

# Wario World Walkthrough

by Mento

Updated to v1.1 on Mar 15, 2004

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WarioWorld Walkthrough for Gamecube  
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FAQ version history:  
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1.0 - Entire level walkthrough (100%) + Intro. All Item locations. Most of 'Important Stuff'.

1.1 - E-Mail change and additional credits.

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Intro:  
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"Ah, ha ha ha! I've finally done it!" Wario chuckles to himself as he does some exploring up his nose. Why does he chuckle, you ask? Because he's finally completed construction of his beloved castle!

"So, whaddya think? Pretty sweet, eh? The sparkling golden walls, the luxurious chandeliers... And how about these marble floors? It's a wonderfully gorgeous castle for wonderful and gorgeous me. Hey, and by the way - and this is secret - the lower floors are brimming with jewels and treasures that I've pilfered from all around the world! What? You wanna take a peek? No way! They're mine, all mine! ... As if I'd actually let you put a single grubby finger on any of my treasures! Please! I'm not even gonna let you look at them!"

Yes, Wario is feeling pretty fine. However, unbeknownst to him, something terrible has happened to his jewels. Sleeping buried under all of his treasures is a black jewel that all but wiped out civilization long ago. And now, on an evening where a red moon rises, the evil black jewel awakens.

"Huh? What's all that noise downstairs?! I was just getting ready to floss the gunk out of my toes! Gah! I HATE distractions!"

When Wario finally notices that something strange is happening, it's already too late. The evil black jewel downstairs has managed to engulf many of the other treasures and is rapidly growing larger and larger! And not only that - it's churning out monsters as well! Yes, that's right! It seems that the curse that this jewel carries turn treasures into monsters. To make matters worse, the black jewel has decided that it wants to build a kingdom of it's own and is changing Wario's world into quite a weird place.

"Whoa! What the heck's going on here?! My castle's going nuts! Who did this? Who are all these weirdos? WHAT IN THE WORLD IS HAPPENING TO MY CASTLE?!"

After yelling this, Wario begins angrily stomping his feet. He's come completely unglued! But then, somehow, he subdues his anger, and while thoughtfully prospecting his nostril, he gets ahold of himself.

"Using my brilliant brainpower, I think ... Wait! That must be it! This is the work of that weird, black-coloured jewel! I thought there was something off

about that thing the first time I laid eyes on it! Why, that arrogant little PUNK! It actually thought it could outwit the great Wario! Somehow, someday, I'm gonna take back every last treasure it stole from me! Then I'll smack that thing 100 times!! AAAARRRRRGGGGHHHH!!"

Once Wario gets angry, absolutely nothing scares him. And so, after stuffing four full heads of garlic into his mouth, he stomps out in a furious rage to meet the monsters!

For those of you who have read my previous FAQ for Ty The Tasmanian Tiger, you'll know that I enjoy this type of platformer action. Hopefully, if you found the system of just the facts and item locations without spoilers useful last time, you'll be in for the same kind of help and advice. I won't insult your intelligence (too much) by a complete step-by-step guide, but the less obvious puzzles and tricky bits will be covered - along with tactics for dealing with those devious bosses.

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Important Stuff  
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Wario's Moves  
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Can't do much without knowing how Wario works. It's all covered in the manual, but here's a quick rundown of the big guy's powers:

- \* Punch: Press B for a normal punch. Good for smaller baddies and for clearing blocks or opening chests. All purpose, really.
- \* Jump: Again, obvious benefits include getting higher than you previously were and avoiding ground-based attacks like shockwaves. Press A to jump.
- \* Ground Pound: A necessity for getting into normal trapdoors and pressing switches. Press A to Jump up and R to perform the move in mid-air.
- \* Hyper Suction: Good for collecting coins quickly, use Wario's lungs for a clean Kirby-esque sweep of goodies.
- \* Dash Attack: Good for those stubborn barriers that a normal punch won't solve. Charge up with B button or simply press the R button to perform a charging attack.
- \* Corkscrew Cork: One of the more complicated moves, use a Dash Attack and jump (with A) for a nifty somersault move.
- \* Throw + Super Throw: When you stun one of the bigger enemies, pick him up with B and press B again to throw it around. It also works with various objects, such as stone heads and pillars. Hold B down while holding something to throw it helluva far.
- \* Piledriver: A cool move, piledrivers are useful for a massive downward attack, especially useful against those steel trapdoors that are immune to Ground Pounds. Simply hold an enemy and jump (with A) and press R to pull it off.
- \* Wild Swing-Ding: While holding an enemy, spin the control stick around clockwise or counter-clockwise to perform this baddie-clearing move. This is good for hitting larger baddies (who require many hits to KO). Also useful for

opening gates with a spinner switch. Press B to throw your enemy and stop spinning.

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Collectibles  
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Look out for these on each of the eight stages. I'll try to make sure you get them all.

TREASURES: Littered on each level are 8 switches and platforms of different colours. The idea is to find the switch and hit it, and then locate the treasure chest that appears on a platform of the same colour. You should then punch open the chest and grab one of Wario's much beloved treasures. 8 to collect. For every level you collect all the treasures for, you unlock a minigame for the GBA link-up feature (see later).

RED DIAMONDS: The most important thing are these babies, and you can find one per trapdoor. Usually, you need to solve some kind of puzzle or test to find it. 8 to collect per level, and you need at least three to open the boss room.

GOLD STATUE: You need to find all eight pieces of the statue for Wario to increase in heart pieces (health). 8 to collect per level, and they're usually with the Red Diamonds in the trapdoor levels.

SPRITElings: Something good will happen if you free all the Spritelings, but for now just free them for their handy hints. 5 to collect per level, in five distinct colours of Red, Yellow, Green, Blue and Purple (in that order, usually).

STAMPS: When all goal requirements are fulfilled, you will get a Stamp saying that level is complete in the eyes of Wario. There are three stamps: One for killing the boss ('Boss'), one for collecting all the treasures ('Treasure') and one for collecting all the statue pieces ('Heart').

GOLD: Not a required pick up, but you do need as many as possible so don't miss out any valuable deposits such as chests, enemies or breakable blocks. You need 100 to continue a game after you run out of hearts (which increases per world), and varying amounts for Garlic Dispensers.

GARLIC: Often found in chests instead of gold, Garlic will replenish your health. Buy them at the various Garlic Dispensers in the world if you're desperate.

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Enemies  
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Bosses + sub-bosses and how to beat them will be dealt with in the Walkthrough itself. The names in brackets are those I'm not sure about (they're not given in the game, that I know of) so please e-mail me if you know a source for the names (like a webpage) or the names themselves.

