I have you do this because once you start down one direction, you continue unless you press the opposite button.

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Name: I Came, I Saw

Command: Cut!

Directions: Saw through the log! How sharp are your teeth?

Controls: Left/Right - Cut

Flower: 30

Variation 1: The log is thin.

Variation 2: The log is of medium-width.

Variation 3: The log is thick.

Strategy: The object of this Microgame is to cut the log, and free whatever the heck that is in there (it varies from variation to variation). This game is simple: just press left and right quickly! Now this only works for some people. I don't think it works very well, but as said, its effectiveness varies from person to person. If your thumbs are strong, turn the Gameboy Advance so that up and down become left and right. Hold it with your palms, and position one thumb on up; one on down. Now try it.

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Name: Douse the House

Command: Aim!

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

Controls: Up/Down - Aim hose

Flower: 15

Variation 1: There is one small fire.

Variation 2: There is one large fire.

Variation 3: There are two small fires.

Strategy: As most firehoses do, this one is squirting out water. You have to aim the hose (thus aiming the water) at the fire. Now the trick here is to aim for the bottom of the fire. You see, if you aim for the top, the top will go down, leaving the bottom. However, taking it by the base certainly improves your efficiency. When you have two

fires, try to line the hose up so that the first fire is having its base extinguished, but the water is also hitting the top of the other fire. It really helps.

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Name: Sole Man

Command: Look out!

Directions: Avoid the giant foot stepping from the sky! Not your favorite stomping grounds?

Controls: Left/Right - Run

Flower: 10

Variation 1: Dodge the kid's sneaker.

Variation 2: Dodge the kid's boot.

Variation 3: Dodge the adult's sandal.

Strategy: Run away from the shadow of the shoe; try and stay out from under it. When it's coming down, be extra sure that you're not under it. The person attempting to stomp you will stomp twice, so be on your guard!

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Name: Nighttime Allergies

Command: Sniff!

Directions: I want to enjoy the evening, but my nose just won't stop running! Eww...

Controls: A - Sniff

Flower: 20

Variation 1: The princess will have one short stream of snot coming from her nose.

Variation 2: The princess will have one long stream of snot coming from her nose.

Variation 3: There will be two princesses: one with a short stream of snot; one with a long stream of snot.

Strategy: I'm assuming she's a princess. Seriously, though, this is a mixture of comedic and disgusting genius if ever there was one*. Sniff a lot. The object is, for some reason, to get the snot back in to the nose. So just sniff a lot. Be sure to sniff REALLY fast on variation three.

* Please don't send email about this one comment. The game, sure, but not that particular phrase.

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Name: Air Supplies

Command: Drop!

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

Controls: A - Drop cargo

Flower: 25

Variation 1: The truck bed is long.

Variation 2: The truck bed is of medium-length.

Variation 3: The truck bed is short.

Strategy: Yet another timing game. Wait until the head of the truck has

passed under you, and then drop the cargo. If you drop it on the head of the truck, it falls off. Another thing: given the apparent lack of the need for balance in this game, if it lands on the very end of the truck, it WILL stay on.

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Name: Toast the Ghost

Command: Shine!

Directions: Scare the ghost away with the spotlight! So fun, it's creepy!

Controls: Left/Right - Move spotlight.

Flower: 10

Variation 1: One Boo.

Variation 2: One Boo and one bat.

Variation 3: Honestly, I can't figure out a difference.

Strategy: The point of this game is to find the Boo (ghost) or the bat, and shine the light at them. Concentrate on them one at a time. Once you destroy one (shine the light on him for half a second), wait for the other to teleport to some other location, and then go after him.

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Name: Tilt-n-Tumble

Command: Tilt!

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

Controls: Left/Right - Tilt

Flower: 15

Variation 1: There's one layer to get through.

Variation 2: There are two layers to get through.

Variation 3: There are three layers to get through.

Strategy: You have to tilt the arena so that the ball drops through the hole. If you tilt too hard, it will skip over the hole. Tip it gently so that it falls through, and then repeat until it falls to the floor. Fairly easy, as long as you take your time.