Magon - Simple fodder who appear on many of the stages. Just punch away. The bigger ones need throwing about. Type A enemy (you'll find one like it in each world)

Cractyl - Knock these out of the sky by chucking enemies at them, or wait until they're within range and grab them. They're weak but annoying if you're trying to jump high platforms. Type B enemy (you'll find one like it in each world)

Ankiron - These armored turtles are fairly easy to sneak by. If you're trying to kill one, avoid his shell cannon and defeat it before it goes defensive. Type C enemy (you'll find one like it etc. etc.)

(Triceratops) - These guys are basically tough dudes with sticks. After so many blows, they lose the stick and move on four-legs, using their charge as a weapon. A few more hits and a Super Throw is required to take 'em out. Type D enemy (you'll find one like it yadda yadda).

Old Red-Mug - Not really an enemy, punch these guys in the face three times and they'll collapse, making a bridge to a new area.

Unithorn - Ubiquitous, unkillable and unbearable; Escape them by exiting their domain as quickly as possible. If one grabs you, you're going to lose coins rapidly until you shake it off.

Crystal Towers - These things trap you into their own little globe and use beam attacks to kill you. Grab one of it's underlings and throw it at them three times to knock it unconscious. At which point, the forcefield drops and you're free to defeat it.

Battle Rings - These aren't enemies per se, but they appear frequently and you need to fight as many foes as you can before a minute is up. The bodycount results in more gold at the end of the timer.

more to come...

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Walkthrough  
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The walkthrough will work by bulletpoint, where I shall point out things as you complete the level. It should be in some kind of order which you can follow, try to not to wander off the path. For example, if you decide to go to a nearby trapdoor instead of following my suggestion of going left up a ladder. Of course, feel free to deviate from the guide, just don't complain about being lost later :)

To collect:

STATUE PART A-H

RED DIAMOND 1-8

SPRITELING[Colour]

TREASURE:[treasure name]

[colour] SWITCH (for above treasure chests when the levels get more complex)

(The colours are: Red, Pink, Purple, Yellow, Blue, Light Blue, Green and Light Green.)

'[name of stamp]' Stamp

Excitement Central - Greenhorn Forest  
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First level, and things are predictably simple. No colour-coding for chests here, you'll find them easily enough.

\* Climb the first ladder you see for the first switch + chest combo

'TREASURE:Diamond'

\* Moving along, automatically free SPRITELING(Red)

\* Jumping on the log platforms, pick up 'STATUE PART A'

\* Climb the ladder after the log jumps to collect 'STATUE PART B'

- \* Collect more treasure near the Magon crowd 'TREASURE:Ruby'
- \* Drop into lower area here for the switch to unlock a chest above. Use the pillar to get it 'TREASURE:Opal'
- \* After the climbing pillars, free another SPRITELING(Yellow)
- \* Down the trapdoor near the Garlic Dispenser, grab the 'STATUE PART C' + 'RED DIAMOND 1'
- \* Another trapdoor with another 'STATUE PART D' + 'RED DIAMOND 2' combo
- \* Use the Bunny Spring to free another SPRITELING(Green)
- \* Drop down nearby trapdoor for 'RED DIAMOND 3'
- \* Head up and left and down the next trapdoor for 'RED DIAMOND 4' and 'STATUE PART E'
- \* Head left, remembering the treasure platform. Hit the switch once you reach the end of the left path and return to platform mentioned. 'TREASURE:Amethyst' is yours
- \* Back up the tree and head right for 'STATUE PART F'. Hit switch and head back down the tree for 'TREASURE:Amber'
- \* Over the rock in the pool is another 'STATUE PART G'
- \* Hit the switch up the next ladder for 'TREASURE:Sapphire', coming up over the logs.
- \* Down the trapdoor, get 'RED DIAMOND 5'
- \* Free the little SPRITELING(Blue) up next.
- \* Down the trapdoor for 'RED DIAMOND 6'
- \* Before the boss room, is the last SPRITELING(Purple). Don't fight the boss yet, continue on.
- \* Hit blue switch for a chest later on
- \* Down the trapdoor for 'RED DIAMOND 7'
- \* Go up and left, making sure to hit the purple switch by jumping off and punching it.
- \* When up the ladder, head down the last trapdoor for the final 'RED DIAMOND 8' and 'STATUE PART H' ('Heart' Stamp)
- \* Grab the 'TREASURE:Topaz' in the blue chest. Jump down for the purple 'TREASURE:Emerald' ('Treasure' Stamp)
- \* Back to the boss trapdoor and head down after depositing Red Diamonds.

#### LEVEL BOSS:

- Hurt him by punching him like normal
- When he turns red, run away from the immediate berserk attack until he calms down.
- When he is stunned, throw him off the edge and repeat process twice more to beat him.

'Boss' Stamp + 1/2 Heart are yours once you leave the level.

#### Excitement Central - Greenhorn Ruins

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 A little more maze-like, with the trapdoor puzzles a little harder to figure out. Keep on your toes.

- \* Instead of smashing the first block which you appear next to, climb it and hit the Red SWITCH. Then feel free to smash the block and collect 'TREASURE:Porcelain Urn'
- \* Smash all the blocks for the Yellow SWITCH and chest for 'TREASURE:Fine China'
- \* Free two SPRITELINGS(Red+Yellow) almost next to each other
- \* Hit the GREEN switch before heading past the urns
- \* Grab hold of one of the enemies that pop out the urns, and piledriver the metal trapdoor for 'RED DIAMOND 1' + 'STATUE PART A'
- \* Free the SPRITELING(Green) before heading up the Glue Globes

- \* Climb up Glue Globes and head down trapdoor at the top left, watch out for the spike balls and get 'RED DIAMOND 2'
- \* Head south (towards screen) until you find the green chest and 'TREASURE: Ceramic Vase'
- \* Head right to fight a mini-boss, use the previous piledriver/wild swing-ding tactics to defeat it and continue on.
- \* Knock down the thwomp lookalike 'Old Red-Mug' to head back after hitting switch to collect 'TREASURE: Teapot'
- \* Use the Glue Globe bridge to get 'STATUE PART B'
- \* When you reach the bottom of the Glue Globe platforms, go left and use another set to get 'STATUE PART C'
- \* Hit the blue SWITCH down here and the Red-Mug to head back to 'TREASURE: Precious Pot'
- \* Hit the light blue switch behind the Ankiron for 'TREASURE: Vase', back on those Glue Globe platforms you went past earlier.
- \* Behind the Ankiron is another trapdoor, go down for 'RED DIAMOND 3'
- \* Free the SPRITELING (Blue) and head down the nearby trapdoor for 'STATUE PART D' and 'RED DIAMOND 4'
- \* Piledrive the next metal trapdoor for another 'STATUE PART E' and 'RED DIAMOND 5'
- \* Instead of smashing the next set of blocks, climb them for a Blue SWITCH
- \* Smash the blocks now, hit the purple switch and use the trapdoor for 'RED DIAMOND 6' + 'STATUE PART F'
- \* Head up and go left at the Ankiron to find 'TREASURE: Lucky Figurine'
- \* Head behind the Ankiron for another trapdoor with 'RED DIAMOND 7' and 'STATUE PART G' Find the Diamond under the far left rock head on the second row down to save time. The Statue Part is under the rock head directly above the escape spring. Of course, the locations might change each time, so don't be surprised if they're not where they should be.
- \* Grab the next 'TREASURE: NES' (Yeah, that's very subtle of you Nintendo...) ('Treasure' Stamp)
- \* Free the last SPRITELING (Purple)
- \* Down the last metal trapdoor for final 'STATUE PART H' + 'RED DIAMOND 8' ('Heart' Stamp)
- \* Finally, go down the boss trapdoor

#### LEVEL BOSS: (???)

- Hurt him with Punch and Dash Attack, he should take so much damage then turn red.
- He alternates between his two berserk attacks; one involves coming at you with his scythe-like arms and the other involves him going to the centre and spitting spike balls at you. He's invincible both times so just dodge the attacks by jumping and running around.
- After five rounds of attacks, he gives up his \$\$\$ and you walk away victorious.

'Boss' Stamp and 1/2 Heart are yours after you leave the level.

#### Excitement Central - DinoMighty's Showdown

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The first big boss looks like a tough one, but you should notice two things right away - The band-aid on the stomach (those of us in the know call this the 'King Hippo Syndrome') and the Glue Globe on his tail.

- First off, either aim several punches or Dash Attacks on he stomach are to knock him over.
- Alternately, grab onto his tail (careful to avoid his swings) and wait until he looks around for you. Then, Ground Pound his head from your vantage point.

- Both manoeuvres above should stun him for a while. So pick him up and Piledrive him into the concrete to knock off a hit point. Five times ought to do the trick.
- Avoid the following attacks:
  - \* Stomp (dangerous if near his stomach, he raises his legs for a warning)
  - \* Eye Lasers (dangerous if away from him at any time, just run closer while dodging)
  - \* Swing (after grabbing onto his tail, stay put to avoid falling off)
  - \* Ground Pound (after recovering from a Piledriver, jump to avoid the shockwaves)
  - \* Triple Ground Pound (as above, only he does it three times quickly, happens if you've knocked off enough hit points)

Congrats. The first Huge Treasure Chest Key is now yours.

### Spooktastic World - Horror Manor

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 Shades of Luigi's Mansion in this level. It's starting to get difficult. Remember to fill up before a boss or a hard bit when you come to a Garlic Vendor.

- \* Right away, you can bust open the first SPRITELING(Red)
- \* Defeat Big Bone-Fist by Ground Pounding it after it comes down from a Slam attack. Watch out, it has other attacks too.
- \* Hit the Red SWITCH and see it appear above you, walk around to get 'TREASURE:Candlestick'
- \* Use the ghostly Glue Globe to go left and find a Yellow SWITCH. Also, find a trapdoor and go down it to find 'STATUE PART A' and 'RED DIAMOND 1', jump through holes in the middle of the structure to do so.
- \* Down the path until you meet another crystal mini-boss like in Greenhorn Ruins. They appear lots of times in this game and the strategy is always the same.
- \* Right after picking up the miniboss, use him to turn the Swirl Slab to grab the 'STATUE PART B'. Do so by performing the Wild Swing-Ding while holding it.
- \* In the graveyard area, pick up 'TREASURE:Silver Candlestick' from the Yellow chest.
- \* Down the trapdoor here for SPRITELING(Yellow) + 'RED DIAMOND 2'
- \* Another Bone-Fist enemy, same tactics as before.
- \* Hit the Green SWITCH. You can see the chest, but don't worry about it yet.
- \* Use another Swirl Slab for another 'STATUE PART C'.
- \* Down the trapdoor for 'RED DIAMOND 3'
- \* Climb the Gazebo/Tower structure and go left when you reach the second floor. Take the leftmost Glue Globe to go further left and get 'TREASURE:Forest Painting' from the Green chest. Down the trapdoor is another jumping puzzle. Make sure you only jump as the platforms flatten out, otherwise you could get tossed off. Grab 'STATUE PART D' and 'RED DIAMOND 4'.
- \* Climb the Tower again, going all the way to the top. Fight another Crystal miniboss (just 'Crystal' from now on) and hit the Blue Switch when you're done.
- \* Jump onto the balcony with SPRITELING(Green) and continue through into the mansion by destroying the door knocker (avoid it's beams and punch it lots).
- \* While up here, get the 'TREASURE:Crystal Ball' when the beams stop. Also hit the Green SWITCH. Get past another door knocker while up here and free SPRITELING(Blue).
- \* Get past the new and improved silver door knocker and descend down the trapdoor.
- \* Avoid the lasers and grab 'RED DIAMOND 5' and the Garlic if you want.
- \* Continue on into the manor until you reach the hole in the floor. Go left to collect 'STATUE PART E' first before dropping down...

- \* ...Into a battle ring! Afterwards, go right and get 'TREASURE:Castle Painting' while avoiding the beams.
- \* Go left under (or over) spike traps until you reach that trapdoor you saw going past. Down the trapdoor is 'STATUE PART F' and 'RED DIAMOND 6'.
- \* Down the next metal trapdoor is another 'STATUE PART G' and 'RED DIAMOND 7' combo.
- \* After you go up the Glue Globe cogs, keep going right until you hit the Purple SWITCH. After that, go as left as you can above the cogs until the screen turns towards you, and carry on round to find the purple chest and 'TREASURE:Knight's Helmet'
- \* Go back round to pick up 'TREASURE:Gladiator's Helmet' from the blue chest. While walking back along the walkway to the blue chest, drop off the end to land on a raised area with a steel trapdoor. Descend it for 'STATUE PART H' ('Heart' Stamp) and 'RED DIAMOND 8'.
- \* When you come out, go right and press the Purple SWITCH. Use a Wild Swing-Ding to escape.
- \* Grab the last SPRITELING(Purple) and the last chest when beams stop. 'TREASURE:Ornate Bag' and the 'Treasure' Stamp are now yours.
- \* Nothing left but the boss, so go down there and show him who's #1!

#### LEVEL BOSS: Brawl Doll

- Usual tactics, find a quiet bit and pummel it to death. Super Throw or Piledrive to damage it.
- Each time you hit it in mid-air with normal punches, it'll try to slap you so avoid it.
- Each time it is damaged, it will fire a laser volley at you. It starts with three beams but increases with each point of damage. They can also fly in different directions so be ready to dodge each time you hurt him.
- Smack him up five times and he's toast.