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Name: Pompeii Back

Command: Dodge!

Directions: Volcanic rocks are flying! Avoid the rocks if you want to rock and roll!

Controls: Left/Right - Run

Flower: 10

Variation 1: It's a small pebble that chases you, and can somehow kill you.

Variation 2: It's a medium-sized rock that chases you.

Variation 3: It's a large boulder that chases.

Strategy: At the start, stand still. Only run if the rock begins to get too close or low for comfort. It gets hard if you run, as the rock has a very odd and unstable pattern. Most of the time, you can make the whole game by just standing there, but again, move if it gets too near.

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Name: Crash Test, Dummy!
Command: Deploy!
Directions: Open the airbag in time to save the dummy! Traffic safety is a must!
Controls: A - Deploy airbag
Flower: 10
Variation 1: The airbag lasts awhile.
Variation 2: The airbag lasts a fair amount of time.
Variation 3: The airbag goes down shortly after deployment.
Strategy: This one is easy. The car drives along, and suddenly starts shaking. One-half of a second afterward, you should deploy the airbag. It will save the dummy! Of course, for those of us who are cruel, you can let him hit the steering wheel, fall backward, and THEN deploy the airbag. Hehe.

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Name: Sunny-Side Up
Command: Fry!
Directions: Crack the egg and drop it into the middle of the pan! Egg-cellent!
Controls: A - Crack egg
Flower: 15
Variation 1: The frying pan is large.
Variation 2: The frying pan is medium-sized.
Variation 3: The frying pan can barely fit the egg on it.
Strategy: Fairly simple. Get the egg on to the frying pan. Wait for the pan to go to the left wall, come back, and bounce off the right wall. Now, when the front of it comes under the egg, crack it. It should land on the back part, and fry successfully.

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Name: Fries With That?
Command: Squirt!
Directions: Douse your fast-food with ketchup! For here or to go?
Controls: A - Squirt ketchup
Flower: 15
Variation 1: There's just a hamburger.
Variation 2: There's a hamburger and fries.
Variation 3: There's a hamburger, fries, and a drink (why the devil you would want to put ketchup on your drink is beyond me, but I digress).
Strategy: Realize that you have an unlimited supply of ketchup. At the start, squirt like mad, and hope that you hit something. For the rest, let them come up, right under the bottle of ketchup. Now squirt them. Simple, isn't it?

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Name: The Brush Off
Command: Brush!
Directions: Brush your teeth to make them sparkle! Show me those pearly

whites!

Controls: Left/Right - Brush

Flower: 25

Variation 1: It takes two brushes to make the teeth white.

Variation 2: It takes four brushes to make the teeth white.

Variation 3: It takes five brushes to make the teeth white.

Strategy: By, "Brush," I mean right and then left. You lather the teeth, and then clean it. Simple! So just go right, left, right, left, etc.

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Name: BOSS: Nail Call

Command: Pound!

Directions:

Controls: A - Hammer the nail

Flower: 5

Variation 1: The nail is standard length.

Variation 2: The nail is quite a bit longer.

Variation 3: The nail is even longer, AND it's bent!

Strategy: You have to hit the nail straight on the head. If you miss completely and hit the guy's hand, you lose. If you hit the nail on the side of the head, it becomes bent. This is okay, as it straightens out by itself once you get it in to the ground. However, should you hit in on the side again, it breaks, and you lose. As such, should it bend, I recommend hitting the side of the head that is not bent. So if you hit the left side, you'll want to hit the right to straighten it out. So that's exactly what you want to do at the beginning of variation three. Nothing too hard. Continue hitting it until it's all the way down, and you win!

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Okay! You did it! Mona got to work just in time!

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| 3.06: 9-Volt |

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These are my favorite games.

Place: Diamond Elementary/9-Volt's house

Genre: Nintendo

9-Volt leaves school, and heads home. Upon arriving, he cranks up the tunes, and starts up his Gameboy. He's playing an RPG, and you're the main character! You have to get through 15 enemies to win.