'Boss' Stamp and 1/2 Heart once you leave.

#### Spooktastic World - Wonky Circus

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 Bizarre circus world. There's always a spotlight on our favorite anti-hero here. Still getting tougher so watch out.

- \* Head left and collect what's on the three platforms in the background. SPRITELING(Red) and Red SWITCH are your main concerns.
- \* Further left on more platforms, collect 'TREASURE:Bugle' and 'STATUE PART A' and go down the trapdoor for 'STATUE PART B' and 'RED DIAMOND 1'.
- \* To beat the Electric Clown Fence, throw clowns at the floating target three times to bring it down.
- \* Down another trapdoor for 'RED DIAMOND 2'.
- \* Before using the trampoline, drop down and fight Crystal again. Use it or the clowns to drop down the metal trapdoor.
- \* This huge turning platform looks intimidating, but if you hurry to the far end, you can stay on as it flips over and jump off where the coin trail starts (use the overhead camera to aim yourself down). Collect 'STATUE PART C' and 'RED DIAMOND 3'
- \* Run (or Dash) into trampolines to be sprung in the opposite direction. Use this to get across the other side and hit the Yellow SWITCH you find. Spring back with the higher up trampoline to get 'STATUE PART D'.
- \* Use the Glue Globe to go right to pick up SPRITELING(Yellow).
- \* Continue into the tent on the left. Here you can play a game of target practice, but you'll only get money so it's up to you. Aim the bombs at the pins in the distance.
- \* Use the Glue Globe to go up, and pick up 'TREASURE:Tambourine'.



- \* Go down the next trapdoor for 'STATUE PART E' and 'RED DIAMOND 4'.
- \* Use this Glue Globe to hit the Green SWITCH and run away from the clown missiles to hit another switch. Back to the Glue Globe again, go right to collect 'TREASURE:Triangle'.
- \* Go up the ladder in the last tent, and beat the two snake charmer enemies for 'TREASURE:Clarinet'. Back down the ladder, hit the glowing trapdoor (make sure it is the correct one, which is on the left and metal) for 'RED DIAMOND 5'.
- \* Try going down the other trapdoor, and you'll appear in a new area. Go right and find another metal trapdoor for a spring puzzle. Let go just before it stops and it should propel you to SPRITELING(Green) and 'RED DIAMOND 6'.
- \* Wait until the fire stops and jump up off the Glue Globe to hit the Blue SWITCH.
- \* Go left and jump up off the Glue Globe to find SPRITELING(Blue).
- \* Carry on going left until you're above the start of the area. Get 'TREASURE:Trombone'.
- \* Hit the side-targets on the weird blue platforms to make them rise up.
- \* After encountering another battle ring, go up the left Glue Globe for a Blue SWITCH and up the right one for 'STATUE PART F'
- \* Continue on and get 'TREASURE:Sax' from the blue chest.
- \* After jumping off and hitting the Purple SWITCH, beat the Electric Clown Fence and backtrack to where you were before jumping off and get 'TREASURE:Drum'.
- \* In the next area, use a clown to hit the Purple SWITCH while destroying another Electric Clown Fence.
- \* Go over the bridge and down the trapdoor for SPRITELING(Purple) and 'RED DIAMOND 7'.
- \* Up and right on the Glue Globe, go down the last trapdoor for 'RED DIAMOND 8' and 'STATUE PART 7'. When you come back out, jump off the left ledge for the last 'TREASURE:N64' (Shameless..) ('Treasure' Stamp)
- \* Before heading for the boss trapdoor, head left off the Glue Globes for the last 'STATUE PART H' ('Heart' Stamp)
- \* OK, down the boss trapdoor we go.

#### LEVEL BOSS: Clown-A-Round

- Tactics haven't changed. The only time you can hit him is when he's without his ball and showing his true head. After dazing him, pick up and Super Throw/Piledrive.
- When he mounts his ball, Either follow him across using the Glue Globes around the ball or stay put. If you chose the latter, stick to one of the outcroppings on the side to avoid the explosion.
- After he throws the ball and is on your platform, he will shed two of his heads, which will attack you on their own, and try to punch you. This is your chance to hit him back. Avoid the heads or just knock them off the platform.
- As he gets hurt, he becomes faster (like most bosses) and there are less Glue Globes to hitch a ride with when he moves on his ball.
- Five successful attacks and the clown will croak.

'Boss' Stamp + 1/2 Heart.

#### Spooktastic World - Duel Dragon Showdown

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 Two heads are better than one, they say, but Wario is going to prove that his one is better than anything with more teeth than brains.

- First thing you will notice is their shaky co-ordination. One head will barely just avoid the other one's breath attack. It would be a shame if one head were distracted before it could pull away...

- Stay away from the tails and the water if possible, as they hurt Wario.
- Ditto if one of the heads is about to unleash flaming death from it's mouth.
- The heads will sometimes spit out Glue Globes (so that's where they come from..), which is a bad thing as Wario can get caught on them and end up in the water, or worse as the other head sucks them all back in again, possibly including Wario.
- Damage the dragon by whacking the right head as the left is about to breathe fire (notice the cinders around the mouth before he does so). If done right, the second head will get a buttload of napalm in the face. That's gotta hurt!
- After each hit, more fireballs fly out of the flaming breath which you have to dodge.
- Also, the heads alternate after the third or fourth hit, so make sure to check the cinders round the mouth and start hitting the other.
- After five such outsmarts, the dragon(s) disappear and you get another Key.

Two Keys down, two to go. But it only gets harder from here on out.

### Thrillville - Shivering Mountains

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A very annoying level with many paths that can only be attempted once. You will probably need to use the ByeBye Balloon a few times to get everything on the level (especially the Statue Parts on the slides). Whenever the path deviates (i.e. you miss jumping off the slide onto the higher ground) the square brackets will point out what needs to be done.

- \* First thing, use the Bunny Spring to hit the Red SWITCH.
- \* First slide, head to the left for a better chance of reaching the high ground (which is a series of Christmas trees).
  - [\* At the top of the middle tree is 'STATUE PART A'. Head to the chimney (actually a trapdoor) and go down for a 'RED DIAMOND 1'].
- \* At the bottom of the slide is a Yellow SWITCH. Don't need to tell you what to do with it.
- \* Head down a little to get the Red 'TREASURE:Nice Glass'.
- \* On a little further, find the SPRITELING(Red) on an igloo.
- \* Fight the Angler Mangler. This guy is almost tough enough to be a full boss. The trick is to beat the little barrel ghosts until they are stunned, and then Piledrive them while under the Angler's headlight. Twice more and it's gone. Avoid it's ice attacks including the icicles blocking your exit.
  - [\* Down another slide, head left again to pick up a 'STATUE PART B' on the way down.]
  - [\* Up on the plateau, hit the nearby Blue SWITCH and collect the Yellow 'TREASURE:Ancient Chalice' over the hill (use the trees to get there). At the top of the left tree is 'STATUE PART C'. Right at the top of the tree line (using the Glue Globes) is a trapdoor. Go down it for SPRITELING(Yellow) and 'RED DIAMOND 2', which is done by grabbing the edge of the blocks and then jumping instead of making Wario pull up. After you've done the above, Ground Pound the block near the bottom of the screen.]
- \* You'll enter an ice cavern, and a battle field. After the battlefield, use the Icicle Mites to climb up by Piledriving them into the ground and standing on their backsides. Open the Blue 'TREASURE:Nice Saucer' (the chest won't be there if you missed the previous section).
- \* Enter the metal trapdoor ahead. Down the trapdoor, manipulate the switches until the five platforms are lined up in the center, and only the third one is moving. Use them to get 'RED DIAMOND 3'.
- \* Hit the Purple SWITCH as you move in the cave further.
- \* Use an Icicle Mite to destroy the ice block, and use the turtle you find to

destroy the next one and so on.

- \* Find two trapdoors; one metallic, one not. The latter is along the bottom ice path to the left and involves hitting blocks in the order they flash for 'STATUE PART D' and 'RED DIAMOND 4'. The other has a SPRITELING (Green) and 'RED DIAMOND 5'.
- \* Use a turtle or the rock face to activate the nearby Yellow SWITCH on the wall.
- \* Down the tunnel you'll find a Green SWITCH which you activate in the same way. Go back to the Yellow SWITCH you just pressed and keep going left along the top for the Green 'TREASURE:Ornate Decanter'.
- \* Going right, hit the Pale Blue SWITCH and 'TREASURE:Nice Cup' while being wary of Fattingtons. Go down the metal trapdoor ahead for 'STATUE PART E' and 'RED DIAMOND 6'.
- \* Head to the ladder that leads up and out of the ice cavern. Jump off the left ledge first for SPRITELING (Blue). After which, backtrack and go up the ladder.
- \* Up here, grab the 'STATUE PART F' and 'TREASURE:Glass Decanter'. Hit the Purple SWITCH also.
- \* Head right in the tunnel and go down the trapdoor near the exit. It should have circling spike balls and Glue Globes. Get the 'RED DIAMOND 7' and 'STATUE PART G' at the top.
- \* Another battle field and Angler battle await you as you come out. The Angler now needs five hits with the Barrel Buster.
- \* Go right, and dodge the sledding Yetis. Grab 'TREASURE:Glass Bowl' before hitting the slide.
- [\* Down the slide, head right (down screen) and try to catch the 'STATUE PART H' as it whizzes by. You'll need to jump to catch it and you'll probably fail the first time (to your annoyance probably, because it annoyed me the first few times I missed it). You'll get the 'Heart' Stamp if you succeed.]
- \* Grab the last 'TREASURE:Jade Box' at the bottom of the slide and get the 'Treasure' Stamp. Head down the final trapdoor for SPRITELING (Purple) and 'RED DIAMOND 8'.
- \* Now, either use the balloon to restart the level (all buttons are still pressed, and all bosses and battle fields are still done with) and get any last items or you can meet the boss of the level for the last Stamp. He's a little weird this time round.

#### LEVEL BOSS: Winter Windster

- Your main tactic is to throw the rocks the boss drops into the Magma Pool as he passes overhead, splattering him with hot lava. After he drops, hit him before he runs off the edge and Piledrive/Super Throw him.
- Another tactic is to wait until after his powerful Magma Ring attack and beat him up as usual as he rests.
- Attacks to watch out for are:
  - \* His Ice Beam attack, which freezes you. He'll come down just to headbutt you if it happens, so try to catch him unaware.
  - \* Stare attack. His eyes turn red and you need to look away with Wario to avoid the attack.
  - \* Magma Rings. He sits in one of the Magma pools and creates shockwaves to hit you. Jump to avoid. As he gets more injured, the rings become harder to dodge.
- After five Piledrivers, he's a goner.

'Boss' Stamp + 1/2 Heart when you leave the snowy wastes behind.

#### Thrillsville - Beanstalk Way

-----

A little easier, this fairly linear level is a nice break from the previous one. Still a few things to watch out for.

- \* Climb up the first beanstalk by ground-pounding the bud. Recognise the swirl?  
You should know what to do.
- \* Go to the first left route and free SPRITELING(Green) and hit the Light Green SWITCH.
- \* Use the other ground-based bud to spin up to 'STATUE PART A'.
- \* Head up and left (the second left branch) and find a Red SWITCH to press.
- \* Head right along the lower branches to find Red 'TREASURE:Nice Goblet'
- \* Drop into the trapdoor here for 'RED DIAMOND 1' and SPRITELING(Yellow)
- \* Head to the top of the beanstalk and meet the first Tree Freak. To beat him,  
punch the tree once to knock the fruit down. Then, ground pound the floor  
to make the fruit turn so it's no longer dangerous to pick up. Hurl the  
fruit at the bud to open it and quickly hurl another one to damage it.  
The first Tree Freak has only one hit point, so it'll die.
- \* Fall into the chasm here and activate the Yellow SWITCH. Head down the trapdoor  
here too.
- \* Grab 'STATUE PART B' and 'RED DIAMOND 2' down the trapdoor.
- \* Return to where you started for the Yellow 'TREASURE:Violin'.
- \* Get back to the Tulipatooiie, and go up the ladder for another trapdoor.
- \* In here, use the bombs to activate the lever while standing on the block,  
it'll float you up to 'STATUE PART C' and 'RED DIAMOND 3'.
- \* Go to the trapdoor a little further along right. Aim the camera so it's  
overhead (tap C Down) and aim for the two platforms. Grab the 'STATUE  
PART D' and 'RED DIAMOND 4'
- \* Drop into battle ring, getting 'STATUE PART E' as you fall (go back with  
balloon if you missed)
- \* After battle, go right and pick up Light Green 'TREASURE:Earring'.
- \* Go down the stream's trapdoor, using the stone head if needed. Make sure all  
levers are moving and make your way across the gap. Collect 'RED DIAMOND  
5' and SPRITELING(Green).
- \* Pick up a Monstrous Magnet and throw it at the metal plate you passed earlier.  
Go up to press Purple SWITCH.
- \* Use the next Magnet against the opposite walls. When you see the Green SWITCH,  
hop down and hit it as you drop past. You'll land near a rock block so  
break it and go down.
- \* Down here, activate L.Blue SWITCH and go down trapdoor. Make your way over the  
huge object and collect 'RED DIAMOND 6' and SPRITELING(Blue) on the other  
end.
- \* Up the vine, and collect Green 'TREASURE:Jeweled Sword' and 'STATUE PART F'.
- \* Back to the Magnet jumps, continue up until you reach the slope. Avoid the  
goats or they'll butt you off the cliff. Climb down the first part and  
activate the Pink SWITCH.
- \* Collect L.Blue 'TREASURE:Tiara' while avoiding goats.
- \* Head down cliff at the end and collect another 'STATUE PART G'.
- \* Beat another Tree Freak, this one requires two hits on the flower. Climb up to  
battle field.
- \* After battle, drop onto flower to fight Crystal. After that, drop down to pick  
up Purple 'TREASURE:King's Crown'. Activate the Blue SWITCH on opposite  
wall and get back to the goat area for Blue 'TREASURE:Nice Scepter'.
- \* Go down the trapdoor and find SPRITELING(Purple) and 'RED DIAMOND 7' back in  
the current area.
- \* Head back to the Swirl Flower at the end of the level, and fight another Tree  
Freak on your left. this one requires three hits on the flower.
- \* After it's dead, go right and collect Pink 'TREASURE:GBA' (Surprise, surprise)  
(('Treasure' Stamp). Go down the final trapdoor for 'RED DIAMOND 8' and  
'STATUE PART H' ('Heart' Stamp).
- \* Head left and up the beanstalk, avoiding the spike balls. Drop down the boss  
trapdoor there if you're ready.