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Name: Balloon Fight

Command: Dodge!

Directions: Fly through the air, but don't run in to the little sparkling fires! Simple! But challenging!

Controls: Up/Down - Move

A - Fly

Flower: 20

Variation 1: There are very few fires.

Variation 2: There are a fair amount of fires.

Variation 3: There are a lot of fires.

Strategy: Heh. Heh. Heh. Anyone remember this game? Came out a few years after I was born. Anyway, you have to dodge the fires/spikes, while maintaining a high enough altitude to avoid the fish in the water. Stop pressing, "A," if you get too high, or if you need to dodge a high spike. Just try to stay in the middle so that you can react and avoid quicker. Don't let either the guy or the balloons get hit by the fires!

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Name: Duck Hunt

Command: Shoot!

Directions: Want 8 bits of history?! Shoot the duck when it comes into your sights!

Controls: A - Shoot

Flower: 25

Variation 1: There's one duck who goes at an upwards angle.

Variation 2: There's one duck who goes at a downwards angle.

Variation 3: There's one duck who goes at a downwards angle and then another duck who goes at an upwards angle.

Strategy: You cannot aim the gun, and you have only one shot per duck. As such, you cannot shoot the dog. When the duck comes by your crosshair, it will turn red. Shoot at this moment. You will kill the duck. Repeat if necessary.

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Name: Game Boy

Command: Insert!

Directions: Check it out! The original Game Boy! Remember how to insert the Game Paks?

Controls: A - Insert

Flower: 20

Variation 1: The Game Pak is right above the Gameboy.

Variation 2: The Game Pak is a fair distance from the Gameboy.

Variation 3: The Game Pak is quite far from the Gameboy.

Strategy: This has to be one of the worst Microgames, as far as concept goes. You have to drop the Pak in to the Gameboy. So...uh...just wait until the Pak is right above the opening in the Gameboy, and then insert 'er. You get the old Nintendo logo!

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Name: Donkey Kong

Command: Dodge!

Directions: You know this one! Donkey Kong is heaving barrels at you, and you'd better avoid them!

Controls: A - Jump

Flower: 25

Variation 1: There's one barrel. It always uses the far ladder.

Variation 2: There are two barrels, both of which use the near, broken ladder.

Variation 3: There are three barrels. The first goes down the near ladder, the

second down the far ladder, and the third down the near ladder.

The last two come together, so they're just like one barrel.

Strategy: Timing. Timing is everything here. Wait until the barrel nears you, and jump. On variation three, act like the last two barrels are just one normal barrel, and you'll be fine.

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Name: F-Zero

Command: Dodge!

Directions: It's fast! It's wicked! It's your hyper-speed driving machine!

Speed past the other racers! Vroom!

Controls: Left/Right - Move

Flower: 20

Variation 1: There are few cars.

Variation 2: There are several cars.

Variation 3: There are a lot of cars.

Strategy: You're going so fast, the cars seem stationary. So just weave your way between them. You can touch the sides, just don't stay there for long. As futuristic as these cars are, they can't stand a little paint scratch. Sheesh.

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Name: Family Basic

Command: Type x!

Directions: Locate and press the correct key! All this fun in 8, teeny, tiny bits!

Controls: Left/Right/Up/Down - Move

A - Type

Flower: 15

Variation 1: You'll only have to move around and worry about the number row.

Variation 2: You'll only have to move around and worry about the letter rows.

Variation 3: You'll have the whole keyboard to deal with.

Strategy: I recommend knowing the layout of a standard QWERTY keyboard before this game, as it uses the same format. You'll be told to locate a certain key. Find it, and then press it. Simple!

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Name: Super Mario Bros.

Command: Squash!

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

Controls: Left/Right - Move

A - Jump

Flower: 15

Variation 1: There is one Goomba.

Variation 2: There are two Goombas.

Variation 3: There are three Goombas.