LEVEL BOSS: Spideraticus

- To damage her, get onto one of the Glue Globes she fires and jump off before

it reaches her mouth. Hopefully, you'll pick one of the slower ones (it's random each time). Ground Pound her back and Super Throw her (the webbing makes it impossible for a Piledriver).

- Stay away from the webbing as it makes you very vulnerable to the spider's attacks (you're at half speed and can't jump).
- Other attacks it uses are:
  - \* Homing Missiles (avoid by running away, they're pretty slow) After two hits, the Homing Missiles increase in number, and they do so again after 4 hits.
  - \* Shockwave: It'll charge up and use the familiar shockwave to knock you down. Jump to avoid. After two hits, a faster, second shockwave will follow the first so be careful.
  - \* Stinger: A quick attack, it'll attempt to hit you with it's tail stinger. Just dodge easily.
  - \* Glue Globes: Stay away from it's mouth when you get caught by these. Use them to defeat her.
- 5 Hits should squish it for good.

#### Thrillsille - Red-Brief J's Showdown

-----

Not a problem, keep your cool and it isn't as bad as it first appears. The name is the worst part of this guy.

- The way to damage Red-Brief is to make him charge toward you, miss, and teeter over the edge. Rattle the cage to nudge him in by Ground Pounding. Voila, crispy critter.
- He uses a variety of attacks, most are very similar to Warios':
  - \* Fireball: He sends two slow moving fireballs after you. You can easily avoid them.
  - \* Dash Attack: He will charge power briefly and dart towards you. Run out of his way to get him into a tricky situation. After each hit, his charge increases so instead of running at you once, he'll run at you as many times as you've hit him, plus the original one (i.e. four hit points down, and he'll dash five times.)
  - \* Ground Pound: He can do the same trick on you, so be prepared to jump once he leaves the screen after powering up. he doesn't do it much.
  - \* Spin Attack: Like the Wild Swing-Ding, it's best to run like the dickens if you're on the receiving end. he'll charge up with purple energy before he pulls it off.
  - \* Shoulder Charge: He leaps in the air and charges at Wario like a hawk. Also avoid. He'll power up with blue energy before pulling it off.
- He'll do the latter attacks more often as he goes down in health.
- 5 lava dunks and he's no longer a problem.

Another Huge Treasure Chest Key! Only one left!

#### Sparkle Land - Mirror Mansion

-----

Another mansion level, as if I don't make enough Luigi's Mansion comparisons. This level is truly weird, as it often forces you to use your reflection as a guide for your actions.

- \* Jump on the first rising block to hit the Red SWITCH.
- \* Go down the trapdoor and get 'RED DIAMOND 1' + 'STATUE PART A'.
- \* When you reach the end of the moving blocks, jump onto the last one and free the SPRITELING (Red).

- \* Tilt the camera so you can see your reflection, and try to beat up one of the birds to enter the metal trapdoor. Down here, collect 'RED DIAMOND 2' and 'STATUE PART B'. In order to stay on, stay still as it turns and only jump when it slows down to switch direction.
- \* Once you come out, go up and get the Red 'TREASURE:Big Mirror'.
- \* Use the Yellow SWITCH's reflection to hit it.
- \* Punch the cardboard lion to make it move, hitch a ride and get off halfway for SPRITELING(Yellow) and L.Green SWITCH.
- \* Beat the Terrible Picture mini-boss by the same tactics as the Angler boss. Beat up the Barrel Busters and Piledrive them under it's arms. Two hits should kill it.
- \* Up the iron fence, get the Yellow 'TREASURE:Antique Clock'.
- \* Down the hole, find the trapdoor and enter. Use care with the jumps, and get 'STATUE PART C' and 'RED DIAMOND 4'.
- \* Use the glass floor to find the Green SWITCH.
- \* Walk to the end of the glass floor for L.Green 'TREASURE:Gold Mirror'.
- \* Get to the end of the fence and use the nearby trapdoor. Get 'STATUE PART D' + 'RED DIAMOND 4' here.
- \* Head right after fighting the battle. While over here, press the L.Blue SWITCH, take note of the Blue square. Also, free SPRITELING(Green) and get 'STATUE PART E' and 'RED DIAMOND 5' down the trapdoor. Before leaving, collect 'STATUE PART F' on the fence.
- \* Head left and get L.Blue 'TREASURE:Bronze Mirror'. Hit the Blue SWITCH and use the Glue Globes to get back. Grab the Green 'TREASURE:Stained Glass' before jumping down.
- \* Go back right and get the Blue 'TREASURE:Gold Clock' where you saw the square.
- \* Down the first hole you see going left will be a trapdoor containing 'RED DIAMOND 6' + SPRITELING(Blue). To get them, hit the levers in order they come down (practice the Corkscrew Conk which will be known as CC from now on in the FAQ). Use a CC to cross the gap for the treasure.
- \* Go up the Glue Globes on the tall column for 'STATUE PART G'.
- \* Down the next hole, go right for a trapdoor. Down here, use the three Glue Globe launchers (remember last time? Just jump at the right time) for 'STATUE PART H' ('Heart' Stamp) and 'RED DIAMOND 7'.
- \* Going left, meet another Terrible Picture. Hit this one three times to defeat it.
- \* Hit the Pink SWITCH here and go back right for the Pink 'TREASURE:Crazy Glasses'.
- \* Drop down and hit the Purple SWITCH. Go to where the balloon is for the Purple 'TREASURE:Gold Pocket Watch' by suing the reflection ('Treasure' Stamp).
- \* Down the last trapdoor, use a timed CC for to get SPRITELING(Purple) and 'RED DIAMOND 8'.
- \* Down the boss trapdoor when you're ready.

#### LEVEL BOSS: Mean Emcee

- Main tactic is to whup his ass until he hides in one of the cups. Play the shell game and hit his shell. He won't come out, so encourage him with a CC attack on the cup. Piledrive him as he falls out.
- He'll use either a Cane Swing attack to hurt you, or a charged up Spin Attack which you must run from.
- Each hit makes him and the shuffling cups quicker. Concentrate on the cup he goes into.
- If you miss the wrong cup, enemies will come out instead.
- After 5 piledrivers, he's history.

'Boss' Stamp and 1/2 Heart are yours. Only one level left now!

-----  
This huge pyramid is our last level. A little confusing - and some truly harsh trapdoor puzzles - make this final stage a tough one. As if you were expecting a cakewalk anyway...

- \* Go ahead a little and find an enemy to pick up. Jump on the pillars at the start (use the edge of the level) for a Red SWITCH and a metal trapdoor to piledrive the enemy through. Use the lever to raise the center block and drop through to get SPRITELING(Red). Hit the middle lever again to rise up to 'RED DIAMOND 1' with the middle block. The rest of the levers raise the pyramid, which has gold.
- \* Head down the start path again for Red 'TREASURE:Ancient Ring'.
- \* Go back to the red switch and go right for a trapdoor. Use the arrow blocks to position under the two slightly higher blocks. When the blocks go left and right, they should make them rise up. Use them to get up to SPRITELING(Yellow) and 'RED DIAMOND 2'. Just a note, I doubt my methods with this and the next arrow block puzzle are the best, so easier solutions (or clearer ones) would be appreciated!
- \* Head right along the bottom sand path until you find the Yellow SWITCH. Press it.
- \* Go left up the ramp to get Yellow 'TREASURE:Ancient Necklace'. Jump down and hit L.Green SWITCH.
- \* Back on the ramp, jump off to the right for the L.Green 'TREASURE:Ancient Relief'.
- \* Go left using the Glue Globes and drop down where the wall is brown and brick-like (FYI use the spade looking enemies to climb up these types of walls like with the Magnets). Meet an old friend down here.
- \* After you killed the quicksand monster (or avoided it), go south for a trapdoor. In here is the other arrow block puzzle. What I did was to lower the single block by Ground Pounding it, and then I knocked it left then right, against the pillar at the side. I then knocked another block (one of the pair) and positioned it above the previous block. I then Ground Pounded it to make it rise. Before it got too high, I leaped off and aimed for the center to get 'RED DIAMOND 3'. Like I mentioned before, alternate strategies are welcome. Also get 'STATUE PART A' here.
- \* Hit the strange bird statue to get blown up a level. You can get a glimpse of the huge level.
- \* Go right for 'STATUE PART B' up here.
- \* Jump up the descending Glue Globes to the trapdoor at the top. Another arrow block, but this is relatively simple to solve. Ground Pound the arrow blocks and quickly jump off south before hitting the spikes. Get SPRITELING(Green) and 'RED DIAMOND 4'.
- \* Jump and hit the Green SWITCH and go right for a L.Blue SWITCH and another trapdoor. Down here is 'STATUE PART C' and 'RED DIAMOND 5'.
- \* Backtrack for Green 'TREASURE:Small Pyramid' near the first bird statue.
- \* To destroy the statue, hammer at the green lights on all three layers to uncover the ladder once it dies.
- \* Up here, get the L.Blue 'TREASURE:Ancient Bracelet'.
- \* Go down the slide, and don't miss 'STATUE PART D' in the middle of it.
- \* Beat the battle field, and go left for Blue SWITCH and a trapdoor. To get across this puzzle, hang onto the edges of the spike platforms until they drop slightly, and use them to get onto the next platform before they drop too far. At the end, collect 'RED DIAMOND 6' and 'STATUE PART E'.
- \* Use the stone pillars behind the battle field to jump up to the SPRITELING(Blue).
- \* At the fence, head towards the screen (south) to find Blue 'TREASURE:Anubis Statue'.
- \* Head up the left and make a few jumps to a trapdoor. In here find a very difficult jumping puzzle. You have to run onto the mallow block, and then Dash + CC combo off the block before it vanishes to hit the lever. It will

take you a few attempts, believe me. Up here, dodge the falling blocks for 'STATUE PART F' and 'RED DIAMOND 7'.

- \* Go higher up and left to hit the Purple SWITCH. Before going up the stairs, go them to find an alcove with 'STATUE PART G'.
- \* In this trapdoor is the hardest area in the game. You need to be careful as there are lots of jumps to make in this huge area of blocks. Occasionally, you'll need to make a CC jump to get across so be extra careful on those jumps. Use the tall maze-like area to get higher up. Continue along the platforms, and when you reach a dead end, look down for a platform with the last SPRITELING(Purple) in the game. Look down again to find the 'RED DIAMOND 8' platform.
- \* Once you leave that hellhole, hit the Pink SWITCH nearby.
- \* Grab the last 'STATUE PART H' ever on the Glue Globe waterfall ('Heart' Stamp)
- \* Use the spade enemies as before to climb the wall. You'll need all three to reach the top.
- \* Finally, you've reached the top. Collect the chests, Purple 'TREASURE:Monarch Mask' and Pink 'TREASURE:Nintendo GameCube' (Wario's prized possession no doubt :) ) ('Treasure' Stamp). Destroy the second statue to continue up to Boss.

#### LEVEL BOSS: Ironsider

- The way to beat him is to beat up the hands and Super Throw them at the invincible head.
- Both the hands and head have an attack or two. The head will bounce around creating shockwaves. He'll also do a spinning flame breath attack, which you must run around the head to avoid. The hands will attack by slamming and picking you up. Jiggle the control stick to avoid the latter.
- After two hits, the head will use a stronger shockwave attack and the flame breath will be quicker and will circle twice.
- After five hits, he's history.

'Boss' Stamp and final 1/2 Heart have now been acquired.

#### Sparkle Land - Captain Skull's Showdown

-----  
Penultimate boss. He's tricky, and you'll need those CC attacks now more than ever.