Strategy: If you don't know how to play this game, I really don't know where you've been for the past few years -- nowadays, even caves have Nintendo sets. Anyway, run, and jump on the Goomba. If there are more than one, I recommend hitting them all in one jump (go directly

from one to the next without hitting the ground). Doing this will earn you 800 useless points!

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Name: Ultra Hand

Command: Grab x!

Directions: Grab the ping pong ball with the Ultra Hand! How cool is this?!

Controls: A - Grab

Flower: 15

Variation 1: There's only one ball.

Variation 2: There are two balls; you grab one.

Variation 3: There are three balls; you grab one.

Strategy: Let the grabber go up and down once. Now try and grab it. You want the ball that you are going for to be lined up with the area between the two brosn things on the grabber. Once you do this, just grab. It's fairly easy to do so.

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Name: Chiritorie

Command: Vacuum!

Directions: If only cleaning were this fun! Clean up your place with this remote control vacuum!

Controls: A - Move vaccum

Flower: 10

Variation 1: There isn't very much trash.

Variation 2: There's a fair bit of trash.

Variation 3: There's a lot of trash.

Strategy: I wish they had these. Anyway, when the arrow lines up with the general direction of the trash, press, "A." Hold it until it sucks up as much trash as possible. Now, pick a new target. Aim and fire! Repeat until the room is clean!

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Name: Laser Outlaw

Command: Shoot!

Directions: 2-D quick draw! Shoot the blinking taget on the outlaw!

Controls: A - Shoot

Flower: 15

Variation 1: The gun moves vertically.

Variation 2: The gun moves horizontally.

Variation 3: The gun moves in a figure-eight.

Strategy: I hate this game. It's hard. I don't know why. You want to fire the gun at the target on the outlaw. When the crosshairs get it in sight, fire away!

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Name: Hogan's Alley

Command: Shoot!

Directions: Ah, such a classic! Shoot before you get shot, but only shoot the bad guys!

Controls: Left/Right - Aim
A - Fire

Flower: 15

Variation 1: There is one bad guy.

Variation 2: I can't tell the difference.

Variation 3: There are two bad guys.

Strategy: HINT: The bad guys are all in black uniforms. So aim for the black uniforms and fire! Simple as that! If you wait too long, they'll shoot you, so don't wait. Knock 'em spinning.

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Name: Mario Paint: Fly Swatter

Command: Swat!

Directions: Swat the irritating flies buzzing around you! Truly magic gaming!

Controls: A - Swat

Flower: 25

Variation 1: There's one fly.

Variation 2: There are two flies.

Variation 3: There are three flies.

Strategy: On variation one, just wait for the fly to pause underneath the swatter, and then swat. For variation two, wait for them to both come together under the swatter, and then smack them. For variation three, you have to get them one at a time, AND they don't pause. So your timing has to be good to pull this off. The trick is to watch the square in front of you. If there's a fly over it...

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Name: Ice Climber

Command: Grab on!

Directions: Grab hold of the big bird cruising through the sky! This was once the pinnacle of gaming!

Controls: Left/Right - Move

A - Jump

Flower: 10

Variation 1: You start on the left platform.

Variation 2: You start on the right platform.

Variation 3: You start on the bottom platform.

Strategy: You can jump insanely high. In variation one, just wait until the bird passes over you, and then jump. In variation two, run and jump over to the left platform, and then jump again to catch the bird. In variation three, jump on to the inside edge of either platform, and then jump again when the bird is under you. Simple. Also, does anyone else find Popo's (the guy you are) shape in mid-air really weird?

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Name: The Legend of Zelda

Command: Enter!

Directions: It's...it's Link! Hurry up and move him into the cave! Talk about

a great game!

Controls: Left/Right/Up/Down - Move

Flower: 20

Variation 1: There are no enemies.

Variation 2: There's a Peahat guarding the cave.

Variation 3: There's a Peahat guarding the cave, as well as a Zora shooting fireballs.