- The main tactic is to get over there and beat the stuffing out of him. How, you ask? Simply use the blue spring to get up into the crow's nest, and CC over the gap to the other deck. After he falls down, Piledrive him.
- After three hits, he becomes invincible. If you try to attack him head on, he'll use a charge up attack on you. Pick up one of the nearby barrels and chuck it at him for a desired effect.
- He'll attack using his cannon arm. His three main attacks are: Laser Cannon (avoid it), Cannonball (creates small balls with which to hit him if you're close enough) and Huge Cannonball (see where he's aiming it - either crow's nest or deck - and not be there when he fires it)
- After 5 attacks, he'll return to the briny deep. Arr!

Final Huge Treasure Chest Key. Now let's go meet that Black Jewel and teach it not to mess with Wario.

#### FINAL BOSS - Black Jewel

-----  
Disappointing easy, and akin to Banjo Kazooie's boss in that one of your



pick-ups actually comes in useful.

- To defeat the Black Jewel, dash around to avoid the flames and free the five Spritelings from their crystals. After all five Spritelings have hit the Jewel, pick it up and Piledrive the sucker.
- Try to outrun it's main attack of Flame Beam, otherwise impenetrable fire walls will block you. He'll also attack with Fireballs (slow moving) and his Rainbow Shockwaves, which will have eight rings (in the eight treasure colours, interestingly).
- After 8 such Piledrivings, you smash that Jewel into next week.

Congrats! You've won the game! Sit back and watch the Spritelings give Wario his reward...

-----  
Spriteling Hints  
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Instead of my own hint section, here's all the Spriteling quotes for you for easy access.

--Greenhorn Forest--

RED: "Press the A Button to jump! Press the B button to punch! Press the B button to throw KOed monsters too!"

YELLOW: "Jump and then press the R button to do a Ground Pound. Remember to collect red diamonds from sub-levels!"

GREEN: "Hold down the B button to perform a Dash Attack! Pick up a foe and hold the B Button for a Mega Toss!" [NB: I called this a Super Throw in the FAQ]

BLUE: "If you fall, you'll wind up in Unithorn's Lair! If you get stuck there, find the Escape Spring!"

PURPLE: "ByeBye Balloons take you to the Start Point! Press START/PAUSE to see the inventory screen."

--Greenhorn Ruins--

RED: "Spin the Control Stick for a Wild Swing-Ding! Grab a foe, jump, and press the R button for a Piledriver!"

YELLOW: "The Wild Swing-Ding is a spinning move! The Piledriver is a Ground Pound move!"

GREEN: "Jump onto walls using Glue Globes! Check where you're going and then JUMP!"

BLUE: "The Battle Rings are for one-minute battles! Collect coins by knocking out monsters!"

PURPLE: "Help save my Spriteling pals! You'll be rewarded very well, I promise!"

--Horror Manor--

RED: "You can hit the Big Bone-Fist right after it does a slam attack!"

YELLOW: "It looks like Swirly Slabs can move! Those spiral designs really remind me of spinning..."

GREEN: "Use Hyper Suction by pressing the L Button to suck up large numbers of coins at one time! Cool!"

BLUE: "Keep up the Wild Swing-Ding long enough and Autospin will kick in!"

PURPLE: "Hit flying foes with a Corkscrew Conk! Press the A Button during a Dash Attack!"

--Wonky Circus--

RED: "Throw things at the Electric Clown Fence with as much force as you can manage!"

YELLOW: "Use the C Stick when you want to take a peek at your surroundings!"

GREEN: "Just press the R Button to do a Dash Attack!"

BLUE: "Garlic Prices go up! Be sure to save as many coins as you can!"

PURPLE: "When the Clown-A-Round gets on his ball and rolls away, you'd better clear out too!"

--Shivering Mountains--

RED: "Smack the Barrel Buster's head into the air to hit the Angler Mangler's weak spot!"

YELLOW: "Use the Icicle Mites wisely to reach high places! OK, Wario?"

GREEN: "It's safer to knock out the Fattingtons so they don't knock you off when you pass them!"

BLUE: "Once you clear this area, something useful will appear at the Start Point!"

PURPLE: "Fell the Winter Windster by putting something in the magma to make it erupt! Avoid the red eyes!"

--Beanstalk Way--

RED: "Shake the ground to change the direction of the fruit tossed out by the Tree Freaks!"

YELLOW: "Latch on quickly to the Glue Globes spit out by the Tulipatooi before it sucks them back up!"

GREEN: "Remember what Magnets do when fighting the Monstrous Magnets!"

BLUE: "The bases of cliffs sure do seem suspicious!"

PURPLE: "Use Glue Globes to approach Spideraticus! Use the Dash Attack during the tug-of-war!"

--Mirror Mansion--

RED: "You'll have to use your own reflection in the mirrors to advance!"

YELLOW: "Attack the Terrible Pictures hanging on the wall by launching attacks from below!"

GREEN: "Fight the monsters you can only see in mirrors by peeking around the area with the C Stick!"

BLUE: "Don't give up, even if the area looks like a dead end! You should find hints reflected in the mirrors!"

PURPLE: "The Mean Emcee's a coward! Don't give up if he doesn't show himself when you hit his cup!"

--Pecan Sands--

RED: "Big Scorpers are so annoying when they burrow in the sand! Force 'em out with Ground Pounds!"

YELLOW: "Beat the Stone-Cold Statue by destroying its three blocks!"

GREEN: "Beware of the nasty Laser Jigglefish! Circle it then attack from above!"

BLUE: "The Ironsider spits dangerous flames! Use the Ground Pound to burrow and escape!"

PURPLE: "My Spriteling friends number forty in all! How many did you save, Wario?"

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Extras

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I plan to put mini-game details, and any interesting info about the game here once I find some. E-mail suggestions for this section. Also, if you get any alternating ending sequences (like with the Gameboy games) let me know. I got the one where he has his solid gold castle back.

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Credits

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So far I'd like to thank:

\* Nintendo and Treasure, for making another great little game. Even if it does feel like Luigi's Mansion occasionally... I'd also like to thank them for releasing the game here, in Europe, first. It's a rare privilege to beat the Americans to something ;)

\* Anyone who read this or my other FAQs and contributed either help or thanks in your e-mails.

\* I'd like to thank anyone in advance on details on the WarioWare mini-games available, as I don't currently have a way to play them yet.

E-mail contributions, extra boss advice, pleas for help or whatever you think is relevant to me at " mentoFAQ@hotmail.com ". Include the game name in your Subject. I'll try to answer as many as I can (all of them if possible) and give credit to those that help out in some way.

I also apologise to anyone who tried to send me mail using the previous address posted. I had problems with junk mail and your e-mails must've been deleted with them. I assure you that future e-mails won't be treated like junk :)

Sites I've allowed to host this FAQ:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.neoseeker.com](http://www.neoseeker.com)

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A Mentobahamut Walkthrough.

EOF

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