Strategy: Now, when I first saw this, I thought, "Well, whaddaya expect? This type of thing couldn't be complete with a Zelda game!" Then I noticed the lack of a Megaman game, and thus decided that I should not have assumed Zelda would be here. Anyway, the point of this is to dodge whatever enemies there are, and enter the cave. Simple. You cannot attack, so just run around the Peahat (or get used to his pattern, and exploit it), and dodge the Zora's fireballs. Enter the cave to win.

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Name: Sheriff

Command: Shoot x!

Directions: Take out the bad guys and avoid their cross fire. How's this for memory lane?

Controls: Left/Right/Up/Down - Move

A - Shoot

L/R - Aim

Flower: 15

Variation 1: Shoot 1!

Variation 2: Shoot 2!

Variation 3: Shoot 2! (note: the enemies close in in this, actually making it easier)

Strategy: Strangely enough, you can actually aim diagonally with L and R. So using this, as well as the D-Pad, aim at an enemy and fire. I recommend using rapid-fire, so as to increase your chances of hitting them. Variation three is a bit different. Four enemies will come inside your circle. These are closer, so you can hit them easier. Realize, however, that this can, in turn, be turned around against you. Haha, thought this was easy? They can shoot back. If you get shot, you lose. So take them out quickly!

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Name: Dr. Mario

Command: Connect!

Directions: Make a line of four identical capsules! That's an 8-bit prescription I'll take anytime!

Controls: Left/Right - Move capsule

Down - Make the capsule fall faster.

Flower: 25

Variation 1: It's a red virus.

Variation 2: It's a blue virus.

Variation 3: It's a yellow virus.

Strategy: This one is really easy. You have to make a line of four in order to get rid of the virus, and the rule is that at least one block that is cleared must be touching the virus. So you'll have two different virii placed two capsule-lengths apart. Your job is to get the capsule in between them, thus knocking them out. Really simple.

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Name: Racing 112

Command: Dodge!

Directions: Pass as many race cars as you can without crashing into them! This game is awesome!

Controls: Left/Right - Move

Flower: 10

Variation 1: There are three cars.

Variation 2: There are six cars, all placed in groups of two.

Variation 3: There are six cars, placed in groups of two, that are moving.

Strategy: This is very similar to F-Zero. Just don't hit them. Oh, and contrary to popular belief, you DON'T have to pass in between them; you can go around if you want. In fact, I recommend it for variation three, unless you become good at this.

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Name: Mario Clash

Command: Throw!

Directions: Throw the shell and knock the target off the ledge! This rules!

Controls: A - Throw

Flower: 20

Variation 1: It's a Spike Top that you're trying to hit.

Variation 2: It's a Boo that you're trying to hit.

Variation 3: It's a Paragoomba that you're trying to hit.

Strategy: I wonder how many people still have their Virtual Boys? I do. Anyway, let the Spike Top walk all the way to the left, and when it's about in the center (closer to the left), toss the shell. For the Boo, when it lands the first time, throw the shell. It will hit it. For the Paragoomba, you have to wait until nearly the last second. Hit it when it lands the second time.

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Name: Helmet

Command: Look Out!

Directions: Make it through this 8-bit masterpiece without getting hit by the tools!

Controls: Left/Right - Move

Flower: 15

Variation 1: I honestly cannot figure out any differences.

Variation 2: I honestly cannot figure out any differences.

Variation 3: I don't think they're any different.

Strategy: I still have this game, too. This is extremely easy. Haul tail to the other side by rapidly pressing, "A." There's only one thing to really worry about.

1}_ Hammer

2}_

G S

G - Mr. Game & Watch |
1/2 - Hammer Positions |
S - Where the digital silhouette is |

If the hammer is in either of those two positions, wait for it to disappear, and then make a run for it.

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Name: Urban Champion

Command: Punch!

Directions: Guard yourself while waiting for your chance to KO your opponent.

Another golden 8-bit moment!

Controls: A - Punch

Flower: 15

Variation 1: He falls back quickly.

Variation 2: He takes longer to KO.

Variation 3: He takes a lot to KO.

Strategy: Punch rapidly. After a lot of punches (depending on the variation), he'll fall back in to the sewer. Then, you pose, and the girl in the window swoons.

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Name: Stack-Up

Command: Grab!

Directions: Time it so that R.O.B grabs the stack of disks! Does this take you back...WAY back?

Controls: A - Grab

Flower: 15

Variation 1: There are three disks.

Variation 2: There are two disks.

Variation 3: There is one disk.

Strategy: Wait for R.O.B's arms to go up, and then down. On their way back up, grab the disk. Doesn't matter which one, just grab one. I recommend going for the red, if only to practice for variation three.

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Name: Metroid

Command: Destroy!

Directions: Destroy Mother Brain! Ah, "Metroid"...Now that's one good game!

Controls: Down - Morph Ball (when Samus)

Up - Samus (when in Morph Ball)

A - Shoot Missiles (when Samus)

Flower: 30

Variation 1: You are just being shot at by turrets that rarely hit.

Variation 2: You've got turrets AND Rinkas, shot out by Mother Brain.

Variation 3: I can't figure out the difference.

Strategy: You really shouldn't have to use the Morph Ball. You can, but there is no reason to. Just deliver a steady stream of missiles to Mother

Brain, and they'll hit the Rinkas. Mother Brain will be destroyed in no time, especially compared to the amount of time it took in Metroid!

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Name: Wild Gunman

Command: Draw!

Directions: I love this game! Prove who's the fastest draw in the West!

Controls: A - Draw

Flower: 15

Variation 1: Your generic outlaw. Slowest reaction time. Falls back upon defeat.

Variation 2: A tall guy who resembles Luigi. Has a fair reaction time, and loses his pants when he gets hit.

Variation 3: A guy with a hat and a moustache. Loses his hat when he dies.

Strategy: This is my game! Right when they say draw, press, "A." This is purely reaction speed. No special tips. Oh, and if you draw before he's said it, you lose. If you draw after he shoots, you lose.

Now then, the following people have actually gotten a 0.0 on this. Can you? If so, email me, and your name will be put here!

People who can do Wild Gunman in 0.0 seconds

1.) Meowthnum1

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Name: LazerBlazer

Command: Fire!

Directions: Take out the enemy missiles! What a classic!

Controls: Left/Right/Up/Down - Move crosshair

A - Fire

Flower: 15

Variation 1: There's one missile.

Variation 2: There are two missiles.

Variation 3: There are three missiles.

Strategy: This game is so much easier than it was with the Super Scope. Move the crosshair until it -- get this -- LOCKS ON TO THE TARGET!

Back on the SNES, we had to do MANUAL TARGETING, and the game was actually CHALLENGING, blast it all! So move it until it locks on to a target. Stay there for a split second, during which you fire at it, and then move on. Do this until all missiles are eliminated.

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Name: Boss: Ultra Machine

Command: Hit x!

Directions: Batter up! Can you connect with the pitches? Watch for the change-up!

Controls: A - Swing

Flower: 5

is one slight catch. When he gets down to one heart, he will extend both hands, and do a kinda wave/flash thingy. Following this, he will attack. Regardless of your energy, this WILL kill you. It's no more difficult to dodge than any of the other attacks, but it's a tad bit more important, wouldn't you say?

Variation 3 (5 hearts): Again, it's no different. This time, however, he'll use that wave/flash thingy attack at two hearts AND at one heart. Be careful!

Something else that you can do is to constantly punch them. Since your hearts don't serve the same purpose as they do in MT/PO!!, this won't affect the fight. After a bit of this, stop, and dodge. 60% or so of the time, the opponent will throw a punch after this. So you can recover and counter. It depends on what you like.

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Now you move on to three more developers: Orbulon, Dr. Crygor, and Kat. They will be covered in the next version, along with your last two foes.

IV. Appendices

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| 4.01: Secrets |
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Coming in version 1.0!

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| 4.02: Secret Games |
0~~~~~0

Coming in version 1.0!

V. Last Words

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| 5.01: Copyright Information |
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